

BLOOD & STEEL

written by Leon Conliff

BOOK 3

THE CAVALIER

Blood & Steel, Book 3: The Cavalier



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Blood & Steel, Book 3: The Cavalier

“**Blood & Steel, Book 3: The Cavalier**” is the third in a new series focusing on martial combat oriented classes.

Knights are a staple of fairytales. Legends of their heroics and adventures are known throughout the world, but they are just one side of the cavalier. Horsemen, knights cavalrymen, hussars, men-at-arms, the cavalier has had many names throughout history and has had a place in almost every culture throughout time.

Provided within this book are several new options for the cavalier meant to take inspiration from the different cultures cavaliers have played a role in. The archetypes will give you specialized abilities to change your playstyle, while new orders grant you different motivations and moral codes to shape your cavalier. Additionally, new feats and equipment allow you to further improve and customize them to fit your story.

Each class draws upon a central concept that represents them. A wizard, for instance, studies magic to learn its secrets while magic comes more innately to sorcerers. For the cavalier, they are characterized by their loyalty and tactical combat. Who or what your cavalier believes in is up to you, but these beliefs are unshakable. Beyond that, cavaliers can vary wildly, from heavily armored vanguards, to charming diplomats, to swift mounted archers; each further shaped by the choices of the player.

Contents

Archetypes.....	2
Axe Beak Rider	2
Eques	3
Hippeus.....	3
Kingslayer	4
Mounted Bomber	5
Warhawk.....	6
Winged Hussar.....	7
New Orders	9
Order of the Crow	9
Order of the Dawn	9
Order of the Dragonslayer.....	11
Order of the Horse	11
Order of the Sky.....	13
Order of the Third Eye.....	14
Order of the Word.....	15
New Feats.....	16
Equipment.....	19
Weapons.....	19
Shields	20
Equipment	21
Magic Items.....	21
Magic Weapons.....	21
Magic Weapon Properties	23
Wondrous Items.....	23
Legal	28

Blood & Steel, Book 3: The Cavalier

Archetypes

Axe Beak Rider

A rather eccentric variety of cavalier is the axe beak rider. While their choice in companion may seem strange, axe beak riders are not to be underestimated; they are swift and cunning.

An axe beak rider has the following class features.

Armor Proficiency

An axe beak rider is proficient with light and medium armor and shields, but not with heavy armor or tower shields.

This replaces the cavalier's normal armor proficiencies.

Axe Beak Mount (Ex)

An axe beak rider must choose an axe beak as their mount. If the axe beak rider is Small sized they may treat the axe beak as Medium sized for the purposes of carrying the rider.

This ability replaces mount.

Mounted Evasion (Ex)

At 2nd level, an axe beak rider can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Mounted evasion can be used if the axe beak rider is mounted. A helpless axe beak rider does not gain the benefit of evasion.

This ability replaces tactician.

Uncanny Dodge (Ex)

At 4th level, an axe beak rider gains an almost unnatural ability to sense danger before it comes. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An axe beak rider with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against him.

This ability replaces expert trainer.

Fast Mount (Ex)

At 5th, axe beak riders learn to ride with added celerity. The base speed of the axe beak rider's mount increases by 10 feet. This applies to all forms of movement that the mount possesses. At 10th level and every 5 cavalier levels thereafter, this bonus increases by an additional 5 feet (to a maximum increase of 25 feet at 20th level).

This ability replaces banner and greater banner.

Silent Strider (Ex)

At 6th level, an axe beak rider becomes exceptionally quiet, even in armor. An axe beak rider, when mounted, may ignore light and medium armor penalties to Stealth checks.

This ability replaces the bonus feat gained at 6th level.

Improved Uncanny Dodge (Ex)

At 9th level, an axe beak rider can no longer be flanked. This defense denies rogues the ability to sneak attack the axe beak rider by flanking them, unless the attacker has at least four more levels than the target does.

This ability replaces greater tactician.

Blood & Steel, Book 3: The Cavalier

Calculated Attack (Ex)

At 17th level, an axe beak rider works in tandem with his mount to strike at weaknesses in their opponent's defense. If the axe beak rider misses with a melee attack his mount may make a single melee attack against the opponent as an immediate action. This ability may only be used once per turn.

This ability replaces master tactician.

Equus

No matter the might of a single warrior, they are no match against an organized cavalry line. An equus does not rely on their own power, but on the united power of their forces, using a combination of careful tactics and teamwork to overcome any obstacle.

An equus has the following class features.

Additional Tactics (Ex)

At 6th level, and at every six levels thereafter, an equus gains an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. These additional teamwork feats may be granted to allies using the tactician ability.

This ability replaces the bonus feats gained at 6th, 12th, and 18th levels.

Defensive Line (Ex)

At 4th level, an equus learns new and unique defensive techniques. An equus gains a +1 dodge bonus to AC when adjacent to another mounted ally. This bonus increases by 1 for every 4 levels beyond 3rd level (to a maximum of +5 at 20th level).

This ability replaces expert trainer.

Conferred Challenge (Ex)

At 12th level, when an equus issues a challenge, his allies take up that challenge alongside him. Whenever the equus uses his challenge class feature, as long as the challenge remains in effect, each of his allies that are within 30 feet of him gain a +4 morale bonus on attack rolls made against the target of his challenge.

This ability replaces demanding challenge.

Cavalry Master (Ex)

At 20th level, whenever an adjacent ally makes an attack against a creature within the equus' reach, the equus can make an attack against the same creature as an immediate action.

This ability replaces supreme charge.

Hippeus

What a hippeus lacks in formal training, he makes up for in ferocity. Though they may seem unskilled at first, a hippeus can easily overwhelm a battlefield, ravaging their opponents with their fury.

A hippeus has the following class features.

Armor Proficiency

A hippeus is proficient with light and medium armor and shields (except tower shields), but not with heavy armor.

This replaces the cavalier's normal armor proficiencies.

Fury (Ex)

At 1st level, a hippeus learns how to convert the pain of injury into a driving force to break his foes. When an opponent inflicts damage to a hippeus, the hippeus can choose to gain a +1 morale bonus on attack rolls. This bonus lasts one minute and may only be used once during combat. This bonus increases by +1 for

Blood & Steel, Book 3: The Cavalier

every four levels the hippeus possesses (to a maximum of +5 at level 20).

This ability replaces tactician.

Courageous Mount (Ex)

At 5th level, a hippeus' mount grows more resilient. Whenever the hippeus is using fury, their mount gains temporary hit points equal to 10 + the hippeus' level.

This ability replaces banner.

Greater Fury (Ex)

At 9th level, a hippeus adds his morale bonus from fury to damage rolls. This bonus is always the same for both attack rolls and damage rolls. Additionally, the hippeus can activate his fury ability whenever damage is inflicted to his mount.

This ability replaces greater tactician.

Furious Mount (Ex)

At 14th level, the bond between a hippeus and his mount allows them to draw upon each other's anger in battle. Whenever the hippeus is using his fury ability, the hippeus' mount also gains the benefits of fury.

This ability replaces greater banner.

Grand Fury (Ex)

At 17th level, the hippeus becomes an avatar of fury. When an opponent inflicts damage to a hippeus, the hippeus gains a +4 morale bonus to Strength, Dexterity, and Constitution. Additionally, the hippeus can activate his fury ability whenever damage is inflicted to an ally within 30 feet.

This ability replaces master tactician.

Kingslayer

Some men are revolutionaries, noble warriors seeking justice. Some just enjoy the chaos that follows regicide. No matter their reasons, kingslayers are masters of toppling empires others thought unshakable.

A kingslayer has the following class features.

Skills

The kingslayer adds Disguise and Stealth as class skills.

Nameless (Ex)

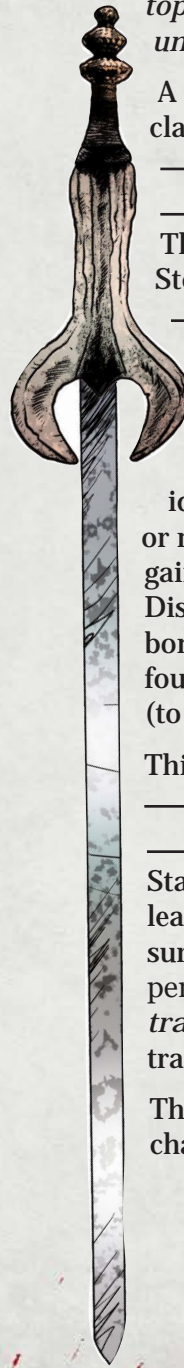
At 1st level, a kingslayer is careful to remove all symbols that would designate his true identity. When in a group of two or more people, the kingslayer gains a +1 competence bonus to Disguise and Stealth checks. This bonus increases by +1 for every four levels the kingslayer possesses (to a maximum of +5 at level 20).

This ability replaces tactician.

Hidden Step (Ex):

Starting at 3rd level, a kingslayer leaves no trail in natural surroundings and is under the permanent effects of *pass without trace*. He may choose to leave a trail if so desired.

This ability replaces cavalier's charge.



Blood & Steel, Book 3: The Cavalier

Bloodsoaked Banner (Ex)

At 14th level, the kingslayer carries a banner that represents his cause. When the kingslayer vanquishes a creature he may dip his banner in their blood. The kingslayer must have personally delivered the killing blow to the enemy for this ability to work. Dipping the banner in blood is a standard action. Doing so grants all allies within 60 feet a +1 morale bonus on attack rolls and a +1 dodge bonus to AC against creatures of the same type as the deceased target. If either a humanoid or an outsider, the subtype must be the same as the deceased target as well. At 16th level, and every two levels thereafter, these bonuses increase by +1. The banner, while bloodsoaked, must be at least Small or larger and must be carried or displayed by the kingslayer or his mount to function. While not in use the kingslayer may easily conceal the banner on his person.

This ability replaces greater banner.

Unexpected Charge (Ex)

At 17th level, the kingslayer becomes adept at charging on enemies who aren't expecting him. Whenever the kingslayer makes a charge attack while mounted, he treats the target as flat-footed for the charge attack. This ability does not affect enemies with evasion.

This ability replaces master tactician.

Mounted Bomber

More careful and calculated than the regular cavalier, mounted bombers specialize in controlled bombardment. These horsemen are perfect for breaking through defences and storming fortifications.

A mounted bomber has the following class features.

Bomb (Su)

At 1st level, a mounted bomber gains the bomb ability as an alchemist of the same level. If the mounted bomber already has the bomb ability from another class, the levels from the classes that grant the bomb ability stack to determine the effective alchemist level for the number of bombs he has and for the bomb's damage.

This ability replaces cavalier's charge, mighty charge, and supreme charge.

Damage Reduction (Ex)

At 7th level, a mounted bomber gains damage reduction. Subtract 1 from the damage the mounted bomber takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three mounted bomber levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point.

This ability replaces banner.

Fortification Breaker (Ex)

At 12th level, a mounted bomber learns to strike at enemies hidden behind cover. So long as the mounted bomber is mounted, they ignore a target's partial cover and concealment. This ability does not negate total cover or total concealment.

This ability replaces demanding challenge.

Collective Challenge (Ex)

At 14th level, whenever a mounted bomber declares a challenge, he may choose more than a single target. If no target is more than 30 feet away from the mounted bomber he may choose as many targets as he wishes, however, each additional target expends one challenge for the day.

The ability replaces greater banner.

Blood & Steel, Book 3: The Cavalier

Warhawk

Legendary for their deadliness, the warhawks forgo heavy equipment in favor of speed and precision. Bands of warhawks have been known to take down forces twice their size with half the resources.

A warhawk has the following class features.

Armor Proficiency

A warhawk is proficient with light armor, but not with medium or heavy armor or with shields.

This replaces the cavalier's normal armor proficiencies.

Fast Mount (Ex)

At 1st level, a warhawk's bond with his mount pushes them past their usual limits. The base speed of the warhawk's mount increases by 10 feet. This applies to all forms of movement that the mount possesses. At 5th level and every 5 cavalier levels thereafter, this bonus increases by an additional 5 feet (to a maximum increase of 30 feet at 20th level).

This ability replaces challenge.

Warhawk's Shot (Ex)

At 3rd level, a warhawk learns to make more accurate ranged attacks while mounted. The cavalier receives a +2 bonus on ranged attack rolls made while mounted within 30 feet of the target.

This ability replaces cavalier's charge.

Swift Mount (Ex)

At 12th level, a warhawk's mount can unleash a burst of speed. For one round the warhawk's mount doubles its movement speed and gains a +2 morale bonus on all attacks. This ability may only be used once per battle.

This ability replaces demanding challenge.

Mighty Shot (Ex)

At 11th level, a warhawk learns to make devastating ranged attacks while mounted. A warhawk doubles the threat range of any ranged weapons while mounted and within 30 feet of the target. This increase does not stack with other effects that increase the threat range of the weapon.

This ability replaces mighty charge.

Supreme Shot (Ex)

At 20th level, the critical multiplier range of the warhawk's ranged weapons increases by 1 (i.e. a weapon with a x3 critical multiplier, would have x4 in the hands of the warhawk). In addition, if the warhawk confirms a critical hit on a ranged attack within 30 feet of the target while mounted, the target is stunned for 1d4 rounds. A DC 30 Will save reduces this to staggered for 1d4 rounds.

This ability replaces supreme charge.



Blood & Steel, Book 3: The Cavalier

Winged Hussar

No horsemen are as feared and respected as the winged hussars. Known for their striking appearances and deadly full-on assaults, there are few who would willingly challenge their might.

A winged hussar has the following class features.

Painted Wings (Ex)

At 1st level, a winged hussar dons a pair of false wings that symbolize their ferocity. When worn, the winged hussar gains a +1 morale bonus to Intimidate rolls (this bonus increases by +1 for every four levels the winged hussar possesses (to a maximum of +5 at level 20). A winged hussar that possess natural wings does not need to wear false wings but must paint their wings in the same style to gain the bonus.

This ability replaces tactician.

Vital Charge (Ex)

At 4th level, a winged hussar learns to target vital organs when charging. The winged hussar gains a +1 competence bonus to damage rolls when charging while mounted. This bonus increases by +1 every four levels the hussar possesses (to a maximum of +5 at level 20).

This ability replaces expert trainer.

Terrifying Wings (Ex)

At 5th level, a winged hussar's winged silhouette becomes a symbol of intimidation to his enemies. As long as the winged hussar's painted wings are clearly visible, all enemies within 60 feet must succeed at a Will save or receive a -2 penalty on saving throws against fear and a -1 penalty on attack rolls made against the winged hussar. At 10th level, and every five levels thereafter, these penalties increase by -1. The DC to resist this effect

equals 10 + the winged hussar's level + his Charisma modifier.

This ability replaces banner.

Tactician (Ex)

At 9th level, a winged hussar gains the cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

This ability replaces greater tactician.

Demoralizing Charge (Ex)

At 12th level, whenever the winged hussar makes a successful charge attack against a creature, the target is demoralized by the winged hussar's might. The creature is shaken as long as they are within the threatened area of the winged hussar. This ability lasts until the end of the battle.

This ability replaces demanding challenge.

Greater Terrifying Wings (Ex)

At 14th level, the winged hussar's visage is synonymous with death. The winged hussar's terrifying wings now also incur a -4 penalty on saving throws against charm and compulsion spells and effects. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. The winged hussar may only use this ability once a day.

This ability replaces greater banner.

Blood & Steel, Book 3: The Cavalier



Masterful Charge (Ex)

At 17th level, whenever the winged hussar makes a charge attack while mounted, he may choose to attack a second target within range after their charge. This second attack is still considered part of the charge and is made at the winged hussar's highest bonus.

This ability replaces master tactician.

Blood & Steel, Book 3: The Cavalier

New Orders

Below you'll find a series of new orders for use with the cavaliers in your games.

Order of the Crow

Tradition is what binds society. A cavalier of the order of the crow has dedicated their lives to preserving the traditions of their people. Some of this order will even use their might to try and spread their practices to other societies by force.

Edicts: The cavalier must follow the traditions of his people without question. He must protect his traditions from destruction or perversion at all costs. He must strive to educate others about his culture whenever possible.

Challenges: Whenever an order of the crow cavalier issues a challenge, he receives a +1 morale bonus on attack rolls against the target of challenge as long as the target is of a different alignment. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the crow cavalier adds Knowledge (religion) and Knowledge (history) to his list of class skills. An order of the crow cavalier can attempt Knowledge (history) checks untrained. If he has ranks in that skill, as long as a Knowledge (history) check involves his people or culture, he receives a bonus on the check equal to ½ his cavalier level (minimum +1).

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

Ancestral Spirit (Su)

At 2nd level, the ancestors of the cavalier rise up to protect him. Once per day as an immediate action when attacked by a creature of a different alignment than the cavalier, the cavalier can gain a deflection bonus equal to his Charisma modifier to his AC against that attack. The cavalier must decide to use this ability before the attack roll.

Elder's Chosen (Ex)

At 8th level, an order of the crow inspires his people. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier on all attack rolls to allies within 30 feet that are within one step of the cavalier's alignment. This bonus lasts for 1 round. This ability can be used a number of times per day equal to the cavalier's Charisma modifier (minimum of 1).

Embodiment of Tradition (Ex)

At 15th level, the cavalier is a walking symbol of his culture. If a creature defiles the ideals, religion, or customs of the cavalier's people in his presence, the cavalier gains a morale bonus on damage rolls equal to ½ his cavalier level against that creature.

Order of the Dawn

Kings and emperors do not make a land great. The cavaliers of the order of the dawn have no loyalty to a specific sovereign; they are servants of their kingdom's people. They fight, protect, and conquer in the name of expanding their lands and giving power to their people.

Edicts: The cavalier must put the interests of his people above all else. The cavalier must follow whatever the majority of his people demand without question. The cavalier must never swear allegiance to or directly serve a

Blood & Steel, Book 3: The Cavalier

single person unless it benefits the people. A cavalier may serve a sovereign but only so long as that sovereign's commands lines up with the will of the people.

Challenges: An order of the dawn cavalier can attempt a free disarm combat maneuver check anytime he takes the full-attack action against the target of his challenge. This free combat maneuver does not provoke an attack of opportunity.

Skills: An order of the dawn cavalier adds Knowledge (local) and Knowledge (history) to his list of class skills. An order of the dawn cavalier can attempt Knowledge (history) checks untrained. If he has ranks in that skill, as long as a Knowledge (history) check involves the history of his kingdom, he receives a bonus on the check equal to $\frac{1}{2}$ his cavalier level (minimum +1).

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

No Masters (Ex)

At 2nd level, an order of the dawn cavalier gains a +2 morale bonus to saving throws against charm and fear effects.

Conqueror (Ex)

At 8th level, an order of the dawn cavalier is emboldened by victory over his foes. Whenever an order of the dawn cavalier lands the killing blow on an enemy, he gains a morale bonus to his next attack roll equal to half his cavalier level (minimum +1).



Blood & Steel, Book 3: The Cavalier

Sword of the People (Ex)

At 15th level, the cavalier is the ultimate weapon of his people. He gains a +2 morale bonus to damage rolls for each ally within 30 feet.

Order of the Dragonslayer

Cavaliers of the order of the dragonslayer have sworn an oath to defeat one of the oldest foes the mortal world has ever known: the dragons. While some members regulate their hunting to the vile chromatic dragons and their kin, others see all dragons as abominations, and seek to eliminate all draconic kind they encounter.

Edicts: The cavalier must choose a specific dragon or type of dragon that is their personal hunt. Should his specific dragon be slain he must pick a new dragon or type of dragon within one week. Once the cavalier has encountered a hostile dragon he cannot rest until it is slain or captured. The cavalier must carry with him a piece of any dragon he slays; a symbol to other members of the order of his prowess as a dragonslayer.

Challenges: Whenever an order of the dragonslayer cavalier issues a challenge against a dragon, he gains energy resistance 5 against the energy type of the dragon. This bonus increases by 5 for every four levels the cavalier possesses (to a maximum of 30 at level 20)

Skills: An order of the dragonslayer cavalier adds Knowledge (arcana) and Survival to his list of class skills. An order of the dragonslayer cavalier can attempt Knowledge (arcana) checks untrained. If he has ranks

in Knowledge (arcana), he receives a bonus on the check equal to $\frac{1}{2}$ his cavalier level (minimum +1).

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

Dragontracker (Ex)

At 2nd level, an order of the dragonslayer cavalier grows adept at tracking dragons. He gains a +4 to Survival checks made to track dragons.

Dragonslayer (Ex)

At 8th level, an order of the dragonslayer cavalier becomes a living vessel for destroying dragons. Any attack made by the cavalier against a dragon is treated as having the *dragon bane* enchantment.

Equal and Opposite (Su)

At 15th level, the cavalier becomes the fundamental opposite of his enemy. The cavalier deals double damage on attacks made against dragons of the opposite alignment. For instance, a Good cavalier deals double damage against an Evil dragon. Neutral cavaliers must choose either Good or Evil dragons to deal double damage against.

Order of the Horse

Cavaliers who belong to the order of the horse are loyal to only one thing: their companion. Just as their mount would give its life for them they would give their life for it. The two form a bond that is unshakable.

Edicts: The cavalier must spend at least an hour every day with their mount. The cavalier may never willingly put their mount in a situation it is not likely to survive. He also may not switch mounts under any circumstance except the death of his mount. Should his

Blood & Steel, Book 3: The Cavalier

mount die, the cavalier must spend a month mourning his fallen companion, instead of the regular week, only then may a cavalier of the order of the horse seek out a new mount.

Challenges: Whenever an order of the horse cavalier issues a challenge, he receives a +1 to combat maneuvers so long as he is mounted. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the horse cavalier adds Knowledge (nature) and Heal to his list of class skills. An order of the crow cavalier can attempt Knowledge (nature) checks untrained. If he has ranks in Heal, he receives a bonus on the check equal to $\frac{1}{2}$ his cavalier level (minimum +1) when performing a Heal check on an animal.

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

Stronger Together (Ex)

At 2nd level, an order of the horse cavalier inspires his mount to fight harder. Whenever he is within 30 feet of his mount, the mount gains a +1 morale bonus to attack rolls. This increases by +1 for every four levels the cavalier possesses (to a maximum of +5).

Fast Healing (Su)

At 8th level, the order of the horse cavalier's bond with their mount becomes supernaturally charged. Their mount gains fast healing 1. This fast healing increases by 1 for every four levels the cavalier possesses (to a maximum of +5).

Life Bond (Ex)

At 15th level, the cavalier and his mount willingly protect each other with their lives. When the cavalier's mount is attacked the cavalier may intercede and take the attack instead.

Order of the Martyr

Not every cavalier has a single, solitary purpose their whole life. Some spend countless years attempting to find a purpose. The order of the martyr is comprised of cavaliers who travel the world seeking a cause worthy to die for. They hope to one day find a cause so meaningful that it is worth their very lives and they will not rest until they find it.

Edicts: The cavalier must travel the world seeking worthy causes; he may not spend more than a week in any one location. He must investigate any cause that catches his attention until he determines whether or not it is a suitable final cause. The cavalier must, at some point in their lives, choose their true cause. Once this true cause is chosen they must fight for it until they die or until the cause is won. Once won, an order of the martyr cavalier must wait 30 days, before repeating the process of seeking new causes. Additionally, cavaliers of this order may choose an ongoing cause, such as defending a kingdom or spreading their religion, but once chosen they are incapable of changing the cause and must pursue it for the rest of their days.

Challenges: Whenever an order of the martyr cavalier issues a challenge, he receives a +1 dodge bonus to AC so long as he only has half of his total hit points or less. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the martyr cavalier adds Knowledge (local) and Heal to his list of class skills. An order of the martyr cavalier can attempt Knowledge (local) checks untrained. An order of the martyr cavalier adds $\frac{1}{2}$ his cavalier level (minimum +1) to Heal checks made to provide first aid to a creature.

Blood & Steel, Book 3: The Cavalier

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

Martyrdom (Ex)

Starting at 2nd level, the first time the cavalier takes damage in a battle, the cavalier gains a +1 morale bonus to attack rolls for the next minute. This bonus increases by +1 for every four levels the cavalier possesses (to a maximum of +5 at level 20).

Still Standing (Ex)

At 8th level, the cavalier remains conscious and can continue fighting even if his hit point total is below 0. The cavalier is still staggered and loses 1 hit point each round. The cavalier still dies when his hit point total reaches a negative amount equal to his Constitution score.

A Worthy Cause (Ex)

At 15th level, the cavalier's drive to keep fighting allows them to endure great pain. Once per day, the cavalier can negate a single melee attack from a creature against them. The attack is treated as having missed and deals no damage. This ability must be used before damage is calculated and does not work on critical hits.

Order of the Sky

Some cavaliers dedicate themselves to battlefields or open sea, but the order of the sky knows that the true terrors of this world lurk above. Cavaliers of this order will

do everything in their power to defeat the horrors that darken the skies.

Edicts: The cavalier must be on a constant hunt for some creature capable of flight. He must follow any leads regarding where his chosen target roosts. Once he has found his prey he cannot rest until he or it is slain. After defeating his foe, the cavalier must choose a new hunt within a week's time.

Challenges: Whenever an order of the sky cavalier issues a challenge, he

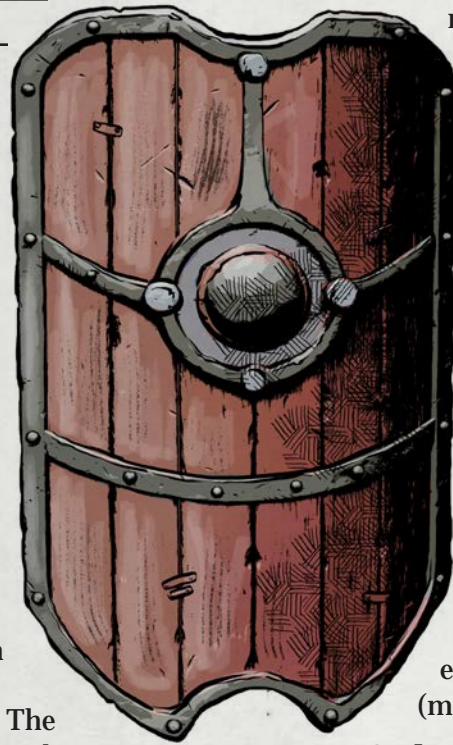
receives a +1 morale bonus on attack rolls against the target of his challenge if the target is flying. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the sky cavalier adds Fly and Knowledge (nature) to his list of class skills. An order of the sky cavalier can attempt Knowledge (nature) checks untrained. If he has ranks in that skill and if a Knowledge (nature) check involves the creature he is hunting, 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 sky gains the following abilities as he increases in level.

Gentle Fall (Ex)

At 2nd level, an order of the sky cavalier becomes skilled at falling great distances without harm. The cavalier always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall).



Blood & Steel, Book 3: The Cavalier

Clipped Wings (Ex)

At 8th level, the cavalier learns to take careful aim at the wings of their foes. When the cavalier confirms a critical hit against a flying creature, the cavalier may cut the creature's movement and fly speed in half for one hour.

Falling Prey (Ex)

At 15th level, an order of the sky cavalier can perform an attack to knock enemies out of the air. As a standard action, the cavalier can make a combat maneuver to pin the wings of the creature, causing it to fall to the ground. The creature cannot fly again for one minute after hitting the ground.

Order of the Third Eye

Cavaliers of the order of the third eye are of a unique breed. A cavalier of the order of the third eye is, early in their lives, granted a vision of their destiny. This order dedicates itself to seeking out the true meaning of this vision and fulfilling their destiny.

Edicts: The cavalier must attempt to learn the secrets of the singular vision they received. He must seek to fit the role they saw for themselves in the vision. He may never attempt to change his fate or seek greater glory than that laid out for him in the vision.

Challenges: Whenever an order of the third eye cavalier issues a challenge, he receives a +1 insight bonus on saves against the target of the challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the third eye cavalier adds Knowledge (religion) and Spellcraft to his list of class skills. An order of the third eye cavalier can attempt Knowledge

(religion) checks untrained. If he has ranks in Spellcraft, as long as the check involves magic of the divination school, 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 third eye gains the following abilities as he increases in level.

Purpose (Ex)

At 2nd level, a cavalier of the order of the third eye is driven to fulfill their destiny, protecting them from situations that might usually maim or kill them. The cavalier may, once a day, reroll a failed saving throw.

Future Sight (Su)

At 8th level, the cavalier is granted brief glimpses into the potential future. Three times a day, as a swift action, an order of the third eye cavalier may gain an insight bonus to attack rolls, AC, or saving throws equal to half their cavalier level (minimum of +1)

Destiny (Su)

At 15th level, the cavalier of the order of the third eye knows their fate involves overcoming a great challenge, and so destiny has granted them the ability to overcome it. The cavalier chooses a save (Fortitude, Reflex, or Will), and gives a permanent luck bonus to that save equal to half the cavalier's level.

Elder's Chosen (Su)

At 8th level, an order of the third eye inspires his people. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier on all attack rolls to allies within 30 feet that are within one step of the cavalier's alignment. This bonus lasts for 1 round. This ability can be used a number of times per day equal to the cavalier's Charisma modifier (minimum of 1).

Blood & Steel, Book 3: The Cavalier

Order of the Word

Not all cavaliers believe that swords and bloodshed are the only way to change the world. The order of the word believe that philosophers, teachers, and writers wield more power than they could ever hope to. As such, the order of the word dedicate themselves to using their prowess with the sword to protect those who wield words.

Edicts: The cavalier must dedicate himself to a speaker, writer, or philosopher and follow their teachings. He must preach the lessons of his master. He must protect their life with his own. If an order of the word cavalier's master is slain and there is no reasonable means by which they can be resurrected, the cavalier must find a new master of similar teachings within one month.

Challenges: Whenever an order of the word cavalier issues a challenge, he receives a +1 morale bonus on Intimidate checks against the target of the challenge. This bonus increases by +1 for every four levels the cavalier possesses (to a maximum of +5 at level 20).

Skills: An order of the word cavalier adds Perform (oratory) and Knowledge (local) to his list of class skills. An order of the word cavalier can attempt Knowledge (local) checks untrained. If he has ranks in that skill and as long as a Perform (oratory) check involves the teachings of his master, 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 word gains the following abilities as he increases in level.

Mocking Words (Su)

At 2nd level, the cavalier learns to distract enemies by insulting them. As a swift action, the cavalier can hurl a flurry of insults at an enemy, distracting them and giving the

cavalier a +2 morale bonus to their next attack. This ability only works on creatures within 90 feet that are able to hear and comprehend the language the cavalier is speaking with. The cavalier may use this ability a number of times a day equal to the cavalier's Charisma modifier (minimum of 1).

Fascinating Words (Su)

At 8th level, an order of the word cavalier can string together a series of confusing, contradictory statements, causing creatures to become fascinated with him. Each creature must be within 90 feet, able to hear and comprehend the language the cavalier is speaking for the ability to work. The cavalier may use this ability a number of times a day equal to the cavalier's Charisma modifier (minimum of 1). Each creature within range receives a Will save (DC 10 + 1/2 the cavalier's level + the cavalier's Cha modifier) to negate the effect. If it fails, the creature sits quietly and attempts to discern the meaning behind the cavalier's words. A cavalier cannot use fascinating words while there is an immediate danger for himself or his targets.

Inspiring Words (Su)

At 15th level, an order of the word cavalier can give an inspiring speech to raise morale. As a standard action the cavalier can grant allies within 90 feet a morale bonus to attack rolls equal to the cavalier's Charisma modifier. This ability lasts one minute. The allies must be able to hear and comprehend the language the cavalier is speaking for the ability to work. The cavalier may use this ability once per battle.

Blood & Steel, Book 3: The Cavalier

New Feats

Below you'll find new feats suitable for use with your cavaliers, though unless noted, they can be used by anyone.

Buffalo Horns (Combat, Teamwork)

You and your allies fan out around an enemy, encircling them.

Prerequisite(s): one teamwork feat

Benefit(s): When you and two or more allies with this feat are adjacent to the same enemy (and at least two of you are flanking said enemy) you gain a +4 flanking bonus to attack rolls instead of the regular +2. Abilities that prevent flanking also prevent this ability.

Diplomatic Plea

You call out to your allies to stand by your claims, giving you much needed credibility.

Prerequisite(s): Exceptional Aid

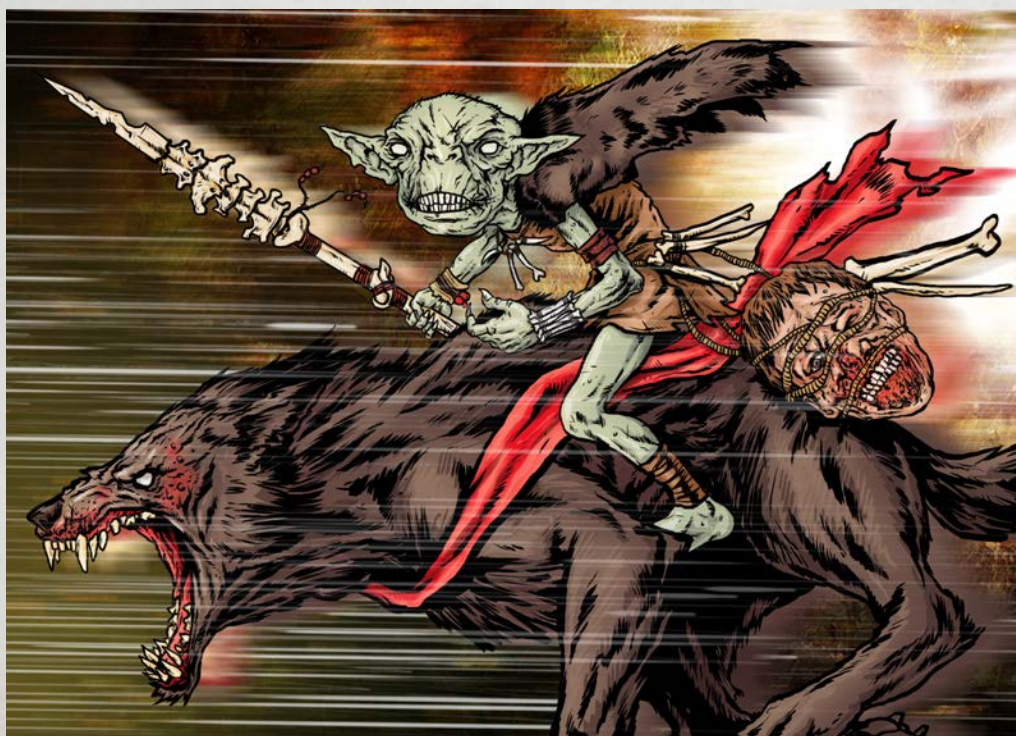
Benefit(s): When you successfully use the aid another action to assist an ally's Diplomacy or Bluff skill check, you add an additional +2 for every ally with this feat within 30 feet.

Final Stand (Combat)

You gain a bonus to offense and defense when facing impossible odds.

Prerequisite(s): Greater Valiant Stand

Benefit(s): When you are below 10% of your maximum hit points and there are no allies within 120 feet, you gain an additional +2 dodge bonus to AC and CMD. This bonus stacks with the AC bonus granted by Greater Valiant Stand. You also gain a +4 morale bonus to attack and damage rolls. This ability lasts one minute from the point you reach 10% of your maximum hit points.



Blood & Steel, Book 3: The Cavalier

Greater Valiant Stand (Combat)

You gain a greater bonus when faced with desperate odds.

Prerequisite(s): Valiant Stand

Benefit(s): When you are below a quarter of your maximum hit points and there are no allies within 60 feet you gain a +2 dodge bonus to your AC and CMD. This ability lasts one minute from the point you reach a quarter of your maximum hit points.

Impaler (Combat)

You impale an enemy, crippling the targeted limb.

Prerequisite(s): Martial Weapon Proficiency, base attack bonus +5

Benefit(s): On a critical hit you may choose to forgo the additional damage in exchange for piercing a body part of the target. The creature must be impaled using a piercing melee weapon. When impaled you may release the weapon or hang on to it, hanging onto it gives you and the opponent the grappled condition. Removing an impaled weapon requires a standard action. Impaler cannot be used on creatures who lack the following body parts.

Leg: If you impale a creature's leg their base move speed is cut in half for one hour.

Arm: If you impale a creature's arm they drop anything held in that arm and that arm cannot pick up or wield any items until the impaled weapon is removed.

Torso: If you impale a creature's torso they take an additional 1d4 bleed damage for 1d6 turns.

Head: If you impale a creature's head they are staggered for 1d4 turns.

To end any continuing effects, the creature may spend an additional standard action

making a heal check (DC 15). Spells such as *lesser restoration* also negate the effect.

Infantry Square (Teamwork)

You and your allies form a defensive square against oncoming attacks.

Prerequisite(s): Combat Expertise

Benefit(s): You gain a +1 dodge bonus to AC for each ally with this feat adjacent to you, to a maximum of +4. Additionally, you and your adjacent allies with this feat cannot be flanked.

Reckless Strike (Combat)

You unexpectedly strike an opponent, ignoring your own personal safety in the process.

Prerequisite(s): base attack bonus +5

Benefit(s): When taking a full attack, you may make an additional melee attack at your highest bonus against a creature on your turn. This extra attack provokes attacks of opportunity. Both you and the creature are treated as flat-footed for the purposes of the attack and any attacks of opportunity invoked from using this feat. This ability may only be used once during a battle.

Sacrificial Strike (Combat)

You impale yourself in order to deal damage to an opponent who has grappled you.

Prerequisite(s): Martial Weapon Proficiency, base attack bonus +5

Benefit(s): When grappled by a creature, you may make an attack roll against them as a standard action by stabbing through yourself. You must have a piercing weapon in hand to do so. Treat the attack as a critical hit against yourself. If you hit your opponent with this attack, they suffer the same amount of damage as you took.

Blood & Steel, Book 3: The Cavalier

Suicidal Strike (Combat)

You carefully target an opponent and strike, leaving yourself open to attack.

Prerequisite(s): Reckless Strike

Benefit(s): Your reckless strike deals double damage, however, all attacks of opportunity against you this turn also deal double damage.

Tortoise Formation (Teamwork)

You and your allies lift your shields around and above you to form an impenetrable bunker.

Prerequisite(s): Shield Wall, Tower Shield Proficiency

Benefit(s): Whenever you are wielding a tower shield and are adjacent to allies wielding tower shields who also have this feat, you may use your tower shield to grant you total cover as usual. Doing so no longer lasts until your next turn. Instead the cover lasts so long as you are adjacent to one of your allies with this feat.

Valiant Stand (Combat)

You gain a bonus to defense when faced with poor odds.

Prerequisite(s): Con 13

Benefit(s): When you are below half your maximum hit points and there are no allies within 30 feet you gain temporary hit points equal to double your Constitution modifier. This ability lasts one minute from the point you reach half your maximum hit points.

Wedge Formation (Combat, Teamwork)

You may charge with an ally and attack a different foe.

Prerequisite(s): Coordinated Charge

Benefit(s): When using Coordinated Charge, you may choose a different creature within range than the creature your ally charged. The new creature must be within 10 feet of the original target.

Blood & Steel, Book 3: The Cavalier

Equipment

Weapons

Below you'll find a series of new weapons for use with the cavaliers in your campaign. Please note that others can use these, but they are thematically appropriate for a cavalier.

Double Spear

This spear differs from most as it possesses a pointed blade on both sides, making it an unpredictable tool. The weapon is too heavy to be used as a throwing weapon but can easily demolish an unsuspecting foe up close. The weapon is, however, difficult to master and requires a skilled hand to use correctly.

Extending Spear

This unique spear is a combination of both a long-spear and a regular spear. The hilt has a series of interlocking pieces that allow it to extend or retract as the wielder sees fit. This spear is, naturally, very powerful as it possesses the reach and throwing abilities of its two component pieces but the hilt's relatively fragile interior makes it unfit for bracing, as it would likely break under the pressure. Extending or retracting the spear is a move action that provokes an attack of opportunity.

Extending Lance

This lance is actually a combination of a standard lance and the light lance variant. The shaft has a series of interlocking pieces that allow it to extend or retract to the wielder's needs. This allows the weapon to be wielded one handed when serving as a light lance or

(Simple)								
Two-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Extending Spear	75 gp	1d6	1d8	x3	20 ft	14 lbs.	P	reach, see text
Hook Spear	12 gp	1d6	1d8	x3	—	6 lbs.	P	brace, trip, see text
(Martial)								
One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Koncerz	12 gp	1d4	1d6	x3	—	5 lbs.	P	reach, see text
Light lance	15 gp	1d6	1d8	x3	—	8 lbs.	P	see text
(Martial)								
Two-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Double Spear	15 gp	1d6/1d6	1d8/1d8	x3	—	8 lbs.	P	brace, double, see text
Extending Lance	100 gp	1d6	1d8	x2	—	16 lbs.	P	reach, see text
Long Hook Spear	14 gp	1d6	1d8	x3	—	9 lbs.	P	brace, reach, trip

Blood & Steel, Book 3: The Cavalier

have reach when being wielded as a regular lance. The weapon's only major drawback is that it lacks the same power and structural strength as regular lances, due to the grooves made to allow it to retract. Extending or retracting the lance is a move action that provokes an attack of opportunity.

Hook Spear



The hook spear is almost identical to a regular spear save for a curved blade that extends directly below the main tip. This curved blade allows the wielder to trip and injure incoming enemies, but reduces the spear's aerodynamic design, making it an inferior thrown weapon.

Koncerz

The koncerz is a unique sword, similar in design to an rapier but with the range of a lance. The weapon is wielded one-handed but has a blade that can extend up to and even beyond five feet. The koncerz was designed to be used atop horseback and deals double damage when used from the back of a charging mount. This weapon counts as a lance for the purposes of the cavalier's supreme charge ability and the Spirited Charge feat.

Light Lance

Smaller and sleeker than regular lances, the light lance is meant to be a more versatile replacement. The weapon sacrifices range to be more useful in single combat when a

horseman is forced to do battle on foot. The light lance still deals double damage when used from the back of a charging mount. This weapon counts as a lance for the purposes of the cavalier's Supreme Charge ability.

Long Hook Spear

The longer variant of the hook spear is exceptionally useful for tripping horsemen and disabling foes from far away. Its only drawback is the increased weight, which makes it more difficult to wield. Only trained warriors know how to effectively wield a long hook spear without slowing themselves down.

Shields

Below you'll find a new shield for use with the cavaliers in your campaign. Please note that others can use these, but they are thematically appropriate for a cavalier.

Blast Shield

Halfway between a heavy steel shield and a tower shield, this bulky steel shield requires a steady hand to wield effectively. Its primary advantage is that its large, dome shape causes shrapnel and debris to simply bounce off, protecting the wearer from blasts. The blast shield negates all splash damage that would normally be applied to the wielder. If the wielder is flat-footed or helpless, the blast shield does not protect them from splash damage.

Shield	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight
						30 ft	20 ft	
Blast Shield	25 gp	+2	—	-4	30%	—	—	30 lbs.

Blood & Steel, Book 3: The Cavalier

Equipment

Below you'll find new equipment for use in your campaigns. As before, this is not exclusive to cavaliers, but is thematically appropriate for them.

Mantlet Shield

This "shield" is a thick wood or metal plate about 5 feet long and 5 feet tall. Cut into the wood are little slots by which archers may fire without stepping out from behind the barricade. The mantlet is propped up on wheels that allow it to be moved while still retaining cover. It grants total cover to anyone directly behind it.

Weapon Mounter

A weapon mounter is a device that can be affixed to a mount's saddle. The mounter may then have any reach piercing weapon attached to it, allowing it to stay steady even when the rider isn't holding it. This allows the mount to, during a charge, substitute its natural attack with the mounted weapon. The weapon, due to having no one guiding it, has a -4 to attack rolls.

Item	Price	Weight
Mantlet shield	45 gp	100 lbs.
Weapon Mounter	100 gp	10 lbs

Magic Items

Below you'll find a series of magic items for use in your campaigns.

Magic Weapons

Lance of the Last Stand

Aura faint abjuration; **CL** 5th; **Weight** 10 lbs.; **Price** 9,310 gp

DESCRIPTION

This lance is emblazoned with a golden griffon along the shaft.

EFFECTS

This *+1 lance* grants the wielder one last chance to avoid death. Once per day, the lance may be activated, granting the wielder temporary hit points equal to 1d10+5. Additionally, the lance creates a 30 ft. magical field around the wielder that grants allies a +2 deflection bonus to their AC. This ability lasts 5 rounds.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *protection from evil, false life*; **Cost** 4,655 gp

Blood & Steel, Book 3: The Cavalier



Mordred

Aura moderate evocation [force]; **CL** 5th; **Weight** 4 lbs.; **Price** 25,315 gp

DESCRIPTION

This black sword gives off an unearthly glow when in the presence of nobility.

EFFECTS

This +2 rivaling longsword allows the wielder to discern information about his target before executing them. Once a day the wielder may point the longsword at a target as a standard action. Doing so reveals the target's alignment and if they hold any noble rank. The wielder then gains a +2 insight bonus on Bluff and intimidate checks against the target, provided they are a noble.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** detect chaos/evil/good/law, bestow insight; **Cost** 12,657 gp

Reverting Koncerz

Aura conjuration; **CL** 9th; **Weight** 5 lbs.; **Price** 20,312 gp

DESCRIPTION

Glittering with inner light, this koncerz is long and makes a quiet ticking sound, almost like a clock.

EFFECTS

This +1 koncerz allows the wielder to briefly cheat the laws of physics. Once per day, the wielder may make a regular charge attack against a creature, but at the end of the charge attack the wielder reverts to their original location prior to the charge as a free action.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** telekinesis; **Cost** 10,156 gp

Sword of the Alliance

Aura moderate transmutation; **CL** 10th; **Weight** 2 lbs.; **Price** 6,310 gp

DESCRIPTION

This shimmering sword has a stylized bear on the hilt, its claw reaching upward to form the blade.

EFFECTS

This +1 shortsword is not meant to destroy enemies itself, but rather to grant allies power to. Once a day when the sword of alliance successfully lands a hit on a creature, it releases a burst of energy that empowers the weapons of all allies within range. All weapons carried by allies within 200 feet gain a +2 enhancement bonus on attack rolls and damage rolls for one minute.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** summon monster I; **Cost** 3,105 gp

Blood & Steel, Book 3: The Cavalier

Magic Weapon Properties

Rivaling

Price +1 bonus

Aura faint enchantment; **CL** 8th;

EFFECTS

A rivaling weapon grows in potential if it has faced a foe before. If the weapon has been used against the opponent in a battle at least once before, the wielder gains a +1 insight bonus to attack rolls and Intimidate checks. This bonus increases by +1 every following time the wielder and the opponent meet in battle (to a maximum of +5).

CONSTRUCTION REQUIREMENTS

Feats Craft Magical Arms and Armor; **Spells** *build trust, bestow insight*; **Cost** +1 bonus

Sacrificial

Price +3 bonus

Aura moderate necromancy; **CL** 11th;

EFFECTS

Upon command, a pale red light emanates from the wielder of a *sacrificial* weapon, growing a deeper shade of red with every moment. The wielder of a sacrificial weapon may sacrifice health to deal extra damage to their target. For every 5 points of health sacrificed, the weapon deals an additional 1d8 of damage on a successful hit (to a maximum of 25 points and 5d8 damage).

CONSTRUCTION REQUIREMENTS

Feats Craft Magical Arms and Armor; **Spells** *bloodsworn retribution*; **Cost** +3 bonus.

Wondrous Items

Blade of Dark Sacrifice

Aura necromancy; **CL** 17th; **Slot** none; **Price** 61,200 gp; **Weight** 1 lb.

DESCRIPTION

An aura of sickness and pain emanates from this simple knife. A simple phrase is written on the blade in draconic: "Death comes for us all."

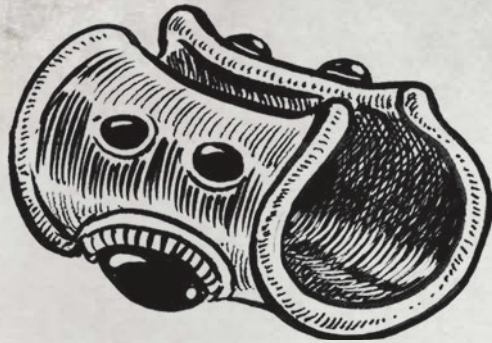
EFFECTS

This blade is far too fragile for actual use in combat, but it is thin and extremely sharp. Once per day as a swift action, the wielder of this blade may plunge it into their own body. Curiously, the weapon does not deal any damage to the body of the wielder but instead inflicts one temporary negative level to them. Afterwards, the wielder may designate a creature within 60 feet. The next time the user lands a successful hit against that target, instead of inflicting damage, they may inflict 2d4 temporary negative levels to the target (Fortitude DC 25 half). The temporary levels for both the wielder and their target dissipate after 24 hours.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *energy drain*; **Cost** 30,600 gp

Blood & Steel, Book 3: The Cavalier



Bracers of the Brotherhood

Aura moderate conjuration; **CL** 7th; **Slot** wrists; **Price** 7,560 gp; **Weight** 2 lbs.

DESCRIPTION

These golden bracers contain two gems, a blue gem in the right bracer, and an orange one in the left.

EFFECTS

These bracers are uniquely designed, the left is meant to be worn by one person and the right by another. The two wearers are bonded together and may communicate telepathically up to 120 feet apart from each other. Additionally, once a day one of the wearers may, as a move action, teleport to the location of the other so long as they are within 800 feet of each other.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *dimension door*; **Cost** 7,560 gp

Gloves of the Phantom Hawk

Aura faint conjuration; **CL** 7th; **Slot** hands; **Price** 10,080 gp; **Weight** 1 lb.

DESCRIPTION

These simple leather gloves are painted a gold, brown, and red in a traditional warhawk style.

EFFECTS

Once per day on command, these gloves summon a phantom hawk to do your bidding for 5 minutes. The hawk is invisible to all but you, and you can see everything through its eyes. The phantom hawk possesses all the same abilities and scores as a regular hawk but is fully controlled by the summoner.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *arcane eye*; **Cost** 5,040 gp

Helm of Unbreakable Bonds

Aura moderate conjuration; **CL** 13th; **Slot** head; **Price** 23,400 gp **Weight** 3 lbs.

DESCRIPTION

This steel helmet is shaped like the skull of a horse, wrapping firmly around the wearer's head.

EFFECTS

Once per day as a swift action, the wearer of this cape may trade hit points with their mount, and vice versa. The wearer and the mount may transfer 3d6 hit points to one another, healing one for the amount and damaging the other.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *greater life conduit*; **Cost** 11,700 gp

Horseshoes of the Pegasus

Aura faint transmutation; **CL** 1st; **Slot** feet; **Price** 1,000 gp; **Weight** 4 lbs.

DESCRIPTION

These light blue horseshoes are exceptionally thick and springy.

Blood & Steel, Book 3: The Cavalier

EFFECTS

The mount wearing these horseshoes always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item **Spells** *feather fall*; **Cost** 500 gp

Hussar's Wings

Aura moderate enchantment; **CL** 6th; **Slot** shoulders; **Price** 10,600 gp; **Weight** 10 lbs.

DESCRIPTION

These beautiful black, red, and gold wings expand far behind the wearer, casting a long black shadow behind them wherever they go.

EFFECTS

The wearer gains a +4 competence bonus on charge attacks. Additionally, if the wearer has levels in cavalier with the winged hussar archetype, the range of their painted wings and terrifying wings abilities are doubled.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item **Spells** *heroism*; **Cost** 5,300 gp

Mask of the Revolution

Aura moderate illusion; **CL** 13th; **Slot** face; **Price** 7,050 gp; **Weight** 1 lb.

DESCRIPTION

This simple metal mask is solid black and nearly featureless, only possessing two tiny slits for eyeholes.

EFFECTS

The mask grants a +5 competence bonus to Disguise and Bluff checks made by the wearer. Additionally, when the wearer slays a person they may erase all depictions of that person,

be it paintings, descriptions, or otherwise, and replace it with one of the wearer and their mask. Doing so consumes the mask and gives all of the depictions a faint magical illusion aura. This ability does not affect magical depictions of the target. The mask may only be used this way once.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *permanent hallucination*; **Cost** 7,050 gp

Orb of the Steed

Aura moderate conjuration; **CL** 5th; **Slot** none; **Price** 16,875 gp; **Weight** 5 lbs.

DESCRIPTION

This reddish black orb floats a few feet behind its owner, rotating slowly along its own axis.

EFFECTS

Three times a day, by speaking a command word to the orb, it will transform into a large, quasi-real horse made of black flames and ash. The ashen horse does not fight but animals will avoid it and refuse to attack it. The horse will remain for 5 hours, then it will reform back into the orb.

The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 12 hit points. If it loses all its hit points, the ashen horse disappears. The ashen horse has a speed of 50 feet and can bear the rider's weight plus up to 50 pounds.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *phantom steed*; **Cost** 8,437 gp

Blood & Steel, Book 3: The Cavalier

Quiver of Surprising Speed

Aura faint divination; **CL** 8th; **Slot** none;
Price 8,675 gp; **Weight** 1 lb.

DESCRIPTION

This quiver is adorned with charms and symbols of various animals, mostly swift birds of prey.

EFFECTS

Three times per day, as a free action, the wearer of this quiver may pull a projectile or thrown weapon from this quiver and grant it incredible speed and accuracy. The projectile gains a +20 competence bonus to the next attack roll made with it and cannot be deflected using feats such as Deflect Arrows.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *true strike*;
Cost 4,337 gp

Ring of Icy Sacrifice

Aura moderate evocation [cold]; **CL** 10th;
Slot ring; **Price** 80,000 gp; **Weight** —

DESCRIPTION

This royal blue ring is simple, but the gem in its center looks like an open eye.

EFFECTS

When the wearer is reduced to below 0 hit points this ring activates, causing an explosion of frost and ice to burst from the wearer's body. The explosion inflicts 10d8 points of cold damage to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet (Reflex DC 20 half). The wearer automatically takes half damage from the explosion, without a saving throw, but any other energy resistance or energy immunity effects in place can prevent or lessen the overflow damage caused

by the explosion. Additionally, if the explosion is enough to kill the wearer, their body is transformed into a frozen statue of their final moment, a permanent monument to their sacrifice. This statue can only be removed if the magic of the ring is dispelled.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *detonate*;
Cost 40,000 gp

Winged Saddle

Aura moderate transmutation; **CL** 10th; **Slot** none; **Price** 54,000 gp; **Weight** 7 lbs.

DESCRIPTION

This gold and white saddle is emblazoned with feathers and an ornate depiction of a pegasus.

EFFECTS

When placed on a mount, the mount gains a pair of spectral bat or bird wings that empower it with a fly speed of 60 feet (average maneuverability), also granting a +5 competence bonus on Fly skill checks.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item **Spells** *fly*; **Cost** 27,000 gp

Blood & Steel, Book 3: The Cavalier

Magic Armor

Properties

Allied

Aura faint abjuration; **CL** 4th;

EFFECTS

Whenever the wearer is within 30 feet of an ally who is also wearing *allied* armor the two are granted a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, hit point damage dealt to either ally is split between both. This ability immediately ends if the wearers are more than 30 feet apart from each other.

If more than two people possess *allied* armor within 30 feet of each other the wearer may choose who they are splitting damage with.

CONSTRUCTION REQUIREMENTS

Feats Craft Magical Arms and Armor; **Spells** *shield other*; **Cost** +1 bonus

Memorable

Aura faint enchantment; **CL** 8th;
Price +2 bonus

EFFECTS

Memorable armor retains memories of an opponent that has struck its wearer before. If the opponent has made a successful attack roll against the wearer in a previous battle the wearer gains a +1 insight bonus to AC. This bonus increases by +1 every following time the

wearer and the opponent meet in battle (to a maximum of +5).

CONSTRUCTION REQUIREMENTS

Feats Craft Magical Arms and Armor; **Spells** *bestow insight, build trust*; **Cost** +2 bonus

Unremarkable

Aura moderate transmutation; **CL** 10th; **Price** +1 bonus.

EFFECTS

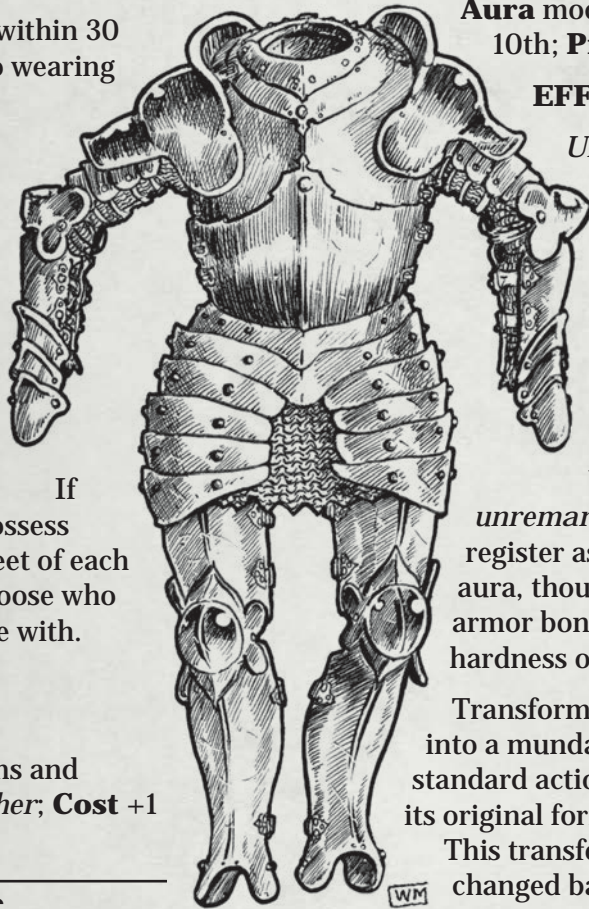
Unremarkable armor alters its shape at its wearer's command, transforming into clothing of the wearer's choice. The clothing must be sized for a creature of the same size as the wearer.

While transformed, *unremarkable* armor doesn't register as magical, as per magic aura, though it retains the weight, armor bonus, hit points, and any hardness of its original form.

Transforming *unremarkable* armor into a mundane form requires a standard action, while returning it to its original form requires a move action. This transformation lasts until it is changed back into its original form or has been left unattended for 8 hours, whichever comes sooner.

CONSTRUCTION REQUIREMENTS

Feats Craft Magical Arms and Armor; **Spells** *major creation*; **Cost** +1 bonus



Blood & Steel, Book 3: The Cavalier

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