

Advanced Options: MORE CAVALIER ORDERS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The *Advanced Player's Guide* introduced the cavalier as a new class: 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 is flexible and customizable through the use of cavalier orders—a themed focus for the character built around the ideas of a chivalric order. The *Advanced Player's Guide* presents six possible orders, each granting the cavalier a number of bonuses, class skills, and special abilities, as well as a number of edicts that the cavalier must follow.

The orders detailed in the *Advanced Player's Guide* are interesting, well balanced, and cover some of the most common tropes in which a cavalier's player is likely to be interested. However, compared to the number of clerical domains or sorcerer bloodlines, six is a tiny sample of possible options for cavalier customization. To help expand this list *Advanced Options: Cavaliers' Orders* presented six additional orders from which the cavalier could choose. Since more choice is almost always a good thing, *Advanced Options: More Cavalier Orders* presents even more new cavalier orders! Although these two books work well together, nothing in them overlaps, and players do not need the original *Cavaliers' Orders* to use everything in *More Cavalier Orders*.

A GM who wants to add new cavalier orders to a campaign has numerous options. The easiest method is to assume that these orders have always existed. If the players and/or GM want more verisimilitude in the campaign world, perhaps these could represent brand new orders that have only recently come into prominence. Alternatively, these orders might have existed for quite some time, but were previously unknown to the PCs. Perhaps an order might have

originated in a different part of the campaign world and has only recently become active in the PCs' part of the world.

The seven new cavalier orders presented herein are as follows.

Order of the Bow: A cavalier who belongs to this order is dedicated to mastering the bow and mounted archery in particular. Cavaliers of this order see perfection in archery as an outward manifestation of inner perfection.

Order of the Citadel: Cavaliers who join the order of the citadel dedicate their lives to the ideals of teamwork, bravery, and valor in combat. Cavaliers of the citadel are often seen as the ultimate soldiers, willing to give and obey difficult orders and lay down their lives in the performance of their duty.

Order of the Raven: Grim enforcers of their lord's safety and lawbound servants of that lord's will, cavaliers of the order of the raven wrap themselves in dark colors to enhance their function as warnings to those who would oppose them. To members of this order, a harsh appearance and gruesome reputation are as effective as a sharp sword and swift lance charge.

Order of the Shroud: A cavalier who belongs to this mysterious order is dedicated to hunting down and destroying undead. Cavaliers of the shroud see life and death as a natural cycle, and undead are a vile and unnatural violation of that cycle. Although a few cavaliers of the shroud recognize that not all undead are evil, the majority see little distinction and are more than willing to destroy neutral and good undead along with the evil ones.

Order of the Trident: Cavaliers belonging to this order frequently come from aquatic races such as sea elves, tritons, merfolk, locathah, and sahuagin. Cavaliers of the trident are dedicated to the pursuit of various goals pertaining to the sea. However, like the sea, those goals can be wildly different and ever changing. Some cavaliers of the trident nobly dedicate themselves to protecting the creatures of the sea while others selfishly work to plunder and exploit the sea's vast resources.

Order of the Unicorn: Cavaliers who belong to this order are staunch protectors of nature. The order is open only to females of exceptionally pure virtue. Cavaliers of the unicorn are great enemies of evil and particularly seek out those who harm animals or damage the local ecosystem unnecessarily.

Order of the Wolf: This order is most often taken by the champions and legendary warriors of less civilized clans and tribes, especially orc and half-orcs. The order of the wolf cavalier is a fierce defender and supporter of the clan, working to further its best interests regardless of what others think of the cavalier's actions.

ORDER OF THE BOW

A cavalier who belongs to this order is dedicated to mastering the bow, though he focuses on mounted archery in particular. Cavaliers of this order see perfection in archery as an outward manifestation of inner perfection. These cavaliers depend on speed and agility to accomplish their goals,

and thus they tend toward lighter armor than most cavaliers.

Edicts: The cavalier must strive to achieve absolute excellence with the bow and must always count the bow as his primary weapon. He must work tirelessly to master the art of mounted archery. He must be honest and straightforward in his words and actions. He must seek to understand the mystery of the single arrow in flight and use this understanding to reach a degree of inner perfection.

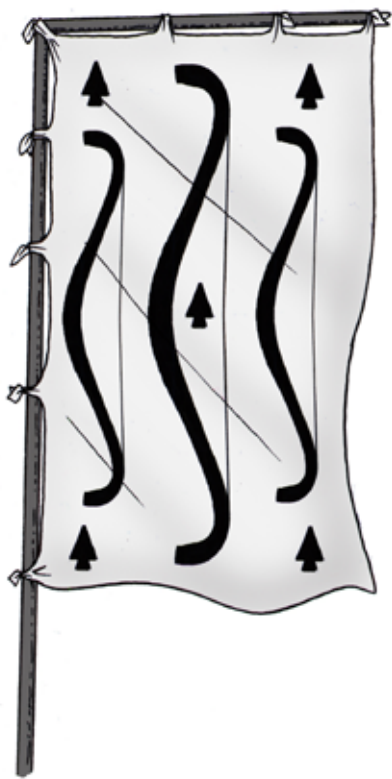
Feats and Proficiencies: An order of the bow cavalier does not begin play proficient with heavy armor or with any shield other than the buckler. The cavalier receives Point Blank Shot as a bonus feat at 1st level.

Challenge: Whenever an order of the bow cavalier issues a challenge, he receives a +1 morale bonus to all ranged weapon damage rolls made against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

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

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

Swift and Deadly (Ex): At 2nd level, the cavalier's mount gains a 10-foot bonus to its speed as long as both it and the cavalier are wearing medium, light, or no armor. Additionally, the cavalier gains a



+1 competence bonus to damage rolls with ranged weapons and a bonus feat when wearing medium, light, or no armor. The feat must be selected from the following list: Deadly Aim, Far Shot, Improved Precise Shot, Manyshot, Mounted Archery, Mounted Combat, Mounted Skirmisher (*Advanced Player's Guide*), Pinpoint Targeting, Precise Shot, Rapid Shot, Ride-By Attack, Weapon Focus (bow or crossbow only). The cavalier must meet the prerequisites for this feat normally, and he loses access to it if wearing heavy armor.

Deft Archer (Ex): At 8th level, the cavalier receives a dodge bonus to AC equal to one-third his cavalier level when mounted and

wearing medium, light, or no armor. This bonus also extends to the cavalier's mount. The cavalier also receives a bonus feat, chosen from the list of 2nd level bonus feats. The cavalier must meet the prerequisites for this feat normally, and loses access to it if wearing heavy armor.

Mounted Scion (Ex): At 15th level, the cavalier can make a single ranged attack in place of a melee attack at the end of a charge. During such a charge, the cavalier is treated as having the Ride-By-Attack feat (if he does not have it already). The cavalier must come within 10 feet of the target to fire his bow during this charge. This charge attack gains all the benefits of the charge, including any of the following class abilities the cavalier possesses: charge, banner, mighty charge, and supreme charge.

The cavalier also receives a bonus feat, chosen from the list of 2nd-level bonus feats. The cavalier must meet the prerequisites for this feat normally, and he loses access to it if wearing heavy armor.

ORDER OF THE CITADEL

Cavaliers who join the order of the citadel dedicate their lives to the ideals of teamwork, bravery, and valor in combat. Cavaliers of the citadel are often seen as the ultimate soldiers, willing to give and obey difficult orders and lay down their lives in the performance of their duty.

Edicts: The cavalier must keep the interests and goals of her order above her own and must never question or disobey a command from a superior. She must be

relentless and unyielding when defending a charge and must show courage and valor in the face of danger.

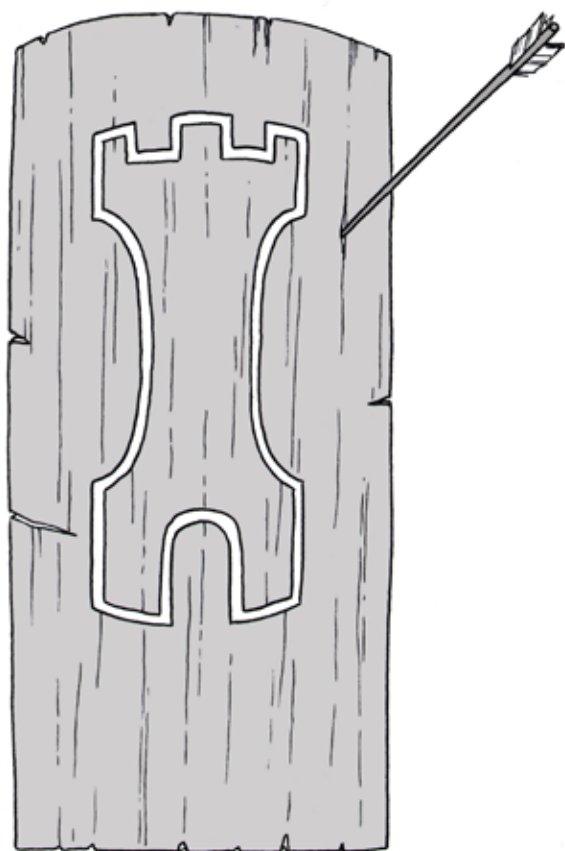
Challenge: Whenever an order of the citadel cavalier issues a challenge, she receives a +1 bonus to all his saving throws as long as he is threatening the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the citadel cavalier adds Knowledge (engineering) (Int) and Knowledge (nobility) (Int) to her list of class skills. In addition, an order of the citadel cavalier adds her Charisma modifier to the DC on another creature's attempt to demoralize her through Intimidate (in addition to her Wisdom modifier, as normal).

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

Battlefield Commands (Ex): At 2nd level an order of the citadel cavalier can issue tactical commands on the battlefield, granting all allies within 60 feet of her a +1 morale bonus to attack rolls for a number of rounds equal to her cavalier level. These rounds do not need to be consecutive. This bonus increases by +1 for every five levels beyond 2nd. The allies must be able to see or hear the cavalier to receive this bonus. Issuing a battlefield command is a standard action. Maintaining a battlefield command is a free action that cannot be disrupted, but its effects end immediately if the cavalier is killed or otherwise prevented from taking actions (such as being dazed, helpless, or stunned).

Decisive Commands (Ex): At 8th level, an order of the citadel cavalier can add any one of the



following abilities to her battlefield commands ability. Any ally receiving the benefit of the cavalier's battlefield command also receives the benefit of the selected decisive command. The cavalier can choose a different ability each time she uses decisive command. The cavalier can have only one decisive command in effect at a time.

- *Decisive Charge:* Charging allies increase their speed by 10 feet. When charging, allies add the cavalier's Charisma modifier to damage rolls and as a dodge bonus to AC against attacks of opportunity provoked by movement.

- *Decisive Maneuvers:* Allies add the cavalier's Charisma modifier as a morale bonus to combat maneuver checks and CMD.
- *Decisive Resolve:* Allies add the cavalier's Charisma modifier to concentration checks, Fortitude saving throws and Will saving throws. Allies are also immune to the shaken and frightened conditions.
- *Decisive Retreat:* Allies gain the benefits of the Wind Stance and Lightning Stance feats. Allies do not need to meet the prerequisites for these feats. Allies also add the cavalier's Charisma modifier as a dodge bonus to AC against attacks of opportunity provoked by standing from prone.
- *Decisive Tactics:* Allies add the cavalier's Charisma modifier as a morale bonus to critical hit confirmation rolls, initiative checks, and Reflex saving throws.

Wall of the Citadel (Ex): At 15th level, the cavalier adds her cavalier level to her CMD against bull rush, disarm, grapple, overrun, and trip combat maneuvers. The cavalier also gains a 50% chance to negate the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The cavalier takes only normal damage from the attack.

ORDER OF THE RAVEN

A cavalier of the order of the raven is an enforcer, sworn to the service of a specific lord. The cavalier's master might be a senior member of the order, a king or powerful lord, or the high priest of a religious order. The cavalier serves not only as an able combatant, but also as a grim warning of what will befall those who cross his master. Because his ability to intimidate is as important as his fighting skill, cavaliers of the order of the raven promote a dark, menacing presence and cloak themselves in dark colors and darker rumors.

Alignment: An order of the raven cavalier must be of lawful alignment.

Edicts: An order of the raven cavalier must obey his sworn master in all things, and if his master falls he must seek a new master who is acceptable to the order of the raven as a whole. The cavalier is tasked with acting as much as a warning as a warrior, and he must work to maintain a forbidding appearance and reputation.

Challenge (Ex): Whenever an order of the raven cavalier issues a challenge, he and all his allies gain a +1 bonus to Intimidate checks made against the target. This bonus increases by +1 at 2nd level, and every two cavalier levels beyond 2nd.

Skills: An order of the raven cavalier adds Knowledge (any one) and Perception to his list of class skills. If he has ranks in Sense Motive, he gains a bonus equal to one-half his cavalier level to checks.

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



Fearsome Prowess (Ex): At 2nd level whenever the cavalier scores a critical hit against a foe, he can immediately make an Intimidate check as a swift action to demoralize that foe. The cavalier also receives a +1 bonus to saving throws against effects that would cause him to take actions against his will. This does not apply to effects that prevent him from acting (such as *sleep* or *hold person*), but it does apply against any effect that forces him to engage in a specific activity, including *command*, *hideous laughter*, and any effect that would cause him to become frightened or panicked (but not merely shaken). This bonus increases by +1 at 4th level, and by an additional +1 every four levels thereafter.

Knight of Shadows (Su): At 8th level the cavalier gains darkvision out to 60 feet. (A cavalier that already has darkvision instead gains low-light vision.) The cavalier also

gains Blind-Fight and Improved Blind-Fight* as bonus feats. He does not need to meet the prerequisites of these feats

*Indicates a feat found in the *Advanced Player's Guide*.

Lord of Darkness (Su): The cavalier is so steeped in darkness and fear that he gains the ability to cast a spell connected to those concepts. He can prepare and cast spells as a cleric of his cavalier level –14, but has access to no domains or 0-level spells. The cavalier's list of available spells include only spells from the following domains: curse*, darkness, death, devil*, law, night*, repose, smoke*, and war. The cavalier does not gain any of the benefits or special abilities of these spells, only the ability to cast spells from the domains. This ability does not stack with spellcasting ability from any other source, including prestige classes that can boost a class's spellcasting ability

*Indicates a subdomain from the *Advanced Player's Guide*.

ORDER OF THE SHROUD

A cavalier who belongs to this mysterious order is dedicated to hunting down and destroying undead. Cavaliers of the Shroud see life and death as a natural cycle, and undead are a vile and unnatural violation of that cycle. (In campaigns where not all undead are evil, a few cavaliers of the shroud might recognize that distinction, but the majority are more than willing to destroy neutral and good undead along with the evil ones.)

Edicts: The cavalier must seek to destroy all undead and put to rest those souls turned into undead creatures against their

will. She must prevent the taint of undeath from spreading to the newly dead and restore existing undead to the natural state of true death.

Challenge: Whenever an order of the shroud cavalier issues a challenge, she receives a +1 bonus to saving throws against attacks, spells, and abilities that the target of her challenge uses against her. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the shroud cavalier adds Knowledge (religion) (Int) to her list of class skills. An order of the shroud cavalier can make Knowledge (religion) skill checks untrained. If she has ranks in the skill, she receives a bonus to the check equal to one-half her cavalier level (minimum +1) as long as the check involves undead.

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

Undead Scourge (Ex): At 2nd level, undead become a favored enemy of the cavalier (as the ranger class ability), and she gains a +2 bonus to all appropriate rolls. At 5th level and every five levels thereafter (10th, 15th, and 20th level) these bonuses increase by +2. These bonuses do not stack with favored enemy bonuses from other sources (use the highest bonus that applies).

Smite Undead (Su): At 8th level, the cavalier receives Channel Smite as a bonus feat. She can channel positive energy as a cleric of a level equal to her cavalier level –3, but only to use the Channel Smite feat. She can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter



this ability, such as Elemental Channel and Alignment Channel. The DC to saving throws against these feats is equal to 10 + one-half her cavalier level + her Charisma modifier. At 20th level, undead cannot add their channel resistance to the saving throw against this ability.

Undead Challenge (Ex): At 15th level, the cavalier can make an undead challenge once per day. This functions like a normal challenge, but it must be made against an undead creature. The cavalier adds her Charisma bonus to all attack rolls and damage rolls made against the target of her challenge. In addition, she receives a +4 circumstance bonus to attack rolls made to confirm critical hits against the target of her challenge and a +4 morale bonus to saving

throws against any attack from the target that might cause negative levels, ability damage, or ability drain. If a cavalier uses challenge and undead challenge on the same target, the bonuses stack.

ORDER OF THE TRIDENT

Cavaliers belonging to this order are most often members of aquatic races such as sea elves, tritons, merfolk, locathah, and sahuagin. Cavaliers of the trident are dedicated to the pursuit of various goals pertaining to the sea. However, like the sea, those goals can be wildly different and ever changing. Some cavaliers of the trident nobly dedicate themselves to protecting the creatures of the sea while others selfishly work to plunder and exploit the sea's vast resources.

Edicts: The cavalier must keep his interests and those of his order above those of all others. The cavalier must take every opportunity to increase the standing of his order and further its goals. He must strive to master the trident and must seek out combat with worthy opponents.

Challenge: Whenever an order of the trident cavalier issues a challenge, he receives a +1 morale bonus to all melee damage 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 trident cavalier adds Perception and Survival to his list of class skills. If an order of the trident cavalier has ranks in Swim, he receives a bonus to

the check equal to one-half his cavalier level (minimum +1).

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

Student of the Trident (Ex): At 2nd level, an order of the trident cavalier receives a +1 competence bonus to attack rolls and damage rolls with a trident. This bonus increases by +1 for every five levels beyond 2nd. In addition, any trident the cavalier wields is treated as having the disarm and trip weapon qualities, and it has its damage multiplied on a charge attack as if it was a lance.

Insightful Teamwork (Ex): At 8th level, both the cavalier and his mount receive Outflank* and Paired Opportunists* as bonus feats. The cavalier can also grant these feats to allies using the tactician ability. In addition, the swim speed of the cavalier's mount increases by 10 feet

*Indicates a feat located in the *Advanced Player's Guide*.

Master of the Trident (Ex): At 15th level, the cavalier gains Greater Vital Strike as a bonus feat, but only while wielding a trident. The cavalier does not need to meet the prerequisites for this bonus feat.

AQUATIC MOUNTS

Because cavaliers of the trident usually come from the aquatic races, the mounts they can choose from are also aquatic. These aquatic mounts otherwise follow all the standard rules for a cavalier's mount.

The underwater environment has unique qualities that affect cavaliers of



the trident and their mounts. Humanoids ride aquatic mounts differently than those on land. Because water is more buoyant, riders do not normally sit astride an aquatic mount. Instead, the rider remains parallel to the aquatic mount's back and holds on as the mount swims through water. Instead of a traditional saddle, aquatic mounts are often fitted with a harness that allows the cavalier to hold on with one hand and wield his trident with the other.

These unique qualities also affect the nature of underwater combat. Because an opponent can come from literally any direction underwater, it is common for a rider to enter battle riding his aquatic mount and then let go of the harness and float away to fight hand to hand. Tactics such as this mean that many aquatic mounts are just as often utilized as separate flanking combatants as charging mounts.

Because of this method of riding an underwater mount, Medium cavaliers can ride a Medium aquatic mount just as easily as a Large mount.

A cavalier of the trident can choose from any of the aquatic mounts detailed below. A GM can allow other similar animals to be aquatic mounts if desired.

DOLPHIN

Starting Statistics: Size Medium; Speed swim 80 ft.; AC +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, hold breath.

4th-Level Advancement: Ability Scores Str +2, Dex +2, Con +2; **Special Qualities** blindsight 120 ft.

ELASMOSAURUS (DINOSAUR)

Starting Statistics: Size Medium; Speed 20 ft., swim 50 ft.; AC +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 10, Dex 18, Con 12, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Large; AC +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4.

ORCA

Starting Statistics: Size Medium; Speed swim 80 ft.; AC +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** blindsight 120 ft.

GIANT MORAY EEL

Starting Statistics: Size Medium; AC +5 natural armor; **Speed** swim 30 ft.; **Attack** bite (1d8 plus grab); **Ability Scores** Str 14, Dex 16, Con 12, Int 1, Wis 12, Cha 8; **Special Qualities** low-light vision.

7th-Level Advancement: Size Large; AC +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** gnaw.

MANTA RAY

Starting Statistics: Size Medium; Speed swim 60 ft.; AC +1 natural; **Attack** tail slap (1d4); **Ability Scores** Str 8, Dex 15, Con 11, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision.

4th-Level Advancement: Size Large; AC +2 natural armor; **Attack** tail slap (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** blindsense 30 ft.

SHARK

Starting Statistics: Size Small; Speed swim 60 ft.; AC +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** blindsense.

TYLOSAURUS (DINOSAUR)

Starting Statistics: Size Medium; Speed 20 ft., swim 50 ft.; AC +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 10, Dex 17, Con 10, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** bite (1d8 plus grab); **Ability Scores** Str +8, Dex -2, Con +4.

WHALE

Starting Statistics: Size Medium; Speed swim 80 ft.; AC +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: Size Large; AC +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** blindsight 120 ft.

ORDER OF THE UNICORN

Cavaliers who belong to this order are staunch protectors of nature. The order is open only to females of exceptionally pure virtue. Cavaliers of the unicorn are great enemies of evil, in particular those who harm animals or damage the local ecosystem unnecessarily.

Alignment: Any good.

Edicts: The cavalier must fiercely defend her home and her companions against evil. She must strive to be noble, honest, and virtuous at all times. She must put the welfare of her unicorn companion above her own. She must work tirelessly to protect nature and promote its well being and prosperity.

Challenge: Whenever an order of the unicorn cavalier issues a challenge, she receives a +1 morale bonus to all attack rolls made against the target of her challenge if the target is evil. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the unicorn cavalier adds Heal (Wis), Knowledge (nature) (Int), and Survival (Wis) to her list of class skills. If she has ranks in any of these skills, she receives a bonus on the check equal to one-half her cavalier level (minimum +1).



An order of the unicorn cavalier's bonus language options includes Sylvan, the language of woodland creatures.

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

Wild Empathy (Ex): At 2nd level, the cavalier gains wild empathy. This works like the druid's wild empathy class feature, except that both domestic animals and wild animals typically have a starting attitude of indifferent. Cavaliers with druid levels can add both their cavalier and druid levels to their wild empathy checks.

Call of the Unicorn (Ex): At 8th level, the cavalier can call a unicorn to serve as her faithful mount, guardian, and protector for life. To call her unicorn, the cavalier must first voluntarily dismiss her current mount. This unicorn is always considered helpful toward the cavalier, and it can immediately serve as the cavalier's mount. This bond generally ends amiably if the woman becomes more committed to someone else, such as a lover or child.

The cavalier and unicorn receive all benefits granted from the cavalier's mount class feature. The unicorn is not considered an animal companion, however, and does not use the animal companion rules for advancement. Instead, the unicorn 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 unicorn does not gain experience points as a standard cohort does. Instead, the unicorn gains a class level (typically fighter) each time the cavalier gains a new level. (See Table: Unicorn Mount)

Daughter of Virtue (Ex): At 15th level, the order of the unicorn cavalier's deep bond with her unicorn imparts a small spark of the noble creature's purity and virtue. Whenever an evil enemy makes a successful melee attack against the cavalier's mount or a good ally adjacent to the cavalier, the enemy provokes an attack of opportunity from the cavalier. The cavalier receives a +4 morale bonus to the attack of opportunity. If the attack made by the evil enemy was a

TABLE: UNICORN MOUNT

Cavalier Level	Unicorn Class Level Gained	Natural Armor Bonus
8	NA	+2
9	1	+2
10	2	+4
11	3	+4
12	4	+6
13	5	+6
14	6	+8
15	7	+8
16	8	+10
17	9	+10
18	10	+12
19	11	+12
20	12	+12

critical hit, the cavalier can treat the enemy as the target of her challenge for the attack of opportunity. The cavalier can use this ability once per round. In addition, the cavalier gains a morale bonus equal to one-half her cavalier level on saving throws vs. charm, compulsion, and poison.

ORDER OF THE WOLF

A cavalier who serves the order of the wolf serves a specific tribe or clan—often an orc clan. The cavalier might not think of himself as a knight, but rather a champion or tribal hero. The tribe might have very little official structure or law, and the cavalier does not necessarily take orders from anyone within the clan. Rather, he does what he believes to be in the best interest of the clan.

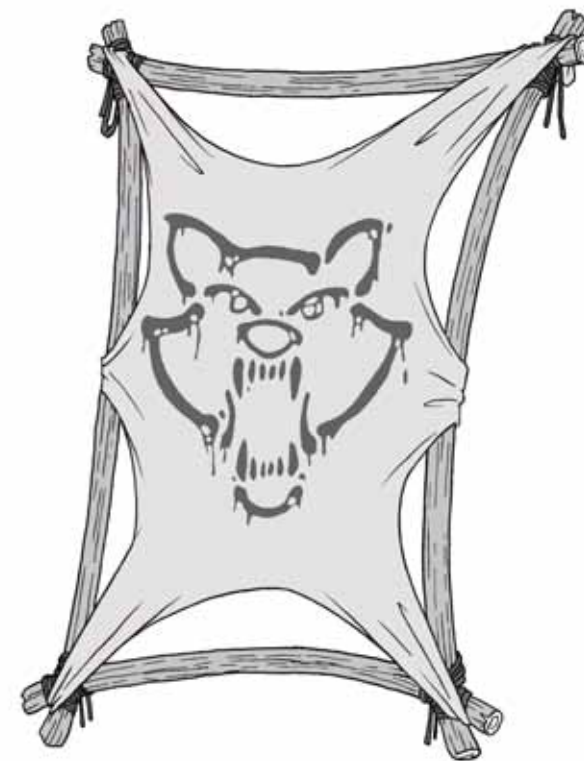
Edicts: The cavalier must always work toward what he believes to be in the best interest of his clan, even if doing so angers the clan. He must never aid or give succor to its enemies, and he should always take opportunities to increase the clan's safety, influence, and wealth.

Challenge (Ex): Whenever an order of the wolf cavalier issues a challenge, his mount gains a +1 morale bonus to attack rolls and damage rolls made against the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the wolf cavalier adds Stealth (Dex) and Survival (Wis) to his list of class skills. In addition, an order of the wolf cavalier adds one-half his level to Stealth checks made by his mount while the cavalier is mounted.

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

Pack Tactics (Ex): At 2nd level the cavalier is a master of using his allies to confuse and unbalance his foes. The range for which he can grant allies use of a teamwork feat using the tactician ability increases to 60 feet, and allies retain use of the feat for 3 rounds +1 round per cavalier level (rather than the normal 3 rounds +1 round/2 cavalier levels). The cavalier can also select one teamwork feat he has that he did not gain as a bonus feat, and add it to the list of teamwork feats he can grant to allies using tactician. He can add another teamwork feat he has but did not gain as a bonus feat at 5th, 10th, and 15th level. A cavalier cannot use this ability to grant teamwork feats he does not possess.



Lone Wolf (Ex): At 8th level, the cavalier can bolster his confidence when he is operating without support. As a free action when the cavalier is not aware of any allies within 30 feet of him, he can bolster himself, granting himself a morale bonus to attack rolls equal to his Charisma modifier for 1d4 rounds. The cavalier can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

Fight As One (Ex): At 15th level, the cavalier and his mount fight as a single unit, able to protect and intercept attacks targeting one another. If the cavalier is riding or adjacent to his mount, both he and his mount gain a +2 morale bonus to AC. In addition, as an immediate

action, the cavalier can redirect an attack made at his mount (or instruct his mount to redirect an attack made at the cavalier). This ability must be declared before the attack roll is made. The attack is made against the new target's AC and defenses (either the cavalier or his mount), even if the creature could not normally reach or attack the new target. The new target loses any cover or concealment bonuses against the redirected attack.

WOLF MOUNTS

An order of the wolf cavalier normally takes a wolf as a mount (if Small), and he can take a dire wolf as a mount (if Medium). The starting statistics and advancement for dire wolves are given below. They otherwise follow the normal rules for cavalier mounts.

DIRE WOLF MOUNT

Starting Statistics: **Size** Large; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** bite (1d8 plus trip); **Ability Scores** Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** scent.

7th-Level Advancement: **Size:** Large (size does not change); **AC** +3 natural armor; **Ability Scores** Str +6, Con +4.

NEW FEATS

The following feats are designed specifically for cavaliers.

KNIGHTLY FOCUS

You are a master of one aspect of your knighthood's special abilities.

Prerequisite: Order class ability.

Benefit: Select one cavalier class ability or order ability that increases in power as you gain levels. Treat your cavalier level as being 4 higher when determining the effectiveness of this class or order ability.

Special: You can select this feat more than once. Its effects do not stack. Each time you select it, it applies to a different cavalier or order ability.

MOUNTED SPECIALIZATION

You guide your mount to be even more dangerous in combat.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are riding your mount, it receives a +1 bonus to attack rolls and a +2 bonus to damage rolls with its natural weapons.

SQUIRE

You served as a squire to a cavalier in your youth.

Prerequisite: Base attack bonus +1.

Benefit: Select a cavalier order. You gain the bonuses listed in the skills section of that order, including additional class skills. If you violate one of the edicts of that order, you lose the benefits of this feat for 24 hours. If this means a skill stops being a class skill for you, for 24 hours you lose the +3 bonus that characters receive to class skills.

Special: A character can take this feat only at 1st level or after serving as a squire to a cavalier of the selected order for one full level of advancement.

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WE ERR ON THE SIDE OF AWESOME!

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