

Equestrian Study of Myth

Mountie's who practice the Equestrian Study of Myth bind themselves with a mount that is born from one of the non-material planes. These Mounties vary wildly in alignment as they can form connections with creatures from any plane of existence. They use their mount's innate magic to overpower or outmaneuver their enemies.



Extraplanar Mount

At 3rd level, Mountie's of the Study of Myth bind themselves with an extra planar mount that embodies the features of their respective realm. Your mount has one of the following creature types listed below and starts to embody that creature type. Your mount can learn the language of that creature type and gains a damage resistance as shown in the list below.

Your mount is innately magical, and it learns a few spells associated with its origin. As an action, you can command your mount to cast one of these spells. It learns two 1st level spells at 3rd level, a 2nd level spell at 6th level, a 3rd level spell at 11th level, a 4th level spell at 14th level, and lastly a 5th level spell at 17th level.

Your mount always casts spells at its highest available spell level (maximum of 5th level). Your mount's spell save DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

When your mount casts a concentration spell it rolls its own concentration checks. When cast, spells with the modifier of "twin" added at the end of them, target you and your mount, while spells with the modifier "rider" target you instead of your mount.

Your mount can cast 2 spells per short rest, regaining all spell slots upon finishing a short rest. Your mount gains 3 spell slots upon reaching 11th level in this class, and 4 at 15th level in this class.

Equestrian Study of Myth Mount Origin				
Class Level	Celestial	Fey	Fiend	Aberration
Resistance	Radiant	Poison	Fire	Psychic
3rd level	<i>Sanctuary (twin), Cure Wounds</i>	<i>Disguise Self, Faerie Fire</i>	<i>Hellish Rebuke, Burning Hands</i>	<i>Arms of Hadar, Cause Fear</i>
6th level	<i>Aid</i>	<i>Enlarge/Reduce (twin)</i>	<i>Flame Blade (rider)</i>	<i>Enthrall</i>
11th level	<i>Aura of Vitality</i>	<i>Hypnotic Pattern</i>	<i>Summon Lesser Demon</i>	<i>Intellect Fortress</i>
14th level	<i>Death Ward (twin)</i>	<i>Dimension Door</i>	<i>Wall of Fire</i>	<i>Compulsion (rider)</i>
17th level	<i>Holy Weapon (rider)</i>	<i>Mislead (twin)</i>	<i>Infernal Calling</i>	<i>Telekinesis</i>

Scholar of Legends

Additionally at 3rd level when you pick this subclass, you gain proficiency in the language that your Extraplaner Mount speaks.

Banner of Majesty

At 7th level, your *Standard-Banner* feature strikes fear into your enemies. Any hostile creature that can see your banner has a -1 penalty to saving throws until the end of your next turn.

This bonus increases from a -1 penalty at 7th level to a -2 penalty at 13th level and a -3 penalty at 18th level.

Flying Mount

At 11th level, your extraplanar mount gains a flying speed equal to its walking speed.

Additionally, if you fall off your mount, you can use your reaction to command your mount to try and catch you. The mount must make a dexterity saving throw with a DC equal to $8 + 1$ for every 10 ft you are above the ground. On a success you take no falling damage and are considered remounted.

Creature of Myth

At 15th level, your mount is a mythical creature that embodies the spirit of the realm it is from. Your mount gains the following feature associated with its Extraplanar Origin creature type.

Creature of Myth Feature	
Creature Type	Feature
Celestial	Your mount can bestow miracles. If you or your mount fails an ability check, attack roll, or saving throw you can use your reaction to command your mount to bestow a miracle, allowing you to auto succeed the saving throw.
Fey	Your mount embodies the chaotic energy of the fey realm. When you hit a target with an attack, as a free action you can force them to make a wisdom saving throw equal to $8 +$ your proficiency bonus $+$ your wisdom modifier. On a failure, you roll a 1d6 and your mount curses them with one of the following conditions. 1: Blinded 2: Charmed 3: Frightened 4: Paralyzed 5: Petrified 6: Poisoned The creature is affected by the condition for 1 minute. The effect ends early if your mount is incapacitated or the <i>remove curse</i> spell is cast on the target.
Fiend	Your mount is a messenger of the nine hells. As an action on your turn, you mount can try and take command of a fiend that can hear it. If the creature is hostile to you, the creature has to make a charisma saving throw with a DC equal to $8 +$ your proficiency bonus $+$ your wisdom modifier. If the creature is friendly towards you or your mount, it auto fails the check. On a failure they are under your control for 1 minute and can be commanded using a bonus action on your turn.

Aberration	Your mount is beyond mortal comprehension. As a bonus action on your turn, you can command your mount to reveal its true form. For 1 minute, any hostile creature that can see your mount must make a wisdom saving throw equal to 8 + your proficiency bonus + your Wisdom modifier. On a failure, they take 2d4 psychic damage. They must make this save every turn they remain looking at your mount.
------------	--

You can use this feature one per long rest or you can expend one of your mount's spell slots to use the feature again. You regain all uses upon finishing a long rest.