

## Magora Coldheart

Female gripli cavalier 5 (beast rider)

NG Small humanoid (gripli)

**Init** +3; **Senses** darkvision 60 ft.; Perception +10

**Languages** Boggard, Common, Gripli

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### DEFENSE

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**AC** 24, touch 14, flat-footed 21 (+7 armor, +3 Dex, +3 shield, +1 size)

**hp** 50 (5 HD)

**Fort** +7, **Ref** +5, **Will** +4

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### OFFENSE

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**Speed** 30 ft. (6 squares), climb 20 ft.

**Melee** +1 *longsword* +9 (1d6+3/19-20) or  
+1 *longsword* +13 (2d6+6/19-20) with Spirited Charge, or  
+1 *lance* +9 (1d6+3/×3) or  
+1 *lance* +13 (3d6+9/×3) with Spirited Charge

**Ranged** mwk composite longbow +10 (1d6+2/×3) or  
net +9 touch (entangle)

**Special Attacks** cavalier's charge, challenge 2/day (+5 damage, +2 allies' attacks)

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### STATISTICS

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**Abilities** Str 14 (+2), Dex 16 (+3), Con 14 (+2), Int 13 (+1), Wis 14 (+2), Cha 10 (+0)

**Base Atk** +5; **CMB** +6; **CMD** 19

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

**Skills** Climb +15, Handle Animal +8, Perception +10, Ride +8 (+12 with Darter), Stealth +4 (+8 in marshes or forests), Survival +10 (+12 to help allies find food or avoid weather hazards), Swim +7; **Armor Check Penalty** -3; **Racial Bonus** +4 Stealth in marshes or forests

**SQ** aid allies +3, banner, exotic mount (giant frog), order (Dragon), swamp stride, tactician (5 rounds), weapon familiarity

**Combat Gear** bronze-headed darkwood arrows (20), *potions of cure light wounds* (20); **Other Gear** +1 bronze breastplate, +1 heavy darkwood shield, +1 darkwood lance, +1 bronze longsword, banner (mounted on back of breastplate), *cloak of resistance* +1, darkwood composite longbow (+2 strength bonus), nets (3), tender (57gp)

**Encumbrance** light 43 lb. 8 oz., medium 87 lb., heavy 131 lb. 4 oz.; **Weight Carried** 27 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 +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8<sup>th</sup>-level, and every six levels thereafter, this bonus increases by an additional +1.

**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



+1 circumstance bonus on melee attack rolls against the target of your challenge whenever you are threatening the target. This bonus increases by +1 for every four cavalier levels you possess.

**Swamp Stride (Ex)** You can move through difficult terrain at your normal speed while within a swamp. Magically altered terrain affects you normally.

**Tactician (Ex)** Once 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.

## Darter

Giant Frog Animal Companion

N Medium animal

**Init** +3; **Senses** low-light vision, scent; **Perception** –1

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### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

**hp** 45 (5 HD)

**Fort** +7, **Ref** +7, **Will** +0

**Defensive Abilities** evasion

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### OFFENSE

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

**Melee** bite +7 (1d6+4 plus grab) or  
tongue +7 (grab/pull)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

**Special Attacks** pull (tongue, 5 ft.), swallow whole (1d4 bludgeoning damage, AC 11, 4 hp), tongue

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### STATISTICS

**Abilities** Str 18 (+4), Dex 16 (+3), Con 16 (+3), Int 2 (–4), Wis 9 (–1), Cha 6 (–2)

**Base Atk** +3; **CMB** +7; **CMD** 20 (24 vs. overrun and trip)

**Feats** Armor Proficiency (light), Endurance<sup>B</sup>, Escape Route, Skill Focus (acrobatics)

**Skills** Acrobatics +13, Swim +11; **Armor Check Penalty** –1

**SQ** combat trained, link, tricks (attack, come, defend, down, fetch, guard, heel, stay)

**Gear** bit and bridle, exotic military saddle, masterwork chain shirt barding, saddlebags

**Encumbrance** light 150 lb., medium 300 lb., heavy 450 lb.; **Weight Carried** 74 lb.

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### SPECIAL ABILITIES

**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.

**Pull (Ex)** A giant frog can choose to make a free combat maneuver check with a successful tongue attack. If successful, this check pulls a creature 5 feet closer. This ability only works on creatures of a size equal to or smaller than the giant frog. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

**Swallow Whole (Ex)** If a giant frog begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent must be up to one size category smaller than the giant frog. Being swallowed causes a creature to take damage each round, as shown above. A swallowed creature keeps the grappled condition, while the giant frog does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to  $\frac{1}{10}$  the giant frog's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a giant frog is normally  $10 + \frac{1}{2}$  its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the giant frog cannot use swallow whole



again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the giant frog's mouth, where it may be bitten or swallowed again.

**Tongue (Ex)** A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.