

PATHFINDER[®]

PLAYER COMPANION™



Knights

OF THE INNER SEA

Knightly Heritages

Innumerable individuals have borne the honor of being knights in service to their country's liege. While this title is not typically passed down to one's heirs, in certain families serving as a knight is as much a family business as any other profession. Noted here are four families known for producing knights of particular fame and skill. Players creating new characters might choose to be a member of one of these families. Each entry also lists a combat trait commonly associated with that family, though these traits are also available to any characters born into families with similar traditions.



Darahan

We Are the Wall

Country Taldor

Heraldry Medusa head flanked by a hammer and mattock

Expertise Heavy armor, lucerne hammer

Cousins of the now-infamous Adella family, the Darahans also distinguished themselves in the Shining Crusade, and their knights were instrumental in bringing down the Whispering Tyrant. Unlike its extinct brethren, the Darahan family is still thriving, and its influence in Taldor and surrounding lands shows no signs of waning anytime soon. The Darahans seek to bring honor to the Taldan throne and prove the bravery of their people with a long tradition of monster hunting.

COMBAT TRAIT

Steel Skin You gain the ability to don or remove heavy armor in half the normal time. Additionally, you begin play with a great helm bearing the iconography of your family (this helm grants no special defensive benefits). While wearing this helm with a suit of heavy armor, you gain a +2 trait bonus on Intimidate checks.

Graydon

Guardians of the Dawn

Country Ustalav

Heraldry Howling wolf silhouetted by the sun

Expertise Guisarme, siege weapons

The Graydons hold various lands that include the town of Sturnidae. Their heroics in Ustalav's War Without Rivals marked them as shrewd soldiers, skilled engineers, and highly loyal to their county's lord—even to a fault.

COMBAT TRAIT

Absolute Loyalty You gain the one-time ability to immediately cast *atonement* upon yourself as a spell-like ability upon performing an act or being subjected to an effect that spell affects. This ability can only be used while you are acting in the service of your liege (an individual of higher social standing chosen when you take this feat).



Khavortorov

We Won't Be Saddled

Country Brevoy

Heraldry White dragon with a helmet embedded in its chest

Expertise Aldori dueling sword, dueling cloak

Masters of battle, both on the field and at court, the Khavortorovs are known for their short tempers. Since the disappearance of their lieges, the Rogarvia family, the Khavortorovs have found themselves on uncertain ground, and now seek to establish a name for themselves among Brevoy's other great houses.

COMBAT TRAIT

Dueling Cloak Adept You are trained in using your cloak to disguise your body and deceive your enemies. While wearing a cloak and using an Aldori dueling sword, you gain a +2 trait bonus on Bluff checks made to feint. Additionally, every time you successfully feint while wearing a cloak, you gain a +1 dodge bonus to your Armor Class until your next turn.

Tilernos

Family, Field, and Fury

Country Lastwall

Heraldry Fist with purple field surrounded by blades

Expertise Command, lance

Since their founding, the Knights of Ozem have always included a member of the Tilernos family among their ranks. While the majority of this proud family's scions—daughters especially—join in the defense of their nation, many do so to indulge a streak of wanderlust, as service to the Knights of Ozem allows them to explore far beyond Lastwall's borders.

COMBAT TRAIT

Inspiring Rush Your charge inspires nearby companions to new heights of daring. Once per day when you make a charge attack, you gain a +1 trait bonus on both your attack and damage rolls, as do any allies who make a charge attack before the beginning of your next turn.

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ON THE COVER



Craig J Spearing pits the valiant
Alian and his trusted steed Donahan
against an affront to all that is
knightly—a vile red dragon!



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

PATHFINDER RPG

<i>Advanced Player's Guide</i>	APG
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Magic</i>	UM

PATHFINDER CAMPAIGN SETTING

<i>The Inner Sea World Guide</i>	ISWG
<i>Inner Sea Magic</i>	ISM
<i>Paths of Prestige</i>	POP



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Printed in China.

FOR YOUR CHARACTER

In every Pathfinder Player Companion you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

CAVALIERS

Embodying the honor and strict discipline that characterize knights in popular imagination, cavaliers are well-represented among the knightly powers of Golarion. New cavalier orders (page 24) give cavaliers even more paths to follow, while magical polearms and other wondrous items (page 30) grant them a winning edge in mounted combat.

CLERICS

These divinely charged warriors make potent knights with their mastery of both steel and magic, and will benefit greatly from diving into the battlefield magic detailed in *Serren's Field Manual* (page 28) or adopting the role of the Mendevian banisher (page 13).

FIGHTERS

Among the most skilled and deadly knights throughout the Inner Sea region, fighters run the gamut from Mendevian glory hounds (page 13) to chargers of Ozem (page 11). When combined with a loyal squire (page 20) ready to provide ranged support or reequip the knight with gear, fighter knights dominate the battlefield.

PALADINS

Whether serving the forces of good by fighting undead as a Knight of Ozem (page 10) or spreading the mandate of one of the numerous deities available to them as patrons (page 18), paladins make excellent knights, and will benefit greatly from the additional mount options in this book (page 22 and inside back cover).

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

ANATOMY OF THE KNIGHT

Composed of such elements as steel pauldrons, chainmail chausses, leather tassets, and more, a knight's gear can be as complex as her own call to arms. All aspiring knights will benefit from an in-depth dissection of armaments, armor, and heraldry (page 16).

KNIGHTLY ORDERS

Every one of the knightly orders detailed in this volume is applicable to characters from all walks of life, whether they belong to organizations that recruit such knights (pages 6–15), pledge their loyalty to their family (page 15 and inside front cover), serve deific powers that hold knights in their court (page 18), or simply adhere to a specific knightly code (page 26).

RELIGION AND RACE

The story of the knight appears in virtually every culture on Golarion, though what shape such tales take is largely determined by the race of their tellers (page 19) and the higher powers that such peoples worship (page 18).

SQUIRES

Any character may acquire the aid of a loyal squire with the new Squire feat. These trusty combat medics, heralds, reloaders, and weapon bearers may take any number of forms depending on their archetypes, and prove indispensable allies to their knightly lieges (page 20).

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Knights of the Inner Sea*.

- 1 For our campaign, does it make sense for my character to belong to a knightly order?
- 2 Will our campaign touch on any of the regions throughout the Inner Sea from which knights hail?
- 3 Would it be advantageous to play a character who specializes in slaying certain types of monsters, such as undead or demons?

ROLES

This Player Companion makes use of "roles," a new feature first presented in *Pathfinder Player Companion: Varisia, Birthplace of Legends*. Roles can be considered builds, templates, or kits for creating new characters tied to a specific premise. Each of these versatile themes highlights rules and roleplaying elements tying new characters to the Pathfinder campaign setting. These roles draw upon options and campaign details from the full range of Pathfinder products, so you don't have to hunt for the perfect feat or character inspiration. Every aspect of a role is just a suggestion, and roles present multiple ways to create a character, so feel free to make other choices or personalize roles in whatever ways most appeal to you.

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In addition to the new cavalier orders (page 24), the Squire feat and archetypes (page 20), and spells (page 28), the following magic items and traits are presented in this Player Companion.

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DID YOU KNOW?

When writing his part of the *Pathfinder Chronicles Gazetteer*, author Jason Bulmahn needed a name for the heroic knights who battled the Whispering Tyrant. The name had to be *awesome...* totally Ozem.



KNIGHTS OVERVIEW



Permeating the myths and legends of cultures the world over, stories of knights are a cherished tradition among the inhabitants of the Inner Sea region, many of whom revere the noble warriors as personifications of glory, righteousness, and the will of the people. There are, of course, those knights who follow a path completely apart from nobility or goodness, such as the iron-fisted Hellknights of Chelax or Geb's untold legions of graveknights, but all share a common theme in that they pursue a grand goal larger than themselves.

Stories of knights differ across the Inner Sea region. In Andoran, freedom fighters known as Eagle Knights guard the people from incursion by devil-worshipping Chelaxians or expansionistic Taldans, who in turn sport their own variations of what it means to be a knight. In the far northern nation of Mendev, crusaders take up weapons and shields to combat the vile creatures spewed forth from the Worldwound. Lastwall's Knights of Ozem dedicate their lives to upholding the virtues of their current patron deity, Iomedae, and fiercely battle the remaining undead minions of the legendary Tar-Baphon in their quest for glory.

Countless other knightly orders serve distinct lords, causes, and philosophies. Regardless of their exact means, heroes from all backgrounds and nations can serve as knights, hailed as harbingers of exaltation in life and immortalized as legends by their dedicated followers.

CALL TO ARMS

Without a meaningful cause to pursue, a knight would be little more than a well-versed brawler. What exactly this driving force is varies from knight to knight.

Chief among the motives that push knights forward is faith. Whether pursuing Torag's favor by showing unwavering courage in the face of battle or spreading the word of Sarenrae's wisdom with a flaming sword, knights dedicated to holy orders are as multitudinous as they are varied. Not all holy knights are paladins, either—stout warriors and chivalrous spellcasters dedicated to the ways of Asmodeus or Abadar are equally likely to show their fervor through knighthood.

Knights often dedicate themselves to the honor of their homeland and the glory of their kingdom. These patriots defend their nation against outside threats or travel the world to spread the influence of their people. Knights who swear their allegiance to the same lord must often work together to achieve goals greater than themselves, though not all such alliances unite knights without strife, and even those who fight under the same banner might not see eye to eye because of ulterior motives.

Philosophy can be as much of a motivator as religion or patriotism, and many are the crusaders who fight for a specific cause with no allegiance to god or country. Whether seeking self-perfection through trials of goodliness or

delivering the iron fist of law to ignoble miscreants, knights dedicated to disseminating a particular way of thinking can be found acting alone or in large groups.

Of all the motives behind knighthood, honor is perhaps the most ubiquitous as well as implicit. Many are the soldiers who bear a sword as well as a grudge, and those who wish to prove their honor—whether to their people, their nation, or themselves—need look no further than the path of the knight.

In addition to the aforementioned calls to arms, many knights follow a path defined by a particular quest, whether this expedition's mandate be divine, royal, or self-imposed in nature. A knight who dedicates her life to a singular goal or purpose is steadfast in her ways, and may journey her entire life in pursuit of such a quest. Although some knights make their odysseys in pursuit of a vile monster or some holy relic, there are those whose voyages are a simple search for wealth and treasure. Knights in search of monetary gain typically do so for the sake of their kingdom or their knightly order, and donate their valuable findings to the cause they believe in—which is, in some cases, their own pockets.

TYPES OF KNIGHTS

Since knights arise to meet myriad occasions across the globe, not all honored champions take the same form. The following are the three most common broad types of knight one is likely to encounter on Golarion.

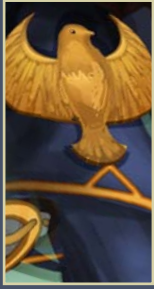
Heavy Knight: Most knights wear sturdy armor made of iron or steel, and wield great weapons either two-handed or alongside a metal shield. The Hellknights of Cheliax and Gray Maidens of Korvosa (a role for which can be found in *Pathfinder #62: Curse of the Lady's Light*) are both examples of heavy knights, and strike imposing figures clad in their suits of full plate and wielding freshly sharpened blades. Fighters, cavaliers, and paladins make up the majority of heavy knights, bolstering their strength by taking levels in prestige classes such as the following: battle herald or stalwart defender (*Advanced Player's Guide*), Hellknight or low templar (*The Inner Sea World Guide*), or Golden Legionnaire or Knight of Ozem (*Paths of Prestige*).

Thaumaturgic Knight: Those dedicated to the principles of knightliness who use arcane or divine magic as their primary means of displaying gallantry follow the path of the thaumaturgic knight. Magi, clerics, wizards, and sorcerers make excellent thaumaturgic knights, using their mystical prowess to bolster themselves on the battlefield, all the while ensuring the safety of their allies and any nearby innocents caught in the crossfire. Thaumaturgic knights often take levels in prestige classes such as the following: arcane archers or eldritch knights; divine scions (*Inner Sea Magic*); or Hellknight signifiers, champions of Irori, Riftwardens, or Dawnflower dissidents (*Paths of Prestige*).

Unhindered Knight: Those knights who prefer to shirk heavy arms and equipment in favor of lightweight

garb and weapons often hail from warmer regions, where a hundred pounds of steel can spell the end of a crusade before it even starts. Though they wear leather armor instead of breastplates and wield rapiers instead of longswords, unhindered knights are every bit as stately as other knights, and perform their duties with unparalleled grace. Rangers, inquisitors, bards, and monks who follow a knightly code can often be classified as unhindered knights, as can rogues who dedicate their craft to a strict system of honor. When they take levels in a prestige class, unhindered knights typically follow the path of the duelist, Steel Falcon (*Pathfinder Player Companion: Andoran, Spirit of Liberty*), bellflower tiller (*Paths of Prestige*), or student of war (*Pathfinder Campaign Setting: Seekers of Secrets*).





EAGLE KNIGHTS

Heroes of the Revolution, Champions of the People, Beacons of Liberty—the Eagle Knights of Andoran are known by many names, and are famous for upholding their nation’s virtues of independence, freedom, equality, and responsibility. Clad in their distinctive blue-and-white livery, silver swords shining, the Eagle Knights are beacons of light and hope to many. But to the ruling powers of despotic or cruel nations—including their closest neighbors—these upstart newcomers are a serious threat to the established order, looking to change the world in profound ways that could prove dangerous to those leaders who seek to rule with absolute might.

MANDATE

Founded to serve as a ceremonial honor guard for the god Aroden upon his return, the Eagle Knights were initially little more than an ornament: an opportunity for the scions of the right families to dress in fine uniforms and drill in marching smartly before an audience. After Aroden perished and inadvertently threw the Inner Sea region into chaos, the Eagle Knights found a new purpose in defying the crushing rule of Chelifax and its devil-sworn houses, and helped lead the Andoren people to freedom and independence.

Since then, the Eagle Knights have come to embody the ideals the people of Andoran hold dear, and continue to fight for the preservation of liberty, equality, and unity. They exist not only to protect all that Andoran has achieved, but to demonstrate to the other nations and peoples of the world the possibility of achieving such goals for themselves. Thus, to be an Eagle Knight is to serve a higher calling, to accomplish something bigger than oneself, which will last long after any individual knight is gone.

Within their homeland, the Eagle Knights are defenders and peacekeepers, charged with training local militias and protecting Andoran and its citizens from threats of all kinds. They are expected to act as exemplary role models for the laity, and many Andorens idolize the bold and dashing knights. Of course, a few think they are putting on airs, or are perhaps a bit too like a new breed of nobility, but most shrug off such concerns.

Behind the scenes, the Eagle Knights are liberators, privateers, and revolutionaries. They free slaves, scuttle slaving ships, liberate prisoners, and overthrow dictators wherever and whenever they can, as long as they can do so without dragging Andoran into open war with its neighbors. Although it is easy to think of the dashing Eagle Knights as dandies concerned only with personal glory, most of these esteemed freedom fighters know they may well perish in obscurity, fighting for people they do not know and never being openly acknowledged for their sacrifice. Such is their dedication that they take up their cause regardless.

EAGLE KNIGHT TRAITS

The following regional traits are available to Eagle Knight characters.

Confidante to the Oppressed: Others recognize that you are filled with the Andoren spirit of liberty and equality. You gain a +2 trait bonus on Diplomacy checks to improve the attitude of oppressed, enslaved, or imprisoned subjects, and unless they have reason to distrust you, their starting attitude toward you is at least indifferent, if not better.

Eye of the Falcon: You have a way of seeing right to the heart of things. You gain a +1 trait bonus on saving throws against illusion (phantasm) spells and a +1 trait bonus on Sense Motive checks to know when you are being lied to, so long as you are face to face with the speaker in question.

EAGLE KNIGHT ORDERS

General Reginald Cormoth officially commands the Eagle Knights from the grand Guardian Tower of the Golden Aerie in Almas. The Eagle Knights are divided into three orders, although only two are publicly acknowledged by the Knights or the People’s Council.

GOLDEN LEGION

The Golden Legion operates within the borders of Andoran and serves alongside the nation’s militia as elite defensive units, guarding Andoran from within while ensuring the security of its nearby holdings. Their duties include training local militias, diplomatic service, guarding the local woodlands from unlawful resource harvesting, and investigating local matters both small and large. The Golden Legion is under the command of General Hedrik Traxxus.

STEEL FALCONS

Members of this order serve primarily outside the borders of Andoran, acting as the nation’s emissaries and protecting diplomats and Andoran trade missions. It is also widely known, though not officially acknowledged, that the Steel Falcons serve to spread Andoren ideals and philosophies, particularly where slave trade is concerned. The Gray Corsairs, for example—mysterious unmarked privateers preying on Katapeshi slavers—are outfitted and crewed by the Steel Falcons.

TWILIGHT TALONS

The Twilight Talons are not officially acknowledged as members of the Eagle Knights; nonetheless, they work as covert agents for the order and the nation. Few know who controls this network of operatives trained in espionage, surveillance, and (it is rumored) assassination against Andoran’s enemies, though those who display exemplary skill in other branches of the Andoren military might just be contacted by this elite faction

EAGLE KNIGHT ROLES

The egalitarian Eagle Knights make room for all who are willing and able to take up the cause of liberty. There are three factions within the Eagle Knights organization, and while all answer the call to justice, the Golden Legionnaires, Steel Falcons, and Twilight Talons all accomplish their goals via distinctly different means.

Several of the class features, archetypes, and feats listed below come from the *Advanced Player's Guide* (^{APG}), *Paths of Prestige* (^{POP}), *Ultimate Combat* (^{UC}), and *Ultimate Magic* (^{UM}).

GOLDEN LEGIONNAIRE

Gallant Champion of Freedom

Specialty diplomatic escort, front-woodland skirmisher

line fighter,

CLASS OPTIONS

Class cavalier; **Archetype**

emissary^{UC}; **Class Features** order (order of the shield)

Class ranger; **Archetype** battle scout^{UC}, skirmisher^{APG};

Class Features combat style (mounted combat^{UC} or weapon and shield^{APG}), favored terrain (forest, plains), hunter's bond (horse or wolf)

PREFERRED OPTIONS

Skills Handle

Animal, Intimidate, Knowledge (nature), Ride, Survival

Feats Improved Overrun,

Mounted Combat, Power

Attack, Ride-By Attack, Swap Places^{APG}, Trample

Prestige Class Golden Legionnaire^{POP}

DESCRIPTION

The Golden Legion serves in an elite capacity alongside Andoran's militia, training troops and guarding visiting dignitaries, as well as filling the roles of cavalry and shock troops when the nation is at war. Golden Legionnaires are expert defenders and woodland commandos, and combine practicality, tactics, and brutal training to accomplish their missions.

ROLEPLAYING

Roleplaying chivalrous, merciless

toward slavers and devil-worshippers, zealously dedicated to the Andoren cause

Preferred Equipment barding,

lance, longsword, military saddle, steel shield;

Preferred Religion Erastil, Iomedae, Shelyn

STEEL FALCON

Intrepid Evangelists of the Andoren Ideal

Specialty anti-slaving raider, cunning diplomat, self-reliant explorer

CLASS OPTIONS

Class bard; **Archetype** arcane duelist^{APG}; **Class Features** versatile performance (oratory)

PREFERRED OPTIONS

Skills Craft (traps), Diplomacy, Knowledge (local), Perception, Sense Motive

Feats Alertness, Iron Will, Nimble Moves, Persuasive

Prestige Class Steel Falcon (*Pathfinder Player Companion*:

Andoran, Spirit of Liberty 22)

DESCRIPTION

The Steel Falcons serve abroad as Andoran's emissaries, protecting their nation's diplomats and spreading their beloved homeland's revolutionary ideals throughout the Inner Sea region.

ROLEPLAYING

Persona convincing, sneaky fighter, versed in etiquette, well spoken

Preferred Equipment rapier, dagger, light armor; **Preferred Languages** Halfling, Kelish, Osiriani

TWILIGHT TALON

Covert Paramilitary Agents of

Andoran

Specialty guileful surveillant, noble assassin, stealthy soldier

CLASS OPTIONS

Class inquisitor; **Archetype** infiltrator^{UM};

Class Features inquisition^{UM} (justice^{UM} or truth^{UM}), judgment (justice, smiting)

Class rogue; **Archetype** chameleon^{UC}; **Class Features** advanced talents (crippling strike, hide in plain sight^{UC}), rogue talents (canny observer^{APG}, powerful sneak^{APG}, quick disguise^{APG})

PREFERRED OPTIONS

Skills Bluff, Disguise, Intimidate, Knowledge (local), Sense Motive, Sleight of Hand, Stealth

Feats Critical Focus, Devastating Strike^{UC}, Improved Initiative, Stealthy, Vital Strike

DESCRIPTION

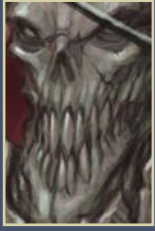
While few realize that the Twilight Talons are actually a bona fide order of the Eagle Knights, nearly all know of the existence of this shadowy organization of spies and covert agents, which works behind the scenes to advance Andoran's cause and the never-ending crusade for freedom.

ROLEPLAYING

Persona innocuous, slow to trust, used to concealing motives and intentions; consider giving a dark past to explain secretive nature

Preferred Equipment leather armor, punching dagger, rapier; **Preferred Religion** Erastil, Iomedae





HELLKNIGHTS

In Cheliox, the citizens sleep soundly in their homes because a chosen few are willing to do what is necessary to hold chaos at bay and keep civilization standing for one more night. In this endeavor, the Hellknights are the unyielding defenders of law, dispensing judgment without mercy and mirroring the perfect and absolute order of Hell. Those who know the Hellknights understand they are not servants of Hell, but that Hell or a similar fate follows in their wake for any who violate the law.

MANDATE

The watchword of the Hellknights is “order,” for without order there can be only savagery and chaos. Order and the laws that bind it are the foundation upon which civilization is built. Wear away at that foundation, and civilization crumbles. Thus, the purpose of the Hellknights is to create, enforce, and maintain the rule of law. The rule they turn to is embodied in the Measure and the Chain, the legal code the Hellknights maintain in Cheliox and aspire to everywhere.

Hellknights embody order in its purest form, beginning with their own hierarchy and strict system of ranks (see “Hellknight Ranks” below). In order to gain actual membership into a Hellknight order, armigers must first pass a trial known simply as the Test, a brutal exam in which a would-be Hellknight must singly face off against a devil summoned from the depths of Hell. If she manages to defeat the outsider, she gains entry into her chosen Hellknight order; defeat, on the other hand, entails only certain and gruesome death.

HELLKNIGHT ORDERS

The Hellknights are organized into various orders, with each order being largely autonomous and independent from the others, led by its own lictor or vicarius and following its own vision of the law. Each order has its own citadel, along with various smaller holdings.

ORDER OF THE CHAIN

“All men lift themselves up upon the backs of others.” From Citadel Gheradesca, high on the cliffs outside Corentyn, the Order of the Chain enforces the natural order of master and servant, dually punishing rebellious or escaped slaves as well as criminal slave-owners. *Favored weapon:* flail.

ORDER OF THE GATE

“Judgment in the face of depravity.” Citadel Enferac is a true gateway into the mouth of Hell. Renowned for the unparalleled number of signifers among its members, the Order of the Gate also specializes in dealing and bargaining with devils and other fiends. *Favored weapon:* dagger.

ORDER OF THE GODCLAW

“Righteousness by obedience.” The leaders of the Order of the Godclaw preach the unique doctrine of a collective of five of the most lawful deities in the Inner Sea—Abadar, Asmodeus, Iomedae, Irori, and Torag—from the pulpit of Citadel Dinyar along the River Keld. *Favored weapon:* morningstar.

ORDER OF THE NAIL

“Savagery must be quelled, in the land, home, and mind.” Based from Citadel Vraid near Korvosa, Hellknights of the Order of the Nail focus their efforts on crushing savages and brigands. *Favored weapon:* lance or halberd.

ORDER OF THE PYRE

“Reason’s flame consumes the shadow of corruption.” From Citadel Krane outside of Ostenso, the members of the Order of the Pyre zealously hunt heathen worshipers of false gods. *Favored weapon:* glaive.

ORDER OF THE RACK

“The venoms of the mind poison the body.” Hellknights of the Order of the Rack seek to eradicate revolutionary idealisms both around Citadel Rivad near Westcrown and beyond. *Favored weapon:* longsword or whip.

ORDER OF THE SCOURGE

“Without culpability, chaos reigns.” The ever-watchful Order of the Scourge seeks to ensure no crime goes unpunished, especially premeditated or more far-reaching acts of organized lawbreaking. The vast network of spies and informants answering to Citadel Demain near Egorian help to make this a reality. *Favored weapon:* heavy mace or whip.

HELLKNIGHT RANKS

LICTOR/VICARIUS

The lictor (or vicarius, if risen from the ranks of signifers) is the general of a Hellknight order.

MASTER/MISTRESS OF BLADES

The master or mistress of blades is the lictor’s second-in-command and field marshal.

PARAVICAR

Paravicars are leaders of an order’s signifers, equal in rank to a master or mistress of blades.

PARALICTOR

Paralictors are Hellknight officers, ranking just above the lesser-known maralictors.

HELLKNIGHT/SIGNIFER

Armigers who have passed the Test are recognized as full Hellknights or signifers, Hellknights’ spellcasting variant.

ARMIGER

Not yet a full member of an order, an armiger is a squire, a future Hellknight-in-training.

HELLKNIGHT TRAITS

The following regional traits are available to Hellknight characters.

Cold Heart: You gain a +2 trait bonus on saving throws against spells and effects with the emotion descriptor.

Iron Mind: You gain a +2 trait bonus on saving throws against spells and effects that would reduce your Intelligence score or cause you to forget something.

HELLKNIGHT ROLES

Hellknights come in various forms, though the most prominent among their numbers are the rank-and-file Hellknights and their spellcasting counterparts, Hellknight signifers. More information on Hellknights can be found in the “Hellknight” article in *Pathfinder Adventure Path* #27 and the “Path of the Hellknight” article in *Pathfinder Adventure Path* #28.

Several of the classes, class features, archetypes, and feats listed below come from the *Advanced Player’s Guide* (APG), *Ultimate Combat* (UC), *Ultimate Magic* (UM), *The Inner Sea World Guide* (ISWG), and *Paths of Prestige* (POP).

HELLKNIGHT

Ruthless Enforcer of Order

Specialty armored executioner, brutal man-hunter, relentless law-bringer

Race human; **Ethnicity** Chelaxian

CLASS OPTIONS

Class fighter; **Archetype** weapon master^{APG}; **Class Features** weapon type^{APG} (order’s favored weapon)

PREFERRED OPTIONS

Skills Intimidate, Knowledge (planes)

Feats Combat Reflexes, Deadly Finish^{UC}, Stand Still, Weapon Focus (order’s favored weapon)

Prestige Class Hellknight^{ISWG}

DESCRIPTION

Hellknights are the most common members of Hellknight orders, and they are both feared and respected by those whose lands they occupy. Would-be Hellknights must possess a potent combination of discipline, combat prowess, and sheer strength in order to excel in their chosen order.

ROLEPLAYING

Persona heartless, set in ways, unwaveringly stern

Preferred Alignment any lawful

HELLKNIGHT SIGNIFER

Magic-Wielding Hand of Order

Specialty arcane intimidator, armored spellcaster, ruthless law enforcement

Race human; **Ethnicity** Chelaxian

CLASS OPTIONS

Class magus^{UM}; **Archetype** bladebound^{UM}, kensai^{UC}; **Class Features** magus arcana^{UM}

(arcane accuracy^{UM}, accurate strike^{UC}, reflection^{UM})

Class sorcerer; **Archetype** wildblooded^{UM} (umbral); **Class Features** bloodline (elemental or shadow^{APG})

PREFERRED OPTIONS

Skills Intimidate, Knowledge (arcana), Knowledge (planes), Spellcraft, Use Magic Device

Feats Augment Summoning, Combat Casting, Piercing Spell, Spell Focus

Prestige Class Hellknight Signifer^{POP}

DESCRIPTION

Equal in rank to the renowned Hellknights are signifers—spellcasters belonging to a Hellknight order who are trained in the use of heavy armor as well as their mysterious and iconic signifer masks.

ROLEPLAYING

Persona dedicated to keeping order, intensely driven, intimidating

Preferred Alignment any lawful; **Preferred Equipment** medium or heavy armor, signifer mask^{POP}





KNIGHTS OF OZEM

Clad in their distinctive white-and-gold armor, the Knights of Ozem are an honored legion of swordswomen and swordsmen dedicated to holding the line against both the feral undead that yet lurk in nearby Ustalav and the demons pouring out of the Worldwound. The group originally rose to prominence centuries ago by spearheading the Shining Crusade and imprisoning the dread lich-king Tar-Baphon beneath his fortress of Gallowspire. Now, based in Lastwall's aptly named capital of Vigil, the Knights of Ozem keep constant watch over Gallowspire in the event that the Whispering Tyrant breaks free of the seal that contains him.

MANDATE

The Knights of Ozem are a distinguished order over a millennium old, composed of warriors who found their true calling in 3754 AR, when the Shining Crusade entered Ustalav to end the blasphemous rule of the lich-king Tar-Baphon. In those days, the knights worshiped Arazni, herald of Aroden, as their patron saint. When they summoned Arazni to help them defeat the Whispering Tyrant, they found they had severely underestimated the lich-king, who humiliated and crushed Arazni before flinging her lifeless body into the ranks of the attacking knights.

Their morale all but shattered, the Knights of Ozem found new leadership in the form of the then-mortal Iomedae, who was instrumental in leading numerous successful attacks against the undead scourge, and helped to finally entomb the Whispering Tyrant beneath his fortress of Gallowspire in 3827 AR.

After the violent climax of the Shining Crusade, the various crusading armies parted amicably, their common purpose completed. Iomedae soon thereafter completed the Test of the *Starstone* and rose to divinity as Aroden's new herald, and the Knights of Ozem helped establish the Taldan province of Lastwall on the land where they had buried Arazni, and built the city of Vigil to stand as a bulwark against any possible resurgence of their vanquished foes.

Lastwall is now a sovereign nation, having peacefully liberated itself from outside rule so its holy warriors could maintain their sacred duty unhindered by political concerns. Though the other knightly orders of Lastwall

also focus their attention on the nearby threats presented by the orcs of Belkzen, the Knights of Ozem remain an order dedicated to the teachings of their new patron saint, Iomedae, and often seek to regain the glory of their order's endeavors centuries ago by strictly focusing on battling undead.

Adventurers who volunteer to join the Knights of Ozem are always welcome, as the order's need is great and their threats ever-present. While the order can find uses for a wide range of recruits, the knights remain utterly inflexible on a few prerequisites. First of all, unlike the Mendevian Crusaders, whose orders of low templars swell with the self-serving and avaricious, the Knights of Ozem are true champions of righteousness, and brook no thuggery among their ranks. Secondly, while recruits need not be sworn to Iomedae's service, all must be valiant and pure of heart, and devotion to Iomedae is a strict requisite to rise to the upper ranks among the order.

TRAITS

The following regional trait and religion trait are available to Knights of Ozem.

Orc Impaler (Lastwall): You gain a +2 trait bonus on rolls to confirm critical hits made as part of a charge. This bonus increases to +3 if the critical hit is made against a creature with the orc subtype.

Searing Beacon (Iomedae): You deal additional precision damage equal to your Wisdom modifier when you score a critical hit with a melee weapon against an undead opponent.

LASTWALL CASTLES

The Knights of Ozem are but a single sect of the holy warriors and valiant crusaders that populate the nation of Lastwall. Within its borders are numerous citadels, castles, and fortresses, each with its own stationed soldiers and distinct objectives. The following are some of the most well-known castles in Lastwall.

CASTLE OVERWATCH

This monumental fortress, located in the capital of Vigil, towers hundreds of feet high and possesses a commanding view of the surrounding terrain. Here, knights are taught to expertly ride their mounts into combat in the famous Crusader War College, and when they aren't in use, steeds are housed in Castle Overwatch's enormous extradimensional stable.

CASTLE EVERSTAND

Located just west of the northern tip of the Fangwood, Castle Everstand is a stone fortress created to guard Lastwall against the hordes of orcs that constantly stream forth from the Hold of Belkzen. Worship of Gorum is particularly prevalent here, where Our Lord in Iron provides strength to the headstrong soldiers battling the invading goblinoids.

CASTLE FIRINE

Just south of Ghostlake Marsh, the heavily fortified Castle Firine serves as a supply station and place to regroup for knights of Lastwall battling the orcs to the west or undead to the north. Here, Iomedaean clerics heal wounded soldiers and their mounts, and engineers toil on war machines to ensure victory for their commanders.

KNIGHT OF OZEM ROLES

Many classes and races can find a home within the ranks of the Knights of Ozem, though mounted cavalry and disciplined foot soldiers are the most highly sought after knights, especially those who can hold their own against undead and evil outsiders. Below are some sample roles that a potential recruit could hope to fulfill within the storied order.

Several sources are cited in the following section, including the *Advanced Player's Guide* (APG), *Ultimate Combat* (UC), *Ultimate Magic* (UM), and *Paths of Prestige* (POP).

CHARGER OF OZEM

Bone-Crunching Cavalry Trooper

Specialty frontline fighter, mounted crusader, valiant scout

CLASS OPTIONS

Class cavalier; **Class Features** mount (horse), order (order of the star [Iomedae]), tactician feats (Cavalry Formation^{UC}, Coordinated Charge^{UC})

Class fighter; **Archetype** dragoon^{UC}

PREFERRED OPTIONS

Skills Handle Animal, Heal, Intimidate, Knowledge (religion), Ride

Feats Charge Through^{APG}, Mounted Combat, Mounted Skirmisher^{APG}, Spirited Charge, Trample

Prestige Class Knight of Ozem^{POP}

DESCRIPTION

Chargers of Ozem are the frontline wrecking balls among the Knights of Ozem. Famed for their unstoppable charges and combat prowess while mounted, these skilled riders can be found either spearheading attacks against the otherworldly fiends of the Worldwound or patrolling the haunted borders of Ustalav. The dauntlessness and the determination with which they drive their steeds forward make stopping such warriors nigh impossible.

ROLEPLAYING

Persona dedicated to his steed, pious, unflinching even in the face of immediate danger

Preferred Equipment barding, heavy armor, lance; **Preferred Religion** Iomedae

GALLOWSPIRE WARDEN

Steely-Eyed Undead Hunter

Specialty curse breaker, holy border patrol, slayer of undead

CLASS OPTIONS

Class inquisitor; **Archetype** sin eater^{UM}; **Class Features** teamwork feats (Allied Spellcaster, Shield Wall)

Class paladin; **Archetype** undead scourge^{APG}; **Class Features** mercy (cursed, diseased, shaken)

PREFERRED OPTIONS

Skills Heal, Knowledge (dungeoneering), Knowledge (religion), Perception, Spellcraft, Survival

Feats Extra Channel, Improved Initiative, Nimble Moves, Turn Undead

Prestige Class Knight of Ozem^{POP}

DESCRIPTION

Gallowspire wardens specialize in the grim task of patrolling the Hungry Mountains for undead as well as for any evidence that the Whispering Tyrant might be rebuilding his strength. Though Tar-Baphon remains entombed in his former fortress of Gallowspire, the mountain range he once controlled still teems with his vile minions. Stationed in Virlych for weeks on end, Gallowspire wardens are skilled at surviving in a land hostile to the living. As if the undead were not enough, violent encounters with dark arcanists hoping to discover the secret to Tar-Baphon's lichdom are also a common threat to these holy warriors.

ROLEPLAYING

Persona reliable teammate, self-sufficient, watchful; consider adding a gruesome or fatalistic aspect that makes those less acquainted with death uncomfortable

Preferred Equipment *flame tongue* or *frost brand*; **Preferred Religion** Iomedae





MENDEVIAN CRUSADERS

Unlike many other knightly orders, the Mendevian Crusaders are more a hodgepodge of militant forces than a unified army. Bound by a common desire to stem the demonic influence seeping from the Worldwound, the crusaders include an amalgam of religious warriors, glory seekers, adventurers, and common brigands. For many in Mendev, the crusaders represent a harsh duality. On one hand, they symbolize the warriors' highest values of honor, courage, and self-sacrifice. On the other hand, the thuggish elements of the crusaders' ranks, called low templars, epitomize the contemptible methods of the self-serving, and are all too willing to jeopardize the very world for their own petty gain. This eclectic mix is both an invaluable shield against the Abyss as well as a fractious powder keg that threatens to tear its host nation apart.

MANDATE

The disappearance of Aroden over a century ago also marked several far-reaching supernatural disasters that occurred around the same time. In the far northern kingdom of Sarkoris, a spiritual cataclysm caused the threadbare veil between the Material Plane and the Abyss to rend completely, opening the festering Worldwound. Demonic hordes spilled from the newly formed portal, quickly overrunning the ill-equipped barbarian kingdom. As tales of the fall of Sarkoris spread throughout Golarion, a holy clarion call was raised, and followers of Iomedae flocked from across Avistan to the little-known nation of Mendev, bringing countless hopeful crusaders along to combat the demonic invaders.

The past century saw constant warfare as the Mendevian Crusaders attempted to push the demons back into the Abyss. However, the raw fury of these outsiders proved too much for the legions of the First Crusade, and it was only the creation of a series of magical defenses, called the *wardstones*, that allowed the crusaders to create a stable front during the Second Crusade. Now, despite several Abyssal offensives, the abjurations of the *wardstones* along the Sellen River remain the current dividing line between the Worldwound and the rest of Avistan. But while the magical barrier-markers are instrumental in holding back the demonic onslaught, it is ultimately the crusaders of Mendev who will determine the outcome of the war between demons and civilization.

Today, true believers still answer the church of Iomedae's call to arms, flocking to the front of the Fourth Mendevian Crusade. Fulfilling every favorable preconception of the knight in shining armor, these pious warriors flood the crusaders' ranks with heavily armored fighters astride powerful destriers. Joining them are hosts of priests, clerics, and divine spellcasters ready to lay down their lives for the good of Golarion and the glory of Iomedae.

However, for every one of these true believers, a collection of ignoble characters worms its way into the crusaders' ranks. Bare necessity forces the holy warriors of the Fourth Crusade to accept all manner of glory-seekers, thugs, con artists, and thieves as comrades (see "Low Templars" below). So it is that the leaders of the Mendevian Crusades must employ new recruits from all walks of life, pitting the righteous as well as the wicked against the demonic forces of the north.

TRAITS

The following regional traits are available to Mendevian Crusader characters.

Demon Eradicator: Anytime an outsider with the demon subtype must make a Will save against one of your spells, increase the DC of that save by +1.

Gallant Imposter: You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks. In addition, you gain a +2 trait bonus on both Disguise and Bluff checks while attempting to impersonate a knight.

LOW TEMPLARS

Although the Mendevian Crusades began as a valiant means of extinguishing the Abyssal affronts to the north, the original goodly intentions of these campaigns has been largely lost on a growing number of crusaders—the ignoble sellswords, glory-seekers, and bloodthirsty killers known as "low templars." Though such base individuals may have any number of motives behind their mercenary enlistment and continued contributions to the crusades, the following are a few of the most likely driving forces.

FAME

Earning one's place in Lastwall's extensive halls of glory is no easy task, but waging war against the demons of the Worldwound is often a viable means of attaining such celebrity. As such, many low born from southern lands fight in hopes of becoming legends in their own right.

HONOR

Many are the low templars who come from equally lowly stations. Whether they were runaway slaves or shamed nobles, such matters are all in the past for a low templar, as the opportunity to slay evildoers for the greater good is a promise for redemption some individuals dare not pass up.

WEALTH

Perhaps the most pervasive reason foreign warriors join the Mendevian Crusades is sheer, unadulterated greed. The leaders of Mendev are willing to pay richly for the heads of demons, and the promise of gold is sometimes enough to drive the headstrong to the front lines.

MENDEVIAN CRUSADER ROLES

Mendevian Crusaders come from a wide assortment of backgrounds, though the majority of their ranks are made up of either stalwart knights devoted to the teachings of Iomedae or roguish sellswords looking to make a quick and bloody profit.

Several sources are cited in the following section, including the *Advanced Player's Guide* (APG), *Inner Sea Magic* (ISM), *The Inner Sea World Guide* (ISWG), *Ultimate Combat* (UC), and *Ultimate Magic* (UM).

MENDEVIAN BANISHER

Demon-Slaying Zealot

Specialty bloodthirsty healer, fiend hunter, strong-armed exorcist

CLASS OPTIONS

Class cleric; **Archetype** Mendevian priest^{ISM}, crusader^{UC}; **Class**

Features domains (Glory, Good, Protection, Strength, War), subdomains^{APG} (Heroism^{APG})

Class inquisitor; **Archetype** exorcist^{UM}, preacher^{UM}; **Class Features** inquisition^{UM} (Valor^{UM}, Zeal^{UM})

Class paladin; **Archetype** oathbound paladin^{UM}; **Class Features** oath^{UM} (oath against fiends^{UM})

PREFERRED OPTIONS

Skills Heal, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (history), Knowledge (planes), Knowledge (Religion), Perception, Ride, Sense Motive, Spellcraft, Stealth, Survival

Feats Alignment Channel, Demon Hunter^{ISWG}, Divine Interference^{UM}, Selective Channeling, Shake It Off^{UC}, Shielded Caster^{APG}, Spell Penetration

DESCRIPTION

Mendevian banishers are militant priests who serve as both combat medics and religious infantry in crusader parties heading into the shattered lands of old Sarkoris. Though she provides vital healing on the battlefield, a banisher's real goal is to send as many fiends back to the Abyss as possible, using the blessings of her deity to inflict damage on her foes and zealously spread the word of her celestial lord. Not as skilled at pure combat as many of their knightly companions, banishers rely on teamwork and their godly magic to hunt down and destroy fiends.

ROLEPLAYING

Persona eerily calm, fatalistic, religious

Preferred Equipment holy weapons, righteous armor^{APG}; **Preferred**

Religion Gorum, Iomedae, Torag

MENDEVIAN GLORY HOUND

Loud-Mouthed Opportunist

Specialty close-quarters specialist, inveterate braggart, strategic brawler

CLASS OPTIONS

Class fighter; **Archetype** cad^{UC}; **Class Features** weapon training (heavy blades)

Class rogue; **Archetype** rake^{APG}; **Class Features** advanced rogue talents (opportunist, redirect attack^{APG}), rogue talents (convincing lie^{UC}, fast getaway^{APG})

PREFERRED OPTIONS

Skills Acrobatics, Bluff, Intimidate, Sleight of Hand, Stealth

Feats Combat Expertise, Combat Reflexes, Dastardly Finish^{APG}, Disengaging Feint^{UC}, Improved Dirty Trick^{APG}, Spring Attack

Prestige Class low templar^{ISWG}

DESCRIPTION

Mendevian glory hounds are typical of the low templars that populate the ranks of the Mendevian Crusaders. Unlike the holy warriors they fight alongside, glory hounds avoid personal risk as much as possible, and prefer to get their kills through sneak attacks, dirty tricks, or coups de grace.

ROLEPLAYING

Persona flighty, morally flexible, selfish;

consider a nagging conscience to counterbalance base motives

Preferred Alignment any

chaotic; **Preferred**

Languages Abyssal,

Common, Hallit





OTHER KNIGHTLY ORDERS

In addition to the famous and prestigious knightly orders already mentioned, the Inner Sea is home to scores of organizations that follow knightly precepts—duty to something beyond themselves, authority to punish the wicked, and a strong tradition of combat, whether it be by means of heavy arms and armor or agility and guile.

KORTOS CAVALRY

Region: Absalom

Leader: Commander Winton of House Nimz

Goals: Patrol Westgate and the Isle of Kortos and expand the reach and power of Absalom.

The Kortos Cavalry is the only horse-cavalry unit in the city of Absalom, and is headquartered in the massive keep known as the Sally Gate. Within the city limits members of this group are called the Sally Guard, and seen as little more than the city watch for the district of Westgate, but once they pass outside of the walls, they are officially the Kortos Cavalry, and have impressive legal powers to patrol and defend the Isle of Kortos, and even to seek out the city's enemies in lands across the sea. Most members of the Kortos Cavalry see their time spent patrolling as the Sally Guard as a drab formality required of their order, and yearn for those times they are assigned to be the soldiers, spies, and scouts of Absalom both locally and afar. Regardless, there is rarely a spare moment for cavalry on duty in Absalom, as the myriad dangers and threats that assail the City at the Center of the World are sure to keep even the most efficient knight constantly busy.

Members: The cosmopolitan nature of Absalom brings a broad range of applicants to the Kortos Cavalry, which hands out titles based on merit and service, rather than riches or familial ties. Every member of the cavalry is required to operate in steel armor and carry a sword and lance, but aside from these restrictions, membership in the cavalry is open and includes spellcasters, holy warriors, berserkers, priests, and a wide array of professional adventurers. Pathfinders often join their ranks, if only for the occasional opportunity to travel abroad.

RISEN GUARD

Region: Osirion

Leader: The Khopeshman of Sothis

Goals: Serve the Ruby Prince, slay his enemies, carry out his will, and guard his family.

The Risen Guard serves as Pharaoh Khemet III's personal escorts and protectors. All members of the Risen Guard were loyal agents to the throne in life, and when they died in service to the pharaoh, they were brought back to life to serve again. Because they were resurrected by order of the pharaoh (if not by the hand of the Ruby Prince himself), all members of the Risen Guard are fiercely loyal to their liege. Newly raised members give up their past identities and ranks, and some even go so far as to give up their names. In addition to protecting the Ruby Prince, the Risen Guard is responsible for guarding his personal treasury as well as his family, and members are often tasked with tracking down the Ruby Prince's younger twin siblings, the adventurous and elusive Ojan and Jasilia Khemet.

Members: None can be considered for membership in the Risen Guard until they have died and been returned to life by order of Khemet III. This has been called one of the harshest auditions for membership in the Inner Sea region, and few ever strive to take the entrance exam intentionally. Instead, most members of the Risen Guard had already served Osirion in a lesser capacity before joining, and selflessly gave their lives for the protection of the pharaoh or to destroy the nation's enemies. Within this small group, the actual skills of members of the Risen Guard vary wildly, and their number might include soldiers, conjurers, diviners, poisoners, scouts, and treasure hunters.



TALDAN KNIGHTS

Region: Taldor

Leader: Varies (normally the head of each noble house)

Goals: Protect Taldor, advance the cause of their family, and restore Taldor to its former glory.

No conversation about knights on Golarion would be complete without mention of Taldor. A nation bloated with royal lineages and noble families, the various knightly orders that inhabit this empire in decline form much of the country's militaristic and economic backbone. Taldan house knights do not belong to a single unified order; rather, these lavishly outfitted foot soldiers and cavalry riders each bear the heraldry of their individual royal houses.

Most house knights are granted their title thanks only to their connections and familial relations; many are no better at wielding a blade than a common farmer, and are far better suited for the extravagant parties and nonlethal duels typical of their lot. However, there are many royal families who treat their knightly posterity with utmost seriousness, and go to great lengths to train their most promising squires in matters both martial and social.

The following are several of Taldor's most prominent noble houses, each of which sports its own knights.

EIREDOR

During knightly parades and honorable competitions alike, the genteel warriors of House Eiredor are responsible for the majority of the swooning maidens and hapless suitors who line Oppara's streets. The Eiredor family is famous for its gallant lords and politically powerful ladies, and it is often said that the quickest path to a life of luxury and prominence in Taldor is by marrying into the ranks of this respected noble house.

GERMANDE

Responsible for churning out some of the Inner Sea's most arrogant knights, House Germande has a mixed

THE EDGE OF GLORY

In addition to the Kortos Cavalry, Risen Guard, and Taldan noble houses, countless other knightly orders exist throughout the Inner Sea.

Aldori Swordlords: An exclusive order of skilled duelists from the old kingdom of Rostland, these noble duelists have mastered the use of the Aldori dueling sword to deadly effect.

First Guard: Housed in the enormous Azlanti Keep in Absalom alongside the city guard, this elite force of knights forms the core of Absalom's army, and commands other forces during wartimes.

Ulfen Guard: This Taldor-based legion of Ulfen mercenaries and fortune-seekers is responsible for protecting whoever holds the Primogen Crown—currently Grand Prince Stavian III.

Knightly Heritages: Information on additional knightly families can be found on in the inside front cover.

reputation. While most regard Germande's pompous dandies as little more than ornately dressed sword fodder, for every 10 "crusaders" so produced there is at least one with enough talent and mettle to match lances with the finest Taldan jousters. Because of this, numerous other noble families encourage courtships between their own house knights and the champions of House Germande, in the hope that they might be lucky enough to bear offspring with such remarkable talent.

MERROSETT

A well-established family of talented conjurers and evokers, House Merrosett is held in equal parts fear and awe by the other dynasties of Taldor's convoluted royalty. Knights of this order are bred strictly from Merrosett stock, and most have a sallow complexion and sickly constitution to match their unpleasant demeanor. Like the tentacles of a dour squid, House Merrosett's influence penetrates multiple corners of Taldan society, and while most find its members' social graces somewhat lacking, none can doubt the raw power of its knights.



Anatomy of the Knight



standard

gorget

besagew

gardbrace

breastplate

pauldron

rerebrace

plackart

couter

vambrace

gauntlet

lance

faulds

belt

vamplate

tassets

throat

heraldic tabard

poleyn

scabbard

yoke

rowel

chausses

greave

chape

shank

sabaton

HERALDRY

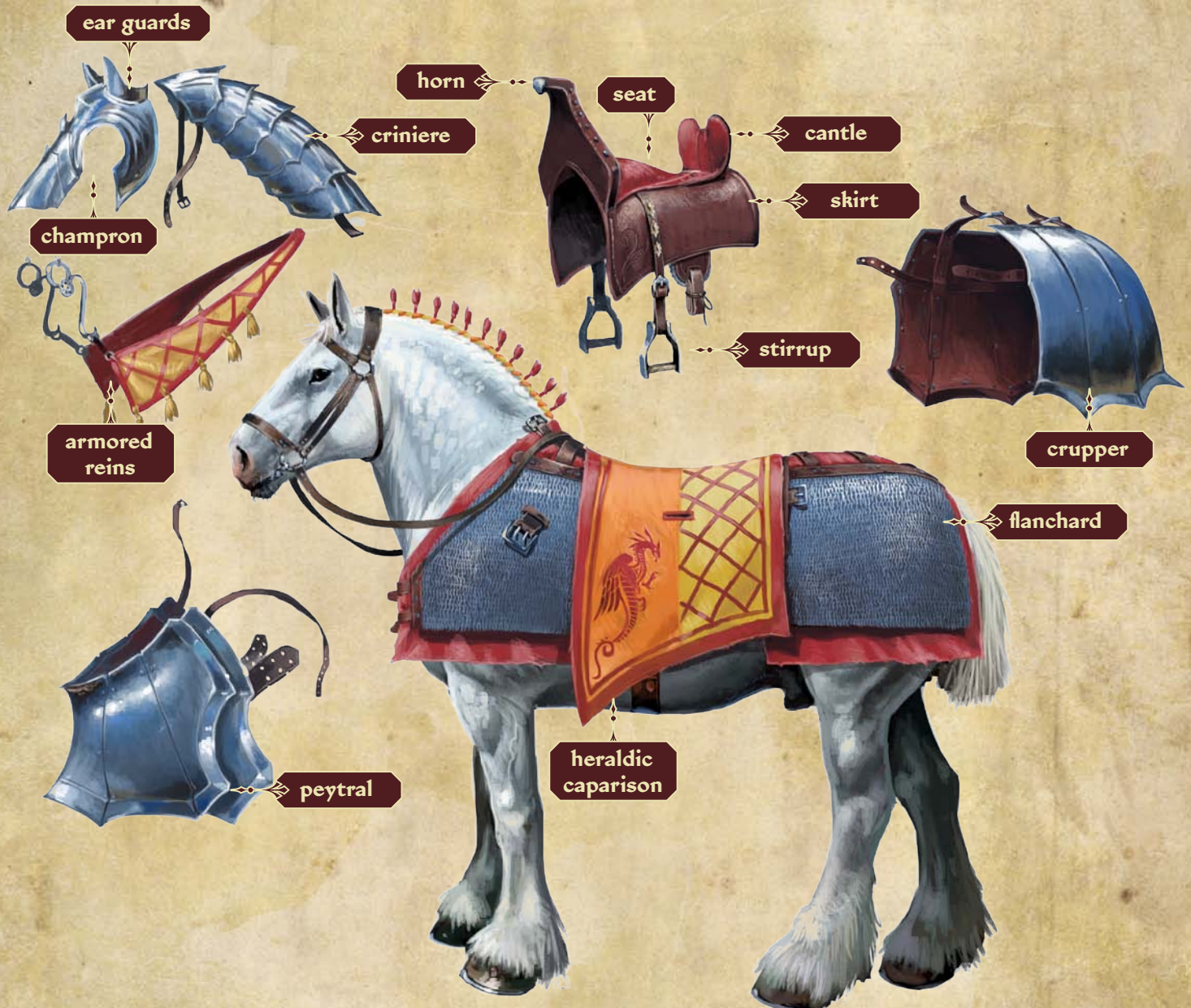
Heraldry is the intricate practice of blazoning arms, a form of artistry almost exclusively reserved for members of noble families. Almost all knights who swear themselves to an order or liege bear a coat of arms somewhere on their person, usually either the shield or tabard. A coat of arms aids in the identification of enemy and allied knights on the battlefield, and also displays their alliances in a relatively simple and accessible way.

When designing a coat of arms for your knightly character, keep in mind the following basic terminology and points of interest.

- A coat of arms is typically displayed in an *escutcheon*, or shield.
- The background of the escutcheon is called the *field*, and can be divided in numerous different ways, such as horizontally, vertically, or quarterly.
- An escutcheon is broken into a series of locations called *points*. Chief among these points are the *dexter* and *sinister* points—the right and left side of the shield, respectively, from the bearer’s perspective.

- The various figures on a coat of arms are known as its *charges*.
- When members of two noble houses are joined in marriage or otherwise wish to symbolize an alliance, their arms are typically *marshaled*, or combined to make a single coat of arms. The simplest and most common form of marshaling is *impalement*, wherein the field is divided *per pale* (in half, down the middle) and one coat of arms is put in each half.

For example, the iconic cavalier, Alain (illustrated left), has a coat of arms emblazoned on both his shield, which acts as the escutcheon, and his tabard, which forgoes the escutcheon and instead allows the arms to take up the entire material. The field is divided *per pale*, meaning it is split vertically down the middle. The dexter (bearer’s right side) bears a wyvern as a charge, whereas the sinister (bearer’s left side) is decorated with a modified *fret*, or interlaced bendlets that run the length of the field.





KNIGHTS AND RELIGION

The call to knighthood and the call to religious service are not so different, and many knights are devoted worshippers of the gods. Knights may serve the cause of a patron deity in addition to—or instead of—being sworn to an earthly liege, and some churches have knightly orders of their own. Knights most often follow lawful gods and goddesses, although not all lawful deities have knightly orders devoted to them.

ABADAR

Knights of Abadar stand for the rule of law above all else, fighting against the rot of corruption and the chaos of anarchy. They represent the strong bulwark of civilization, and are renowned for both their fine manners and their strict code of conduct. Abadaran knights are expected to study both the letter and the spirit of the law, to better act as its judges and guardians, especially in places where the fabric of civilization may be frayed.

ASMODEUS

Clad in black armor and a red surcoat, with a wicked spiked mace in hand, the Asmodean knight combines unstoppable power with devilish cunning. Such knights know the order of things and seek power for the benefits it can bring them and those who serve them. A knight on the rise may earn the favor of the Prince of Darkness, whereas a knight who shows weakness garners only the scorn of his ruthless lord. Some knights of Asmodeus refer to themselves as paladins, attempting to lend the veneer of righteousness to their grim deeds.

ERASTIL

Knights dedicated to Old Deadeye might not be taken for knights at all at first glance, clad as they are in simple, well-worn armor beneath serviceable traveling cloaks, displaying no coat-of-arms and riding on horses that would look more at home hitched to a plough. Still, these hedge knights hold the unwavering respect of their communities, who can rely on their sound judgment and stout hearts. Knights of Erastil temper their sense of honor with practicality, and have little time for courtly manners—or courtly people who waste their time.

GORUM

While some see knighthood as consisting of tournaments, genteel manners, and epic quests sung by bards, for the followers of Gorum, the sole duty of the knight is to go forth clad in steel to do battle. These fearsome soldiers are the epitome of the Lord in Iron's ethos: honor and duty, fame and glory, and even love are all fleeting shadows, and what matters most is determination and strength of arms in the never-ending battle that is life. More than any other faith, Iron Knights of Gorum are likely to work as mercenaries, having no liege, no lord, and no lover greater than battle.

IOMEDAE

When romantic tales of knighthood spark fire in young hearts, such hopefuls often turn to Iomedae the Inheritor, the paragon of knights and crusaders. Although youthful

zeal may be tempered in her service, it is rarely tarnished, and knights of Iomedae remain true to their ideals even in the face of overwhelming evil. That is not to say they are naive, but while their enemies use betrayal, lies, and deceit as their weapons, those dedicated to the Inheritor hold to a higher standard. They bear their crusaders' swords not only as badges of honor, but as symbols of their unwavering faith.

NETHYS

The All-Seeing Eye is not the patron deity most common folk think of when they consider knightly faiths, but a devoted number of scholar-knights worship and serve Nethys, particularly lawful magi who combine a knight's skill at arms and devotion to duty with study of the arcane arts. Other knights devoted to Nethys regard magic—and those able to wield it—as precious resources worth guarding.

SARENRAE

Knights dedicated to the glory of the Dawnflower are often recognized by the white scarves around their peaked helms and the curved blades at their sides. They are known for dispensing even-handed justice and offering their fallen foes mercy, so long as such villains are willing to renounce evil and seek redemption through the light. The knights of Sarenrae punish those they cannot save as befits their crimes.

SHELYN

Knights of Shelyn, like their goddess, are two-natured. On the one hand, they are the devotees of courtly love with hearts filled with poetry and song. On the other hand, they are quick to stand between innocent beauty and danger. Many Shelynite knights deeply understand their goddess's loss, for they, too, have lost love, and their service is a balm to a wounded heart. Although they do not know whether they will ever know the same happiness again, they are fiercely devoted to protecting others from suffering the same sort of loss, even at the cost of their own lives.

TORAG

The stony-faced knights who follow Torag as their patron possess a dourness rivaling that of the dwarves. They speak little, although they laugh heartily in the company of friends and family. They have little use for frivolity or needless ceremony. When the time comes to act, they do so without hesitation, placing themselves between their people and danger, warhammers at the ready. Valuing tradition, knights of Torag prefer practicality over the flights of fancy so many others associate with knighthood.



KNIGHTS AND RACE

Knights are found among nearly all the humanoid races, although knights of one culture do not always easily recognize their counterparts in another. Each race adapts the precepts of knighthood—honor, duty, nobility, and skill at arms—in its own way and to suit its own needs. Sometimes members of a given race even adopt the views of different cultures, following their ideals of knighthood rather than those of their birth race.

DWARVES

Dwarves understand the concept of a warrior clad in steel from helm to hobnails quite well, and their vision of knighthood requires heavy arms and armor. They also know the importance of honor and duty to one's clan, liege, and nation. The concept of fighting atop a mount, however, is foreign to a people used to battling in close underground tunnels and warrens. A dwarf fights best, it is said, with feet planted firmly on solid earth. Dwarven knights tend to wear the heaviest and finest armor they can, and typically wield heavy, two-handed weapons rather than the sword and shield adopted by many knights.

ELVES

Elven concepts of knighthood date back millennia, though the most recent examples are surely those found in the Fierani Forest of Kyonin, particularly the valiant individuals who helped force the demon Treerazer and his foul minions back into the Tanglebriar. Elven knights typically wear light mail of elven make, padded with soft leather and quilting to make it virtually silent, rather than the heavy plate or chain preferred by other races. They fight with longsword and longbow rather than lance or spear, and when riding into combat upon a valiant steed, knightly elves typically ride majestic beasts such as great stags, griffons, pegasi, or even unicorns.

GNOMES

Gnome knights are something of a rarity, and those who do take up the mantle of virtue and duty typically emulate other races' styles of knighthood. Such knights typically adopt halfling-styled arms and mounts (such as trained dogs), and are even more willing to use trickery than their elven or halfling cohorts, making it more difficult for knightly traditionalists to see them as honorable equals.

HALFLINGS

Community and the defense of hearth and home are strong values among halflings, and halfling knights are most often dedicated to such ideals. A lightly armored halfling knight mounted on a war-dog is more than a match for goblin riders and even larger opponents, who underestimate the speed and maneuverability of the small soldiers. Some halflings win respect at court with

their skill at arms and charming manner, although they are less likely to partake in jousting tournaments or similar displays, being more at home with a slashing short blade or sling than a lance.

HUMANS

Humans often act as if they invented the concept of knighthood, but such claims are unsubstantiated at best. More accurately, humans can largely be thanked for their contribution of steeds and mounts to knighthood, as numerous sources point to humans as being the first intelligent humanoids to domesticate and raise horses specifically for the purpose of jousting and brawling on the kinds of broad, open plains where humans prefer to battle.





SQUIRES

Behind nearly every great knight is a loyal squire who provides martial support, moral guidance, or even quiet counsel, all the while learning from his liege in the hope of one day becoming a valiant knight too. This special bond is almost institutional in its formality, and squires can fill a variety of roles as they serve their lieges.

A character may gain the aid of a squire by becoming a member of a knightly order and taking the Squire feat. The squire must be a member of the same order as the knight.

SQUIRE

You attract a squire to aid you in your knightly endeavors.

Prerequisites: Character level 4th, proficient with all martial weapons.

Benefits: This feat acts similarly to the Leadership feat, with several exceptions. You can only attract a 1st-level cohort (referred to hereafter as a squire) with this feat, and cannot recruit followers until you have the Leadership feat. You determine your Leadership score according to the rules presented in the Leadership feat, but your squire is always at least three or more levels lower than yourself.

A squire can only take levels in a class that grants proficiency with all martial weapons as a class feature, such as paladin, gunslinger, cavalier, or fighter. She cannot multiclass, though she may take any archetype she qualifies for, including those from the following “Squire Archetypes” section.

If a squire gains enough XP to bring her to two levels lower than your level, the squire does not gain the new level until you gain your next level—until then her new XP total is 1 less than the amount needed to attain the next level and she gains no additional XP until you advance.

If you release your squire from service, you may gain a new one by scouting for potential candidates in a city or large town where members of your knightly order can typically be found, which requires at least 24 hours of uninterrupted scouting. This act can also replace a squire who has perished.

Graduation: When you reach 7th level, this feat automatically upgrades to the Leadership feat (meaning that you effectively lose this feat and replace it with Leadership). You gain all the normal benefits of the Leadership feat, except that your squire must remain at least three levels lower than you and must continue to take levels in her first class. In order for your squire to be able to be two levels lower than you, your squire must be at least 4th level, and you must witness her as she single-handedly defeats a creature with Hit Dice equal to or greater than her own. Upon the creature’s defeat, your squire graduates to full knighthood and acts as a normal cohort; she may begin taking levels in other classes if she so chooses, and she may increase in level to up to two levels lower than yourself.

SQUIRE ARCHETYPES

The following archetypes can be taken by a character’s squire, as well as other characters that qualify.

COMBAT HEALER SQUIRE (PALADIN ARCHETYPE)

Always ready with bandages and potions, the combat healer squire keeps her knight on his feet against all odds, and always has just the right remedy on hand.

Careful Healer (Ex): At 1st level, a combat healer squire provokes no attacks of opportunity when she uses the Heal skill to stabilize a creature or treat poison. In addition, when she administers long-term care with the Heal skill, she can restore a total number of additional hit points equal to her character level, divided as she wishes among those she is tending. This ability replaces *detect evil*.

Dress Wounds (Su): At 2nd level, a combat healer squire can hastily dress a deadly wound for her knight, temporarily alleviating his suffering. This ability acts in all ways like using the Heal skill to treat deadly wounds, except the combat healer squire only needs to take a full-round action to use this ability. The hit points healed are temporary, and only last 10 minutes, but they are not lost first like temporary hit points. A combat healer squire can only use this ability on her knight, not other creatures. A knight cannot benefit from this ability more than once per day, and cannot be treated for deadly wounds with the Heal skill within 24 hours of being subjected to this ability. This ability replaces divine grace.

Swift Healer (Ex): At 3rd level, a combat healer squire becomes even more adept when treating wounds, and can use the Heal skill to perform first aid or treat poison as a swift action. This ability replaces divine health.

GUNNER SQUIRE (GUNSLINGER ARCHETYPE)

Prepared to reload or repair her lord’s firearms at a moment’s notice, the gunner squire is an indispensable aid for knights skilled in the use of pistols and rifles.

Deeds: A gunner squire swaps a pair of deeds for the following two deeds. The new deed descriptions include information on which deeds from the gunslinger class feature these new deeds replace.

Spotter (Ex): At 1st level, as a standard action, a gunner squire can spend 1 grit point to pinpoint a target within her line of sight and inform her knightly liege of the target’s exact location. During the knight’s next turn, if he makes a ranged attack against the pinpointed target and would take a penalty on his attack roll due to range, he may reduce this penalty by an amount equal to his gunner squire’s Wisdom modifier (to a minimum penalty of 0). The gunner squire must be adjacent to her liege and able to communicate to use this deed, though a knight may move away from the gunner squire during his turn.

and still gain the benefits of this deed. This deed replaces the gunslinger's dodge deed.

Side Arm (Ex): At 3rd level, as a full-round action, a gunner squire can spend 1 grit point to reload a one-handed or two-handed firearm she is holding. If the firearm has multiple barrels, she can reload a number of barrels per round equal to her Dexterity modifier (minimum 1). A gunner squire equipped with alchemical cartridges (see *Ultimate Equipment*) can use this deed to reload multiple firearms at once, dividing the number of barrels she's able to reload among the firearms she is carrying however she wishes, even if this would mean stowing and retrieving multiple firearms from her equipment with one action. Abilities, deeds, and feats that decrease reloading time (such as Rapid Reload) do not improve this deed. This deed replaces gunslinger initiative.

Safe Handling (Ex): At 2nd level, as a full-round action, a gunner squire can temporarily ensure the safety of a firearm she is holding, reducing its misfire chance by 1 (to a minimum of 0) on the next attack roll made with that firearm. This reduction does not stack with itself. This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm. This ability replaces nimble +1.

HERALD SQUIRE (CAVALIER ARCHETYPE)

The herald squire is the eyes and ears of a traveling knight, often arriving ahead of her liege to bring word of his arrival, find lodgings, and get the lay of the land.

Introduction (Ex): At 1st level, whenever a herald squire tries to influence a creature's attitude with the Diplomacy skill for the first time, she may roll her Diplomacy check twice and take the best result. In addition, any improvement of a creature's attitude toward the herald squire also applies to her knight. This ability replaces tactician.

Fleet of Foot (Ex): At 2nd level, a herald squire gains fast movement, as the barbarian class feature of the same name. If the herald squire gains fast movement from another class, the bonuses to her speed do not stack. Whenever she makes long overland journeys alone or with only her mount, the

distance a herald squire can travel each day increases by 20%. This ability replaces the 2nd-level order ability.

Transcend Language (Sp): At 3rd level, three times per day, a herald squire can cast *tongues* on herself, using her herald squire level as her caster level. The effects of this ability last for a number of rounds equal to her herald squire level. This ability replaces cavalier's charge.

WEAPON BEARER SQUIRE (FIGHTER ARCHETYPE)

With myriad weapons, armor, and useful gear always on hand, the weapon bearer squire ensures her knight is equipped for any task.

Weapon Rack (Ex): At 1st level, once per round, a knight can retrieve an item carried by his weapon bearer squire as a move action that does not provoke attacks of opportunity. In addition, a weapon bearer

squire can pick up items dropped by her knight as an immediate action without provoking attacks of opportunity.

The knight and the weapon bearer squire must be adjacent to each other and must both be able to move and communicate to use these abilities. This ability replaces the 1st-level fighter bonus combat feat.

Swift Sharpening (Ex): At 2nd level, a weapon bearer squire can quickly hone her lord's weapons to make them more effective in combat. As a full-round action, a weapon bearer squire can use a whetstone to sharpen a weapon she is holding, granting whoever wields the weapon a +1 circumstance bonus on his next attack roll with that weapon. In addition, she can apply a weapon blanch (see *Ultimate Equipment*) to a weapon she is holding as a standard action, instead of a full-round action. This ability replaces the 2nd-level fighter bonus combat feat.

Combat Repairs (Ex): At 3rd level, a weapon bearer squire can ensure her liege never goes unarmed, even if his weapon has all but shattered. As a full-round action, a weapon bearer squire can make rapid repairs to a weapon she is holding and is proficient with by succeeding at a DC 20 Craft (weapons) check. The item does not regain any hit points, but loses the broken condition for a number of rounds equal to the weapon bearer squire's class level. This ability replaces armor training 1.





MOUNTS

A knight's steed is often as vital an asset as her sword. While many knights are content to train with the traditional horse and lance, stalwart crusaders from distant realms or disparate cultures often utilize their own brand of cavalry.

ANIMAL MOUNTS

Whether they purchase a domesticated steed from a trusted rancher or tame a wild animal found in the unforgiving wilds, all knights know the value of obtaining a faithful and powerful mount. The most common among these bestial servants are animals or beasts of burden, incapable advanced reasoning, questioning orders, or acting unpredictably.

Several of the most well-known breeds of horses are detailed on the inside back cover, along with other mundane animals that may serve as mounts.

MONSTROUS MOUNTS

Some knights garner the aid of particularly powerful, intelligent, or magical creatures to serve as their mounts. A character must have the Leadership feat in order to enlist such a steed. The following entries note some of the most common monstrous steeds and where the stats for each can be found, as well as the creature's effective cohort level for the purpose of determining a character's requisite Leadership score and character level in order to enlist the aid of the creature. More unusual creatures may serve as a knight's mount at the GM's discretion.

BLINK DOG

Blink dogs are intelligent magical beasts capable of shifting back and forth between the Material Plane and the Ethereal Plane with supernatural ease. Though their riders cannot travel with them when they rapidly teleport across the battlefield, these wise and noble creatures are ideal for Small knights who respect honor and devotion, and blink dogs likewise appreciate a valiant companion.

Source: *Bestiary* 2 47

Cohort Level: 4th

DRAGON HORSE

Flying alabaster horses with the ability to shift between planes, dragon horses occasionally offer aid to good creatures they deem worthy of their graces, and can be found alongside their riders throughout the multiverse.

Source: *Bestiary* 2 104

Cohort Level: 16th

DRAGON, YOUNG

With their varied natures and capacity for superhuman intelligence, it is perhaps unsurprising that adolescent dragons sometimes ally with humans long enough to be adopted as mounts, though the relationship is rarely one of subservience (except occasionally on the knight's part).

Dragons that serve as monstrous mounts are always young, and their various sizes means both Small and Medium knights may take them as mounts. Dragons usually only serve knights whose alignments match their own.

Source: Varies

Cohort Level: A young dragon's effective cohort level equals its CR + 8. Dragons serving as cohorts do not advance via aging as normal dragons do, but by gaining class levels (typically in fighter or sorcerer).

DRAGONNE

Dragonnes are mysterious beings that resemble a cross between lions and brass dragons. They are highly territorial and fiercely loyal to those they consider part of their pride; knights who are likewise dedicated to their companions tend to find particular kinship with a dragonne mount.

Source: *Bestiary* 3 104

Cohort Level: 10th



GIANT OWL

Magical beasts that dwell in primordial forests, giant owls are keen defenders of their wooded homelands, and sometimes ally themselves with people who share a similar appreciation for the environment.

Source: *Bestiary* 3 213

Cohort Level: 8th

GRIFFON

An honorable beast with the body of a lion, the head and claws of an eagle, and matching enormous wings, griffons are intelligent creatures and serve as mounts for all manner of knights, especially those who often need to traverse long, perilous distances at great speed.

Source: *Bestiary* 168

Cohort Level: 8th

HELL HOUND

Typically ridden by knights in service to Asmodeus or one of the other archdevils of Hell, hell hounds can prove to be valuable allies for unscrupulous individuals of small stature and questionable morality.

Source: *Bestiary* 173

Cohort Level: 7th

KIRIN

Renowned for their flying capabilities, scaly hide, and sheer rarity, kirin are noble staglike creatures not of this world. Only the most pious and honorable individuals may hope to enlist a kirin as a mount, but those who do find a faithful companion for life.

Source: *Bestiary* 3 168

Cohort Level: 13th

PEGASUS

While these benevolent winged horses occasionally serve the cause of good, they are skittish and not quick to befriend. Only after extensive courting involving gifts, displays of righteousness, and diplomacy might a knight garner the aid of a pegasus as a mount.

Source: *Bestiary* 225

Cohort Level: 6th

SHADOW MASTIFF

Otherworldly hounds that tend to serve equally wicked individuals, shadow mastiffs are particularly potent mounts for sinister and small-bodied knights who tend to dwell in shadow more than light, and whose moral compasses have been severely compromised.

Source: *Bestiary* 3 241

Cohort Level: 8th

SLEIPNIR

These magical, eight-legged horses walk on air as easily as solid ground, and are thought to be descended from the steeds of the gods. Their moral diversity makes them prized mounts by creatures of all walks of life, from valiant crusaders to harbingers of destruction, though their superior intellect means they must be won over with words and deeds, not treats and discipline.

Source: *Bestiary* 3 248

Cohort Level: 16th

UNICORN

Although unicorns typically only show themselves to protect their forest homes from would-be evildoers, these mighty steeds occasionally adopt humanoid women who are pure of heart as riders. A knight must stay as virtuous as her unicorn mount in order to keep such a skittish companion.

Source: *Bestiary* 269

Cohort Level: 8th

WORG

Oversized, feral wolves with a predisposition toward evil, worgs often ally themselves with monstrous denizens of the forests or plains in which they roam. Anarchic knights with a propensity for both nature and violence might hope to acquire a worg as a companion.

Source: *Bestiary* 280

Cohort Level: 5th





CAVALIER ORDERS

Among the most disciplined and varied knights of the Inner Sea are the iconic cavaliers, whose dedication to their orders provides inspiration to all they come in contact with. In addition to the cavalier orders presented in the *Pathfinder RPG Advanced Player's Guide*, such knights are often members of the order of the land, order of the penitent, or order of the staff.

ORDER OF THE LAND

There are some cavaliers who dedicate themselves to the land and the people who inhabit the rural areas between urban centers. These cavaliers often lead untrained militias of revolutionaries in backwoods towns, fighting against oppressive governments or the savage elements that threaten citizens in their daily lives. Self-reliance and the ability to make do with sparse resources are hallmarks of a cavalier who follows the order of the land.

Edicts: The cavalier must always strive to protect the common folk from the depredations of oppressive regimes. He must not decline any duty or mission because he is not properly equipped for it.

Challenge: Whenever an order of the land cavalier issues a challenge, he receives a +1 morale bonus on ranged attack rolls against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the land cavalier adds Knowledge (local) (Int) and Survival (Wis) to his list of class skills. In addition, whenever an order of the land cavalier makes a Survival check to avoid getting lost, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

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

Adaptive Strike (Ex): At 2nd level, the cavalier receives Catch Off-Guard as a bonus feat. As a swift action, he can cause an armed opponent to become flat-footed against any attacks he makes during that round with an improvised weapon. This ability can be used once per combat.

Terrain Training (Ex): At 8th level, the cavalier may select a terrain type from the ranger Favored Terrains table (*Core Rulebook* 65). As a standard action, he can shout orders that

grant all allies within 60 feet a competence bonus equal to his Charisma modifier on initiative checks and Knowledge (geography), Perception, and Survival checks while they are in this terrain for a number of rounds equal to 1/2 his cavalier level. At 12th level and every four levels thereafter, the cavalier may select a new terrain type that this ability can affect.

Wild Charge (Ex): At 15th level, the cavalier and his mount can ignore difficult terrain for the purpose of making a charge attack. In addition, if the charge attack is successful and both he and his opponent are occupying squares with difficult terrain, the cavalier gains a +2 competence bonus when using his mighty charge ability to make a bull rush, disarm, sunder, or trip combat maneuver.

ORDER OF THE PENITENT

Not all knights begin their careers as nobles' children or as squires. Some start out as thieves, murderers, or cheats, and only after they see the suffering caused by their crimes do they dedicate themselves to honorable service. Cavaliers who follow this order seek to make up for the crimes they've committed in the past, and do whatever they can to restore their tainted honor.

Edicts: The cavalier must be merciful to wrongdoers and show unfettered fairness whenever he passes judgment. He must assume that only the most heinous monsters are irrevocably evil, and must deliver all foes capable of fair trial to the appropriate local law enforcers.

Challenge: Whenever an order of the penitent cavalier issues a challenge, he receives a +1 morale bonus to his CMD against combat maneuvers made by the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.



Skills: An order of the penitent cavalier adds Escape Artist (Dex) and Sense Motive (Wis) to his list of class skills. Whenever he makes an Escape Artist check, the cavalier may add his Strength bonus to the check in addition to his Dexterity modifier.

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

Expert Captor (Ex): At 2nd level, as long as he has rope, the cavalier can tie up a grappled opponent, even if the opponent is not pinned, otherwise restrained, or unconscious, and he does not take the usual –10 penalty on his combat maneuver check to do so. When determining the DC to escape bonds secured by the cavalier, the cavalier's Combat Maneuver Bonus increases by 1/2 his cavalier level.

Adept Disarmer (Ex): At 8th level, the cavalier gains Improved Disarm as a bonus feat. In addition, whenever he makes a successful disarm check, as long as he has at least one hand free and the dropped item can be held in one hand, he can automatically pick up the dropped item in his free hand.

Saving Grace (Ex): At 15th level, whenever he would strike a creature with a melee attack that deals lethal damage and would bring the creature's hit points below 0, the cavalier can, as a free action, change the type of damage dealt to nonlethal damage. The cavalier can use this ability once per round.

ORDER OF THE STAFF

Cavaliers belonging to the order of the staff dedicate their lives to guarding and assisting spellcasters, especially wizards and druids, and to overcoming those who seek to destroy items and locations of magical import.

Edicts: The cavalier cannot refuse a spellcaster's request for aid unless it will interfere with his existing duties, or he believes the spellcaster seeks to directly oppose the cavalier's aims and goals.

Challenge: Whenever an order of the staff cavalier issues a challenge, his target takes a –1 penalty on saving throws against spells and spell-like abilities for 1 round after the

cavalier successfully damages the target. This penalty increases by 1 for every four levels the cavalier possesses.

Skills: An order of the staff cavalier adds Knowledge (arcana) (Int) and Knowledge (nature) (Int) to his list of class skills. He may use Knowledge (arcana) to identify spells being cast by arcane spellcasters as if he were using Spellcraft, and may do the same with Knowledge (nature) for divine spellcasters. If the cavalier readies an action to strike a creature when it casts a spell, and identifies the spell to be cast with the appropriate Knowledge check, he gains a +1 bonus on the attack roll.

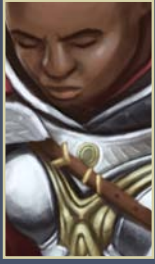
Order Abilities: A cavalier who belongs to the order of the staff gains the following abilities as he increases in level.

Spell Aid (Ex): At 2nd level, whenever the cavalier uses the aid another action to assist one of his allies, the ally receives a +2 competence bonus on the next concentration check, dispel check, or caster level check she makes (whichever comes first). At 8th level and every six levels thereafter, this bonus increases by an additional +1.

Arcane Vessel (Ex): At 8th level, whenever the cavalier gains a bonus on attack rolls, saving throws, or damage rolls from a spell or spell-like ability cast by another creature, the cavalier also gains a number of temporary hit points equal to the level of the spell or spell-like ability. Temporary hit points gained from this ability from different spells stack, but only to a maximum number of temporary hit points equal to the cavalier's level. These temporary hit points last for 10 minutes.

Synchronized Smash (Ex): At 15th level, the cavalier can utilize the power of his spellcasting allies to make devastating attacks against the allies' targets. If the cavalier is adjacent to an enemy affected by a targeted or area spell or spell-like ability cast by one of the cavalier's allies, he can make an immediate attack of opportunity against the affected creature. If the cavalier is also affected by the spell (such as by being caught in the area of the same *fireball* spell), during the rest of that round he automatically confirms any critical hits made against the affected creature while using this ability.





KNIGHTLY CODES AND TRAITS

Knights who ride under any banner frequently hold themselves to a particular code of conduct. While such codes are not as strict or as intricate as paladin codes, they still dictate a code of behavior that the knight is expected to follow. Knights who adhere to these rules receive the benefits of the associated social trait; this trait counts against a character's maximum number of feats as normal. If knights violate their codes of conduct, they are disgraced and must perform a penance to atone for their transgressions. Until the penance is completed, disgraced knights no longer receive benefits from their knightly traits. Presented below are a few knightly codes with associated traits and penances.

FREEDOM

Knights who follow the code of freedom believe that no man, woman, or child should be owned by another individual. They believe that all of the humanoid races, even those of monstrous descent, deserve to be given a chance to make their own decisions in life. Their vows are as follows.

- I will not tolerate slavery in any form. If I witness one individual being sold to another, I will intervene with words or actions as necessary.
- If I encounter any escaped slaves, I will make it my duty to take them under my care until they find a safe home.
- I shall not willingly deal with any who support or benefit from slavery.
- I keep no slaves. Those who wait upon me do so of their own volition or because they are in my employ and are treated with the utmost respect.
- When visiting others who keep servants, I will treat them honorably. I shall inquire as to their happiness and treatment. Those who are treated as no more than slaves will gain my strength to support them.
- Shackles and bonds are forbidden unless used on an individual convicted of a crime. Placing another person in chains is akin to being a slaver.

SOCIAL TRAIT

Enemy of Slavers If you follow this code, you are known to be single-minded with regard to slavery, and this fervent belief is easily perceived by others. Those who deal in flesh have a greater desire to appease you before matters escalate to confrontation, knowing that your wrath will be unwavering and swift. You gain a +2 trait bonus on Diplomacy and Intimidate checks made to sway the minds of slavers and anyone who otherwise keeps innocent people against their will.

PENANCE

Knights who violate any of this code's tenets must perform penance by placing themselves in servitude to the individual who was wronged. If the exact individual cannot be found, a person of equivalent social class is sufficient. The length of servitude is dependent on the severity of the transgression. Minor transgressions require a day. If an entire family was enslaved as a result of the knight's actions (or inaction), up to a month of servitude might be required.

PERSEVERANCE

Knights who follow the code of perseverance believe that to truly serve a purpose, an organization or group of individuals must first look to its own survival. Deeds are temporary and forgotten with time. For an organization to be influential, it must persist. These

knights collect power and wealth, always looking to the future. Their vows are as follows.

- I will take on no challenges out of charity. Any task that I undertake for another individual will have an associated price, though it may not be monetary in nature.
- I shall let neither compassion nor hatred rob me of wealth. I will not give wealth away to those who have done nothing for me, nor shall I engage in needless destruction of potential resources.
- I will set aside a fraction of all my spoils to guard against any chances of future poverty.
- If I have an opportunity to seize power, I will not hesitate to take it if it will strengthen my position.
- I will not take unnecessary risks that place my future or the future of my organization in jeopardy.

SOCIAL TRAIT

Calculated Bribe If you follow this code, you are keenly aware of the value of actions as well as goods. Once per day while haggling with a merchant or striking a bargain with another intelligent creature, you can spend a number of gold pieces equal to your level \times 10 in order to reroll a Diplomacy check you just made, before the results are revealed. You must take the result of the reroll, even if it's worse than the original roll. In addition, you begin play with a set of extravagant noble's clothes worth 100 gp.

PENANCE

Knights who violate this code must perform penance by placing money into a fund to guard against their order's future poverty. The amount required for a knight to set aside is 100 gold \times the knight's current level.

REVOLUTION

Knights who follow the code of revolution believe that strict laws are an unnecessary bulwark standing in the way of social progress. According to these knights, intelligent and civilized people are inherently good-natured, and if left to their own devices, individuals would prove more wholesome and attuned to the natural order of things than when tainted by the unnatural strictures of organized society. Their vows are as follows.

- The wicked must be punished, though not by the hands of corrupted officials or easily swayed politicians.
- I shall not let stand acts of unfairness performed by governments or their harbingers. Those who contribute to an organized system of cruelty shall feel my wrath.
- All prisoners, regardless of whether they were convicted or not, deserve a second chance.
- Tribal or lawless societies exemplify the natural order, and under my watch shall not come to harm from those who would seek to rule them.

- Those creatures who live free shall see no harm fall to them by myself or my sword.
- I shall not place unnecessary value on material possessions, as such things are fleeting, whereas deeds are immortal.

SOCIAL TRAIT

Dismantle Order If you follow this code, your appreciation for unfettered social freedom allows you to locate supporters of law with supernatural ease. Once per day, you can use *detect law* as a spell-like ability (caster level 1st). If you have levels in a class that can cast *detect law*, your caster level for this spell-like ability is equal to that class level.

PENANCE

Knights who follow this code and violate one of its tenets must separate themselves from society in order to atone for their misdoing. The minimum amount of time spent wholly isolated from civilization is 1 week, though this time might be increased to up to 1 month, depending on the transgression.

VALOR

Knights who follow the code of valor believe that nothing is more important than courage in battle. The strength of knights is determined by their willingness to stand in the face of overwhelming odds. Without valor, knighthood is merely a title. Their vows are as follows.

- I will accept any challenge to combat if given honorably, regardless of my opponent.
- If I know combat to be the best course of action, I shall not let an enemy discourage me from it with a threat of overwhelming force.
- Once battle is a forgone conclusion, I will be among the first of my allies to charge and engage our foes.
- I shall not willingly succumb to fear. If retreat is a necessity, I will be among the last of my allies to leave the field of battle.
- I will not leave any of my allies on the field, nor will I abandon them while they are in immediate danger.

SOCIAL TRAIT

Contagious Mettle If you follow this code, you gain a +1 trait bonus on Will saves against fear. In addition, any allies adjacent to you receive a +1 morale bonus on Will saves against fear.

PENANCE

Knights who violate this code must perform penance by volunteering their service to a local militia, army, or fighting company for at least 1 week, whether by performing unusual missions, leading troops into battle, or assisting in the training of soldiers.

VIGILANCE

Knights who follow the code of vigilance believe that people are prone to chaos and society will eventually devolve into anarchy if given the opportunity. In order for society to continue, these knights must constantly remind people of the law, and take it upon themselves to enforce it in the absence of other authority figures.

Their vows are as follows.

- I will be familiar with local laws and adhere to them strictly.
- If I witness a crime, I will attempt to capture the criminal and report his actions to the authorities.
- If any I meet are known to be escaped criminals, I will attempt to apprehend them by any means necessary.
- I shall mete out appropriate punishment for those who violate the law, but only if no acceptable authority is readily available.
- I shall remember that none are above the law, and that law is absolute. There shall be no mitigating circumstances for any individual, regardless of station or position.

SOCIAL TRAIT

Law Enforcer If you follow this code, you are always alert to those who transgress against the laws of civilization. You receive a +2 bonus on Sense Motive checks to gain a hunch from social situations, and begin play with a pair of masterwork manacles.

PENANCE

Knights who follow this code and violate one of its tenets must perform penance based on the violation. If they are disgraced for violating the law when it was not acceptable, they must voluntarily surrender to the appropriate authority and receive proper punishment. If they allowed a criminal to escape, they must assist in the capture and punishment of the criminal.





THE SPELLS OF SERREN

Serren's Field Manual is a slim folio written and compiled by the half-elven magus Serren, who spent a lifetime in the field with knights and soldiers of all sorts. He sought to use the arcane arts to ease the difficulties and challenges knights faced in their daily duties as well as in battle, and designed a series of spells to aid in such endeavors. His work quickly passed into the hands of wizards dedicated to Nethys, who used the spells to aid their own knightly companions. In the centuries since, Serren's creations have spread to many of Golarion's knightly orders.

BED OF IRON

School necromancy; **Level** inquisitor 1, magus 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Component V, S, M (a feather or swatch of soft fabric)

Range touch

Target one creature touched/level

Duration 8 hours

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell makes even the clunkiest armor feel soft as silk to the wearer. The subjects of this spell are able to sleep comfortably in medium or heavy armor without suffering from fatigue the following day.

CARRY COMPANION

School transmutation; **Level** druid 2, paladin 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a pinch of sand or limestone dust)

Range touch

Target one willing creature touched

Duration permanent; see text

Saving Throw none; **Spell Resistance** yes (harmless)

You touch an animal or magical beast that has a helpful attitude toward you, instantly transforming the creature into a miniature figurine of stone, small enough to fit into the palm of your hand. Creatures with an attitude of less than helpful will not tolerate this spell, and it automatically fails to work on them. An intelligent animal or magical beast must be a willing subject in order for this spell to take effect. Any items that the creature wears (such as a harness or saddle) or carries (such as those stowed in saddlebags) are transformed along with the creature.

While miniaturized, the creature is under an effect similar to that of a *flesh to stone* spell: It is mindless and inert, and does not seem alive when viewed with spells like *deathwatch*. However, you may return the creature to its normal form at any time simply by placing the figurine on the ground, touching it, and uttering a word of command. Otherwise, the creature remains in miniature form unless the spell is broken, such as by *dispel magic* or stronger magic. Unlike a *flesh to stone* spell, a creature affected by *carry companion* is unaffected by *stone to flesh*. If the miniature figurine is broken or damaged, the creature (if returned to its original state) has similar damage or deformities.

CLARION CALL

School illusion; **Level** bard 1, cleric 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a piece of brass)

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

EMBLAZON CREST

School transmutation; **Level** magus 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S, F (an example of the crest or coat of arms)

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell ensures the subject touched is always able to display her proper crest and coat of arms. Any tabard or tunic worn and any shield carried by the subject while this spell is active can be made to display a coat of arms when the spell is cast. For example, even if the subject picks up a different shield, it still displays the subject's crest, regardless of the shield's normal appearance.

KEEP WATCH

School enchantment; **Level** inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target one creature touched/2 levels

Duration 8 hours or less; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects suffer no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would

put them to sleep, such as *sleep* or *deep slumber*. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

SERREN'S ARMOR LOCK

School transmutation; **Level** magus 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a pinch of rust)

Range medium (100 ft. + 10 ft./level)

Target one armored creature

Duration 1 round/level (D)

Saving Throw Reflex partial; see text; **Spell Resistance** yes
Upon pointing at an armored foe, you cause all of the joints of the target's armor to stiffen as otherworldly chains wrap around the target. On a failed Reflex save, a target in heavy metal armor becomes staggered. A target in light or medium metal armor instead becomes entangled. Targets wearing no armor or nonmetallic armor are unaffected. If the target is wearing heavy metal armor and succeeds at its Reflex save, it becomes entangled instead of staggered; a target in light or medium metal armor that succeeds at its saving throw is unaffected by the spell.

SERREN'S SWIFT GIRDING

School transmutation; **Level** magus 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (the armor to be worn)

Range close (25 feet + 5 feet/level)

Target one willing creature/level

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

With a sweep of your hand, you select a number of targets and the same number of suits of armor. The targets of this spell are immediately clad in the armor that you choose. The subjects of the spell must be capable of wearing the chosen armor, cannot be wearing other armor, and must be able to properly fit into the chosen armor. The chosen armor must be empty and cannot be currently worn by another creature (thus you cannot move armor from one wearer to another with this spell). Creatures armored with this spell are considered to have donned the armor properly.

WARD SHIELD

School abjuration; **Level** cleric 4, inquisitor 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target shield touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

SERREN'S ARMOR

Though *Serren's Field Manual* is the most well-known legacy left behind by the magus whose name it bears, it is by no means his only contribution to the sphere of chivalrous magic. Lesser known is the magus's enchanted armor, a suit of half-plate that is notable not only for its protective properties, but also for the lore hidden within each piece of plate.

On the inside of each piece of Serren's armor, the half-elf inscribed a spell of his own creation, essentially turning each plate segment into equal parts armor and scroll. Those lucky enough to find pieces of his armor, which are now scattered across the globe, whether sealed in collectors' treasuries, buried alongside great warlords, or sunken alongside wrecked ships, are said not only to gain the benefits of the magical equipment, but to be also privy to Serren's handcrafted spells. Serren even omitted some of these lost spells from his field manual—powerful evocations that obliterated entire siege weapons and raised herds of undead mounts—fearful as he was that such magic shouldn't fall into the wrong hands.

With a touch, you enchant a shield and enable it to protect its wielder from hostile spells. The shield grants spell resistance 10 + your caster level against spells so long as the shield can be interposed between the wielder and the spell effect. A *spell shield* does not provide spell resistance against area effect spells such as *fireball*, but does provide a +5 bonus on Reflex saving throws against such spells.



MAGIC ITEMS

Whether found in the course of their daring adventures or provided to them by their wealthy lieges, the magical tools and items wielded by knights are often as much a boon to crusaders as a shield or lance. While knight-specific magic items are by no mean ubiquitous, many of the following items are likely to be found in the possession of the greatest heroes of large knightly orders.

MAGIC WEAPONS

GLAIVE-GUISARME OF THE VANGUARD		CL 8th
SLOT none	PRICE 9,512 gp	WEIGHT 10 lbs.
AURA moderate transmutation		



This well-crafted *+1 glaive-guisarme* has an image of a roaring lion built into its fastener, and the entire weapon is unnaturally warm to the touch. When used to brace against a charge, this weapon acts as a *+3 glaive-guisarme* and deals an additional 2d6 points of precision damage on a successful hit, in addition to dealing double damage against a charging character for being a weapon with the brace special feature.

CONSTRUCTION REQUIREMENTS	COST 4,912 gp
Craft Magic Arms and Armor, <i>true strike</i>	

KNIGHT-CAPTAIN'S LANCE		CL 6th
SLOT none	PRICE 22,710 gp	WEIGHT 13 lbs.
AURA moderate evocation		

This ornate *+2 lance* changes in color and style to match the armor of the wielder. A bright pennon flies from the end of the lance, mounted just behind the lance's point, and if the wielder has personal heraldry, the pennon displays that heraldry. This pennon can serve as a cavalier's banner. The weapon counts as alchemical silver for purposes of penetrating DR. Three times per day, when the wielder successfully damages a target with the *knight-captain's lance*, as a swift action she may grant all allies within 60 feet a *+2 morale* bonus on the next attack roll they make against the same target. The bonus lasts for 1 round.

CONSTRUCTION REQUIREMENTS	COST 11,510 gp
Craft Magic Arms and Armor, <i>divine favor</i>	

WAR LANCE		CL 8th
SLOT none	PRICE 10,310 gp	WEIGHT 10 lbs.
AURA moderate abjuration		

Shorter and thicker than most lances, this *+3 lance* has a full-sized shield worked into the vamplate, though it is too heavy to count as a shield for shield bash and similar maneuvers, and does not automatically grant the wielder a shield bonus to AC. However, a *war lance* grants the wielder and her steed a *+2 shield* bonus to AC when the wielder is mounted.

CONSTRUCTION REQUIREMENTS	COST 5,310 gp
Craft Magic Arms and Armor, <i>shield</i>	

WONDROUS ITEMS

ARMIGER'S PANOPLY		CL 3rd
SLOT wrists	PRICE 7,200 gp	WEIGHT 1 lbs.
AURA faint transmutation		



An *armiger's panoply* is a magic item set made up of one pair of bracers and a large leather sack. The bracers are normally forearm guards made in the style of masterwork padded or quilted cloth armor. They are often made of silk or high-quality linen, though they can also be crafted of leather or even chain

links. A command word is normally inscribed on the inside of one of the bracers. The sack can be used to store a single suit of armor, including a shield. The armor retains its normal weight when stored. If items other than a suit of armor and a shield are put in the sack, they immediately fall through.

Three times per day, the wearer of the bracers can speak the panoply's command word to have the suit of armor and shield stored in the sack teleport onto the wearer. The sack must be within 500 feet of the wearer of the bracers in order to function. If the wearer is already in a suit of armor, it is teleported into the sack at the same time the new armor is teleported onto the user's body. As long as the armor to be worn is the same size as the user, it fits perfectly and doesn't interfere with anything else worn or hindering the user, including any grapple or tight space the wearer might be trapped in.

CONSTRUCTION REQUIREMENTS	COST 3,600 gp
Craft Wondrous Item, <i>effortless armor</i> ^{UC}	

BRIDLE OF TRICKS		CL 5th
SLOT head	PRICE see below	WEIGHT 2 lbs.
900 gp (3 tricks)	1,600 gp (4 tricks)	2,500 gp (5 tricks)
AURA faint divination		

Appearing to be a finely crafted bridle of polished steel and blue-dyed leather, a *bridle of tricks* can be placed on any animal or magical beast with an appropriate shape to wear a bridle (creatures with unusual anatomies may be affected with GM discretion). While wearing the bridle, a creature is treated as knowing three, four, or five additional tricks, as if it had been taught the tricks with the Handle Animal skill. The tricks granted by a *bridle of tricks* are set when it is created, and cannot be changed. The most common tricks found in a *bridle of tricks* are attack, defend, fetch, guard, and heel. See the Handle Animal description on page 97 of the *Core Rulebook* for more information

on tricks, and *Pathfinder Player Companion: Animal Archive* for new additional tricks.

CONSTRUCTION REQUIREMENTS		COST see below
450 gp (3 tricks)	800 gp (4 tricks)	1,250 gp (5 tricks)

Craft Wondrous Item, *speak with animals*, creator must have 5 ranks in the Handle Animal skill

CHAMPION'S BANNER		CL 5th
SLOT none	PRICE 8,000 gp	WEIGHT 3 lbs.
AURA faint transmutation		



A *champion's banner* is a cloth flag or standard (typically 2 feet wide and 4 feet long) meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect unless it is mounted properly and a wielder is carrying the object bearing it. It depicts the insignia or heraldic symbol of its wielder; if the wielder has no such symbol, it depicts a heraldic lion.

A character with the challenge class feature carrying a *champion's banner* treats his class level as 4 levels higher when determining the effect of his challenge ability. This does not alter the number of times per day the wielder may use his challenge ability, only the value of the bonuses it grants when he does so.

CONSTRUCTION REQUIREMENTS		COST 4,000 gp
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Craft Wondrous Item, *eagle's splendor*, creator must have 5 ranks in the Knowledge (nobility) skill

COMMANDER'S BANNER		CL 5th
SLOT none	PRICE 10,000 gp	WEIGHT 3 lbs.
AURA faint transmutation		

A *commander's banner* is a cloth flag or standard (typically 2 feet wide and 4 feet long) meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect unless it is mounted properly, and a wielder is carrying the object bearing it. It normally depicts the insignia or heraldic symbol of a particular noble.

A character with the tactician class feature carrying a *commander's banner* can use her tactician ability one additional time per day, she can use it to grant the teamwork feat granted by the tactician ability to allies within 60 feet (rather than 30 feet), and allies can use the granted feat for 2 rounds longer than normal.

CONSTRUCTION REQUIREMENTS		COST 5,000 gp
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Craft Wondrous Item, *eagle's splendor*, creator must have 5 ranks in the Diplomacy skill

CRUSADER'S TABARD		CL 5th
SLOT body	PRICE 6,000 gp	WEIGHT 2 lbs.
AURA faint transmutation		



A *crusader's tabard* is a sturdy cloth vestment worn over armor and other clothing. It is normally decorated with the symbol or heraldic device of the owner, and may be trimmed with expensive and delicate materials (such as silk, fur, or cloth of gold). Once per day, the wearer of the tabard may

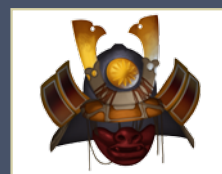
KNIGHTLY ARMOR

Culture, climate, and tradition play as much a role in a knight's armor as actual protection. On the battlefield, where blood and muck might make tabards and banners indistinguishable, one's equipment can serve as a useful identifier for allies. In addition to protecting against crushing blows, knights' armor is useful in displaying their alliances as well as striking fear into enemies' hearts.



HELLKNIGHT PLATE

This specialized form of plate armor grants additional benefits when worn by Hellknights (see *The Inner Sea World Guide*).



O-YOROI

Kabuto helmets and their attached ho-ate masks are worn with o-yoroi ("great armor"), and are favored by high-ranking samurai.



TALDAN ARMOR

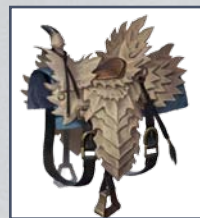
Many Taldan nobles prefer to wear *glamered full plate*, which can take the shape of aristocratic garb during more formal occasions.

say its command word (often a family motto); thereafter, the wearer can spend a standard action (instead of a full-round action) to move up to his speed and make a single charge attack. This ability lasts until used or for 1 minute, whichever duration is shorter.

CONSTRUCTION REQUIREMENTS		COST 3,000 gp
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Craft Wondrous Item, *haste*

WAR SADDLE		CL 5th
SLOT belt	PRICE 5,000 gp	WEIGHT 20 lbs.
AURA faint divination		



This military saddle is made of cured hide, with numerous straps and hooks to allow it to be easily configured to fit different sizes of animals and saddlebags. Any creature of the animal or magical beast type of an appropriate shape to wear a saddle (creatures with unusual anatomies may be affected with GM discretion) can wear the *war saddle*, which magically changes size and shape as necessary. The saddle allows the creature wearing it to act as if it were combat trained (see the Handle Animal description on page 97 of the *Core Rulebook* for more information on combat training), and gives the rider a +5 competence bonus on Ride checks made while mounted upon the creature.

CONSTRUCTION REQUIREMENTS		COST 2,500 gp
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Craft Wondrous Item, *speak with animals*, creator must have 5 ranks in the Ride skill

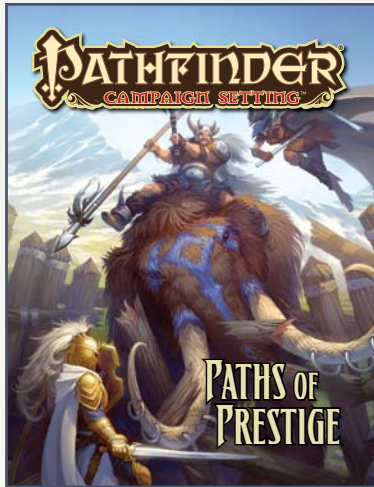
NEXT MONTH!



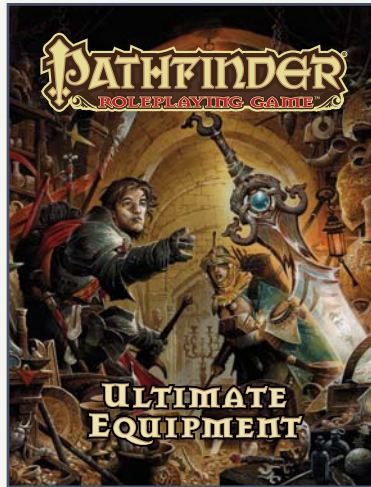
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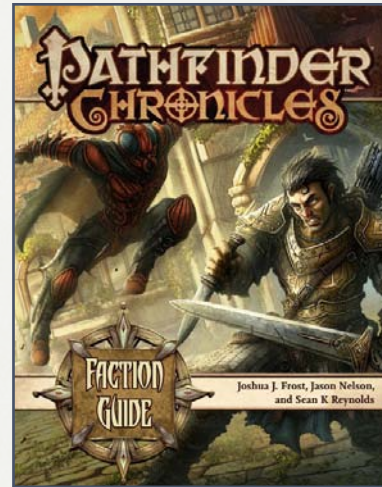
The road to knighthood is a long and perilous one. You'll no doubt face countless challenges and foes on your journey, but the rules and tips in this book are merely the beginning of the path toward righteousness. Become an expert on chivalry, go on incredible quests, and take on incredible beasts of legend with these complementary Pathfinder products!



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All the mettle in the world won't save a knight without the proper equipment. Armor, weapons, mounts, and other gear for all manner of brave chevaliers can be found in *Pathfinder RPG Ultimate Equipment*.



Golarion is home to dozens of other orders, organizations, coalitions, sects, and juntos than those described here. Explore a myriad of potential affiliations and their responsibilities and rewards in the *Faction Guide*.

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Animal Mounts

Each of the following listings details a specific breed of riding animal, notes where to find statistics for its kind, and provides a trait that grants an additional boon to the mount or its rider. The trait granted to a mount counts against a character's total maximum number of traits. If a knight replaces his mount, he effectively loses the old trait and gains the new mount's trait. Details on monstrous mounts can be found on page 22 of this book.

Horses

Horses are arguably the most common mounts for knights riding into combat, and can be found throughout both Avistan and Garund.

Chiardmar

Wild horses found only in the hilly countryside of northern Nidal, chiardmars are renowned for their speed and grace, and are particularly prized by Nidalese couriers and traveling agents of the Umbral Court.

Statistics: Horse (*Bestiary* 177)

Fleet of Foot: While riding a chiardmar, you treat your mount's base speed as +10 feet faster for the purpose of using the run or withdraw actions.

Dort Charger

Held in particularly high esteem by the crusaders of Lastwall, Dort chargers are sturdy warhorses, and can often be found among the front lines on both sides of the battlefield.

Statistics: Horse (*Bestiary* 177)

Burst of Speed: Three times per day, while riding a Dort charger and making a charge attack, you can increase your mount's speed by 15 feet as a free action.

Fell Pony

Bred in the dour county of Amaans in south-central Ustalav, fell ponies have dark brown fur and are noted especially for their surefootedness.

Statistics: Pony (*Bestiary* 177)

Black as Night: While astride a fell pony, you gain a +1 trait bonus on attack rolls against enemies you are flanking.

Lastwall Jasper

Named after the famed horse Jasper of the city of Vigil—which mistakenly thought its rider was drowning during the swimming portion of the Steeplechase and swam across the entire Path River trying to save him—these brown-and-white horses are prized for their impressive water-faring capabilities.

Statistics: Horse (*Bestiary* 177)

Water-Trained: Lastwall jaspers gain a +2 trait bonus on Swim checks, and Swim is a class skill for them.

Taldor Jennet

Taldor jennets typically sport white or tan coats, and have a slimmer frame than other purebreds. Despite their seemingly fragile builds, they pull their own weight when pressed into battle and are remarkably intelligent to boot.

Statistics: Horse (*Bestiary* 177)

Cunning Breed: A Taldor jennet can learn a total of eight tricks when trained using the Handle Animal skill (as opposed to the standard six for having an Intelligence score of 2).

Other Animal Mounts

In lands where riding horses are less viable options thanks to terrain, climate, or culture, other animals are more common mounts.

Chernasardo Riding Elk

Native to the southwestern corner of the Fangwood in Nirmathas, Chernasardo riding elk are prized by the rangers who reside in that region.

Statistics: River elk (*Bestiary* 3 147)

Stalwart Elk: While riding a Chernasardo riding elk, you gain a +4 trait bonus on Handle Animal, Ride, and wild empathy checks to resist another creature's unnatural aura.

Erutaki Husky

Typically used by natives of the Crown of the World to pull dog sleds across the arctic tundra, Erutaki huskies can also serve as mounts for smaller riders.

Statistics: Riding dog (*Bestiary* 87)

Weather-Beaten: Erutaki huskies gain a +4 trait bonus on Fortitude saves to avoid nonlethal damage from cold environments, and only take a –2 penalty on Perception checks made in inclement weather such as rain or snow (instead of the usual –4 penalty).

Qadiran Dromedary

These hardy beasts of burden are capable of running long distances and going without water for days on end.

Statistics: Camel (*Bestiary* 2 154)

Relentless Fortitude: Qadiran dromedaries heal nonlethal damage at a rate of 2 hit points per hour per Hit Die. This trait does not stack with other effects that increase a creature's rate of healing nonlethal damage.





On Your Honor

Unleash righteous fury and vanquish those who oppose your noble call to arms! Join the forces of good or evil in your pursuit to spread the word of your liege, or dedicate yourself to a religious or personal code of knightly conduct. Whether you're a muscle-bound weapon of faith bedecked in steel plate or a spellcaster devoted to the god of magic, this volume offers countless options to those who walk the elite path of knighthood.

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ISBN 978-1-60125-460-3 US \$10.99

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Printed in China. PZO9426