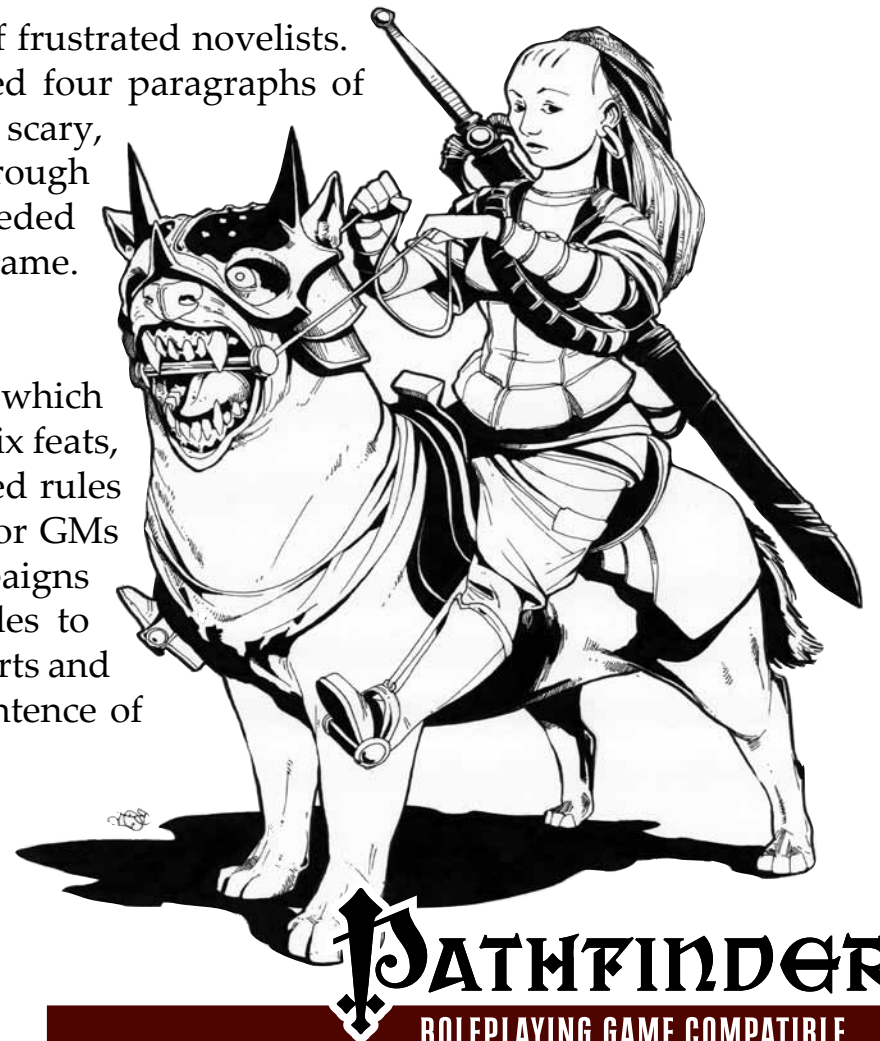


**#1 WITH A BULLET POINT**  
**ONE IDEA. ONE PAGE. ONE DOLLAR.**

# 5 MOUNT STEED SPELL FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

**#1 With A Bullet Point** is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**SUPER  
GENIUS  
GAMES**

**SUMMER  
OF BULLETS**



**PATHFINDER**

ROLEPLAYING GAME COMPATIBLE

**THE HIGH CONCEPT:** Five feats designed to augment spells used with riders, or improve “steed spells” (spells that conjure a creature or force to act as a mount for one or more characters, such as *ghost wolf*, *mount*, *phantom chariot*, *phantom steed*, and the communal versions of such spells).

## AETHON

When you use spells to protect yourself or allies, you also extend that protection to their steeds.

**Prerequisites:** Handle Animal 1 rank, ability to cast a steed spell.

**Benefit:** When you cast an abjuration spell that is harmless or has a range of personal, and it defines a number of targets (as opposed to an area or effect), the spell also affects any steed affected characters are riding (though only while the steed is ridden).

## BURAQ

When you use spells to heal yourself or allies, you also extend that healing to their steeds.

**Prerequisites:** Heal 1 rank, ability to cast a steed spell.

**Benefit:** When you cast an conjuration (healing) spell on a target, the any steed being ridden by the affected character also receives the full effect of the spell.

## AUGMENT STEED

Your steed spells can boost the effectiveness of mundane steeds.

**Prerequisite:** Ride 1 rank, ability to cast a steed spell.

**Benefit:** When you can cast a steed spell, you may forgo one or more of the steeds you would conjure to instead gain an augmentation effect (that affects one existing steed for each conjured steed you forgo). If the conjured steed would have an AC, attack, movement rate, or special ability (including moving over various kinds of terrain and flight) superior to the existing steed’s, the steed gains the conjured steed’s ability for the duration of the spell. Additionally, the existing steed is not considered to be exerting itself during the spell’s duration (instead using the conjured spell energy), and does not need to eat or sleep during this time, and does not risk fatigue or exhaustion from prolonged activity or forced marching for the spell’s duration.



## HEIGHTEN STEED SPELL

You can make your conjured steeds are faster and tougher than most.

**Prerequisites:** Ability to cast a steed spell, caster level 3.

**Benefit:** A heightened steed spell has a higher effective spell level than normal (up to a maximum of 9th level). For every level higher than its normal level, the steeds conjured have +5 feet of movement (for all forms of movement the steed possesses), and +5 hit points. For every +2 effective spell levels, the steeds receive +1 armor class. Unlike other metamagic feats, Heighten Steed Spell actually increases the effective level of the spell that it modifies. The heightened steed spell is as difficult to prepare and cast as a spell of its effective level.

## SUMMON STEED

You can summon monsters ready to serve as steeds.

**Prerequisites:** Augment Summoning, Mounted Combat.

**Benefit:** Each creature you summon with any *summon* spell can come equipped with tack and saddle appropriate to its form, and with the trained necessary to serve as a steed. Such creatures willingly serve as steeds for any ally you indicate, and can function as war trained mounts. A creature that gains this benefit does not gain the benefit of Augment Summoning.

When you cast a spell in this way, it is considered a steed spell. If you also have the Augment Steed feat, you can use this spell to give one or more ally’s steeds the increased abilities of creatures you summon, for the duration of the summoning spell.

# WE ERR ON THE SIDE OF AWESOME!

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