Rite Publishing Presents

#30 Battle Standards





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200



Rite Publishing Presents:

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"Yet, Freedom! yet thy banner, torn, but flying, streams like the thunderstorm against the wind." -Lord Byron

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30 Battle Standards from Grivt's Reserve

A small reinforced-stone building stands before you possessing wrought iron bars, a single iron door, and no windows. Its mason has rounded the corners of the building with a parapet around the roof and a flagpole mounted in the middle of the roof. A small wooden sign hangs over the door depicting two flagpoles crossed over a medallion with the name Grivt's Reserve carved into it. When the door opens, a miniature warhammer rings a shield shaped bell. Immediately to your right as you enter the shop are small worktables covered with cloth and sewing paraphernalia and to your left are minor display cases; filling the rest of the dim interior are battle standards forming a veritable forest of poles, banners, standards, pennons, and flags. Large Banners cover all the wall space, the proprietor having tacked a few to the ceiling. A gruff voice calls out, "Just a second!" A dwarf hobbles from the back, limping on his right leg. He offers to show you his wares and gives a brief story behind the more important pieces in his inventory.

Banners

"All hail the glorious Warlord! His learned treatise on battle is of great renown. His brilliant stratagems are born out of his impressive intellect. With his mighty figure leading us, we will not fail the August Personage in Darkness. We shall defeat the vile dogs of the Questor's Society that have dared to invade our sacrosanct domain. We shall drive them from our borders. We will follow them to their castles, where will bury them with their banners. Long may the Last Warlord defend the honor of the August Personage In Darkness!" - Wyrd Imperial crier to the populace of Questhaven, during the Revolution of Adventure.

A banner is a flag or standard, normally at least 2 feet wide and 4 feet long (though some are up to twice that size), meant to be carried and displayed on a frame, lance, pole, polearm, staff, or vexillum. It has no effect when not mounted properly or when laying on the ground.

A banner may be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

General's Banner

Aura moderate (see below); **CL** see below **Slot** none; **Price** 2,000 gp (badge), see below for banners; **Weight** 3 lbs.



Description

The owner of the banner is linked to the banner with a badge. The owner does not need to carry or plant the banner himself. Instead, it may be carried or planted by a cohort or follower gained from the owner's Leadership feat, but the owner must be within 30 feet of the banner for it to function. If the badge is lost or destroyed, a new once can be created using a thread from the banner. A *general's banner* normally depicts the rank and heraldry of a particular individual. The banner's edges are covered in decorative embroidery.

Banner	Aura School	CL	Price
Babel	illusion	11th	100,000 gp
Command	transmutation	5th	6,000 gp
Supply	conjuration and divination	7th	32,000 gp
Trickery	enchantment	9th	40,000 gp

Babel: All creatures within 120 feet and able to see the *general's banner of babel* must make a Will saving throw (DC 16) or become incoherent when communicating. This includes sign language, speaking, telepathy, or any other method of communicating. Creatures that rely on a hive mind to think become mindless. Any ability that requires communication is not usable. Spells with a somatic component cannot be cast. The embroidered design contains symbolism that denotes difficulty speaking and hearing.

Command: The owner of this banner increases his Leadership score by +2 when determining the amount of follower he can have. When calculating the Leadership score, moving around a lot does not have a -1 penalty, but instead grants a +1 modifier. The designs on the embroidery are images that signify leadership.

Supply: A group or army marching under the *general's* banner of supply only needs to consume half the food and fluids needed to prevent starvation and thirst. The banner can grant a bonus to foraging for food while traveling in enemy territory; when making Survival checks to forage and hunt, an ally can replace their Wisdom modifier with the owner's Wisdom modifier. Pictures of grain, fruits, or other foods are embroidered onto the banner's edges.

Trickery: All creatures within 100 feet of the banner gain 20% concealment against ranged attacks. The concealment miss chance increases by 10% against ranged attacks coming from more 100 feet away. For each additional 100 feet, the miss chance increase by 10%. The design on this banner seems to be out of focus and the embroidery is difficult to focus on.

Construction

Requirements Craft Wondrous Item, *blur* (trickery), *confusion* (babel), *create food and water* (supply), *locate object* (supply), *owl's wisdom* (command); **Cost** 50,000 gp (babel), 1,000 gp (badge), 3,000 gp (command), 16,000 gp (supply), 20,000 gp (trickery)

Strategist's Banner

Aura moderate (various schools); **CL** 11th **Slot** none; **Price** 2,000 gp (badge), see below for banners; **Weight** 3 lbs.

Description

A badge links the owner to the *strategist's banner* so she does not need to carry or plant the banner herself. The badge must be worn by the owner and she must be within the banner's range of effect for the banner to function. The badge must be created in conjunction with the banner. A lost or destroyed badge can be replaced with a new badge that is created with a small bit of the banner's fringe inside it. A *strategist's banner* depicts the insignia and heraldic markings of a particular individual. The banner's edge is trimmed in elaborately knotted fringes.

Banner	Aura School	CL	Price
Demolition	transmutation	7th	64,000 gp
Discipline	enchantment	3rd	12,000 gp
Field Tactics	enchantment	7th	80,000 gp
Reserves	conjuration	9th	32,000 gp

Demolition: This banner allows the owner to grant a circumstance bonus to targeting rolls and damage for all siege weapons within 100 feet. This bonus is equal to the Intelligence modifier of the banner's owner. The fringes on the banner appear to be ranging and distance counting knots.

Discipline: Enemies of the bearer of a *strategist's banner of discipline* within 60 feet and able to see the banner must make a Will saving throw (DC 12) or lose the benefits from flanking and teamwork feats. The fringes on this banner are tangled and frayed.

Field Tactics: The strategist's banner of field tactics makes all terrain within 60 feet count as any terrain type for all allies. The physical terrain is not altered in any way, but for abilities dependent on a certain terrain, each ally can treat the terrain as any type they desire. The banner's fringes have a camouflage pattern that changes color to match the surroundings.

Reserves: Once per day, the owner of the banner can call forth a reserve unit that is within 750 feet of the banner, as long as she is within 30 feet of the banner. The reserve unit that can be called forth is equal to 4 + her Intelligence modifier of Medium creatures, their size can be changed as *dimension door*. Each creature to be called forth must be holding a piece of fringe from the banner. The fringes of the banner float 1 inch from the banner's edge. Any fringe removed from the banner returns in 24 hours.

Construction

Requirements Craft Wondrous Item, *arcane mark* (badge), *dimension door* (reserves), *forbid action* (discipline), *greater magic siege engine* (demolition), *terrain bond* (field tactics); **Cost** 1,000 gp (badge), 32,000 gp (demolition), 6,000 gp (discipline), 40,000 gp (field tactics), 16,000 gp (reserves)

Cavalry Guidons

"Years ago, the mite tribe had faced an unbeatable cavalry force riding slurks. The riders slaughter many of the tribe's warriors and the hated enemy had captured whole families. The remnant of the tribe rebuilt and prepared to rescue their tribe-mates. Or at the very least avenge them. Now the tribe had its own spider cavalry that could climb on walls and shoot webbing. However, their shaman gave them a true advantage, the fiery blood of fiends infused into their mounts. Now the mite tribe's warriors slowly moved through the tunnel towards the enemy encampment. Revenge would be sticky and bloody." - Excerpt from Ecology of the Mites by Qwilion of Questhaven

A cavalry guidon is normally a lance, spear, or staff with a flag hanging mounted perpendicularly from the top end. The flag is normally 2 feet wide and 3 feet long. A cavalry guidon only grants a bonus when carried by a creature riding a mount. A cavalry guidon is also a masterwork weapon and can be wielded in one hand as part of a charge, but does not deal double damage unless it is a lance.

Blooded Guidon

Aura moderate transmutation; CL 11th Slot none; Price 76,000 gp; Weight 11 lbs. Description

The *blooded guidon* is a longspear covered in caricatures of planar creatures. Mounted on the guidon is a square flag that bears the design of 4 creatures, one from each pure alignment plane. When you first use the guidon, choose one of the following creature templates: celestial, entropic, fiendish, or resolute. You may not select a template that has an alignment opposite of your own. You can select a new template only when your alignment is permanently changed. Whenever you ride a mount while wielding the guidon, the mount gains the selected template. Use your character level instead of the mounts HD for determining the abilities your mount gains from the template.

Construction

Requirements Craft Wondrous Item, *polymorph*; **Cost** 38,000 gp

Celerity Guidon

Aura faint divination; CL 3rd Slot none; Price 8,000 gp; Weight 8 lbs. Description

The celerity guidon is a spear that is covered in magical sigils from various languages with a swallowtail flag colored like a pair of wings. Once per day, you may act on an ally's initiative if it is higher than your own. Three times a day, as an immediate action, you can allow a single ally within 30 feet to act on your initiative instead of her own. They may not act on your initiative on a surprise round and they may not take more than one turn per round.

Construction

Requirements Craft Wondrous Item, Improved Initiative, anticipate peril; Cost 4,000 gp

Deathly Rose Guidon

Aura moderate conjuration, faint necromancy; CL 7th Slot none; Price 78,000 gp; Weight 8 lbs. Description

The *deathly rose guidon* is a quarterstaff that deals bludgeoning and piercing damage due to being covered with rose thorns and has a square flag is emblazoned with a black rose covered in yellow pustules. The guidon causes long thorns to grow from your mount's skin. Any creature striking your mount with its body or a handheld weapon deals normal damage, but at the same time, the attacker takes 2d6 points of piercing damage. Creatures using melee weapons with reach are unaffected by this spell. Additionally, your mount's natural attacks deal an additional 1d6 points of piercing damage.

When the mount moves, it leaves a 5-foot wide trail of sticky black pollen behind it. Any creature that moves through the trail must make a Fortitude save (DC 16) or be sickened until the pollen is removed from the creature. The pollen can be removed with a standard action. The pollen trail disperses after 1 round.

Construction

Requirements Craft Wondrous Item, pox pustules, thorn body; Cost 39,000 gp

Despairing Guidon

Aura moderate enchantment; CL 13th Slot none; Price 36,000 gp; Weight 12 lbs. Description

The despairing guidon is a lance with carvings of weeping creatures and the square flag's border is embroidered with depictions of tears. Any target struck by the guidon during a charge must make a Fortitude save (DC 16). On a failed saving throw, the target weeps for 1 round and is treated as being blinded. On a successful saving throw, the target is able to fight back most of the tears, but takes a -5 circumstance penalty on all attack and damage rolls for 1 round. The target has a -2 circumstance penalty on attacks made against you for 5 rounds.

Construction

Requirements Craft Wondrous Item, *stay the hand*; Cost 18,000 gp

Guidon of the Deft Hand

Aura faint abjuration; CL 5th Slot none; Price 6,000 gp; Weight 8 lbs.



Description

The quidon of the deft hand is a spear made from bamboo and wound with strips of horse hide. Once per round when you or your mount is successfully affected with a combat maneuver, you may attempt a Ride check (as an immediate action) to negate the combat maneuver. The combat maneuver is negated if your Ride check result is greater than the opponent's combat maneuver roll.

Construction

Requirements Craft Wondrous Item, Mounted Combat, creator must have 5 ranks in the Ride skill; Cost 3,000 gp

Hellmount Guidon

Aura moderate conjuration, faint necromancy; CL 7th Slot none; Price 66,000 gp; Weight 8 lbs.

Description

The *hellmount quidon* is a quarterstaff gilded in brass and the flag is shaped like a stream of fire. The guidon causes your mount to be wreathed in flames. Any creature striking your mount with its body or a handheld weapon deals normal damage, but at the same time, the attacker takes 2d6 points of fire damage. Creatures wielding melee weapons with reach are not subject to this damage if they attack the mount. Your mount is dealt only half damage from cold-based attacks. The fire increases the light level within 10 feet by one step, up to normal light.

When the mount moves, it leaves a 5 foot wide trail of fire behind it. The fire deals 1d6 damage to any creature that moves through the trail. The fire trail burns out after 1 round.

Construction

Requirements Craft Wondrous Item, fire shield, produce flame; Cost 33,000 gp

Pernicious Guidon

Aura moderate divination; CL 11th Slot none; Price 80,000 gp; Weight 12 lbs. Description

The *pernicious quidon* is a finely crafted ash lance with a swallowtail flag with a bull's-eye design. When you make a charge, you and your mount both make attack rolls and both use the higher of the two dice for your attack rolls (before adding bonuses). Additionally, if an attack you made as part of a charge hits, all your allies

that charge the same creature this turn gain an additional +2 circumstance bonus to melee attacks. **Construction**

Requirements Craft Wondrous Item, *battlemind link*; **Cost** 40,000 gp

Thunderous Guidon

Aura moderate evocation; CL 5th Slot none; Price 24,000 gp; Weight 12 lbs. Description

The *thunderous guidon* is a longspear that has circles carved along its length and the edges of its square flag are embroidered with waves. Your mount creates a thunderous shock wave when it charges or runs. Any creature that was adjacent to the mount during any part of its charge or run movement takes 1d8 points of sonic damage and is deafened for 3 rounds. A successful Fortitude save (DC 14) halves the damage and negates being deafened.

Construction

Requirements Craft Wondrous Item, *thundering drums*; **Cost** 12,000 gp

Garrison Flags

"An enemy army had never taken the city of Forstor Nagar. No siege weapon had ever breached its walls. Rumors said the walls of ice were ensorcelled by potent enchantments. I knew the secret to the city's endurance was currently flying overhead. I reached out and untied the cord on the flagpole. Slowly I lowered the flag, hoping the pulley at the top would not squeal. The illusion would cover the banner coming down, but the sound could alert the guards patrolling the battlements. The colors reached the bottom, and I quickly unhitched it. I wrapped it around my arm, while running to the top of the battlement. I leaped off, dismissing the illusion, landing in a diving roll, I was on my feet immediately and sprinted away from the City of Grinding Ice before the first stones hurled by the Hungering Legion started raining down destruction upon the city.'

- Excerpt from *The Breaking of Forstor Nagar: a Spy's Perspective* by The Burned Lurker

Garrison flags are normally 6 feet tall and 10 feet long. They provide a benefit to a single continuous structure (castle, hut, mansion, tower, etc.). The flag must be flown from an outdoor flagpole near the center of the structure to function. A garrison flag can protect a fortification up to 200,000 square feet. The area protected can be extended by increasing the price of the flag. For each additional 200,000 square, increase the price by 50% of the flags original price. If the structure is larger than the area protected, the flag does not function.

Barrier **Flag**

Aura strong abjuration; CL 15th



Slot none; Price 420,000 gp; Weight 22 lbs. Description

The *barrier flag* prevents extra-dimensional travel. This ornate flag shows a wizard tower encapsulated within a translucent bubble with a star-scape in the background. The areas inside of the structure and 10 feet from all external surfaces are protected by a *dimensional lock*. The entrances in the outer wall of the structure are guarded by an *antimagic field* that extends 10 feet from the entrance. Whenever magic is suppressed by an *antimagic field* protecting one of the entrances, the translucent bubble on the flag flashes with flashes of lightning bolts, if the flag is hung upside down, the *antimagic field* on the entrances is turned off.

Construction

Requirements Craft Wondrous Item, Feat, *antimagic field, dimensional lock*, creator must have 10 ranks in the Spellcraft skill; **Cost** 210,000 gp

Flag of Leaden Fog

Aura moderate conjuration, faint transmutation; CL 7th

Slot none; Price 120,000 gp; Weight 22 lbs. Description

The *flag of leaden fog* increases the difficulty of travel within the structure it protects. This flag depicts a silver tower covered in a thin mist and has 3 inch long lead colored fringes around its edge. The structure's floors and ground are covered in a light mist, turning the ground into difficult terrain and making the surface slipperv.

A piece of the silver fringe from the flag in contact with a creature's skin negates the difficult terrain caused by the flag. The flag reforms any missing fringe after 1 hour. 1 month after a piece of fringe has been removed from the flag, it loses the ability to negate the difficult terrain.

Construction

Requirements Craft Wondrous Item, *mending*, *solid fog*, creator must have 5 ranks in the Craft (cloth) skill; Cost 60,000 gp

Flag of the Putrid Blight

Aura moderate conjuration, faint necromancy; CL 7th Slot none; Price 160,000 gp; Weight 22 lbs. Description

The *flag of the putrid blight* sickens creatures approaching the structure the flag flies over. The flag shows a cracked and leaning tower in the midst of a field of rotting corpses. The flag creates a feeling of loathing in the mind of any creature approaching the structure. Any creature within 10 feet of the structure must make a Will save (DC 13) due to the loathsome aura surrounding the structure. On a successful save, the creature is able to suppress the loathing. If the save fails, the creature becomes nauseated until it can get 10 feet away from the structure; the result of the Will save lasts for 24 hours.

Any creature entering the structure is subjected to a foul miasma. A creature spending 1 hour in the structure must make a Fort save (DC 16) against the diseases wafting around. On a successful save, the creature is unaffected by the miasma. On a failed save, the creature contracts a disease as the spell *contagion*. For each additional consecutive hour spent in the structure, a new saving throw must be made with the DC increasing by +1 per save.

Construction

Requirements Craft Wondrous Item, Feat, *contagion, unadulterated loathing*, creator must have an aura class ability that detects as evil; **Cost** 80,000 gp

Formidable Fortification Flag

Aura moderate conjuration, faint necromancy; CL 5th Slot none; Price 120,000 gp; Weight 22 lbs.

Description

The *buttress flag* provides increased physical protection to a structure. This flag is adorned with a crenellated tower dripping with a viscous liquid on a stone colored background. The flag doubles the hardness of any structure it flies over, soft earth under the structure's foundation is transmuted into granite, and *grease* coats the outer walls of the structure.

A strengthened *alarm* warns the defenders of the structure. The flag glows and gives off the sound of a clanging bell whenever a creature goes over, through, or under the outer walls. The edge of the flag glows if a creature crosses over the top the wall within 100 feet. The center of the flag around the depiction of the crenellated tower glows if a creature burrows within 30 feet of bottom of the structure. The depiction of the tower glows if any creature passes through the outer wall, including gates and windows.

Construction

Requirements Craft Wondrous Item, *alarm, grease, reinforce armaments, transmute mud to rock,* creator must have 5 ranks in the Knowledge (engineering) skill; **Cost** 60,000 gp

Viscous Hag

Aura moderate conjuration, faint necromancy; CL 11th

Slot none; Price 180,000 gp; Weight 22 lbs. Description

The viscous flag creates an ooze-like coating over the outer wall of the structure. A black undulating wall is

embroidered onto the edge of the flag and the center shows a siege tower with a black pudding devouring it. A black acidic goo covers the outer wall of the structure. Any organic (flesh, wood, etc.) or metallic weapon that strikes the black goo takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If an organic or metallic object, stays in contact with the black goo for 1 full round, the object takes 21 points of acid damage (no save).

If a 10 foot, section of the outer wall is dealt enough damage to be destroyed, a black pudding with the young creature template forms from the black goo that was covering the wall. The black pudding will not try to enter the structure, but will guard the destroyed section of wall. It will move to attack any creature or object that approaches within 30 feet of its position or to defend itself.

Construction

Requirements Craft Wondrous Item, *conjure black pudding*, creator must have 5 ranks in the Craft (alchemy) skill; **Cost** 90,000 gp

Infantry Guidons

We stood our ground, Faces of stone. The enemy moved forward, Raging madmen. We stood our ground, Pillars of steel. The enemy moved forward, Sheep to the slaughter.

We raised our right arms, Our hammers would be meteors. They threw themselves at us, Crushed like ants. We raised our left arms, A fortification of shields. They threw themselves at us, They broke like water on the cliff.

-Except from the second book of *The Alabaster Cycle* author unknown.

An infantry guidon is typically a wooden pole with a metal capped base, ornamental top, and a flag hung below an ornate top. This small flag is about 3-5 square feet in area, often depicting a unit insignia or similar device. An infantry guidon only grants a bonus when carried in one hand or a similar grasping limb.

Blowback Guidon

Aura faint transmutation; CL 3rd Slot none; Price 32,000 gp; Weight 6 lbs. Description

The guidon converts the force from enemy attacks into a blast of repulsive energy. After making a successful melee attack against the bearer of the guidon or an ally of the bearer within 20 feet of the guidon, an attacker must make a Reflex saving throw (DC 14 + attacker's Strength modifier to damage). On a failed save, a blast of force hits the attacker. The blast of force acts as a bull rush with a maneuver result equal to 10 + the damage dealt by the attack. For every 5 by which the maneuver result exceeds the CMD, the attacker is pushed back an additional 5 feet. On a critical hit, the Reflex save DC increases by the critical multiplier of the weapon used. The attacker may choose to drop the weapon instead of suffering the full force of the blast, the weapon is flung 5 feet per point of damage dealt in a random direction and takes 1d6 damage for every 10 ft flung from the attacker.

Construction

Requirements Craft Wondrous Item, *kinetic reverberation*; **Cost** 16,000 gp

Gremlin's Guidon

Aura moderate transmutation; CL 7th Slot none; Price 68,000 gp; Weight 6 lbs. Description

Cracks run the length of the guidon pole with tarnish on the base cap and top ornament. The flag depicts various gremlins tinkering with assorted items and constructs. The *trickster's guidon* causes complex items and constructs within 30 feet to behave erratically and malfunction in combat. Mechanical, alchemical or gunpowder items automatically miss on a natural 1 or 2 or malfunction 10% of the time when used. More advanced items automatically miss on a natural 1-3 or malfunction 15% of the time. Increase the misfire chance on firearms by 2.

Intelligent magical items and constructs get a DC 16 Will saving throw to avoid the effects of the guidon. Constructs with a subtype have a -2 penalty on the save. Upon a successful save, they do not suffer the increased miss chance or malfunction chance. On a failed save, in addition to the increased miss chance or malfunction chance, intelligent items have their powers suppressed while in the guidon's area and constructs are staggered.

Construction

Requirements Craft Wondrous Item, *destabilize powder*, *malfunction*; **Cost** 34,000 gp

Guidon of the Watch

Aura faint transmutation; CL 3rd Slot none; Price 34,000 gp; Weight 6 lbs. Description

The guidon pole is carved with watchtowers and the ornament is a functional lantern (the type is determined during creation). The flag is adorned with 2 guardsmen standing back to back with weapons at the ready. All allies of the bearer within 20 feet of the guidon gain a +5 competence bonus to Perception checks and the scent ability.

When two allies within 20 feet of the *guidon of the watch* threaten the same target, every time they miss because of concealment, they can reroll their miss chance percentile roll one time to see if they actually hit. Additionally, while the allies remain adjacent to



one another, they do not lose their Dexterity bonus to Armor Class against melee or touch attacks from invisible attackers.

Construction

Requirements Craft Wondrous Item, Blind-Fight, *acute senses*; **Cost** 17,000 gp

Plodding Guidon

Aura faint illusion and transmutation; **CL** 5th **Slot** none; **Price** 58,000 gp; **Weight** 6 lbs. **Description**

The guidon flag shows a foot chained to large metal ball. The guidon's base cap is a deformed foot, the pole is wrapped in a chain, and the ornament is a metal ball. Whenever any creature within 30 feet of the *plodding guidon* tries to charge or run, a spectral ball and chain appears attached to their leg after 5 feet of movement. They can attempt a DC 14 Strength check to continue moving. A Strength check is required for every 5 feet the creature attempts to move and the creature can only move up to half their movement. A flying creature moving through the area must make a DC 14 Strength check to keep flying. Failing the check causes the creature to fall to the ground immediately. The spectral ball and chain lasts until the beginning of the creature's next turn.

Construction

Requirements Craft Wondrous Item, *silent image*, *slow*; **Cost** 29,000 gp

Slayer's Guidon

Aura moderate abjuration; CL 7th Slot none; Price 62,000 gp; Weight 6 lbs. Description

The ornament on the guidon is a silver claw mounted on a darkwood pole with a silver base cap. The trim on the flag is stitched with lycanthropes and other shapechanging creatures transforming between their various forms. Any creature with the supernatural ability to change shape (such as a lycanthrope or doppelganger) within 50 feet of the *slayer's guidon* must make a DC 16 Will saving throw or immediately revert to its true form on a failed save. While the creature is not in its true form, it must make a DC 16 Fortitude saving throw or be sickened on a failed save. If this save succeeds, the spell ends and the creature is capable of changing shape once again. If the second save fails, the creature is locked in its true form for the duration of the spell, preventing any further polymorph effects from changing its shape. **Construction**

Requirements Craft Wondrous Item, Iron Will, *true form*; **Cost** 31,000 gp

Pennons

"The orcs arrayed themselves in lines 5 deep and about 25 wide in front of our wedge. The first rank wielding tower shields and spears, the rear ranks are equipped with various polearms. They have the advantage of position by placing themselves in the throat of the small gorge. However, beyond them a horrendous sacrifice is about to take place. The orcs had raided women from around the countryside in order to spill their blood in homage to Their Vicious Brother of Destruction. Possibly enough blood to stir that fell deity to action, once roused, he would surely create an wave of zealous bloodlust amongst all the orcish tribes, seeking to cleans the protectorate of all the other mortal races.

The captain called the command to close with the enemy. I quickly checked that I had tied my pennon tightly to my lance as I brought it up. At the same time, I gently spurred my horse into a trot. We only numbered 19, but our cause is just, our might is great, and our order had the blessing of Our War Marshall in Heaven.

The captain called "Ready the charge!" I focused on an orc bathed in the blood of my countrymen. His eyes locked with mine as he readied his shield. I kicked my horse into a canter as I closed my visor. I could see my companion's pennons rippling faster as we picked up speed.

The captain lowered his lance, the sign for the charge. I kicked my horse into a gallop, leaned forward setting my lance, and adjusted my seat. My lance cracked into the bloodstained tusker's shield, but the weight of my mount and my firm grip allowed my blow to push his shield away and pierce his neck. The blood poured from him and a bestial roar poured forth from me.

Our formation scythed through the orcs and we continued towards their profane temple. The screams ahead meant the sacrifices might have already begun..."

-Excerpt from *The Lancers Unshorn* by Knight-Lieutenant Laodegan Urienson

A pennon is a narrow cloth flag made to attach to the end a knight's lance, though it can be flown from a spear, polearm, or even a staff. It has no effect if not mounted appropriately. A pennon grants different benefits depending on its color and design.



Animated Pennon

Aura moderate transmutation; CL 11th Slot none; Price 48,000 gp; Weight 1 lb. Description

An *animated pennon* is covered with writhing runes and undulates in the air on its own. Two times per day, as a swift action, you may direct the pennon to grapple a single adjacent enemy for up to 5 rounds. The pennon uses your CMB to attempt the grapple, but does not use any of your bonuses gained from special abilities or feats. If successful, the creature gains the grappled condition. The pennon can only use the grapple action to damage or move the grappled creature. The pennon deals 1d3 damage or can move the grappled creature in the squares adjacent to you up 10 feet per round. If you move, the pennon can use its grapple check for the turn to move the grappled creature up to half of your speed. The pennon will release the creature if you move more than half your speed. The pennon's CMD is 21.

Construction

Requirements Craft Wondrous Item, Improved Grapple, *animate objects*; **Cost** 24,000 gp

Order's Pennon

Aura faint (see below); CL see below Slot none; Price see below; Weight 1 lb.

Description

Each *order's pennon* is tied to a specific cavalier order. You can use the pennon is you are not a member of the order, but you do not gain the full benefit of the pennon. A cavalier cannot use the normal once per day ability of the pennon belonging to his order. If the pennon is taken by the enemy, the cavalier loses the benefits of his order's challenge ability for 24 hours (or until he reclaims the lost pennon). A cavalier using an *order's pennon* for an order he does not belong to violates his edicts and he loses the benefit of the order's challenge ability until he atones for his violations (see the *atonement* spell description).

Order's	Aura School	CL	Price
Banner			
Blue Rose	enchantment	5th	40,000 gp
Dragon	evocation	5th	16,000 gp
Lion	enchantment	5th	18,000 gp
Seal	evocation	5th	20,000 gp
Shield	enchantment	5th	14,000 gp

Blue Rose: This pennon has flowery blue roses and green vines twisted along its length. Once per day, after you defeat an enemy, the closest enemy creature within 20 feet of you must make a Will save (DC 11) or surrender to you. If you belong to the Order of the Blue Rose cavalier order, each time you defeat the target of your challenge, all enemies within 20 feet must make a Will save (DC 11 + morale bonus from the challenge) or surrender on a failed save. If you or your allies deal lethal damage to a creature after it surrenders, the creature stops trying to surrender and gains a +2 circumstance bonus on attacks, AC, and saves versus you and your allies. If multiple creatures surrender, they all gain the +2 circumstance bonus and stop trying to surrender if one creature is dealt lethal damage.

Dragon: This pennon depicts a stylized dragon along its length. The dragon on the pennon comes in one of four colors, depicting the energy type of the pennon's damage: green (acid), blue (electricity), red (fire), or white (cold). Once per day, after you defeat an enemy, you breathe a 15 foot cone of energy as an immediate action. The cone deals 1d4 damage and a creature can make a Reflex save (DC 11) for half damage. If you belong to the Order of the Dragon cavalier order, each time you defeat the target of your challenge you can breathe a 15 foot cone of energy dealing 1d4 damage per +1 circumstance bonus your challenge grants. Additionally, the circumstance bonus from your challenge is added to the Reflex save DC.

Lion: This pennon depicts a stylized lion wearing a crown, wielding a scepter, or another decorative object. Once per day, after you defeat an enemy, you let loose a thunderous roar. The roar will cause the nearest enemy creature with less Hit Dice than the defeated enemy to be shaken for one round. If you belong to the Order of the Lion cavalier order, each time you defeat the target of your challenge, all enemies within 20 feet with less Hit Dice than the defeated for one round.

Seal: This pennon is covered in arcane or divine markings, depicting a certain object, place, or secret. Once per day, after you defeat an enemy, you can stomp your foot as an immediate action causing a small tremor. The tremor targets a single creature adjacent to you. The targeted creature must make an Acrobatics check (DC 13) or fall prone. If you belong to the Order of the Seal cavalier order, each time you defeat the target of your challenge, all creatures adjacent to you must make an Acrobatics check (DC 13 + 1/2 your cavalier level) or fall prone when you stomp.

Shield: This pennon is covered in protective motifs, such as armors, shields, or walls. Once per day, after you defeat an enemy, you target a single enemy within 30 ft and fill it with hatred towards you. The target gets a Will save (DC 11) to negate the hatred. On a failed save, the target must attempt to make a melee or ranged attack against you or cast a spell that targets you or includes you in the area of effect. The hatred ends if the creature is prevented from attacking you or attempting to do so would harm it (for example, drawing attacks of opportunity). The hatred subsides if it cannot attack you on its turn. If you belong to the Order of the Seal cavalier order and have just defeated

the target of your challenge, all enemies within 30 feet must make a Will save (DC 11 + your morale bonus from the challenge) or target you with an attack or spell as above.

Construction

Requirements Craft Wondrous Item, Antagonize (shield), Improved Trip (seal), Persuasive (lion), *burning hands* (dragon), *charm person* (blue rose), creator must belong to the cavalier order of the pennon being created; **Cost** 20,000 gp (blue rose), 8,000 gp (dragon), 9,000 gp (lion), 10,000 gp (seal), 7,000 gp (shield)

Valkyrie's Pennon

Aura faint conjuration (lesser), faint transmutation, moderate conjuration (normal), strong conjuration (greater); CL 3rd (lesser), 6th (normal), 9th (greater) Slot none; Price 10,000 gp (lesser), 14,000 gp (normal), 18,000 gp (greater); Weight 1 lb. Description

The valkyrie's pennon is adorned with a valkyrie wearing a golden breastplate. You are surrounded by a visible golden glowing field of force that provides a +6 armor bonus to AC. The field of force appears as a breastplate with no armor check penalty, arcane spell failure chance, or speed reduction. The field of force gives an armor bonus against incorporeal attacks. The field of force is activated as a swift action and can be used for 2 hours a day. This duration does not need to be consecutive, but it must be used in 10-minute increments. Additionally, a female using the valkyrie's pennon appears almost divine and gains a +4 enhancement bonus to all Charisma based skill checks. The lesser valkyrie's pennon has all the powers of a valkyrie's pennon, but shows the valkyrie wearing a golden chain shirt and the field of force appears as a chain shirt, granting a +4 armor bonus to AC. The field of force can be used for 1 hour a day.

The *greater valkyrie's pennon* has all the powers of a *valkyrie's pennon*, but shows the valkyrie wearing golden half-plate armor and the field of force appears as half-plate, granting a +8 armor bonus to AC. The field of force can be used for 3 hours a day.

Construction

Requirements Craft Wondrous Item, *eagle's splendor, mage armor*, the creator must be a female; **Cost** 5,000 gp (lesser), 7,000 gp (normal), 9,000 gp (greater)

Sashimono

"I, Shijo Masakai Daigoro surveyed the forest, looking for tell-tale signs of the ronin's tracks; they resented the oni blood flowing through my veins and upon learning of it, they fled my service. I would set an example by punishing their transgression. They would hang by their intestines while they still lived; crows feasting upon their flesh while their hearts still beat. In the woods, the ronin were busy setting up an ambush. They knew that my honor would force me to track them down. As they readied their equipment, a scribe was preparing new sashimono to replace mine, which they had burned. The scribes hands had often times trembled in my service, but when a brush was placed in his hand, his grip was firm, his brush strokes were sure, and his writing displayed elegance few of my other court scribes could match. When I arrived, his assistant was taking the fresh sashimono and attaching them to the armor of the ronin. They thought they would soon be ready to cleanse my taint from this world. They were wrong."

- Excerpt from Daimyo Oni by Shijo Masakai Daigoro

Sashimono are small banners about 1-2 square feet and attached to an inverted L-shaped pole. They resemble small flags bearing simple symbols or designs and come in either square or short rectangular forms. The poles can be held, but are typically attached to the back of chest armor by special fittings or placed in holders on a saddle for cavalry soldiers.

Aegis Script

Aura faint transmutation; CL 3rd Slot none; Price 6,000 gp; Weight 4 lbs. Description

The *aegis script* is a sashimono with the symbol for armor written in metallic ink on black cloth. The style of the symbol determines the effect of the sashimono upon the bearer's armor but it is always written in a delicate, fluid, or ornate style. The pole holding the sashimono is made of bamboo painted in the same metallic ink as the symbol.

Delicate: Reduce the armor check penalty by 3.

Fluid: Increase the maximum dexterity bonus by 1. Ornate: Reduce the arcane spell failure chance by 10%.

Construction

Requirements Craft Wondrous Item, effortless armor, creator must have 3 skill ranks in the Craft (calligraphy) skill; Cost 3,000 gp

Art of the Flexible Defense

Aura faint transmutation: CL 5th Slot none; Price 7,000 gp; Weight 4 lbs. Description

The art of the flexible defense is a sashimono with the symbol for defense written in blue ink on a yellow cloth. The style of the symbol determines the effect of the sashimono upon the bearer's defensive ability. The symbol can be written in a bold, fluid, or ornate style. The pole holding the sashimono is made from a flexible wood.

Bold: When using the total defense action, you gain an additional +2 dodge bonus to your Armor Class.

Fluid: You gain a +1 dodge bonus to Armor Class against attacks of opportunity when taking a move action.



Ornate: When using Combat Expertise or fighting defensively, you gain an additional +1 dodge bonus to your Armor Class.

Construction

Requirements Craft Wondrous Item, haste, creator must have 5 skill ranks in the Craft (calligraphy) skill; Cost 3,500 gp

Inspired Note

Aura moderate divination; CL 9th Slot none; Price 22,000 gp; Weight 4 lbs. Description

The *inspired note* is a sashimono covered in musical notations written in black ink on a white cloth. The pole holding the sashimono often has bells, chimes, or other musical noisemakers attached. This sashimono attunes the bearer to the sounds of the world around him and enables him to ensure he properly forms his sounds. Whenever he casts a spell with the sonic descriptor, increase the save DC by 1. He also gains a +2 circumstance bonus on Perform skill checks.

A bard is instilled by true inspiration by the *inspired* note. If the bearer is a bard, he can use his bardic performance for an additional 2 rounds a day and reduce the use of one masterpiece by one round per performance (minimum 1). The masterpiece must be chosen when you first obtain the sashimono. The masterpiece can only be changed by performing a ritual

that consumes 200 gp of incense and by performing the new masterpiece daily for two weeks.

Construction

Requirements Craft Wondrous Item, *gallant inspiration*, creator must have 5 ranks in one Perform skill; **Cost** 11,000 gp

Warrior's Scrawl

Aura faint divination; CL 5th Slot none; Price 20,000 gp; Weight 6 lbs. Description

The *warrior's scrawl* is a sashimono with the symbol for combat written in red ink on a green cloth. The style of the symbol determines the effect of the sashimono upon the bearer's offensive ability. The symbol can be written in a bold, delicate, fluid, or ornate style. The jade pole holds the sashimono.

Bold: Reduce the attack penalty for Power Attack by 1. *Delicate:* Reduce the attack penalty for Rapid Shot by 1.

Fluid: Reduce the attack penalty for Two-Weapon Fighting by 1.

Ornate: Reduce the attack penalty for the spell combat ability by 1.

Construction

Requirements Craft Wondrous Item, *true strike*, creator must have 5 skill ranks in the Craft (calligraphy) skill; **Cost** 10,000 gp

Vexillums

I am a squire of Bardbrand; I was anxious and scared, feelings an aspiring knight was supposed to be able to overcome. Slowly moving toward me was a company of gnoll warriors beating their axes against shields. The clamor was starting to unnerve me. Blood matted their fur from a previous battle and wicked teeth gleamed within a grinning mouth. Looking left and right, I saw the grim determination marked upon my companions faces. Determination I did not feel, for combat had not yet blooded my blade.

Behind me, I heard movement and thanks to Our Sovereigns in Heaven. I turned and saw Idris Marchson, Legacy of Bardbrand, approaching with his magnificent vexillum. I could feel his presence wash over me and I turned to face the enemy. As I turned, I noticed my companion's faces were now alive like I had never seen before. My mouth opened and a snarl emerged. Gone was the fear. Anxiety vanished. My heart beat like an enraged boar trying to burst free. The power of the Legacy of Bardbrand had infused us with courage. It was intoxicating. I wanted to rush forward and rend the enemy. I am a Squire of Bardbrand." -Excerpt from the first book of the Alabaster Cycle by an unknown author

A vexillum is common battle standard for armies on the march. The vexillum consists of a pole, finial (decorative emblem), crossbar, and cloth. The average



vexillum pole for a Medium creature is normally 6 ft. tall and 4 ft. tall for a Small creature. The finial is mounted on the top end of the pole when held horizontally. Directly below the finial, a crossbar is mounted perpendicular to the pole forming a T-shape and a cloth hangs from the crossbar, like a miniature sail. The cloth can be a banner, flag, pennon, or similar item.

A vexillum must be held in one hand or similar grasping limb to function. If the vexillum is taken by the enemy or destroyed, the bearer is bestowed with one negative level for 24 hours (or until you reclaim the lost flag).

A vexillum can have one of the following armor and shield special qualities without having the base +1 enhancement bonus (cost in parenthesis):

- $\stackrel{\scriptstyle }{\checkmark}$ arrow catching (4,000 gp)
- ▲ deflect arrows (9,000 gp)
- ▲ ghost touch (16,000 gp)

Exalted Vexillum

Aura moderate abjuration, faint transmutation and universal; CL 11th

Slot none; Price 16,000 gp; Weight 11 lbs. Description

The *exalted vexillum* is covered in gold filigree and the finial is a 3 inch wide gemstone. The cloth hanging from crossbar has its appearance magically altered to display the holy symbol and coloring of the bearer's deity. While carrying the vexillum in one hand, the radius doubles for paladin auras and channeled energy. The radius increase does not stack with increases from any other source. The *exalted vexillum* can be used as a holy symbol and divine focus, but does not function if the bearer does not worship a deity.

At least 2 square feet of cloth must be hanging from the crossbar for the exalted vexillum to function. Any damage dealt to the cloth is repaired as a free action. Hiding the deities' holy symbol or coloring bestows a negative level on the bearer. This level is removed when the vexillum is no longer carried or the cloth is visible.

The gem changes appearance as the bearer wishes. The gem becomes a piece of glass if removed from the vexillum, which ceases to function.

Construction

Requirements Craft Wondrous Item, mending, prestidigitation, creator must have 5 ranks in the Knowledge (religion) skill; Cost 8,000 gp

Ingeryo Pole

Aura moderate conjuration and necromancy; CL 5th Slot none; Price 32,000 gp; Weight 9 lbs. Description

The inqeryo pole is used by tribes from the deepest jungles. This lightweight vexillum features carvings of vines and snakes intertwined along the length. The finial is shaped like a stylized eye. The bearer may cast any cure wound or inflict wound spell, with a range of a creature touched, on a single target within 40 ft.

The bearer of the *inqeryo* pole gains the additional power of a continual *deathwatch* effect on all creatures within 30 ft.

A cleric bearing the inqeryo pole may choose to convert prepared cure or inflict spells. A cleric that can spontaneously cast cure spells can convert a prepared cure spell into an inflict spell. A cleric that can spontaneously cast inflict spells can convert a prepared inflict spell into a cure spell. The amount of damage healed or inflicted is reduced from a d8 die to a d6 die. Construction

Requirements Craft Wondrous Item, Reach Spell, Versatile Channeler, deathwatch; Cost 16,000 gp

Invigorating Vexillum

Aura moderate enchantment and abjuration; CL 7th Slot none; Price 30,000 gp; Weight 13 lbs.

Description

The *invigorating vexillum* is covered in detailed carvings depicting ancient battles and the finial depicts an axe and hammer crossed with a sword. The bearer's banner class abilities and the Flagbearer feat have the morale bonus increased by +1. Once per day, the bearer can sacrifice 1 point of Charisma to double the morale bonus granted by the banner abilities or Flagbearer feat for 3 rounds. This sacrifice counts as an ability drain.

The bearer of the invigorating vexillum gains the Flagbearer feat if he does not have it already, but does not gain the increased morale bonus.

If the *invigorating vexillum* is destroyed or taken by the enemy, the bearer and all allies gaining a morale bonus from the bearer must each make a DC 17 Fortitude save. If the save succeeds, they are shaken for 1 round. If the saves fail, they are shaken for 1d4 +1 rounds. If the vexillum is retrieved by the bearer or an ally, the shaken condition is removed.

Construction

Requirements Craft Wondrous Item, banner class ability or Flagbearer; Cost 15,000 gp

Adventuring Gear

Grivt's Reserve also contains mundane gear for sale. Grivt also creates personal flags and banners, charging 4 gp per square foot and taking 1 day per 2 square feet.

Item	Cost	Weight
Book, Heraldry	30 gp	3 lbs.
Flag Carrier, Armor	6 gp	2 lbs.
Flag Carrier, Chest Harness	2 gp	3 lbs.
Flag Carrier, Saddle	4 gp	2 lbs.
Flagpole, Garrison	24 gp	150 lbs.
Frame, Wooden	4 sp	19 lbs.
Guidon	11 gp	6 lbs.
Sashimono	1 gp	4 lbs.
Vexillum, Metal	40 gp	14 lbs.
Vexillum, Wood	13 gp	9 lbs.

Book, Heraldry: A heraldry book contains samples of the coat of arms, crests, designs, and other colors or symbols used to decorate a banner, flag, shield, or other item. Each book describes the colors and symbols used by different organizations (e.g. political, religious, and social) in one area. The book gives you a +2circumstance bonus to identify the group

Flag Carrier, Armor: A flag carrier holds the pole for your sashimono, banner, or similar item. An armor flag carrier for flexible armor (chain, scale, etc.) has a socket on the back at waist level and a ring is attached at shoulder level to keep the flag upright. On solid armor (breastplate, plate, etc.) a solid bracket runs along the spine to hold the pole.

Flag Carrier, Harness: A flag carrier holds the pole for your sashimono, banner, or similar item. There are two varieties of harness flag carrier. The first requires one hand to hold the pole upright; it consists of a strap over your shoulders, crossing behind your neck, and the ends come together in a socket at waist level. The second requires no hands to hold the pole upright; it consists of a strap behind your neck, crossing across your chest, and the ends come together behind you at waist level in a socket, with a ring behind the neck to hold the pole upright.

Flag Carrier, Saddle: A flag carrier holds the pole or guidon for your sashimono, banner, or similar item. There are two varieties of saddle flag carriers. The first requires one hand to hold the pole upright and may be removed for combat as needed; a socket for the pole is placed along the leading edge of the saddle. The second requires no hands to use, but the pole cannot be easily removed; a bracket is placed on the rear of the saddle with clasps to ensure the pole stays in place.

Flagpole, Garrison: A garrison flagpole is a 30 foot high wooden pole 4 inches in diameter with a decorative top, a pulley near the top, and a rope running from the pulley to a tie down bracket 3 feet above the ground. It has a hardness of 5, 40 hit points and requires a DC 30 Strength check to break.

Frame, Wooden: A wooden frame used to hold a flag, banner, or similar item. It encircles the held item on all side to ensure the item is held securely and ensure visibility. A wooden frame has a hardness of 5, 5 hit points and requires a DC 13 Strength check to break.

Guidon: A guidon is a wooden pole with a metal capped base, ornate top, and a flag hung below an ornate top. This small flag is about 3-5 square feet in area, often depicting a unit insignia or similar device. A guidon is carried in one hand or a similar grasping limb. A guidon has a hardness of 5, 10 hit points, and requires a DC 15 Strength to break. Guidons can also be made from a lance, quarterstaff, spear, or other two-handed weapon with a wooden haft. If made using a weapon, increase the weapon's cost by 10 gp and the weight by 3 lbs.

Sashimono: A sashimono is a small cloth hung in the crook of an inverted L-shaped wooden pole. The cloth is secured on 2 sides to the pole. The cloth is a small banner about 1-3 square feet in area, often depicting a simple logo or symbol due to its small size. It has a hardness of 5, 3 hit points and requires a DC 11 Strength check to break.

Vexillum: A vexillum consists of a pole, finial (decorative emblem), crossbar, and cloth flag. The finial is mounted on the top end of the pole when held horizontally. Directly below the finial, a crossbar is mounted perpendicular to the pole forming a T-shape and hangs a cloth like a miniature sail. A vexillum is carried in one hand or a similar grasping limb. A metal vexillum has a hardness of 10, 15 hit points and requires a DC 30 Strength check to bend. A wooden vexillum has a hardness of 5, 10 hit points and requires a DC 16 Strength check to break.



FLAGBEARER (Combat)

When brandishing a flag adorned with the standard of an organization you owe allegiance to, you inspire nearby members of the same allegiance.

Prerequisites: Cha 15.

Benefit: As long as you hold your clan, house, or party's flag, members of that allegiance within 30 feet who can see the flag (including yourself) gain a +1 morale bonus on attack rolls, weapon damage rolls, and saving throws against fear and charm effects. You must hold the flag in one hand in order to grant this bonus. If the standard is taken by the enemy or



destroyed, this bonus becomes a penalty, affecting all creatures that the bonus previously affected for 1 hour (or until you reclaim the lost flag).

Grivt Jungpiercer CR 8

XP 4,800 Dwarf expert 4/cavalier 5 NG Medium humanoid (dwarf) **Init** +0; **Senses** darkvision 60 ft., Perception +10

Defense

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield) **hp** 63 (9 HD; 4d8+5d10+18) **Fort** +7, **Ref** +2, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Offense

Speed 15 ft. Melee +1 lance +11/+6 (1d8+2/x3) or masterwork warhammer +10/+5 (1d8+2/x3) Space 5 ft.; Reach 5 ft. (10 ft. with lance) Special Attacks +1 attack vs. orc and goblinoids humanoids), challenge (order of the dragon)

Statistics

Str 14, **Dex** 10, **Con** 14, **Int** 8, **Wis** 13, **Cha** 8 **Base Atk** +8; **CMB** +10; **CMD** 20 (+4 vs. bullrush and trip) Feats Flagbearer, Lookout, Master Craftsman, Mounted Combat, Ride-By Attack, Spirited Charge

Skills Appraise +5, Bluff +4, Climb +6, Craft (cloth) +7, Handle Animal +11, Intimidate +4, Perception +7, Profession (mercenary) +4, Ride +10, Sense Motive +5 Survival +1 (+3 to provide food and water for his allies or to protect his allies from harsh weather)

Languages Common, Dwarven

SQ aid allies, banner, cavalier's charge, challenge, expert trainer, greed, mount, order of the dragon, slow and steady, stability, stonecunning, tactician

Combat Gear *dust of tracelessness, unguent of timelessness;* **Other Gear** +1 *breastplate*, caltrops (4 bags), *dragon order's pennon,+1 lance*, masterwork heavy steel shield, masterwork tool (sewing kit), masterwork warhammer, wagon pulled by 2 ponies, war pony mount with military saddle

Special Abilities

Aid Allies (Ex): At 2nd level, whenever Grivt uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check.

Banner (Ex): As long as the Grivt'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.

Cavalier's Charge (Ex): Grivt receives a +4 bonus on melee attack rolls on a charge while mounted and does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex): Twice per day, Grivt can challenge a foe to combat. As a swift action, he chooses one target within sight to challenge. His melee attacks deal +5 extra damage whenever the attacks are made against the target of his challenge.

Challenging a foe requires much of the cavalier's concentration. He takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. His allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target.

Expert Trainer (Ex): Grivt receives a +2 bonus 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.

Mount (Ex): Grivt does not take an armor check penalty on <u>Ride</u> checks while riding his mount Biter, a dwarven pony.

Tactician (Ex) As a standard action, Grivt can grant the bonus from his Lookout feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 5 rounds. You can use this ability once per day.

Boon Grivt Lungpiercer can arrange for PCs to meet with mercenary captains of his acquaintance, with a +2 circumstance bonus on Diplomacy checks because of



his reputation. He can assist the PCs with 2 hours of crafting cloth a day for up to a week or loan them his wagon for 2 weeks.

After dozens of campaigns across the surface and underneath it, Grivt Lungpiercer was crushed during a cave-in exploring an accursed tomb and to this day his right leg is partially crippled, such that not even the most pious of prayers can heal it. He retired and now owns a shop creating various banners, flags, and pennons. He also sells gear for armies on the march. This forced retirement wears upon him, he is now much given to drink and the telling of war stories to pass his time. When not in his shop he rides his mount when possible to make up for his slow speed. Grivt always remains loyal to his allies and works to further their aims. He fights fiercely protect his allies from harm and defends their honor when called into doubt. He is proud of his fine needlework and knows most of the mercenary companies in the area. When asked to fight, Grivt prefers to challenge the physically strongest creature first and then charge with his lance. If forced to retreat, he will serve as the rear guard, dropping caltrops to slow the enemy.

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