

Porphyra



Cavaliers of Porphyra Perry Fehr



Pathfinder
ROLEPLAYING GAME COMPATIBLE

Cavaliers of Porphyra

The voice of a horn, the horn of a battle-herald, calls from land to land... ranks of red lances form on a wind-swept ice field, on mounts like living thorns, yeti-fur helms whipped by cold breeze... a pale-skinned warrior in motley, singing to the whims of Chaos while he fights through waves of warriors. In a ruined chapel, a sombre sentinel on a slate-gray mare hears the call, and prays for an early end to suffering... a thousand banners in a thousand lands, a thousand causes, and a secret wish for glory...

Cavaliers are warriors that stand out from rank-and-file soldiers, berserker shock troops, or irregular adventurers; they all stand for a chosen cause, a direction of purpose that defines and aids them in their endeavors, be they common or grandiose. The cause of a cavalier is outlined in the edicts, or basic philosophy, that defines their chosen belief, known as an order. The order of a cavalier is assumed to be passed down through rituals of fellow-cavaliers of the same temperament, and influences the abilities of the cavalier. The primary advantage of the cavalier as a combatant is the challenge, whereby a cavalier calls out a foe within sight to combat. This increases the cavalier's damage, at the cost of defense, and is further altered by the parameters of the cavalier's order. Cavaliers are also known primarily as mounted warriors, evoking the stereotypical image of the mounted knight on a white charger- but many cavaliers ride astride such exotic mounts as dogs, camels, lizards, and even... plants... Cavaliers embody purpose and determination, the pinnacle of martial accomplishment that few can deny.

Order of Murasakishi (Order of Purple Stone)

In the beautiful, harsh and remote land of The Last Kingdom, the Samsariyu Lung adventurers from the Lotus Blossom Steppes overcame extreme hardship and challenges to form their pentapartite land, and achieve some peace. When the Rain of Purple Stone cut off the Kingdom from the rest of the Dry Peninsula, the strange material became something close to sacred to the people there, and has been ascribed many wondrous properties, and the porphyrite fields there is taboo, sacred territory. Cavaliers of the Saigoto that swear oaths to the Murasakishi, the purple stone that is called porphyrite, carry an amulet of that magical stone, and claim to hear guidance from its amethystine depths to guide them on their path.

Edicts: Cavaliers or samurai that enter the order of

Murasakishi seek to emulate the sacred god-stone in its indefatigable power to overcome obstacles and protect the righteous, much as it did in the Rain of Purple Stone during the NewGod Wars. They must stay close to porphyrite borders and deposits, aiding Methysti when they require it, and drive away interfering outsiders and other magical beings.

Challenge: Whenever an order of Murasakishi cavalier or samurai issues a challenge, the target of his challenge's DR, to his attacks alone, is reduced by 1. This increases by 1 for every four levels the cavalier possesses.

Skills: An order of purple stone cavalier or samurai adds Knowledge (planes) (Int) and Appraise (Int) to his list of class skills. The cavalier can make an Appraise check to identify the properties of magic weapons and armor as if he were using Spellcraft with *detect magic*. He can add his Charisma bonus to Knowledge (planes) checks to identify outsiders with the air, earth, fire or water descriptors.

Order Abilities: A cavalier or samurai belonging to the order of Murasakishi gains the following abilities as he increases in level.

Mountain Traveler (Ex): At 2nd level, the cavalier or samurai and his mount receive Nimble Moves as a bonus feat, provided they are adjacent to one another, or the cavalier is riding his mount.

Way of the Heavenly Stone (Su): At 8th level, an order of purple stone cavalier can call on the power of the world-spanning mineral Porphyrite to give strength to his trikes. Once during the next minute, he can choose to roll a damage roll three times (all dice, if applicable) and take the best result. He may decide to use this ability after the roll is made. Using this ability expends one daily use of a cavalier challenge or a use of samurai resolve.

Porphyrite Master (Su): At 15th level, an order of purple stone cavalier or samurai treats all of his attacks as though he were wielding weapons made of porphyrite. He also takes the best advantage available whenever involved in an air, earth, or wind mastery universal monster rule situation.

Order of Regret (Avoodim)

To be among “the lost” rejected by Heaven, to do penance on the besmirched mortal, Material plane, is a condition that haunts and defines the race of avoodim. There are those of the morose race that choose to embrace this failure, and their Regret, and make it their Purpose. This usually involves tapping into this loss, and making lesser, petty, mortals feel it, and regret crossing those of that dour order.

Edicts: The cavalier must seek to show that a sinful world that produces a flawed soul should not go unchastised, and must prove this to the ignorant at all times, by word or deed. The cavalier must share the pain of a disappointed Heaven with all who will listen, and force those who will not to regret their unheedfulness.

Challenge: Whenever an order of regret cavalier issues a challenge, he may use his shared agony racial ability on that target as a free action that does not reduce the number of times per day he can use his shared agony racial ability. He may inflict shared agony on challenge targets, an additional time per day for every four levels the cavalier possesses.

Skills: An order of regret cavalier adds Knowledge (religion)[Int] and Heal (Wis) to his list of class skills. Whenever an order of regret uses the Heal skill on a creature other than himself, he receives a bonus on Intimidate checks to change that creature’s attitude equal to ½ his cavalier level (minimum +1).

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

Share Despair (Su): At 2nd level, once per day, the cavalier can force his eternal despair racial characteristic upon a target within 30 ft., as a standard action. This is a mind-affecting fear effect, and the target receives a Will saving throw equal to 10 plus ½ the cavalier’s class level, plus the cavalier’s Charisma modifier. The duration of the effect is equal to the cavalier’s class level in rounds. At 8th level and every six levels thereafter, the cavalier can use this ability an additional time per day.

Disappointment (Ex): At 8th level, the cavalier gains an extra attack of opportunity per round against an opponent who has attacked either him or one of his allies in the ensuing round. He gains yet another at 16th level. This stacks with the Combat Reflexes feat.

Exasperation (Ex): At 15th level, the cavalier can use one of his attacks of opportunity, if he possesses one

(including any resulting from Disappointment) to immediately make an additional attack, if any of his attacks missed in the previous round. This additional attack is made at the cavalier’s lowest attack bonus.

Order of the Mind (Marunite, Qi’tar)

Members of the order of the mind join that collective to achieve solidarity for those that are seen as aberrant and strange, much of the time. They seek to combine martial, organizational, and psionic prowess in all things, and show the world that psionic power can be a force to be reckoned with.

Edicts: Uphold the rights of your race and the rights of psionics that are being treated unfairly because of their different mental orientation. Protect psionics who are worthy of the name and upright. Only those races who are Naturally Psionic may be members of the order of the mind.

Purple Duck Note: *Other races that are naturally psionic may be eligible for this order, at the GM’s discretion.*

Challenge: When an order of the mind cavalier issues a challenge, they gain 1 power point that they are able to use in combat against their target, and fades away immediately if it is not used, after combat ceases. The cavalier gains an additional power point during a challenge for every four levels of cavalier they possess.

Skills: An order of the mind cavalier adds Knowledge (psionics) [Int] and Autohypnosis (Wis) to his list of class skills. They also gain a psionic power pool and a manifester level equal to ½ their cavalier level.

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

Mindsquire (Psi): At 2nd level, an order of the mind cavalier selects one 1st level psionic power from the psychic warrior power list; they can use this power normally, augmenting and manifesting it with their power pool and manifester level. They gain access to another 1st level power at 4th level, and another at 6th level.

Mind-Myrmidon (Psi): At 8th level, an order of the mind cavalier selects one 2nd level psionic power from the psychic warrior power list; they can use this power normally, augmenting and manifesting it with their power pool and manifester level.

They gain access to another 2nd level power at 12th

level.

Cavalier of the Mind (Psi): At 15th level, an order of the mind cavalier selects one 3rd level psionic power from the psychic warrior power list; they can use this power normally, augmenting and manifesting it with their power pool and manifest level. They gain access to another 3rd level power at 20th level.

Order of the Blood (Dragonblood)

Cavaliers of the order of the blood are exclusively those that possess some measure of the blood of these arcane reptiles, the dragonbloods, and their main vow is to seek out and defeat their erstwhile sires. Benign dragons, or even those that would “help” humanity had best remove themselves to the wastelands, as they have interfered enough with the fate of humanoids, and it is the two-legged races that own the world, not dragons!

Edicts: Cavaliers of the order of the blood must always seek to defend humanoids against the depredations of dragons, and not ally themselves with those who would be friends with these over-powerful beasts.

Challenge: When an order of the blood issues a challenge, he receives a resist score against the damage type of any breath weapon it possesses equal to his cavalier level. If the breath weapon does not do damage, he gains a bonus to his saving throw against its effect equal to his cavalier level.

Skills: An order of the blood cavalier adds Knowledge (arcana)[Int] and Perception (Wis) to his list of class skills. If the cavalier is using either of these skills in an area known to be inhabited by a dragon, he receives a bonus on the check equal to ½ his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the blood gains the following abilities as he increases in level.

Wyrm-Smeller (Sp): At 2nd level, an order of the blood cavalier gains the spell-like ability *detect dragon*, identical to *detect animals or plants* except that it detects creatures of the dragon type. This ability can be used a number of times per day equal to his Charisma bonus.

Drake Destroyer (Ex): At 8th level, an order of the blood cavalier learns secrets of draconic anatomy and techniques for fighting their scorned relatives. He gains a +1 competence bonus to all attack rolls and a +1d6 bonus to damage against creatures of the dragon type. At 12th level and every 4 levels thereafter, this bonus

increases by an additional +1 to attack and +1d6 to damage.

I Sing the Blood Draconic (Ex): At 15th level, an order of the blood cavalier has begun to usurp the power of his ancient progenitors. He becomes immune to sleep and paralysis effects, and gains darkvision 60 ft. if he does not already possess it. If the cavalier possesses the racial feats Dragon Soul and Wake the Dragon, he gains an additional dragonblooded racial feat as a bonus feat.

Order of the Crimson Lance

His Dread Lord, The Red King, protects his subjects of the Northlands with a semi-benevolent tyrannical rule. Core dictates of that demi-draconic overlord are that the borders of his vast land will be patrolled, and the threat of giants should not trouble his people. The brunt of those tasks falls upon The Red Host, his elite troops, and their core is the Order of the Crimson Lance. Their mounts of choice in that barren land are ledosha, the polar vegetable “ice horses” that typically ran mindlessly over the wastes- now put to martial use for the red-robed cavaliers that serve or die for The Red King.

Edicts: The order of the crimson lance exists to serve the mandates of the Red King, and facilitate the maneuvers of The Red Host, their brothers in arms. They will patrol the borders of the Northlands against incursion and espionage, and always be on the watch for the machinations of fire and frost giants.

Challenge: When an order of the crimson lance cavalier issues a challenge, his mount gains a +1 dodge bonus to armor class, and to its Combat Maneuver Defense. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the crimson lance cavalier adds Knowledge (nature)[Int] and Survival (Wis) to his list of class skills. When using either in a cold climate setting, they gain a circumstance bonus equal to ½ their cavalier level.

Order Abilities: A cavalier that belongs to the order of the crimson lance gains the following abilities as he increases in level.

Flame to the Cold (Su): At 2nd level, an order of the crimson lance cavalier is protected by an effect similar to *endure elements*, except that the effect is negated by the first fire or cold damage taken that is higher than the cavalier’s level. At 6th level and every four levels thereaf-

ter, the cavalier gains resist fire and resist cold equal to ½ his cavalier level, which is also negated if the cavalier takes fire or cold damage. The ability resets itself in 12 hours.

For the Red King! (Ex): At 8th level, an order of the crimson lance cavalier can call out in the name of his monstrous liege, inspiring his troop-mates to greatness. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier to all attack and damage rolls to his allies within 30 feet. This bonus lasts for 1 minute. This ability can be used once per day, and an additional time at 16th level.

Protector of the Northlands (Ex): At 15th level, the order of the crimson lance cavalier learns to withstand attacks that would fell lesser men. The cavalier gains DR 5/— against physical attacks whose minimum damage is 15 points or higher.

Purple Duck Note: *Also see the zendiqi Order of the Sundered Spear, highlighted in Heroes of the Siwathi Desert, also from Purple Duck Games.*

Ledosha

Bounding across the plain of ice is a scrabbling, root-like creature, silent, for all of its size, 10 feet long and borne upon stalk-like legs, pursuing the fading light.

Ledosha (Snowthorn)	(CR 2; XP 600)
N Large plant	
Init +1; Senses low-light vision, scent; Perception +0	
Defense	
AC 17, touch 10, flat footed 16 (+1 Dex, +7 natural, -1 size)	
hp 28 (3d8+15)	
Fort +8, Ref +2, Will +1	
Immune sonic, plant traits; Resist cold 15;	
Weakness darkness	
Offense	
Speed 50 ft., burrow 10 ft. (snow only)	
Melee slam +0 (1d8+2)	
Space 10 ft., Reach 5 ft.	
Statistics	
Str 18, Dex 12, Con 20, Int —, Wis 11, Cha 1	
Base Atk +2; CMB +7; CMD 18 (22 vs. trip)	
SQ docile, unpalatable	
Ecology	
Environment cold	
Organization solitary	
Treasure none	

Special Abilities

Weakness to Darkness (Ex) When in total darkness, a ledosha will make only a single move, and then become dormant until exposed to sunlight again.

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill, a ledosha’s gore is treated as secondary attack.

Unpalatable (Ex) The warm bodily fluids of a ledosha are so bitter that no creature will bite it twice, and the biter is automatically sickened for 1 round after the first successful bite attack.

Ledosha are bizarre polar plants that live off sunlight and the water in melted snow, gaining the occasional minerals from decaying organic matter. Bodily they resemble their Common-tongue name of snowthorn, being 10-foot long, whitish, bark-covered pods with a pointed end, borne by four stalk-like legs. Small pores act as sensory organs, and expel spores at interval to be taken in by other traveling ledosha, engendering spore-pods that are buried in the ice and snow.

Snowthorns are highly mobile, and almost never stop moving when the sun is shining; they become dormant and typically burrow into the snow when darkness falls, often for long periods when in polar winter. This mobility is put to use by some arctic humanoids, who have learned to use the fast-moving plants as mounts, controlling their direction of movement with paddles that cover the photosynthetic areas of the ledosha’s backs. Being plants, ledosha cannot be trained via Handle Animal, but can be made to “charge” and “stop” with DC 20 Ride checks, provided the rider has at least 2 ranks of Knowledge (nature). Though snowthorns are naturally solitary, reproducing at a distance, those that breed them as mounts can assemble large pens of them quite quickly, especially if they have access to daylight spells to keep them active in winter, and give them slops.

On Porphyra

The Red Host of the Northlands use ledosha heavily as patrol mounts, and their Thornmaster breeders know every trick to coax the mindless plants into military maneuvers. Presumably they exist in the Eternal Ice of the southern pole, but the ith’n yaroo there speak of “horns of the ancestors” and apparently rule them to be taboo. They are not present in the Frozen North as the frost worms there seem to be the only beings in creation that find them edible, to the point of hunting down any snowthorns that have been imported.

Ledosha and Rider



Plant Companions

Plant companions (mounts), like animal companions, have different starting sizes, speed, attacks, ability scores, and special qualities. All plant attacks are made using the creature's full base attack bonus unless otherwise noted. Plant attacks add the plant's Strength modifier on the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier. Some plant companions have special abilities, such as scent. Plant companions cannot gain armor or weapon proficiency feats, even as they advance in hit dice, and cannot use manufactured weapons at all unless their description says otherwise.

As you gain levels, your plant companion grows in power as well. It gains the same bonuses that are gained by animal companions, noted on *Table 3–8: Animal Companion Base Statistics* of the *Pathfinder Core Rulebook*. Each plant companion gains an additional bonus, usually at 4th or 7th level, as listed with each plant choice.

Ledosha Starting Statistics

Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 16, Dex 12, Con 18, Int —, Cha 1 **Special Qualities** low-light vision, plant traits, unpalatable

4th level advancement: **Ability Scores** +2 Str, +2 Con; **Attack** slam 1d8; **Special Qualities** resist cold 15

Cavalier “Disorders”

Some races and nations are disinclined to observe the term ‘Order’ in that in its strictest context, it implies the rule of Law and Lawfulness, and of strict hierarchy. Antipaladins use the term, largely in mockery of their hated mirror-images, and many chaotic personalities avoid the term ‘order’ because of that, as well, as to be chaotic does not, by any means, imply a deference to Evil. To many races, such as urisks, erkunae and some clans of gnomes, ‘disorder’ has a very positive connotation, that of choice, equal chance for promotion, and variety that in its many permutations is more likely to save the day than staid, tried-and-true rules that bog down the inventive.

In game mechanics, a cavalier disorder differs in that the member of the named disorder gets choices for his abilities at levels 2, 8 and 15, at the cost of the normal cavalier's tactician ability at 1st, 9th and 17th. Members of a Disorder must be of chaotic neutral, chaotic good, or chaotic evil alignment and also gain, at 1st level, the following class ability:

Fickle Fortune (Su) At 1st level, a cavalier can choose to reroll any one roll he makes during the day, be it attack, saving throw, skill check, damage; any roll whatsoever, on any type of die. He must accept the second roll, no matter what it reveals. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and every 5 levels thereafter. This replaces the tactician ability.

Should a player wish to take an archetype, the fickle fortune class ability would take the place of the tactician, greater tactician, and master tactician class abilities with regards to substitution.

Disorder of the Infinite

Those that chafe at the bonds of Law, rigid causes, and the arbitrary rules of society sometimes pursue the possibility of true freedom, the choice to chase the Infinite. Cavaliers who choose the disorder of the infinite path pursue freedom, advocate choice, and adventure for the sake of the thrill as well as a temporary cause, usually that of freeing oppressed folk from the imposition of control.

Edicts: The cavalier must seek to embrace chaos and random chance whenever it presents itself, reveling in the infinite variety of possibilities available to pursue. They must avoid swearing allegiance to any cause but freedom, and promote the furtherance of independence.

Challenge: Whenever a disorder of the infinite cavalier issues a challenge against a creature, he gets an additional use of the fickle fortune class ability. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and every 5 levels thereafter.

Skills: A disorder of the infinite cavalier adds Survival (Wis) and two random Knowledge (Int) skills, [roll a d10, with Knowledge (arcana) being 1 and Knowledge (religion) being 10] to his list of class skills. Once per day at 1st level, and an additional time for every 5 cavalier levels he has, the cavalier can add 1d6 to a skill check that he makes. Two bonuses cannot be added to the same skill check.

Disorder Ability Options: A disorder of the infinite cavalier may choose between the following abilities as he increases in order; once he makes that choice, he may not change to the other choice unless he retrains, as if retraining for a feat.

Infinite Hero (Ex)/Infinite Path (Ex): At 2nd level, a disorder of the infinite cavalier can choose between the following abilities:

Infinite Hero (Ex): A disorder of the infinite cavalier receives access to Hero Points (see *Advanced Player's Guide*) even if the current campaign does not use them; if the current campaign does use Hero Points, the cavalier receives Hero's Fortune as a bonus feat.

Infinite Path (Ex): A disorder of the infinite cavalier can appeal to the infinite universe as a standard action, showing him the possible permutations of his abilities. Once per day, at any point in the next minute, he can receive a competence bonus on an ability check, attack roll, skill check or saving throw equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made.

Freedom Strike (Ex)/Dance of Disengagement (Ex): At 8th level, a disorder of the infinite cavalier can choose between the following abilities:

Freedom Strike (Ex): At 8th level, a disorder of the infinite cavalier can reach into his personal reserve of strength to find the will to succeed. As a free action, the cavalier can assume the 'will-to-power', granting him a morale bonus on attack rolls equal to his Charisma modifier for 1 round. The cavalier can use this ability once per day, plus one additional time at 10th level and every five levels thereafter.

Dance of Disengagement (Ex): At 8th level, a disorder of the infinite cavalier can see some of the possibilities of combat before others; he can negate one attack of opportunity that he is due to receive once per combat. The cavalier can use this ability once per day, one additional time at 12th level and every four levels thereafter.

Chaos' Horseman (Su)/Chaos Surge (Su): At 15th level, a disorder of the infinite cavalier can choose between the following abilities:

Chaos' Horseman (Su): The mount of a disorder of the infinite cavalier may roll twice for any ability check, skill check, or saving throw, taking the second result even if it is worse.

Chaos Surge (Su): A disorder of the infinite cavalier can, once per day as a swift action, release a surge of chaotic energy equivalent to the effect of a *rod of wonder*, adding +2 to any applicable saving throws. The cavalier can use this ability twice per day at 20th level.

Disorder of the Perfect (Erkuna)

Erkuna cavaliers (and some of their servants) who join the disorder of the perfect seek the lightning-in-a-bottle that comes from seeking all experience in the hope that

random chance will grant perfection upon the bold. Cavaliers of this disorder will try anything once, allying themselves to anyone who promises new and interesting experiences, and that chance for random greatness. They sometimes serve the Opal Throne as elite cavalry.

Edicts: The cavalier must strive to seek out new experiences and challenges at all times. He may not settle into a role of routine or sameness, or endeavor into a predictable venture.

Challenge: Whenever a disorder of the perfect cavalier issues a challenge against a creature whose kind he has not encountered in the past 24 hours, he receives a +1 morale bonus on attack rolls made against the target of his challenge. This bonus increases by +1 for every 4 levels the cavalier possesses.

Skills: A disorder of the perfect cavalier adds Perception (Wis), and Linguistics (Int) to his list of class skills. Whenever the cavalier makes an opposed skill check, he receives a competence bonus on the check equal to 1/3 his cavalier level (minimum +1).

Disorder Ability Options: A disorder of the perfect cavalier may choose between the following abilities as he increases in order; once he makes that choice, he may not change to the other choice unless he retrains, as if retraining for a feat.

Respond to Danger (Ex)/Seek the Strange (Ex): At 2nd level, a disorder of the perfect cavalier can choose between the following abilities:

Respond to Danger (Ex): A disorder of the perfect cavalier can add ½ his cavalier level to his initiative, minimum 1.

Seek the Strange (Ex): A disorder of the perfect cavalier can add his Charisma modifier to any checks made to identify monsters or strange phenomena via a Knowledge skill.

Glimpse of Perfection (Sp)/Resilient Freedom (Ex): At 8th level, a disorder of the perfect cavalier can choose between the following abilities:

Glimpse of Perfection (Sp): A disorder of the perfect cavalier can, as a swift action, cast *true strike* as a spell-like ability once per day.

Resilient Freedom (Ex): A disorder of the perfect cavalier can add his Charisma modifier to any saving throws versus enchantment spells and effects.

Opalescent Fury (Ex)/Erkuna Dragon Rider (Ex): At 15th level, a disorder of the perfect cavalier can

choose between the following abilities:

Opalescent Fury (Ex): The cavalier can challenge a target in the name of the Opal Throne once per day. This functions like a normal challenge, but the cavalier adds his Charisma bonus on all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 circumstance bonus on all saving throws he must make against abilities, attacks, or powers of the target and its allies.

Erkuna Dragon Rider (Ex): The disorder of the perfect has an ancient pact with a family of primal cloud dragons that inhabit a tall peak on Erkusaa, and the cavalier gains the services of a young primal cloud dragon mount. The cavalier does not gain a feat at 15th level, and must spend all of his skill points on Profession (cloud dragon rider). The tack of the dragon rider costs 1,500 gp, and prevents the dragon from using bite, breath weapon and wing attacks. The dragon does not begin play with any treasure, but expects ¼ of the treasure that the cavalier gains in his further adventures.

Disorder of the Hoof (Urisk)

A urisk, goat-man of the mountains, is afraid of virtually nothing save leaving home- and those wanderlusting urisks become adventurers. Urisks are observant of other races, if anything, and the habit of taking mounts is imitated, as many things, though a urisk feels an affinity for hoofed animals far more than any humanoid. Urisks of the disorder of the hoof often claim that the animal calls to them.

Edicts: Like Billy said, why walk when you can ride? So's I barrerred Farmer Mull's cow*, and aways I go! See the flat-land world, get into a good scrape, grab some shiny bits, and don't let yer ugly mug hold ya back from nothin'!

*A farm 'king bull' is equivalent to an aurochs in statistics, a favorite "mount" of urisks.

Challenge: Whenever a disorder of the hoof cavalier issues a challenge, he receives a +1 morale bonus on natural attacks against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: A disorder of the hoof cavalier adds Acrobatics (Dex) and Stealth (Dex) to his list of class skills. The cavalier can make Stealth checks while mounted, using his own Stealth bonus -5.

Disorder Ability Options: An disorder of the hoof cavalier may choose between the following abilities as he increases in order; once he makes that choice, he may not change to the other choice unless he retrains, as if retraining for a feat.

Yeehaw! (Ex)/Get 'em, Bossy! (Ex): At 2nd level, a disorder of the hoof cavalier can choose between the following abilities:

Yeehaw! (Ex): The disorder of the hoof cavalier gains the stampede exceptional ability, as detailed under the monster entry for aurochs.

Get 'em, Bossy! (Ex): The cavalier can encourage his mount by whooping and yelling, taking a standard action which grants his mount a competence bonus on its saving throws against fear equal to his Charisma bonus, and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If his mount is under the effect of a spell or ability that causes it to be frightened or panicked, it can immediately make another saving throw to resist the effect (if allowed).

Run with the Herd (Sp) / Wildfire (Sp): At 8th level, a disorder of the hoof cavalier can choose between the following abilities:

Run with the Herd (Sp): A disorder of the hoof can, once per day, cast *summon monster* to summon 1d3 aurochs or 1d4+1 horses, with a caster level equal to the cavalier's class level (equivalent to *summon monster IV*).

Wildfire (Sp): When the cavalier outlines targets with his *faerie fire* racial ability, he gains a +1 bonus to hit and damage those targets. At 12th level and every four levels thereafter, the bonus increases by 1.

Rough n' Tumble Billy (Ex)/Measure of Respect (Ex): At 15th level, a disorder of the hoof cavalier can choose between the following abilities:

Rough n' Tumble Billy (Ex): At 15th level, the cavalier of the hoof and his mount can ignore difficult terrain for the purpose of making a charge attack. In addition, if the charge attack is successful and both he and his opponent are occupying squares with difficult terrain, the cavalier gains a +2 competence bonus when using his mighty charge ability to make a bull rush, disarm, sunder, or trip combat maneuver.

Measure of Respect (Ex): At 15th level, any living target damaged by the cavalier's natural attack suffers a -2 penalty to armor class and CMD for 1 round. This penalty stacks with any other conditional penalty, but a target may only be under one such penalty inflicted by this ability at a time.

Feats

Included below are new feats associated with cavaliers on Porphyra, and races that are found there.

Billy Ironshoes

"Well, Billy-knock-me-down but that's a fine pair of shoes!"

Prerequisites: Must be hooved

Benefit: You can wear and use magical horseshoes as if you had four hooves, benefiting from their effect. Any reference to "animal" or "rider" apply to the wearer of the magical horseshoes. You must keep the other two shoes on your person for the first two to have effect, and none will work if one of them is lost.

Special: *Horseshoes of oneness* grant only a +1 dodge bonus when worn with this feat.

Casual Devotion

"O Lord, Thou knowest how busy I must be this day. If I forget Thee, do not forget me."—Lord Jacob Astley

Prerequisites: Cavalier's charge class feature, Wisdom 13

Benefit: Once per day, if you have not received magical or channeled healing this day, you may spend a standard action to briefly pray and receive the benefit of an *aid* spell, but the caster level will increase no higher than CL 3rd.

For Want of a Horse

"A horse, a horse! My kingdom for a horse!"

Prerequisites: Mount class feature, Handle Animal 5 ranks

Benefit: The mourning period for replacing a dead mount is negated, and a character who is parted from his mount may declare it is "dead" at will, but no more than once per day. The new mount gains all of the special abilities instantly, with a successful 15 + character level Handle Animal check.

Normal: Only one specific animal can be chosen as a mount, and if it dies, a mourning period must be spent.

Steed of Iron

"Some people find their mounts, others build them."

Prerequisites: Mount class feature, Craft (mechanical) 1 rank

Benefit: Instead of selecting an animal mount, you may select a construct version of the animal mount. A construct mount follows all the same rules as the Animal Companion table in the *Pathfinder Roleplaying Core Rulebook* except as follows:

- Construct mounts use a d10 for Hit Dice. They do not gain bonus hit point based on their size as normal constructs. They have no Constitution score.
- They have a good base attack bonus.
- They have no good saving throws.
- They gain construct immunities.
- No skills are considered class skills for a construct mount.
- They cannot be healed by magic but may be repaired with Craft (mechanical) to treat deadly wounds (see Heal skill in the *Pathfinder Core Rulebook*)

Magic Items

Included here are magic items that may be in the possession of cavaliers of various orders on Porphyra.

Banner of Prideful Boasting

Aura faint transmutation; **CL** 5th

Slot none; **Weight** 3 lbs.

Description

This cloth banner or standard is typically 2 feet wide and 4 feet long, and magically detects as a *champion's banner* or some other type of magical banner (75% likely for the former). It depicts the heraldic symbol of its wielder; if the wielder has no such symbol, it depicts a stylized peacock.

The curse of the banner is such that the wielder is compelled to spend the first round of combat performing an Intimidate check on a target within range, or move in such a way to be able to perform an Intimidate check at the earliest opportunity, even if no target is susceptible to such checks. The wielder does get +2 on Intimidate checks attempted in this manner.

Creation

Magic Items *champion's banner, lord's banner*

Challenger's Surcoat

Aura faint transmutation; **CL** 5th

Slot armor; **Weight** 20 lbs.; **Price** 18,000 gp

DESCRIPTION

This stylishly cut +2 *armored coat* is covered in costly velvet and gold embroidery, and seems to subtly change to fit the latest fashion. Each surcoat is keyed to a specific cavalier order, and grants its wearer the specific challenge ability of that order. Though the rules of challenges apply normally, they do not increase with level for the wearer, unless they, themselves are a cavalier, who then gains full access to both challenge abilities. If a chal-

lenger's surcoat keyed to an order is worn by a cavalier of the same order, the cavalier gains an additional challenge per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow insight*, *challenge evil*, **Cost** 9,000 gp

Cujellor's Plumed Helm

Aura moderate transmutation; **CL** 9th

Slot head; **Price** 16,000 gp; **Weight** 3 lbs.

DESCRIPTION

This magical helmet is modeled after that of a famed cavalier whose exploits filled the taverns with songs that may or may not have been entirely accurate. Though it appears when found unequipped as a sturdy helm with a brush-like plume, it takes on an appearance commensurate and symbolic of the order of the cavalier who wears it; he gains +1 to his Leadership score. As well, the wearer gains an additional challenge per day, adding to his challenges per day.

CONSTRUCTION

Requirements Craft Wondrous Item, Dazzling Display, *heroism*; **Cost** 8,000 gp

Horseshoes of Oneness

Aura faint enchantment; **CL** 5th

Slot hooves; **Price** 6,000 gp; **Weight** 8 lbs. (for four)

DESCRIPTION

These iron shoes are detailed with tiny diagrams and script. When affixed to an animal's hooves, they allow complete mental communication between horse and rider, granting +5 to the rider's Ride score, and access to all of the mount's senses, essentially granting a second set of senses (Perception, any mental skills the mount has, etc.) and, finally, a +1 dodge bonus to both mount and rider while riding or adjacent to one another.

CONSTRUCTION

Requirements Craft Wondrous Item, *dominate animal*; **Cost** 3,000 gp

Sample Character

"My land is a land born anew out of the ashes of the old, corrupt world... infinite possibilities await those who embrace a new destiny!"

Illith the Irrational (CR 1/2; XP 200)

Female furnance elf cavalier 1

CG Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +1

Defense

AC 16, touch 11, flat-footed 15

(+5 armor, +1 Dex)

hp 13 (1d10+3)

Fort +5, **Ref** +1, **Will** +1; +2 vs. enchantment

Immune sleep

Offense

Speed 20 ft. (30 ft. without armor)

Melee elven curve blade +3 (1d10+2/18-20)

Special Attacks challenge 1/day, fickle fortune 1/day

Spell-Like Abilities (CL 1st; concentration +2)

1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*

Order disorder of the infinite

Statistics

Str 15, **Dex** 12, **Con** 16, **Int** 12, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 14

Feats Steed of Iron

Skills Craft (mechanical) +7, Handle Animal +2,

Knowledge (engineering) +6, Ride +5, Sense Motive +5

SQ craftsman, elven magic, greed, master tinker, weapon familiarity (furnace elf)

Languages Common, Elven, Orc

Gear backpack, elven curve blade, military saddle, scale mail; **Coins** 23 gp

Argentius (Mount)

N Large construct

Init +1; **Senses** low-light vision, scent; Perception +1

Defense

AC 14, touch 10, flat-footed 14

(+1 Dex, +4 natural, -1 size)

hp 11 (2d10)

Fort +0, **Ref** +1, **Will** +1

Immune construct immunities

Offense

Speed 50 ft.

Melee bite +4 (1d4+3), 2 hooves -1 (1d6+1)

Statistics

Str 16, **Dex** 13, **Con** —, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +6, **CMD** 17 (21 vs. trip)

Feats Armor Proficiency (light), Power Attack

Skills Perception +2, Stealth -2

SQ combat trained, link

Tricks work

Illith is mercurial and unpredictable, yet undeniably talented horse-elf dedicated to many causes, each creating an inner conflict for her attention. With her mechanical steed Argentius, she will go wherever Fate drives her with whatever companions are given her.

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