

Advanced Options: CAVALIERS' ORDERS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The *Advanced Player's Guide* introduced six new base classes. One of these new classes is the cavalier: the mounted knight whose power comes as much from the conviction of his ideals, the oaths that he swears, and the challenges that he makes as it does from sheer force of arms. The cavalier class also introduces the concept of cavalier orders—the cavalier chooses one order from among the six detailed in the *Advanced Player's Guide*. Each of these orders grants the cavalier bonuses, class skills, and special abilities. In addition, each order includes a set of edicts that the cavalier must follow.

The orders detailed in the *Advanced Player's Guide* are interesting, well balanced, and extremely fun to play. However compared to the number of clerical domains or sorcerer bloodlines, six is a tiny sample of possible options for cavalier customization. Therefore, *Advanced Options: Cavaliers' Orders* presents six new orders from which the cavalier can choose.

It should be easy for a GM to introduce these new orders. The easiest method is probably to assume that these orders have always existed and have not had a significant impact on the PCs to date. If the GM and/or players wish to use new options for a more complex campaign world, the new orders could represent brand new groups that have only recently come into prominence or they could be orders that have existed for quite some time but have become obscure or only recently regained prominence. If the PCs travel to a new region of the world, the GM can use these orders for small, regional groups of cavaliers common only in the new adventuring area. If introduced to a new campaign, a GM might even allow a PC to be one of the first cavaliers of one of these orders, which might have been created to right a great wrong, or celebrate some national victory.

The six new cavalier orders presented herein are as follows:

Order of the Gauntlet: The order of the gauntlet holds that stalwart service to duty in the face of all threats and difficulties is the highest expression of honor. Cavaliers of this order are fearless warriors who work tirelessly to accomplish their goals, finding the struggle as important as the end goal.

Order of the Glaive: A cavalier belonging to the order of the glaive is dedicated to justice, equality, and the rule of law. These cavaliers are pledged to overthrow tyranny and seek out injustice no matter how well hidden. They follow strict codes of conduct and tend to be as unyielding and unbending as the weapons they favor.

Order of the Griffon: Devoted to freedom and the rights of the individual, these cavaliers believe in mutual respect and friendship. They are champions of the lower classes and

implacable foes of slavery. In time their dedication to freedom draws the devoted service of a griffon mount, which grants them the ultimate freedom: the ability to fly.

Order of the Rose: Cavaliers who join the order of the rose devote their lives to the cause of good. Cavaliers of the rose are often closely connected to a church or religion. These cavaliers stand for justice, righteousness, and aiding those in need. Known as skilled healers, cavaliers of the rose tend to be much beloved by commoners.

Order of the Secret Flame: This order consists of those dedicated to protecting the *secret flame*, which is a concept used by these cavaliers to represent ancient or arcane knowledge. Although essentially men-at-arms with just a smattering of arcane talent, the cavaliers of this order have a great respect for, and impressive knowledge of, arcane power.

Order of the Skull: Cavaliers of the skull are ruthless pursuers of power for themselves and their order, and they believe the philosophy of evil is the fastest, most reliable path to gain that power. They embrace evil as a noble lifestyle of self-improvement, and they destroy champions of good, who are enemies of everything for which their order of the skull stands.

NEW CAVALIER ORDERS

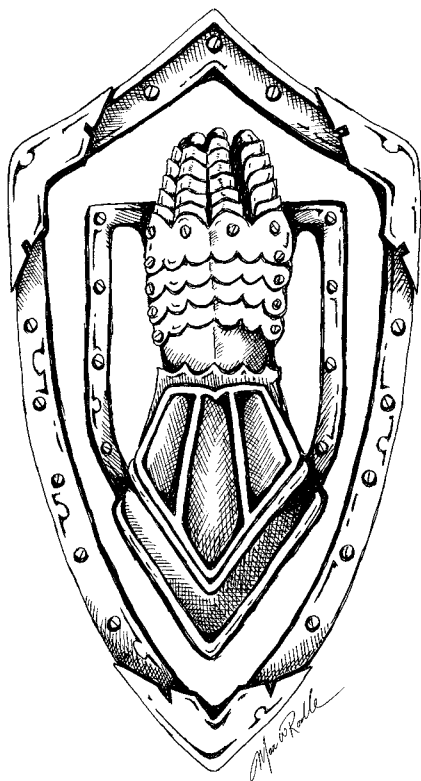
The orders described above are fully detailed below.

ORDER OF THE GAUNTLET

Cavaliers who join the order of the gauntlet dedicate their lives to the ideals of personal bravery and valor. Cavaliers of the gauntlet are renowned for their fearlessness both in and out of combat. These cavaliers dedicate themselves to a difficult and dangerous cause, such as becoming stalwart protectors of the innocent or taking on a quest to find a lost holy relic. Cavaliers of this order are willing to lay down their lives to accomplish these tasks, and they never give up their dedication to their goals even if they require a lifetime of endless service. Supremacy in skill at arms gained through single combat is seen as a high source of honor and the greatest proof of the cavaliers' dauntless dedication.

Edicts: The cavalier must conduct himself with courage and dignity at all times. He must seek out single combat with worthy opponents. He must not back down from a challenge and must always act to





prove his bravery. He must be valorous in deed, bold in his actions, and support fully any endeavor to which he has dedicated himself, seeking success at all costs.

Challenge: Whenever an order of the gauntlet cavalier issues a challenge, he receives a +1 morale bonus on all melee attack rolls made against the target of his challenge as long as he is the only creature threatening the target (not counting his mount). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the gauntlet cavalier adds Knowledge (history) (Int) and Survival (Wis) to his list of class skills. Additionally

when making a Knowledge skill to identify a monster, if the creature has a spell-like or supernatural fear ability the cavalier is treated as trained in the appropriate Knowledge skill even if he is not, and gains a bonus to the check equal to his cavalier level.

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

Dauntless (Ex): At 2nd level, the cavalier gains a +4 bonus to saving throws against fear effects. When he does suffer a fear effect, he is never worse than shaken (if an effect would normally cause the cavalier to be frightened or panicked, he is instead shaken).

Bold (Ex): At 8th level, the cavalier can use his fearless dedication to rise to the challenge when suffering from disadvantageous circumstances. If the cavalier has a penalty to attack rolls, skill checks, saving throws, or weapon damage, he can halve the penalty (minimum -1) for a single roll once each round as a swift action.

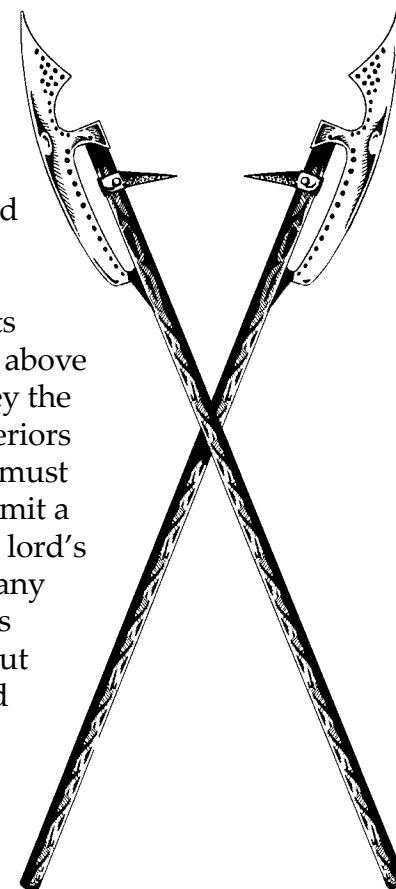
Unyielding Resolution (Ex): At 15th level, the cavalier can negate an effect that would prevent him from seeing his duty through to the end. As a move action, the cavalier can ignore the effects of all mind-affecting spells and abilities affecting him until the beginning of his next turn. He can do this even if the effects would normally prevent him from taking a move action.

ORDER OF THE GLAIVE

A cavalier who belongs to this order is dedicated to justice, equality, and the rule of law. These cavaliers are pledged to maintain order, oppose anarchy, and root out corruption no matter how well hidden. Cavaliers of this order are normally in service to a lord or some other form of government, which they hold as the perfect example of effective law and authority. These cavaliers follow strict codes of conduct and tend to be as unyielding and unbending as the weapons they favor.

Alignment: Any lawful.

Edicts: The cavalier must adhere to the laws of his lords and rulers and the codes of his order, and he grants some respect to all laws which are applied evenly and designed to maintain order. He must keep the interests and goals of his order above his own and must obey the commands of his superiors without question. He must never knowingly commit a crime against his own lord's law, break an oath of any kind, or go back on his word. He must seek out and destroy chaos and corruption no matter what the form.



Challenge: Whenever an order of the glaive cavalier issues a challenge, his allies receive a +1 circumstance bonus on melee damage rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the glaive cavalier adds Knowledge (nobility) (Int) and Linguistics to his list of class skills. Additionally he adds his Charisma modifier to the DC on another creature's attempt to Bluff him.

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

Student of the Glaive (Ex): At 2nd level, the cavalier receives Weapon Focus (glaive) as a bonus feat. In addition, as an immediate action, the cavalier can shorten the grip on a glaive or other polearm (any weapon in the polearm weapon group, as defined by the fighter's weapon training class ability) with reach and use it against adjacent targets (at which point it can't be used as a reach weapon). While using his weapon in this way, the cavalier's attacks take a -2 penalty on attack rolls. This penalty is reduced by -1 at 8th level, and again at 16th. The cavalier can change his grip back to normal as another immediate action.

Way of the Glaive (Ex): At 8th level, the cavalier gains a +1 bonus on attack rolls and damage rolls with a glaive or other polearm with reach. These bonuses increase by +1 for every four cavalier levels beyond 8th. In addition, the cavalier gains a +1 dodge bonus to his AC when wielding a glaive or other polearm. Finally,

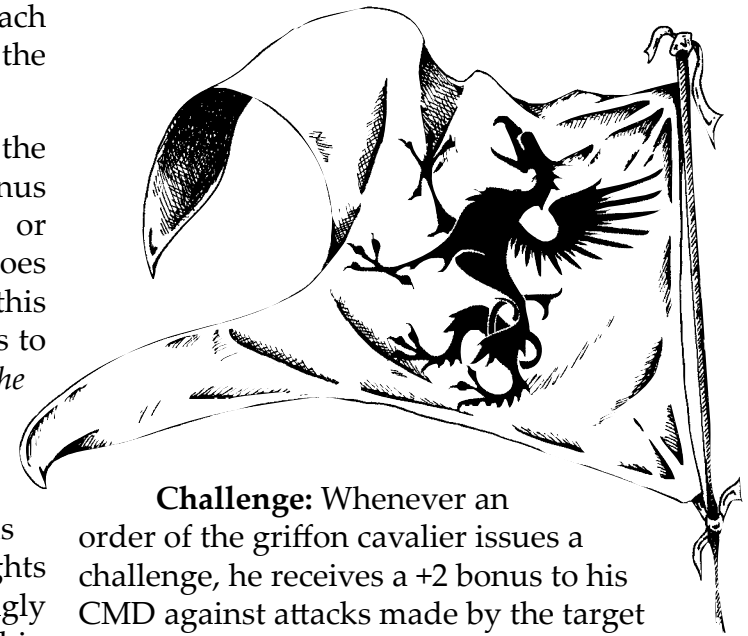
any glaive or other polearm with reach the cavalier wields is treated as having the brace, disarm, and trip special feature.

Master of the Glaive (Ex): At 15th level, the cavalier gains Whirlwind Attack as a bonus feat, but only when wielding a glaive or other polearm with reach. The cavalier does not need to meet the prerequisites for this bonus feat. In addition, the dodge bonus to AC the cavalier receives from *Way of the Glaive* increases to +2.

ORDER OF THE GRIFFON

A cavalier who belongs to this order is devoted to freedom, loyalty, and the rights of the individual. These cavaliers strongly believe in loyalty, respect, and friendship and aggressively defend the rights of the oppressed and powerless. A cavalier of the order of the griffon isn't an anarchist, nor does he automatically have problems with authority figures, but he does believe the rights of the most insignificant of creatures to express itself and live a peaceful lifestyle of its own choice is inherent—it is not subject to the whims of kings or councils. A cavalier of the griffon is even willing to use deceit and subterfuge if doing so is needful to secure the rights of the underprivileged.

Edicts: The cavalier must remain fiercely loyal to his friends and allies. He must defend every sentient being's right to free will and oppose slavery in all forms. He must dedicate himself to promoting freedom and strive to stamp out oppression.



Challenge: Whenever an order of the griffon cavalier issues a challenge, he receives a +2 bonus to his CMD against attacks made by the target of his challenge. This bonus increases by +2 for every four levels the cavalier possesses.

Skills: An order of the griffon cavalier adds Bluff (Dex) and Perception (Wis) to his list of class skills. If he has ranks in Perception, he receives a bonus on the check equal to one-half his cavalier level (minimum +1).

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

Griffon's Stubbornness (Ex): At 2nd level, the cavalier gains a +2 bonus to his Will saving throws.

Call of the Griffon (Ex): At 8th level, the cavalier can call a griffon to serve as his faithful mount and fiercely loyal companion. To call his griffon, the cavalier must first voluntarily dismiss his current mount.

This griffon is always considered helpful toward the cavalier, and it requires only three weeks of practice and training before becoming comfortable enough to serve as the cavalier's mount.

The cavalier and griffon receive all benefits granted from the cavalier's mount class feature. The griffon is not considered an animal companion, however, and does not use the animal companion rules for advancement. Instead, the griffon is considered a special form of monster cohort and uses a simplified variation of the monster cohort advancement rules detailed in the *Pathfinder Roleplaying Game Bestiary*. Note that the griffon does not gain experience points as a standard cohort does. Instead, the griffon gains a class level (typically fighter) each time the cavalier gains a new level, and gains periodic increases to its natural armor bonus. (See Table 1: Griffon Mount below.)

TABLE 1: GRIFFON MOUNT

CAVALIER LEVEL	GRIFFON CLASS LEVEL GAINED	NATURAL ARMOR BONUS
8	—	0
9	1	2
10	2	2
11	3	4
12	4	4
13	5	6
14	6	6
15	7	8
16	8	8
17	9	10
18	10	10
19	11	12
20	12	12

Freedom's Child (Ex): At 15th level, the cavalier is the epitome of freedom and free will. Whenever the cavalier makes a Will saving throw, he can roll twice and take the better result. In addition, whenever the cavalier makes a charge, his movement does not provoke attacks of opportunity.

ORDER OF THE ROSE

Cavaliers who join the order of the rose devote their lives to the cause of good. Cavaliers belonging to this order are usually connected to a church or religion, and they often form a corps of peacekeepers in benevolent theocracies. These cavaliers stand for justice, righteousness, and providing aid to those in need. Known as skilled healers, cavaliers of the rose tend to be much beloved by commoners.

Alignment: Any good.

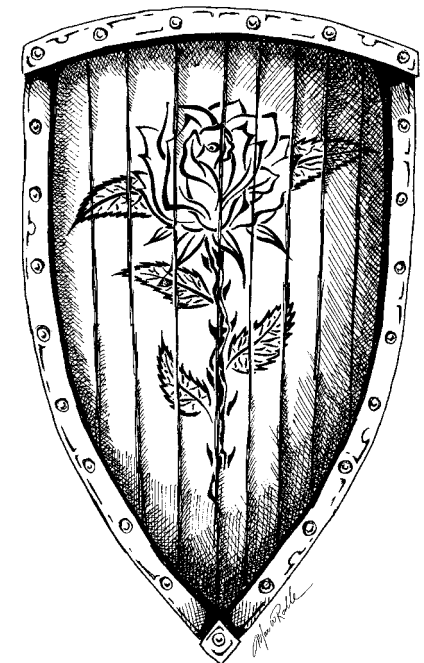
Edicts: The cavalier must remain good, decent, and kind in both word and deed. He must always render healing or other aid to those who are deserving. Cavaliers of this order must remain stalwart and eternally dedicated to the cause of good. The cavalier must take every opportunity to protect the righteous and stamp out the stain of evil in the world.

Challenge: Whenever an order of the rose cavalier issues a challenge, he receives a +1 morale bonus on all attack rolls made against the target of his challenge as long as the target is evil. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the rose cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. When making Knowledge (religion) checks about questions pertaining to his own religion (including its major foes), the cavalier gains a bonus equal to one-half his class level.

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

Skilled Healer (Ex): At 2nd level, a cavalier of the rose can add his Charisma modifier to all Heal checks (in addition to his Wisdom). Any time the cavalier successfully uses the Heal skill to restore lost hit points, he heals an additional 1d4 points of damage for every three cavalier levels he possesses. As a swift action, the cavalier can make a Heal check to administer first aid on an adjacent unconscious or dying character.



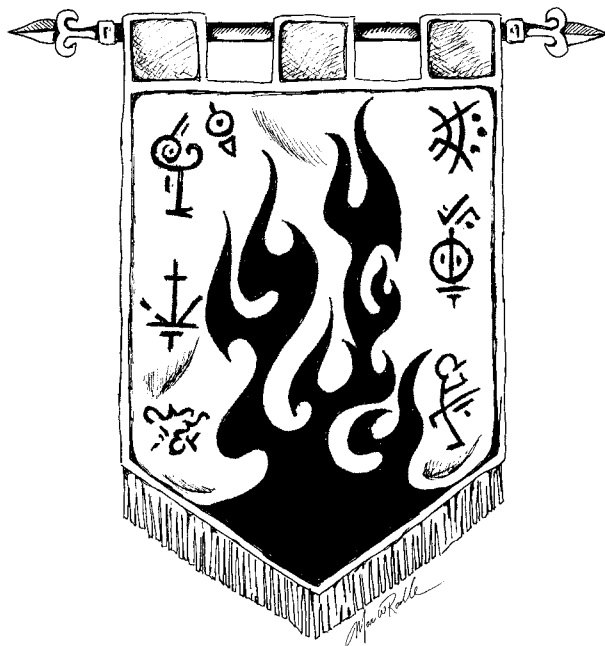
Banner of Good (Ex): At 8th level, the cavalier's banner ability bonuses increase by +2. This bonus affects only allies who are good.

Righteous Challenge (Ex): At 15th level, the cavalier can make a righteous challenge once per day against an evil target. This functions like a normal challenge, but the cavalier adds his Charisma bonus to all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 morale bonus on attack rolls made to confirm critical hits against the target of his righteous challenge.

Successful attacks from a righteous challenge automatically bypass any DR the evil creature might possess.

ORDER OF THE SECRET FLAME

A cavalier who belongs to the highly secretive order of the secret flame is dedicated to the protection of the secret flame, which is a mysterious concept used by the cavaliers to represent secret, ancient, or arcane knowledge as well as hidden sources of ancient and arcane power. The exact nature of what qualifies as a secret flame varies from campaign to campaign. For some it is a specific magic artifact, a closely guarded and secret spell, or a single grand archmage and his apprentices. For others it is more generic, possibly encompassing an entire tradition of arcane spellcasting, or the graduates of a specific school, or even the vast idea of arcane magic. These cavaliers go to great lengths to ensure the safety of a source of the secret flame as well as its agents, whether they are the citizens of a hidden magical locale or spellcasters of noteworthy importance. In addition to protection, these cavaliers are also



pledged to actively seek out and recover new sources of such ancient knowledge and power.

Edicts: The cavalier must swear to defend the secret flame in whatever form it has from those who would seek to exploit or destroy it. He must strive to locate and recover sources of the secret flame. These cavaliers are willing to lay down their lives to protect sources of the secret flame.

Challenge: Whenever an order of the secret flame cavalier issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the secret flame cavalier adds Knowledge (arcana) (Int) and Use Magic Device (Cha) to his list of class skills. Whenever he makes a Use Magic Device to activate an item a sorcerer or wizard could use, he receives a bonus on the check equal to one-half his cavalier level (minimum +1).

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

Touch of Magic (Sp): At 2nd level, the cavalier gains the ability to cast *read magic* at will as a spell-like ability. The cavalier can also choose one additional 0-level spell from the sorcerer/wizard spell list. This additional spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the cavalier's level, and the cavalier suffers no arcane spell failure when using these spell-like abilities. The saving throw DC is 10 + the cavalier's Intelligence or Charisma modifier. The choice of which ability score to use is made at 2nd level, and it cannot be changed.

Spell Resistance (Ex): At 8th level, the cavalier gains spell resistance equal to 5 + his cavalier level.

Master of the Secret Flame (Ex): At 15th level, the cavalier gains the power to cast arcane spells as if a sorcerer or wizard. The choice to cast as a sorcerer or wizard is made when this ability is gained, and it cannot be changed. The cavalier does not suffer arcane spell failure, and he can cast spells while

one or both hands are holding a weapon. The cavalier is treated as a spellcaster of a level equal to his cavalier level -14 for purposes of spells known, spell slots, and caster level. This ability does not stack with spellcasting ability from any other source, including prestige classes that can boost a class's spellcasting ability.

ORDER OF THE SKULL

A cavalier who belongs to this order is dedicated to the causes of evil, tyranny, and death. Members of this order are under no delusions as to their moral stance; they believe evil is more powerful than good, and they are willing to venerate it as a way to ensure they make others suffer rather than suffering at the hands of other powerful forces. Cavaliers of this order tend to be cruel and heartless, and they are concerned only with personal goals and the goals of this dark order. These cavaliers do not necessarily believe in strict discipline or a rigid hierarchy of command, but those of higher rank within the order are invariably also extremely influential and can make underlings obey their commands one way or another. Cavaliers of the skull often delight in killing, and they are pledged to seek out and destroy agents of good at all costs.

Alignment: Any evil.

Edicts: The cavalier must remain vigilant and eternally dedicated to the cause of evil. He must further the cause of his own power and that of the order without question. The cavalier must take every opportunity to

subjugate the weak and destroy the forces of good in the world.

Challenge: Whenever an order of the skull cavalier issues a challenge, he receives a +1 morale bonus on all attack rolls made against the target of his challenge as long as the target is good. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the skull cavalier adds Knowledge (planes) (Int) and Knowledge (religion) (Int) to his list of class skills. In addition, whenever an order of the skull cavalier uses Intimidate, he receives a bonus on the check equal to one-half his cavalier level (minimum +1).

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



Dark Words (Ex): At 2nd level, an order of the skull cavalier gains the ability to demoralize his enemies. As a standard action, he can utter words of evil and darkness, which cause all enemies within 60 feet to become shaken for a number of rounds equal to his cavalier level. Each target receives a Will saving throw to avoid this effect. The DC of this saving throw is equal to 10 + one-half the cavalier's level + the cavalier's Charisma modifier.

Trample (Ex): At 8th level, the cavalier's mount gains the trample special attack (see Universal Monster Rules in **Appendix 3: Glossary** of the *Pathfinder Roleplaying Game Bestiary* for more information on trample). This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1-1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + one-half the cavalier's level + the mount's Strength modifier) halves this damage. Creatures in the mount's path or that threaten squares it passes through can make attacks of opportunity against either the cavalier or the mount, but not both.

Unholy Challenge (Ex): At 15th level, the cavalier can make an unholy challenge once per day against a good target. This functions like a normal challenge, but the cavalier adds his Charisma bonus to all attack rolls and damage rolls as long as the target of his challenge is good. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his unholy challenge.

Successful attacks from an unholy challenge automatically bypass any DR the good creature might possess.

NEW FEATS

The following feats are designed specifically for cavaliers.

EXTRA CHALLENGE

You can challenge foes in combat more often.

Prerequisite: Challenge class feature.

Benefit: You gain one additional challenge per day.

Special: You can gain Extra Challenge multiple times.

GREAT CHALLENGER

You have greater success when challenging foes in combat.

Prerequisite: Challenge class feature.

Benefit: When determining the benefit of your challenge ability, treat your cavalier level as being 4 higher. This applies to both the base benefit of the cavalier class ability, as well as the special benefits granted by your order. It does not affect how many times per day you can use your challenge ability.

INITIATE OF TWO ORDERS

You are an initiate of a second cavalier order.

Prerequisites: Cavalier bonus feat slot, order ability class feature, skills normally granted by second order as class skills.

Benefit: Select a second cavalier order. You are initiated into this second cavalier

order. You must follow the edicts of both your normal order and this second order. You add the challenge benefit of your second order. Your cavalier level is treated as being 6 lower for purposes of determining the bonus for your second order's challenge bonus.

Special: This feat can be taken only by using a bonus feat gained by cavaliers every 6 levels, and it counts as a combat feat for that purpose. A GM can require additional prerequisites in the form of appropriate story elements where you are accepted by a second cavalier order.

KNIGHT OF TWO ORDERS

You are a member of two separate cavalier orders.

Prerequisites: Initiate of Two Orders, cavalier bonus feat slot, order ability class feature, skills normally granted by second order as class skills.

Benefit: You gain the order ability granted at 2nd level by the second order you selected for the Initiate of Two Orders feat. Your cavalier level is treated as being 12 lower for purposes of determining the bonus for this order ability.

Special: This feat can be taken only by using a bonus feat gained by cavaliers every 6 levels, and it counts as a combat feat for that purpose.



MASTER OF TWO ORDERS

You are an honored and respected member of two separate cavalier orders.

Prerequisites: Initiate of Two Orders, Knight of Two Orders, cavalier bonus feat slot, order ability class feature, skills normally granted by second order as class skills.

Benefit: You gain the order ability granted at 8th level by the second order you selected for the Initiate of Two Orders feat. Your cavalier level is treated as being 12 lower for purposes of determining the bonus for this order ability.

Special: This feat can be taken only by using a bonus feat gained by cavaliers every 6 levels, and it counts as a combat feat for that purpose.

SUPERIOR TACTICIAN

Your can give quick, decisive instructions to those willing to listen to you.

Prerequisites: Practiced Tactician, tactician class ability.

Benefit: You can activate your tactician class ability as a move action. (If you are a 9th level or higher cavalier, you can activate your tactician ability as a free action.) It affects all allies within 60 feet of you who can see and hear you. Allies retain the use of the feat granted through the tactician ability for 3 rounds, +1 round/level.

Normal: Tactician is normally a standard action to activate (swift for 9th level cavaliers), has a range of only 30 feet, and lasts for 3 rounds, +1 round/2 levels.

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