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MARTIAL ARCHETYPE:

PEGASUS KNIGHT

Pegasus Knights are valiant cavaliers that have each formed a bond with a pegasus, one of the majestic winged horses that gallop through the celestial skies of the Upper Planes. Far more than simple beasts, pegasi are good-hearted creatures of keen intellect and unshakable loyalty. In battle, Pegasus Knights and their mounts fight as one, harrying foes with swift movements and lightning-fast aerial strikes.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you learn to speak, read, and write one of the following languages of your choice: Celestial, Elvish, or Sylvan.

FEATHERWEIGHT

Starting at 3rd level, you fight with poise and fall with style. When you attack with a weapon that you are proficient with that lacks the heavy property, you can use your Dexterity modifier, instead of Strength, for the attack and damage rolls. You can also use your Dexterity score, instead of Strength, for the Strength requirements of heavy armor.

Additionally, you can cast *feather fall*, requiring no components, but you cannot cast it again with this feature until you finish a long rest. Dexterity is your Spellcasting Ability for this spell.

NOBLE PEGASUS

At 3rd level, you have forged a lifelong bond with a pegasus, which aids you as a companion and mount. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Noble Pegasus stat block, which uses your proficiency bonus (PB) in several places.

In combat, the pegasus acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the pegasus to take the Attack action. If you are incapacitated, the pegasus can take any action of its choice, not just Dodge.

As an action while it is within 5 feet of you, you can temporarily dismiss your pegasus. It disappears, returning to the Upper Planes where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 5 feet of you.

When the pegasus drops to 0 hit points, it immediately disappears back into the Upper Planes, leaving behind no physical form. As an action, you can expend a hit die to magically restore your pegasus. The pegasus returns after 1 minute with all its hit points restored and any conditions removed, reappearing in an unoccupied space within 5 feet of you. Otherwise, the pegasus returns in the same manner whenever you finish a short or long rest. The pegasus also disappears if you die.

Whenever the pegasus disappears or returns, it leaves behind any objects it was wearing or carrying, except for its saddle and barding, if it has them.

BOUNDLESS FLIGHT

Starting at 7th level, your steed has grown fully accustomed to bearing a rider while airborne. Your noble pegasus loses its Fledgling Flight trait.

HEAVENLY HOOVES

Also at 7th level, your mount now channels the radiant power of the Upper Planes into its strikes. Your noble pegasus's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, whenever your noble pegasus hits a creature with a melee weapon attack, the creature takes an extra 1d8 radiant damage. When you reach 15th level, the extra damage increases to 2d8.

CELESTIAL GRACE

At 10th level, you have been blessed with increased alacrity and elegance. You gain proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom or Charisma saving throws (your choice).

Additionally, you can give yourself a bonus to your initiative rolls equal to your proficiency bonus.

LIKE THE WIND

By 15th level, your agility is such that no foe can hope to hinder your charge. When a creature makes an opportunity attack against you or your noble pegasus, the attack misses regardless of the roll.

WINGED VICTORY

At 18th level, you and your noble pegasus can unleash a devastating heavenly assault upon your enemies. While mounted on your noble pegasus, you can use an action to choose up to five creatures you can see within 120 feet of you. Make a melee weapon attack against each target. On a hit, each attack deals extra radiant damage equal to your fighter level.

You and your noble pegasus can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

Once you use this feature, you can't again until you finish a long rest.



NOBLE PEGASUS

Large celestial, chaotic good

Armor Class 12

Hit Points 6 + six times your fighter level (the pegasus has a number of Hit Dice [d10s] equal to your fighter level)

Speed 60 ft., fly 20 + (5 x your fighter level) ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Skills Perception + 2 + (PB x 2)

Senses Passive Perception 10 + (PB x 2)

Languages Celestial, Common, Elvish, and Sylvan but can't speak

Challenge -

Proficiency Bonus (PB) equals your bonus

Celestial Bond. You can add your proficiency bonus to any ability check or saving throw that the pegasus makes.

Fledgling Flight. While flying and carrying a rider, the pegasus falls if it ends its turn in the air and nothing else is holding it aloft.

Gentle Descent. If the pegasus falls and is not incapacitated, it takes no damage from falling and can move horizontally 1 foot for every 1 foot it falls.

Actions

Hooves. *Melee Weapon Attack:* +3 + PB to hit, reach 5 ft., one target. *Hit:* 2d6 + 3 + PB bludgeoning damage

ART CREDITS

- PZO1022_Viona_Kadarius_Mounted by Javier Charro
- Dorman, Dave. *Monster Manual*. Wizards of the Coast, 2014.