

## Sootscale

Female kobold cavalier 9 (beast rider)

LE Small humanoid (kobold)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

**Languages** Common, Draconic

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### DEFENSE

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**AC** 29, touch 14, flat-footed 26 (+8 armor, +3 Dex, +2 natural, +5 shield, +1 size)

**hp** 85 (9 HD)

**Fort** +8, **Ref** +7, **Will** +6

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** +2 *mithral longsword* +15 (1d6+5/19-20) or  
+2 *mithral longsword* +12 (1d6+11/19-20) with Power Attack, or  
mwk lance +14 (1d6+3/×3) or  
mwk lance +11 (1d6+9/×3) with Power Attack

**Ranged** mwk composite longbow +14 (1d6+3/×3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance)

**Special Attacks** cavalier's charge, challenge 3/day (+9 damage, +3 allies' attacks)

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### STATISTICS

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**Abilities** Str 16 (+3), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 14 (+2), Cha 14 (+2)

**Base Atk** +9; **CMB** +11 (+13 with longsword); **CMD** 24

**Feats** Escape Route<sup>B</sup>, Mounted Combat, Mounted Shield, Power Attack<sup>B</sup>, Ride-By Attack, Shield Focus, Spirited Charge

**Skills** Craft (traps) +14, Handle Animal +14 (+18 with animal companion), Linguistics +1, Ride +15, Stealth +19; **Armor Check Penalty** -0; **Racial Bonus** +2 Craft (traps), +2 Perception, +2 Profession (miner)

**SQ** aid allies +3, banner, exotic mount (giant scorpion), order (Dragon), tactician 2/day (7 rounds)

**Combat Gear** durable arrows (20); **Other Gear** +2 *heavy mithral shield*, +2 *mithral agile breastplate*, +2 *mithral longsword*, *amulet of natural armor* +1, *belt of giant strength* +4, *cloak of resistance* +1, masterwork composite longbow (+3 strength bonus), masterwork lance, tender (1,019gp)

**Encumbrance** light 57 lb., medium 114 lb. 12 oz., heavy 172 lb. 8 oz.; **Weight Carried** 23 lb. (excluding tender)

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### SPECIAL ABILITIES

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**Aid Allies (Ex)** Whenever you use the aid another action to assist one of your allies, the ally receives a +4 bonus to his Armor Class, attack roll, saving throw, or skill check.

**Banner (Ex)** Your banner becomes a symbol of inspiration to your allies and companions. As long as your banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. The banner must be at least Small or larger and must be carried or displayed by you or your mount to function.

**Cavalier's Charge (Ex)** You learn to make more accurate charge attacks while mounted. You receive a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, you do not suffer any penalty to your AC after making a charge attack while mounted.

**Challenge (Ex)** Twice per day, you can challenge a foe to combat. As a swift action, you choose one target within sight to challenge. Your melee attacks deal extra damage whenever the attacks are made against the target of your challenge. This extra damage is equal to your cavalier level. Challenging a foe requires much of your concentration. You take a -2 penalty to your Armor Class, except against attacks made by the target of your challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. In addition, whenever you issue a challenge, your allies receive a +3 circumstance bonus on melee attack rolls against the target of your challenge whenever you are threatening the target.



**Strategy (Ex)** You can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including yourself). The allies must be able to see or hear you to receive this bonus. You can grant a +2 dodge bonus to AC for 1 round, a +2 morale bonus on all attack rolls for 1 round, or the ability to move up to their speed as an immediate action once. The cavalier can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

**Tactician (Ex)** Twice per day as a standard action, you can grant one of your teamwork class bonus feats to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two cavalier levels you possess. Allies do not need to meet the prerequisites of these bonus feats.

## Draco

Giant Scorpion Animal Companion (charger)

N Large vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

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### DEFENSE

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**AC** 28, touch 10, flat-footed 27 (+5 armor, +1 Dex, +10 natural, +3 shield, –1 size)

**hp** 68 (8 HD)

**Fort** +7, **Ref** +5, **Will** +4; –2 vs. pain effects

**Defensive Abilities** evasion; **Immune** fatigue

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### OFFENSE

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**Speed** 40 ft. (8 squares); 55 ft. when charging or withdrawing

**Melee** 2 claws +12 (1d6+6 plus grab) and sting +11 (1d6+6 plus poison) or

2 claws +10 (1d6+10 plus grab) and sting +9 (1d6+10 plus poison) with Power Attack

**Space** 10 ft.; **Reach** 10 ft.

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### STATISTICS

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**Abilities** Str 22 (+6), Dex 13 (+1), Con 16 (+3), Int 2 (–4), Wis 10 (+0), Cha 2 (–4)

**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 24 (36 vs. overrun and trip)

**Feats** Armor Proficiency (light<sup>B</sup>), Iron Will, Power Attack, Toughness, Weapon Focus (claw)

**Skills** Stealth +6; **Check Penalty** –2 Strength- and Dexterity-based skills while wearing barding stitches

**SQ** combat trained, link, tricks (advanced attack, come, defend, down, flank, guard, hunt, heel, sneak)

**Gear** +1 mithral shirt barding, barding stitches, bit and bridle, exotic military saddle, saddlebags

**Encumbrance** light 519 lb., medium 1,038 lb., heavy 1,560 lb.; **Weight Carried** 70 lb. (excluding rider)

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### SPECIAL ABILITIES

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**Barding Training (Ex)** Your mount's armor check penalty for wearing barding or for carrying a medium load is reduced by 2 and the maximum Dexterity bonus for its armor and load increase by 2. In addition, your mount's speed is not reduced for wearing heavy armor or carrying a heavy load.

**Link (Ex)** You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Mounted Challenge (Ex)** When ridden by you, your mount gains half of the bonuses and penalties granted by your cavalier's challenge class feature.

**Poison (Ex)** Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.