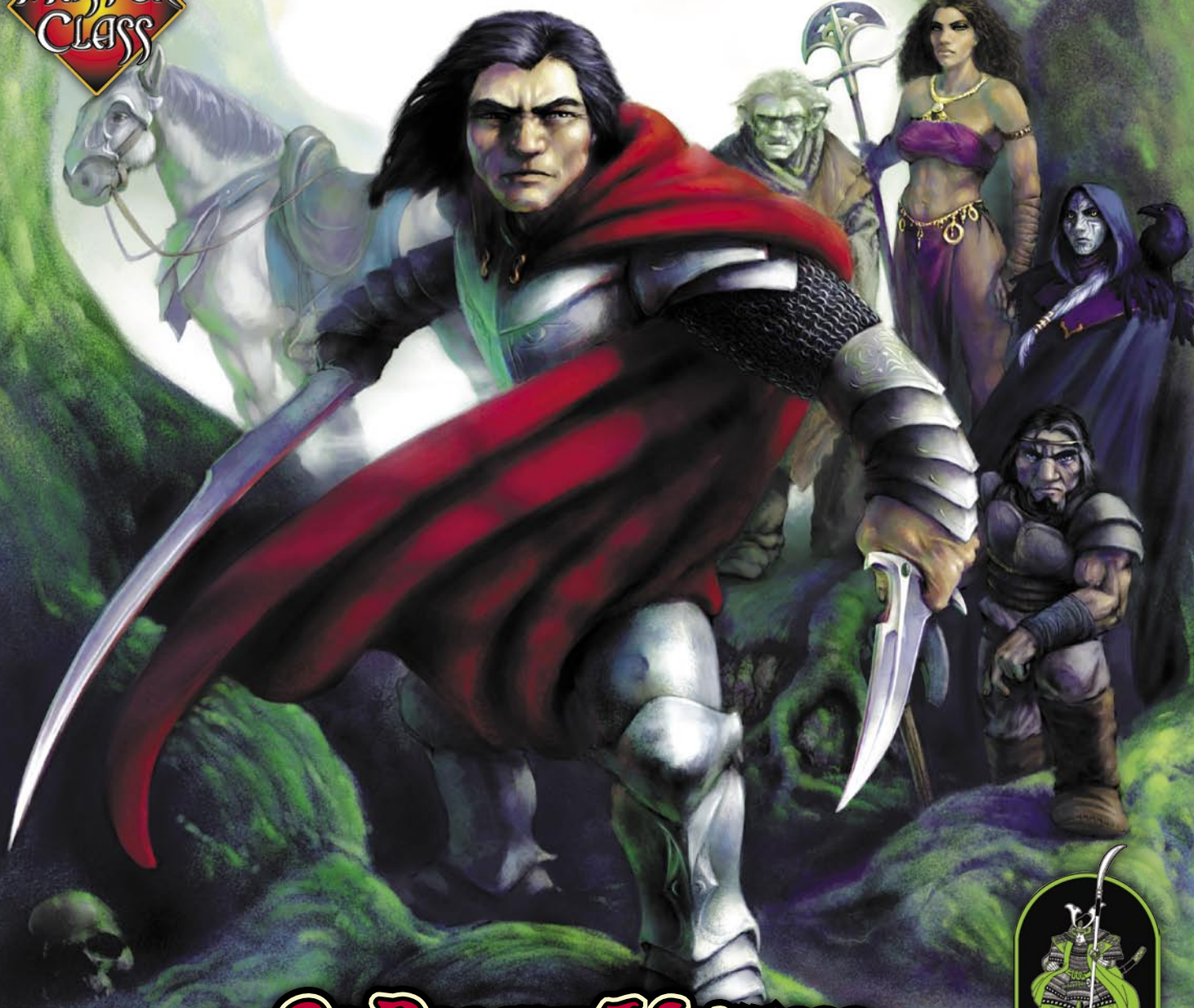


THE

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK  
THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC.

# CAVALIER'S HANDBOOK

MASTER  
CLASS



d20  
system

By ROBERT J. SCHWALB



GREEN RONIN  
PUBLISHING

GRR1307c

© J. M. ...



# **The** CAVALIER'S **HANDBOOK**

A Master Class™ d20® System Sourcebook

## - Credits -

**Design:** Robert J Schwalb

**Editing:** Scott Fitzgerald Gray

**Development:** Steve Kenson

**Art Direction:** Hal Mangold

**Graphic Design:** Mark Schmaltz

**Cover Art:** Britt Martin

**Interior Art:** Britt Martin, Kent Burles, Steve Lawton,  
Toren "Macbin" Atkinson

**Executive Producer:** Chris Pramas

**Green Ronin Staff:** Steve Kenson, Nicole Lindroos,  
Hal Mangold, Chris Pramas, Evan Sass, and  
Robert J. Schwalb.

**Playtesters:** Robert M Cooper, Leland James, Bob  
King, Mark Perneta, Mark Sironi, Dale Nixon,  
Rob Kilpatrick, Sean Flanders, and Ted Harris.

*The Cavalier's Handbook* is © 2004 Green Ronin  
Publishing, LLC. All rights reserved. Reference to  
other copyrighted material in no way constitutes  
a challenge to the respective copyright holders of  
that material. The Cavalier's Handbook, Green  
Ronin, Master Class, and their associated logos are  
trademarks of Green Ronin Publishing, LLC.

DUNGEONS & DRAGONS® and Wizards of the Coast® are registered  
trademarks of Wizards of the Coast, Inc., and are used with permission.

'd20 System' and the 'd20 System' logo are trademarks of Wizards  
of the Coast, Inc. and are used according to the terms of the d20  
System License version 6.0. A copy of this License can be  
found at [www.wizards.com/d20](http://www.wizards.com/d20).

The following text is Open Gaming Content: Chapters 1-7

Printed in the U.S.A.

### Green Ronin Publishing

P.O. Box 1723  
Renton, WA 98057-1723  
Email: [custserv@greenronin.com](mailto:custserv@greenronin.com)  
Web Site: [www.greenronin.com](http://www.greenronin.com)

**Special Thanks:** Special thanks to Dr. Keith Taylor,  
whose expertise in medieval literature continues to be an  
inspiration. To Dan and Nate (Sir Caldarium and Sir Will,  
respectively), whose demands for a knightly campaign  
prompted me to get off my ass and get to work. To  
Michael John Tresca, who first conceptualized knighthood  
for this edition of our favorite game in the pages of  
*Dragon Magazine*. And as always, thanks to my wife  
Stacee, whose support and words of encouragement are all  
the inspiration I could ever need.



## - Table of Contents -

<b>Introduction.....</b>	<b>3</b>	Variant: Taking the Knight out of the Cavalier.....	48
The Cavalier .....	3	Option: Armorial Bearings and Coats of Arms .....	49
<b>Chapter One: The Cavalier.....</b>	<b>5</b>	<b>Chapter Four: Retainers and Steeds.....</b>	<b>53</b>
The Cavalier .....	5	Retainers .....	53
The Cavalier .....	14	Steeds .....	64
and d20 Modern .....	14	<b>Chapter Five: The Armory .....</b>	<b>76</b>
The Modern Cavalier .....	14	Magic Armor & Shields.....	76
<b>Chapter Two: Prestige Classes.....</b>	<b>16</b>	Magic Weaponry .....	79
Holy Crusader .....	16	Magic Rings .....	81
Knight of Charity .....	21	Wondrous Items .....	81
Knight of Infamy .....	24	Minor Artifacts .....	83
Knight of Quality .....	27	<b>Chapter Six: Honor and Tournaments.....</b>	<b>84</b>
Knight of Renown .....	30	Honor .....	84
Sister of the Sidhe.....	33	Tournaments .....	86
<b>Chapter Three: Supplemental Rules.....</b>	<b>37</b>	<b>Chapter Seven: Orders.....</b>	<b>89</b>
New Feats.....	37	Order Qualities .....	89
Variant: Social Class & Lineage.....	43	Building an Order .....	92

# - Open Gaming License -

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product

Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

*System Reference Document* Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

*Modern System Reference Document* Copyright 2002, Wizards of the Coast, Inc. Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathon Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Assassin's Handbook*, Copyright 2002, Green Ronin Publishing; Authors David "Zeb" Cook and Wolfgang Baur.

*Avatar's Handbook*, Copyright 2003, Green Ronin Publishing; Author Jesse Decker

*Book of the Fiends*, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb

*Book of the Righteous*, Copyright 2002, Aaron Loeb

*Hammer & Helm*, Copyright 2002, Green Ronin Publishing; Author Jesse Decker.

*The Noble's Handbook*, Copyright 2003, Green Ronin Publishing; Author Rodney Thompson.

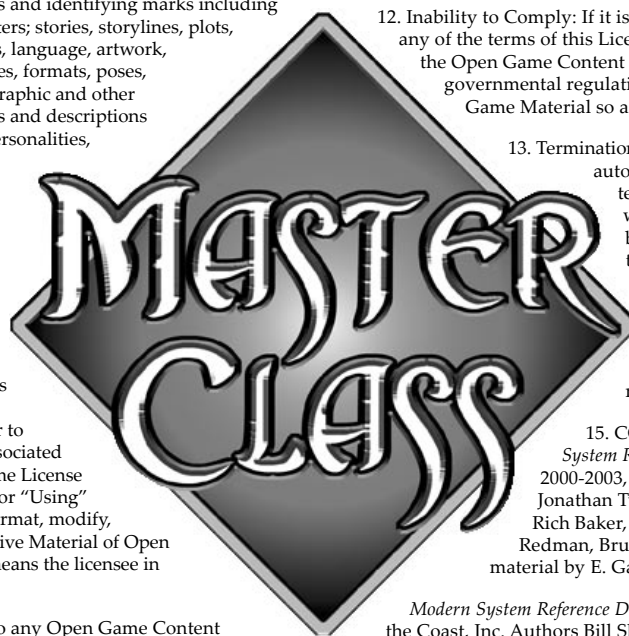
*The Psychic's Handbook*, Copyright 2004, Green Ronin Publishing; Author Steve Kenson.

*Shaman's Handbook*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Unholy Warrior's Handbook*, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb

*Witch's Handbook*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*The Cavalier's Handbook*, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb.



# Introduction

*Hic facit Arthurus, Rex quondam, Rexque futurus.*

Welcome to the *Cavalier's Handbook*, part of Green Ronin's **Master Class** series—a line of books presenting new core classes for use in your favorite fantasy roleplaying game. Though it comprises a complete set of rules for adding the cavalier class to any ongoing campaign, this book is modular in design, allowing you to use sections individually in the way that best fits your own game. In addition to the rules presented here, players should have a copy of the *PHB*, and the GM should have a copy of all three core rulebooks.

## The Cavalier

Feeling nostalgic? Excellent. This book heralds the return of what was likely the most dangerous character class of old, relegated to a mere footnote in subsequent editions of *the* fantasy roleplaying game. More than just a mounted warrior, the cavalier represents excellence in arms, unsurpassed equestrian skill, and a devotion to the code of chivalry. In a way, the cavalier can be seen as a secular paladin, enjoying more flexibility in alignment but still restricted by a code of conduct as rigid any set of laws. Though they don't gain the benefits of a supernatural steed or divinely inspired powers, class abilities and selection of feats lets the cavalier rival even the best paladins in mounted combat.

So why play a cavalier? For the same reasons one might play a paladin or ranger, for just as those classes are built by combining some of the best elements of the fighter with the cleric and the druid, the cavalier mixes elements of the fighter and the noble to create a class with a singular outlook. The cavalier enjoys an impressive array of class features, promising to create an exciting presence in any campaign, and offering a return to a classic style of play.

The *Cavalier's Handbook* is divided into seven chapters, each of which presents a self-contained look at one aspect of the cavalier class and the rules which can support it.

**Chapter One: The Cavalier** presents the cavalier character class and all of its class abilities. In addition, there are sample NPCs for easy introduction into any game, and rules for using the cavalier in *d20 Modern*.

**Chapter Two: Prestige Classes** expands the options for cavalier characters with a selection of different paths for cavalier development, including numerous sample NPCs.

**Chapter Three: Supplemental Rules** provides a selection of forty new feats, mechanics for creating social class and family history, and a survey of variant cavaliers based on race and culture.

**Chapter Four: Retainers and Steeds** greatly expands the options for followers in your game, presenting details on aristocrats and adepts as followers, rules for novice classes and for playing novice characters, and steed enhancements and variant mounts for cavaliers looking for a unique edge.

**Chapter Five: The Armory** presents new armor, weapons, wondrous items and artifacts to bring a knightly atmosphere to your campaign.

**Chapter Six: Honor and Tournaments** offers a discussion on codes of chivalry, an overview of tournaments, and complete rules for that cornerstone of chivalric combat—jousting.

**Chapter Seven: Orders** includes all the necessary mechanics for the GM to generate (and for players to fund) knightly orders, offering another layer of dimension to the campaign and this exciting new class.

### About the Author

Robert J. Schwalb entered the freelancing world in 2002, offering two books through Mongoose Publishing. Two conventions, a stack of business cards, and Chris Pramas's blessings later (not in that order, of course), he designed the *Unholy Warrior's Handbook*, co-designed the *Book of Fiends*, and designed *Aasimar & Tiefling* and the *Cavalier's Handbook* for Green Ronin Publishing. In addition to his work with Green Ronin, Robert has been involved with a number of other RPG companies, including Kenzer and Company, Fantasy Flight Games, Goodman Games, Necromancer Games, Paradigm Concepts, and Alderac Entertainment Group. Robert lives in Tennessee with his wife and pride of cats, busy at work on his next project.







# *-Chapter One-*

# The Cavalier

*...and took the sword between both his hands, and offered it upon the altar where the Archbishop was, and so was he made knight of the best man that was there.*

—Sir Thomas Malory, *Le Morte d'Arthur*

The charging cavalier is one of the most iconic symbols of mediaeval fantasy—the noble warrior -knight serving a higher ideal. More than the lure of great wealth for the mercenary fighter, the sworn enmity that drives the ranger, or even the ideals of morality that define the paladin's place in the world, a cavalier's chivalric code defines virtually every aspect of the character, creating a warrior who places personal honor, skill, and nobility before all other considerations. This chapter presents all the rules needed to play a cavalier character, guidelines for incorporating the cavalier into an existing campaign, and prestige classes designed to allow the class to be customized for virtually any level and style of play.

## The Cavalier

The champion and the sword of the king. The noble horseman riding down foe and infidel. The questing knight driven by loyalty or dark deceit. As all these things and more, the cavalier occupies a unique place in the game landscape—more than just a specialized mounted fighter (for any warrior can find skill with a lance and charge a steed into combat), but somehow less than that other knightly archetype, the paladin (with no summoned steed or divine power to wield in opposition to the profane forces of the underworld).

Instead, the cavalier is a champion of honor—a hero of song, legend, and myth. Guided by his own personal code, he brooks no insult even as he is courteous to all he meets. A cavalier never backs down from a fight, always charging the most formidable foe first, but offers quarter to those who ask it. The cavalier is a paragon of law but his virtue is never assured, for even as many cavaliers serve good lords and kings, many others may serve evil masters, or only themselves. And though chivalry is never codified, cavaliers strive to do what is right in their hearts, avoiding the base temptations of the world.

Where the paladin serves the gods of good (often as a military extension of the clerical orders active throughout the land), the cavalier seeks a lord, a country, or a cause to bind him to his path. And because their sense of personal honor supercedes any particular dogma or religious code, cavaliers are equally likely to be as virtuous as the most pious of paladins, or as awful and corrupt as the basest unholy warrior.

## Adventures

In seeking honor, cavaliers often find themselves thrust into the heart of adventure simply by following their instinct to duty. Rescuing the innocent, combating dragons, and seeking out lost relics are all classic themes serving as the basis for any number of fantastic tales.

As does any other character, a cavalier in service to a lord often lives a life in which adventure is hard to avoid. The difference between the cavalier and other such characters, though, lies in the motives each has for facing the dangers of such a life. With each conquest, each rescued noble, and each unseated knight who once stood against him, the cavalier advances not only his own position but that of his patron, and it's this need to establish and constantly defend his honor that makes most cavaliers seek out lives of great excitement, conflict, and danger.

## Characteristics

Honor is the keystone of cavalier psychology, and is held above any other virtue (or as a counter to any vice) regardless of alignment. Instead of gaining supernatural or spell-like abilities from divine or demonic masters, cavaliers turn this internal drive for honor into an unparalleled mastery of martial skill, capable of opposing the most capable mercenary fighter or the worst barbarians bent on conquest and plunder. Most cavaliers use heavy armors and powerful weaponry, and rely on their mounts to aid them in their quest for glory.

## Alignment

All cavaliers are lawful, committing themselves to a strict code of discipline and structure. Devoting themselves to achieving the unattainable, cavaliers have no room for capricious flights of fancy or erratic shiftings of mood or allegiance. On the other hand, within the confines of the personal code that drives them, cavaliers often exhibit a wide range of personal morality.

For his committing the sin of adultery with the wife of his king, Sir Lancelot could never have been a paladin, but his love of Guinevere (and his ultimately choosing

## Variant Cavaliers

The cavalier's background is based around (and often best suited for gameplay in) a Western-oriented, pseudo-medieval fantasy setting, but in one of the *Mythic Vistas* campaign settings or a setting far removed from the default European backdrop, a European-style chivalric knight might seem out of place. Whatever the culture of the campaign, though, there's probably a niche into which the cavalier can easily fit. In an eastern culture with a warrior caste (such as Green Ronin's *Mindshadows*), the cavalier could be an elite and honorable warrior in service to the Brahmins. In an Oriental setting, the cavalier could easily fill (or run in parallel with) the same honor-driven niche as the samurai. In short, the default assumptions of this book aren't meant to restrict your enjoyment of this class, so feel free to alter, change or adjust anything you wish in order to suit your own game. For specific ideas and details on options for the cavalier class, see **Chapter Three**.

the ideal of love over fealty to a king who had lost his vision) fits perfectly with the credo of a lawful good cavalier. Likewise, Sir Gawain managed to maintain duty to king and country even while consistently demonstrating the corruption of his lawful evil side. It's important to note, though, that many knights of legend act in a manner unbefitting the cavalier's sense of honor (using *invisibility* to attack their fellows, or betraying their dedication to sovereign or lord strictly in the name of their own personal advancement, for example). In broadest terms, all cavaliers are knights (or their society's equivalent), but not all knights are cavaliers.

## Religion

Cavaliers are unrestricted in their religious choice, free to acknowledge the ideals and philosophies of whole pantheons or single gods who epitomize their values. As cavaliers are not holy warriors, religion simply serves to reinforce their commitment to their chivalric code, rather than being the source of that code. Lawful good cavaliers worship gods who represent the true righteousness of holy crusades or protection of the innocent, while lawful neutral cavaliers tend to follow deities reflecting strength and self-improvement. Evil cavaliers, on the other hand, serve dark gods who glorify the power of tyranny, formal destruction, and war.

## Background

Cavaliers come from privileged families. They are the sons and daughters of those upper class nobles who have the funds to pay another cavalier to sponsor them as a page. As the sponsor knight oversees their training, the would-be cavalier serves her master by running errands, washing and cleaning, and polishing and caring for her sponsor's arms and armor. Part of the lesson in this slew of menial tasks is to familiarize the knight-in-training with the necessary aspects of keeping up a presentable appearance and maintaining the tools of her eventual trade. More important, though, is the humility it teaches—a balance to the sense of self-importance that more than a few from the noble classes indulge in. After a few years, a worthy page may be taken on by her sponsor as a squire, while those in which the will to excellence is found lacking are released back to their families.

Upon becoming a squire, the apprentice with dreams of being promoted beyond housekeeping is often unpleasantly surprised to find herself performing all

of the same duties as before, but now with the added burden of learning the difficult arts of jousting and swordplay, writing and courtship, riding and mounted combat. Not all squires successfully complete this preparation for the cavalier path, and it's during this time that the sponsor watches his pupil most closely. Though failure to advance beyond the level of squire is disheartening for most, squire is a laudable profession in and of itself, and a cavalier may ask a particularly loyal squire not suited for knighthood to stay on in his service. For those not content with the lower station, different paths will eventually call, sometimes offering new uses for (or bitter reactions to) the lessons they've learned.

The final obstacle the squire must overcome before becoming a full cavalier is the process of being knighted—an honor which can be granted only by the nobility, reserved (in theory at least) for the most worthy of warriors in direct service to crown or country. Many times, such a reward follows uncommon bravery or self-sacrifice to the land or its lord. At other times, though, a desperate sovereign might bestow knighthoods to less than ideal candidates in order to fill depleted military ranks after a ruinous war. In any case, the ceremony can be something as simple as a field promotion, or as elaborate as the queen proclaiming a squire's knighthood before the gods and all the people of the realm. The nature of the ceremony is unimportant, though, compared to what the act represents—the key to becoming a true cavalier.

## Races

Humans, especially those of civilized lands, produce the greatest numbers of cavaliers, and generally have the widest range of motivations for advancing into this class (from the desire to do good deeds, to the less noble need for conquest). Humans (more so than many of the other standard races) tend to live in organized societies, with social classes, hierarchies, and systems of autocratic rule which lend themselves to the highly structured foundations of the cavalier class.

Though elven cavaliers exist (almost exclusively drawn from the high elf and gray elf subraces), they favor untraditional weaponry and uphold a slightly different code of conduct than human cavaliers. A dwarf's commitment to land and leader would seem to make the cavalier path an excellent option for those seeking to live honorably and advance their status within the clan, but



# -Chapter One: The Cavalier-

much of the cavalier's combat prowess is built around equestrian skills most dwarves avoid.

Many half-races (such as half-elves and half-orcs) are raised within the societies of their human heritage, where opportunities exist to take up careers as pages and squires. Unless the world around them is open to their advancement, though (or unless their human family has the influence to overcome social prejudice), half-breed cavaliers are rare. Other races may advance in this class, but often their alignment predilections, social outlooks, and general behavior (either actual or inferred by others) make the cavalier an unlikely class choice.

## Other Classes

A central tenet to most chivalric codes is courtesy, and while cavaliers might rankle in the presence of dishonorable individuals, they are not as restricted as paladins about the company they keep. It's possible for a cavalier to employ the services of an unsavory thief so long as the situation warrants it (to locate a dishonorable blackguard who holds a princess captive somewhere in the city, for example). A necromancer, while the antithesis of the cavalier's ideals, might hold the key to defeating a greater evil, allowing the cavalier to make a temporary alliance so long as the ends justify the means. Though most will avoid close contact with oppositely aligned characters for long periods (as such company will inevitably have an effect on their reputations), cavaliers may find themselves working with characters of virtually any other class.

## Role

While cavaliers are as effective as fighters in face-to-face combat, their exceptional skill with horses can inspire true terror on the mounted battlefield. In addition to their martial skills, cavaliers often function well as high-level diplomats and negotiators, able to move through the ranks of the social elite with ease. As well, many strive to take the lead in adventures, motivating their fellows to acts of greater heroism through word and deed.

## Game Rule Information

Cavaliers have the following game statistics.

### Abilities

As with all the warrior classes, Strength is the key to the cavalier's success in melee combat. By granting extra hit points and an improved Fortitude save, Constitution provides the staying power which fuels the cavalier's fight-to-the-finish conviction, while Charisma is vital to the cavalier's Leadership ability.

**Alignment:** Any lawful.

**Hit Die:** d12.

**Starting Gold:** 6d6 x 10 gp.





## Class Skills

The cavalier's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Perform (Cha), Ride (Dex), and Sense Motive (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the cavalier.

### Weapon and Armor Proficiency

Cavaliers are proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

### Bonus Feats

A cavalier may select either Mounted Combat or Weapon Focus (any melee weapon) as a bonus feat at 1st level; Improved Initiative or Ride-By Attack as a bonus feat at 2nd level; Cleave or Spirited Charge at 4th level; and Combat Expertise or Trample at 7th level. A cavalier need not have any of the prerequisites normally required for these feats in order to select them as bonus feats. See **Chapter Five: Feats** in the *PHB* for feat descriptions and information.

### Discerning Eye (Ex)

A cavalier may draw upon his training and experience to assess the value of a weapon or suit of armor, or to assess the quality of a steed and its equipment. Except as noted, this ability functions as if the cavalier was making an Appraise check, with the GM secretly rolling 1d20 and adding the cavalier's class level plus Intelligence modifier to determine success.

To use discerning eye, the cavalier must handle the object or interact with the steed for 1 minute. If considering an object, the cavalier might take a few practice swings to test the balance of a sword, or examine the straps on a suit of armor to look for rust. When assessing the value of a steed, the cavalier may only gauge the quality of mounts of a type he's ridden before (so that a cavalier who has never ridden a griffon can't use discerning eye

to gauge the quality of one, for example). If the steed is of a type the cavalier knows, he must interact with it for 1d4+1 minutes, checking the hooves for stones, the teeth for health, and assessing temperament and other qualities to reveal the mount's history and care.

Cavaliers may use discerning eye to gauge the quality of magic armor or weapons, with the GM rolling a DC 25 check to determine the magic item's gold piece value. As well, if the cavalier beats the DC by 10 or more, he correctly identifies the armor or weapon's magical properties as per the *identify* spell.

Cavaliers may not take 20 on discerning eye checks.

### Weapon Excellence (Ex)

Through extensive training, the cavalier develops special combat techniques which give her an advantage over other warriors. Starting at 2nd level and at every three levels thereafter (5th, 8th, and so on), a cavalier selects a melee weapon with which she is proficient, gaining a +1 bonus on attack rolls

while wielding that weapon mounted.

This bonus stacks with the bonus gained by attacking from higher ground. Each time the cavalier gains the effects of weapon excellence, she may apply the effects to a new weapon or to a previously chosen weapon, so that the effects stack. For example, a 5th level cavalier can apply weapon excellence twice to the longsword (gaining a +2 bonus on attack rolls while mounted), or could gain a +1 bonus in two different weapons (such as longsword and lance).

If a cavalier's weapon excellence bonus on attack rolls reaches +2 or more for any single weapon, her specialized knowledge grants her a bonus of 1 less than normal when using the weapon unmounted. For example, a cavalier with a +2 weapon excellence bonus in longsword gains the full +2 bonus on attack rolls while fighting mounted and gains a +1 bonus on attack rolls while fighting on foot.

If a cavalier's weapon excellence bonus on attack rolls reaches +3 for any single weapon, she may select a special technique for use with that weapon instead of advancing the weapon's bonus by an additional +1. Each



# - Chapter One: The Cavalier -

Condition	Cohort Leadership Modifier	Follower Leadership Modifier
Bard, cavalier, holy warrior or paladin, noble	+2	N/A
Aristocrat	+1	+1 (optional, see below)
Avatar, cleric, fighter	+1	N/A
Commoner, expert	-1	N/A
Warrior	-1	+0
Ranger, rogue	-1	N/A
Adept, druid, sorcerer, witch, wizard	-2	N/A
Assassin, barbarian, shaman, unholy warrior	-3	N/A
Different culture (one without cavaliers)	-1	+0
Different lawful alignment	-1	+0
Matching moral component (e.g. — all good)	+0	+1
Non-lawful	-2	-1
Opposed alignment (e.g. — LG cavalier, CE cohort)	-4	-2
Same race	+1	+0
Different core humanoid race from the cavalier	-1	+0
Non-traditional humanoid race (goblin, kobold)	-2	-1
Monster (any other creature from the MM)	-4	N/A

technique can be used once per day (with an additional use per day gained each time the cavalier subsequently selects the same technique for the same weapon), and only while mounted. Cavaliers may select special techniques from the following.

*Deflect Attack (Ex):* The cavalier may deflect one melee attack from any creature up to one size category larger than he is. While wielding the weapon for which he's selected the deflect attack technique, he makes an opposed attack roll against the opponent's roll. If the cavalier fails to beat the opponent's roll, damage resolves normally.

*Devastating Strike (Ex):* The threat range of the cavalier's weapon is doubled as if he had the Improved Critical feat. This benefit activates automatically, granting the cavalier the improved threat range the first time in any day that he makes an attack roll which would threaten a critical hit with that expanded range. As well, if the attack roll is high enough to hit the AC of the target creature, the threat is automatically confirmed without a second roll.

For example, a cavalier armed with a longsword for which he's selected the devastating strike technique would normally threaten on 19–20. The first time the cavalier rolls 17–20 on an attack roll, though, he threatens a critical hit as if the weapon had the doubled threat range, and (if his attack roll was high enough to hit the target) scores an automatic critical hit. If the cavalier's attack roll on the critical threat isn't enough to have hit the target, make a second roll to confirm the critical hit as normal (with the target taking normal damage if the second roll fails). Whether the attack with the doubled threat range scores a critical hit or not, the weapon then threatens normally for the next 24 hours (or unless the devastating strike technique has been selected for it more than once).

The effects of this ability do not stack with Improved Critical or the keen weapon special property. Instead, if

a character already has the Improved Critical feat with a weapon for which he selects devastating strike, he gains a +4 bonus to confirm critical hits made with that weapon.

*Fearsome Charge (Ex):* When making a successful Spirited Charge attack that also threatens a critical hit (whether the critical is confirmed or not), the cavalier may immediately attempt to demoralize one adjacent foe as a free action (see the Intimidate skill, **Chapter Four** of the *PHB*), gaining an attack of opportunity against that opponent if the attempt is successful. If that attack threatens another critical, the cavalier may attempt to demoralize another adjacent foe, though she cannot take additional attacks of opportunity unless normally allowed to do so (from the Combat Reflexes feat, for example).

*Telling Blow (Ex):* A weapon for which the cavalier selects the telling blow technique deals 1 additional point of damage per cavalier level on any single melee attack. He must declare a telling blow prior to the attack roll. If the attack scores a critical hit, this extra damage is not multiplied.

## Gallant

Cavaliers are accustomed to spending time in the courts of their lieges, developing the skills necessary to recognize the subtleties and intrigues of courtly life. They gain a +2 bonus on all Diplomacy and Sense Motive checks.

## Squire

At 6th level, the cavalier gains Leadership as a bonus feat. (see **Chapter Four: Non-Player Characters** in the *DMG*), with the cohort gained by this feat becoming the cavalier's squire. As the cavalier gains additional



## Table 1-2: The Cavalier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bonus feat, discerning eye
2nd	+2	+3	+0	+3	Bonus feat, weapon excellence
3rd	+3	+3	+1	+3	Gallant
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	Weapon excellence
6th	+6/+1	+5	+2	+5	Squire
7th	+7/+2	+5	+2	+5	Bonus feat
8th	+8/+3	+6	+2	+6	Weapon excellence
9th	+9/+4	+6	+3	+6	Champion
10th	+10/+5	+7	+3	+7	Rallying presence
11th	+11/+6/+1	+7	+3	+7	Weapon excellence
12th	+12/+7/+2	+8	+4	+8	Skill focus
13th	+13/+8/+3	+8	+4	+8	Unshakeable
14th	+14/+9/+4	+9	+4	+9	Weapon excellence
15th	+15/+10/+5	+9	+5	+9	Skill focus
16th	+16/+11/+6/+1	+10	+5	+10	Sturdy
17th	+17/+12/+7/+2	+10	+5	+10	Weapon excellence
18th	+18/+13/+8/+3	+11	+6	+11	Skill Focus
19th	+19/+14/+9/+4	+11	+6	+11	Fearless
20th	+20/+15/+10/+5	+12	+6	+12	Weapon excellence

followers, they fill the roles of heralds, grooms, minstrels and pages, becoming the cavalier's entourage.

A cavalier's ability to lead rests upon her honor, the company she keeps, and the perception of her which others have. In addition to the standard modifiers which can increase or decrease a character's Leadership score, the composition of her cohort and retainers can affect the cavalier's Leadership as indicated below. All modifiers stack. For example, a lawful good 6th-level elven cavalier has a lawful neutral human fighter cohort, with her followers consisting of one human aristocrat and 3 elven warriors, all neutral good. The cohort applies a -1 penalty for being human and a -1 penalty for being lawful neutral, but has a +1 for being a fighter. At least one follower has a different alignment from the cavalier, giving a -1 penalty, but all followers are good, adding a +1. Having an aristocrat as a follower gives another +1, but the fact that the cavalier and one follower differ in race has no effect. Summing all the results, the cavalier has a +0 modifier to her Leadership score.

### Champion (Ex)

At 9th level, the cavalier's combat prowess allows him to defend those who cannot defend themselves. When the cavalier fights defensively or takes the total defense action, the bonus to AC derived from fighting defensively or from taking the total defense bonus extends to all allies defending in adjacent squares. Any allies who attack while under the cavalier's protection immediately lose this AC bonus. Finally, the cavalier may not use this ability when flat-footed.

### Rallying Presence (Ex)

The cavalier is an inspiring presence on the battlefield, and at 10th level, the cavalier and all allies within 10 feet per point of her Charisma bonus (minimum 10 ft.), gain a +2 morale bonus on saves against fear spells and effects.

### Skill Focus

Chivalry demands excellence in all things. Starting at 12th level (and again at 15th and 18th level), the cavalier gains Skill Focus as a bonus feat, and may apply it to any class skill in which he has ranks.

### Unshakeable (Ex)

Cavaliers brave danger of any sort, and are able to shrug off fear's hold. At 13th level, the cavalier can no longer be shaken.

### Sturdy (Ex)

At 16th level, the cavalier's resolve hardens to such a degree that she can no longer be frightened. In addition, all allies under the effects of the cavalier's rallying presence can no longer be shaken.

### Fearless (Ex)

At 19th level, cavaliers are immune to fear of any sort. In addition, all allies under the effect of the cavalier's rallying presence can no longer be frightened or shaken.

## Code of Conduct

Cavaliers adhere to various principles of chivalry, and while particular values vary with each knight or knightly order, most respect legitimate authority, act with honor (eschewing lying, cheating, the use of poison, and so forth), help those in need, and punish those who harm or threaten the innocent. (For more information, see **Chapter Six: Honor and Tournaments.**)

In addition to their code of conduct, cavaliers base their highest values on four paradigms of knighthood—steed, arms, retainers, and standard. The cavalier's horse is an object of devotion as much as a mount, and a cavalier will never sacrifice or subject his steed to needless danger, even should his own life be at risk. The cavalier's arms are the weapons and armor which are the outward symbols of his honor and station, and which he must spend at least one hour each day maintaining. The cavalier's retainers are his followers, whose behavior (good or bad) reflects on the knight who leads them. The cavalier must spend time training his squire, and must show respect and honor to all who serve him. And finally, the cavalier's standard is the symbol of his family, sovereign, or noble house. Should anything soil his banner, it soils the cavalier's honor as well.

When taken together, the principles and knightly paradigms comprise the cavalier's code of conduct, but as cavaliers may arise from any number of races and cultures, there will always be differences (some subtle, some not) between one cavalier and another. The Sisters of the Sidhe, for example (see page 33), reflect an elven conception of personal honor even though their reliance on ranged weaponry and use of subterfuge to overcome opponents would be antithetical to the tenets of many human cavaliers.

## Black Knights

A cavalier who ceases to be lawful, who willfully violates his code of conduct, or who abandons any of the paradigms of knighthood becomes an ex-cavalier or "black knight." Black knights may no longer advance in the cavalier class (though they retain all other class features), and can only restore their station (should they wish to) through the pardon of their patron and the undertaking of a quest on the cavalier's part. The quest must involve dangers which could pose a serious challenge to the character's skills and health (as adjudicated by the GM). Should a patron's absolution be impossible to acquire (because the cavalier is a knight errant traveling in distant lands, for example), the cavalier may seek another patron with consistent ideals.

Like any other class, cavaliers may choose to multiclass, but cavaliers face a special restriction. A cavalier who gains a level in any class other than cavalier may never again raise his cavalier level, though he retains all of his class abilities. Cavaliers may, however, multiclass without restriction into any prestige class included in this book, any prestige class normally available to paladins, and, if you use Green Ronin's *Noble's Handbook*, the noble base class, and the commander, master diplomat, lord knight prestige classes.

## Cavaliers and Paladins/Holy Warriors

Of the core character classes, paladins come closest to being the iconic symbols of knightly virtue, with their defined code of conduct, a rigid adherence to law and morality, and a focus on mounted combat. While cavaliers share many of these features, their looser alignment restriction, heavy martial focus, and relative freedom from divine impetus gives them a very different game feel, but there's nothing to prevent a campaign from combining the best of both classes. A unique holy cavalier could be created simply by allowing paladins and cavaliers to multiclass freely, adding a layer of existing depth and game history to the cavalier, as well as easing the entry of the new class into an existing campaign.

### Cavaliers and the Book of the Righteous and Book of the Fiends

On the other hand, as a variant rule, you could use the use the holy warrior (or paladin) as a prestige class as first described in Green Ronin's *Book of the Righteous* and reprinted and updated here. To qualify to become a holy cavalier, a character must fulfill all the following criteria.

**Alignment:** Lawful good. If you use the holy warrior from the *Book of the Righteous*, the character must have the same law or chaos leaning as her god, but good (in the case of holy warriors) or evil (in the case of unholy warriors).

**Base Attack Bonus:** +3.

**Skills:** Knowledge (religion) 5 ranks or Knowledge (the planes) 5 ranks

**Spellcasting:** The character must be able to cast 1st-level divine spells.

**Patron:** The character must be an active member of her church or cult and in good standing.

**Class Features:** Use the standard advancement guidelines as described in the *Book of the Righteous* and the *Book of Fiends*.

## Epic Cavalier

The subject of countless tales, songs, and legends, the epic cavalier is the epitome of chivalry, honor and prowess.

**Hit Die:** d12.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Weapon Excellence:** Every three levels beyond 20th level (23rd, 26th, and so on), the cavalier may take weapon excellence with a new weapon, or may advance the level of an existing weapon for which weapon excellence has already been taken.

**Skill Focus:** The cavalier gains Skill Focus as a bonus feat every three levels beyond 21st (24th, 27th, and so on).



# - Chapter One: The Cavalier -

**Bonus Feats:** The epic cavalier gains a bonus feat every four levels beyond 20th (24th, 28th, and so on).

## Human Cavalier Starting Package

**Armor:** Chain shirt (+4 AC, armor check penalty -2, speed 30 ft., 25 lb.).

Heavy steel shield (+2 AC, armor check penalty -2, 15 lb.).

**Weapons:** Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Longspear (1d8, crit x3, 9 lb., two-handed reach, piercing).

Throwing axe (1d6, crit x2, range inc. 10 ft., 2 lb., light melee, slashing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Diplomacy	4	Cha	-
Handle Animal	4	Cha	-
Knowledge (nobility and royalty)	4	Int	-
Perform	4	Cha	-
Ride	4	Dex	-
Sense Motive	4	Wis	-

**Feat:** Power Attack.

**Bonus Feat (Cavalier):** Mounted Combat.

**Bonus Feat (Human):** Weapon Focus (longsword).

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, three pints of oil, banner with cavalier's standard.

**Gold:** 6d6 gp.

## Sample NPC Cavalier

Below are statistics for three cavalier NPCs (along with steeds, squires, and retainers as applicable) ready for use in any adventure.

### Low-Level Cavalier

**Sample 5th-Level NPC Cavalier:** Human cavalier 5; CR 5; Medium humanoid; HD 5d12+10; hp 48; Init -1; Spd 20 ft.; AC 19, touch 9, flatfooted 19; Base Atk +5; Grp +8; Atk +10 (+11 mounted) melee (1d8+3/19-20, masterwork longsword) or +9 (+10 mounted) melee (1d8+4/x3, masterwork lance) or +4 ranged (1d6+3, throwing axe); Full Atk +10 (+11 mounted) melee (1d8+4/19-20, masterwork longsword) or +9 (+10 mounted) melee (1d8+3/x3, masterwork lance) or +4 ranged (1d6+3, throwing axe); SA weapon excellence (longsword +1), weapon excellence (lance +1); SQ discerning eye, gallant, squire; AL LG; SV Fort +6, Ref +0, Will +5; Str 16, Dex 8, Con 14, Int 10, Wis 12, Cha 13.

**Skills and Feats:** Diplomacy +8, Handle Animal +6, Knowledge (nobility and royalty) +3, Ride +11, Sense Motive +6; Mounted Combat, Power Attack, Quick Draw, Ride-By Attack\*, Spirited Charge\*, Weapon Focus (longsword).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below (using the base characteristics of the excellent quality heavy warhorse from **Chapter Four: Retainers and Steeds**; see page 65).

**Excellent Quality Heavy Warhorse:** CR 2; Large animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 20, touch 11, flatfooted 18; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** Full plate armor, masterwork heavy steel shield, masterwork longsword, masterwork lance, 3 throwing axes, 2 *potions of cure light wounds*, chainmail barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

### Mid-Level Cavalier

**Sample 10th-Level NPC Cavalier:** Human cavalier 10; CR 10; Medium humanoid; HD 10d12+20; hp 90; Init -1; Spd 20 ft.; AC 22, touch 9, flatfooted 22; Base Atk +10; Grp +13; Atk +16 (+17 mounted) melee (1d8+4/17-20, +1 *longsword*) or +14 (+16 mounted) melee (1d8+4/x3, masterwork lance) or +9 ranged (1d6+3, throwing axe); Full Atk +16/+11 (+17/+12 mounted) melee (1d8+4/17-20, +1 *longsword*) or +14/+9 (+15/+10 mounted) melee (1d8+4/x3, masterwork lance) or +9/+4 ranged (1d6+3, throwing axe); SA champion, weapon excellence (longsword +2), weapon excellence (lance +1);

# - Chapter One: The Cavalier -

SQ discerning eye, gallant, rallying presence, squire; AL LG; SV Fort +9, Ref +2, Will +8; Str 17, Dex 8, Con 14, Int 10, Wis 12, Cha 13.

*Skills and Feats:* Diplomacy +12, Handle Animal +10, Knowledge (nobility and royalty) +5, Ride +16, Sense Motive +8; Cleave, Improved Critical (longsword), Mounted Combat\*, Power Attack, Quick Draw, Ride-By Attack\*, Spirited Charge\*, Trample\*, Weapon Focus (longsword).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

*Heavy Warhorse Mount:* This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 22, touch 11, flatfooted 20; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

*Possessions:* +1 full plate armor, +1 heavy steel shield, amulet of natural armor +1, +1 longsword, masterwork lance, 3 throwing axes, 2 potions of cure light wounds, half-plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Squire:** Human fighter 7; CR 7; Medium humanoid; HD 7d10+14; hp 57; Init +1; Spd 20 ft.; AC 22, touch 11, flatfooted 21; Base Atk +7/+2; Grp +10; Atk +12 melee (1d8+6, +1 longsword/19–20) or +9 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +12/+7 melee (1d8+6/19–20, +1 longsword) or +9/+4 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); AL NG; SV Fort +8, Ref +4, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb –1, Handle Animal +9, Intimidate +0, Jump –1, Ride +15, Swim –8; Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Quick Draw, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* +1 full plate, heavy steel shield, +1 longsword, masterwork composite longbow (+3 Str bonus), 20 arrows, cloak of resistance +1, oil of bless weapon, potion of barkskin (+2), potion of cure moderate wounds, elixir of truth, banner with cavalier's standard.

**Sample NPC Retainers:** Groom (human commoner 1), herald (human expert 1), cook (human expert 1), two guards (human warrior 1).

## High-Level Cavalier

**Sample 15th-Level NPC Cavalier:** Human cavalier 15; CR 15; Medium humanoid; HD 15d12+30; hp 134; Init –1; Spd 20 ft.; AC 26, touch 9, flatfooted 26; Base Atk +15; Grp +19; Atk +26 (+27 mounted) melee (1d8+7/17–20, +3 longsword) or +20 (+21 mounted) melee (1d8+7/x3, +1 lance) or +14 ranged (1d6+4, throwing axe); Full Atk +26/+21/+16 (+27/+21/+16 mounted) melee (1d8+7/17–20, +3 longsword) or +20/+15 (+21/+16

mounted) melee (1d8+7/x3, +1 lance) or +14/+9/+4 ranged (1d6+4, throwing axe); SA champion, weapon excellence (longsword +4), weapon excellence (lance +1); SQ discerning eye, gallant, rallying presence, unshakeable; AL LG; SV Fort +13, Ref +6, Will +12; Str 18, Dex 8, Con 14, Int 10, Wis 12, Cha 13.

*Skills and Feats:* Diplomacy +17, Handle Animal +13, Knowledge (nobility and royalty) +10, Ride +24, Sense Motive +8; Cleave, Great Cleave, Improved Critical (longsword), Improved Sunder, Mounted Combat\*, Power Attack, Quick Draw, Ride-By Attack\*, Skill Focus (Handle Animal)\*, Skill Focus (Ride)\*, Spirited Charge\*, Trample\*, Weapon Focus (longsword).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

*Heavy Warhorse Mount:* This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

*Possessions:* +3 full plate, +3 heavy steel shield, amulet of natural armor +1, +3 longsword, +1 lance, 3 throwing axes, gauntlets of ogre power, periapt of health, cloak of resistance +2, 2 potions of cure light wounds, oil of keen edge, oil of bless weapon, potion of heroism, silversheen, potion of cure serious wounds, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Squire:** Human fighter 11; CR 11; Medium humanoid; HD 11d10+22; hp 82; Init +1; Spd 20 ft.; AC 25, touch 12, flatfooted 24; Base Atk +11; Grp +14; Atk +17 melee (1d8+6/19–20, +1 longsword) or +13 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); Full Atk +17/+12/+7 melee (1d8+6/19–20, +1 longsword) or +14/+9/+4 ranged (1d8+5/x3, +1 composite longbow [+3 Str bonus]); AL NG; SV Fort +10, Ref +5, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +1, Handle Animal +13, Intimidate +2, Jump –1, Ride +19, Swim –8; Cleave, Greater Weapon Focus (longsword), Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Quick Draw, Spirited Charge, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* +2 full plate, +1 heavy steel shield, +1 longsword, +1 composite longbow (+3 Str bonus), 20 arrows, cloak of resistance +1, ring of protection +1, oil of bless weapon, potion of barkskin (+2), potion of cure moderate wounds, elixir of truth, banner with cavalier's standard.

**Sample NPC Retainers:** Grooms (2 human commoner 1), herald (human expert 2), cooks (2 human commoner 1, human expert 1), pages (4 human commoner 1), soldiers (16 human warrior 1), sergeant (human warrior 2), lieutenant (human warrior 3).



# The Cavalier and d20 Modern

The modern cavalier is a champion of principles, the realization of the classic knight in a contemporary world. Like the fantasy cavalier, a code of honor binds the modern cavalier to her path, propelled by what she believes is right in a world of relativistic principles and allegiances which shift like the wind.

## The Modern Cavalier

A warrior first and foremost, a modern cavalier finds the pace of urban life disquieting, preferring instead to wander the back roads of the world as a sort of vigilante. Whether propelled by a specific quest or to allay the guilt of some past misdeed, this modern cavalier is the chivalric knight reborn.

Dedicated to principles of reputation and obligations of fate, the modern cavalier could be a hero serving an organization, a country, or simply a set of ideals. She might play an active role in politics, perhaps emerging as the last of an order of lawful protectors thought long-dead, or even as a vanquished sovereign returning to take the crown. Whatever role she plays in a modern game, the cavalier retains her high principles, her devotion to order, and above all, the sanctity of her honor.

Though she seeks the best weapons with which to do her duty, the cavalier often masters an eclectic fighting style, and is as likely to swing a sword, lob a stick of dynamite, or spin a staff as she is to fire a rifle or pistol in combat. Though many character combinations might allow entry into the cavalier advanced class, modern cavaliers most often originate in the ranks of strong/fast/charismatic hero multiclass characters, their focus shifting from the strength of the fantasy knight to the accuracy of the modern day weaponmaster (and as such, having levels in the gunslinger advanced class is an advantage).

### Requirements

To qualify to become a modern cavalier, a character must fulfill the following criteria.

**Base Attack Bonus:** +6.

**Reputation:** +3 or higher.

**Skills:** Diplomacy 3 ranks, Drive 3 ranks, Intimidate 6 ranks, Sense Motive 3 ranks.

**Feats:** Archaic Weapons Proficiency, Combat Reflexes, Personal Fire Arms Proficiency.

### Class Information

The following information pertains to the cavalier advanced class.

#### Hit Die

The cavalier gains 1d12 hit points per level. The character's Constitution modifier applies.

#### Action Points

The cavalier gains a number of action points equal to 6 + one-half his character level (rounded down) every time he attains a new level in this class.

#### Class Skills

The cavalier's class skills are as follows.

Craft (mechanical) (Int), Diplomacy (Cha), Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (streetwise) (Int), Repair (Int), Ride (Dex), and Sense Motive (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

The following features pertain to the cavalier advanced class.

#### Weapon Excellence

Modern cavaliers must be versatile in the weaponry they employ, and their rigorous training allows them to hone their skills to beyond normal levels. Beginning at 1st level, a cavalier may select any weapon with which she is proficient. With this weapon, the cavalier gains a +2 bonus on attack rolls and damage rolls. Each time the cavalier gains weapon excellence, she selects a new weapon to apply it to.

#### Gallant

Cavaliers are naturally affable and attractive, surrounded by an air of intrigue and mystery even as they learn to recognize the nuances of human interaction. Starting at 2nd level, a cavalier gains a +2 bonus on Diplomacy and Sense Motive checks.

#### Bonus Feats

At 3rd, 6th, and 9th level, the cavalier gains a bonus feat. The feat must be selected from the following list, and the cavalier must meet all the prerequisites of the feat in order to select it.

# - Chapter One: The Cavalier -



Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Cleave, Combat Expertise, Heroic Surge, Improved Initiative, Iron Will, Advanced Firearms Proficiency, Power Attack, Quick Draw, Renown, Two-Weapon Fighting, Weapon Focus.

## Rallying Presence

The cavalier's focus and dedication create an inspiring presence in combat. At 5th level, the cavalier and all allies within 10 feet per point of the cavalier's Charisma bonus (minimum 10 ft.), gain a +4 morale bonus on

Will saves against fear effects (including the level check opposing a foe's Intimidate check).

## Champion

Starting at 8th level, a cavalier's combat prowess allows him to defend those who cannot defend themselves. Whenever the cavalier fights defensively, his +2 dodge bonus extends to all adjacent allies not involved in combat. Any ally who makes a melee or ranged attack loses the benefit of this ability.

**Table 1-3: The Modern Cavalier**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+0	+1	Weapon excellence	+1	+1
2nd	+2	+2	+0	+2	Gallant	+2	+1
3rd	+3	+2	+1	+2	Bonus feat	+2	+1
4th	+4	+2	+1	+2	Weapon excellence	+3	+2
5th	+5	+3	+1	+3	Rallying presence	+4	+2
6th	+6	+3	+2	+3	Bonus feat	+4	+2
7th	+7	+4	+2	+4	Weapon excellence	+5	+3
8th	+8	+4	+2	+4	Champion	+6	+3
9th	+9	+4	+3	+4	Bonus feat	+6	+3
10th	+10	+5	+3	+5	Weapon excellence	+7	+4



# Chapter Two

## Prestige Classes

*Men gaped at the hue of him  
Ingrained in garb and mien,  
A fellow fiercely grim,  
And all a glittering green.*

—Sir Gawain and the Green Knight, translated by JRR Tolkien

The example prestige classes presented here have been specifically designed for the core class mechanics of *The Cavalier's Handbook*. Included here are prestige classes highlighting different specializations of the cavalier's class abilities, as well as a villain and representatives of true knights in the Arthurian vein.

## Holy Crusader

*Thundering across the empty wastes, a line of armored warriors rides with lances raised, banners snapping in the wind. The thunder of their plated steeds echoes across a blighted landscape, and as one, they level their lances in unison, closing on the Abbey of Maelin—the tomb of the martyr, occupied now by the Asmodean cultists at whose hands she was slain and defiled. Ahead, the sun gleams on rank after rank of flanged armor and greatsword, and with a shout, the holy crusaders smash like a living wave against the enemies of the gods.*

In a fantasy setting, the holy crusader is a pious warrior, called to fulfill a religious duty to battle on behalf of his faith. Though paladins are often seen in the ranks of the holy crusaders, a majority are multiclassed cleric/cavaliers, divine warriors who took up the life of the knight in order to bring battle directly to their many enemies. Lawful ranger/druids have also been known to take up the holy crusader path, with such crusaders typically fighting for the preservation and protection of nature (and losing the holy/unholy moniker). At the opposite end of the moral spectrum, unholy warrior/cavaliers make terrifying unholy crusaders, dedicated to making war in the name of the darkness they worship. (For more information on the unholy warrior, consult the *Unholy Warrior's Handbook* and the *Book of Fiends*).

Holy crusaders are invaluable allies to PCs, but the nature of the crusader's endless quest typically prevents him from forging lasting associations if his path and goals differ from those of the party. Unholy crusaders mount attacks into foreign lands to claim lives for their dark masters, and are dauntless foes bent on conquest and destruction.

**Hit Die:** d10.

## Requirements

To qualify to become a holy or unholy crusader, a character must fulfill all the following criteria.

**Alignment:** Any lawful (as appropriate).

**Base Attack Bonus:** +6.

**Base Will Save:** +4.

**Skills:** Knowledge (geography) 3 ranks, Ride 6 ranks.

**Feats:** Endurance, Leadership, Mounted Combat.

**Special:** Character must have been called to war by a church or religious faction.

## Class Skills

The holy crusader's class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (religion), Ride (Dex), Speak Language (none), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the holy crusader.

### Weapon and Armor Proficiency

A holy crusader gains no new proficiency with any weapon or armor.

### Campaigner (Ex)

A holy crusader's stamina is heightened from her long forays into hostile lands. From 1st level, the holy crusader's Endurance bonus increases to +8 for Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to avoid

## - Chapter Two: Prestige Classes -

### Option: Expanded Holy Crusader Boons

The list of bonus feats awarded from the bonus feat boon can be easily expanded with consultation between player and GM, using the listed feats as a guideline for determining appropriateness. Suggested bonus feats from other Green Ronin products might include:

*Hammer & Helm— A Guidebook to Dwarves:* Back to Back, Tandem Fighting

*Noble's Handbook:* Battlefield Composure, Instill Martial Training

*Unholy Warrior's Handbook:* Desperate Defense, Reckless Attack

*Wrath & Rage: A Guidebook to Orcs & Half-Orcs:* Battle Shout

nonlethal damage from starvation or thirst, and Fortitude saves made to avoid nonlethal damage from hot or cold environments. In addition, holy crusaders may sleep in medium or heavy armor without becoming fatigued.

### Boons (Su)

Where clerics and paladins draw spellcasting power from their divine masters, the loyal service of the holy crusader is rewarded by the granting of boons—a blessing from the crusader's church, a god's servant, or the gods themselves, depending on the nature of the crusade. At 2nd, 5th and 8th level, the character selects from the following list, selecting a specific boon only once (except as noted).

#### Boon of the Blessed

Once per day as a free action, the holy crusader may call upon the power of the crusade to bless his efforts, granting the character and all allies within 30 feet a +2 bonus on attack and damage rolls, and a +4 bonus on saving throws against fear effects. The effects of this boon last for a number of rounds equal to one-half the character's holy crusader level plus any positive Charisma modifier.

#### Boon of Defense

Once per day as a free action, the holy crusader may add a +4 deflection bonus to her Armor Class and a +2 deflection bonus to the AC of any allies in adjacent squares. The bonuses last a number of rounds equal to one-half the character's class level plus any positive Charisma modifier.

#### Boon of Godspeed

Once per day as a free action, the holy crusader may increase his mount's base speed by 30 feet, to a

maximum of twice its normal speed. This increase counts as an enhancement bonus and lasts for 1 hour.

#### Boon of Luck

Once per day, the holy crusader may add a +2 bonus to all saves for a number of rounds equal to one-half her class level plus her Charisma modifier (if positive). This ability may be used any time a saving throw is attempted (even when it's not the character's turn).

#### Boon of the Mighty

Once per day as a free action, the holy crusader can double the threat range of any weapon he wields (as per the *keen edge* spell) and make that weapon lawful good or lawful evil (as per the *align weapon* spell). The alignment of the weapon is determined by the alignment of the holy (or unholy) crusader, with lawful neutral crusaders choosing one effect or the other. The effect lasts for 1 round per class level plus any positive Charisma modifier.

#### Boon of the Righteous Shield

Whenever the holy crusader wields a shield in combat, she gains resistance to energy 5 to an energy type of her choice (acid, cold, electricity, fire, or

sonic). Unlike other boons, the holy crusader may select this boon multiple times, selecting a new energy type each time. Energy resistance from this boon does not stack with energy resistance gained from other sources.

#### Bonus Feat

Each time the holy crusader selects this boon, he may select a different feat from the following: Alertness, Animal Affinity, Cleave, Diehard, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Shield

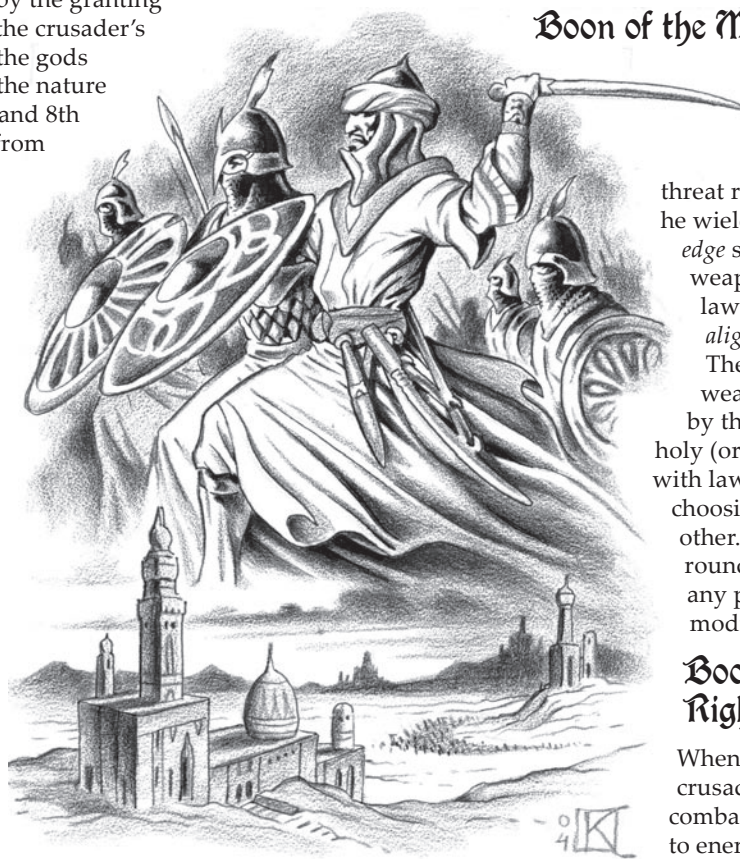




Table 2-1: The Holy Crusader

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Campaigner
2nd	+2	+3	+0	+0	Boon
3rd	+3	+3	+1	+1	Smite infidel 1/day
4th	+4	+4	+1	+1	Righteous cause
5th	+5	+4	+1	+1	Boon
6th	+6	+5	+2	+2	Smite infidel 2/day
7th	+7	+5	+2	+2	Improved campaigner
8th	+8	+6	+2	+2	Boon
9th	+9	+6	+3	+3	Smite infidel 3/day
10th	+10	+7	+3	+3	<i>Holy sword</i>

Bash, Improved Sunder, Rapid Reload, Self-Sufficient, Spirited Charge, Toughness, Trample, or Weapon Focus. A holy crusader must meet all prerequisites for a bonus feat. See **Chapter Five: Feats** in the *PHB* for details.

## Smite Infidel

Once per day, a holy crusader may use a normal melee attack to smite a member of the organization, religion, or people who represent the enemy of the crusade. For example, an elven holy crusader at war with the Black Tusk orcs may smite any member, servant or active ally of the Black Tusk Orcs, but may not smite an orc who is in no way affiliated with the Black Tusks.

Against a legitimate target, the holy crusader adds her positive Charisma modifier to her attack roll and deals 1 extra point of damage per level she has in any of the following classes: holy crusader, cavalier, paladin, holy (or unholy) warrior, or cleric with the Destruction domain. If the holy crusader attempts to smite any creature other than an enemy of the crusade, the attempt has no effect and the ability is used up for that day. The holy crusader gains an extra use of this ability every three levels as indicated on **Table 2-1: The Holy Crusader**.

## Righteous Cause (Ex)

The holy crusader's conviction grants him special advantage over his enemies. At 4th level, he gains a +2 bonus on all Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against opponents who are enemies of the crusade. Likewise, he gets a +2 bonus on weapon damage rolls and a +2 bonus to confirm critical hits made against these enemies.

## Improved Campaigner (Ex)

By 7th level, the holy crusader has fully adapted to the life of a wandering warrior. Saving throws and Constitution checks to avoid nonlethal damage from a forced march, or from hot and cold environments automatically succeed. As well, the holy crusader is treated as having +4 bonus to her Strength score for the purposes of calculating carrying capacity (though not for her lifting and dragging capacities).

## Holy Sword (Sp)

At 10th level, the holy crusader may imbue a melee weapon with divine power (as if under the effect of the *holy sword* spell). The effect lasts for a number of rounds equal to the character's levels in any of the holy crusader, paladin, or holy warrior classes.

Unholy crusaders (or lawful neutral crusaders who choose to do so) may imbue a melee weapon as if under the effect of *unholy sword* (originally printed in the *Unholy Warrior's Handbook*, and revised in the **Unholy Sword** sidebar for v.3.5 rules).

## Ex-Crusaders

The holy crusader path is a lifelong commitment, and a holy crusader who advances in a level of any other class immediately becomes an ex-crusader and may no longer advance in the holy crusader class. If the holy crusader changes to any non-lawful alignment, he immediately becomes a disgraced ex-crusader, losing access to the boon, smite infidel, holy blessing and holy sword class features.

If the character falls from grace, becoming a blackguard or an unholy warrior, his holy crusader levels stack with any levels of paladin or holy warrior for the purpose of determining extra abilities. Characters who fall can regain their advancement potential only if they atone for their violations (as per the *atonement* spell in the *PHB*, or see **The Redeemed**, page 75 of the *Unholy Warrior's Handbook*).

## Multiclass Note

Paladins or cavaliers who become holy crusaders may continue advancing in their original class, as may unholy warriors who become unholy crusaders.

## Epic Holy Crusader

The epic holy crusader combats an enemy of much larger size and scope than normal crusaders, often committing herself to a war against the servants of a god, leading an army against an empire, or mounting a crusade into Hell itself.

## - Chapter Two: Prestige Classes -

### Cavalier Prestige Classes from other Sources

Among the many prestige classes presented in the various Master Class and other books by Green Ronin, a few serve as ideal prestige classes for the new cavalier base class. The following prestige classes are organized by source.

*The Witch's Handbook*: Witch's Champion

*The Unholy Warrior's Handbook*: Champion of the Dark Seven, Order's Tyrant

*The Noble's Handbook*: Commander, Master Diplomat, Lord Knight

*Aasimar & Tiefling*: Warrior Maidens of the Valkyrie

*Fang & Fury*: Regent

*Hammer & Helm*: Ironbound, Knight of the Black Forge

*Medieval Player's Manual*: The Crusader, The Templar

**Hit Die**: d10.

**Skill Points at Each Level**: 2 + Int modifier.

**Boons**: The epic holy crusader gains an additional boon at 11th level and every three levels thereafter (14th, 17th, and so on).

**Smite Infidel**: The epic holy crusader continues to add her class level to the damage dealt with any smite infidel attack, and gains one additional smite attack per day for every three levels higher than 9th (4/day at 12th level, 5/day at 15th, and so on).

**Bonus Feats**: The epic holy crusader gains a bonus feat every four levels beyond 10th level (14th, 18th, and so on).

### Sample NPC Holy Crusader

Below are statistics for two holy crusader NPCs (along with cohorts) ready for use in any adventure.

### Mid-Level Holy Crusader

**Sample 10th-Level NPC Holy Crusader**: Human cavalier 3, cleric 2, paladin 2, holy crusader 3; CR 10; Medium humanoid; HD 3d12+6 plus 2d8+4 plus 2d10+4 plus 3d10+6; hp 81; Init +3; Spd 20 ft.; AC 22, touch 9, flatfooted 22; Base Atk +8; Grp +11; Atk +13 (+14 mounted) melee (1d8+4/19–20, +1 *longsword*) or +12 melee (1d8+3/x3, masterwork lance) or +8 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +13/+8 (+14/+9) melee (1d8+4/19–20, +1 *longsword*) or +12/+7 melee (1d8+3/x3, masterwork lance) or +8/+3 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); SA boon of the blessed, weapon excellence (*longsword* +1), smite evil 1/day, smite infidel 1/day, turn undead 5/day; SQ aura of good, campaigner, *detect evil*, discerning eye, divine grace, gallant, lay on hands; AL LG; SV Fort +16, Ref +3, Will +10; Str 16, Dex 8, Con 14, Int 10, Wis 12, Cha 14.

**Skills and Feats**: Concentration +4, Diplomacy +5, Handle Animal +8, Heal +2, Intimidate +5, Knowledge (geography) +3, Knowledge (history) +1, Knowledge (nobility and royalty) +2, Knowledge (religion) +1, Ride +14, Sense Motive +3, Spellcraft +2, Survival +4; Endurance, Improved Initiative\*, Leadership (12), Mounted Combat\*, Power Attack, Ride-By Attack, Weapon Focus (*longsword*).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

*Cleric Spells Prepared* (4/3+1; DC 11 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st—*command*, *protection from evil\**, *remove fear*, *shield of faith*.

\* Domain spell. *Domains*: Destruction (smite 1/day, +4 on attack, extra 2 points damage), Good (Good spells at +1 caster level).

**Heavy Warhorse Mount**: This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse**: CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

### Unholy Sword

Evocation [Evil]

**Level**: Unholy warrior 4

**Components**: V, S

**Casting Time**: 1 standard action

**Range**: Touch

**Target**: Melee weapon touched

**Duration**: 1 round/level

**Saving Throw**: None

**Spell Resistance**: No

This spell allows you to channel unholy power into a sword or other melee weapon of your choice. The weapon acts as a +5 *unholy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against good opponents). It also makes a *magic circle against good* effect (as the spell), created on your turn as a free action and automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one weapon under the effect of *unholy sword* at a time.

If this spell is cast on a magic or masterwork weapon, the powers of the spell supersede any that the weapon normally has, rendering its normal enhancement bonus and powers inoperative for the spell's duration. The effects of this spell are not cumulative with the effects of any other spell which modifies or enhances a weapon in any way, nor does it work on artifacts.



## -Chapter Two: Prestige Classes-

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

*Possessions:* +1 full plate armor, +1 heavy steel shield, +1 longsword, masterwork heavy lance, masterwork composite longbow (+3 Str bonus), ring of protection +1, 2 potions of cure light wounds, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Cohort:** Human paladin 8; CR 8; Medium humanoid; HD 8d10+8; hp 56; Init -1; Spd 20 ft.; AC 21, touch 9, flatfooted 21; Base Atk +8; Grp +10; Atk +11 melee (1d8+3/x3, +1 battleaxe) or +8 ranged (1d6+2, masterwork javelin); Full Atk +11/+6 melee (1d8+3/x3, +1 battleaxe) or +8 ranged (1d6+2, masterwork javelin); SA smite evil 2/day, turn undead 6/day; SQ aura of courage, detect evil, divine grace, divine health, empathic link with mount, heavy warhorse mount, lay on hands, remove disease 1/week, share spells with mount; AL LG; SV Fort +10, Ref +4, Will +7; Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 16.

*Skills and Feats:* Diplomacy +14, Handle Animal +14, Ride +14; Mounted Combat, Power Attack, Ride-By Attack, Trample.

*Heavy Warhorse Mount:* Once per day, this paladin can call upon the services of a special heavy warhorse mount for up to 16 hours. The creature's abilities and characteristics are summarized below.

**Heavy Warhorse:** Large magical beast; HD 8d8+12; hp 49; Init +1; Spd 45 ft.; AC 23, touch 10, flat-footed 22; Base Atk +6; Grp +15; Atk +11 melee (1d6+5, hoof); Full Atk +11/+11 melee (1d6+5, 2 hooves) and +6 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ improved evasion, improved speed, low-light vision, scent, share saving throws; SV Fort +9, Ref +7, Will +3; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

*Paladin Spells Prepared* (2/1; DC 12 + spell level): 1st—*bless weapon*, *divine favor*; 2nd—*bull's strength*.

*Possessions:* +1 full plate, +1 heavy steel shield, +1 battle axe, masterwork javelin, *potion of protection from arrows*, *potion of lesser restoration*, 2 *potions of cure light wounds*, half-plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Retainers:** Eight 1st-level NPCs. See **Chapter Four: Non-Player Characters** in the DMG for more information.

## High-Level Holy Crusader

**Sample 15th-Level NPC Holy Crusader:** Human cavalier 3, cleric 2, paladin 2, holy crusader 8; CR 15; Medium humanoid; HD 3d12+6 plus 2d8+4 plus 2d10+4 plus 8d10+16; hp 119; Init +3; Spd 20 ft.; AC 26, touch 9, flatfooted 26; Base Atk +14; Grp +18; Atk +22 (+23 mounted) melee (1d8+7/19-20, +3 longsword) or +19 melee (1d8+4/x3, masterwork lance) or +14 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); Full Atk +22/+17/+12 (+23/+18/+13 mounted) melee (1d8+7/19-20, +3 longsword) or +19/+14/+9 melee (1d8+4/x3, masterwork lance) or +14/+9/+4 ranged (1d8+4/x3, +1 composite

longbow [+3 Str bonus]); SA boon of the blessed, weapon excellence (longsword +1), righteous cause, smite evil 1/day, smite infidel 2/day, turn undead 5/day; SQ boon of godspeed, boon of righteous shield, campaigner, detect evil, discerning eye, divine grace, gallant, improved campaigner, lay on hands; AL LG; SV Fort +19, Ref +6, Will +11; Str 19, Dex 8, Con 14, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Concentration +4, Diplomacy +10, Handle Animal +8, Heal +2, Intimidate +5, Knowledge (geography) +8, Knowledge (history) +1, Knowledge (nobility and royalty) +2, Knowledge (religion) +1, Ride +14, Sense Motive +3, Spellcraft +2, Survival +9; Endurance, Diehard, Improved Initiative\*, Leadership (17), Lightning Reflexes, Mounted Combat\*, Power Attack, Ride-By Attack, Weapon Focus (longsword).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

*Cleric Spells Prepared* (4/3+1; DC 11 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st—*command*, *protection from evil*\*, *remove fear*, *shield of faith*.

\* Domain spell. *Domains:* Destruction (smite 1/day, +4 on attack, extra 6 points damage), Good (Good spells at +1 caster level).

*Heavy Warhorse Mount:* This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

*Possessions:* +3 full plate armor, +3 heavy steel shield, +3 longsword, masterwork heavy lance, +1 composite longbow (+3 Str bonus), gauntlets of ogre power, ring of protection +1, 2 potions of cure light wounds, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Cohort:** Human paladin 12; CR 12; Medium humanoid; HD 12d10+12; hp 82; Init -1; Spd 20 ft.; AC 23, touch 9, flatfooted 23; Base Atk +12; Grp +14; Atk +16 melee (1d8+4/x3, +2 battleaxe) or +12 ranged (1d6+2, masterwork javelin); Full Atk +16/+11/+6 melee (1d8+4/x3, +2 battleaxe) or +12/+7/+2 ranged (1d6+2, masterwork javelin); SA smite evil 3/day, turn undead 7/day; SQ aura of courage, detect evil, divine grace, divine health, empathic link with mount, heavy warhorse mount, lay on hands, remove disease 3/week, share spells with mount; AL LG; SV Fort +13, Ref +7, Will +10; Str 15, Dex 8, Con 12, Int 10, Wis 14, Cha 18.

*Skills and Feats:* Diplomacy +19, Handle Animal +18, Ride +18; Cleave, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

*Heavy Warhorse Mount:* Once per day, this paladin can call upon the services of a special heavy warhorse mount for up to 24 hours. The creature's abilities and characteristics are summarized below.

## - Chapter Two: Prestige Classes -

**Heavy Warhorse:** Large magical beast; HD 10d8+12; hp 60; Init +1; Spd 45 ft.; AC 25, touch 10, flat-footed 24; Base Atk +7; Grp +17; Atk +13 melee (1d6+6, hoof); Full Atk +13/+13 melee (1d6+6, 2 hooves) and +8 melee (1d4+3, bite); Space/Reach 10 ft./5 ft.; SQ improved evasion, improved speed, low-light vision, scent, share saving throws; SV Fort +10, Ref +8, Will +4 Str 22, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Paladin Spells Prepared** (2/2/1; DC 12 + spell level):

1st—*bless weapon*, *divine favor*; 2nd—*bull's strength*, *resist energy*; 3rd—*cure moderate wounds*.

**Possessions:** +2 full plate, +1 heavy steel shield, ring of protection +1, +2 battle axe, 3 masterwork javelins, cloak of Charisma +2, potion of protection from arrows 10/magic, potion of lesser restoration, 2 potions of cure light wounds, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Retainers:** 30 1st-level, 3 2nd-level, 1 3rd-level, and 1 4th-level NPCs. See **Chapter Four: Non-Player Characters** in the *DMG* for more information.

# Knight of Charity

*A shabby soldier in battered armor, her unwashed wounds still healing, rides through the hamlet's streets. Children long-acquainted with the old cavalier flock from the hovels and alleys to greet their beloved champion. From a weathered saddlebag, the old knight produces fresh and wholesome food, distributing it to the sea of starving youth even as she glances idly to the ruffians loitering in the nearest alleyway, but one hand idly brushing the hilt of the sword at her side is enough to send them scattering.*

As the name implies, the knight of charity is a noble warrior who gives all that she has and earns to others. Knights of charity have battered and worn equipment, lovingly cared for until it can no longer serve, and will willingly embrace poverty in order to provide aid to the poor, the sick, and the destitute. Sometimes called the champions of children, these knights have little love or interest in the intrigues of nobles and the treachery of court, committing themselves instead to bring light to the dreary lives of those who cannot help themselves.

Though all knights of charity were once paladins, many multiclassed paladin/cavaliers seek the calling, using their skill at arms and the blessings of the gods to relieve the suffering of the common folk. Multiclassed fighters, clerics, rangers, and especially monks (with their lawful nature and disdain for material wealth) do well following the path of the knight of charity (though most rangers do without the heavier armors that knights typically employ).

Though her squalor and shabbiness might preclude most characters sparing her a second glance, a knight of charity can make a powerful ally, for beneath that ragged exterior lies a shining and honorable champion willing to stand against evil of any kind. Though their origins vary, all knights of charity eventually select a single community to serve, rarely venturing far from it as they look out for its interests, defend it from raids and corrupt nobles, and sacrifice their own self-interest in the name of its people's protection.

**Hit Die:** d8.

## Requirements

To qualify to become a knight of charity, a character must fulfill all the following criteria.

**Alignment:** Lawful Good.

**Base Attack Bonus:** +7.

**Skills:** Gather Information 2 ranks, Heal 5 ranks, Knowledge (local) 3 ranks, Perform (oratory) 5 ranks.  
**Feats:** Combat Expertise.  
**Special:** Lay on hands ability.

## Class Skills

The knight of charity's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha),





## Table 2-2: The Knight of Charity

Level	Base Attack	Fort	Ref	Will	Special	Spells			
	Bonus	Save	Save	Save		1	2	3	4
1st	+0	+0	+0	+2	Aura of good, charity, weapon excellence	0	–	–	–
2nd	+1	+0	+0	+3	Defend the innocent	1	0	–	–
3rd	+2	+1	+1	+3	Hope	1	1	0	–
4th	+3	+1	+1	+4	People's champion	2	1	1	0
5th	+3	+1	+1	+4	Righteous anger	2	1	1	1

Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local) (Int), Perform (Cha), Sense Motive (Wis), and Ride (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the knight of charity.

### Weapon and Armor Proficiency

A knight of charity gains no new proficiency with any weapon or armor.

### Spells

A knight of charity has the ability to cast a small number of divine spells drawn from the knight of charity spell list (page 23). To cast a spell, a knight of charity must have a Charisma score of at least 10 + the spell's level, and saving throws against these spells have a DC of 10 + spell level + the knight of charity's Charisma modifier. When a knight of charity gets 0 spells per day of a given level, he gains only bonus spells based on his Charisma score for that spell level.

The knight of charity can freely choose which spells to prepare and cast just as a cleric does (though he does not have access to any domain spells or granted powers, and cannot lose a prepared spell to spontaneously cast a *cure* or *inflict* spell).

### Aura of Good (Ex)

The power of a knight of charity's aura of good is equal to her class level, plus her cavalier, paladin and cleric levels (if any).

### Charity (Ex)

A knight of charity may never own more equipment than he can carry, and fifty percent of any treasure he acquires must be given into the hands of common folk (any adept, commoner, or expert of 3rd level or less) of good alignment. In exchange, the knight of charity hones his naturally empathic nature, gaining a +2 insight bonus on all Diplomacy, Gather Information, and Sense Motive checks when interacting with common folk.

### Weapon Excellence (Ex)

At 1st level, the knight of charity's extensive training allows her to continue to develop special combat techniques which give her an advantage over other warriors. Weapon excellence is detailed under cavalier class abilities (see page 8), and the effects of a knight of charity's weapon excellence ability stack with weapon excellence from the cavalier or any other class.

### Defend the Innocent (Ex)

Helping the downtrodden and good at heart is the essence of these noble knights, and all good-aligned creatures defending in squares adjacent to the knight of charity gain a deflection bonus to their AC equal to the knight's class levels. Any creatures who attack while under the knight's protection lose this bonus to AC, and in any situation where he is deprived of his Dexterity bonus to AC, the knight of charity cannot grant this bonus to others.

### Hope (Su)

A knight of charity inspires others with her good acts and kindness, and her mere presence in a community can change the atmosphere for the better. As a full-round action, the knight of charity can attempt a DC 15 Perform (oratory) check in order to inspire excellence in those around her. All good-aligned creatures within 30 feet of the knight who hear her speak gain a +2 competence bonus on all skill checks for 12 hours.

### People's Champion (Su)

At 4th level, the knight of charity chooses to devote his life to the defense of a single people with a general alignment matching his own. Such a people could include children, halflings, elves, women (or men), the poor, the wealthy, and so on. Consult your GM for further restrictions or guidelines. Whenever he fights in defense of his chosen charges, he gains an insight bonus to AC equal to his knight of charity levels. In addition, he gains a +1 morale bonus on attack rolls for each charge he defends in an adjacent square.

### Righteous Anger (Ex)

At 5th level, the knight of charity's dedication to protection makes her a tempest of destruction on the battlefield. Whenever a hostile force threatens the community which she defends, the knight of charity

## - Chapter Two: Prestige Classes -

may give way to righteous anger once per day, gaining the benefits of the Diehard feat, a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus on all saving throws for a number of minutes equal to her class level + positive Charisma modifier. The increase in Constitution increases the knight of charity's hit points by 2 points per character level, but these hit points go away at the end of the righteous anger when her Constitution score drops back to normal, and are not lost first the way temporary hit points are.

The character may choose to end her righteous anger voluntarily at any point, but whenever it ends, the knight of charity is fatigued for a number of minutes equal to the time spent in righteous anger.

### Ex-Knights of Charity

A knight of charity who ceases to be lawful good, who willfully commits an evil act, or who grossly fails to defend common folk in peril loses all class features and may not progress any farther as a knight of charity. He regains his abilities and advancement potential if he atones for his violations as appropriate (see the *atonement* spell in the PHB). Should an ex-knight of charity become a blackguard or an unholy warrior, his knight of charity levels stack with any levels of paladin or holy warrior for the purpose of determining extra abilities.

### Multiclass Note

Paladins or cavaliers who become knights of charity may continue advancing in their original class.

### Knight of Charity Spell List

Knights of charity choose their spells from the following list.

**1st Level:** *Bless, bless water, create water, cure light wounds, detect poison, lesser restoration, light, resistance, shield of faith, virtue.*

**2nd Level:** *Cure moderate wounds, delay poison, eagle's splendor, enthrall, remove paralysis, shield other, status, zone of truth.*

**3rd Level:** *Create food and water, cure serious wounds, discern lies, magic vestment, prayer, remove blindness/deafness, remove curse.*

**4th Level:** *Break enchantment, cure critical wounds, mark of justice, neutralize poison, restoration, tongues.*

## NPC Knight of Charity

Below are statistics for a knight of charity NPC ready for use in any adventure.

### Mid-Level Knight of Charity

**Sample 10th-Level NPC Knight of Charity:** Human cavalier 5, paladin 2, knight of charity 3; CR 10; Medium humanoid; HD 5d12 plus 2d10 plus 3d8; hp

### Other sources

If the following Green Ronin products are used in your game, the knight of charity can also have access to the indicated spells.

#### *Avatar's Handbook*

**2nd level:** *Rally standard, sacred weapon, stand fast.*

#### *Witch's Handbook*

**1st Level:** *Sobriety.*

62; Init +0; Spd 20 ft.; AC 21, touch 11, flatfooted 21; Base Atk +9; Grp+11; Atk +15 (+16 mounted) melee (2d6+4/19–20, +1 *greatsword*) or +9 ranged (1d8+2/x3, composite +2) longbow); Full Atk +15/+10 (+16/+11 mounted) melee (2d6+4/19–20, +1 *greatsword*) or +9/+4 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA weapon excellence (*greatsword* +3), smite evil 1/day; SQ charity, defend the innocent, *detect evil*, discerning eye, divine grace, gallant, hope, lay on hands; AL LG; SV Fort +12, Ref +5, Will +12; Str 14, Dex 10, Con 10, Int 13, Wis 15, Cha 16.

**Skills and Feats:** Concentration +4, Diplomacy +6, Gather Information +11, Handle Animal +9, Heal +7, Knowledge (local) +7, Perform (oratory) +15, Ride +14, Sense Motive +4; Cleave, Combat Expertise, Great Cleave, Mounted Combat\*, Power Attack, Ride-By Attack\*, Spirited Charge\*, Trample, Weapon Focus (*greatsword*).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

*Knight of Charity Spells Prepared* (2/2/1; DC 12 + spell level): 1st—*bless, shield of faith*; 2nd—*sacred weapon\**, *shield other*; 3rd—*cure serious wounds*.

\* Spell from Green Ronin's *Avatar's Handbook*.

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +1 full plate, +1 *greatsword*, composite longbow (+2 Str bonus), 20 silvered arrows, *gloves of Dexterity* +2, *periapt of Wisdom* +2, *ring of protection* +1, *amulet of natural armor* +1, *wand of cure light wounds*, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.



# Knight of Infamy

*On a midnight-dark stallion, a black knight rides, the skull-like lines of his armor and helm striking terror into the hearts of the common folk. His name a whisper of fear throughout all the lands he terrorizes, this dark rider's power and corruption are reviled by all, whole villages falling to his hunger for defilement, destruction, and murder. Feared by the people, hated by the nobility, despised by good cavaliers of every stripe, the knight of infamy is the antithesis of chivalric virtue.*

The knight of infamy sows discord and evil wherever he rides, destabilizing the established order so as to advance his own position. But although treacherous, he is still a cavalier at heart, abiding by honor but twisting the chivalric ideal to suit his own dark purposes. He revels in his wealth, manipulates the goals of his enemies so as to pit those who might oppose him against each other, and strives to place himself at the apex of power. Knights of infamy defend others only when it suits their purposes, and are insatiable in their need to burn and destroy in the name of their own honor.

Knights of infamy most often take their corrupted ideals from the cavalier base class, but can also come from the ranks of fighters, clerics, blackguards, fallen paladins, and unholy warriors. As well, should they be dedicated enough to rise to the requisite level of skill with arms and armor, nobles, rogues and assassins can do well as knights of infamy.

Knights of infamy make excellent villains and powerful leaders for evil adventuring parties. With their ability to manipulate their land's nobility, they move through upper-class social circles with charm and grace, ferreting out intrigues and plots while they spread discontent through manipulation, extortion and coercion. Working behind the scenes, the knight of infamy can contaminate the power structure of an entire nation using little more than honeyed words, sowing the seeds of a tyrannical insurgency with himself at the head.

**Hit Die:** d8.

## Requirements

To qualify to become a knight of infamy, a character must fulfill all the following criteria.

**Alignment:** Any non-good.

**Base Attack Bonus:** +6.

**Skills:** Diplomacy 4 ranks, Gather Information 4 ranks, Hide 2 ranks, Intimidate 2 ranks, Sense Motive 9 ranks.

**Feats:** Deceitful, Skill Focus (Knowledge [nobility and royalty]).

**Special:** Sneak attack ability.

## Class Skills

The knight of infamy's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), and Sense Motive (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the knight of infamy.

### Weapon and Armor Proficiency

A knight of infamy gains no new proficiency with any weapon or armor.

### Scoundrel (Ex)

At 1st level, the knight of infamy essentially falls from grace, deviously corrupting the knightly virtues of her former class in order to attain her new ends. A knight of infamy gains a +2 bonus on Bluff and Intimidate checks and may add her Charisma modifier (if positive) to her Initiative rolls. As well, the knight of infamy retains all

Table 2-3: The Knight of Infamy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Scoundrel
2nd	+1	+0	+3	+0	Poison use
3rd	+2	+1	+3	+1	Sneak attack +1d6
4th	+3	+1	+4	+1	Cruel resolve
5th	+3	+1	+4	+1	Dishonorable feint
6th	+4	+2	+5	+2	Sneak attack + 2d6
7th	+5	+2	+5	+2	Corruption
8th	+6	+2	+6	+2	Wicked advisor
9th	+6	+3	+6	+3	Sneak attack +3d6
10th	+7	+3	+7	+3	Crippling strike

## - Chapter Two: Prestige Classes -

knight class abilities should her alignment change from lawful, and no longer takes penalties to her Leadership score based on the company she keeps (see **Squire** on page 28).

### Poison Use

From 2nd level, knights of infamy are skilled in the use of poison and never risk accidentally harming themselves when applying poison to a blade.

### Sneak Attack

The extra damage dealt by the knight of infamy's sneak attack ability increases by +1d6 at 3rd level, +2d6 at 6th level, and +3d6 at 9th level. This sneak attack bonus damage stacks with all sneak attack bonuses from other sources.

### Cruel Resolve (Ex)

From 4th level, the knight of infamy can take better advantage of his power over weaker opponents. When attacking a good opponent with fewer Hit Dice than his class levels, the knight of infamy gains a +2 profane bonus on attack and damage rolls.

### Dishonorable Feint (Ex)

At 5th level, the knight of infamy learns to rely on treachery to supplement her fighting ability, and can make a Bluff check to feint in combat as a move action rather than a standard action (see **Chapter Eight: Combat** in the *PHB*). If the knight of infamy has the Improved Feint feat, she may feint as a free action instead.

### Corruption (Ex)

A knight of infamy preys upon moral weakness, intuiting the means by which he can force others do his bidding even as he conceals his dark designs. At 7th level, the knight gains a +4 profane bonus on any Bluff, Diplomacy, and Intimidate checks made to convince others to perform acts against their alignment. In addition, the knight of infamy becomes immune to all spells and effects which might detect his alignment (such as *detect evil*) and spells which might otherwise uncover his deceptions (such as *discern lies* and *zone of truth*).

### Wicked Advisor

At 8th level, the knight of infamy gains the services of an evil advisor, an aide who functions like a cohort (as if the knight of infamy had the Leadership feat). Wicked advisors may be of any class or race, though most knights of infamy prefer witches (see *The Witch's Handbook*), shamans (see *The Shaman's Handbook*), wizards, sorcerers, or evil clerics. The knight of infamy can gain her evil advisor in addition to an already existing cohort, but if so, the two cohorts develop a bitter rivalry, possibly plotting to kill each other if left to their own devices. If the wicked advisor dies, a knight of infamy may attract another in one month.



### Crippling Strike (Ex)

At 10th level, the knight of infamy can sneak attack opponents with such precision that his blows weaken and hamper them, dealing 2 points of Strength damage in addition to normal damage.

### Multiclass Note

Cavaliers or unholy warriors who become knights of infamy may continue advancing in their original class.

## Epic Knight of Infamy

An epic knight of infamy is a horrible foe, corrupted beyond redemption and thoroughly wicked. No one is safe from her evil.

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Sneak Attack:** The epic knight of infamy's sneak attack damage increases by +1d6 every three levels beyond 9th (+4d6 at 12th, +5d6 at 15th, and so on).

**Bonus Feats:** The epic knight of infamy gains a bonus feat every three levels above 10th (13th, 16th, and so on).

## Sample NPC Knight of Infamy

Below are statistics for two knight of infamy NPCs (along with a wicked advisor as applicable) ready for use in any adventure.



## -Chapter Two: Prestige Classes-

### Mid-Level Knight of Infamy

**Sample 10th-Level NPC Knight of Infamy:** Human cavalier 5, rogue 2, knight of infamy 3; CR 10; Medium humanoid; HD 5d12 plus 2d6 plus 3d8; hp 58; Init +8; Spd 20 ft.; AC 19, touch 13, flatfooted 17; Base Atk +8; Grp +11; Atk +14 (+15 mounted) melee (1d6+4/x4, +1 heavy pick) or +11 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); Full Atk +14/+9 (+15/+10 mounted) melee (1d6+4/x4, +1 heavy pick) or +11/+6 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); SA weapon excellence (heavy pick +2), poison use, sneak attack +2d6; SQ discerning eye, evasion, gallant, scoundrel, trapfinding; AL LE; SV Fort +5, Ref +9, Will +4; Str 17, Dex 14, Con 10, Int 13, Wis 8, Cha 14.

**Skills and Feats:** Bluff +9, Diplomacy +14, Disguise +7 (+9 acting), Forgery +6, Gather Information +6, Handle Animal +10, Hide +7, Intimidate +11, Knowledge (nobility and royalty) +9, Listen +2, Move Silently +10, Ride +14, Sense Motive +10; Cleave\*, Combat Expertise, Deceitful, Improved Feint, Improved Initiative\*, Power Attack, Skill Focus (Knowledge: nobility and royalty), Weapon Focus (heavy pick)\*.

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +2 mithral shirt, +1 heavy pick, +1 composite longbow (+3 Str bonus), 20 cold iron arrows, gloves of Dexterity +2, ring of protection +1, 1 dose of drow poison, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

### High-Level Knight of Infamy

**Sample 15th-Level NPC Knight of Infamy:** Human cavalier 5, rogue 2, knight of infamy 8; CR 18; Medium humanoid; HD 5d12+5 plus 2d6+2 plus 8d8+8; hp 96; Init +9; Spd 20 ft.; AC 23, touch 15, flatfooted 20; Base Atk +12; Grp +16; Atk +20 (+21 mounted) melee (1d6+6/19–20/x4, +2 heavy pick) or +16 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); Full Atk +20/+15/+10 (+21/+16/+11 mounted) melee (1d6+6/19–20/x4, +2 heavy pick) or +16/+10/+5 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); SA cruel resolve, dishonorable feint, weapon excellence (heavy pick +2), poison use, sneak attack +3d6, wicked advisor; SQ corruption, discerning eye, evasion, gallant, scoundrel, trapfinding; AL LE; SV Fort +8, Ref +15, Will +7; Str 18, Dex 16, Con 12, Int 13, Wis 8, Cha 14.

**Skills and Feats:** Bluff +14, Diplomacy +19, Disguise +13 (+14 acting), Forgery +11, Gather Information +6, Handle Animal +10, Hide +13, Intimidate +11, Knowledge (nobility and royalty) +9, Listen +2, Move Silently +11, Ride +20, Sense Motive +10; Cleave\*, Combat Expertise, Deceitful, Great

Cleave, Improved Critical (heavy pick), Improved Feint, Improved Initiative\*, Power Attack, Skill Focus (Knowledge [nobility and royalty]), Weapon Focus (heavy pick)\*.

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +4 mithral shirt, +2 heavy pick, +1 composite longbow (+3 Str bonus), 20 cold iron arrows, gloves of Dexterity +2, cloak of resistance +2, ring of protection +2, amulet of health +2, loun stone (deep red), 1 dose of drow poison, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Wicked Advisor:** Human witch\* 12; CR 12; Medium humanoid; HD 12d4+24; hp 55; Init +2; Spd 30 ft.; AC 17, touch 13, flatfooted 15; Base Atk +6; Grp +5; Atk +5 melee (1d6–1, quarterstaff) or +9 ranged (1d4–1/19–20, masterwork dagger); Full Atk +5/+0 melee (1d6–1, quarterstaff) or +9/+4 ranged (1d4–1/19–20, masterwork dagger); SQ summon familiar; AL NE; SV Fort +7, Ref +7, Will +13; Str 8, Dex 14, Con 14, Int 10, Wis 19, Cha 12.

**Skills and Feats:** Appraise +3, Craft (alchemy) +15, Knowledge (arcana) +15, Knowledge (nature) +15, Listen +5, Spellcraft +17, Spot +5, Survival +19 (+21 in aboveground natural environments); Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Maximize Spell, Sacrificing Spell\*, Soothsay\*, Spell Focus (enchantment).

**Witch Spells Known** (6/7/7/7/5/3; DC 14 + spell level; DC 15 + spell level for enchantment spells): 0—arcane mark, detect magic, detect poison, know direction, message, open/close, read magic, resistance, sobriety\*; 1st—charm person, comprehend languages, disguise self, expeditious retreat, quicken healing\*; 2nd—detect thoughts, eagle's splendor, enthrall, heroism, whispering wind; 3rd—clairaudience/clairooyance, dispel magic, displacement, scrying; 4th—divination, greater invisibility, hold monster; 5th—dream, overland flight; 6th—eyebite.

**Raven Familiar:** This creature grants its master a +3 bonus on Appraise checks, as well as granting Alertness within 5 feet. The familiar uses the better of its own and its master's base save bonuses. Its abilities and characteristics are summarized below.

**Raven Familiar:** CR—; Tiny magical beast; HD 1/4d8 (12 HD); hp 27; Init +2; Spd 10 ft., fly 40 ft. (perfect); AC 20, touch 14, flatfooted 18; Base Atk +0; Grp –13; Atk +8 melee (1d2–5, claws); Full Atk +8 melee (1d2–5, claws); SA deliver touch spells; SQ alertness, empathic link, improved evasion, share spells, speak with animals of its kind, speak with master, spell resistance 17; AL NE; SV Fort +4, Ref +6, Will +6; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6.

## - Chapter Two: Prestige Classes -

*Possessions:* quarterstaff, 3 masterwork daggers, *periapt of Wisdom* +2, *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +1, *cloak of resistance* +1, *candle of invocation*.

*Skills and Feats:* Listen +3, Spot +5; Weapon Finesse.

\* This sample uses the witch class and new spells from the *Witch's Handbook*, incorporating revisions found at [www.greenronin.com](http://www.greenronin.com)

# Knight of Quality

*Where the two armored warriors race toward each other with lances leveled and shields raised, a castle stands in the background, pennants snapping in the crisp autumn breeze. On either side of the lists gather crowds of peasants, some watching in eager anticipation, others shielding their eyes, unable to watch as horses slam past and lances shatter, one rider falling to the ground, unmoving. And as the victor wheels his steed, he hurls his spent shaft, raising the visor of his helm as he takes in the frenzied adulation of the crowd.*

The knight of quality is the quintessential knight, a mounted warrior of exceptional skill, virtue, and nobility. Bravery, honor, charity, and courtesy are all ideals that the knight of quality upholds, knowing that those ideals are what mark the difference between him and the common mercenary. Where the cavalier is perhaps the ultimate example of the mounted warrior, the knight of quality is the ultimate example of the cavalier's focus on dedication and chivalry, and it's from the ranks of the knights of quality that the knights of renown arise—those few who will one day strive to achieve the glory of the greatest.

To become a knight of quality is the ambition of many a cavalier, but higher-level fighters and paladins of distinction can also enter the class. The product of civilized kingdoms with high ideals, NPC knights of quality often roam the land maintaining order for their lord and country. Some knights of quality are lords in their own right, paying tribute only to the crown, but an equal number are freelances—wandering knights who serve no master save the chivalric code.

**Hit Die:** d10.

## Requirements

To qualify to become a knight of quality, a character must fulfill all the following criteria.

**Alignment:** Lawful good or lawful neutral.

**Base Attack Bonus:** +5.

**Skills:** Diplomacy 8 ranks, Knowledge (architecture and engineering) 4 ranks, Knowledge (nobility and royalty) 8 ranks, Ride 8 ranks.

**Feats:** Mounted Combat, Spirited Charge, Weapon Focus (lance).

**Special:** Weapon excellence +1 in two weapons or +2 in lance, or the character must own land worth

at least 5,000 gp. In addition, the character must be knighted by his sovereign (or an equivalent figure).

## Class Skills

The knight of quality's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (architecture & engineering) (Int), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), and Sense Motive (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier

## Class Features

All of the following are class features of the knight of quality.

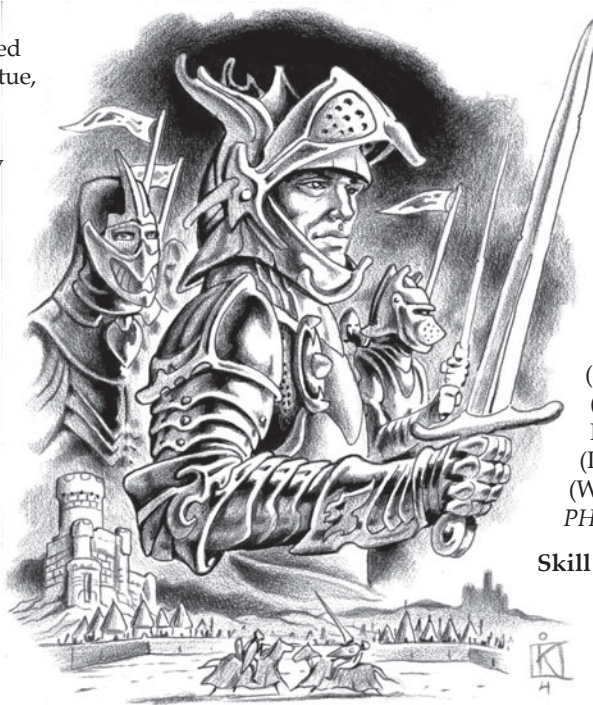
### Weapon and Armor Proficiency

Knights of quality gain no new proficiency with any weapon or armor.

### Sacred Tenets (Ex)

Seven tenets form the basis of the chivalric code for a knight of quality:

- **Bravery.** While not expected to be foolhardy, knights of quality must never shirk from danger.
- **Charity.** A knight should be generous to the poor and destitute.
- **Courtesy.** A knight must behave always in a civilized manner, showing respect to all who deserve it.
- **Defense.** Self-preservation for the knight is of secondary importance to the defense of family, friends, lord, and land.
- **Justice.** Knights mete out fair law unfailingly, seeking out injustice wherever it hides.
- **Loyalty.** The knight of quality remains committed to her ideals and the people she has sworn to protect.





## - Chapter Two: Prestige Classes -

- Piety. Even as they pay fealty to lord and nation, knights of quality must always show reverence for the gods.

Beginning at 1st level, the knight of quality begins to master the seven sacred tenets of chivalry, gaining extraordinary abilities by upholding and defending these ideals. Each time a sacred tenet is indicated on **Table 2-4: Knight of Quality**, the character selects a new tenet from the following list.

### Chivalry Points

As the knight of quality upholds the sacred tenets by adhering to the chivalric code, he creates a pool of chivalry points which are then spent to allow the use of the special abilities central to each sacred tenet. A knight may only spend chivalry points to use sacred tenet abilities to which he has access, and multiple expenditures of chivalry points for the same effect do not stack. Spending chivalry points is a free action, unless stated otherwise. Knights of quality gain chivalry points for performing deeds in accordance with their sacred tenets. Chivalry points, once spent, are permanently lost. A knight of quality may have a maximum number of chivalry points equal to his class level.

### Bravery

Whenever a knight of quality with this sacred tenet is the target of an enemy's spell with the fear descriptor (or of abilities which mimic the effects of such spells), she gains one chivalry point. The knight can gain only one chivalry point from any individual enemy, regardless of how many times that enemy targets the knight with a fear effect. As well, the knight of quality with this sacred tenet may spend one chivalry point to add her Charisma modifier (if positive) to any one saving throw.

### Charity

A knight of quality with this sacred tenet gains one chivalry point each month that he donates 100 gp per character level to the common folk (with good intent and no demand for reward or compensation). As well, the knight of quality with this sacred tenet may spend a chivalry point to receive a maximum 10% discount when purchasing any mundane item within the community to which he makes his donations.

### Courtesy

When the knight of renown with this sacred tenet grants quarter to a creature whose Challenge Rating is equal to or greater than her character level, she gains one chivalry point. Granting quarter to a particular creature grants a chivalry point just once, regardless of how many subsequent encounters the knight might have with that same creature. As well, the knight may spend a chivalry point to add a +4 bonus on Charisma checks and Charisma-based skill checks for a number of minutes equal to her Charisma modifier (minimum 1 minute).

### Defense

The knight with this sacred tenet gains one chivalry point whenever he defends any creature unable to defend itself (bound, sleeping, paralyzed, unconscious, or otherwise at

the mercy of an attacker). Defending a particular creature grants a chivalry point just once, regardless of how many times the knight might subsequently come to that creature's aid (but note that a knight who gains a chivalry point for aiding a creature, then knowingly doesn't come to that same creature's aid at some other time loses one chivalry point). The knight may spend a chivalry point to add a +2 deflection bonus to AC for a number of rounds equal to his Charisma modifier (minimum 1 round).

### Justice

Whenever a knight of quality apprehends a wanted criminal of a CR equal to or greater than the knight's character level and brings him to justice (either by her own hand or according to the laws of the realm), she gains 1 chivalry point. As well, the knight may spend a chivalry point to overcome a chaotic opponent's damage reduction for 1 round.

### Loyalty

A knight of quality with this sacred tenet gains one chivalry point whenever he follows an order issued by an individual of higher station (whether for good or ill) which results in an encounter in which the knight gains XP. A knight with this tenet may spend a chivalry point to grant his cohort and followers a +2 bonus on their saving throws against enchantment spells and effects, and a +2 bonus on their saves against fear spells and effects. The bonus lasts for a number of minutes equal to the knight's Charisma modifier (minimum 1 minute).

### Piety

Whenever the knight of quality with this sacred tenet spends an entire night keeping vigil before an altar in a shrine, temple or church whose faith reflects her own, she gains one chivalry point. Knights with this tenet may spend a chivalry point to make a single special smite attack against a chaotic creature. On a successful hit against a chaotic opponent, the knight deals extra damage equal to her Charisma modifier (minimum 1 point). This smite attack stacks with other smite abilities such as that granted by the Destruction domain or the paladin class ability.

### Squire

At 2nd level, the knight of quality gains Leadership as a bonus feat (see **Chapter Four: Non-Player Characters** in the *DMG*), with the cohort gained by this feat becoming the knight's squire. If the knight of quality already has a squire, he gains a second squire, but takes a -2 penalty to his Leadership score while both serve him. This ability is subject to the same terms, bonuses, and penalties as the cavalier class ability of the same name (see page 9).

### Weapon Excellence (Ex)

At 5th and 8th level, the knight of quality's extensive training allows her to develop special combat techniques which give her an advantage over other warriors. Weapon excellence is detailed under cavalier class abilities (see page 8), and the effects of a knight of quality's weapon excellence ability stack with weapon excellence from cavalier or any other class.

## Table 2-4: The Knight of Quality

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Sacred tenet
2nd	+2	+3	+0	+0	Squire
3rd	+3	+3	+1	+1	Sacred tenet
4th	+4	+4	+1	+1	Sacred tenet
5th	+5	+4	+1	+1	Weapon excellence
6th	+6	+5	+2	+2	Sacred tenet
7th	+7	+5	+2	+2	Sacred tenet
8th	+8	+6	+2	+2	Weapon excellence
9th	+9	+6	+3	+3	Sacred tenet
10th	+10	+7	+3	+3	Sacred tenet

**Multiclass Note:** Cavaliers, holy warriors, or paladins who become knights of quality may continue advancing in their original class.

## Epic Knight of Quality

An epic knight of quality is a grand champion of chivalry, famous throughout all lands for her worthiness.

**Hit Die:** d10.

**Skill Points at Each Level:** 2 + Int modifier.

**Bonus Feats:** The epic knight of quality gains a bonus feat every two levels higher than 10th (12th, 14th, and so on).

## Sample NPC Knight of Quality

Below are statistics for two knight of quality NPCs (along with squires) ready for use in any adventure.

## Mid-Level Knight of Quality

**Sample 10th-Level NPC Knight of Quality:** Human cavalier 5, knight of quality 5; CR 10 Medium humanoid; HD 5d12+10 plus 5d10+10; hp 85; Init -1; Spd 20 ft.; AC 22, touch 9, flatfooted 22; Base Atk +10; Grp +14; Atk +18 (+19) melee (1d8+7/19-20/x3, +1 lance) or +15 melee (1d10+5/19-20, +1 bastard sword); Full Atk +18/+13 (+19/+14) melee (1d8+7/19-20/x3, +1 lance) or +15/+10 melee (1d10+5/19-20, +1 bastard sword); SA weapon excellence (+3 lance); SQ discerning eye, gallant, sacred tenets (bravery, courtesy, loyalty), squire; AL LN; SV Fort +10, Ref +3, Will +5; Str 18, Dex 8, Con 14, Int 12, Wis 10, Cha 14.

**Skills and Feats:** Diplomacy +16, Handle Animal +7, Heal +5, Knowledge (architecture and engineering) +5, Knowledge (nobility and royalty) +9, Ride +16, Sense Motive +7; Exotic Weapon Proficiency (bastard sword), Improved Critical (lance), Lightning Reflexes, Mounted Combat\*, Power Attack, Ride-By Attack\*, Spirited Charge\*, Weapon Focus (lance).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +2 full plate, +1 heavy steel shield, +1 lance, +1 bastard sword, gauntlets of ogre power, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Squire:** Human fighter 8; CR 8; Medium humanoid; HD 8d10+16; hp 62; Init +1; Spd 20 ft.; AC 23, touch 11, flatfooted 22; Base Atk +8; Grp +11; Atk +14 melee (1d10+6/19-20, +1 bastard sword) or +10 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); Full Atk +14/+9 melee (1d10+6/19-20, +1 bastard sword) or +8/+8/+3/-2 ranged (1d8+4/x3, +1 composite longbow [+3 Str bonus]); AL LN; SV Fort +8, Ref +3, Will +3; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

**Skills and Feats:** Handle Animal +11, Ride +15; Cleave, Great Cleave, Greater Weapon Focus (bastard sword), Mounted Combat, Power Attack, Rapid Shot, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +1 full plate, +1 heavy steel shield, +1 bastard sword, +1 composite longbow (+3 Str bonus), 20 arrows, full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.



## - Chapter Two: Prestige Classes -

### High-Level Knight of Quality

**Sample 15th-Level NPC Knight of Quality:** Human cavalier 5, knight of quality 10; CR 15; Medium humanoid; HD 5d12+10 plus 10d10+20; hp 122; Init -1; Spd 20 ft.; AC 26, touch 10, flatfooted 26; Base Atk +15; Grp +19; Atk +25 (+26 mounted) melee (1d8+9/19-20/x3, +3 lance) or +23 (+24 mounted) melee (1d10+7/19-20, +3 *bastard sword*); Full Atk +25/+20/+15 (+26/+21/+16 mounted) melee (1d8+9/19-20/x3, +3 lance) or +23/+18/+13 (+24/+19/+14 mounted) melee (1d10+7/19-20, +3 *bastard sword*); SA weapon excellence (+3 lance, +1 *bastard sword*); SQ discerning eye, gallant, sacred tenets (all), squire; AL LN; SV Fort +13, Ref +5, Will +7; Str 18, Dex 8, Con 14, Int 12, Wis 10, Cha 14.

**Skills and Feats:** Diplomacy +21, Handle Animal +7, Heal +10, Knowledge (architecture and engineering) +5, Knowledge (nobility and royalty) +9, Ride +21, Sense Motive +12; Cleave, Exotic Weapon Proficiency (*bastard sword*), Improved Critical (lance), Lightning Reflexes, Mounted Combat\*, Power Attack, Ride-By Attack\*, Spirited Charge\*, Weapon Focus (lance), Weapon Focus (*bastard sword*).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 24, touch 22, flatfooted 13; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +2 *full plate*, +2 *heavy steel shield*, *amulet of natural armor* +2, *ring of protection* +1, +3 *lance*, +3

*bastard sword*, *gauntlets of ogre power*, +1 *full plate barding* (mount), *military saddle* (mount), *bit and bridle* (mount), *saddlebags* (mount), *banner with cavalier's standard*.

**Sample NPC Squire:** Human fighter 12; CR 12; Medium humanoid; HD 12d10+36; hp 106; Init +1; Spd 20 ft.; AC 25, touch 12, flatfooted 24; Base Atk +12; Grp +16; Atk +20 melee (1d10+10/17-20, +2 *bastard sword*) or +14 ranged (1d8+5/x3, +1 *composite longbow* [+4 Str bonus]); Full Atk +20/+15/+10 melee (1d10+10/17-20, +2 *bastard sword*) or +12/+12/+7/+2 ranged (1d8+5/x3, +1 *composite longbow* [+4 Str bonus]); AL LN; SV Fort +11, Ref +5, Will +5; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 10.

**Skills and Feats:** Handle Animal +15, Ride +18; Cleave, Great Cleave, Greater Weapon Focus (*bastard sword*), Greater Weapon Specialization (*bastard sword*), Improved Critical (*bastard sword*), Mounted Archery, Mounted Combat, Power Attack, Rapid Shot, Spirited Charge, Trample, Weapon Focus (*bastard sword*), Weapon Specialization (*bastard sword*).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 23, touch 11, flatfooted 21; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +2 *full plate*, +1 *heavy steel shield*, +2 *bastard sword*, +1 *composite longbow* (+4 Str bonus), 20 arrows, *amulet of health* +2, *ring of protection* +1, *full plate barding* (mount), *military saddle* (mount), *bit and bridle* (mount), *saddlebags* (mount), *banner with cavalier's standard*.

## Knight of Renown

*For long years, she battled evil—foul and treacherous knights, demons and dragons, mad wizards and other dark enemies of her lord. Now, after so many conquests, so many wars, she kneels before her king, aching from time's harsh touch and wounds never fully healed. But when the royal sword touches her shoulders, she takes the blade in her shaking hand, kissing it as the roar of the crowd rises. All around, the people chant her name as she slowly stands, at long last a knight of renown.*

An extension of the knight of quality prestige class (see page 27), the ranks of the knights of renown are sought by many but attained by only a precious few, with many hopefuls falling in the end to temptation, dishonor, or an enemy's blade. But those knights who survive the trials of their lives and station may one day embark on a quest for their liege, seeking to master the sacred tenets and complete the great quest assigned them. And only then will they find themselves kneeling before their sovereign and gathered peers, granted the ultimate honor and accolade as a knight of renown.

Knights of quality with levels in cavalier, paladin, or holy warrior are the mostly likely to attain the ranks of the knights of renown, with only the most dedicated of fighters sometimes advancing to this rank of distinction. NPC knights of renown are extremely rare, all powerful

individuals who have repeatedly proven their loyalty, dedication, and chivalric virtue. Warriors without peer, the knights of renown sometimes outshine even paladins as champions of justice, and many rulers and powerful lords are drawn from their ranks.

**Hit Die:** d10.

### Requirements

To qualify to become a knight of renown, a character must fulfill all the following criteria.

**Special:** Must have five sacred tenets.

**Special:** The character must complete a major quest to retrieve a powerful magic item, overthrow a foe threatening the nation, discover a cure for a

## - Chapter Two: Prestige Classes -

devastating disease, or undertake an equivalent challenge as adjudicated by the GM.

### Class Skills

The knight of renown's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Knowledge (geography) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Perform (oratory) (Cha), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the knight of renown.

#### Weapon and Armor Proficiency

A knight of renown gains no new proficiency with any weapon or armor.

#### Famous (Ex)

People throughout the land know the knights of renown, not only for their exploits but for their honor and commitment to justice. Starting at 1st level, a knight of renown's reputation earns him a +2 bonus on Diplomacy and Intimidation checks. In addition, knights of renown gain the Improved Retainers feat as a bonus feat (see **Chapter Three: Supplemental Rules** and **Chapter Four: Retainers** for details).

#### Sterling Resolve (Ex)

At 1st level, a knight of renown's chivalrous dedication strengthens her already impressive resistance to temptation. Knights of renown are immune to all spells and effects with the compulsion or fear descriptors. In addition, they receive a +2 bonus on all saving throws against spells of the enchantment and necromancy schools.

#### Peerless Rider (Ex)

Knights of renown have no match among mounted warriors, able to maneuver through the thickest combat unscathed. At 2nd level, the knight of renown gains a +4 bonus on all Ride checks made to negate an attack with the Mounted Combat feat, can handle his steed as a free action, and can push his steed as a move action. As well, a knight of renown gains a +4 bonus on Handle Animal checks made to train any creature serving as his mount.

#### Peerless Defense (Ex)

At 3rd level, the knight of renown takes her mastery of defensive combat to a new level. Once per day per point of Charisma modifier (minimum 1), the knight of quality may make a peerless defense maneuver when attacked while wielding a shield (either mounted or on foot), gaining a +1d8 insight bonus to her AC. Further, should an opponent miss the knight with a melee attack, both

characters make opposed attack rolls. If the knight wins the opposed roll, the opponent drops her weapon. If the opponent wins, the shield bonus to AC of the knight's shield permanently drops by 1. Should its bonus fall to 0, a shield (magic or otherwise) is rendered useless unless repaired with a DC 15 Craft (armorsmithing) check.

#### Terrifying Charge (Ex)

At 4th level, the mounted knight of renown is able to maximize his physical presence on the battlefield, striking terror into the hearts of those who stand against him. Whenever the knight of renown makes a charge attack, all living opponents of 6 HD or less standing in or adjacent to his path must succeed on a Will save (DC 10 + class level + Charisma modifier), or become frightened for 1d4 rounds. Creatures who succeed are shaken for 1 round. Creatures immune to fear effects are immune to this ability.

#### Peerless Attack (Ex)

At 5th level, the knight of renown takes her mastery of melee combat to a new level. Once per day per point of Charisma modifier (minimum 1), the knight of renown may make a peerless attack maneuver while wielding a melee weapon in mounted combat. This maneuver allows the knight of renown to make a second attack roll (choosing the better of the two rolls) for each attack she normally receives as a result of her base attack bonus (but not for extra off-hand or two-weapon fighting attacks, attacks awarded by a class feature such as flurry of blows, or by magic such as *haste* or a weapon of speed).





## Table 2-5: The Knight of Renown

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Famous, sterling resolve
2nd	+2	+3	+0	+0	Peerless rider
3rd	+3	+3	+1	+1	Peerless defense
4th	+4	+4	+1	+1	Terrifying charge
5th	+5	+4	+1	+1	Peerless attack

## Multiclass Note

Cavaliers, holy warriors, or paladins who become knights of renown may continue advancing in their original class.

## Sample NPC Knight of Renown

Below are statistics for a knight of renown NPC (and squire) ready for use in any adventure.

## High-Level Knight of Renown

**Sample 20th-Level NPC Knight of Renown:** Human cavalier 5, knight of quality 10, knight of renown 5; CR 20; Medium humanoid; HD 5d12+15 plus 10d10+30 plus 5d10+15; hp 179; Init -1; Spd 20 ft.; AC 32, touch 13, flatfooted 32; Base Atk +20; Grp +27; Atk +34 (+35 mounted) melee (1d8+14/19-20/x3, +4 lance) or +32 (+33 mounted) melee (1d10+10/19-20, +3 bastard sword); Full Atk +34/+29/+24/+19 (+35/+30/+25/+20 mounted) melee (1d8+14/19-20/x3, +4 lance) or +32/+27/+22/+17 (+33/+28/+23/+18 mounted) melee (1d10+10/19-20, +3 bastard sword); SA weapon excellence (+3 lance, +1 bastard sword), peerless attack, peerless rider, terrifying charge; SQ discerning eye, famous, gallant, peerless defense, sacred tenets (all), squire, sterling resolve; AL LN; SV Fort +18, Ref +6, Will +8; Str 24, Dex 8, Con 16, Int 12, Wis 10, Cha 14.

**Skills and Feats:** Diplomacy +28, Handle Animal +12, Heal +10, Intimidate +4, Knowledge (architecture and engineering) +5, Knowledge (geography) +6, Knowledge (nobility and royalty) +14, Ride +26, Sense Motive +17; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (lance), Improved Shield Bash, Lightning Reflexes, Mounted Combat\*, Power Attack, Ride-By Attack\*, Spirited Charge\*, Weapon Focus (lance), Weapon Focus (bastard sword).

\* Cavalier bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 27, touch 25,

flatfooted 13; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +4 full plate, +3 heavy steel shield, +4 lance, +4 bastard sword, belt of giant strength +6, amulet of natural armor +2, ring of protection +4, pink loun stone, +4 full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

**Sample NPC Squire:** Human fighter 15; CR 15; Medium humanoid; HD 15d10+36; hp 123; Init +1; Spd 20 ft.; AC 26, touch 12, flatfooted 25; Base Atk +15; Grp +19; Atk +24 melee (1d10+11/17-20, +3 bastard sword) or +17 ranged (1d8+6/x3, +1 composite longbow [+4 Str bonus]); Full Atk +24/+19/+14 melee (1d10+11/17-20, +3 bastard sword) or +15/+15/+10/+5 ranged (1d8+6/x3, +1 composite longbow [+4 Str bonus]); AL LN; SV Fort +12, Ref +6, Will +6; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 10.

**Skills and Feats:** Handle Animal +18, Ride +21; Cleave, Dodge, Great Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Mounted Archery, Mounted Combat, Power Attack, Rapid Shot, Spirited Charge, Trample, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 40 ft.; AC 24, touch 22, flatfooted 13; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +2 full plate, +2 heavy steel shield, +3 bastard sword, +1 composite longbow (+4 Str bonus), 20 arrows, amulet of health +2, ring of protection +1, +1 full plate barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

# Sister of the Sidhe

*In a flash of lightning, the rider is visible for just a moment where she slips her horse through the trees. Stripes of black and green pigment streak her face and arms, the mottled leather armor that she and her steed both wear fading into the shadows. Whispering rain swallows the sound of their movement, no bridle or tack whose telltale clink might betray them. And as the rider's eyes flash where they catch the faint light of a sheltered fire ahead, she hears the guttural voices of the orc warparty who crossed the forest frontier that morning. In her hands, she holds a slender bow, one arrow nocked and more at the ready as she spurs her horse to sudden gallop, erupting wraithlike from the darkness.*

The elven nations have orders of knights who rigorously train to defend them against threats, abandoning the sometimes carefree and capricious ways of their kin for the sake of what might be lost should their vigilance fail. Many of these knights follow the customs and practices of human and dwarven cavaliers. A rare few however, join the esoteric order of the Sisterhood of the Sidhe (*shee*). Taking their name from their ancient ancestor matrons, fey spirits with close ties to nature and the spirit world beyond, who forswore their mates and families to wed violence in the hopes of preserving the elven way of life, the commit themselves to the defense of their people.

To become a sister of the Sidhe is the goal of a great many of the rare female elven cavaliers. Each hopeful elven knight petitions the lord of her land to profess devotion to all of her people and a willingness to sacrifice her ties to her family in order to protect her nation. If her lord finds her worthy, she joins the order for rigorous training, honing her skills with the bow as she develops the foundation of a specialized sword and knife style. Once her training is complete, a sister of the Sidhe rides out, serving as the first defense against orcs, goblins, dragons, drow and all the ancestral enemies of surface elven life.

Sisters of the Sidhe are almost exclusively surface elves, with half-elves only rarely succeeding in their petitions to join the order, and drow denied entry under any circumstances. Their dedication and focus make cavaliers ideal candidates for the Sidhe path, though clerics, rangers and fighters can all meet the requirements at higher levels.

NPC Sisters of the Sidhe are distant and taciturn, often to the point of rudeness, and though most hunt drow or orcs, some have been known to target humans in those areas where tensions between communities run high. Dangerous and pragmatic, a sister of the Sidhe has no compunction about who her victims are—male or female, adult or child—for even the child of an enemy may grow up to kill, and the defense of the homeland always takes priority personal reservations or ethical quandaries.

**Hit Die:** d8.

## Requirements

To qualify to become a sister of the Sidhe, a character must fulfill all the following criteria.

**Race:** Any surface elf or half-elf.

**Gender:** Female.

**Alignment:** Lawful neutral.

**Base Attack Bonus:** +6.

**Base Will Save:** +4.

**Skills:** Intimidate 6 ranks, Knowledge (history) 3 ranks, Sense Motive 6 ranks.

**Feats:** Mounted Archery, Mounted Combat, Ride-by Attack, Two-Weapon Fighting.

**Special:** The character must be found worthy by an elven noble, then undergo three months of rigorous training.

## Class Skills

The sister of the Sidhe's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the Sisters of the Sidhe.

### Weapon and Armor Proficiency

Sisters of the Sidhe gain no new proficiency with any weapon or armor.

### Archery Excellence (Ex)

Through extensive training, a sister of the Sidhe develops special ranged weapon techniques which give her an advantage over other warriors. At 1st, 4th, 7th, and 10th level, a sister of the Sidhe selects a bow with which she is proficient, gaining a +1 bonus on attack rolls while wielding that weapon mounted. Each time the sister of the Sidhe gains the effects of archery excellence, she may apply the effects to a new weapon or to a previously chosen weapon, so that the effects stack. For example, a 4th level sister of the Sidhe can apply archery excellence twice to the longbow (gaining a +2 bonus on attack rolls while mounted), or could gain a +1 bonus in two different ranged weapons (such as longbow and shortbow).

At the GMs option, a character can select any ranged weapon in lieu of a bow.

If a sister of the Sidhe's marksmanship excellence bonus on attack rolls reaches +2 or more for any single weapon, her specialized knowledge grants her a bonus of 1 less than normal when using the weapon on foot.





For example, a sister of the Sidhe with a +2 archery excellence bonus in longbow gains the full +2 bonus on attack rolls while fighting mounted and gains a +1 bonus on attack rolls while fighting on foot.

If a sister of the Sidhe's archery excellence bonus on attack rolls has already reached +3 for any single weapon, she may select a special technique for use with that weapon in lieu of advancing the weapon's bonus by an additional +1. Each technique can be used once per day (with an additional use per day gained each time the sister of the Sidhe subsequently selects the same technique for the same weapon), and only while mounted. Sisters of the Sidhe may select special techniques from the following.

## Blinking Shot (Ex)

The sister of the Sidhe may make a special attack capable of blinding her opponent. The attack is made at a -6 penalty, and if it hits, the target takes normal damage and is blinded for a number of rounds equal to the sister of the Sidhe's Dexterity modifier (minimum 1 round). On a successful critical hit (with the same -6 penalty on the roll to confirm), the target takes critical damage as normal and is permanently blinded.

## Crippling Shot (Ex)

The sister of the Sidhe may make a special attack to hamper her enemy's mobility. The attack is made at a -6 penalty, and if it hits, the target takes normal damage and has its land speed reduced by 1d4 x 5 feet for a number of rounds equal to the sister of the Sidhe's Dexterity modifier (minimum 1 round). If this reduction reduces the target's speed to 0 or less, it falls prone and can take only one standard action per round for the duration of the effect. Creatures with a non-magical fly speed can have either their fly speed or their land speed reduced (the archer's choice). If one mode is reduced to 0 or less, the other mode may still be usable, but the creature falls prone as above if both modes are reduced to 0. On a successful critical hit (with the same -6 penalty on the roll to confirm), the target takes critical damage as normal and the effect on its movement is permanent unless cured by *heal*, *regeneration*, or greater magic.

## Devastating Strike (Ex)

The threat range of the sister of the Sidhe's weapon is doubled as if she had the Improved Critical feat. The benefit activates automatically, granting the sister of the Sidhe the improved threat range the first time in any day that she makes an attack roll which would threaten a critical hit with that expanded range. As well, if the attack roll is high enough to hit the AC of the target creature, the threat is automatically confirmed without a second roll.

For example, a sister of the Sidhe armed with a longbow for which she's selected the devastating strike technique

**Table 2-5: The Sister of the Sidhe**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Archery excellence
2nd	+2	+0	+3	+3	Wary +4
3rd	+3	+1	+3	+3	Favored enemy
4th	+4	+1	+4	+4	Archery excellence
5th	+5	+1	+4	+4	Rapid recovery
6th	+6	+2	+5	+5	Diehard, wary +6
7th	+7	+2	+5	+5	Archery excellence, favored enemy
8th	+8	+2	+6	+6	Way of the arrow
9th	+9	+3	+6	+6	Way of the blades
10th	+10	+3	+7	+7	Archery excellence

## -Chapter Two: Prestige Classes-

would normally threaten on a 20. The first time she rolls 19–20 on an attack roll, though, she threatens a critical hit as if the weapon had the doubled threat range, and (if her attack roll was high enough to hit the target) scores an automatic critical hit. If the sister of the Sidhe's attack roll on the critical threat isn't enough to have hit the target, make a second roll to confirm the critical hit as normal (with the target taking normal damage if the second roll fails). Whether the attack with the doubled threat range scores a critical hit or not, the weapon then threatens normally for the next 24 hours (or unless the devastating strike technique has been selected for it more than once).

The effects of this ability do not stack with the effects of the Improved Critical feat. If the character already has Improved Critical with a weapon for which she selects devastating strike, she instead gains a +4 bonus to confirm critical hits made with that weapon.

### Homing Shot (Ex)

The sister of the Sidhe may make a succession of increasingly effective attacks against a single target. If a homing shot hits, each subsequent attack with the same weapon (or type of weapon, if using individual ranged weapons such as darts) has a cumulative +2 circumstance bonus on attack rolls against that target. For example, if a sister of the Sidhe successfully hits a giant with a homing shot from a longbow, her next arrow shot at the giant gains a +2 bonus on the attack roll. If that arrow hits, her next shot gains a +4 bonus, and so on. This bonus on attack rolls continues to accumulate until the sister of the Sidhe misses on an attack or makes another ranged or melee attack against a different target or changes weapons.

*Telling Blow (Ex):* A weapon for which the sister of the Sidhe selects the telling blow technique deals 1 additional point of damage per class level on any single attack. If the attack scores a critical hit, this extra damage is not multiplied.

### Wary (Ex)

At 2nd level, a sister of the Sidhe's focus and dedication grants her a +4 insight bonus on saves against illusion spells and effects. At 6th level, this bonus increases to +6.

### Favored Enemy (Ex)

At 3rd level, a sister of the Sidhe may select elves, humans, goblinoids, dwarves, or orcs as a favored enemy, gaining special advantage against them because of her extensive study of her chosen foe. Against creatures of her favored enemy type, a sister of the Sidhe gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as a +2 bonus on weapon damage rolls. The bonuses from this ability stack with the favored enemy bonuses of any other class against the same creature type.

At 7th level, the sister of the Sidhe may select an additional favored enemy from the allowed list, and can increase the bonus against her original favored enemy or the one just chosen by 2.

### Improved Rapid Shot (General)

You can use a ranged weapon with amazing speed.

**Prerequisites:** Rapid Shot, Weapon Focus (longbow or shortbow)

**Benefit:** With a bow for which you have Weapon Focus, you gain an additional ranged attack over and above the extra attack you get from Rapid Shot. The attack is at your highest base attack bonus, but each ranged attack you make in that round (your normal attacks, the extra attack granted by Rapid Shot, and the extra attack granted by Improved Rapid Shot) all take a –5 penalty. You must use the full attack action to use this feat.

**Special:** A fighter may select this feat as one of her fighter bonus feats.

### Rapid Recovery (Ex)

The Sisters of the Sidhe have developed special self-healing techniques in response to the dangerous and isolated lives they lead. By entering the elven trance, they can heal their wounds more rapidly than normal, recovering 2 hit points per character level or 1 point of ability damage after just four hours of trance. More time spent resting simply heals damage at the regular rate, but if reduced to negative hit points and left to recover on her own, a sister of the Sidhe has a 20% chance to regain consciousness. (Half-elves don't trance as elves do, but those rare few who attain the ranks of the Sisters of the Sidhe are trained to a special mode of trance-like sleep which produces the same effects).

### Diehard

At 6th level, the sister of the Sidhe gains Diehard as a bonus feat (see **Chapter Five: Feats** in the *PHB* for details).

### Way of the Arrow (Ex)

At 8th level, the sister of the Sidhe fully masters her specialized archery combat style, functioning as if she had the Rapid Shot and Weapon Focus feats for any bow in which she already has archery excellence. If she already has Rapid Shot, she gains Improved Rapid Shot from *Bow & Blade* (reproduced here in the **Improved Rapid Shot** sidebar). In addition, if the sister of the Sidhe rolls maximum damage on a bow attack, her arrow passes through the target and may strike another target in its path (use the original attack roll at a –4 penalty). If the arrow scores maximum damage again, it passes through the second target as well, possibly striking a final target in its path (use the original attack roll at a –8 penalty).

### Way of the Blades (Ex)

At 9th level, the sister of the Sidhe fully masters her specialized melee combat style. When fighting with a longsword and a dagger, her penalties for fighting with two weapons drops by 2 for all attacks (this reduction



## -Chapter Two: Prestige Classes-

stacks with the reductions granted by Improved Two-Weapon Fighting and Greater Two-Weapon Fighting). In addition, whenever she fights defensively, the sister of the Sidhe gains an additional +2 shield bonus to AC.

**Multiclass Note:** Cavaliers, holy warriors, or paladins who become Sisters of the Sidhe may continue advancing in their original class.

### Epic Sister of the Sidhe

An epic sister of the Sidhe is the pinnacle of elven knighthood, and the bane of all elven enemies.

**Hit Die:** d8.

**Skill Points at Each Level:** 4 + Int modifier.

**Archery Excellence:** A sister of the Sidhe gains additional instances of weapon excellence every three levels beyond 10th (13th, 16th, and so on).

**Favored Enemy:** Every four levels beyond 11th (15th, 19th, and so on), the sister of the Sidhe may select an additional favored enemy from the allowed list, and can increase the bonus against any favored enemy (including the one just chosen, if she desires) by 2.

**Bonus Feats:** The epic sister of the Sidhe gains a bonus feat every four levels beyond 10th (14th, 18th, and so on).

### NPC Sister of the Sidhe

Below are statistics for two sister of the Sidhe NPCs ready for use in any adventure.

#### Mid-Level Sister of the Sidhe

**Sample 10th-Level NPC Sister of the Sidhe:** Female elf cavalier 3, ranger 3, sister of the Sidhe 4; CR 10; Medium humanoid; HD 3d12+3 plus 3d8+3 and 4d8+4; hp 66; Init +5; Spd 30 ft.; AC 19, touch 15, flatfooted 14; Base Atk +10; Grp +12; Atk +13 (+14 mounted) melee (1d8+3/19–20, +1 *longsword*) or +17 (+18 mounted) ranged (1d8+3/x3, +1 *composite longbow* [+2 Str bonus]); Full Atk +11/+6 (+12/+7 mounted) melee (1d8+3/19–20, +1 *longsword*) and +11 melee (1d4+1/19–20, masterwork dagger); or +15/+15/+10 (+16/+16/+11 mounted) ranged (1d8+3/x3, +1 *composite longbow* [+2 Str bonus]); SA weapon excellence (longsword +1), archery excellence (composite longbow +2); SQ discerning eye, elf traits, favored enemy orcs +4, gallant, wary, wild empathy +2; AL LN; SV Fort +8, Ref +13, Will +8; Str 14, Dex 20, Con 12, Int 12, Wis 10, Cha 8.

**Skills and Feats:** Balance +12, Diplomacy +3, Handle Animal +4, Hide +15, Intimidate +5, Jump +9, Knowledge (history) +4, Listen +2, Move Silently +15, Ride +16, Search +3, Sense Motive +8, Spot +2, Survival +4, Tumble +12; Endurance\*, Mounted Archery, Mounted Combat\*, Point Blank Shot, Rapid Shot\*, Ride-By Attack\*, Track\*, Two-Weapon Defense, Two-Weapon Fighting.

\* Cavalier and ranger bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 55 ft.; AC 18, touch 11,

flatfooted 16; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +1 *longsword*, +1 *composite longbow* (+2 Str bonus), 20 arrows, 3 masterwork daggers, mithral shirt, *gloves of Dexterity* +2, *boots of elvenkind*, *cloak of elvenkind*, studded leather barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

#### High-Level Sister of the Sidhe

**Sample 15th-Level NPC Sister of the Sidhe:** female elf cavalier 3, sister of the Sidhe 9; CR 15; Medium humanoid; HD 3d12+3 plus 3d8+3 plus 9d8+9; hp 94; Init +5; Spd 30 ft.; AC 23, touch 16, flatfooted 18; Base Atk +15; Grp +17; Atk +19 (+20 mounted) melee (1d8+4/19–20, +2 *longsword*) or +25 (+26 mounted) ranged (1d8+4/x3, +2 *composite longbow* [+2 Str bonus]); Full Atk +17/+12/+7 (+18/+13/+8 mounted) melee (1d8+4/19–20, +2 *longsword*) and +16/+11 melee (1d4+2/19–20, +1 *dagger*); or +20/+20/+14/+9 (+21/+21/+15/+10 mounted) ranged (1d8+4/x3, +2 *composite longbow* [+2 Str bonus]); SA weapon excellence (longsword +1), archery excellence (composite longbow +3), favored enemy orcs +4, way of the arrow, way of the blades; SQ discerning eye, elf traits, gallant, rapid recovery, wary +6, wild empathy +2; AL LN; SV Fort +10, Ref +15, Will +10; Str 15, Dex 20, Con 12, Int 12, Wis 10, Cha 8.

**Skills and Feats:** Balance +12, Diplomacy +3, Handle Animal +4, Heal +5, Hide +15, Intimidate +5, Jump +9, Knowledge (history) +4, Listen +7, Move Silently +15, Ride +16, Search +8, Sense Motive +8, Spot +12, Survival +4, Tumble +12; Diehard\*, Endurance\*, Improved Rapid Shot\*, Improved Two-Weapon Fighting, Mounted Archery, Mounted Combat\*, Point Blank Shot, Rapid Shot\*, Ride-By Attack\*, Track\*, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (composite longbow).

\* Cavalier and ranger bonus feats. The character gains these feats without the normal prerequisites (if any).

**Heavy Warhorse Mount:** This creature's abilities and characteristics are summarized below.

**Excellent Quality Heavy Warhorse:** CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 55 ft.; AC 20, touch 11, flatfooted 18; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

**Skills and Feats:** Listen +5, Spot +4; Endurance, Run.

**Possessions:** +2 *mithral shirt*, +2 *longsword*, 3 +1 *daggers*, +2 *composite longbow* (+2 Str bonus), 20 arrows, *gloves of Dexterity* +2, *amulet of natural armor* +1, *ring of protection* +1, *boots of elvenkind*, *cloak of elvenkind*, *eyes of the eagle*, *necklace of fireballs type IV*, elven chain barding (mount), military saddle (mount), bit and bridle (mount), saddlebags (mount), banner with cavalier's standard.

# Chapter Three

## Supplemental Rules

*But when envy and covetousness came into the world, and might triumphed over right...certain men were appointed as guarantors and defenders of the weak and the humble.*

—The Book of Lancelot of the Lake

This chapter covers four major campaign components which can help to more fully define the cavalier class. First are new feats, designed not only with the cavalier base class in mind but for any characters with a noble calling or the need for a serious combat edge (mounted or otherwise). Following the feats are core rules for determining social class and its effects in the game, not only for cavaliers but for all the character classes in the *PHB* and Green Ronin **Master Class** sourcebooks. Next come the variants—rules which aren't necessary for the effective use of the cavalier class but provide options to enhance the overall enjoyment of the game. The chapter concludes with a discussion on armorial bearings, providing all the fundamentals for characters wishing to create their own coat of arms.

## New Feats

This section provides forty new feats, many of which extend the feat trees in the *PHB* or join feat trees with new branches. In addition, *The Cavalier's Handbook* introduces a new category of feats called steed feats, providing bonuses to the mounts a character owns or rides. Those feats available to fighters as bonus feats are so indicated within the feat descriptions and in **Table 3-1: Feats**.

### Agile Rider (General)

You are exceptionally skilled at avoiding blows while mounted.

**Prerequisite:** Dodge, Mounted Combat.

**Benefit:** While mounted, you and your steed share a +2 dodge bonus to AC against a single opponent. On any action, you select the opponent and divide the bonus between your steed and yourself.

**Special:** A fighter may select Agile Rider as one of his fighter bonus feats.

### Allure (General)

You have a strong appeal to those who would ordinarily be attracted to your gender.

**Prerequisite:** Cha 13.

**Benefit:** NPCs ordinarily attracted to members of your gender have their starting attitude improved by one step (indifferent to friendly, unfriendly to indifferent, and so on) when you encounter them in non-combat situations (see **Influencing NPC Attitudes in Chapter Four: Skills** in the *PHB* for more information). In addition, you receive a +2 bonus on all Bluff, Diplomacy, and Perform checks made with the intention of seducing an appropriate NPC target.

**Special:** This feat works only on NPCs. Players always control their characters' actions.

### Armor Optimization (General)

You can partly shrug off the cumbersome effects of armor.

**Prerequisite:** Armor Proficiency (heavy), character level 5th.

**Benefit:** You reduce the armor check penalty of any armor you are proficient with by –1 per five class levels (though an armor check penalty cannot be reduced below 0). This feat stacks with the reduction gained from masterwork and magic armor.

**Special:** A fighter may select Armor Optimization as one of his fighter bonus feats.

### Armored Steed (Steed)

You can coax greater speeds out of your steed.

**Prerequisite:** Ride 5 ranks, Animal Affinity.

**Benefit:** A steed you ride counts its armor as one category lighter for the purposes of reducing its speed based on barding worn. The steed is still subject to effects of encumbrance.

### Charge and Vault (General)

At the end of a mounted charge attack, you can leap from the saddle to attack with greater effect.

**Prerequisite:** Improved Bull Rush, Spirited Charge, Vault.

**Benefit:** With this feat, you can make a special charge attack. Ten feet before the end of the charge, your steed makes a sharp 90-degree turn to the left or right, at which point you make a DC 20 Jump check. If you succeed, you make a bull rush attack that does not provoke an attack of opportunity. As well,



## Table 3-1: Feats

Feat	Prerequisite	Feat	Prerequisite
Agile Rider <sup>1</sup>	Dodge, Mounted Combat	Mounted Massacre	Great Cleave, Mounted Combat, Base attack bonus +12
Allure	Cha 13	Parry <sup>1</sup>	Combat Expertise
Armor Optimization <sup>1</sup>	Armor Proficiency (heavy), character level 5th	Patron	—
Charge Unbound <sup>1</sup>	Spirited Charge	Peerless Trainer	Animal Affinity
Charge and Vault	Improved Bull Rush, Spirited Charge, Vault	Pious Knight	Wis 13, Cha 13, Purity
Coup de Jarnoc <sup>1</sup>	Dex 15, Weapon Finesse	Purity	Any good alignment
Destined For Greatness	—	Revelation	Wis 13
Empathic Link	Cha 13, Animal Affinity	Shield Focus <sup>1</sup>	Shield Proficiency
Fool's Fortune	—	Steed Defense <sup>1</sup>	Mounted Combat
Greater Shield Focus <sup>1</sup>	Shield Focus	Stipend	—
Heirloom	—	Sundering Charge <sup>1</sup>	Improved Sunder
Heroic Effort	Iron Will	Tourney Knight <sup>1</sup>	—
Improved Retainer	Leadership	Unicorn Steed	Cha 17, Purity, Character level 6th, any good alignment, female human, elf, or half-elf
Improved Trample <sup>1</sup>	Trample	Vault	Str 13, Armor Optimization
Knightly Order	Leadership, character level 12th		
Knightly Presence	Cha 15, Armor Proficiency (heavy)	<b>Steed Feats</b>	
Knight of the White Hart	Character level 15th	Armored Steed	Ride 5 ranks, Animal Affinity
Paramour	Cha 17	Fast Steed	Ride 5 ranks, Animal Affinity
Light Sleeper	Alertness, Great Fortitude	Improved Steed	Ride 5 ranks, Animal Affinity
Merciless	Any non-good alignment	Steed Focus <sup>2</sup>	Ride 5 ranks, Animal Affinity
Mounted Assault <sup>1</sup>	Charge Unbound, Mounted Combat, Power Attack	Steed Specialization <sup>2</sup>	Steed Focus

<sup>1</sup>A fighter may select this feat as one of his fighter bonus feats.

<sup>2</sup>You may select this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new type of mount.

if your bull rush succeeds, you may make an immediate attack of opportunity against that foe, with a +2 bonus on your attack and damage rolls.

## Charge Unbound (General)

You can guide your mount through obstacles while making a charge attack.

**Prerequisite:** Spirited Charge.

**Benefit:** When making a charge attack while mounted, you can move through the squares of friendly creatures blocking your path (though the space before your opponent must be unoccupied). In addition, you can “drift” 5 feet in either direction off the path of your charge in order to avoid obstacles such as low walls, corners, other opponents, trees, and so forth.

**Normal:** Any obstacles (including creatures and terrain) obstructing the line between you and your opponent prevent you from charging.

**Special:** A fighter may select Charge Unbound as one of his fighter bonus feats.

## Coup de Jarnoc (General)

Your critical hits hinder your opponents’ movement.

**Prerequisite:** Dex 15, Weapon Finesse

**Benefit:** Whenever you confirm a critical hit, you can forego the extra damage in order to apply a –10 enhancement penalty to your opponent’s base land speed. This penalty remains until the character heals fully, either naturally or through magical means.

**Special:** A fighter may select Coup de Jarnoc as one of his fighter bonus feats.

## Destined for Greatness (General)

You are favored by fortune.

**Benefit:** You gain a +1 luck bonus on two saving throws of your choice and a +1 bonus on Diplomacy and

## -Chapter Three: Supplemental Rules-

Intimidate checks. In addition, you gain a +2 bonus to your Leadership score.

**Special:** You may only take this feat at 1st level.

### Empathic Link (General)

The bond you share with your steed allows you to sense each other's emotions.

**Prerequisite:** Cha 13, Animal Affinity.

**Benefit:** You develop an empathic link with your steed at a range of up to 1 mile, as well as gaining a +4 bonus on Handle Animal and Ride checks. You can't see through your steed's eyes, but you can sense thought and feeling (but note that even intelligent steeds see the world differently from humanoids, so misunderstandings are always possible). Your empathic link gives you the same connection to an item or place that your steed has, just as with a master and her familiar (see **Familiars** in the *PHB*).

**Special:** If a character already has an empathic link with her bonded mount or animal companion, she instead gains the ability to speak with that mount.

### Fast Steed (Steed)

You can spur a mount to faster-than-normal speed.

**Prerequisite:** Ride 5 ranks, Animal Affinity.

**Benefit:** Any mount you ride gains a +10 enhancement bonus to its land speed, and can run at x5 speed. In addition, you can make a Ride check as a free action to spur your mount, gaining an additional +10 bonus to its speed, with the mount not taking the first point of damage from the additional speed until the 3rd round.

**Normal:** As a move action, you can spur your mount with a successful Ride check, increasing its speed by 10 feet for 1 round but dealing 1 point of damage. Each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

### Fool's Fortune (General)

For you, things have a way of coming out for the best.

**Benefit:** Once per day, reroll one attack roll, saving throw, skill check, or ability check and choose the better result.

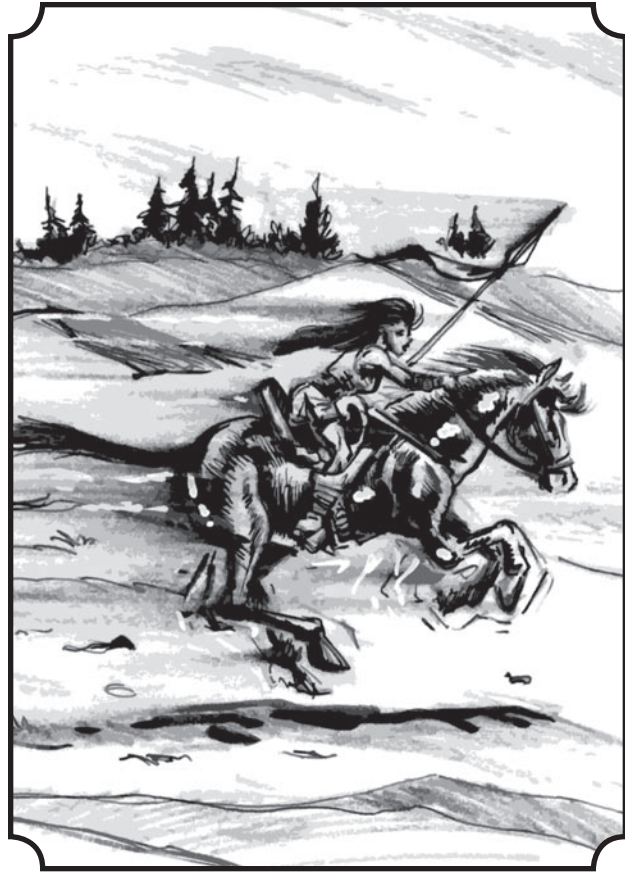
**Special:** You may only take this feat at 1st level.

### Greater Shield Focus (General)

You master fighting with a shield.

**Prerequisite:** Shield Focus.

**Benefit:** When wielding a light or heavy shield (but not a tower shield or buckler), the shield confers an additional +1 shield bonus to your AC. This bonus stacks with other shield bonuses, including the shield's normal bonus and that from Shield Focus. As well, if you have Improved Shield Bash, you retain the bonus to your AC from Shield Focus and Greater Shield Focus whenever you make a shield bash attack.



**Special:** A fighter may select Greater Shield Focus as one of his fighter bonus feats.

### Heirloom (General)

You inherit an object of significance and value.

**Benefit:** When you take this feat, you acquire one object with a familial connection (possibly a masterwork weapon, a suit of masterwork armor, or even a minor magic item) whose value cannot exceed 500 gp. You cannot select multiple items with this feat (even of lesser value), nor can you sell the object, for it is bound to you. The GM determines the suitability of the object, and can increase or decrease the value of the heirloom to suit the campaign. If the heirloom is a weapon or suit of armor, it improves as you do, its unique connection to you granting increased enhancement bonuses as you rise in level.

#### Heirloom

Enhancement	Character level for Weapon	Character level for Armor
Masterwork	1st – 4th	1st – 3rd
+1	5th – 7th	4th – 6th
+2	8th – 10th	7th – 8th
+3	11th – 13th	9th – 10th
+4	14th – 15th	11th – 12th
+5	16th or higher	13th or higher

**Special:** You may only take this feat at 1st level.



## - Chapter Three: Supplemental Rules -

### Heroic Effort (General)

You can push yourself past normal human limits.

**Prerequisite:** Iron Will

**Benefit:** You can temporarily raise one of your ability scores by +2 for a number of rounds equal to your overall class level, but at the end of the heroic effort, you are fatigued.

### Improved Retainer (General)

Your followers are exceptionally skilled.

**Prerequisite:** Leadership.

**Benefit:** Your followers may gain Retainer Templates as described in **Chapter Four: Retainers and Steeds**.

### Improved Steed (Steed)

Your steed performs better than others of its kind.

**Prerequisite:** Ride 5 ranks, Animal Affinity.

**Benefit:** Any steed you have personally trained to gain the Combat Riding and Fighting tricks through use of the Handle Animal skill gains +1 hit point per hit die and a +1 bonus on attack rolls.

### Improved Trample (General)

You can crush your enemies beneath the hooves of your steed.

**Prerequisite:** Trample



**Benefit:** When your mount makes a hoof attack against an opponent you've knocked down using an overrun attack, that opponent must succeed on a DC 20 Reflex save or be dealt additional damage based on the mount's size.

### Improved Trample

Size	Additional Damage
Small or smaller	None
Medium	1d10
Large	1d12
Huge	3d6
Gargantuan	3d8
Colossal	4d8

**Special:** A fighter may select Improved Trample as one of his fighter bonus feats.

### Knightly Order (General)

You found a knightly order.

**Prerequisites:** Leadership, character level 12th.

**Benefit:** You gain a +4 bonus to your order's strength rating. See **Chapter Seven: Orders** for details.

### Knightly Presence (General)

You are exceptionally intimidating when you wear full plate armor.

**Prerequisite:** Cha 15, Armor Proficiency (heavy).

**Benefit:** When wearing half-plate or full plate armor, you gain a +4 bonus on Intimidate checks against opponents you face in combat who can see you. In addition, when you succeed on an Intimidate check to demoralize an opponent, that opponent is shaken for 1d4 rounds plus 1 round per point of your Charisma modifier.

**Normal:** If you win an Intimidate check opposed by the target's modified level check, the target becomes shaken for 1 round.

### Knight of the White Hart (General)

Years of hunting the elusive White Hart allow you to manifest special powers.

**Prerequisite:** Character level 15th.

**Benefit:** You gain spell resistance equal to the sum of your character level and your positive Charisma modifier against all enchantment spells, while your steed gains full immunity to all spells of the Animal domain while you ride it. As well, for a number of rounds each day equal to your character level, you gain fast healing 5.

### Light Sleeper (General)

You stay aware of your surroundings even when asleep.

**Prerequisite:** Alertness, Great Fortitude.

**Benefit:** You need only four hours of sleep per day to be fully refreshed (or two hours of trance if you are

## -Chapter Three: Supplemental Rules-

an elf). In addition, while sleeping, you can make Listen checks to detect the approach of a foe.

**Normal:** Characters require eight hours of sleep (or four hours of trance for elves) to be fully refreshed.

### Merciless (General)

You attack with brutal efficiency, never granting quarter.

**Prerequisite:** Any non-good alignment.

**Benefit:** Whenever you knock a foe back (as with a bull rush) or down (as with an overrun or trip attack), you gain a single attack of opportunity (with a +2 circumstance bonus on your attack roll) against that foe. This attack of opportunity counts against your normal limit of attacks of opportunity made in a single round.

**Special:** Giving quarter to a foe who asks it prevents you from using this feat for 1 week.

### Mounted Assault (General)

You are a deadly force when charging into combat.

**Prerequisite:** Charge Unbound, Mounted Combat, Power Attack.

**Benefit:** When making a charge attack while mounted, your bonus on your attack roll improves to +3 and you gain a +2 bonus on your damage roll. You retain the -2 penalty to your AC.

**Normal:** When making a charge attack, you gain a +2 bonus on your attack roll and take a -2 penalty to your AC.

**Special:** A fighter may select Mounted Assault as one of his fighter bonus feats.

### Mounted Massacre (General)

You are a force of seemingly limitless destruction when fighting astride your steed.

**Prerequisite:** Base attack bonus +12, Great Cleave, Mounted Combat.

**Benefit:** If you or your mount deal a creature enough damage to make it drop (typically by taking it to below 0 hit points or killing it), you or your mount can take an immediate extra melee attack against any other creature within reach. If the opponent was dropped by you, the extra attack can be made with any melee weapon you wield, but using the same modifiers as the attack which dropped the opponent. If the foe was dropped by your steed, its extra attack is of the same type and bonus as the original attack. There is no limit to the number of times you can use this feat per round, and your steed can take a 5-foot step between each extra attack.

### Paramour (General)

You gain the favor of a noble's love, impelling you to perform great deeds and achieve excellence in arms.

**Prerequisite:** Cha 17.

**Benefit:** While wearing a token (a scarf, flower, minor piece of jewelry, and so forth) of a noble whose

romantic favor you've won, you gain a +1 deflection bonus to AC, as well as spell resistance against enchantment spells and effects equal to your character level plus Charisma bonus (if any) plus the Charisma bonus (if any) of your paramour. You must spend at least one month per year (spread out as you desire) courting the noble or lose these benefits.

### Parry (General)

You can deflect melee attacks made against you.

**Prerequisite:** Combat Expertise.

**Benefit:** Whenever you take the total defense action, you can make an attack roll using your highest modifier instead of taking a bonus to AC. Any attacks made against you during the round (including attacks of opportunity) must beat this roll or your normal AC, whichever is higher.

**Special:** A fighter may select Parry as one of his fighter bonus feats.

### Patron (General)

You vow service to a lord, sovereign, church, or person of social significance.

**Benefit:** By swearing an oath of fealty, you gain a +1 luck bonus on all saving throws and a +1 luck bonus to AC while in the service of your chosen patron. In addition, you are able to demand and receive shelter from any noble allied or aligned with your patron, and you receive a stipend of 5 gp per level per week for your service. Such service is demanding, though, and you become a defacto cohort for an important NPC whose orders you must follow even if they conflict with your goals, current quests, or even alignment. Serving a noble who you know well (and with whom you have similar leanings of alignment) is often the most prudent approach. If you disobey your patron, you lose all the benefits of the feat and are thereafter hunted by the patron's other loyal followers. If captured, you may face death, exile, or another punishment appropriate for the crime as determined by your GM.

**Special:** The GM must approve a player's choice of patron, with the character making an oath before whatever god they follow to serve that patron loyally. If a character with this feat founds a knightly order, she gains a +2 bonus to her order's strength rating (see **Chapter Seven: Orders** for more information).

### Peerless Trainer (General)

You have exceptional skill at training animals.

**Prerequisite:** Animal Affinity.

**Benefit:** When you use the Handle Animal skill to train an animal companion, pet, or steed, it can learn three additional tricks over and above its normal maximum. It takes one week to teach an animal all three tricks, and your skill grants these bonus tricks to just one animal at a time.



## - Chapter Three: Supplemental Rules -

### Pious Knight (General)

You are a holy knight, favored by the gods.

**Prerequisite:** Wis 13, Cha 13, Purity.

**Benefit:** With this feat, you gain the following spell-like abilities 1/day—*cure minor wounds*, *guidance*, *resistance*, and *virtue* (caster level 1st, save DC 10 + the higher of the character's Wis or Cha modifier + spell level; see the *PHB* for spell descriptions). In addition, if you have cavalier, paladin, or holy warrior levels, those levels don't count when determining whether you take a multiclass experience point penalty (see **Multiclass Characters** in the *PHB* for details).

### Purity (General)

You are pure of heart and good in deed.

**Prerequisite:** Any good alignment.

**Benefit:** Once per day, you gain a +1 deflection bonus to AC and a +1 resistance bonus on all saves against the attacks, spells, and spell-like effects of evil creatures. These bonuses last for a number of rounds equal to your Charisma modifier (minimum 1 round). In addition, you receive a +2 bonus on all Sense Motive checks to check a hunch (see **Chapter Four: Skills** in the *PHB* for details).

### Revelation (General)

You are sometimes struck by sudden insight.

**Prerequisite:** Wis 13.

**Benefit:** Once per week, you can make a Wisdom check in order to deduce special information by receiving a hint from the GM. You may use this hint to help solve a riddle, sense an NPC's real intentions, or discover a hidden dungeon's true location. The DC is based on the information desired, as follows.

#### Revelation

DC	Type of Information
10	Common knowledge, easy riddle, everyday stories.
20	Uncommon knowledge, challenging riddle, legends and tales.
25	Rare knowledge, tough riddle, obscure legends.
30	Virtually unknown knowledge, a sphinx riddle, intentionally hidden legends.

At the GM's discretion, this feat can also be used to allow a character to provide a party with plot hooks (using his unique insight to get a sense of a village in peril, a rescue to be undertaken, or some other adventure idea).

### Shield Focus (General)

You increase your shield's defensive potential.

**Prerequisite:** Shield Proficiency.

**Benefit:** Any light or heavy shield you wield (but not a tower shield or buckler) confers an additional +1 shield bonus to your AC. This bonus stacks with other shield bonuses, including the shield's normal bonus. As well, if you have Improved Shield Bash, you retain the bonus to your AC from Shield Focus whenever you make a shield bash attack.

**Special:** A fighter may select Shield Focus as one of his fighter bonus feats.

### Steed Defense (General)

Your mount is better able to combat your enemies when you devote yourself to protecting it.

**Prerequisite:** Mounted Combat.

**Benefit:** Whenever you take the total defense action while mounted, your +4 bonus to AC extends to your steed as well (though your steed remains able to attack, including making attacks of opportunity). In addition, your steed gains a +2 bonus on its attack and damage rolls for that round.

**Special:** A fighter may select Steed Defense as one of his fighter bonus feats.

### Steed Focus (Steed)

You excel at riding and handling your chosen type of mount.

**Prerequisite:** Ride 5 ranks, Animal Affinity

**Benefit:** Choose one type of common mount (such as a horse, pony, or riding dog) or one type of unusual mount (such as a pegasus, unicorn, or dragon). While riding mounts of the chosen type, you gain a +2 bonus on all Ride checks. As well, when you use the Handle Animal skill to train a mount of the chosen type, it can learn one additional trick over and above its normal maximum.

**Special:** You may select this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new type of mount.

### Steed Specialization (Steed)

A mount you ride in combat shrugs off damage.

**Prerequisite:** Steed Focus

**Benefit:** Choose one type of common mount (such as a horse, pony, or riding dog) or one type of unusual mount (such as a pegasus, unicorn, or dragon) for which you have already taken Steed Focus. While you ride it, a mount of the chosen type automatically gains damage reduction 1/—.

**Special:** You may select this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new type of mount.

### Stipend (General)

You earn a regular salary for your upkeep.

**Benefit:** You earn 5 gp per level per week, which you can collect in any community in which you reside so long as it contains at least one aristocrat or noble. If you

## -Chapter Three: Supplemental Rules-

relocate to a new appropriate community, it takes 1d4 months for your funds to become available again.

**Special:** You and the GM should determine the specifics of where your stipend comes from (a thieves' guild, a wizards' order, a local lord, and so forth).

### Sundering Charge (General)

Your charge attacks break your enemies and their weapons alike.

**Prerequisite:** Improved Sunder

**Benefit:** You can make a special sunder attack at the end of any charge, with a +6 bonus on your attack roll (in addition to the +2 bonus from the charge and all other applicable bonuses) and a +2 bonus on your damage roll against an object held or carried by another character. You take a -2 penalty to your AC on the charge as normal, but against held weapons or shields, this special sunder attack doesn't provoke an attack of opportunity.

**Special:** A fighter may select Sundering Charge as one of his fighter bonus feats.

### Tourney Knight (General)

Your nonlethal attacks are particularly effective.

**Benefit:** When you attack with a melee weapon which would normally deal lethal damage, you can deal nonlethal damage instead while taking no penalty on your attack rolls.

**Normal:** You can use a melee weapon which normally deals lethal damage to deal nonlethal damage, but you take a -4 penalty on your attack roll.

**Special:** A fighter may select Tourney Knight as one of his fighter bonus feats.

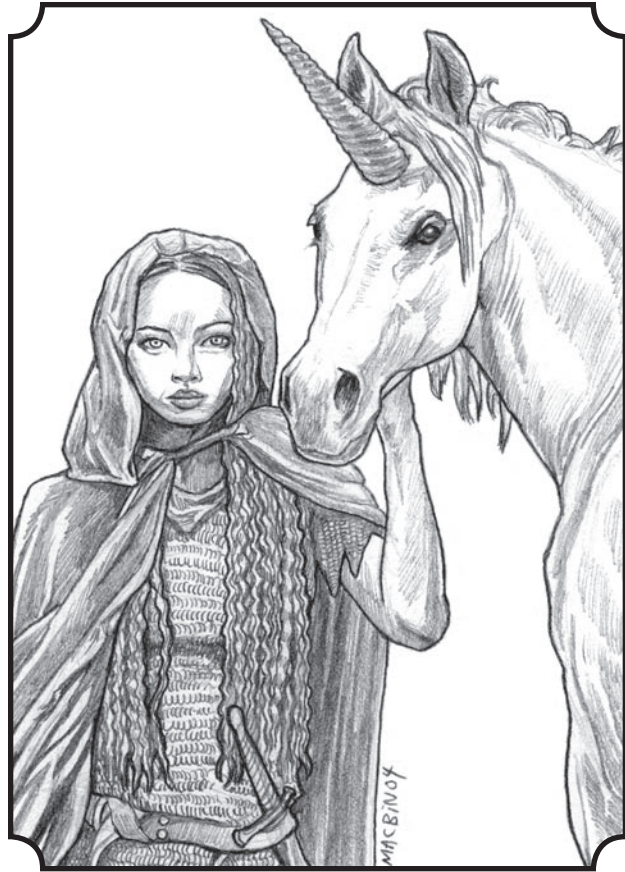
### Unicorn Steed (General)

You gain the service of a unicorn as your steed

**Prerequisite:** Cha 17, Purity, Character level 6th, any good alignment, female human, elf, or half-elf.

**Benefit:** When you select this feat, you gain a unicorn mount which serves you faithfully as long as you maintain a good alignment. If you've already used the leadership feat to attract a cohort that acts as your mount, you take a -2 penalty to your Leadership score (as if the unicorn mount were a special mount, familiar, or animal companion).

**Special:** If your class allows you a special mount (such as that of the holy warrior or paladin), you can make



the unicorn your special mount (though it doesn't become a called creature, nor does its type change). A unicorn special mount gains its special abilities as normal (according to the class level of its rider) instead of at the delayed rate that special mounts normally gain abilities. See **The Paladin's Mount** in **Chapter Three: Classes** in the *PHB*.

### Vault (General)

You can leap in and out of the saddle with ease.

**Prerequisite:** Str 13, Armor Optimization.

**Benefit:** You can mount and dismount a steed up to one size category larger than yourself as a free action without needing to make a Ride check. In addition, you ignore all armor check penalties to your Jump checks.

**Normal:** You can mount or dismount a steed as a free action with a DC 20 ride check (your armor check penalty, if any, applies). If you fail the check, mounting or dismounting is a move action.

## Variant: Social Class & Lineage

The cavalier class is built on the idea of the elite warrior—a figure of wealth and status, martial excellence and social worth. And while only a few other class selections (including the aristocrat from the *DMG* and the noble from Green Ronin's **Master Class** series) are nominally designed to allow advancement within society, the following set of variant rules allow characters of any class to generate a

social-class background and a family history (expanding on the **Noble House** rules in the *Noble's Handbook*).

### Determining Social Class

The first step in determining a character's background and family is to determine the social class from which she



## -Chapter Three: Supplemental Rules-

comes. The basic system involves rolling d%, applying the modifiers in **Table 3-2: Social Class Modifiers**, and comparing the result with **Table 3-3: Social Class Results**. From a historical perspective, it's important to note that while the middle class is the largest bracket here, it technically didn't come into existence until the emergence of mercantilism (and even then, was a relatively small

part of society as a whole). Fantasy setting adventurers rarely come from the ranks of commoners working in the fields, though, just as they're unlikely to be of the political elite, busy with governing. As a result, the middle class represents a much larger segment of the adventuring population than of the average campaign setting as a whole.

### Table 3-2: Social Class Modifiers

Condition	Modifier
<b>Class</b>	
Assassin <sup>1</sup>	-10
Barbarian	-30
Bard	-10
Cavalier	+30
Cleric	+10
Druid	-20
Fighter	No modifier
Monk	-40
Noble <sup>1</sup>	+40
Paladin/Holy Warrior <sup>1</sup>	+30
Psion	-10
Psychic <sup>1</sup>	-10
Psychic Warrior	-10
Ranger	-20
Rogue	-20
Shaman <sup>1</sup>	-30
Sorcerer	-10
Unholy Warrior <sup>1</sup>	No modifier
Witch <sup>1</sup>	-20
Wizard	+10
<b>Race</b>	
Human	No modifier
Dwarf	+10
Elf	+10
Gnome	No modifier
Half-Elf	No modifier
Half-Orc	-10
Halfling	No modifier
Orc	-20
Aasimar	+10
Tiefling	-10
<b>Feat</b>	
Bloodline <sup>2</sup>	+5
Ruling Family <sup>2</sup>	+15

<sup>1</sup> Details on these classes can be found in the *Green Ronin Master Class* series of books.

<sup>2</sup> New feat described in the *Noble's Handbook*.

**Table 3-3: Social Class Results** modifies a character's starting funds, with the added variability making it as possible for a cavalier to start the game with 3,600 gp as for a monk to start with a mere 5 sp. From a roleplaying perspective, this system can add a new level of depth to the game (as well as possibly instilling a realistic degree of resentment for the privileged class by those beneath them). As a means to playability, though, if only one character of an entire party has abysmally low starting gold, allow them to reroll or give them a minor magic item at the appropriate level as a means of evening things out. However, a character cannot "loan" or exchange starting gold with another PC.

While the intention here is to randomize social class (as nobody has the ability to choose their parents), it's easy enough to allow players to choose their starting social class. Be wary of letting all players choose characters from the upper classes, though, unless it makes specific sense for an adventuring party to have all been drawn from the movers and shakers of the campaign world.

A character's family history is developed even before starting funds are allocated, and for each social class category, the right-hand column on **Table 3-5: Social Class Results** lists the number of history rolls made when determining a character's background, as well as how that background affects the character in the campaign. Roll d% once for each history roll indicated, then consult the appropriate column on **Table 3-4: History** and the description for each entry which follows.

Do not modify this roll with the class & race modifiers above, and note that social class modifiers after the roll cannot take a character's social class result above 119 unless she had a result of royalty on her initial roll.

**Adventurer:** Your family produced an adventurer. Roll d% to determine a modifier to your social class result. On 01-25, the ancestor was an arcane spellcaster (-5); on 26-50, a divine spellcaster (+0); on 51-75, a warrior type (+0); and on 76-00, a rogue type (+5).

**Alliance:** Your family made an advantageous alliance. Add +5 to your social class result, or you may avert disaster once (see **Disaster**, following).

**Business:** Your family started a small business. Roll d% to determine a modifier to your social class result. On 01-50, business does not help or hinder the family (+0); on 51-75, the business fails (-5); on 76-00, the business does well (+5).

**Castle, small:** Asset. Your family constructed a small castle. Add +10 to your social class result.

**Castle, large:** Asset. Your family constructed a large castle. Add +15 to your social class result.

**Cleric:** A family member became a cleric. Roll d% to determine a modifier to your social class result. On 01-33, the family member followed a good god (+5);

## -Chapter Three: Supplemental Rules-

### Table 3-3: Social Class Results

Modified Roll	History Result	Examples	Monetary Effects	Rolls
-20 or less	Destitute	Homeless, unskilled laborer, beggar, slave	Starting funds x 1/10	1
-19 to 0	Lower lower class	Peasant, beggar, most thieves	Starting funds x 1/4	1
0 to 19	Middle lower class	Laborers, soldiers, most performers	Starting funds x 1/2	2
20 to 29	Upper lower class	Freemen, minor merchants, mercenaries	Starting funds x 3/4	3
30 to 39	Lower middle class	Artisans, craftspeople, landless knights	No adjustment	4
40 to 79	Middle middle class	Minor nobles, merchants, most crime lords	No adjustment	5
80 to 89	Upper middle class	Guild leaders, merchant princes, officers, officials	No adjustment	6
90 to 99	Lower upper class	Nobles, high-ranking officers, most knights	Starting funds x 2	7
100 to 110	Middle upper class	Knights, most nobles, crime lords	Starting funds x 4	8
110 to 119	Upper upper class	Great nobles, powerful merchants	Starting funds x 6	9
120 or more	Royalty	Kings, emperors, princes	Starting funds x 10	10

### Table 3-4: History

#### Roll by Social Grouping

Result	Destitute	Lower Class	Middle Class	Upper Class	Royalty
Criminal	01-20	01-15	01-10	01-05	01
Land, small	—	—	11-15	06-16	02-05
Business	—	16	16-20	17-20	—
Elevated	21-40	17	21-25	21	—
Marriage	41-60	18-19	26-30	22-30	06-10
Alliance	—	—	31-33	31-40	11-20
Feud	—	20-29	34-40	41-50	—
Coup	—	—	—	51	—
Hovel	—	30-43	—	—	—
House, rural	—	44-46	41-50	52-57	21-30
House, urban	—	47	51-60	58-62	31-40
Estate, small	—	—	—	63-64	41-45
Estate, large	—	—	—	65	46-56
Land, large	—	—	—	66	57-67
Tower	—	—	61	67-68	68
Castle, small	—	—	—	69	69-75
Castle, large	—	—	—	—	76
Knight	—	—	62	70-80	77-80
Folk Hero	61-65	48-49	63	—	—
General/Admiral	—	—	—	81	81
Soldier	—	50-63	64-70	—	—
Cleric	—	64-66	71-75	82-84	82
Ship	—	—	76	85	83-85
Title	—	67	77	86	—
Nothing	66-80	68-86	78-85	87-95	86-97
Adventurer	81-83	87-90	86-95	96-97	98
Disaster	84-00	91-00	96-00	98-00	99-00



## - Chapter Three: Supplemental Rules -

on 34–66, a neutral god (+0); on 67–100, an evil god (–5). In addition, regardless of alignment, you may reroll a single Nothing result or avert disaster once.

**Coup:** Your family attempted a coup. Roll d% to determine a modifier to your social class result. On 01–50 it succeeded (+20); on 51–100 it failed (–20).

**Criminal:** Your family included a criminal. Roll d% to determine a modifier to your social class result. On 01–33, the individual was unknown (+0); on 34–66, notorious (–20); on 67–100, was killed ignobly (–50). Crimes could include treason, demon worship, murder, or worse.

**Disaster:** A significant disaster befell your family. Roll d% to determine a modifier to your social class result. On 01–10, you contracted (and still carry) a nasty disease as determined by the GM; on 11–30, one of your lands, estates or structures (house, castle, or tower) was lost to rampaging humanoids (if your family has no appropriate lands, estates or structures, roll again); on 31–60, blight afflicted all your lands, rendering them temporary worthless (if your family has no lands, roll again); on 61–90 your family is disgraced (–50 to your social class result); and on 91–100, your family suffers total destruction (–25 to your social class result, and lose all assets and the social class result bonuses they granted).

**Elevated:** Your family's standing increased. Gain +10 to your social class result.

**Estate, small:** Asset. Your family gained a small estate. Gain +5 to your social class result.

**Estate, large:** Asset. Your family gained a large estate. Gain +5 to your social class result.

**Feud:** Your family feuded with another. Roll d% to determine a modifier to your social class result. On 01–40, the feud went poorly (–5 social class result); on 41–80, it went well (+5 social class result); on 81–100, the conflict is ongoing (+0, gain an enemy).

**Folk Hero:** A member of your family was a folk hero, known for combating foul monsters, saving a noble, or some other deed. Gain +10 to your social class result.

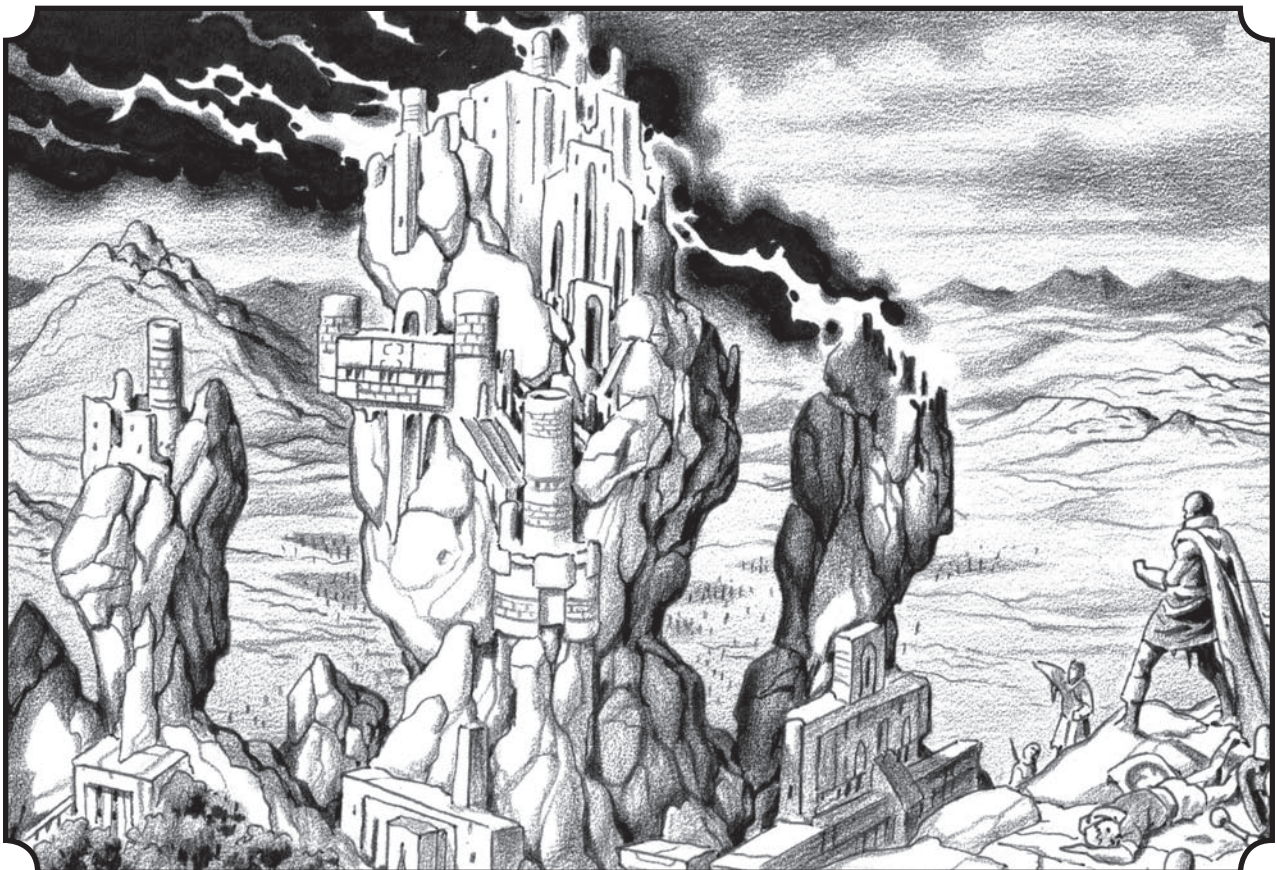
**General/Admiral:** Your family produced a general or admiral. Roll d% to determine a modifier to your social class result. On 01–50, the general was beloved and a hero (+10); on 51–70, a hated tyrant (+0); on 71–90, an incompetent fool (–5 to your social class result); and on 91–100, a treasonous bastard who almost destroyed the nation (–15 to your social class result).

**House, rural:** Asset. Your family acquired a small house in the countryside. Gain +5 to your social class result.

**House, urban:** Asset. Your family acquired a small house in the city. Gain +10 to your social class result.

**Hovel:** Asset. Your family gained a poor and dirty hovel. Lose –5 from your social standing result.

**Knight:** Your family produced a knight. Roll d% to determine a modifier to your social class result. On 01–05, the knight founded a knightly order (when you meet the prerequisites, you gain Knightly Order





## -Chapter Three: Supplemental Rules-

### Example 1 Character History

History	Roll	Result	Adjusted Social Class Result	Current Social Class
1	55	Rural house (+5)	103	Middle upper class
2	17	No gain business (+0)	103	Middle upper class
3	77	Anonymous knight (+0)	103	Middle upper class
4	94	Good nothing (+5)	108	Middle upper class
5	81	Hated general (+0)	108	Middle upper class
6	24	Marriage (+0, avert)	108	Middle upper class
7	94	Good nothing (+5)	113	Upper upper class

### Example 2 Character History

History	Roll	Result	Current Score	Current Social Class
1	54	Urban house (+10)	54	Middle middle class
2	15	Small land (+5)	59	Middle middle class
3	40	Feud, well (+5)	64	Middle middle class
4	75	Good Cleric (+5)	69	Middle middle class
5	97	Disaster: Disgrace (-50)	19	Middle lower class

### Example 3 Character History

History	Roll	Result	Current Score	Current Social Class
1	75	Good Cleric (+5)	59	Middle middle class
2	99	Disaster: Lose assets (-25)	34	Lower middle class
3	53	Urban house (+10)	44	Middle middle class
4	22	Elevated (+10)	54	Middle middle class
5	05	Criminal, unknown (+0)	54	Middle middle class

as a bonus feat); on 06–50, the knight was good and noble (+5); on 51–90, virtually anonymous (+0); and on 91–100, a black-hearted villain (-5).

**Marriage:** Your family made an advantageous marriage. You may avert disaster once.

**Land, small:** Asset. Your family gained a small plot of land (+5 to your social class result).

**Land, large:** Asset. Your family gained a large plot of land (+10 to your social class result).

**Nothing:** Nothing happened except for the ebb and flow of wealth typical to your class. Roll d% to determine a modifier to your social class result. On 01–33, your wealth decreased (-5); on 34–66, there was no change (+0); and on 67–00, your wealth increased (+5).

**Ship:** Asset. Your family gained a sailing vessel. Gain +5 to your social class result.

**Soldier:** One of your family members was a soldier. Roll d% to determine a modifier to your social class result. On 01–50, the family member served and died (+0); on 51–75, brought back treasure rightfully earned (+5); on 76–90, looted a sizeable cache of treasure as swag (+10); and on 91–100, quit the field of battle and was hanged for treason (-5).

**Title:** A family member was awarded a title for loyal service. Add +5 to your social class result.

**Tower:** Asset. Your family constructed a tower or similar structure which you have access to. There is no modifier to your social class result.

### Example 1

Nathan wants to play a human cavalier, generating all details for the character except for starting equipment. He then rolls d% for his social class result, getting a 68. Because he's playing a cavalier, he adds 30 to his roll from **Table 3-2: Social Class Modifiers**. He has no modifier for being human and isn't using the *Noble's Handbook* feats, so his adjusted social class result is 98. Consulting **Table 3-3: Social Class Results**, he finds that his cavalier originated in the lower upper class, allowing him seven rolls on **Table 3-4: History**, using the upper-class column for each roll.

Nathan's character had a total social class score of 98, starting him in the lower upper class, but see what happens when his family gets involved.

### Results

From the family background, Nathan decides that his character comes from a well-off rural family who've tried hard to stay out of politics. After a minor business venture which went nowhere, they sent their eldest to serve as a knight to a prominent lord (though he attained no great notoriety). His character's uncle, though, was a general, a tyrannical leader reviled by all who served under him.



## - Chapter Three: Supplemental Rules -

Because of his station, the family was nonetheless able to secure a good marriage for their daughter and remain pleasantly anonymous. The family's frugality provided Nathan's cavalier with six times the normal starting gold, giving him a great start in the adventuring world.

### Example 2

Joanne has no interest in playing an elitist cavalier, but goes instead to her favorite class, the barbarian. When she completes all the character's details but equipment, Joanne rolls d% for her social class result, getting a 74. Because she's playing a human barbarian, she subtracts 30 from her roll, netting 44 and landing her in the middle middle class, with 5 rolls on **Table 3-4: History** using the middle class column.

#### Results

From the family background, Joanne decides that her character's family were once city dwellers, moderately successful merchants who wanted more. Purchasing a small plot of land in the countryside, the family prospered, gaining notoriety. Unbeknownst to them, though, the church had claimed their land as its own, creating a feud which was settled when the family sent their son into holy orders to be trained as a cleric. While there, though, the son (inheriting his family's love of

wealth) began laundering money out of the church. When his crimes were uncovered, it disgraced the family, driving them into exile in the wilds and limiting Joanne's character to only half her normal starting funds.

### Example 3

Matt wants to play an elven wizard and rolls d% for his social class result, getting a 34. With two +10 bonuses for class and race, his adjusted result of 54 indicates his origins in the middle middle class, giving him five rolls on **Table 3-4: History** using the middle class column.

#### Results

Matt decides that his elven wizard comes from a complex background. Headed by a patriarch grandfather (a good cleric), his family were well-established in human lands until a riot, inflamed by racial intolerance, claimed their home and nearly destroyed them. Thankfully, the church helped the patriarch resettle in the city, with the family doing many good deeds and bringing royal attention to their house. Unbeknownst to all, though, Matt's character's father has abandoned the ways of good to become a liaison to the city's assassin's guild, the family's reputation safe only so long as it stays unconnected to the guild's criminal acts.

## Variant: Taking the Knight out of the Cavalier

The inspiration for the cavalier class comes from the Western European concept of the knight—a mounted warrior of exceptional dedication and skill. For most campaigns this presents little problem, as fantasy role-playing's quasi-medieval European default culture provides a perfect backdrop for the cavalier's particular approach to honor and combat. Many campaigns, though, are based on different cultural models, from the biblical setting of *Testament* to the Indian-inspired *Mindshadows*. As well, players' unrestricted choice of race and class raise the possibility of some odd combinations (halfling cavaliers riding down dragons on ranks of riding dogs, for example, or a half-orc cavalier extolling the virtues of honor and chivalry).

While it might be a stretch to drop a fully armored knight into the high-seas adventure of *Skull & Bones*, the dynamics of the class can be easily adjusted by altering the character's weapons and armor in keeping with the setting. For *Mindshadows*, cavaliers could be members of the Ksatriyas, the warrior caste; for *Testament*, they could be elite charioteers. At the same time, the core concepts of nobility and dedication to a cause can be translated for any standard race, such that one can easily imagine a jungle dwarf cavalier and his giant crocodile mount dedicated to protecting his people, or a noble elven griffon rider upholding the more elitist ideals of a sylvan chivalry. The following are guidelines and recommendations for adjusting the cavalier base class to fit with a number of different campaign models.

### Racial Adjustments

The easiest way to customize the cavalier is to alter the class's bonus feats, keeping specific cultural effects in mind. Below are some basic changes designed to create versions of the class suitable for the standard races. For other races, use the feat substitutions below as guidelines.

#### Dwarven Cavaliers

Dwarven cavaliers are determined warriors who prefer to fight on foot rather than from atop a steed. Instead of the standard bonus feats granted by the cavalier base class, allow a 1st-level dwarven cavalier to select either Power Attack or Dodge as a bonus feat. At 2nd level, allow Cleave or Improved Shield Bash as a bonus feat; at 4th level, Great Cleave or Diehard; and at 7th level, either Improved Bull Rush or Toughness. As well, dwarves can use the modern cavalier's version of weapon excellence (see page 15), gaining a +2 bonus on attack rolls and damage rolls on any weapon with which they have proficiency. For each instance of weapon excellence, the dwarven cavalier selects a new weapon.

#### Elven Cavaliers

Elven cavaliers place an emphasis on archery and swordplay over lances and steeds. Instead of the standard bonus feats

## -Chapter Three: Supplemental Rules-

granted by the cavalier base class, a 1st-level elven cavalier may select either Two-Weapon Fighting or Point Blank Shot as a bonus feat. At 2nd level, the elven cavalier may select Two-Weapon Defense or Rapid Shot; at 4th level, Mounted Combat or Improved Initiative; and at 7th level, Improved Two-Weapon Fighting or Manyshot. As well, elves can gain the Sisters of the Sidhe archery excellence ability (see page 33) instead of the standard weapon excellence.

### Gnome Cavaliers

Gnome cavaliers are more minstrels than warriors, and a 1st-level gnome cavalier may select either Dodge or Weapon Finesse as a bonus feat. At 2nd level, the gnome cavalier may select Mobility or Mounted Combat; at 4th level, Quick Draw or Weapon Focus; and at 7th level, either Combat Expertise or Spring Attack. Gnome weapon excellence remains unchanged from the base class.

### Halfling Cavaliers

Halfling cavaliers rely on thrown weaponry because of their innate accuracy. Instead of the standard bonus feats granted by the cavalier base class, allow a halfling cavalier to select either Mounted Combat or Weapon Focus (for any thrown weapon) as a bonus feat at 1st level. At 2nd level, the halfling cavalier may select Ride-By Attack or Rapid Shot; at 4th level, Quick Draw or Mounted Archery; and at 7th level, either Combat Expertise or Mobility. Halflings use a thrown-weapon variant of the Sisters of the Sidhe archery excellence ability (see page 33) instead of the standard weapon excellence.

### Half-Elves and Half-Orcs

These races use the default feats for the base class.

## Setting Adjustments

Adjusting the cavalier base class to a particular setting can be similarly straightforward, often by using the cavalier's position as an elite warrior bound by duty to lord or realm as a starting point. The most prestigious warrior in the *Testament* setting, for example, is the master charioteer, and while that book includes a prestige class which fills that niche, expanding that prestige class into a full cavalier-inspired base class can be accomplished by simply substituting bonus feats and trading some class features for the cavalier's weapon excellence. Alternately, the base cavalier could simply trade in her armored mount for something more culturally significant, creating Egyptian or Celtic cavaliers whose mounted combat prowess and weapon excellence is based around fighting from the horse-drawn chariot.

In some cases, though, it may be useful to transform the cavalier into an elite warrior of a different culture by changing the nature of the class completely. For example, the samurai (as an iconic example of a noble warrior from a non-European culture) could be handled in much the same way as a racially specialized cavalier. At 1st level, a samurai could select either Quick Draw or Weapon Focus (bastard sword) as a bonus feat. At 2nd level, he may select Rapid Shot or Mounted Combat; at 4th level, Mounted Archery or Two-Weapon Fighting style; and at 7th level, either Combat Expertise or Improved Unarmed Strike. As well, a samurai's weapon excellence ability could be customized, granting a +1 bonus on attack rolls only with bastard sword, short sword, composite longbow, or halberd, with the samurai unable to stack two weapon excellence bonuses until he has a +1 bonus in at least two of the listed weapons.

## Option: Armorial Bearings and Coats of Arms

As the use and development of armor in medieval times increased, armorial bearings and coats of arms became a commonly used means of helping knights encased head to toe in plate armor distinguish friend from foe on the battlefield. From this simple system of identification, armorial bearings evolved into a complicated discipline incorporating lineage and history, designed to trace genealogies and legitimize ancestry. In translating some of these concepts to game terms, the final section in this chapter presents a basic overview to creating a coat of arms for the cavalier. The blazons (the proper description or representation of a heraldic coat of arms) presented here are not intended to be historically accurate, but instead to simulate the effects of armorial bearings in play.

### Basics

Armorial bearings consist of two fundamental components: the field and the charge. The field is the

background, typically a color or a pattern, while the charge is a symbol upon the field—a boar, a dragon, a pine tree, and so on. Color and placement serve to distinguish one armorial bearing from another.

The upper third of the field is called the chief, the middle is the fess, and the lower is the base. The placement of the bars and bends (see **Ordinaries**, following) serve to differentiate one blazon from another. Sinister refers to the left half of the field, while dexter refers to the right half.

### Colors

Historically, there were only a few colors used for armorial bearings, divided into two types—tinctures and metals. The tinctures comprise blue (azure), red (gules), purple (purpure), black (sable), and green (vert), with the heraldic metals including silver (argent) and gold (or). As well, there are two rarely used “tainted” colors, mulberry (sanguine) and chestnut (tenne), and when designing



## Table 3-5: Coat of Arms

Roll once for the field and once for the charge.

A. Field	B. Charge	78-00	Unusual
<b>01-40 Tincture</b>	<b>01-66 Ordinary<sup>2</sup></b>	01-10 <b>Animal<sup>3</sup></b>	
01-18 Azure	01-15 Bar	01-13 Affronte	
19-36 Gules	01-50 Dexter	14-26 Couchant	
37-54 Purpure	51-00 Sinister	27-39 Displayed	
55-72 Sable	16-17 Barry	40-52 Erased	
73-90 Vert	18-28 Bend	53-65 Passant	
91-95 Sanguine	01-50 Dexter	66-00 Rampant	
96-99 Tenne	51-00 Sinister	11-20 <b>Plant<sup>4</sup></b>	
00 Other (Player's choice)	29-30 Bendlet	21-30 <b>Monster<sup>5</sup></b>	
	01-50 Dexter	01-13 Affronte	
<b>41-80 Metal</b>	51-00 Sinister	14-26 Couchant	
01-40 Argent	31-41 Chevron	27-39 Displayed	
41-80 Or	42-43 Chevronel	40-52 Erased	
81-00 Other (Player's choice)	44-54 Chief	53-65 Passant	
	55-56 Cross	66-00 Rampant	
<b>81-00 Pattern<sup>1</sup></b>	57-67 Fess	31-69 <b>Shape<sup>2</sup></b>	
01-18 Barry	68-78 Pale	01-13 Canton	
19-36 Checky	79-80 Pallet	14-26 Escutcheon	
37-54 Gyronny	81-91 Pall	27-39 Gyron	
55-72 Lozengy	92-93 Saltire	40-53 Lozengy	
73-90 Paly	94 Tierced	54-66 Pile	
91-00 Other (player's choice)	95-00 Other (player's choice)	67-79 Roundel	
		80-00 Other (player's choice)	
		70-74 <b>Religious</b>	
		75-89 <b>Weapon</b>	
		90-00 <b>Other</b> (player's choice)	
	<b>67-77 Ordinary and unusual</b> (roll once on the ordinary and on the unusual)		

<sup>1</sup> Roll again, once on tincture and once on metal; do not roll for a charge.

<sup>2</sup> If the field was a tincture, roll on metals for the charge. If the field was a metal, roll on tinctures for the charge.

<sup>3</sup> Select any animal. Typical choices include a horse, stag, bear or fish.

<sup>4</sup> Select any plant. Typical choices include trees such as pine or oak.

<sup>5</sup> Select any monster. Typical choices include griffons, dragons, and unicorns.

the colors, it is important to note that tinctures are never placed above other tinctures, nor are metals placed on top of other metals.

## Ordinaries

Ordinaries are the depictions of the charge in its simplest form, and they divide the field into sections. The width of the ordinary is significant, for even though two cavaliers might each sport an ordinary of the same color across the middle of the field, a bend (thicker stripe) in one will distinguish it from a bendlet (thinner stripe) in the other, even with similarities of tincture and metal in field and charge alike. Basic ordinaries include the following.

**Bar:** A thin horizontal stripe. For example, a sable chief bar would be a thin horizontal black stripe across the top of the field.

**Barry:** When bars of two colors make up the field.

**Bend:** A diagonal stripe running from the top right to bottom left. For example, a sanguine bend is a mulberry stripe originating from dexter chief to sinister base. The direction reverses by adding sinister, so

that an argent bend sinister is a silver stripe running from sinister chief to dexter base.

**Bendlet:** A thinner version of a bend (with a bendlet sinister running from top left to bottom right).

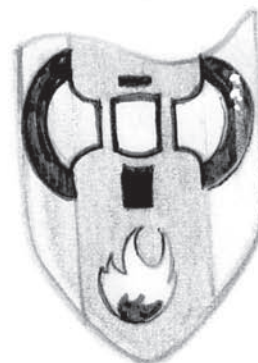
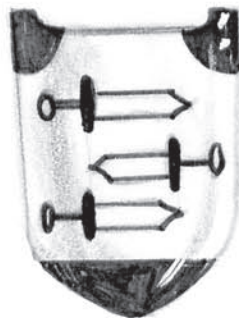
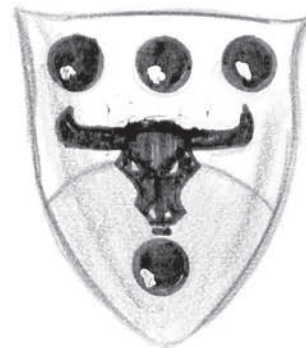
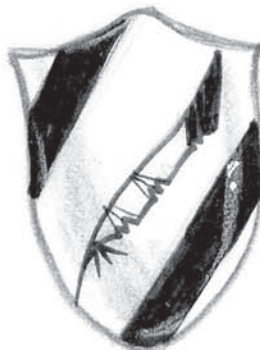
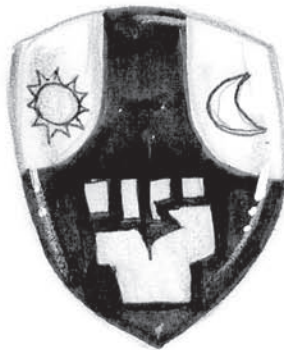
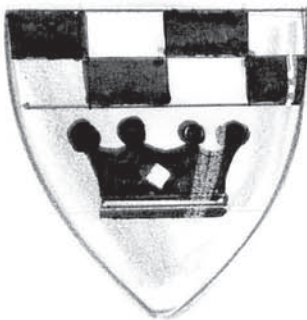
**Canton:** A square charge on the field.

**Checky:** Divided into small squares by perpendicular and horizontal lines, in the manner of a checkerboard.

**Chevron:** A thick upside-down V-shape whose point stops at the center of the field. A smaller version is called a chevronel.

**Chief:** This term also describes a thick bar at the top of the field, covering that entire section. Thus "or chief" signifies that the top third of the field is gold.

**Cross:** An overlapping fess and pale (see following), forming a central cross which divides the field into four sections (usually with the horizontal pale above the halfway point). A crosslet is a cross whose lines divide each other into sections of equal length. A cross potent is a cross with its limbs ending in a perpendicular T-shape.





## - Chapter Three: Supplemental Rules -

### Common Roundels

Name	Tincture or Metal
Bezant	Or
Plate	Argent
Tortaux	Gules
Heurte	Azure
Ogre	Sable
Pomme	Vert

**Escutcheon:** A shield-shaped charge. A sable escutcheon dexter chief, for example, means a black shield shape in the top right corner of the field.

**Fess:** A thick horizontal stripe through the fess of the field.

**Gyron:** A horizontal wedge shape with the point ending in the field's center. A gyronny is a pattern consisting of gyrons of two colors making up the entire field.

**Lozenge:** A diamond-shaped charge. A lozengy is a pattern of lozenges of two colors filling the entire field.

**Pale:** A thick vertical stripe through the field's center (with a thin line called a pallet). If the field only features pallets of two colors, it is called a paly.

**Pall:** A "Y"-shaped design, with arms terminating at dexter chief, sinister chief, and base.

**Pile:** A wedge-shape descending from the chief.

**Roundel:** A circular charge. Roundels have special names based on color (see the **Roundels** sidebar).

**Saltire:** An "X"-shaped pattern.

**Tierced:** A thin "Y" shape which divides the field into three.

### Other Features

A host of other patterns can appear on fields, from wavy variants of the above straight-line forms, to geometric shapes or strange whorls. Just as common is the incorporation of an animal or object into the charge—a smiling sun, a raised hand, a sword, caltrops, haystacks, trees, and so forth. In a fantasy game, the potential options could easily extend to the holy symbols of a campaign setting's gods, unusual monsters, and more. If the field is divided (as with a cross), a special charge can be placed in each section.

When an animal or monster is included in the armorial bearing, its appearance and stance helps to distinguish it from other similar depictions, as follows.

**Affronte:** The creature appears facing outward, as if charging out from the field.

**Couchant:** The creature sits back on hind legs, facing dexter.

**Displayed:** A winged creature only, with wings outspread and body facing outward.

**Erazed:** A side-view of an animal's head.

**Passant:** The creature appears to be walking, one leg raised. (If the creature is hoofed, the proper term is trippant.)

**Rampant:** The creature's body is raised and standing on hind legs.

### Random Armorial Bearings

Even this admittedly brief overview of heraldic symbols provides many options, and designing even simple armorial bearings can be daunting. To expedite the process and take away the guesswork, you can randomly generate a coat of arms on the table below, rolling for each section and subsection as appropriate (and re-rolling if some combination doesn't make sense, such as the displayed stance indicated for a creature without wings).

For example, Glen wants to design a coat of arms randomly for his character Sir Richard. First, he rolls for his field (28, indicating a tincture, then 02, color azure), giving him a blue background. Next, he rolls for his charge, with a 71 indicating an ordinary and an unusual charge. For his ordinary, he rolls 31 (a chevron) with an 11 for color (argent). For the unusual, he gets a 66 (shape) and 86 (player's choice). Glen decides on a plate above the chevron, giving him an argent chevron and plate on an azure field.

### Game Effects of Armorial Bearings

The costs of painting a coat of arms on a character's shield and being outfitted in the colors of one's family are subsumed in the base costs of shield, armor, and a noble's outfit. Acquiring a legitimate coat of arms (one recognized by heralds and nobility) requires a little more investment and planning, though. First and foremost, a character seeking armorial bearings must be of a rank which allows him to take advantage of any legitimate claim to nobility, including having been awarded distinction by a sovereign, taking a level in the cavalier or noble class, rolling at least Upper Middle Class on **Table 3-3: Social Class Results**, or having taken any one of the Bloodline, High Lord, Noble House, or Ruling Family feats from the *Noble's Handbook*. As well, a character must register his coat of arms (at a cost of 100 gp, provided that the design doesn't conflict with another noble's) or run the risk of inadvertently wearing the armorial bearings of another knight or breaking laws prohibiting unregistered armorial bearings (with both transgressions carrying a potentially steep price).

Armorial bearings have certain effects within the game, first and foremost in identification. While a character displays his coat of arms, all creatures who see it gain a bonus equal to the character's level when attempting to identify it with a Knowledge (nobility and royalty) check. As well, if a character has an unregistered coat of arms and other characters discover the fact (again, on a successful Knowledge check), he gains a -4 circumstance penalty to all Charisma-based checks when interacting with members of the upper class.

# Chapter Four

## Retainers & Steeds

*With hym ther was his sone, a young squiër,  
A lovyere, and a lusty bachelèr...  
Of his stature he was if evene lengthe,  
And wonderly deliver, and greet of strengthe.*

—Geoffrey Chaucer,  
*Canterbury Tales: General Prologue*

More than almost any other class, cavaliers rely on an entourage of characters in their day-to-day lives—heralds to announce them, pages to carry messages, squires to be upbraided, grooms to tend their steeds, smiths to maintain their armor, and perhaps even a wizard or priest for advice and counsel. Though some cavaliers may choose to live in self-imposed exile, driven by unrest or disgrace to roam the land as black knights, even the most solitary among them will eventually attract at least a squire—possibly an exile herself, seeking to train under the expertise of a kindred spirit. In almost every event, all but the lowliest cavaliers eventually gain cohorts and followers, but as their numbers increase and the need to differentiate between one warrior follower and another becomes more acute, how does one go about personalizing these background characters?

This chapter builds on the rules governing the Leadership feat (see **Chapter Four: Non-Player Characters** in the DMG), expanding the options for what types of followers a cavalier (or any other character) can attract, how those followers develop (including using adepts and aristocrats as followers), and presenting rules for novice characters who can serve as followers or be played as PCs in specific types of games. For commoner, expert, and warrior followers, there are templates to help define the different roles and necessary skills of grooms, guardians, heralds, and the rest of the cavalier's entourage. Finally, this chapter includes an all-important overview of the cavalier's steed, with basic breed information, templates for improved steeds, and a bestiary of exotic mounts.

## Retainers

While followers drawn from the traditional commoner, expert, and warrior NPC classes are a reasonable match for most characters, such NPCs can quickly become problematic for the cavalier, whose entourage must often take on roles beyond those of standard play. Three options presented here can help to increase the usefulness of followers—first, expanding the classes of followers to include the adept and the aristocrat; second, creating lower-powered novice versions of the core classes; and third, taking advantage of the Improved Retainer feat (see **Chapter Two**).

### The Adept and Aristocrat

Allowing adepts or aristocrats as followers creates the potential for complications, and requires a certain amount of thought and planning on the part of GM and player alike. The limited spellcasting ability of the adept, for instance, gives her (and the character she follows) serious advantages beyond those of other followers, including becoming an effectively free source of potions and scrolls if attracted at a high enough level. Likewise, aristocrat followers give a character a connection to the ruling class, but the nature of the relationship between follower and character can often create unlikely

relationships (as with a polished aristocrat attending on a half-orc barbarian-rogue, for example). Beyond implausibility, such a relationship also allows a character access to social circles normally barred to him, creating a potential for abuse of local law and custom (as when that same barbarian-rogue has his aristocratic follower use her relationship with the local lord to get him off the hook for some transgression or crime).

To prevent such followers from upsetting game balance, consider making the aristocrat a fixed character—a helpful contact in one particular area of the campaign rather than a part of the cavalier's mobile troupe. This NPC could be an ally, spy, mole, or a lord in her own right, gathering intelligence, swaying opinions at court, or even paying bribes to further the PC's cause and goals. Adepts can be allowed to accompany the PC without restriction, but should have their ability to craft magic items creatively limited, both by noting that since followers gain no XP, any items with even a minimal XP cost are simply beyond the adept's capabilities, and by ensuring that item creation and upkeep costs (including initial costs and maintenance on a portable wizard's laboratory) keep any manufactured items (most likely potions and scrolls) in line with what the character would pay from any friendly NPC.



### Variant Retainers: Novices

Allowing followers to be drawn from the standard core classes is another way to enhance their usefulness and variation, but any of the PC classes (especially spellcasters) can create a huge potential for problems once a character starts to attract followers of higher number and higher levels. Though the differences between a 1st-level warrior and a 1st-level fighter are slight, the fighter's combat abilities increase at an extreme rate once her levels (and feats) begin to add up. Likewise, a character with a leadership score of 15 who attracts 20 1st-level sorcerers, wizards, and clerics as followers suddenly has an amount of spellpower at his disposal that the follower rules were never designed to accommodate. If the idea of expanding the available follower classes appeals to you, though, introducing novice classes to your game can be an effective way of controlling these potential headaches.

A novice version of a core class is similar in all respects to the class it's based on, but has its class features spread out across three stages (A, B, and C) of development before reaching 1st level. A character is limited to a small number of novices as described in **Table 4-1: Novice Acquisition**, and may only take on a novice of one of his own classes (not including prestige classes). Note that attracting novices does not require the Improved Retainer feat.

Novices count against a character's regular number of followers, so that a cavalier with a Leadership score of 10 (allowing five followers), could have one novice and four normal followers. And though followers don't gain experience points, as a character's Leadership score increases, his existing novices improve. For example, when the above cavalier's Leadership score reaches 13,

one of his A-stage novices attains stage B of the novice class, continuing to advance until eventually reaching 1st level. See **Table 4-2: Novice Advancement** for details.

If a character's Leadership score drops for any reason, the appropriate number of followers desert. Novices desert last, but may be replaced at the same rate as normal followers.

### Novice Classes

Because novice versions of the core classes divide the acquisition of 1st-level class features across three stages, they don't follow the standard patterns of Base Attack Bonus progression or save progression. As well, novices get a fixed number of hit points at each stage (reaching the maximum hit points for their class by 1st level), just as they receive the base class's indicated number of skill points per level at each stage, accumulating their normal skill point total at 1st level. Spellcasting classes who receive bonus spells gain these spells only upon attaining 1st level.

Though they gain no experience of their own, novice classes (unlike normal followers) progress by virtue of the Leadership score of the character they follow, as indicated on **Table 4-2: Novice Advancement**. As a character's Leadership score increases, the indicated number of followers can advance to the next stage of their novice class, increasing their abilities as shown in **Table 4-3: Novice Character Progression**. Note that novices who follow multiclass characters can take multiclass levels as well through these stages, with each class counting towards the number of novice-class followers the character can have (so that a cavalier/fighter could advance a single novice follower through both classes instead of advancing two novice followers separately).

### Novice Campaigns

While the idea of squire player characters might be interesting, it presents some potential difficulties in game play, as squire cavaliers are significantly weaker than the other PC classes (and many NPC classes as well). Several options make this approach more playable, though, the first being to tailor games towards a focus more on roleplaying than combat. With the opportunity to earn experience for courtly intrigue or secret missions in their master's service, a squire can grow in power quickly enough. Alternately, this low-level approach to play can work well within a low-magic, low-fantasy game, where other players (if willing) can start play using the standard NPC classes. Such adventures could form the basis for a larger story arc which sees the characters rise in power as they multiclass into the stronger PC classes, but at the outset at least, combat should be less dangerous or easier to avoid, as against what's essentially a 1st-level NPC party, even low Challenge Rating threats can get quickly out of hand.

Alternately, as a kind of variant on the above variant, players and GM could consider the possibilities of an entirely novice campaign. With all players working through the first three stages of development as novice core-class characters, the game can provide a wealth of opportunity for interaction and character-based play, allowing bonds to develop between characters as they first set out to seek their fortunes, and avoiding the often-used tavern meeting or caravan ambush as a means of bringing already-established party members together.

As far as level progression goes, a novice campaign might do away with XP altogether, treating advancement as a matter of time rather than confrontation and combat (with characters advancing one novice stage for each month of game time, for example). Regardless, though, allow characters in such a campaign to purchase equipment normally at their first novice stage, using the starting funds appropriate to each class.

**Table 4-1:  
Novice Acquisition**

Leadership Score	Novices
10–11	1
12–13	2
14–15	3
16–17	4
17–18	5
18–19	6
20–21	7
22–23	8
24 or higher	9

**Table 4-2:  
Novice Advancement**

Leadership Score	Stage—Advancement—Levels					
	A	B	C	1st	2nd	3rd
10	1	—	—	—	—	—
11	1	—	—	—	—	—
12	2	—	—	—	—	—
13	1	1	—	—	—	—
14	2	1	—	—	—	—
15	—	2	1	—	—	—
16	1	2	1	—	—	—
17	—	3	1	1	—	—
18	1	3	1	1	—	—
19	—	2	2	1	1	—
20	—	1	3	2	1	—
21	—	—	3	2	1	1
22	—	—	3	2	2	1
23	—	—	2	3	2	1
24	—	—	3	3	2	1
25 or higher	—	—	1	4	2	2

**Table 4-3:  
Total Hit Points by Hit Die**

Stage	d4	d6	d8	d10	d12
A	3	3	3	3	3
B	3	4	4	5	6
C	3	5	6	7	9
1st	4	6	8	10	12

For example, Sir William (with a Leadership score of 10) gains five 1st-level followers. Deciding that one will be his squire, he creates a stage A cavalier with BAB +0, Fort +0, Ref +0, Will +0, hit points equal to 3 + Con modifier, full racial traits, 2 skill points, and proficiency with all simple weapons and light armor. When Sir William's Leadership score reaches 13, this novice advances to stage B, increasing his base Fortitude save to +1, his Will save to +1, hit points to 6 + Con modifier, and gaining

proficiency with all simple weapons, as well as light and medium armor and shields (except tower shields).

Classes from the **Master Class** series or other books can be easily converted to a novice class format using the following guidelines.

## Base Attack Bonus

If the class has an overall good base attack bonus (+1 at 1st level), the novice version of that class has a +0 BAB through stages A and B, then +1 at stage C and 1st level. Otherwise, the novice class has a +0 at all three stages.

## Saving Throws

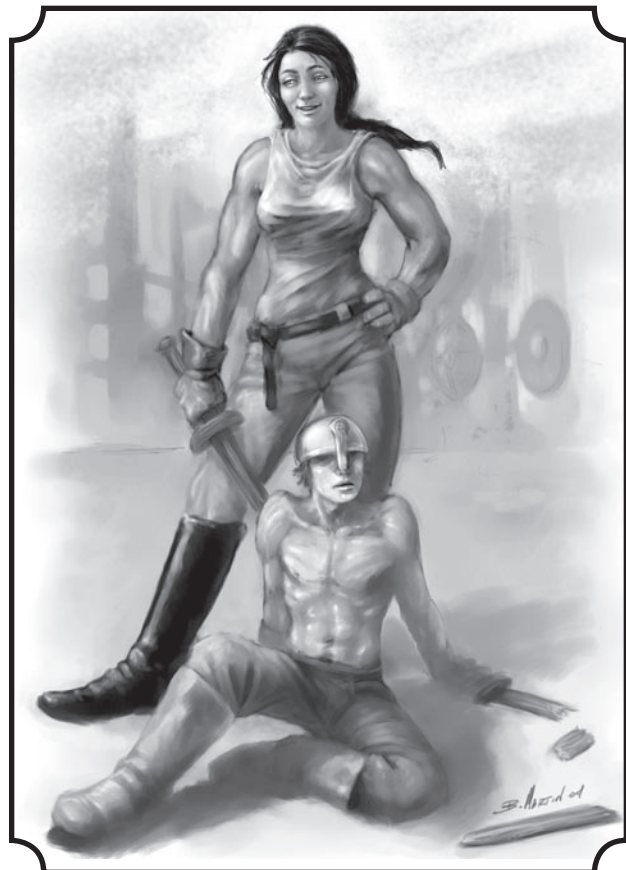
A good saving throw progression (+2 at 1st level) translates in a novice class to +0 at stage A, +1 at stages B and C, and +2 at 1st level. A poor save progression (+0 at 1st level) gives +0 throughout all three novice stages.

## Total Hit Points

Regardless of the base class's Hit Die, all novice classes start stage A with 3 hit points, adjusted by the novice's Constitution modifier. Each stage thereafter, the class gains a fixed number of hit points including (but not adding) the novice's Constitution modifier. See **Table 4-4: Total Hit Points by Hit Die** for default progressions.

## Skill Points

At each stage, novice classes get the base class's number of skill points per level, adjusted by the novice's Intelligence modifier, accumulating the normal 4 × (skill points + Int modifier) at 1st level.





## Table 4-4: Novice Character Progression

### The Novice Barbarian

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	4 + Int	Armor proficiency (light), illiteracy, simple weapon proficiency, racial traits
B	+0	+1	+0	+0	6 + Con	4 + Int	Armor proficiency (medium), shield proficiency
C	+1	+1	+0	+0	9 + Con	4 + Int	Martial weapon proficiency, rage 1/day
1	+1	+2	+0	+0	12 + Con	4 + Int	1st-level barbarian, fast movement, 1st-level feat

### The Novice Bard

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	6 + Int	Armor proficiency (light), bard weapon proficiency, racial traits
B	+0	+0	+1	+1	4 + Con	6 + Int	Shield proficiency, bardic knowledge, know 2 cantrips, cast 1 cantrip
C	+0	+0	+1	+1	5 + Con	6 + Int	Bardic music, countersong, inspire courage +1
1	+0	+0	+2	+2	6 + Con	6 + Int	1st-level bard, <i>fascinate</i> , know 4 cantrips, cast 2 cantrips, 1st level-feat

### The Novice Cavalier

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Armor proficiency (light), simple weapon proficiency, racial traits
B	+0	+1	+0	+1	6 + Con	2 + Int	Armor proficiency (medium), shield proficiency
C	+1	+1	+0	+1	9 + Con	2 + Int	Martial weapon proficiency, discerning eye
1	+1	+2	+0	+2	12 + Con	2 + Int	1st-level cavalier, armor proficiency (heavy), bonus feat, 1st-level feat

### The Novice Cleric

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Armor proficiency (light), simple weapon proficiency, cast 1 orison, racial traits
B	+0	+1	+0	+1	4 + Con	2 + Int	Armor proficiency (medium), shield proficiency, cast 2 orisons
C	+0	+1	+0	+1	6 + Con	2 + Int	Armor proficiency (heavy), cast 1 1st-level spell, 1 domain
1	+0	+2	+0	+2	8 + Con	2 + Int	1st-level cleric, cast 3 orisons plus bonus spells, 2 domains, turn or rebuke undead, 1st-level feat

**Table 4-4: Novice Character Progression**

**The Novice Druid**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	4 + Int	Armor proficiency (light), druid weapon proficiency, cast 1 orison, racial traits
B	+0	+1	+0	+1	4 + Con	4 + Int	Armor proficiency (medium), shield proficiency, nature sense, Cast 2 orisons
C	+0	+1	+0	+1	6 + Con	4 + Int	Cast 1 1st-level spell, wild empathy
1	+0	+2	+0	+2	8 + Con	4 + Int	1st-level druid, cast 3 orisons plus bonus spells, animal companion, 1st-level feat

**The Novice Fighter**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Armor proficiency (light), simple weapon proficiency, racial traits
B	+0	+1	+0	+0	5 + Con	2 + Int	Armor proficiency (medium), shield proficiency, martial weapon proficiency
C	+1	+1	+0	+0	7 + Con	2 + Int	Armor proficiency (heavy), fighter bonus feat
1	+1	+2	+0	+0	10 + Con	2 + Int	1st-level fighter, 1st-level feat

**The Novice Monk**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	4 + Int	Monk weapon proficiency, racial traits
B	+0	+1	+1	+1	4 + Con	4 + Int	Unarmed strike
C	+0	+1	+1	+1	6 + Con	4 + Int	Bonus feat
1	+0	+2	+2	+2	8 + Con	4 + Int	1st-level monk, 1st-level feat, flurry of blows

**The Novice Paladin**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Armor proficiency (light), simple weapon proficiency, racial traits
B	+0	+1	+0	+0	5 + Con	2 + Int	Armor proficiency (medium), shield proficiency, martial weapon proficiency
C	+1	+1	+0	+0	7 + Con	2 + Int	Armor proficiency (heavy), aura of good, <i>detect evil</i>
1	+1	+2	+0	+0	10 + Con	2 + Int	1st-level paladin, 1st-level feat, smite evil 1/day



**Table 4-4: Novice Character Progression**

**The Novice Ranger**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	6 + Int	Armor proficiency (light), simple weapon proficiency, racial traits
B	+0	+1	+1	+0	4 + Con	6 + Int	Shield proficiency, martial weapon proficiency, Track
C	+1	+1	+1	+0	6 + Con	6 + Int	Wild empathy
1	+1	+2	+2	+0	8 + Con	6 + Int	1st-level ranger, 1st-level feat, 1st favored enemy

**The Novice Rogue**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	8 + Int	Armor proficiency (light), simple weapon proficiency, racial traits
B	+0	+0	+1	+0	4 + Con	8 + Int	Rogue weapon proficiency, trapfinding
C	+0	+0	+1	+0	5 + Con	8 + Int	Sneak attack +1d6
1	+0	+0	+2	+0	6 + Con	8 + Int	1st-level rogue, 1st-level feat

**The Novice Sorcerer**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Simple weapon proficiency, racial traits, know 2 cantrips, cast 3 cantrips
B	+0	+0	+0	+1	3 + Con	2 + Int	Know 3 cantrips, cast 4 cantrips, summon familiar
C	+0	+0	+0	+1	3 + Con	2 + Int	Know 4 cantrips, cast 5 cantrips
1	+0	+0	+0	+2	4 + Con	2 + Int	1st-level sorcerer, 1st-level feat, know 2 1st-level spells, cast 3 1st-level spells plus bonus spells

**The Novice Wizard**

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Wizard weapon proficiency, racial traits, 5 cantrips in spellbook, cast 2 cantrips
B	+0	+0	+0	+1	3 + Con	2 + Int	10 cantrips in spellbook, cast 3 cantrips, summon familiar
C	+0	+0	+0	+1	3 + Con	2 + Int	All cantrips in spellbook, scribe scroll
1	+0	+0	+0	+2	4 + Con	2 + Int	1st-level wizard, 1st-level feat, 3 1st-level spells plus bonus spells in spellbook, cast 1 1st-level spell plus bonus spells

## Table 4-5: Examples

Presented here are two examples from the **Master Class** series of books—the shaman and the unholy warrior—both incorporating the v.3.5 revisions found at [www.greenronin.com](http://www.greenronin.com) and the *Book of Fiends*, respectively.

### The Shaman

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Simple weapon proficiency, racial traits, know and cast 2 0-level spells
B	+0	+0	+0	+1	4 + Con	2 + Int	Armor proficiency (light), totem, know and cast 3 0-level spells
C	+0	+0	+0	+1	6 + Con	2 + Int	Armor proficiency (heavy), rebuke spirits, know and cast 3 0-level spells
1	+0	+0	+0	+2	8 + Con	2 + Int	1st-level shaman, 1st-level feat, know and cast 1 1st-level spell

### The Unholy Warrior

Stage/ Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Total HP	Skill Points Gained	Special
A	+0	+0	+0	+0	3 + Con	2 + Int	Armor proficiency (light), simple weapon proficiency, racial traits
B	+0	+1	+0	+0	5 + Con	2 + Int	Armor proficiency (medium), shield proficiency, martial weapon proficiency
C	+1	+1	+0	+0	7 + Con	2 + Int	Armor proficiency (heavy), 1st domain
1	+1	+2	+0	+0	10 + Con	2 + Int	1st-level unholy warrior, 1st-level feat, 2nd domain

## Weapon and Armor Proficiency

Novice classes should have the base class's weapon proficiencies assigned in tiers, so that (as applicable) classes gain simple weapon proficiency, martial weapon proficiency, and special weapon proficiency in that order. For example, wizards have only one tier (special proficiency with the limited selection of wizard weapons), which the novice class gets at stage A. Rogue, on the other hand, has two tiers, with the novice class gaining simple weapon proficiency at stage A and special weapon proficiency (the rogue's additional proficiency with hand crossbow, rapier, shortbow, and short sword) at stage B.

Armor proficiency follows the same pattern, with the first tier gained at either stage A or B (depending on how combat-oriented the class happens to be), shield proficiency gained at stage B, and tower shield proficiency gained at 1st level where applicable. Class

features beyond proficiencies should be allocated in order of potency, with less significant abilities gained at stages A and B, and more powerful abilities gained at either stage C or 1st level. Use the novice class progressions as presented above, and in the examples below, as guidelines.

## Retainer Templates

When a character selects the Improved Retainer feat, a number of his followers (based on the character's Leadership score) gain retainer templates. These templates help to define a level of professional excellence in a character's followers, heightening their skill and expertise but still keeping their overall power level below that of any PC class. Note, though, that for games using the novice rules as described earlier, retainer templates cannot be applied to followers working through the stages of a novice class.



### Variant: Delayed Entry

Prior to becoming full-fledged knights, cavaliers must spend time in training as pages and squires. In most games, this action will take place “offstage”, before the character even starts an adventuring career. Role-playing through this preliminary stage is entirely possible, though, either in a campaign designed for specifically low-level play, if a player wants to create a low-level cavalier of a race which normally has a level adjustment, or in an effort to develop a cohort as a squire and eventual knight. The delayed entry variant provides the mechanics necessary to develop characters through these crucial early stages of the cavalier’s career.

#### The Squire

Though they accumulate XP, squires played as novice characters don’t advance on a level-by-level basis as other characters do. Instead, at any time, they may spend 250 XP to advance to the next stage in their novice class, such that a squire will spend 750 XP to advance from stage A to 1st level. As well, a squire can take multiclass levels of other novice classes just as any character does with standard classes, but in order for the squire to attain 1st level in any class, all of her novice classes must be at stage C. At that point, the squire spends 250 XP as appropriate to advance to 1st level in one class, but advancing her other novice classes to 1st level then requires that she earn the normal XP required to advance one character level. As well, a multiclass character with novice classes cannot advance her non-novice class until all of her novice classes have been advanced to 1st level.

For example, a multiclass stage C cavalier/stage C fighter/stage C rogue can spend 250 XP to become a cavalier 1/ fighter C/rogue C. When she’s earned 1,000 XP (enough to attain 2nd level), he chooses to advance her stage C fighter to 1st level (becoming a cavalier 1/fighter 1/rogue C), then at 3,000 XP (enough for 3rd level) advances his stage C rogue to 1st level, becoming a 3rd-level cavalier 1/fighter 1/rogue 1.

Unlike many standard templates (primarily as found in the MM), retainer templates add features to a character without changing any of his fundamental qualities (including hit points and level adjustment). As well, retainer templates can only be applied to followers from an NPC class, so that if the follower takes multiclass levels in a PC class, the retainer template is lost as a reflection of the follower’s abandoning his earlier choice of profession. If a character’s Leadership score drops for any reason, the appropriate number of followers desert, with improved retainers lost after normal followers but before novice-class followers (if the character has them). Improved retainers may be replaced at the same rate as normal followers. **Table 4-6: Retainer Templates** details the maximum number of followers who can have an improved retainer template.

**Table 4-6:**  
**Retainer Templates**

Leadership Score	Retainers with Templates
10-11	1
12-13	2
14-15	3
16-17	4
17-18	5
18-19	6
20-21	7
22-23	8
24 or higher	9

### Reading the Templates

What follows is a brief overview of the features of each of the improved retainer templates and how to apply them to followers.

**Prerequisites:** Like prestige classes, templates have prerequisites, and a follower must meet the requirements in order to gain the template. Since followers don’t advance in level (and so can’t take feats or skills after joining a character’s entourage in order to become an improved retainer), these prerequisites are more a guideline for those characters looking for followers capable of becoming improved retainers.

**Skill Bonuses:** All followers gain competence bonuses to skills as a means of reflecting their expertise in their profession.

**Bonus Feats:** All templates confer one or more bonus feats, for which the follower must have all the necessary prerequisites. Because followers don’t increase in level, the bonus feat selection depends on what level a follower is when she enters service, with higher-level followers gaining all the lower-level bonus feats of their template as well.

**Template Features:** This entry reflects any changes to the base NPC class, including additional class skills, special rules, and additional equipment. Where additional class skills are indicated, these are retroactive gains, and recalculate class skills based on the new skill selection.

### Animal Handler Template

With the cavalier’s focus on mounted combat comes the need for feeding, grooming, and specialized care of her

## -Chapter Four: Retainers & Steeds-

steed. Most cavaliers retain at least one animal handler, with many keeping up to three or four on staff as the size of their stables increases to include the mounts of cohorts and heralds as well. Most animal handlers come from the commoner and expert NPC classes.

**Prerequisites:** Handle Animal 4 ranks, Ride 4 ranks, Mounted Combat.

**Skill Bonuses:** Animal handlers gain a +2 competence bonus on Handle Animal and Ride checks.

**Bonus Feats:** Animal handlers gain Animal Affinity at 2nd level, Skill Focus (Handle Animal) at 4th level, and Track at 6th level.

**Template Features:** Animal handlers are proficient with all simple weapons and with light armor, but not with shields. In addition, they gain Handle Animal, Ride, and Survival as class skills.

### Courtier Template

Using knowledge as a shield and innuendo as a sword, courtiers are the front-line warriors of the noble's court. Moving through elite social circles, courtiers are the eyes and ears of cavaliers in the halls of kings and queens, gauging the political climate and coaching the cavalier as he moves through this elevated world. Aristocrats and experts most commonly become courtiers.

**Prerequisites:** Diplomacy 2 ranks, Sense Motive 2 ranks, Alertness.

**Skill Bonuses:** Courtiers gain a +2 competence bonus on Bluff and Sense Motive checks.

**Bonus Feats:** Courtiers gain Diligent at 2nd level, Skill Focus (Diplomacy) at 4th level, and Negotiator at 6th level.

**Template Features:** Courtiers gain no new proficiency with any weapon or armor, but gain Diplomacy, Decipher Script, Knowledge (nobility and royalty), Sense Motive, and Speak Language as class skills.

### Engineer Template

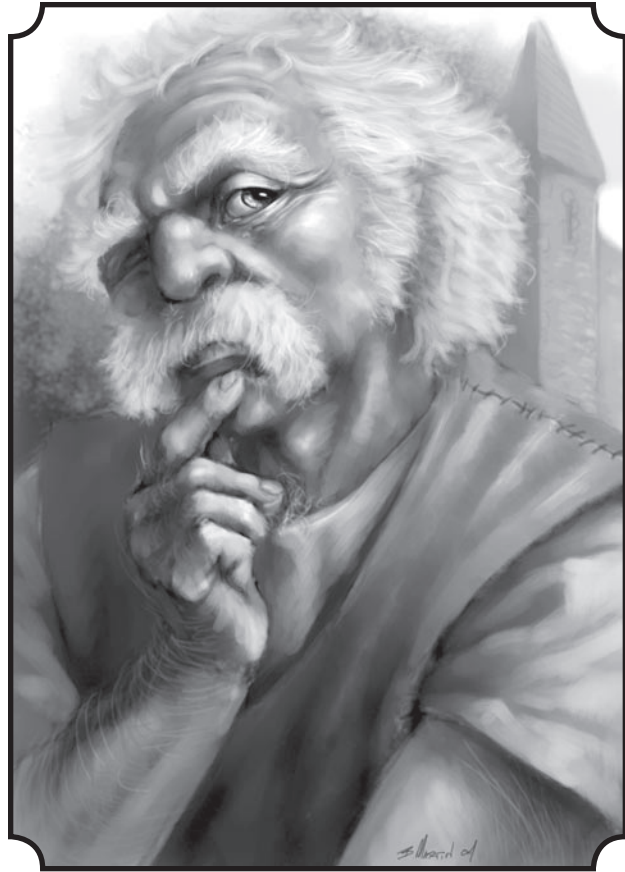
In the field or under siege, an engineer is a valuable ally for a cavalier in command. Whether needing a bridge to transport troops across impassible rapids, weapons capable of breaching fortress walls, or someone to oversee the construction of a fortress of her own, the cavalier relies on the engineer to make it happen. Most engineers come from the expert class, though occasional combat-oriented engineers will hail from the warrior ranks as well.

**Prerequisites:** Knowledge (architecture and engineering) 4 ranks, Profession (engineer) 4 ranks, Skill Focus (Knowledge [architecture and engineering]).

**Skill Bonuses:** Engineers gain a +2 competence bonus on Knowledge (architecture and engineering) and Profession (engineer) checks.

**Bonus Feats:** Engineers gain Alertness at 2nd level, Skill Focus at 4th level, and Weapon Focus (any siege weapon) at 6th level.

**Template Features:** Engineers are proficient with all simple weapons and one martial weapon, and with light armor and shields. In addition, they gain Concentration, Disable Device, and Search as class skills.



### Guardian Template

At the center of the cavalier's entourage are loyal warriors (often former squires) dedicated to assisting their leader's goals, quests, and campaigns. These professional soldiers serve as personal bodyguards or as sub-commanders of the lower combat ranks. Aristocrats and warriors make the best guardians.

**Prerequisites:** Intimidate 2 ranks, Ride 2 ranks, Mounted Combat.

**Skill Bonuses:** Guardians receive no skill bonuses.

**Bonus Feats:** Guardians gain Weapon Focus (lance) at 2nd level, Ride-By Attack at 4th level, and Trample at 6th level.

**Template Features:** Guardians are proficient with all simple and martial weapons, and with all armor and shields (except tower shields). As well, they gain Knowledge (nobility and royalty) as a class skill.

### Guide Template

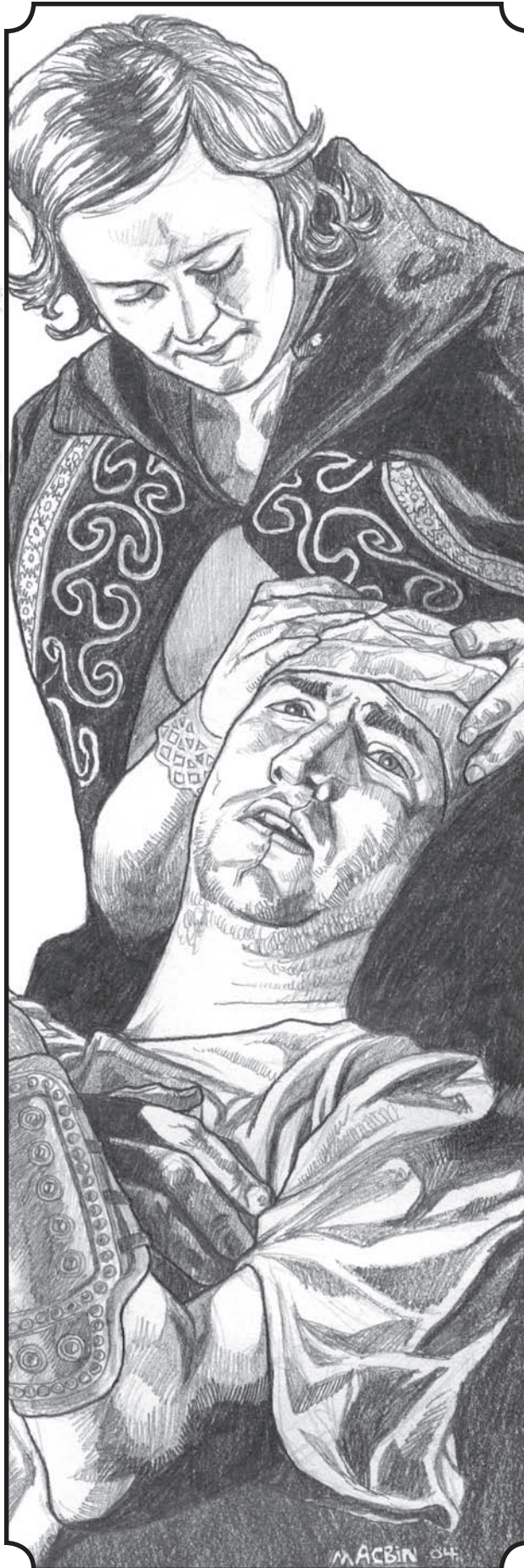
Navigating the trackless wilderness or the borders of a hostile land is always a daunting task, but a cavalier will always trust in a guide to lead him true. Guides sometimes double as scouts and trackers, but most are simply folk with an intimate knowledge of the lay of the land. Commoners and experts generally make the best guides.

**Prerequisites:** Knowledge (geography) 2 ranks, Survival 2 ranks, Track.

**Skill Bonuses:** Guides gain a +2 competence bonus on Knowledge (geography) and Survival checks.



## - Chapter Four: Retainers & Steeds -



**Bonus Feats:** Guides gain Toughness at 2nd level, Athletic at 4th level, and Endurance At 6th level.

**Template Features:** Guides are proficient with all simple weapons and with light armor, but not with shields. In addition, they gain the Martial Weapon Proficiency feat, and gain Knowledge (nature), Listen, and Spot as class skills.

### Healer Template

When disease runs rampant through an army or when wounds need stitching, the healer often gets the call. While no substitute for a cleric, the healer is an able backup and assistant, often working to stabilize those waiting for more potent cures. Adepts, commoners, and experts generally make the best healers.

**Prerequisites:** Heal 2 ranks, Profession (herbalist) 2 ranks, Skill Focus (Heal).

**Skill Bonuses:** Healers gain a +2 competence bonus on Heal and Profession (herbalist) checks.

**Bonus Feats:** Healers gain Self-Sufficient at 2nd level, Skill Focus at 4th level, and Iron Will at 6th level.

**Template Features:** Healers gain no new proficiency with any weapon or armor, but gain Concentration, Heal, and Knowledge (nature) as class skills. As well, their expertise with natural cures allows them to make a herbal healing balm which cures 1 point of damage per application, at a cost of 5 gp to create. A healer can generate a number of applications equal to one-half their character level per day, but the balms can be stored for only one week before spoiling.

### Herald Template

Heralds play an important role in the life of a cavalier, able to recognize and translate the significance of a coat of arms, carrying the cavalier's standard in combat, operating as messengers and go-betweens in negotiations, and serving as advisors for knights entering the court of a local lord. Aristocrats, experts and warriors all do well as heralds.

**Prerequisites:** Knowledge (nobility and royalty) 2 ranks, Listen 2 ranks, Skill Focus (Knowledge [nobility and royalty]).

**Skill Bonuses:** Herald gains a +2 competence bonus on Diplomacy and Knowledge (nobility and royalty) checks.

**Bonus Feats:** Herald gains Negotiator at 2nd level, Persuasive at 4th level, and Alertness at 6th level.

**Template Features:** Herald is proficient with all simple and martial weapons, with light and medium armors, and with shields (but not tower shields). As well, they gain Knowledge (history) and Knowledge (nobility and royalty) as class skills.

### Historian Template

Part sage, part scholar, part philosopher and theologian, the historian both records the cavalier's exploits for posterity and attends to her master's information needs. While not especially suited to venture on grand campaigns, historians are excellent resources for a knight looking for the obscure clue which might unlock the

## -Chapter Four: Retainers & Steeds-

mystery of her current mission. Aristocrats and experts are the best historians.

**Prerequisites:** Knowledge (history) 2 ranks, Search 2 ranks, Skill Focus (Knowledge [history]).

**Skill Bonuses:** Historians gain a +2 competence bonus on all Intelligence-based skill checks.

**Bonus Feats:** Historians gain Diligent at 2nd level and Skill Focus (any Knowledge) at 4th level.

**Template Features:** Historians gain no new proficiency with any weapon or armor, but gain all Knowledge skills as class skills. As well, historians gain the Bardic Knowledge class ability, but only when they have access to library of reasonable size and scope.

### Minstrel Template

Not all cavaliers have a bard in their company to spread tales of their exploits across the land, so to ensure their placement in verse and song, many enlist the aid of a minstrel. Though not as talented a performer as a bard, the minstrel can capture the spirit of the cavalier's life, making his deeds worthy in the eyes of noble and commoner alike. Aristocrats, commoners, and experts all make fine minstrels.

**Prerequisites:** Gather Information 2 ranks, Perform (any) 2 ranks, Skill Focus (Perform).

**Skill Bonuses:** Minstrels gain a +2 competence bonus on Perform checks.

**Bonus Feats:** Minstrels gain Improved Initiative at 2nd level and Persuasive at 4th level.

**Template Features:** Minstrels are proficient with all simple weapons and with light armor, but not with shields. As well, minstrels may *inspire courage* in their allies (as the bard ability), but only at a bonus of +1.

### Page Template

Cavaliers occasionally sponsor the children of other lords to learn the ways of chivalry, with those children becoming pages and serving cavaliers as messengers, servants, or spies. They are weak combatants, though, and depend on the cavalier almost entirely for their defense and well-being. Aristocrats and warriors make the best pages.

**Prerequisites:** Age 8-11.

**Skill Bonuses:** Pages gain a +2 competence bonus on all Listen and Spot checks.

**Bonus Feats:** Pages gain Agile at 2nd level, Dodge at 4th level, and Mobility at 6th level.

**Template Features:** Pages gain no additional proficiency with any weapon or armor. As all pages are children, apply the following modifiers to their ability scores: Str -3, Dex -1, Con -3, Int -1, Wis -1, and Cha -1. In addition, as small creatures, pages gain a +1 size bonus to AC and on attack rolls, and a +4 size bonus on Hide checks, but their lifting and carrying limits are three-quarters of those of a Medium character and they must use Small weapons.

When the page reaches 12 years of age, he loses this template and all page abilities and bonuses, but may take first stage in a novice class if desired.

### Priest Template

Below the clerics who anchor the high end of a church's hierarchy, most faiths have individuals who serve with as much piety but less of a divine touch, serving as advisors, pardoners, temple guards, or in any other capacity the church requires. With more emphasis on faith and fealty than divine power, priests can make excellent allies and advocates for the cavalier. Adepts and experts make the best priests.

**Prerequisites:** Diplomacy 2 ranks, Knowledge (religion) 2 ranks, Negotiator.

**Skill Bonuses:** Priests gain a +2 competence bonus on all Diplomacy and Sense Motive checks.

**Bonus Feats:** Priests gain Iron Will at 2nd level and Persuasive at 4th level.

**Template Features:** Priests gain no new proficiency with any weapon or armor, but gain Diplomacy, Knowledge (religion), and Listen as class skills. As well, once per day a priest may make a turn or rebuke undead attempt as a cleric two levels lower than her level.

### Smith Template

The maintenance of armor and arms is just as vital to a cavalier's success as the care of his steed, and most cavaliers keep a smith in their service to sharpen blades, hammer out dents, and keep horses properly shod. Commoners and experts make the best smiths.

**Prerequisites:** Craft (armorsmithing) 2 ranks, Craft (weaponsmithing) 2 ranks, Skill Focus (Craft [any]).

**Skill Bonuses:** Smiths gain a +2 competence bonus on all Craft (armorsmithing) and Craft (weaponsmithing) checks.

**Bonus Feats:** Smiths gain Skill Focus (Craft [any]) at 2nd level, Power Attack at 4th level, and Improved Sunder at 6th level.

**Template Features:** Smiths are proficient with all simple weapons, and with light armor and shields (but not with tower shields).

### Spy

Though a cavalier's adherence to a chivalric code generally prevents her from using subterfuge to overcome her foes, it's important to be able to predict and prevent the treachery of those foes not quite so chivalrous themselves. As result, many cavaliers keep a spy in their employ, to pose as a courtier, herald, cook, or any other role which might help ferret out the secrets of the enemy. Aristocrats, experts and warriors typically make the best spies.

**Prerequisites:** Disguise 2 ranks, Gather Information 2 ranks, Stealthy.

**Skill Bonuses:** Spies gain a +2 bonus on all Bluff and Disguise checks.

**Bonus Feats:** Spies gain Deceitful at 2nd level, Improved Initiative at 4th level, and Improved Feint at 6th level.

**Template Features:** Spies gain no additional proficiency with any weapon or armor, but gain Bluff, Disguise, Gather Information, Hide, and Move Silently as class skills.



# Steeds

Though most characters in a campaign will at some point employ a mount for the same three purposes—travel to destinations too far to reach on foot, riding into combat, and carrying out plunder (or the bodies of compatriots, depending on how strong that foe was in the end). Rarely, if ever, will a cavalier stoop to using one steed for all three roles, though, employing the fast riding horse for travel, the sturdy draft horse for the hauling of equipment and arms, and reserving the highly trained warhorse only for mounted combat.

As far as horses go, the *MM* offers little in the way of differentiation, so it's hard to separate the steed a cavalier will select and break to combat through long days of training from the nag selected by some farmhand to pull a wain to market once a week. This section provides an overview of different mounts designed to serve the needs of the cavalier, expanding on the baseline options for mounts by introducing degrees of quality and breed characteristics, as well as introducing a number of variant steeds.

## Degrees of Quality

Horses and related mounts have variable degrees of quality, based on breeding, care, and temperament, and the higher the quality, the more expensive the mount (just as a masterwork longsword fetches a higher price than a common blade). There are five degrees of quality

for horses, each equally applicable to steeds of other types (from donkeys to riding dogs).

### Poor

A poor mount is old, diseased, mistreated or otherwise unhealthy, and sells for half the listed value in the *PHB*. In addition, training a poor mount is more difficult, increasing the DCs of all Handle Animal checks by +2. A poor steed applies the following modifiers to its ability scores: Str -4, Dex -2, Con -4, Int +0, Wis +0, Cha +0. In addition, it takes a -10 penalty to its land speed.

### Poor Quality Heavy Warhorse

CR 2; Large Animal; HD 4d8+4; hp 22; Init +0; Spd 40 ft.; AC 13, touch 9, flatfooted 13; Base Atk +3; Grp +9; Atk +4 melee (1d6+2, hoof); Full Atk +4 melee (1d6+2, 2 hooves), -1 melee (1d4+1, bite); SQ low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 11, Con 13, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

**Cost:** 200 gp

**Carrying Capacity:** A light load for this horse is up to 174 pounds; a medium load, 175–350 pounds; and a heavy load, 351–525 pounds. This horse can drag 2,625 pounds.

### Standard

A standard mount is an animal of average quality as compared to all of its kind, and sells for the listed value in the *PHB*.

### Standard Quality Heavy Warhorse

CR 2; Large Animal; HD 4d8+12; hp 30; Init +1; Spd 50 ft.; AC 14, touch 10, flatfooted 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves), +1 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

**Cost:** 400 gp

**Carrying Capacity:** A light load for this horse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. This horse can drag 4,500 pounds.

### Good

A good mount is an animal that arises from standard breeding, but is exceptional for its kind. These steeds sell for 20% above the listed value in the *PHB*, but training a good steed is no more or less difficult than for a standard animal. A good steed applies the following modifiers to its ability scores: Str +2, Dex +2, Con +0, Int +0, Wis +0, Cha +0.



## -Chapter Four: Retainers & Steeds-

### Basic Steed Colors

Though the appearance and coloration of any creature can vary wildly in a fantasy game, common color schemes can provide a descriptive starting point for horses in a campaign.

**Bay:** Bays are brown horses with black tails, legs and manes.

**Black:** A black horse lacks any brown markings.

**Brown:** Browns lack the reddish tint of the chestnuts, and typically have a lighter muzzle and flanks. Their manes and tails are typically black.

**Buckskin:** A buckskin horse has a creamy coat, with a dark tail and mane.

**Chestnut:** Though chestnut horses can cover many shades, all have a reddish tint to their coats. Chestnut horses have consistent coloring on the legs and body, with manes and tails of the same reddish tint.

**Cremello:** This horse has a creamy coat with pink skin and blue eyes.

**Dun:** This horse looks like a buckskin, but with a dark stripe along its back. Duns also have darker legs.

**Grey:** These horses have dark skin and lighter hair. There are several types of greys, including iron grey, flea-bitten, and dapple.

**Palomino:** A palomino has a light coat with a white tail and mane.

**Pinto:** These horses have white coats with large brown, black, or chestnut patches.

**Roan:** This horse has white hairs mixed with another color. When mixed with chestnut, a horse is a red roan; with black, a blue roan.

**White:** A white horse lacks any dark markings and has pink skin.

**Other:** Many horses have other less-common markings, such as a star, a white face, or even zebra stripes.

### Good Quality Heavy Warhorse

CR 2; Large Animal; HD 4d8+12; hp 30; Init +2; Spd 50 ft.; AC 15, touch 11, flatfooted 13; Base Atk +4; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +7, Ref +6, Will +2; Str 20, Dex 15, Con 17, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

**Cost:** 480 gp

**Carrying Capacity:** A light load for this horse is 400 pounds; a medium load, 401–800 pounds; and a heavy load, 801–1,200 pounds. This horse can drag 6,000 pounds.

### Excellent

An excellent mount is an animal that comes from good breeding. These steeds sell for 50% above the listed value in the *PHB*, and training them is slightly easier than normal, reducing the DCs for all Handle Animal checks by –2. An excellent steed applies the following modifiers to its ability scores: Str +2, Dex +2, Con +2, Int +0, Wis +0, Cha +0. In addition, it gains a +5 enhancement bonus to its land speed.

### Excellent Quality Heavy Warhorse

CR 2; Large Animal; HD 4d8+16; hp 34; Init +2; Spd 55 ft.; AC 15, touch 11, flatfooted 13; Base Atk +4; Grp +12; Atk +7 melee (1d6+5, hoof); Full Atk +7 melee (1d6+5, 2 hooves), +2 melee (1d4+2, bite); SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 20, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

*Skills and Feats:* Listen +5, Spot +4; Endurance, Run.

**Cost:** 600 gp

**Carrying Capacity:** A light load for this horse is 400 pounds; a medium load, 401–800 pounds; and a heavy

load, 801–1,200 pounds. This horse can drag 6,000 pounds.

### Superior

A superior mount is an animal that comes from selective generations of good breeding. These steeds sell for four times the listed value in the *PHB*, and training them is easier than normal, reducing the DCs of all Handle Animal checks by –4. A superior steed applies the following modifiers to its ability scores: Str +4, Dex +2, Con +4, Int +0, Wis +2, Cha +2. In addition, it gains a +10 enhancement bonus to its land speed.

### Superior Quality Heavy Warhorse

CR 2; Large Animal; HD 4d8+20; hp 38; Init +2; Spd 60 ft.; AC 15, touch 11, flatfooted 13; Base Atk +5; Grp +13; Atk +8 melee (1d6+6, hoof); Full Atk +8 melee (1d6+6, 2 hooves), +3 melee (1d4+3, bite); SQ low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +3; Str 22, Dex 15, Con 21, Int 2, Wis 15, Cha 8.

*Skills and Feats:* Listen +6, Spot +5; Endurance, Run.

**Cost:** 1,600 gp

**Carrying Capacity:** A light load for this horse is 520 pounds; a medium load, 521–1,040 pounds; and a heavy load, 1,041–1,560 pounds. This horse can drag 7,800 pounds.

### Breed Characteristics

Breeding to reinforce particular characteristics is how certain horses come to be known for speed even as others excel at strength or calm in the heat of combat. Through selective breeding, certain characteristics emerge to make an animal better suited for an adventurer's particular needs, and when purchasing a steed, a character can request certain traits assuming



## -Chapter Four: Retainers & Steeds-

### Unusual Mounts Expanded

Mount	Character Level
Belleo	10th
Crag Crawler	9th
Ebon Courser	9th
Giant Elk	6th
Fiendish Giant Fly	10th
Ivory Destrier	8th
Lich Steed	6th
Papillon	9th
Scion of Sleipnir	12th
Vereor	7th

that a wide enough stock of animals is available. These traits only apply to mounts of the Animal type, and each increases the cost of the animal over and above the costs for quality as previously defined. As well, steeds are restricted to three of the following enhancements.

**Strong (+200 gp):** This mount is exceptionally strong for its breed, gaining a +2 bonus to Strength.

**Agile (+150 gp):** This mount is agile and quick, gaining a +2 bonus to Dexterity.

**Tough (+250 gp):** This mount is bred for war and able to resist injury, gaining a +2 bonus to Constitution.

**Alert (+50 gp):** This cautious mount is aware of its environment, gaining +2 bonus to Wisdom.

**Personable (+50 gp):** This friendly mount has a pleasant disposition, gaining a +2 bonus to Charisma.

### Belleo

#### Large Magical Beast

**Hit Dice:** 9d8+45 (85 hp)

**Initiative:** +4

**Speed:** 40 ft. (8 squares)

**Armor Class:** 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

**Base Attack/Grapple:** +9/+22

**Attack:** Claw +17 melee (1d8+9)

**Full Attack:** 2 claws +17 melee (1d8+9) and bite +12 melee (1d10+4)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 1d8+4, spell-like abilities

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., regeneration 3, low-light vision, scent

**Saves:** Fort +11, Ref +10, Will +4

**Abilities:** Str 28, Dex 18, Con 20, Int 3, Wis 12, Cha 10

**Skills:** Hide +7, Listen +4, Move Silently +11, Spot +4

**Feats:** Dodge, Endurance, Mobility, Run<sup>B</sup>, Spring Attack

**Environment:** Warm forest

**Organization:** Solitary, pair, or pride (4-8)

**Challenge Rating:** 7

**Smart (+100 gp):** This mount is exceptionally bright, with the DCs of all Handle Animal checks to train it reduced by -2.

**Fast (+500 gp):** Bred for speed, this mount gains +5 ft. to its land speed.

**Trained (+100 gp):** This animal knows one trick.

**Purpose (+200 gp):** This animal is trained for a general purpose (but note that warhorses and riding dogs already have the Combat Riding special purpose).

### Exotic Steeds

Rules for unusual mounts are detailed in **Chapter Six: Characters** of the DMG, providing information for using a number of creatures from the MM as mounts. This section expands those options by detailing new mounts usable not only by the cavalier but by any other class. Carry capacity, price, and information on rearing and training the creature (as applicable) are listed at the end of each entry (see **Handle Animal** in **Chapter Four: Skills** of the PHB for more information on training). As well, the accompanying sidebar shows at what level a paladin, holy warrior, or unholy warrior may select a particular exotic steed for use as his Special Mount.

Feats marked with a <sup>B</sup> are bonus feats, which a creature can use whether or not has the normal prerequisites. If you wish to customize a creature with new feats, you can reassign its other feats but not its bonus feats (and a creature cannot take a feat that is not a bonus feat unless it has the new feat's prerequisites).

**Treasure:** —

**Alignment:** Always neutral

**Advancement:** 10-18 HD (Large), 19-27 HD (Huge)

**Level Adjustment:** —

*The great cat watches you with two sets of baleful orange eyes set into a massive striped head with a black mane. A blend of stripes and spots waver and shift as you watch the beast.*

Belleo are massive creatures similar in form to lions, but larger and tougher. Prowling the wastelands at the farthest reaches of the wilderness, they are the undisputed masters of the territories they stalk. Some tribes of noble savages use these creatures as steeds, for they are unusually amicable to humans. When they develop, such bonds survive throughout both creatures' lives.

Belleo are about 12 feet long and weigh just over 2,500 pounds.

### Combat

A belleo attacks by leaping onto its prey, using front and rear claws to shred opponents as it bites with dagger-length teeth, then springing away to assess the damage it's dealt. It attempts to continue this tactic until its foe is dead, but if forced to retreat, it uses its spell-like abilities to cover itself.

## -Chapter Four: Retainers & Steeds-

A belleo's natural attacks count as magic weapons for overcoming damage reduction.

**Improved Grab (Ex):** To use this ability, a belleo must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a belleo charges, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +17 melee, damage 1d8+4.

**Spell-like abilities:** At will—*jump*, *longstrider*, *pass without trace*; 1/day—*resist energy*.

**Regeneration:** Bludgeoning weapons deal normal damage to a belleo.

**Skills:** Belleo have a +4 racial bonus on Hide and Move Silently checks.

### Training a Belleo

Though intelligent, a belleo requires training before it can bear a rider in combat. To be trained, a belleo must have a friendly attitude toward the trainer (requiring a successful Diplomacy check), followed by six weeks of work and a DC 24 Handle Animal check. Riding a belleo requires an exotic saddle, and though a belleo can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the belleo obeys the commands of its master but takes the full attack action in combat whenever it can.

Belleo young are worth 9,000 gp each, and professional trainers charge 2,000 gp to rear or train a belleo.



**Carrying Capacity:** A light load for a belleo is up to 1,200 pounds; a medium load, 1,201–2,400 pounds; and a heavy load, 2,401–3,600 pounds. A belleo can drag 18,000 pounds.

### Crag Crawler

#### Large Animal

**Hit Dice:** 7d8+35 (66 hp)

**Initiative:** +6

**Speed:** 40 ft. (8 squares), climb 10 ft.

**Armor Class:** 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

**Base Attack/Grapple:** +5/+14

**Attack:** Bite +9 melee (2d6+5) or gore +9 melee (1d8+5)

**Full Attack:** Gore +9 melee (1d8+2) and bite +7 melee (2d6+5) and 2 claws +7 melee (1d6+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision

**Saves:** Fort +10, Ref +7, Will +4

**Abilities:** Str 20, Dex 15, Con 20, Int 2, Wis 14, Cha 2

**Skills:** Climb +16, Hide +2\*, Listen +4, Move Silently +9, Spot +4

**Feats:** Endurance<sup>B</sup>, Improved Initiative, Multiattack, Power Attack

**Environment:** Any underground

**Organization:** Solitary, pair, pack (3–6), or domesticated

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7–12 HD (large)

#### Level Adjustment: —

*One moment this massive lizard stands still, green scales glistening. The next, it moves with a speed that belies its size, charging as it swings its deadly horns in a terrible arc.*

Resembling a giant horned version of an iguana, the crag crawler is a far cannier hunter than its lesser kin. Sometimes mistaken for dinosaurs, these creatures are fierce combatants, armed with sharp talons, two great spiraling horns, and a maw filled with inwardly curving teeth. A clan of religious zealots who protect a distant mountain monastery first domesticated crag crawlers, training them as steeds for their suitability to such hostile terrain. Loyal and deadly, a well-trained crag crawler (or “suztriel” as it’s known in its native land), is a highly-valued steed.

Crag crawlers have green scales, though brown and even dusty white specimens are not uncommon. They measure about twelve feet from snout to tail, with a flat, forward-thrusting head that stands some eight feet from the ground (though their horns extend much farther).

### Combat

Crag crawlers prefer to hold their positions, freezing in place to gauge their enemy’s actions and defenses before springing forward to bite their foes. On subsequent rounds, they swing their heads in a dangerous arc,



## -Chapter Four: Retainers & Steeds-

goring any adjacent foes before launching forward with another bite attack and a flurry of slashing claws.

**Skills:** Crag crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 while climbing, even if rushed or threatened. As well, they have a +4 racial bonus on Hide and Move Silently checks. \* Their bonus on Hide checks increases to +8 in desert or rocky terrain.

### Training a Crag Crawler

A crag crawler must be trained before it can bear a rider in combat, requiring six weeks of work and a DC 22 Handle Animal check. Riding a crag crawler requires an exotic saddle, and though a crag crawler can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the crag crawler usually obeys the commands of its rider, but if the creature deals damage with a bite attack, the rider must succeed at a DC 15 Ride check or have the crag crawler attack the same target again, not breaking away until its foe is dead or another Ride check can be made. Making this special Ride check is a move action (or a free action for a rider with Mounted Combat).

Crag crawler eggs are worth 4,000 gp each on the open market, while young are worth 8,000 gp each. Professional trainers charge 2,000 gp to rear or train the creatures.

**Carrying Capacity:** A light load for a crag crawler is up to 400 pounds; a medium load, 401–800 pounds; and a



heavy load, 801–1,200 pounds. A crag crawler can drag 6,000 pounds.

### Ebon Courser

**Large Magical Beast (Evil, Extraplanar, Lawful)**

**Hit Dice:** 5d10+30 (57 hp)

**Initiative:** +3

**Speed:** 60 ft. (12 squares)

**Armor Class:** 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

**Base Attack/Grapple:** +5/+16

**Attack:** Bite +11 melee (1d8+7 plus wounding and disease)

**Full Attack:** Bite +11 melee (1d8+7 plus wounding and disease) and 2 hooves +9 melee (1d6+3)

**Space/Reach:** 10 ft./5ft.

**Special Attacks:** Disease, wounding

**Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., immune to poison, low-light vision, pall of evil, resistance to acid 10, cold 10, electricity 10, and fire 10, scent, spell resistance 14.

**Saves:** Fort +10, Ref +7, Will +3

**Abilities:** Str 25, Dex 17, Con 22, Int 6, Wis 15, Cha 8

**Skills:** Listen +5, Spot +5

**Feats:** Multiattack, Run

**Environment:** Any lawful evil plane

**Organization:** Solitary, pair, or herd (6–30)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always lawful evil

**Advancement:** 6–10 HD (large)

**Level Adjustment:** –

*A sleek black horse gallops towards you, its mane and tail long and unkempt. Not until it draws closer, though, do you see the carnivorous fangs that fill its mouth, and the gleaming, intelligent eyes that watch you as it closes in.*

Originally bred in the stables of the devil Abigor, grand duke of war, ebon coursers were an attempt at breeding new and less willful mounts for lesser devils. Successful as they were, these creations still have a terrible disposition, and their scarcity on the Material Plane stems largely from the lack of animal handlers who can successfully control them. Nonetheless, dark bazaars in the bleakest regions of the Astral Plane have been known to trade in these monsters (often in exchange for service or powerful magic items), and when brought through to the mortal world, the ebon courser's unnatural craving for horseflesh instills fear in all but the best trained mounts. Only the darkest and most profoundly evil knights and unholy warriors use these creatures as steeds.

Ebon coursers are uniformly black and slightly larger than a heavy warhorse, many bearing the brands of their breeders on their right rear flank. When the creature permits, riding it requires an exotic saddle, and though the ebon courser can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the ebon courser obeys the commands of its rider but takes full attack actions in combat whenever it can, and will attack an ivory destrier (see the following entry) on sight. Though these monsters do not speak, they understand and respond to instructions in the Infernal tongue.

## -Chapter Four: Retainers & Steeds-

### Combat

An ebon courser charges into combat, lashing out first with its bite attack to wound its opponent and infect it with the virulent disease it carries. In subsequent rounds, it concentrates its attacks against a single opponent before moving on to others.

The ebon courser's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

**Disease (Ex):** Virulent devil chills—bite, Fortitude DC 18, incubation period 1d6 minutes; damage 1d6 Str. The save DC is Constitution-based.

**Wounding (Su):** In addition to the normal damage it deals, the ebon courser's bite attack deals 2 points of Constitution damage the following round.

**Pall of Evil (Su):** If the ebon courser's rider has an aura of evil, the creature adds its Hit Dice to its rider's levels to determine the aura's overall strength.

**Carrying Capacity:** A light load for an ebon courser is up to 800 pounds; a medium load, 801–1,600 pounds; and a heavy load, 1,601–2,400 pounds. An ebon courser can drag 12,000 pounds.



### Giant Elk

#### Large Animal

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +3/+12

**Attack:** Gore +7 melee (2d6+5)

**Full Attack:** Gore +7 melee (2d6+5)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Stampede

**Special Qualities:** Scent

**Saves:** Fort +7, Ref +5, Will +2

**Abilities:** Str 20, Dex 13, Con 16, Int 2, Wis 12, Cha 10

**Skills:** Listen +11, Spot +10

**Feats:** Alertness, Improved Bull Rush<sup>B</sup>, Run

**Environment:** Cold hills

**Organization:** Solitary, pair, herd (4–24)

**Challenge Rating:** 3

**Treasure:** —

**Alignment:** Always neutral

**Advancement:**

**Level Adjustment:**

*This magnificent beast stands nearly seven feet tall at the shoulder. Extending out from its head is a rack of antlers, nearly thirteen feet wide and sprouting a forest of sharply pointed tines.*

The giant elk, sometimes called the giant Irish deer or the Irish elk, is a rare herbivore roaming cold hills and mountains. Resembling an enormous reindeer, they have shaggy brown coats, dark eyes, and an impressive rack of antlers. They stand nearly seven feet at the shoulder

and are between ten to twelve feet long. Though a challenge to train, giant elk make excellent steeds, and when prepared for war with antlers sharpened, can disembowel a horse with little effort.

### Combat

When threatened, the giant elk charges, lowering its head to gore its opponent.

**Stampede (Ex):** A frightened herd of giant elk flees as a group in a random direction away from a perceived source of danger, literally running over any Large or smaller target unlucky enough to get in their way. Creatures trampled take 1d12 points of damage for each five giant elk in the herd (Reflex DC 17 half). The save DC is Strength-based.

**Skills:** Giant elk have a +4 racial bonus on Listen and Spot checks.

### Training a Giant Elk

A giant elk must be trained before it can bear a rider in combat, requiring six weeks of work and a DC 19 Handle Animal check. Riding a giant elk requires an exotic saddle, and though a giant elk can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well.

Giant elk young are worth 1,500 gp on the open market, and professional trainers charge 750 gp to rear or train a giant elk.

**Carrying Capacity:** A light load for a giant elk is up to 400 pounds; a medium load, 401–800 pounds; and a heavy load, 801–1,200 pounds. A giant elk can drag 6,000 pounds.



### Giant Fly

*A horrible hum announces the presence of an enormous fly, nearly the size of a horse as it swoops toward you.*

Giant flies can be representative of any type of fly of unusual size, from the relatively benign green bottle fly to the vicious horsefly. Like their smaller kin, these creatures tend to feed on and lay their eggs in a wide variety of repellent sites, from rotting vegetation to fresh corpses. Many giant flies prey upon the larval forms of other giant vermin, and it's not uncommon to see giant flies attacking those creatures' maggots and pupa.

The most dangerous creature of this type is the giant biting fly. Large and stout with a humped back, the giant biting fly is prevalent around landfills, sewers, and areas of carnage and mass death. Attracted to blood, these creatures are relentless hunters, attacking until their appetite is sated. Giant biting flies are easy to identify by their commonly green or striped multifaceted eyes.

#### Combat

Giant biting flies attack by diving down and attempting to bite their prey. If they succeed, they attach and begin to drain the victim's blood, swooping back into the air for another attack on a miss or if dislodged. Only fiendish giant biting flies ordinarily serve as mounts.

**Attach (Ex):** If a giant biting fly hits with a bite attack, it latches onto its opponent's body, effectively grappling its prey without having to make an opposed grapple check. The giant fly loses its Dexterity bonus to AC and can be struck with a weapon or grappled itself. Once attached, a giant biting fly can only be detached by being successfully grappled and pinned, or by being killed.

**Blood Drain (Ex):** A giant biting fly drains blood, dealing 1d6 points of Constitution damage in any round when it begins its turn attached to a victim. When 12 points of Constitution damage have been drained, the fly detaches and soars off to digest its

meal. If its victim dies before the giant biting fly's hunger has been satisfied, the creature detaches and seeks a new target.

**Disease (Ex):** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days; damage 1d3 Dex plus 1d3 Con. The save DC is Constitution-based.



### Fiendish Giant Biting Fly

These foul creatures are the same size as regular giant biting flies but are chalky white in color, with ghastly yellow wings. Multifaceted red eyes stare out from the fly's bloated body, and its mouth leaks a putrid slime. Intelligent and depraved, these fiendish vermin relish the pain they inflict on others.

The greatest concentration of these monsters lurks in the Exarch Yungo's domain in Gehenna. Fiendish giant biting flies sometimes ally themselves with humanoids, most often evil cavaliers, unholy warriors, or necromancers.

The fiendish giant biting fly's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

**Smite Good (Su):** Once per day, the giant fiendish biting fly can make a normal melee attack to deal +6 points of damage to a good foe.

**Carrying Capacity:** A light load for a fiendish giant biting fly is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A fiendish giant biting fly can drag 4,500 pounds.

#### Training a Fiendish Giant Biting Fly

Though intelligent, a fiendish giant biting fly requires training before it can bear a rider in combat. To be trained, the creature must have a friendly attitude toward the trainer (requiring a successful Diplomacy check), followed by six weeks of work and a DC 21 Handle Animal check. Fiendish giant biting flies can fight while carrying a rider, but the rider must succeed on a Ride check in order to attack as well. When serving as a mount, these creatures obey the commands of their masters, attacking only when instructed to do so.

Fiendish giant biting fly eggs are worth 4,500 gp each on the open market, while maggots are worth 9,000 gp. Professional trainers charge 3,000 gp to rear or train a fiendish giant biting fly.

## -Chapter Four: Retainers & Steeds-

### Giant Biting Fly

#### Large Vermin

<b>Hit Dice:</b>	6d8+12 (39 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), fly 80 ft. (good)
<b>Armor Class:</b>	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
<b>Base Attack/Grapple:</b>	+4/+12
<b>Attack:</b>	Bite +7 melee (1d8+6 and attach)
<b>Full Attack:</b>	Bite +7 melee (1d8+6 and attach)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Attach, blood drain, disease
<b>Special Qualities:</b>	Darkvision 60 ft., vermin traits
<b>Saves:</b>	Fort +7, Ref +5, Will +2
<b>Abilities:</b>	Str 18, Dex 17, Con 14, Int -, Wis 10, Cha 1
<b>Skills:</b>	—
<b>Feats:</b>	Flyby Attack
<b>Environment:</b>	Any land
<b>Organization:</b>	Solitary, pair, swarm (6-60)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	—
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	7-12 HD (large), 13-18 HD (huge)
<b>Level Adjustment:</b>	—

### Fiendish Giant Biting Fly

#### Large Magical Beast (Augmented Vermin, Extraplanar)

<b>Hit Dice:</b>	6d8+12 (39 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), fly 80 ft. (good)
<b>Armor Class:</b>	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
<b>Base Attack/Grapple:</b>	+6/+14
<b>Attack:</b>	Bite +9 melee (1d8+6 and attach)
<b>Full Attack:</b>	Bite +9 melee (1d8+6 and attach)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Attach, blood drain, disease, smite good
<b>Special Qualities:</b>	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 11, vermin traits
<b>Saves:</b>	Fort +7, Ref +8, Will +3
<b>Abilities:</b>	Str 18, Dex 17, Con 14, Int 3, Wis 12, Cha 1
<b>Skills:</b>	—
<b>Feats:</b>	Flyby Attack <sup>B</sup>
<b>Environment:</b>	Gehenna
<b>Organization:</b>	Solitary, pair, swarm (6-60)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	—
<b>Alignment:</b>	Always neutral evil
<b>Advancement:</b>	7-12 HD (large), 13-18 HD (huge)
<b>Level Adjustment:</b>	—

### Ivory Destrier

#### Large Magical Beast (Extraplanar, Good)

<b>Hit Dice:</b>	4d10+20 (42 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	90 ft. (18 squares)
<b>Armor Class:</b>	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
<b>Base Attack/Grapple:</b>	+4/+14
<b>Attack:</b>	Hoof +9 melee (1d6+6)
<b>Full Attack:</b>	2 hooves +9 melee (1d6+6) and bite +4 melee (1d4+3)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Spell-like abilities
<b>Special Qualities:</b>	Damage reduction 5/magic, darkvision 60 ft., halo of good, immune to disease, low-light vision, resistant to acid 10, cold 10, and electricity 10, scent, spell resistance 14, +4 bonus on saves against poison
<b>Saves:</b>	Fort +9, Ref +6, Will +4
<b>Abilities:</b>	Str 22, Dex 15, Con 21, Int 4, Wis 17, Cha 10
<b>Skills:</b>	Listen +5, Spot +4
<b>Feats:</b>	Endurance, Run
<b>Environment:</b>	Any lawful good plane
<b>Organization:</b>	Solitary, pair, or herd (6-30)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	None
<b>Alignment:</b>	Always lawful good
<b>Advancement:</b>	5-8 HD (large)
<b>Level Adjustment:</b>	—

*A gleaming white horse canters into view, its coat clear and clean. Motes of light halo its noble head, and it regards you with kindly deep blue eyes.*

Rumored to have been created to counter the vile ebon courser, the angelic hosts breed ivory destriers to serve hound archons, leonels and other celestials as mounts of war. Occasionally, angels bestow these steeds to their champions on the Material Plane, reserving them for especially pious servants of unsurpassed goodness. Ivory destriers are never for sale on the open market, and selling them without the consent of the celestial that bestowed them earns the enmity of that being forever after.

Ivory destriers are uniformly white, some with faint patterns in their coats depicting the holy symbol of the god from whom they originate, and are slightly larger than a heavy warhorse. When the creature permits, riding it requires an exotic saddle, and though the ivory destrier can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When acting as a mount, the ivory destrier obeys the commands of its rider and attacks only when instructed to do so (though ivory destriers will seek to attack ebon coursers on sight). These creatures do not speak, but they understand and respond to instructions in the Celestial tongue.

### Combat

An ivory destrier generally only fights in its own defense, and even when attacked will refrain from killing its opponents if at all possible. If pressed, though,



## -Chapter Four: Retainers & Steeds-

the ivory destrier fights to the death, and when used as a mount, will defend its chosen rider with its life.

The ivory destrier's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

**Spell-Like Abilities:** 3/day—*cure light wounds* (DC 18); 1/day—*remove disease*. Caster level 5th. The save DC is Wisdom-based.

**Halo of Good (Su):** If the ivory destrier's rider has an aura of good, the creature adds its Hit Dice to its rider's levels to determine the aura's overall strength.

**Carrying Capacity:** A light load for an ivory destrier is up to 520 pounds; a medium load, 521–1,040 pounds; and a heavy load, 1,041–1,560 pounds. An ivory destrier can drag 7,800 pounds.

### Lich Steed

**Large Undead**

**Hit Dice:** 3d12+3 (22 hp)

**Initiative:** +1

**Speed:** 60 ft. (12 squares)

**Armor Class:** 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +1/+8

**Attack:** Hoof +3 melee (1d4+3)

**Full Attack:** 2 hooves +3 melee (1d4+3) and bite –2 melee (1d3+1)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Create spawn, fear aura, stench

**Special Qualities:** Lifesight 120 ft., damage reduction 5/magic and bludgeoning, low-light vision, scent, +2 turn resistance, undead traits

**Saves:** Fort +1, Ref +2, Will +5

**Abilities:** Str 16, Dex 13, Con –, Int 4, Wis 15, Cha 12

**Skills:** Listen +4, Move Silently +9, Spot +4

**Feats:** Run, Toughness

**Environment:** Any land

**Organization:** Solitary, pair, herd (6–30)

**Challenge Rating:** 3

**Treasure:** –

**Alignment:** Always neutral evil

**Advancement:** –

**Level Adjustment:** –

*The stench of an unburied corpse precedes the steed charging toward you, and as it draws closer, what at first appeared to be a warhorse is clearly an undead horror. Maggots boil out of the sockets where eyes once gazed, a swollen black tongue protrudes from its mouth, and strips of ragged flesh hang loosely from its bones.*

A lich steed is a powerful undead horse created by foul necromantic magic to serve as a mount for an undead rider. Unlike skeletal horses, these horrors retain something of their former intelligence, driven by the hunger of the Negative Energy Plane and possessed by the spirits of steeds mistreated by their mortal masters. Favored by liches, vampires, and powerful wights, lich steeds strike fear in the hearts of those who behold them. Like many undead, lich steeds hunger for the flesh of the living, and after a long and arduous battle, the foul beasts relish feasting upon the shrieking wounded.

Though lich steeds are about the size of a light warhorse, all are in some state of undead decay. Some have bloated abdomens that burst while in the thick of combat, spilling diseased and rotting entrails over their foes, while others are little more than a collection of bones, held together by hardened ligaments and flesh.



### Combat

Lich steeds attack by frightening their enemies with their fear aura, then trampling those trying to flee. A lich steed's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

**Create Spawn (Su):** Any horse slain by a lich steed rises as a lich steed in 1d4 rounds. Spawn follow the lich steed creating them, and do not retain any of the abilities (including the ability to be ridden) that they had in life.

**Fear Aura (Su):** Lich steeds shed an aura of horror and death, and all living creatures of less than 5 HD within a 30-foot radius who see the lich steed must succeed on DC 12 Will save or be panicked for 1d4 minutes. A creature which successfully saves cannot be affected again by the same lich steed's aura for 24 hours.

**Stench (Ex):** Lich steeds reek of decay and filth, and all living creatures within 10 feet must succeed on a DC 12 Fortitude save or be sickened for 1d6+4 minutes. A

## -Chapter Four: Retainers & Steeds-

creature which successfully saves cannot be affected again by the same lich steed's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

**Lifesight (Su):** Lich steeds have the supernatural ability to sense the auras of living creatures. They can see all such creatures up to 120 feet, ignoring concealment and cover, but beyond that range, they treat all living targets as having total concealment (50% miss chance). Lich steeds sense non-living things (including constructs and undead) normally, as if they possessed darkvision (60 feet).

**Skills:** Lich steeds have a +8 racial bonus on Move Silently checks.

### Training a Lich Steed

A 12th-level evil spellcaster can create a lich steed with the *create undead* spell, with the newly created creature retaining the ability to be ridden if it had that training in life (though the lich steed loses all other abilities it might have had, including tricks and special purposes). If the lich steed must be trained for a rider (or for any trick or purpose), it must have a friendly attitude toward the trainer (requiring a successful Diplomacy check), followed by six weeks of work and a DC 25 Handle Animal check. Though a lich steed can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the lich steed obeys the commands of its master.

**Carrying Capacity:** A light load for a lich steed is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A lich steed can drag 3,450 pounds.

## Papillon

Large Elemental (Air, Extraplanar, Fire)

**Hit Dice:** 3d8+9 (22 hp)

**Initiative:** +7

**Speed:** 60 ft. (12 squares), fly 60 ft. (average)

**Armor Class:** 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

**Base Attack/Grapple:** +2/+9

**Attack:** Fiery hoof +4 melee (1d6+3 plus 2d6 fire)

**Full Attack:** 2 fiery hooves +4 melee (1d6+3 plus 2d6 fire)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Combustion, heat

**Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., elemental traits, immune to fire, melt weapons, vulnerability to cold

**Saves:** Fort +4, Ref +6, Will +2

**Abilities:** Str 16, Dex 17, Con 17, Int 2, Wis 12, Cha 6

**Skills:** Listen +3, Spot +3

**Feats:** Flyby Attack, Improved Initiative<sup>B</sup>, Run

**Environment:** Elemental Plane of Air

**Organization:** Solitary, pair, team (2–4), herd (6–30)

**Challenge Rating:** 5

**Treasure:** —

**Alignment:** Always neutral

**Advancement:** 4–6 HD (Large), 7–9 HD (Huge)

**Level Adjustment:** —

*From above, a great steed descends towards you on wings of multicolored fire. With a snort, it rears its head, and where it touches the ground, stones crack and melt, grass ignites, and a hot blast of superheated air rolls towards you.*

Old legends speak of these creatures as being the steeds that daily draw the sun across the sky, and at the first sight of a papillon, it's easy to see why. Semi-solid mixtures of air and fire, these creatures are of the form and size of a heavy horse, and have fiery wings similar to those of a pegasus. Born of the crucible of the Elemental Plane of Fire, papillons spend their lives on the Elemental Plane of Air, free of care and concern, or serve as beasts of burden, mounts, or chariot steeds for efreeti, janni, fire giants, and other powerful fire creatures.



### Combat

When threatened, the papillon takes to the air, using its Flyby Attack to set fire to its foes with its fiery hooves and deal damage with the aura of intense heat that surrounds it.

The papillon's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

**Combustion (Ex):** Anyone who touches or is touched by a papillon must succeed on a DC 14 Reflex save or take an extra 2d6 points of fire damage as clothes ignite and armor or weapons become searing hot. This damage continues for another 1d4+2 rounds after the



## -Chapter Four: Retainers & Steeds-

papillon's last successful attack. Papillons can also ignite flammable materials with a touch. The save DC is Constitution-based.

**Fiery Aura (Ex):** Anyone within 20 feet of a papillon must succeed on a DC 14 Fortitude save or take 1d6 points of fire damage each round from the intense heat. The save DC is Constitution-based.

**Melt Weapons (Ex):** Any metal weapon striking a papillon must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

### Training a Papillon

A papillon must be trained before it can bear a suitably fire-immune rider in combat, requiring six weeks of work and a DC 18 Handle Animal check. Riding a

papillon requires a fireproof exotic saddle (at quadruple the regular price; see **Chapter Six: Equipment** in the *PHB*), and though a papillon can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the papillon obeys the commands of its master, attacking only when instructed to do so.

Papillon young are worth 8,000 gp each on the open market, and professional trainers (assuming one can be found with the necessary immunity to the effects of the papillon's fiery nature) charge 4,000 gp to rear or train the creatures.

**Carrying Capacity:** A light load for a papillon is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A papillon can drag 3,450 pounds.

## Scions of Sleipnir

**Large Outsider (Extraplanar, Lawful)**

**Hit Dice:** 12d8+60 (114 hp)

**Initiative:** +3

**Speed:** 60 ft.

**Armor Class:** 21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

**Base Attack/Grapple:** +12/+23

**Attack:** Hoof +18 melee (1d6+7)

**Full Attack:** 4 hooves +18 melee (1d6+7), bite +13 melee (1d8+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Smite chaos, spell-like abilities, trample 2d6+10

**Special Qualities:** Damage reduction 10/chaotic and magic, outsider traits, resistance to cold 10, electricity 10, fire 10, and sonic 10, spell resistance 20

**Saves:** Fort +13, Ref +11, Will +9

**Abilities:** Str 24, Dex 17, Con 20, Int 7, Wis 12, Cha 13

**Skills:** Diplomacy +16, Jump +22, Listen +16, Sense Motive +16, Spot +16, Survival +16

**Feats:** Diehard, Endurance, Lightning Reflexes, Multiattack, Run

**Environment:** Any lawful plane

**Organization:** Solitary, pair, herd (4–24)

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always lawful neutral

**Advancement:** 17–32 HD (large)

**Level Adjustment:** +3 (cohort)

*This creature looks like a great warhorse with eight powerful legs. Its mane and tail shine silver, its eyes burning with fierce intelligence.*

The scions of Sleipnir are the children of a mythological steed of the gods who inherited their progenitor's physical qualities. Great herds of these beasts roam on



lawful planes, but on occasion, a scion of Sleipnir will journey to the Material Plane to befriend and bear a noble warrior (but as an equal, never a servant). Prized for their combat prowess, intelligence, and loyalty, a scion of Sleipnir makes a much-coveted steed, and the sight of a charging warrior mounted on a scion and bearing down with lance raised is all it takes to break the resolve of many an enemy.

Scions of Sleipnir may have coats of any color (see the **Basic Steed Colors** sidebar), and are larger than heavy warhorses, standing over 6 feet at the shoulder on

## -Chapter Four: Retainers & Steeds-

average. When the creature permits, riding it requires an exotic saddle, and though the scion of Sleipnir can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. A scion of Sleipnir is never for sale.

Scions of Sleipnir speak Common, Celestial and Infernal.

### Combat

Scions of Sleipnir attack first by trampling their foes, but if prevented from doing so, will rise up on their back four legs to hammer their opponents with four hoof attacks and a savage bite.

The scion of Sleipnir's natural attacks are treated as lawful and magic weapons for the purpose of overcoming damage reduction.

**Smite Chaos (Su):** Once per day, a scion of Sleipnir can make a special melee attack to deal +12 points of damage to a chaotic foe.

**Spell-Like Abilities:** At will—*calm emotions* (DC 13), *detect chaos*, *hold person* (DC 13), *magic circle against chaos*; 1/day—*order's wrath* (DC 15), *teleport* (self plus rider and 50 lbs of equipment). Caster level 12th. The save DCs are Charisma-based.

**Trample (Ex):** Reflex DC 23 half. The save DC is Strength-based.

**Carrying Capacity:** A light load for a scion of Sleipnir is up to 700 pounds; a medium load, 701–1,400 pounds; and a heavy load, 1,401–2,100 pounds. A scion of Sleipnir can drag 10,500 pounds.

## Vereor

### Large Magical Beast

**Hit Dice:** 3d10+12 (28 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

**Armor Class:** 21 (–1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

**Base Attack/Grapple:** +3/+11

**Attack:** Hoof +6 melee (1d6+4 plus 1d3 fire)

**Full Attack:** 2 hooves +6 melee (1d6+4 plus 1d3 fire) and bite +1 melee (1d3+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Flaming hooves, smoke

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

**Saves:** Fort +7, Ref +5, Will +3

**Abilities:** Str 18, Dex 15, Con 18, Int 2, Wis 15, Cha 14

**Skills:** Listen +4, Spot +4

**Feats:** Endurance, Run

**Environment:** Any plains

**Organization:** Domesticated

**Challenge Rating:** 4

**Treasure:** —

**Alignment:** Usually neutral evil

**Advancement:** 4–6 HD (large)

**Level Adjustment:** —

*This magnificent steed appears to be an exquisite specimen of its kind, with a coal-black coat and a powerful presence. You notice, though, that its mane and tail have a reddish tint, and the faintest tendrils of smoke rise where it stamps the ground.*

The vereor ("fears" in an ancient tongue) are the progeny of horses bred with nightmares, thought to be more controllable than their outsider kin and coveted by evil knights as steeds of war. Despite their heritage, though, not all vereor are evil, with rare individuals asserting their noble animal ancestry over the cruel streak that runs through them.

Vereor are black steeds with reddish to bright orange manes and tails, and have glassy and weeping red eyes that leave an unsightly crust on their faces. They are about the same size as a light warhorse.

### Combat

Vereor do battle by attacking with their smoking hooves and biting when they can.

**Flaming Hooves (Su):** A blow from a vereor's hooves deals 1d3 points of damage and sets combustible materials alight.

**Smoke (Su):** During the excitement of battle, vereors snort and neigh like their nightmare kin, filling a 10-foot cone with a sooty smoke. All living creatures exposed to the effect (including the vereor's rider if suitable care and precautions aren't taken) must succeed on a DC 15 Fortitude save or take a –1 penalty on all attack and damage rolls while in the cone and for 1d6 rounds after leaving it. The vereor's smoke lasts 1 round, and may be used as a free action during the creature's turn three times per day. Unlike the nightmare, the vereor's smoke is not dense enough to provide concealment. The save DC is Constitution-based.

### Training a Vereor

A vereor must be trained before it can bear a rider in combat, requiring six weeks of work and a DC 18 Handle Animal check. Though a vereor can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the vereor obeys the commands of its master, attacking only when instructed to do so.

Vereor young are worth 3,000 gp each on the open market, and professional trainers charge 1,000 gp to rear or train the creatures.

**Carrying Capacity:** A light load for a vereor is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A vereor can drag 4,500 pounds.



# Chapter Five

## The Armory

*So now awake, my loyal warriors! Lift your shields, summon your courage, Aim your spears forward, stand firm, be bold!*

—fragment from *The Battle of Finnsburh*, trans. Burton Raffel in *Poems and Prose from the Old English*

Like it does for virtually no other character, equipment provides an essential foundation for the cavalier class, with the selection and significance of arms and armor marking the cavalier as more than just a fighter with a noble purpose. This chapter presents a tour through the cavalier's armory, expanding on the *DMG* and the *Pocket Magica* in its exploration of magic armor, shields, weapons, wondrous items, and artifacts dedicated to capturing the spirit of knighthood and chivalry.

## Magic Armor & Shields

Each of the following special abilities can be applied to armor and shields as indicated. Armor or shields with a special ability must have at least a +1 enhancement bonus.

### Determination

A suit of metal armor with this property glows with a soft green light equivalent to candlelight. Padded, leather, and other nonmetal armors don't glow, but often have an unusual green tint. Three times per day, whenever its wearer is reduced to 0 or fewer hit points, the armor automatically casts *cure light wounds*, healing 1d8+5 points of damage. This ability works normally against the hit point damage dealt by some death-effect spells on a successful save (such as *destruction*), but not against death by massive damage or spell effects that slay instantly (*power word kill*, *slay living*, and so on). In any event, this ability doesn't function if the wearer is taken from positive hit points to below -10 with a single attack.

Moderate conjuration and evocation; CL 11th; Craft Magic Arms and Armor, *contingency*, *cure light wounds*; Price +41,020 gp.

### Force

Once per day, a shield with this property can be set down and commanded to generate a *wall of force*. The wall is centered on the shield, extending 5 feet times the shield's caster level to each side (so 45 feet to either side of the wielder for a shield constructed at caster level 9th) perpendicular to the direction the wielder faces. While the *wall of force* is in place, the shield cannot be moved by anyone other than the wielder, but if the wielder moves it, the effect ends.

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *wall of force*; Price +18,000 gp.

### Hardness

A suit of armor or a shield with this property has its hardness increased by +2 and gains 5 additional hit points,

increasing its strength against sunder and break attacks.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *magic vestment*; Price +500 gp.

### Hardness, Greater

The ability functions as hardness, except that it increases the armor or shield's hardness by +4.

Faint abjuration; CL 7th; Craft Magic Arms and Armor, *Heighten Spell*, *magic vestment*; Price +1,000 gp.

### Light

A suit of armor or a shield with this property feels lighter than normal, such that its armor check penalty is reduced by 2 (to a minimum of 1). This property does not affect an armor's actual weight or its chance of arcane spell failure.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *feather fall*; Price +3,000 gp.

### Presence

A suit of armor with this property appears ordinary (sometimes even damaged) until worn, at which point it suddenly appears lustrous and finely made. When worn, the armor grants its wearer a +2 competence bonus on Diplomacy and Intimidate checks.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *eagle's splendor*; Price +1,200 gp.

### Weightless

A suit of armor or a shield with this property feels almost weightless, such that its armor check penalty is reduced by 4 (to a minimum of 1). In addition, weightless armor is considered light armor, weightless shields weigh one-quarter their normal weight, and

## -Chapter Five: The Armory-

halve the armor's chance for arcane spell failure to a minimum of 5%.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, Heighten Spell, *feather fall*; Price +25,000 gp.

### Specific Magic Armor

The following suits of armor are usually crafted with exactly the qualities described here.

#### Armor of Jousting

This excellent suit of +2 *half-plate* comes equipped with a complex set of buckles and straps which, when affixed to a military saddle, provide the rider with a +8 competence bonus on Ride checks.

Faint transmutation; CL 6th; Craft Magic Arms and Armor, creator must have 5 ranks in Ride; Price 11,150 gp; Cost 5,575 gp + 446 XP.

#### Armor of the Green Knight

This suit of green +3 *full plate* provides damage reduction 5/magic to those who wear it. In addition, the wearer leaves no footprints or scent, and cannot be tracked by nonmagical means.

Strong abjuration, evocation, and transmutation; CL 18th; Craft Magic Arms and Armor, *stoneskin*, *miracle* or *wish*, *pass without trace*; Price 73,650 gp; Cost 36,825 gp + 7,946 XP.

#### Holy Plate

Holy symbols and imagery decorate this set of white enameled +2 *full plate*. No matter what conditions it's used under, this armor never dirties or requires maintenance of any kind. As well, once per day, *holy plate* allows the wearer to cast *divine power*.

This armor bestows one negative level on any evil creature wearing it, which remains as long as the armor is worn and disappears when taken off. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Moderate evocation [Good]; CL 9th; Craft Magic Arms and Armor, *divine power*, creator must be good; Price 18,610 gp; Cost 9,305 + 744 XP.

#### Leather of Treachery

This supple suit of dull grey leather appears more beautiful than practical, but despite its fine touches, functions normally as +1 *leather*. Additionally, the armor allows the wearer to cast *invisibility* on command three times per day.

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price 17,327 gp; Cost 8,663 gp + 693 XP.

### Quick Change Full Plate

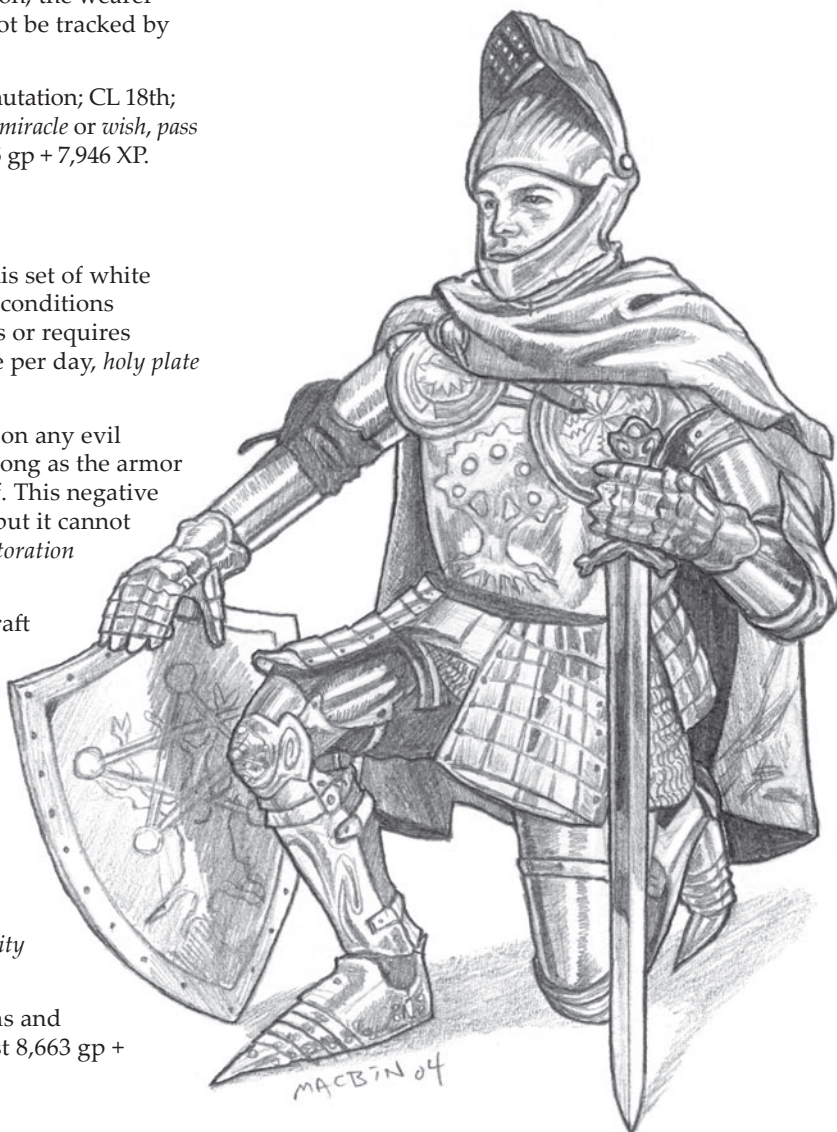
This armor appears as a beautiful ermine-lined white cloak, but can be transformed on command into a set of +1 *full plate*. Transforming cloak to armor or back again is a free action, and the armor can stay in either state indefinitely. The transformation powers of *quick change full plate* can be used twice per day.

While in cloak form, *quick change full plate* grants no armor bonus but retains the hardness and hit points of its armor form (though it feels and looks like a normal cloak in all ways). However, if cut, torn, burned, or otherwise damaged (in either form), *quick change full plate* loses its transformation ability until repaired.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *polymorph any object*; Price 45,850 gp; Cost 22,925 gp + 1,834 XP.

### Quick Change Full Plate Barding

This armor appears as a normal horse blanket, stitched with images of knights jousting. When placed on a heavy warhorse, though, the blanket can be commanded as a





## - Chapter Five: The Armory -

free action to transform into a set of +1 *full plate barding*. Transforming blanket to armor or back again is a free action, and the armor can stay in either state indefinitely. This armor will not fit any creature other than a heavy warhorse (and its celestial or fiendish counterparts), although variations can be constructed for other steeds. The transformation powers of *quick change full plate barding* can be used twice per day.

While in blanket form, *quick change full plate barding* grants no armor bonus but retains the hardness and hit points of its armor form (though it feels and looks like a normal blanket in all ways). However, if cut, torn, burned, or otherwise damaged (in either form), *quick change full plate barding* loses its transformation ability until repaired.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *polymorph any object*; Price 50,350 gp; Cost 26,175 gp + 2,014 XP.

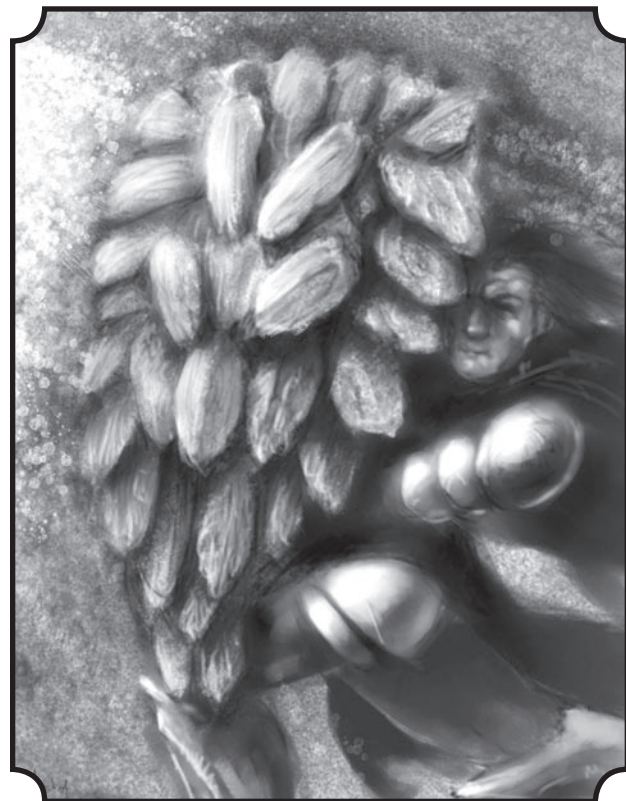
### Sentinel's Friend

This set of +2 *half-plate* is plain and common in appearance, but fits comfortably. When worn, it grants its wearer a +5 competence bonus on all Listen and Spot checks, as well as a +4 bonus on Initiative checks.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, Alertness, Improved Initiative; Price 11,350 gp; Cost 5,675 gp + 454 XP.

### Superior Elven Chain

This extremely light +2 *chainmail* is made of very fine mithral links, and grants its wearer a +5 competence bonus on Hide and Move Silently checks. Speed while wearing *superior elven chain* is 30 feet for Medium



creatures or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

Moderate illusion; CL 6th; Craft Magic Arms and Armor, *invisibility*, *silence*; Price 15,650 gp; Cost 7,825 gp + 626 XP.

### Unholy Plate

Blasphemous symbols and twisted imagery adorn this set of black enameled +2 *full plate*. No matter what conditions it's used under, this armor never dirties or requires maintenance of any kind. As well, once per day, *unholy plate* allows the wearer to cast *divine power*.

This armor bestows one negative level on any good creature wearing it, which remains as long as the armor is worn and disappears when taken off. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Moderate evocation [Evil]; CL 9th; Craft Magic Arms and Armor, *divine power*, creator must be evil; Price 18,610 gp; Cost 9,305 + 744 XP.

## Specific Magic Shields

The following shields are usually crafted with exactly the qualities described here.

### Bright Shield

The surface of this unadorned +1 *heavy steel shield* has a mirror polish. Once per day as a free action, the shield's user can force a living sighted opponent to succeed on a DC 13 Fortitude save or be permanently blinded (as per *blindness/deafness*).

Moderate necromancy; CL 6th; Craft Magic Arms and Armor, *Quicken Spell*, *blindness/deafness*; Price 14,130 gp; Cost 7,065 gp + 565 XP.

### Dragon Scale

A multicolored array of dragon scales covers this +1 *heavy steel shield*. In combat against dragon breath weapon attacks that require a Reflex save, the shield grants its wielder a +4 bonus on the save, as well as granting the wielder evasion (no damage on a successful save, half damage on a failed save) if she doesn't already have it.

Scales from each of the five types of chromatic dragon are required for the *dragon scale shield's* construction.

Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *protection from energy*, *wall of force*; Price 42,500 gp; Cost 21,250 gp + 1,700 XP.

### Honor's Shield

This +1 *heavy steel shield* automatically depicts the coat of arms (if any) of its wielder. If the wielder has no armorial bearing, *honor's shield* can display any neutral symbol of

## -Chapter Five: The Armory-

the user's choosing (a weapon, animal, holy symbol, and so forth).

Faint illusion; CL 1st; Craft Magic Arms and Armor, *arcane mark*; Price 2,170 gp + 1,085 gp + 86 XP.

### Shield of the Fisher King

Engraved with images of kingfishers, this +3 *light steel shield* is renowned for its healing properties. Twice

per day on command, the *shield of the Fisher King* can cast *cure moderate wounds*, healing 2d8+10 points of damage. In addition, the shield can cast *remove disease* on command once per week.

Moderate conjuration; CL 12th; Craft Magic Arms and Armor, *cure moderate wounds*, *remove disease*; Price 54,457 gp; Cost 27,258 gp, 5 sp + 2,179 XP.

## Magic Weaponry

These special abilities can be applied to melee weapons, ranged weapons, and ammunition as indicated. A weapon with a special ability must have at least a +1 enhancement bonus.

### Calling

This special ability may be applied to any melee or ranged weapon, but not to ammunition. On command, a calling weapon teleports back to the hand of the last person who wielded the weapon in combat. Effects which block or hinder teleportation spells (including *dimensional anchor* and *dimensional lock*) also block this ability.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *dimension door*; Price +2 bonus.

### Hallowed

A weapon with the hallowed special ability is the bane of evil outsiders. Whenever a hallowed weapon strikes a successful critical hit against a foe with the evil subtype, it reduces its spell resistance by 1d6 points for the duration of the combat. In the hands of a holy warrior or paladin, a hallowed weapon also gains an additional +1 enhancement bonus on attack and damage rolls. (Note, though, that a weapon's maximum enhancement bonus normally can't exceed +5 except in epic-level play or at the GM's discretion.) Bows, crossbows, and slings so crafted bestow this ability upon their ammunition.

Faint transmutation; CL 14th; Craft Magic Arms and Armor, *dispel evil*; Price +2 bonus.

### Hardened

A hardened weapon has its hardness increased by +2 and gains 5 additional hit points, increasing its strength against sunder and break attacks.

Faint transmutation; CL 1st; Craft Magic Arms and Armor, *magic weapon*; Price +500 gp.

### Hindering

A hindering weapon makes the sound of a fierce windstorm upon striking a successful critical hit, dropping the victim's initiative count for the current encounter by an amount equal to the critical hit damage. Bows, crossbows, and slings so crafted bestow this ability upon their ammunition.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *slow*; Price +1 bonus.

### Morphing

As a full-round action, a morphing weapon can transform itself into any other weapon of the same type and encumbrance (see **Weapons in Chapter Seven: Equipment** in the *PHB*). For example, a +1 *morphing longsword* could transform into a +1 *morphing shortspear* (as both are one-handed melee weapons) but not into a longbow (as a longbow is a ranged weapon) or a greatsword (a two-handed weapon). The weapon takes on all the mundane qualities of its new form but retains all of its magical properties and abilities except those inappropriate for the new type. For example, a +2 *morphing disruption mace* would temporarily lose the disruption ability (only effective for bludgeoning weapons) if morphed into a battleaxe.

The special material type (cold iron, adamantite, and so forth) of a morphing weapon cannot be changed. As well, the weapon's wielder must have proficiency with the weapon's new forms or take the usual -4 penalty on attack rolls.

Strong transmutation; CL 18th; Craft Magic Arms and Armor, *polymorph any object*; Price +3 bonus.

### Sensing

A sensing weapon alerts its wielder to the presence of invisible or ethereal foes within 30 feet by emitting a resonating hum that only the wielder can hear. Though it doesn't identify the exact location of those foes, the sensing weapon reduces the miss chance against the concealment of invisible opponents by -10%. Finally, invisible attackers do not get the +2 bonus when attacking a wielder of a sensing weapon.

Faint divination; CL 5th; Craft Magic Arms and Armor, *see invisibility*; Price +1 bonus.

### Signature

A weapon with this property bonds with a user the first time it's wielded in combat, granting a +2 bonus on initiative checks. If picked up by anyone other than its bonded wielder, the weapon deals 1d6 points of damage and bestows one negative level so long as the weapon is held. This negative level never results in actual level



## - Chapter Five: The Armory -

loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is in hand.

Only if the wielder dies is the bond broken, allowing a new bond to form with the next person who uses the weapon in combat. Though a character is under no particular compulsion to use a signature weapon, intelligent weapons with this quality take the bond very seriously (and may take steps toward securing a new wielder should they feel undervalued or ill-used).

Faint abjuration; CL 5th; Craft Magic Arms and Armor, Improved Initiative, *geas/quest*; Price +1 bonus.

### Specific Magic Weapons

The following weapons are usually crafted with exactly the qualities described here.

#### Bonesnapper

The head of this +3 *hardened adamantine hindering heavy mace* is a steel-hard split skull. Whenever the wielder confirms a critical hit with the mace, the target creature takes a -10 penalty to its speed. This penalty can be removed with a successful DC 15 Heal check.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *magic weapon, slow*; Price 77,812 gp; Cost 40,812 gp + 2,980 XP.

#### Deeprazor

Deeprazor is a +3 *vorpal wounding longsword* which deals 1d6+1 points of Constitution damage on a critical hit (assuming that its target isn't decapitated as normal on a confirmed critical roll of 20). A *deeprazor* sword comes with a scabbard and weapon belt of supple black leather.

Strong evocation, necromancy, and transmutation; CL 20th;

Craft Magic Arms and Armor, Heighten Spell, *circle of death, keen edge, mage's sword*; Price 250,315 gp; Cost 125,315 gp + 10,000 XP.

#### Hand Ballista

This +2 *heavy crossbow* is only slightly larger than normal, but on a confirmed critical hit, its target must succeed a DC 15 Fortitude save or be knocked prone (in addition to taking critical damage as normal).

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *telekinesis*; Price 9,350 gp; Cost 4,850 gp + 360 XP.

#### Kukri of Reliance

This +1 *morphing keen adamantine kukri* has a wide blade adorned with runic inscriptions, an ivory handle, and a multicolored tassel hanging from its pommel. In addition to its standard morphing properties, the *kukri of reliance* can also morph into any one-handed melee weapon.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *keen edge, polymorph any object*; Price 60,011 gp; Cost 33,008 gp + 2,400 XP.

#### Jousting Lance

This +1 *lance* becomes a +2 *lance* when used in a mounted charge attack.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic weapon*; Price 6,310 gp; Cost 3,155 gp + 240 XP.

#### Sunspear

This +4 *brilliant energy flaming burst longspear* has a shaft of a lightweight silvery metal and sheds light as the *daylight* spell on command. As well, once per day on command, the spear can *disintegrate* any target it successfully strikes (as the spell).

Strong transmutation; CL 21st; Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *daylight, disintegration, flame strike, gaseous form*; Price 427,105 gp; Cost 213,400 gp + 17,072 XP.

#### Swift Scimitar

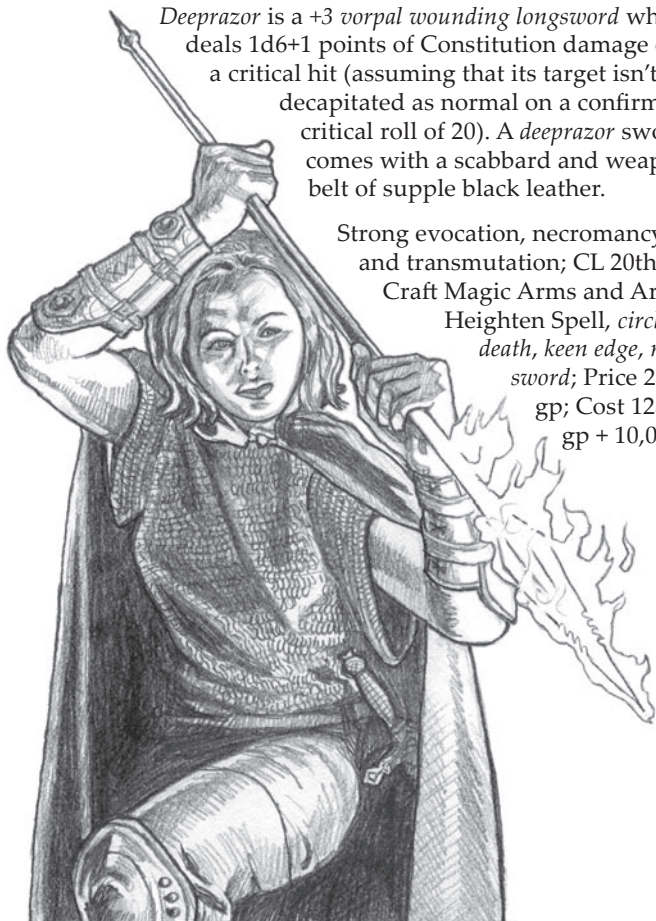
This +1 *scimitar* grants its wielder a +2 bonus on initiative checks. As well, whenever the wielder confirms a critical hit with this weapon, the target also takes a -5 penalty to its speed. This penalty can be removed with a successful DC 15 Heal check.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *slow*; Price 10,315 gp; Cost 6,657 gp, 5 sp + 400 XP.

#### Sword of Pog

A brave gnome warrior named Pog the Bold supplemented his heroics with illusion and subterfuge. This +1 *short sword* has an inky black blade, and turns its wielder invisible (as per *greater invisibility*) when drawn.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *greater invisibility*; Price 226,310 gp; Cost 113,310 gp + 9,040 XP.



# Magic Rings

## Champion's Ring

Minute engravings of knights engaged in jousting, saving the innocent, and performing noble deeds cover the surface of this wide gold band. In addition to offering a continual deflection bonus (+1 to +5) to the wearer's AC, it also grants spell resistance 13 to 17.

Faint abjuration; CL 12th; Forge Ring, *shield of faith*, *spell resistance*; Price 12,000 gp (ring +1, SR 13), 28,000 gp (ring +2, SR 14), 48,000 gp (ring +3, SR 15), 72,000 gp (ring +4, SR 16), 100,000 gp (ring +5, SR 17).

## Champion's Ring, Greater

This ring is identical in form and function to a *champion's ring*, but provides a deflection bonus of +6 to +10 and spell resistance 18 to 22.

Strong abjuration; CL 20th; Forge Ring, Forge Epic Ring, *shield of faith*, *spell resistance*, creator's caster level must be at least three times the ring's bonus; Price: 780,000 gp (ring +6, SR 18), 1,050,000 gp (ring +7, SR 19), 1,360,000 gp (ring +8, SR 20), 1,710,000 gp (ring +9, SR 21), 2,100,000 gp (ring +10, SR 22).

## Excellence

Designed to enhance the wearer's expertise, this ring grants a competence bonus on checks for any one skill (decided on by the ring's creator). The *ring of excellence* doesn't provide ranks in the skill in question (and thus

can't serve as a feat prerequisite or provide synergy bonuses), but allows the wearer to use untrained skills in which he has no ranks.

Faint transmutation; CL 3rd; Forge Ring, one of *bear's endurance*, *bull's strength*, *cat's grace*, *fox's cunning*, *owl's wisdom*, or *eagle's splendor*, creator must have 5 ranks in the selected skill; Price 400 gp (+2 bonus), 1,600 gp (+4 bonus), 3,600 gp (+6 bonus), 6,400 gp (+8 bonus), 10,000 gp (+10 bonus).

## Holiness

This white enameled ring has an inset diamond, and grants its wearer *protection from evil* (as the spell) when activated.

Faint abjuration; CL 3rd; Forge Ring, *protection from evil*; Price 6,000 gp.

## Quickness

This blue metal band is nearly weightless, and grants its wearer a +4 bonus on initiative checks.

Faint transmutation; CL 5th; Forge Ring, *haste*, creator must have Improved Initiative; Price 5,600 gp.

## Shapes

This wooden ring is simple and crude. On command, its wearer gains the effects of *polymorph* as if cast on herself.

Moderate transmutation; CL 7th; Forge Ring, *polymorph*; Price 56,000 gp.

# Wondrous Items

## Banner of Alacrity

This regal banner depicts a warrior astride a horse. On command once per day, it grants all allies within 30 feet of the bearer a +5 enhancement bonus to their land speed for one hour.

Faint transmutation; CL 3rd; Craft Wondrous Item, *Widen Spell*, *longstrider*; Price 9,600 gp; Weight 15 lbs.

## Banner of the Holy Crusade

This banner has a white field with a red holy symbol as the charge. On command once per day, it can cast a *widened magic circle against evil* in a 20-ft. radius for 1 hour.

Faint abjuration; CL 12th; Craft Wondrous Item, *Widen Spell*, *magic circle against evil*; Price 57,600 gp; Weight 15 lbs.

## Banner of Hope

Made of white cloth with silver or platinum thread, this banner has bells and holy symbols sewn onto it. On command once per day, it grants all allies within 30 feet

of the bearer a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for six minutes.

Moderate enchantment; CL 6th; Craft Wondrous Item, *good hope*; Price 14,400 gp; Weight 15 lbs.

## Banner of Dread

This black banner features inverted holy symbols, bones, skulls, and horribly lifelike renditions of crucified foes. Once per day on command, all enemies within 30 feet of the bearer become shaken for 1 round and must succeed on a DC 16 Will save or become panicked for 7 rounds. If the banner features an image of a crucified victim which the bearer's foes will recognize, they must succeed on a DC 17 Will save instead.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 22,400 gp; Weight 15 lbs.

## Bellerophon's Horn

Images of horses and eagles are carved into this ivory hunting horn. Once per day, a good character who



## - Chapter Five: The Armory -

speaks a command word and sounds the horn can summon a celestial pegasus for 1 hour.

Moderate conjuration; CL 9th; Craft Wondrous Item, *summon monster V*, creator must be good; Price 36,000 gp.

### Bogg's Secure Bedroll

Though this bedroll appears to be made for any Medium creature, anyone who climbs inside enters an extradimensional space akin to that produced by a *rope trick* spell. The space remains for 8 hours per day, at which point the bedroll safely ejects the sleeper and rolls up of its own accord. The extradimensional space created by the bedroll can hold up to two Medium creatures, but functions exactly as *rope trick* in all other ways.

Moderate transmutation; CL 8th; Craft Wondrous Item, *rope trick*; Price 12,800 gp.

### Cloak of Defense

This supple cloak is made of fine metal links, granting its wearer a continuous deflection bonus (+1 to +5) to AC.

Faint abjuration; CL 5th; Craft Wondrous Item, *shield of faith*, creator's caster level must be at least three times greater than the bonus placed in the cloak; Price 3,000 gp (+1 cloak), 12,000 gp (+2 cloak), 27,000 gp (+3 cloak), 48,000 gp (+4 cloak), 75,000 gp (+5 cloak).

### Figurine of Wondrous Power— Copper Horse

Like most of the other *figurines of wondrous power*, this object is a miniature statuette about an inch high. When the figurine is tossed down and the command word spoken, it becomes a living creature of normal size which obeys and serves its owner. The creature understands Common but does not speak. If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined—all magic lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette, useable again later.

#### Copper Horse

This statuette becomes an excellent quality heavy warhorse (see page 65 for statistics) which remains for up to five days within a two-week period. After a full five days of use (or when commanded), it reverts to its statuette form. While in living form, the horse is completely obedient and immune to fear.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

### Horn of the White Hart

This instrument appears to be a normal hunting horn, clearly of elven origin. Though anyone can sound the horn normally, if a character with 5 or more ranks in Perform sounds it after first speaking a command word, *the horn of the white hart* surrounds all allies within 30 feet with an aura of protection up to three times per day. The aura lasts a

number of rounds equal to the character's ranks in Perform, granting a +4 bonus on saves against spells and effects of the enchantment school, as well as a +2 insight bonus to AC.

As well, the *horn of the white hart* can be used as a focus (or additional focus) by a divine spellcaster up to three times per day, allowing her to cast any conjuration (healing) spell as if under the effects of the Maximize Spell metamagic feat. To gain this additional effect, the user must sound the horn, counting as one of its daily uses.

Moderate abjuration and conjuration; CL 12th; Craft Wondrous Item, Maximize Spell, *shield of faith*, creator must be an elf; Price 64,370 gp.

### Knight's War Saddle

This ornate military saddle is made of black leather, embossed with platinum. When used on a heavy warhorse, the saddle grants a rider a +4 competence bonus on all Ride checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, creator must have 5 ranks in Ride; Price 1,600 gp.

### Medallion of Death Defiance

This dull, flat metal medallion has a death's head etched on one side and the face of a beautiful woman on the other. Three times per day, whenever its wearer is reduced to 0 or fewer hit points, the medallion automatically casts *cure light wounds*, healing 1d8+5 points of damage. The medallion works normally against the hit point damage dealt by some death-effect spells on a successful save (such as *destruction*), but not against death by massive damage or spell effects that slay instantly (*power word kill*, *slay living*, and so on). In any event, though, the medallion doesn't function if the wearer is taken from positive hit points to below -10 on a single attack.

Moderate conjuration and evocation; CL 11th; Craft Wondrous item, *contingency*, *cure light wounds*; Price 41,020 gp.

### Pennon of Honor

When this small gold flag is affixed to the end of a lance, it grants the wielder a +1 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*; Price 2,000 gp.

### Pennon of Peace

When this small white flag is affixed to the end of a lance, it grants the wielder a +2 bonus on all Bluff and Diplomacy checks while not engaged in combat.

Faint transmutation; CL 3rd; Craft Wondrous Item, *eagle's splendor*; Price 1,600 gp.

### Pennon of War

When this small black flag is affixed to the end of a lance, it enables the wielder to benefit from *heroism* (as the spell), once per day for 1 hour.

## - Chapter Five: The Armory -

Moderate enchantment; CL 6th; Craft Wondrous Item, *heroism*; Price 14,400 gp.

### Plentiful Feedbag

This nondescript feedbag, of a suitable size for a Large creature, appears normal in all respects. When a sample of mundane feed is placed within it, the feedbag begins to generate more of that feed automatically when placed onto an animal's muzzle. This food is nourishing and safe, but any excess disappears from the bag if removed.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 17,694 gp.

### Saddle of the Faithful

This exquisitely crafted military saddle is made of red leather. Whenever the steed wearing the saddle is reduced to 0 or fewer hit points, the saddle automatically *heals*

it (as the spell). The saddle works normally against the hit point damage dealt by some death-effect spells on a successful save (such as *destruction*), but not against death by massive damage or spell effects that slay instantly (*power word kill*, *slay living*, and so on). In any event, though, the saddle doesn't function if the steed is taken from positive hit points to below -10 on a single attack.

Moderate conjuration and evocation; CL 11th; Craft Wondrous item, *contingency*, *heal*; Price 80,519 gp.

### Scabbard of Defense

This beautiful scabbard and belt feature inlays of precious stones, gold, platinum, and mithral. When worn, the scabbard confers damage reduction 10/bludgeoning and adamantite. This item occupies the same magic item body slot as a belt.

Moderate transmutation; CL 7th; Craft Wondrous Item, *stoneskin*; Price 102,750 gp.

## Minor Artifacts

### Plate of Viridian

This green +5 *full plate of heavy fortification* grants its wearer damage reduction 10/epic and magic, and resistance 10 against acid, cold, electricity, fire, and sonic energy. In addition, wearing the armor grants a +4 bonus to Strength.

The *Plate of Viridian* gets its name from Sir Viridian, a cavalier of old who captured the heart of a fairy queen. Fearing for her love's life, she forged a suit of full plate armor to protect him from harm, and though Sir Viridian accepted her gift graciously, he soon found that warriors throughout the land were quick to covet it. But though the armor helped him face all challengers, it offered no protection against treachery, and only six months after receiving the fairy queen's gift, Sir Viridian succumbed to poison. Since then, the armor has changed hands many times, with the life of each owner in turn rumored to have ended in tragedy.

Strong abjuration and transmutation; CL 30th.

### Sash of the Sun's Ascent

This unusual sash is made of yellow silk, and when cinched across the waist, grants the wearer a bonus to Strength depending on the position of the sun—+2 at dawn, +4 at 9 a.m., +6 at noon, +4 at 3 p.m., and +3 at dusk.

The *Sash of Sun's Ascent* is a magic belt, woven by the daughter of the sun from her own hair as a boon for the knight she loved. The cavalier who received the belt wore it but was wicked, using the artifact to unfair advantage in combat rather than facing his opponents honorably. In time, he betrayed his land, his fellows, and even the daughter of the sun who loved him, finally meeting his end in the darkest hours of night, put down by his own brethren in order to save the realm from his treachery.

Strong transmutation; CL 24th.

### Sword of Kings

This +6 *hardened adamantite keen vorpal bastard sword* is an object of breathtaking beauty, with a handle of polished unicorn horn ending in a hilt of pure obsidian, sparkling with inner flashes of light from its black depths. Ancient indecipherable runes mark both sides of the blade, and the weapon bestows proficiency in its use on any creature who wields it.

When the world was young, the elves received a prophecy of a mortal king who would one day unite men and elves in friendship and alliance. As a symbol of their commitment to this future king, the elves forged this blade from the metal of a fallen star, working years to perfect its form even as they layered the weapon with a fine weave of spells. A century later, the blade was finished and placed within a sacred vault until the time when the human champion would emerge. Subterfuge ruined their efforts though, for foul dark elves and their orc minions penetrated the vault and stole the weapon away.

For generations, the sword of kings passed from orc chief to drow matron, sowing discord and death among their ranks until it passed at last from the realms of the underworld into surface lands. Nations rose and fell on the power of the *Sword of Kings*, passed from hand to hand until finally it vanished into legend. Some speculate that the blade is in the hands of the elves once more, waiting for the still-promised time of accord between their people and the human realm. Others speculate the weapon has left the world, grown wearing of waiting, and desiring to build its own empires on other planes.

Strong evocation, necromancy, and transmutation; CL 33rd.



# Chapter Six

# Honor & Tournaments

*So the two knights ran together that Griflet's spear all-to shivered; and therewithal he smote Griflet through the shield and the left side, and brake the spear that the truncheon stuck in the body, that horse and knight fell down.*

—Sir Thomas Malory, *Le Morte d'Arthur*

For the cavalier, honor and tournaments are two faces of the same chivalric coin—the basic components of the code he lives by and the venue through which that code is brought to public life. In this chapter, further exploration of the foundations of chivalry will allow you to create a code of honor personalized for any cavalier, followed by a look at the structure and particulars of the tournament to provide the backdrop against which a cavalier's fame is drawn.

## Honor

To some degree, the code of conduct detailed in **Chapter One: The Cavalier** is built on the same code of conduct upheld by paladins, both as a means of linking the two classes conceptually and to prevent a conflict of interest between these two archetypal knights. It's important to realize, though, that the cavalier's chivalric code is not an absolute. The concept of honor varies according to culture, situation, and the individual, so that it's not so much the specifics of what honor means that binds knights together as it is the elevation of the concept of honor—treating it as a thing worth fighting and dying for.

Instead of forcing all cavaliers to abide by the same basic moral or ethical tenets, this section helps define the code of honor by basing it around values of particular importance to knights. To build a personal code of conduct, a cavalier should select three or more values from the following list.

### Chastity

Cavaliers who uphold chastity as a central value see physical pleasure as a base experience, clouding the spirit and mind. Though they hold themselves above such acts, knights of chastity are not simply asexual beings, and many struggle with maintaining their principles, descending in extreme cases to self-flagellation and other punishments as a means of disciplining themselves for their urges. While good cavaliers generally turn to focus and clear thought to suppress unchaste desires in themselves, evil cavaliers have been known to maim or disfigure the objects of their lust, seeking to prevent desire through their own repulsion.

### Courage

The tenet of courage is marked by establishing a balance between bravado and foolishness, for a cavalier should be willing to brave any danger (even to the point of significant risk to wealth, property or life) but should not undertake a path which fairly guarantees failure. The most prudent knights are often the greatest knights, proving time and time again that they have the determination to see a task through to its conclusion while still knowing their own limitations.

Good cavaliers strive always to establish boundaries on their actions in order that they might one day overcome those boundaries, while evil cavaliers temper their actions according to how they might best benefit from them.

### Courtesy

To abide by the principle of courtesy, the cavalier focuses on a degree of self-control. She earnestly follows the social customs of class and realm, while accepting base behavior from others with grace. Courtesy requires a cavalier to maintain a sense of calm when facing conflict, and to use violence only as a response to violence. More important, courtesy demands the sheltering of any who come to the cavalier for succor, and in return, respecting the same benevolence in others. The good cavalier is a good guest, a friend, or a paramour as needs demand. Evil cavaliers restrict courtesy to those they deem have earned it, offering shelter only to those of their station and casting out the undeserving.

### Defense

Cavaliers sworn to defense vow to protect their nation, their family, and those they deem worthy, whether that defense takes the form of standing with an ally on the field of battle, serving a liege without question, or simply supporting the right side of an argument. Though good and evil cavaliers will both dedicate themselves to fealty and family equally, evil cavaliers tend to find worthiness in far fewer people than their good counterparts.

### Faith

At the core of knightly virtue is piety, shown in a cavalier's faith in himself, his cause, and his deity. Faith gives a cavalier a foundation for the other principles he upholds, with good cavaliers sometimes as pious as paladins, embracing goodness and a dedication to the gods of light. Evil cavaliers are just as faithful, but follow gods of darkness and wickedness (and sometimes even fiends).



### Glory

The pursuit of glory is a common goal for cavaliers, and while dedicated to the overall acquisition of fame, they pursue glory only through honorable means. To receive the true adulation of the masses, one must first be worthy of that adulation, and cavaliers with glory as one of their chivalric virtues must never turn down a quest or cause. Good cavaliers undertake missions on behalf of the common folk, performing heroic acts to spread their good names throughout the land. Evil cavaliers are bent on conquest and destruction, seeking to destroy their enemies and gain fame through bloodshed and fear.

### Humility

Cavaliers of humility let others spread word of their deeds. These characters avoid boasting, valuing the actions of others over their own. Humility is saintly, as it shows a disdain for pride, and good cavaliers who uphold humility praise their fellows for their deeds and efforts even as they strive to be seen as worthy in those fellows' eyes. Evil cavaliers likewise downplay their dark accomplishments and skill at arms, but as a means of preventing notice of their villainy, and of hopefully catching their enemies unaware.

### Industry

Being a knight is difficult work, requiring constant training, a heightened awareness of one's own actions, and an awareness of the perceptions of others. Hard work and dedication to one's principles are the best

manifestations of industry, with good cavaliers often lending a hand at manual labor or mundane service to those beneath them. Evil cavaliers simply focus even more relentlessly on the pursuit of their dark goals.

### Justice

As a virtue, justice requires a cavalier to strive for what's right—enforcing fairness even as she recognizes the power of her martial prowess, and tempering justice with mercy and forgiveness. Though good cavaliers will sometimes serve as judges, many will as often take the role of the vigilante, ceaseless opponents of evil in any form. Evil cavaliers, on the other hand, adopt a practice of might makes right, believing that the ends of justice validate the dark means by which they mete it out.

### Largesse

Cavaliers who uphold the virtue of largesse are generous with their wealth. They give to those who need it, whether the church, a social or cultural organization, or a destitute peasant family. Good cavaliers give their wealth to others according only to need, while evil cavaliers use their wealth to advance their position, donating only to those institutions with which they wish to curry favor or those people who they seek to control.

### Loyalty

Beyond their vows to defend liege and land in times of conflict, cavaliers must show loyalty to nation, family, and people at all times, putting allegiance before all other



## - Chapter Six: Honor & Tournaments -

considerations. The cavalier's alignment determines the nature of the nation or liege to whom his loyalty is owed.

### Prowess

Excellence in all things defines a cavalier who upholds the virtue of prowess. These cavaliers strive to improve their martial skills, their equestrian skill, and their education and social graces. Good cavaliers strive for prowess for the sake of excellence. Evil cavaliers pursue excellence to achieve specific goals of fame or self-aggrandizement.

## Tournaments

Tournaments can be central to a campaign incorporating the concepts of chivalry, for tournaments offer opportunities for glory, status, and social advancement like no other event. Most tournaments are opportunities for a cavalier to show her skill at arms, and the more victories she wins, the greater her renown or infamy. Beyond simply showing off, though, tournaments can be used to end or avert wars, secure alliances, advance political ambitions, or simply to indulge in the thrill of combat.

Though jousting lies at the heart of many people's first impression of any contest of knightly skill, not all tournaments even involve jousting. In a grand melee, face-to-face combat takes center stage, with combatants squaring off in contests of skill with javelin, bow, axe, or sword. In a more magical milieu, tournaments might take on an air of the fantastic, with knights fighting illusionary dragons, using astral constructs as moving targets for archery matches, or battling each other on fields swarming with monsters, trapdoors, and other magic hazards. And beyond the battlefield itself, a tournament's challengers might come together to undertake a grand hunt for a questing beast, or engage in a formal search for lost holy artifacts or relics.

In most cases, the most difficult aspect of creating a tournament within the game tends to be adjudicating the progress of the contestants, as a realistically typical tourney might involve hundreds of cavaliers competing. Even focusing only on PC combatants and their immediate foes, though, it's often easier to undertake a tournament as more of a narrative exercise than a numbers game.

At the same time, though, a GM should be wary of the non-cavalier members of the party feeling like they're being asked to tag along only to act as their compatriot's cheering section. To ensure enjoyment for everyone, try couching a tournament within a larger overall storyline, so that the PCs might have to uncover the identity of someone cheating in the lists, or track down a renegade knight in hiding among the gathered nobility. Perhaps they have to solve a murder while trying to help their cavalier fellow win on the field in order to keep the kingdom from going to war. By complicating the atmosphere, a tournament scenario can not only keep the interest of the other players but create a vibrant environment that hopefully echoes the excitement of the event itself.

### Other tenets

Feel free to expand this list as needed, creating whatever tenets make sense to serve as roleplaying guidelines for your campaign. For example, the seven cardinal virtues (prudence, love, hope, and so forth) might make excellent tenets for cavaliers of good alignment, as could the seven deadly sins (pride, envy, greed, and so forth) for evil cavaliers, see the *Unholy Warrior's Handbook* for more on the latter.

### Sample Contest: Jousting

Of all the contests a cavalier may find himself involved in, nothing catches the imagination like jousting. Two armored warriors on equally armored steeds bearing down on one another with lances leveled is a powerful sight, and with the roar of the crowd playing against the subtle politics of the tournament field, winning the day with horse and lance can often prove an adventure in itself.

The most common jousting event is the Joust of Peace, a contest of skill and bravery featuring blunted lances, and while still dangerous, a Joust of Peace generally yields few casualties. In many festivals, such a joust is presented as a *pas d'armes*, with a local lord placing a banner on his walls calling for all traveling knights to compete. All cavaliers entering the domain of the noble are expected to participate in the event, and these types of tournaments offer unknown knights the chance to prove their mettle before lord and common folk alike.

In the Joust of War, the weapons are sharp and the combat is lethal. Such tournaments are often undertaken much like formal duels, or can sometimes be used as a means to settle differences honorably, to end a siege, or as a prelude or aversion to war.

The Joust at Large is a kind of general melee, with cavaliers divided into teams. Each side charges as in a standard joust, but after the initial charge, the cavaliers fall back to their melee arms, fighting with longsword, axe, and mace. Depending on the agreed-upon rules, combat may continue after a knight is unhorsed, and in many instances (especially times of war), there's little apparent difference between a Joust at Large and actual combat.

### Mechanics

Though the Joust at Large (and any grand melee in general) can be handled adequately using existing combat rules, the nature of the one-on-one tournament joust (two equally prepared combatants charging each other simultaneously, hammering lance against shield in the hopes of unseating an opponent) require some additional rules to properly simulate.

#### Step 1:

Jousters roll initiative. The winner of the initiative gains advantage for this pass and makes the first attack.

## -Chapter Six: Honor & Tournaments-

### Step 2:

The attacker makes an attack roll (adding +2 for charging in addition to any other modifiers) against the defender's flat-footed AC. Joustiers don't take the customary -2 penalty to AC for charging, but are treated as flatfooted, as they lack the ability to avoid their opponent's attack.

If the attacker misses, skip to Step 5. Otherwise, the defender takes damage from the lance attack (double damage for a charging mount; triple damage if the joustier has the Spirited Charge feat). In a Joust of Peace, the damage is nonlethal except when the attacker rolls a natural 20 on his attack roll, indicating a well-placed and unintentionally lethal strike.

### Step 3:

If the defender is still conscious after taking damage, the joustiers make opposed jousting checks. The attacker rolls 1d20 + Strength modifier + Dexterity modifier + size modifier (as for a grappling check, but use the size modifier for each character's steed) + miscellaneous modifiers (see sidebar for details). The defender rolls 1d20 + Strength modifier + Constitution modifier + size modifier (as above) + miscellaneous modifiers (see sidebar). If the defender wins the opposed roll, she retains her seat (skip to Step 5). If the attacker wins the opposed roll, the defender is unhorsed. If both rolls tie, both riders are unhorsed.

### Miscellaneous Modifiers

These modifiers are cumulative.

#### Attacker

Condition	Modifier
Heavy Warhorse	+2
Light Warhorse	+1
All other steeds	-1
Weapon excellence (lance)	Mounted bonus
Weapon Focus (lance)	+1
Greater Weapon Focus (lance)	+1
Spirited Charge	+2
Epic Weapon Focus (lance)	+2
Legendary Rider	+2
Advantaged	+1

#### Defender

Condition	Modifier
Toughness	+1
Legendary Rider	+2
Dodge	+1
Mounted Combat	+2
Ride skill	One-half total ranks, round down
Bonded Mount	+1





# -Chapter Six: Honor & Tournaments-

## Step 4

When a lance hits a solid object, its natural tendency is to break (or “shiver”). Any time a jousting hits an opponent, he must succeed at a Fortitude save against a DC equal to the defender’s flat-footed AC or have his lance shatter from the impact. Magic lances receive a +1 bonus per point of enhancement bonus on their save (but because of the still-high risk of damage, few cavaliers will joust with a magic lance).

## Step 5

The defender becomes the attacker, answering the advantaged jousting’s attack. Resolve this attack as in Steps 3 and 4, at which point the pass is complete and both jousting return to Step 1.

## Example Pass

Two opponents face each other in a Joust of Peace—the cavalier Sir Caldarium (use the stats from **Chapter One: The Cavalier** for the mid-level cavalier, page 12) and Sir Parry of the Skull, a villainous knight of infamy (use the stats for the sample knight of infamy, page 25). Both knights appear on the tournament field astride heavy warhorses, fully armored with lances readied, awaiting the signal from the herald.

## Step 1

Both cavaliers make initiative checks, Sir Caldarium getting 14 (a roll of 15, -1 modifier). Sir Parry rolls 10 but has a modifier of +8 for initiative 18. Sir Parry has the advantage.

## Step 2

Sir Parry kicks his horse to build up speed before Sir Caldarium. The evil knight lowers his lance to strike with a natural 20, hitting Sir Caldarium squarely and confirming the critical hit (a roll of 30 including all bonuses). For damage, Sir Parry rolls 4d8+12 (3x critical plus an additional 1d8 on the mounted charge) plus 2d6 sneak attack damage to deal 37 points of damage in total. As well, because Sir Parry rolled a natural 20, the damage his attack deals is lethal.

## Step 3

Both characters make opposed jousting checks. Sir Parry rolls 1d20+11 (+3 Str modifier, +2 Dex, +4 size bonus for a large mount, +2 for a heavy warhorse, +1 advantaged) for a total of 21. Sir Caldarium rolls 1d20+17 (+3 Str, +2 Con, +4 large mount, +2 Mounted Combat, +6 for one-half his ranks in Ride) for a total of 24, enough to stay horsed despite the damage.

## Step 4

To see if his lance survived intact, Sir Parry attempts a DC 22 Fortitude save (Sir Caldarium’s flatfooted AC). He rolls an adjusted 19, shattering his lance.

## Step 5

Sir Caldarium becomes the attacker, responding to the evil knight by rolling an adjusted 28, more than enough to hit the villain. For damage, he rolls 3d8+12 (triple damage for

the Spirited Charge feat) for a total of 32 points of nonlethal damage. Both combatants make opposed jousting rolls, both rolling 1d20+11 (Sir Caldarium with +3 Str, -1 Dex, +4 for large mount, +2 for heavy warhorse, +1 for weapon excellence, +2 for Spirited Charge; Sir Parry with +3 Str, +0 Con, +4 for large warhorse, +4 for one-half his ranks in Ride). Sir Caldarium rolls a natural 20 for a total result of 31 against Sir Parry’s 11 (adjusted 22). Despite treachery, Sir Caldarium unseats his opponent, winning the day. As well, Sir Caldarium attempts a DC 17 Fortitude save (Sir Parry’s flatfooted AC), rolling an adjusted 18, just enough to keep his lance intact.

## Victory Conditions

Knights gain points based on the result of their pass. A herald tallies the points, announcing the victor at the end of the contest. The following guidelines are general only, with many possible variations applying (especially in non-good lands).

### Victory Conditions

Condition	Point
Striking opponent	1
Missing opponent	-1
Shivering a lance	1
Unseating opponent	3

## Conduct

Regardless of alignment, there are certain rules all jousting must abide by, the violation of which is grounds for dishonor. Being dishonored twice strips a cavalier, holy warrior, or paladin of their class abilities, forcing them to seek atonement, choose another class and path, or become black knights.

The key rules are as follows.

- Jousting may never strike opponents from behind.
- Jousting may never target an opponent’s steed.
- Jousting may not continue the fight after unhorsing their foe, unless such action has been sanctioned before the match.
- Jousting may not enhance their prowess with spells, though enchanted weapons and armor are sometimes permissible.

## Rewards

The spoils of a successful match are typically the loser’s horse, armor, and weapons, with the victor holding the items for ransom until the loser can match their value in gold. More expensive and elaborate tournaments offer a purse to the winner, from gemstones, coin, or other treasure (averaging 1d20 x 100 gp total) to a grant of land and title or the hand of a noble heir. As well, a cavalier who finds success at a tournament may be given the opportunity to choose the ritual queen or king of the tourney, to embark on an important mission, or to become a full-fledged member of the local court.

# Chapter Seven

## Orders

...for I shall give him the Table Round, the which Uther Pendragon gave me, and when it is full complete, there is an hundred knights and fifty.

—Sir Thomas Malory, *Le Morte d'Arthur*

From the code of the individual cavalier or knight inevitably come orders of knights—groups of warriors reflecting a like-minded devotion to duty and chivalric code, with historical examples ranging from the Knights of the Round Table to the Knights Templar and the Order of St. George. In game terms, a cavalier's allegiance to or membership in a particular order needs to be handled carefully, though, as a cavalier bonded to the service of any group can find her versatility, freedoms, and adventure possibilities limited. In the same way paladins are most easily playable when not beholden to a particular faith, the singular knight (free to scour the countryside in search of wrongs to righted, dragons to slay, and innocence in need of imminent rescue) offers a great deal more flexibility.

As she advances in level, though (and especially once the number of her followers begins to grow unwieldy), a cavalier may desire a place to call home—a castle, fortress, or manor where she can manage her dependants and keep them from harm. Especially if the *Noble's Handbook* is a part of your game, cavaliers may found noble houses and embark on different kinds of adventures, filled with plotting, treachery, and intrigue. For other characters, history and fantasy literature may serve as inspiration, allowing players to found knightly orders of their own design.

This chapter gives you everything you need to build a knightly order, providing an overview of different order types, rules for founding an order and expanding its power, organization and more. In many ways, a knightly order is similar to a noble house as described in the *Noble's Handbook*, and can be subject both to the strength of its leaders and the influence of outside agencies.

## Order Qualities

At the most basic level, an order is an association of individuals united for some cause or purpose, with bonds of loyalty made through pledge, vow, or (in darker cases) even extortion. Orders can be formed with the intent of furthering the designs of religious, military, or political leadership, to serve a secular cause or combat a specific enemy, or to defend people, places, or artifacts from harm.

### Types of Orders

When designing an order, first consider what kind of organization will be the best fit for the campaign (or the specific characters within it).

#### Military Orders

A military order is a union of martially oriented individuals dedicated to some cause of war. Nobles and sovereigns typically form military orders as a means to inculcating loyalty among their soldiers and raising their own level of power and prestige. Those cavaliers in the service of a military order pledge their allegiance and loyalty, vowing to protect their liege and his holdings.

Some lords establish military orders to defend against particular threats, so that a country plagued by undead may see its queen found an order of warriors to combat an

evil necromancer and his minions. Likewise, an evil tyrant may found an order of dark knights to slaughter the elves who refuse to submit to his will. Orders sometimes also arise to hold particular areas from an enemy, such as a band of crusading elven knights protecting sacred forest lands from the hostile nations around them.

While military orders founded by monarchs or powerful feudal lords are the most common, some military orders arise independently of a ruler or state. Likeminded cavaliers may band together to uphold a moral cause, working together for mutual protection or perhaps to unite against a particularly despicable king. In any case, those within a military order are soldiers first and foremost, putting military duty and allegiance ahead of all other concerns.

#### Religious Orders

Religious orders are founded within a particular faith, and can have virtually any organizational and moral structure, depending on the nature of the host religion. Violent religious orders may double as military orders, with unholy or holy warriors dedicated to cleansing the world of nonbelievers. Likewise, bands of religious zealots may unite in the name of a holy quest, seeking to cleanse their faith of heretics.





Non-violent orders may have military members, but their purpose generally turns more on acquiring a deeper understanding of their faith. Such orders based on good faiths might work to gain converts in socially beneficial ways, overseeing the operations of a church, tending to the sick, or any other cause which fits within the dogma of their faith. At the same time, evil orders may function as a secret society, bent on world domination and kidnapping sacrificial victims for their bloody altars beneath the city streets.

### Secular Orders

Unlike religious or military orders, these organizations are independent of both state and faith, dedicated solely to social issues and the well-being (or domination) of the people. Normally non-violent, secular orders can take the form of bureaucracies in developed societies, social groups in court, or fellowships of knowledge working to unlock the secrets of the universe (whether for the good of all or simply for themselves). Because of their commitment to land and liege, most cavaliers will choose to associate themselves with a military or religious order before joining a secular order.

### Loyalty

All orders require absolute loyalty from their members, as all members depend upon one another to further the order's goals and oppose adversity. To ensure allegiance, many orders have an extensive screening process designed to weed out spies and outsiders, and virtually all orders require a sponsor (someone who vouches for a candidate's virtues) before membership can be gained. Once a candidate is accepted, she must swear her loyalty in a manner befitting the order's nature and ideals.

### Pledge

Orders requiring pledges tend not to be as insular as other orders, as pledges (though solemn) are not as binding as oaths. A pledge of service is a promise that one will commit to and support the order, but rescinding a pledge is not in and of itself a violation of a cavalier's code of conduct.

### Oath

An oath is a solemn promise to serve an order in a particular capacity, with orders requiring oaths of service tending to be older and more well-established organizations. Oaths are far more serious than pledges, and should an oath be broken, the consequences can be serious.

Cavaliers who break their oath to an order must almost always become ex-cavaliers, with exceptions made only under circumstances in which the order's ethos or purpose changes so as to be set suddenly at odds with the cavalier's own code. For example, if the military order she belongs to should suddenly adopt a policy of torturing innocent prisoners in response to orders from a new and despotic queen, a cavalier with justice as a core value would be entitled to break an oath whose terms had effectively changed. Likewise, holy warriors and paladins may break their oaths only if their order's tenets come to create a conflict with their religious convictions.

## - Chapter Seven: Orders -

### Vow

Vows are the strongest ties one can make to an order. Always religious in nature, vows are made before a cleric of the order's patron deity, and breaking his vow is not only grounds for a cavalier to become a black knight but to become an enemy of his faith as well. Likewise, holy warriors, unholy warriors, and paladins who break a vow become ex-members of their class (see the *Book of the Righteous*, the *Unholy Warrior's Handbook*, and the *PHB* for details).

### Extortion

Only the most corrupt and evil orders rely on extortion to exact obedience, and will often hold family members or friends hostage, or threaten to reveal specific information unless a knight pledges allegiance. Such orders tend to be short-lived and dedicated to very specific purposes, and violating the terms of service almost always results in harm or death to the hostage, or the revelation of the ex-member's dark secret.

### Organization

An order's organization generally reflects the degree of penetration it has into the lives of its members. A loose organization may simply be a collection of knights errant who share a similar goal, whether fighting evil or eradicating a particular foe. At the opposite end, a rigid organization may require all of its members to live in a single fortress home, their freedom of action and movement subservient to the larger body's goals and beliefs.

### Loose

While its principles are fixed, this order's rolls are not, with members coming and going in no particular pattern. Though the organization pursues a higher purpose, that purpose is never central to its member's lives. Surprisingly, though, the lack of necessary commitment from its members can keep such organizations alive for a considerable length time (though they seldom wield much in the way of real power).

### Informal

An informal order meets regularly but lacks an established base of operations. Membership is tighter than in the loose organization, and all members must typically pledge service. Reflecting their lack of a need for a rigid hierarchy, informal orders tend to be short-term organizations.

### Standard

As the default organization level, standard orders have an established center of operations, though this is sometimes more likely to be the back room of an inn or a king's study than a fortress or tower. Members typically swear oaths of service (though pledges are sometimes acceptable), and long-term organizations are most commonly modeled on a standard organizational structure.

### Rigid

By far the most oppressive, rigid orders are typically religious or military institutions requiring strict vows of service. Rigid military orders are often founded around short-term goals rather than enduring ideals (a particular mission or defensive objective, for example).

### Disclosure

Not all orders work with the same degree of openness, with even some good orders operating in the shadows of their host society (though often simply as a means of controlling general knowledge of the evils they fight). Other orders are legendary, their ranks filled with celebrated champions bringing justice to all corners of the realm. No matter what their overall degree of secrecy, though, many orders conceal information from their members, with some orders intentionally comprised of small cells of members, none of which is party to the order's overall goals. An order's approach to revealing or concealing its identity and secrets most often reflects the nature of its tactics and goals.

### Secret

Secret orders operate beneath the notice of those around them, their movements hidden, their goals and purposes clandestine, and a wealth of subversive tactics at their disposal. Members of secret orders show no outward signs of their membership, often sporting only inconspicuous tattoos or using code phrases to identify other themselves. Secret organizations which conceal information and identities from their own members will generally only communicate through coded messages, and their members will wear masks (or employ concealment magic) when they gather.

### Hidden

Only a select few (possibly a sovereign or the head of a church) know of the existence of a hidden order. Operating in secret, hidden orders often aid or hinder the local population without the people's knowledge, fighting against external threats, other agencies or secret societies. Organizations with hidden membership may have upper cells to which lower cells have only limited access, or may allow its members to act openly among each other while maintaining a concealed leadership. Members of hidden orders are slightly more brazen about revealing their associations than secret orders, often wearing a piece of jewelry with the order's symbol, sporting a visible tattoo, or employing overt coded messages or signals.

### Standard

People will know or have heard about a standard order, but may not know its true nature or purpose. While not overtly secretive, standard orders are generally guarded about their motives, but most members of the order are aware of what leadership they ultimately serve. Members of this order wear badges or insignia openly to show their allegiance, though not all those around them will know the full meaning of those signs.



### Open

Open orders act in the public eye, with all members wearing the badge or insignia of allegiance openly (many even incorporating the order's symbol into their heraldry, if applicable). If an order is open with its own membership, members can communicate directly with their leaders, and will typically have a say in the order's direction.

### Acquiring an Order

Of the many possible game paths for a character seeking to lead an order, five are the most reliable. First (and simplest) is for that character to simply be a noble, with land, wealth, and several contacts ready to serve without question. With those resources (and the Leadership feat), a character can build a tower, fortress, or castle to serve as his base of operations, and as he gains in renown, have individuals flock to his banner. These orders can be of any type.

The second way is to get a sponsor. A lord, noble, or sovereign can be convinced to support a character's cause or to ascribe to her beliefs. With candied words and not a small amount of resolve, a character may be able to convince a lord to donate the funds required to build the order in exchange for loyalty. Provided that a character can accept working in the service of a noble, a military order can be established fairly quickly in this manner, though the loyalties of those in the order will be to their founder first, not their leader.

The third avenue is for a character to give his life to the service of a church. Through patience, hard work and pious devotion, one can eventually advance through the ranks of faith until he gains his own church, or can retain his martial focus (pursuing the path of a paladin, for example) and work towards founding a violent religious order. Violent or non-violent, though, as long as the order's resources come from the church, its leader will never have total control over its future. As with a sponsored order, the followers of a religious order are loyal to their founders, and will always respond to the will of the church over all else.

The fourth means of leading an order involves a character joining the order in question and working her way up through the ranks to attain positions of greater and greater responsibility. With this approach, rigid orders are best avoided, though, as they tend to limit the full range of flexibility an adventurer generally requires in order to grow in status and renown.

The fifth road to founding an order (and the surest path in game terms) is to select the Leadership and Knightly Order feats. Leadership gives a character the foundation of followers enjoyed by a noble (which is why cavaliers gain this feat as a class feature), while the Knightly Order feat increases those followers' effectiveness, both expanding the number of lower-level followers and bringing useful high-level NPCs into a character's entourage (see below). Then as a character advances and his Leadership score increases, the ranks of his particular order are added to by additional faithful NPCs.

## Building an Order

Even though an order's size and power stem directly from its founder's Leadership score, the nature of the order has its own affect on that Leadership score. When establishing the basic framework of an order, a character must first decide exactly what traits the order will have from those listed above, establishing type, loyalty, organization, and disclosure before applying the modifiers on **Table 7-1: Order Traits and Modifiers** to his Leadership score.

For creating NPC orders, the table below also has a random generator for determining an organization's traits.

### Order Strength Rating

The sum of a founder's Leadership score plus modifiers from **Table 7-1: Order Traits and Modifiers** is his order's strength rating. An order's strength rating improves with its founder's Leadership score, allowing it to attract new members or improve existing ones as desired. If the founder's Leadership score falls, his order strength rating falls as well. For more information, see **Table 7-2: Order Strength Rating**.

### Additional Members by Level

In general terms, it can be just as effective (if not more so) to found a small and lean organization than to create a large and cumbersome one likely to receive unavoidable scrutiny from the ruling classes. At the same time, though, as an order's strength rating increases, so

inevitably does its membership. Additional members are followers and abide by all the same rules as described in the *DMG* and in **Chapter Four: Retainers and Steeds**, except that these additional followers are loyal to the organization first and foremost, not specifically to its leader. Though a character may make as many of her standard followers into members of the order as she likes, the allegiance of those followers changes, and they may be lost if the order cannot be maintained (see below).

### Adversary

Whenever an order's strength rating grants an adversary, the order gains a nemesis—a rival, an individual with an interest in the order's purpose, or a sovereign, noble house, or religious institution keeping an eye on the order's activities (or striving to shut those activities down). The enemy's strength should be relative to the strength of the order, but the GM should design this opponent. If the adversary is a rival order, keep its order's strength rating within 4 points of the character's order.

### Bonus Feat

Where indicated, all members of the order gain the same bonus feat. They must be able to meet the prerequisites of the feat, and it must be a feat taken by the organization's leader. For example, if the organization's leader has Weapon Focus (longsword), all of her

## -Chapter Seven: Orders-

followers with longsword proficiency and a base attack bonus of +1 could gain this feat as a bonus feat.

### Influx of Wealth

The order has wealthy patrons or advocates who would see it succeed. Where indicated, the order gains funds equal to (the leader's level plus his Charisma modifier) x 100 gp. This gold must be applied toward maintaining the order, purchasing land, expanding the base of operations, or funding a crusade or other mission explicitly related to the order's function.

### Intimidate

As the order grows in prominence and power, it lends an air of might to its members. All members of the order, including the leader, gain the indicated circumstance bonus on Intimidate checks. In addition, a member may add this bonus to Diplomacy checks, but only when negotiating on the order's behalf.

### Land

Where indicated, the order acquires land or other holdings (including the peasants working the land in a suitable social climate). This land generates additional income that the order's founder can put towards maintaining the land, maintaining the order, or renovating the base of operations. The size of the land equals one-quarter the leader's level in square miles, and each month, depending on the season, it produces a variable amount of wealth.

Season	Percentage of Maintenance Cost
Fall	1d6 x 10%
Winter	1d4 x 5%
Spring	1d8 x 10%
Summer	2d10 x 10%

Each time the order's strength rating indicates new land, a character may double the extent of her existing holdings or establish an additional base of operations at another location. Each additional section of land yields an additional roll on the Percentage of Maintenance Cost table, above. For example, in spring a character with two sections of land would roll 2d8 x 10% to determine how much gold she generates to support her order each month.

The wealth generated is not normally translated or converted into actual tradable gold, but rather reflects a resource value—lands producing foodstuffs, animals, tools, or other commodities which the order then trades for what it needs or sells to create income. If there is a need to do so, resource income can be converted into gold, but at half the stated value.

Alternately, in a game already using rules for nation management and stronghold building, assume that each instance of land produces one small citadel or one unit of land. With each succeeding instance of land, the character may upgrade his base of operations or expand its surrounding territory. Regardless of the rules in use, though, the following fast and loose mechanics should provide easy bookkeeping.

Table 7-1:

### Order Traits and Modifiers

Random Traits	Trait	Modifier
<b>Type</b>		
01-40	Military	+0
41-80	Religious	+2
81-00	Secular	-2
<b>Loyalty</b>		
01-30	Pledge	+2
31-60	Oath	+1
61-90	Vow	+0
91-00	Extortion	-2 (+2 if evil)
<b>Organization</b>		
01-25	Loose	-2
26-50	Informal	+1
51-75	Standard	+0
76-00	Rigid	-1
<b>Disclosure</b>		
01-25	Secret	-4
26-50	Hidden	-2
51-75	Standard	+0
76-00	Open	+2

### Founder Modifiers

#### Social Class (See Table 3-3: Social Class Results)

Upper upper class	+4
Middle upper class	+2
Lower upper class	+1
Any middle class	+0
Any lower class	-4
Base of operations	+2

#### Feats

High lord*	+1
Knightly order	+4
Noble house*	+1
Patron	+2
Ruling family*	+2

\* From the *Noble's Handbook*

## Maintaining an Order

With the order founded and members determined, the founding character must maintain the order. Each month that the order exists, the leader must pay to maintain equipment, food, steeds, and training in the amount of (total of the followers' levels x the founder's overall character level) x4. The profits realized by an order's land (or an Influx of Wealth for emergencies) should cover most of the funds, but characters may have to dip into their own reserves to make up for shortfalls. If the founder is ever unable to pay the



## Table 7-2: Order Strength Rating

Rating	Additional Members by Level								Additional Features
	1st	2nd	3rd	4th	5th	6th	7th	8th	
1 or lower	—	—	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—	—
5	—	—	—	—	—	—	—	—	Intimidate +1
6	—	—	—	—	—	—	—	—	—
7	—	—	—	—	—	—	—	—	—
8	—	—	—	—	—	—	—	—	Influx of wealth
9	—	—	—	—	—	—	—	—	—
10	+2	—	—	—	—	—	—	—	Adversary (x1)
11	+3	—	—	—	—	—	—	—	—
12	+4	—	—	—	—	—	—	—	Bonus feat
13	+5	—	—	—	—	—	—	—	—
14	+7	—	—	—	—	—	—	—	Land
15	+10	+1	—	—	—	—	—	—	Intimidate +2
16	+12	+1	—	—	—	—	—	—	—
17	+15	+1	—	—	—	—	—	—	—
18	+17	+1	—	—	—	—	—	—	Influx of wealth
19	+20	+2	+1	—	—	—	—	—	—
20	+25	+2	+1	+1	—	—	—	—	Adversary (x2)
21	+30	+3	+1	+1	—	—	—	—	—
22	+37	+3	+2	+1	+1	—	—	—	Bonus feat
23	+45	+4	+2	+1	+1	—	—	—	—
24	+55	+5	+3	+1	+1	—	—	—	Land
25	+67	+6	+3	+2	+1	+1	—	—	Intimidate +3
26	+80	+8	+4	+2	+1	+1	—	—	—
27	+95	+9	+5	+2	+1	+1	—	—	—
28	+110	+11	+5	+3	+1	+1	—	—	Influx of wealth
29	+130	+13	+6	+3	+2	+1	—	—	—
30	+150	+15	+7	+4	+2	+1	—	—	Adversary (x3)
31	+175	+17	+9	+4	+2	+1	+1	—	—
32	+200	+20	+10	+5	+2	+1	+1	—	Bonus feat
33	+230	+23	+11	+6	+3	+1	+1	—	—
34	+260	+26	+13	+6	+3	+1	+1	—	Land
35	+295	+29	+15	+7	+4	+2	+1	—	Intimidate +4
36	+330	+33	+16	+8	+4	+2	+1	+1	—
37	+375	+37	+18	+9	+5	+2	+1	+1	—
38	+410	+41	+20	+10	+5	+3	+1	+1	Influx of wealth
39	+455	+45	+23	+12	+6	+3	+1	+1	—
40+	+500	+50	+25	+12	+6	+3	+2	+1	Adversary (x4)

full amount, though, the members abandon the order and the character loses all excess followers gained by having the order. As well, the character gains a reputation for failure (–1 penalty to her Leadership score).

### Example 1

Nathan plays a 12th-level cavalier with a 14 Charisma. With followers appropriate to his class and no additional modifiers, he has a 16 Leadership, granting

25 1st-level followers, 2 2nd-level followers, and 1 3rd-level follower. Nathan decides to build an order, taking the Knightly Order feat (+4) when he attains 12th level. He elects to build a secret (–4) military order (+0), requiring vows of service (+0), with a loose organization structure (–2). Nathan's character comes from the upper middle class (+2), but he has no other special feats. Summing his modifiers and his Leadership score, his order has a strength rating of 16 (with the modifiers totaling to 0), so that it gains an additional twelve 1st-level followers and one 2nd-level follower to serve it. In addition, he and all members of

### Orders and the Noble's Handbook

Characters with a noble house are often in a better position to fund their order than the average knight errant, and by being able to generate income from his house's treasury, a noble can support his order of cavaliers more efficiently. If the character takes the Knightly Order feat, he may apply any amount of his +4 bonus to his noble house strength rating or to his modified Leadership score.

### Orders and Prestige Classes

Many prestige classes are designed to reflect membership in an exclusive group or order, such as the assassin prestige class in the *DMG*, the sisters of the Sidhe in this book for example. Feel free to attach any of the prestige classes presented in this book to particular orders as it suits your campaign. Likewise, you may wish to design prestige classes based on order created by players, or NPCs. Use guidelines as presented in the *DMG*, and prestige classes in this book and other Green Ronin sourcebooks to assist in prestige class design. However, as prestige classes designed around a particular order are often extremely specific, you should restrict all but the most powerful orders to having 5-level prestige classes instead of the standard 10-level varieties.

the order gain a +2 circumstance bonus on Intimidate checks, the order's members gain one of Nathan's cavalier's feats as a bonus feat, and the order gains an adversary (as determined by the GM), an Influx of Wealth (1,600 gp), and land.

Nathan only adds his 3rd-level follower to the order so as to keep the price down. To maintain the order, Nathan's character must pay 816 gp—17 (12x1st + 1x2nd + 1x3rd) x 12 (Nathan's character level) x 4 each month. His first month is in the summer, and his land generates 70% (2d10 x 10%) or 571 gp and 2 sp of the maintenance cost, leaving Nathan to pay 244 gp and 8 sp to make up the difference. This extra can come from his personal wealth, or from the 1,600 gp the order gained from Influx of Wealth.

### Example 2

Stacee plays a 22nd-level cavalier with a 20 Charisma, appropriate followers to her class, and a stronghold. She has a 29 Leadership, granting 260 1st-level, 26 2nd-level, 13 3rd-level, 7 4th-level, 4 5th-level, 2 6th-level, and 1 7th-level follower. Stacee decides to found an order, but does not take the Knightly Order feat. She builds a hidden (-2) religious (+2) order requiring oaths of service (+1), with a hidden (-2) level of disclosure. Stacee has no other modifiers, so her order's strength rating is 28 and she gains 110 1st-level, 11 2nd-level, 5 3rd-level, 3 4th-level, 1 5th-level and 1 6th-level follower to serve in it. In addition, she and all members of the order gain a +3 circumstance bonus on Intimidate checks, the order's members gain two of her feats as bonus feats, and the order gains two adversaries (as determined by the GM), three influxes of wealth (11,000 gp), and two lands.

Stacee's character adds no additional followers to her order, and so must pay 14,960 gp to maintain it—170 (110 1st-level, 11 2nd-level, 5 3rd-level, 3 4th-level, 1 5th-level, 1 6th level) x 22 (character level) x 4 each month. The first month is in the spring, and the order's land generates 60% (1d8 x 10%) of the required resources, or 8,976 gp. Stacee's character must pay 5,986 gp from her personal wealth or from her Influx of Wealth to keep the order alive.

### Bibliography

The following sources offered excellent insight into the subject of this book.

- Barber, Richard and Barker, Juliet. *Tournaments: Jousts, Chivalry and Pageants in the Middle Ages*. New York: Weidenfeld & Nocolson, 1989.
- Carpenter, Leonard. "'Surely, You Joust' The game of chivalry and knighthood for AD&D® games." *Dragon Magazine* 118, February 1987: 22-29.
- Gies, Frances. *The Knight in History*. New York: Harper & Row, 1984.
- Gygax, Gary. *Unearthed Arcana*. Lake Geneva: TSR, 1985.
- Harrison, Robert. "Let the Horse Buyer Beware." *Dragon Magazine* 92, December 1984: 26-27.
- Malory, Thomas. *Le Morte d'Arthur*. John Matthews, editor. London: Cassell & Co, 2000.
- McClenahan, Jon, and Stanley Dokupil. *Hidden Kingdom*. Berkeley: New Rules Inc., 1983.
- Poems and Prose from the Old English*. Trans Burton Raffel. New Haven: Yale, 1998.
- Pulsipher, Lewis. "Understanding Armory." *Dragon Magazine* 53, September 1981: 18-21.
- Soesbee, Ree. *Noble Steeds: A d20 Guide to Horses & Mounts*. Virginia Beach: Avalanche Press LTD., 2002.
- Trapp, J.B. *Medieval English Literature*. New York: Oxford University Press, 1973.
- Tresca, Michael John. "Campaign Components: Knights." *Dragon Magazine* 299, September 2002: 25-45.



# The Cavalier Is Back!

More than just another mounted warrior, the cavalier is the iconic knight, whose excellence in arms, horsemanship, and dedication to the chivalric code set him apart from other warriors. Blending the best traits of nobility with martial prowess, the cavalier is an invaluable addition to any adventuring party. *The Cavalier's Handbook*, the newest in Green Ronin Publishing's Master Class series, marks the return of the popular class from the days of 1st edition. From knights of Arthurian legend to elven cavaliers, this book gives you all the tools needed to bring this exciting class into your game.

Inside *The Cavalier's Handbook* you'll find:

- The cavalier base class for both fantasy and modern campaigns, fully supported by seven new prestige classes including the holy crusader and the knight of infamy.
- 40 new feats including Mounted Massacre, Paramour, and Sundering Charge.
- Rules for social class and family history.
- Details on tournaments and jousting.
- A detailed look at heraldry, including randomized tables for building a heraldic crests for characters of any class.
- Brand new options for playing apprentice characters of any classes.
- Ten all new steeds like the Crag Crawler and the dreaded Ebon Courser.
- Dozens of new magic items.
- Full rules on building knightly orders and guidelines for designing your own chivalric organizations.

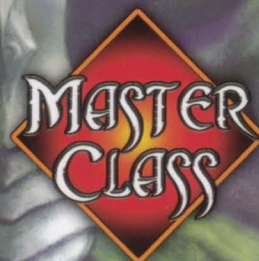
With *The Cavalier's Handbook*, you can take your games to new heights of chivalry! Do you have what it takes to be a cavalier?

*The Cavalier's Handbook* is fully compatible with the 3.5 rules.

*The Cavalier's Handbook*, Master Class, Green Ronin, the Master Class logo, and the Green Ronin logo are Trademarks of Green Ronin Publishing.

DUNGEONS & DRAGONS and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.

Requires the use of the *Dungeons & Dragons Player's Handbook*, Third Edition, published by Wizards of the Coast, Inc.



P.O. Box 1723  
Renton, WA  
98057-1723  
www.greenronin.com

The Cavalier's  
Handbook  
GRR1307

MSRP \$19.95 US  
ISBN 1-932442-28-6

