



D&D Pathfinder
ROLEPLAYING GAME COMPATIBLE



LETTERS FROM THE FLAMING CRAB WINGED CAVALRY

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in July: Cooking Magic!

Coming in August: The Wheel of the Year – Pagan Holidays!



To the Honorable Franklin Delano Roosevelt, Lord-President of the United Commonwealths of America:

I apologize for the lack of a proper date on this missive as I am unsure of how many days have passed at home since our departure. I only know that we have made twenty-seven jaunts and visited twenty-seven ~~districts~~- distinct worlds since Sir Tesla and Mister Einstein's experiment at Philadelphia set the UCS Flaming Crab adrift in the sea of planar existence. While we have yet to discover a bearing that will take us home my ship's enchanter believes he has found a method in which he can modify a glass torpedo to carry a letter through the void between planes. Thus, I am writing this letter and setting it adrift in a dreadfully expensive bottle in hopes that it will reach you.

I believe the goddess of irony has laid her hand upon my back for now that I have a potential means of communications with home I find myself unsure of what to write. My crew and I ~~have~~ have witnessed many wonders and an equal number of horrors on the twenty-seven worlds we have visited. I have lost nine sailors to death or attrition but recruited five more from local populations.

Perhaps I should begin with an event that occurred today? We had just completed yet another nerve-wracking jaunt to a new world. Normally, the Flaming Crab shares the skies only with the birds, bats, and the occasional draconic creature. On rare occasion, however, we have found the locals had their own ways of traveling the skies. For example in this world, warriors fly not in aeroships like the Flaming Crab but astride magnificent yet deadly griffons. As a squadron of these griffon-~~riders~~ riders surrounded my vessel, I quickly realized that we would be at a severe disadvantage in a pitched battle. We would ~~have~~ have quite a bit of trouble knocking these swift, agile beasts from the sky while their riders would find it child's play to count coup on our lumbering ship. Fortunately, the griffon-riders were both honorable and friendly.

It occurs to me now that such a squadron would be of great use to our forces against the Axis Alliance. I will instruct my first mate to include all the intelligence we have gathered from these winged cavaliers, both from this world and from ones previously visited with this letter when we launch the glass torpedo. I can only hope this information proves of value against Hitler and the Emperor.

As always,

Your most humble and devoted servant



Molly Shell, Captain, UCS Flaming Crab

Sadly, Captain Shell's letter never reached Lord-President Roosevelt. Instead, I found it buried in a pile of glass in my backyard after a particularly vicious storm. At first I wanted to pass the letter off as a hoax or a joke but the sincerity of Captain Shell's words made me believe it was the real thing.

With no way to return the letter to the Flaming Crab or forward it to another dimension, I decided to do what any good gamer would do. I took Captain Shell's information on flying cavaliers, grabbed a couple of writers and created an RPG supplement. Then I contacted my publisher, Alex, and asked him to publish the book.

Inside these pages you'll find the wind warden, an alternate class for the cavalier base class, five new cavalier orders specializing in winged mounts and new rules on aerial mounted combat. Please let us know what you think.

I can only hope that, somehow, a copy of this book makes it through the ether to the United Commonwealths of America and Lord-President Roosevelt.

Sincerely,
J Gray

Table: Wind Warden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Challenge 1/day, mount, order, winged cavalry
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Wind warden's charge
4th	+4	+4	+1	+1	Challenge 2/day, wind rider
5th	+5	+4	+1	+1	Soft landing
6th	+6/+1	+5	+2	+2	Teamwork feat
7th	+7/+2	+5	+2	+2	Challenge 3/day, air superiority
8th	+8/+3	+6	+2	+2	Order ability
9th	+9/+4	+6	+3	+3	Winged cavalry
10th	+10/+5	+7	+3	+3	Challenge 4/day
11th	+11/+6/+1	+7	+3	+3	Mighty charge
12th	+12/+7/+2	+8	+4	+4	Demanding challenge, teamwork feat
13th	+13/+8/+3	+8	+4	+4	Challenge 5/day
14th	+14/+9/+4	+9	+4	+4	Greater air superiority
15th	+15/+10/+5	+9	+5	+5	Order ability
16th	+16/+11/+6/+1	+10	+5	+5	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+5	Winged cavalry
18th	+18/+13/+8/+3	+11	+6	+6	Teamwork feat
19th	+19/+14/+9/+4	+11	+6	+6	Challenge 7/day, master air superiority
20th	+20/+15/+10/+5	+12	+6	+6	Supreme challenge

WIND WARDEN

The sky is the wind warden's domain. Astride flying mounts, the wind warden is known to spend as much time in the air as on the ground. Masters of a difficult and dangerous craft, wind wardens are either respected as skilled warriors or dismissed as careless fools. Though it is true that many of these fighters die after being knocked from the saddle; they are fearsome, honorable, and driven to the achievement of sacred oaths or unfulfilled challenges.

Role: Riding mighty winged beasts, the wind warden is able to hunt vicious monsters and make tactical strikes over enemy defenses. Outside of combat, the wind warden is an adept, if distant, diplomat and knight. With a fierce mount at his side, he is always an unknowable outsider, a man who has tamed the untamable wilds and survived. The wind warden is an alternate class for the cavalier base class.

Alignment: Any.

Hit Die: d10

Starting Wealth: 5d6 × 10 gp (average 175 gp) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The wind warden's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the wind warden.

Weapon and Armor Proficiency: Wind wardens are proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium) and with shields (except tower shields).

Challenge (Ex): Once per day, a wind warden can challenge a foe to combat. As a swift action, the wind warden chooses one target within sight to challenge. The wind warden's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the wind warden's level. The wind warden can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the wind warden's concentration. The wind warden takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each wind warden's challenge also includes another effect which is listed in the section describing the wind warden's order.

Mount (Ex): A wind warden gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the wind warden's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A wind warden may choose any druid animal companion which has or at some level gains the ability to fly.

A wind warden does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A wind warden's mount does not gain the share spells special ability.

A wind warden's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a wind warden's mount die, the wind warden may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the wind warden gains a level.

The wind warden specializes in aerial combat and needs a mount who can take him to the skies. Any animal companion who gains flight qualifies as a wind warden's. The following is a partial list of potential companions.

Bat, Dire	Pteranodon
Beetle, Giant	Puffball
Dimorphodon	Quetzalcoatlus
Griffon	Roc
Magic Carpet*	Vulture, Giant
Mantis, Giant	Wasp, Giant
	Pegasus

Order (Ex): At 1st level, a wind warden must pledge himself to a specific order. The order grants the wind warden a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the wind warden must follow. If he violates any of these edicts, he loses the benefits from his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation.

A wind warden cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

A wind warden may choose any order available to a cavalier, samurai or wind warden. Members of these orders are not necessarily bound together, but some organizations do exist that are comprised of wind wardens that all belong to one specific order.

Winged Cavalry (Ex): The wind warden's mount is a master of aerial mounted combat. The wind warden's mount adds half the wind warden's level to Fly checks (minimum 1). The mount is able to fly in medium armor, though it does not automatically gain proficiency in it. If the mount has a fly speed, it is able to carry the wind warden at normal speed while flying even if its fly speed says otherwise. The mount may take 10 on fly skill checks even if stress and distractions would normally prevent it from doing so.

Additionally, at 1st, 9th, and 17th level, the wind warden's mount receives a bonus feat. These feats may be chosen from the list below. The mount must meet the prerequisites of any bonus feat chosen.

Ability Focus, Armor Proficiency (Medium), Death from Above, Flyby Attack, Hover, Improved Natural Armor, Improved Natural Attack, Impaling Charge, Jumper, Lithe Attacker, Multiattack, Narrow Frame, Skill Focus (Fly), Stable Gallop, Sure-Footed, Valiant Steed, Weapon Finesse, Wingover.

Wind Warden's Charge (Ex): At 3rd level, a wind warden learns to make more accurate charge attacks while mounted. The wind warden receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the wind warden does not suffer any penalty to his AC after making a charge attack while mounted.

Wind Rider (Ex): At 4th level, a wind warden learns to ride mounts with exceptional skill. The wind warden adds 1/2 his level to all Ride skill checks.

Soft Landing (Ex): At 5th level, a wind warden becomes accustomed to hard falls. The wind warden reduces all fall damage by twice his wind warden level.

Teamwork Feat: At 6th level, and every six levels thereafter, a wind warden gains a teamwork feat in addition to those gained from normal advancement. The wind warden must meet any prerequisites for his selected teamwork feat. The wind warden's mount also gains the teamwork feat but does not need to meet the feat's prerequisites.

Air Superiority (Ex): At 7th level, the wind warden gains expertise in seeking out and destroying other aerial threats. Both he and his mount gain a +2 competence bonus to attack and damage against flying targets. This bonus increases to +4 at 13th level and +6 at 19th level. Neither the wind warden nor his mount need to be flying to gain these bonuses.

Mighty Charge (Ex): At 11th level, a wind warden learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the wind warden can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Demanding Challenge (Ex): At 12th level, whenever a wind warden declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the wind warden, it takes a -2 penalty to its AC from attacks made by anyone other than the wind warden.

Greater Air Superiority (Ex): At 14th level, the wind warden gains expertise in knocking other aerial combatants out of the sky. The wind warden may use the trip combat maneuver on a flying target if the target uses wings to fly. On a success, the target is unable to fly for one round and falls up to 500 ft. If the target would suffer damage from the fall it may make a Fly check against the wind warden's CMD to pull up at the last second. In addition, if an enemy can see the wind warden and has no allies at a higher elevation than the wind warden, he suffers a -4 penalty on saving throws against fear effects.

Master Air Superiority (Ex): At 19th level, the wind warden dominates the skies. He may choose to expend two uses of his challenge ability to apply his challenge to all airborne enemies currently within sight. The targets must be flying when the wind warden first issues the challenge but it remains in effect even if the target lands.

Supreme Charge (Ex): At 20th level, whenever the wind warden makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the wind warden confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the wind warden's base attack bonus.

WIND WARDEN ORDERS

The orders presented in this book are designed with the wind warden alternate class in mind but there is no reason a cavalier or samurai could not select one as her order if the GM permits it. In such a case, use the character's cavalier or samurai level in place of wind warden levels for determining the strength of order abilities.

Order of the Feather

Wind wardens of the order of the feather ally with the pegasi as stalwart defenders of good against evil. Patrolling the skies, these wind wardens keep vigilant watch and root out evil wherever they find it. If a member of the order of the feather encounters evil, it is her responsibility to drive it away from her homeland if needed, subdue it if possible, and slay it if not.

Edicts: The wind warden must routinely patrol for the presence of evil with the aid of her pegasus mount's detect evil ability. The extent of action the wind warden is expected to take depends on the intensity of the evil aura the pegasus senses.

Aura Power (Evil)	Expected Course of Action
Faint	Treat with suspicion, but only confront if shown evidence of an evil act.
Moderate	Give an opportunity to repent, or else be driven or escorted from protected region. May be incapacitated by nonlethal means, if possible.
Strong	Give an opportunity to repent or be slain on sight.

While members of the order of the feather are expected to be brave, they need not be suicidal. If an evil creature is clearly more than a match for an order of the feather wind warden, the order's tenants allow her to seek reinforcements unless an innocent's life is in immediate danger.

Challenge: Whenever an order of the feather wind warden issues a challenge, a glowing symbol of the order is branded onto the target's forehead. This glowing symbol emits light visible only to the wind warden and her mount. The brand allows the wind warden to clearly see the target through concealment granted by invisibility, darkness or illusions from spells such as *mirror image*, *blur*, and *displacement*. The symbol persists for the duration of the wind warden's challenge.

Skills: An order of the feather wind warden adds Knowledge (Religion) and Knowledge (Planes) to her list of class skills. Whenever she makes a Sense Motive check to assess someone's trustworthiness or oppose a Bluff check, she gains a bonus equal to $\frac{1}{2}$ her wind warden level (minimum 1).

Mount: All members of the order of the feather ride a pegasus. An order of the feather wind warden must choose a pegasus as her mount.

Order Abilities: A wind warden belonging to the order of the feather gains the following abilities as she increases in level.

Discretionary Strike (Ex): At 2nd level, a wind warden takes no penalty on attack rolls for using a lethal weapon to deal nonlethal damage. If the wind warden deals nonlethal weapon damage to a challenged evil creature, that creature must make a Will save of DC of $10 + \frac{1}{2}$ the wind warden's level + the wind warden's Charisma modifier or else become shaken for a number of rounds equal to the wind warden's level.

Eyes of the Pegasus (Su): At 8th level, the wind warden gains *detect evil* as a constant spell-like ability with a 60-foot radius. Additionally, three times per day the wind warden can increase the damage of either her attack or her mount's attacks by an additional 2d6 damage against creatures detected as evil by their detect evil ability. This bonus damage increases by an additional 1d6 for every four wind warden levels beyond the 8th (to a maximum of 5d6 at level 20).

Smiting Challenge (Su): At 15th level, the wind warden's challenge becomes more powerful against evil foes. If the target of the wind warden's challenge is evil, the wind warden adds her Charisma bonus to attack rolls made against the target of her challenge. If the target of the challenge is an outsider with the evil subtype, an evil-aligned dragon, or an evil undead creature, the bonus to damage on the first successful attack made against the creature increases to 2 per wind warden level. Regardless of the target, the wind warden's attacks automatically bypass any DR the challenged creature might possess.

Pegasus

Starting Statistics

Size Large; **Speed** 60 ft; fly 120 ft (average); **AC** +3 natural armor; **Attack** bite 1d3; **Ability Scores** Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13; **Languages** Common (cannot speak); **Special Qualities** darkvision 60 ft., *detect evil* 60 ft., *detect good* 60 ft, low-light vision, scent.

7th Level Advancement

Speed fly 120 ft (good); **AC** +2 natural armor; **Attack** bite 1d4, 2 hooves 1d6; **Ability Scores** Str +2, Cha +2; **Special Attacks** smite evil (1/day)



Order of the Hunt

No bounty can escape from the order of the hunt. Expert trackers, cunning combatants and tireless pursuers, they can find the most elusive charge across land or sky.

Edicts: The wind warden must always pursue a bounty to the best of his ability. He must obey the wishes of his contractor.

Challenge: Whenever an order of the hunt wind warden issues a challenge, he gains a +2 bonus to Perception and Sense Motive checks against the target. This bonus increases by +1 for every four levels the wind warden possesses (to a maximum of +6 at 17th level).

Skills: An order of the hunt wind warden adds Perception and Survival to his list of class skills. Whenever he makes a Survival check to track, he gains a bonus equal to 1/2 his wind warden level.

Mount: All members of the order of the hunt ride a pteranodon. An order of the hunt wind warden must choose a pteranodon as his mount.

Order Abilities: A wind warden belonging to the order of the hunt gains the following abilities as he increases in level.

Relentless (Ex): At 2nd level, the wind warden's bond with his mount allows him to enhance the pteranodon's tracking ability. When the wind warden is astride his mount the DC of all Survival checks the pteranodon makes to track by scent is reduced by 5 and both mount and rider gain Skill Focus (Perception) as a bonus feat.

Bring'em Back Alive (Ex): At 8th level, the wind warden is trained in nonlethal combat. He can use a weapon that normally deals lethal damage to deal nonlethal damage with no penalty on his attack roll. In addition, the wind warden adds his Wisdom bonus (if any) to his CMB whenever he uses combat maneuvers against the target of his challenge.

Team Grapple (Ex): At 15th level, if the wind warden hits the target of his challenge with a melee attack while the target is within his pteranodon's threatened area, the pteranodon can start a grapple against the foe as a free action that does not provoke an attack of opportunity.

Pteranodon

Starting Statistics

Size Medium; **Speed** 10 ft., fly 50 ft. (clumsy); **Attack** bite (1d8); **Ability Scores** Str 8, Dex 21, Con 10, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

7th-Level Advancement

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

Order of the Spire

Wind wardens in the order of the spire fly high above temples or places of sacred value, watching vigilantly to protect whatever or whomever lies inside. These wind wardens are observant and patient, but are quick and deadly atop their magic carpets when danger arises. Those belonging to this order are often of steadfast faith or else have a spiritual connection to the location that they must protect.

Edicts: An order of the spire wind warden is bound to an artifact or building of sacred value and must protect it or ensure its well-being at all costs. The wind warden must select an object or place of spiritual significance to protect when choosing this order.

Challenge: Whenever an order of the spire wind warden issues a challenge, all allies within 30 ft. of receive a +1 deflection bonus to AC against attacks from the subject of the wind warden's challenge for one round; if the wind warden damages the target of her challenge, this duration is extended by 1 additional round. The deflection bonus increases by +1 for every 4 levels the wind warden possesses (to a maximum of +5 at 17th level).

Skills: An order of the spire wind warden adds Knowledge (religion) and Perception to her list of class skills. Whenever she makes a Knowledge check related to the subject of her protection, she gains a bonus equal to 1/2 her wind warden level (minimum +1).

Mount: An order of the spire wind warden rides a magic carpet. A wind warden in this order must choose a magic carpet for her mount. The carpet gains HD as an animal companion without any cost to the wind warden. The carpet will not allow itself to be sold or traded, and any attempt to do so will result in the wind warden's expulsion from the order.

Additionally, a magic carpet may have a medium sized rider despite being only medium sized, itself.

Order Abilities: A wind warden belonging to the order of the spire gains the following abilities as she increases in level.

Distant Attacker (Ex): At 2nd level, the wind warden ignores half the penalties to Perception due to distance. Once per hour, when the wind warden charges an opponent while riding her magic carpet mount, the mount can move up to four times its movement speed when it makes the charge.

Aerial Ambush (Ex): At 8th level, whenever the wind warden charges an opponent from higher ground, or from above while riding her magic carpet mount, the wind warden's attack deals an additional 2d6 precision damage. This precision damage increases by 1d6 for every two levels after the 8th (to a maximum of 8d6). This damage is not multiplied by critical hits or feats such as Spirited Charge.

Mystic Guard (Ex): At 15th level, as long as the wind

warden is riding her magic carpet mount, both she and the magic carpet mount gain a +3 luck bonus to AC, and spell resistance equal to 10 + her wind warden level. At 20th level, the luck bonus to AC increases to +5.

Magic Carpet

Starting Statistics

Type Construct; **Size** Medium; **Speed** 10 ft.; fly 60 ft. (average); **Attack** slam (1d4); **Ability Scores** **Str** 14, **Dex** 18, **Con** -, **Int** 5, **Wis** 13, **Cha** 8; **Languages** Common (cannot speak); **Special Qualities** darkvision 60 ft., low-light vision, hover, tassels.

7th-Level Advancement

Speed 20 ft., fly 120 ft. (good); **Ability Scores** **Dex** +2, **Int** +2; Can wield one light or one-handed weapon in its tassels; **Weapon Proficiency** (simple weapons)

MAGIC CARPET

CR 3

XP 800

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 10

hp 35 (3d10+20)

Fort +1, **Ref** +5, **Will** +2

Immune construct traits

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee slam +3 (1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** -, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 19 (can't be tripped)

Feats Hover, Skill Focus (Fly), Wingover

Skills Fly +13

Languages Common (can't speak)

Special Qualities tassels

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Hover (Ex): A magic carpet can hover in place without Fly checks, and kicks up a dust cloud if within 20 ft. of ground in an area with lots of loose debris.

Tassels (Ex): Although a magic carpet has no limbs, it can carry small objects in its tassels. A magic carpet can carry up to two small objects while on the ground, and up to four while flying. A magic carpet cannot throw items carried this way, but can drop them as normal. A magic carpet

with 7 HD or more can wield a single light or one-handed weapon and gains proficiency with simple weapons.

Wingover (Ex): Once per round, a magic carpet can turn up to 180 degrees as a free action without a Fly check.

Magic carpets are usually created by powerful magi for the purposes of transporting loads of treasure rather than protecting it. As a result, most flying carpets lack any significant offensive capabilities. Magic carpets roll themselves up when they "sleep", and are known to slumber for thousands of years until an adventurer stumbles upon it while looting a treasure hold.

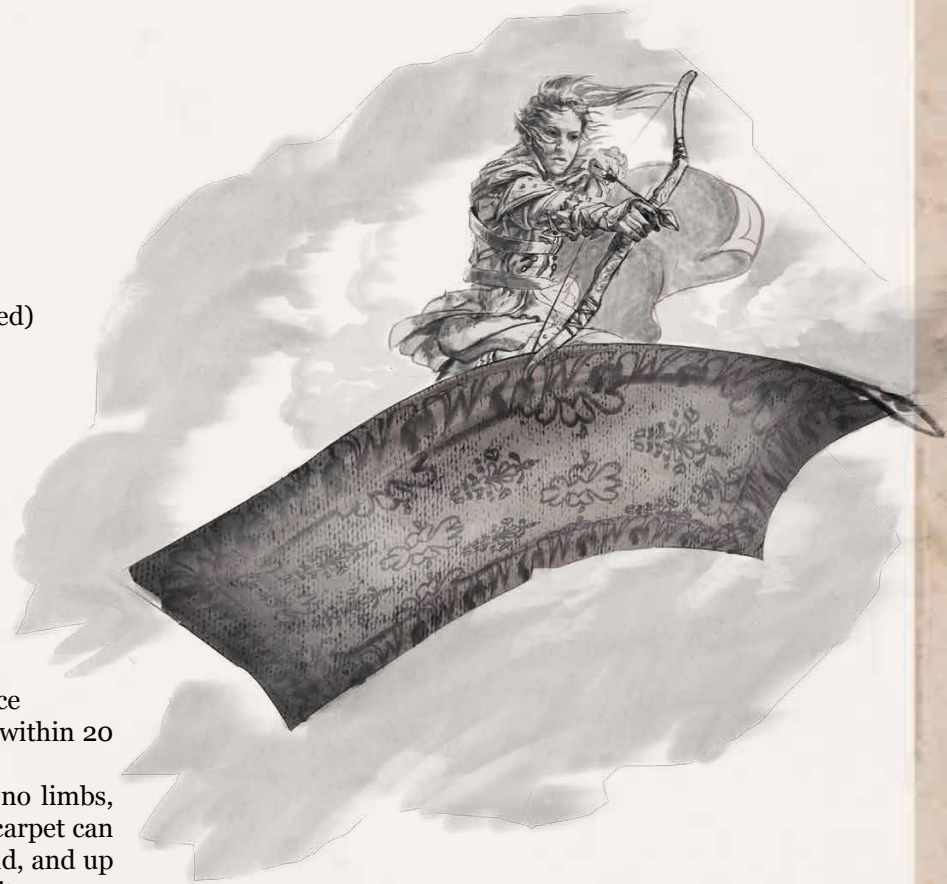
Construction

A magic carpet is crafted similarly to a carpet of flying, except the creator grants the carpet the gift of limited sentience in the creation process. This process utilizes a complex ritual that involves expensive components costing 500 gp per HD of the flying carpet created. The magic carpet cannot be created with HD greater than the creator's level.

Magic Carpet

CL 10th; Price 13,000 gp

Construction Requirements Craft Construct; *overland flight*; Cost 10,000 gp (plus 500 gp per HD)



Order of the Sting

The order of the sting is composed of ruthless individuals that work as transport, enforcers and bodyguards for assassin guilds, syndicates and other criminal organizations. They are the strong arm of crime, armored shadows stalking the night.

Edicts: An order of the sting wind warden must protect his criminal partners from bodily harm, except when doing so would put an operation at risk. He must seek to complete any guild activity successfully and report back to the guild in the event that it does not. He must guard the guild's secrets with his life.

Challenge: Whenever an order of the sting wind warden issues a challenge, he can apply her challenge bonus damage to both melee and ranged attacks.

Skills: An order of the sting wind warden adds Bluff and Stealth to his list of class skills. Whenever he makes a Stealth check while wearing medium or heavy armor, he gains a bonus equal to $\frac{1}{2}$ his wind warden level (minimum 1).

Mount: All members of the order of the sting ride a giant wasp. An order of the sting wind warden must choose a giant wasp as his mount.

Order Abilities: A wind warden belonging to the order of the sting gains the following abilities as he increases in level.

Poison Use (Ex): At 2nd level, the wind warden is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

Sneak Attack (Ex): At 8th level, the wind warden gains the sneak attack special ability, as a rogue of half his wind warden level. Additionally, if the wind warden and his wasp are both threatening the same target, they are considered to be flanking that target.

Honor Among Thieves (Ex): At 15th level, whenever the wind warden or his wasp poison a foe, that foe is considered flat-footed against the attacks of the wind warden's allies until he is cured.

Giant Wasp

Starting Statistics

Size Medium; **Speed** 20 ft., fly 60 ft. (good); **AC** +2 natural armor; **Attack** sting (1d6 plus poison); **Ability Scores** **Str** 10, **Dex** 14, **Con** 11, **Int** —, **Wis** 13, **Cha** 11; **Special Attacks** poison (frequency 1/round for 6 rounds; effect 1 Dexterity damage; cure 1 save, Con based DC); **Special Qualities** darkvision; **CMD** trip +8.

7th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** sting (1d8 plus poison); **Ability Scores** **Str** +8, **Dex** -2, **Con** +7.

Order of Talon and Mane

The order of talon and mane strives for justice and fairness. These wind wardens are as bold and proud as the griffons they take as companions. Most members of the order come from noble families, striving to protect those less fortunate than themselves.

Edicts: An order of talon and mane wind warden lives to inspire those less fortunate by example and to protect the weak by any means necessary. She must always guide, guard and protect those of a lower social status.

Challenge: Whenever an order of talon and mane wind warden issues a challenge, all allies within 30 ft. receive a +1 morale bonus to melee attack rolls and saving throws against fear effects for 1 round; if the wind warden damages the target of her challenge, this duration is extended by 1 round. This morale bonus increases by 1 for every 4 levels the wind warden possesses (to a maximum of +5 at 17th level).

Skills: An order of talon and mane wind warden adds Knowledge (nobility) and Knowledge (history) to her list of class skills. Whenever she makes a Diplomacy check against someone of lower social station, she gains a bonus equal to $\frac{1}{2}$ her wind warden level.

Mount: All members of the order of talon and mane ride a griffon. An order of talon and mane wind warden must choose a griffon as her mount.

Order Abilities: A wind warden belonging to the order of talon and mane gains the following abilities as she increases in level.

Protect the Weak (Ex): At 2nd level, a wind warden gains Bodyguard as a bonus feat. Whenever the wind warden uses this feat, extend the duration of the bonuses granted to her allies by her challenge by 1 round.

Noblesse Oblige (Ex): At 8th level, the wind warden gains In Harm's Way as a bonus feat. Whenever the wind warden uses the feat, double the bonuses granted to her allies by her challenge until the next round.

Talon and Blade (Ex): At 15th level, the wind warden's griffon gains the benefits of Wind Warden's Charge and Mighty Charge whenever the wind warden is riding it.

Griffon

Starting Statistics

Size Large; **Speed** 30 ft., fly 40 ft. (average); **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** **Str** 14, **Dex** 15, **Con** 14, **Int** 5, **Wis** 13, **Cha** 8; **Languages** Common (cannot speak); **Special Qualities** darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Speed 40 ft., fly 80 ft. (average); **AC** +2 natural armor; **Attack** bite (1d6), 2 talons (1d6); **Ability Scores** Str +2, Con +2; **Special Attacks** pounce, rake (1d6).

Aerial Mounted Combat

In the Pathfinder Roleplaying Game, riding a flying mount is a bit more complicated than riding a mount on the ground. For one, three-dimensional aerial combat adds a thick layer of complexity to a game that's largely based in a two-dimensional tactical grid. Secondly, unlike riding on the ground, both the rider and the mount must make skill checks for various maneuvers.

Just like when riding on the ground, an aerial rider must make Ride checks to perform certain actions while mounted. The checks cover a variety of actions ranging from directing a mount into combat to spurring it to greater speed. At the same time, the mount must also make Fly checks to perform certain maneuvers. Just like the Ride checks, these are move actions that can be made as part of normal movement. The checks cover actions such as tight turns, sudden ascents, and hovering.

Having two different skills to keep track of and roll for each round might be too much die-rolling and hamper fun and flavorful combat at some tables. If the GM wants to speed up the turns of players riding flying mounts, the following variant rules can be used.

Ride Action (rider makes check)	Ride DC	Fly Action (mount makes check)	Fly DC
Guide with knees	5	Move less than 1/2 speed and remain flying	10
Stay in saddle	5	Hover	15
Fight with combat-trained mount	10	Turn greater than 45° by spending 5 ft. of movement	15
Spur mount	15	Turn 180° by spending 10 ft. of movement	20
Control untrained mount in combat	20	Fly up at greater than 45° angle	20

Variant Fly/Ride Skill Rules

In order to cut down on the number of skill checks rider and mount must make each round, the GM can choose to consolidate them. If ever a certain set of actions requires the rider to make a Ride check and the mount to make a Fly check concurrently, instead make a single check equal to the DC of the most difficult action being performed. Add +2 to the difficulty for each additional Ride or Fly check performed that round. The skill used for this check, either the rider's Ride skill or mount's Fly skill, is determined by the skill required for the base action.

Example: If the rider spurs her flying mount while ascending at greater than a 45 degree angle, she must normally make a DC 15 Ride check while her mount makes

a DC 20 Fly check. Under the variant rules, however, the mount makes a single DC 22 Fly check.

In addition to these checks, a particularly skilled rider can direct her mount to perform additional advanced maneuvers. Advanced maneuver checks are made using the lower of either the rider's Ride skill or the mount's Fly skill.

Advanced Maneuvers

Barrel Roll: As a full-round action, you can direct your mount up to twice its move speed in a straight line while rolling. This movement does not provoke an attack of opportunity, and both you and your mount gain a +4 dodge bonus to AC until the start of your next turn. You can't make attacks of opportunity until the start of your next turn. If the check fails, the movement provokes as normal and no dodge bonus is granted.

Loop-De-Loop: As a full-round action, you can direct your mount to ascend vertically half its flight speed, move its flight speed opposite to your current horizontal direction, and descend half its flight speed vertically. The descent does not provoke attacks of opportunity, but the ascent and horizontal movement does. The loop-de-loop can be used as part of a charge or withdraw action. If the check fails, the movement does not occur and both you and your mount are considered flat-footed until the start of your next turn.

Roll-Off-The-Top: As a full-round action, you can direct your mount to move its full flight speed in a straight, horizontal line then ascend vertically half its flight speed and then move its full flight speed in a straight, horizontal line opposite to the first. This movement can be used as part of a charge or withdraw action. If the check fails, only the first increment of horizontal movement occurs and both you and your mount are considered flat-footed until the start of your next turn.

Sudden Dive: As part of a charge or withdraw action while descending at an angle of 45 degrees or greater, you can direct your mount to move up to four times its flight speed; or, as part of a run action while descending at an angle of 45 degrees or greater, you can direct your mount to move up to six times its flight speed. If the check fails, the movement still occurs but both you and your mount are entangled until the end of your next turn.

Flight Maneuver	Ride/Fly DC
Barrel Roll	20
Loop-De-Roll	25
Roll-Off-The-Top	25
Sudden Dive	30

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