Encounter 1 All ATLS

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice:	3d10+3 plus 6d6+6
Hit Points:	55
Initiative:	+6
Speed:	Walk 40 ft.
AC:	18 (flatfooted 16, touch 12)
Base	+7/+9
Attack/Grapple:	+77+5
Attacks:	Longsword +1 +11;Longbow (Composite/Masterwork)
Allacks.	+10;
Full Attack	<i>Longsword +1</i> +11/+6;Longbow
	(Composite/Masterwork) +10/+5
Domogou	
Damage:	Longsword +1 1d8+3;Longbow
Face / Beach	(Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, <i>detect evil</i> , divine
Qualities:	grace, divine health, fast movement (10ft), improved
	uncanny dodge, internal compass, lay on hands,
	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	slippery mind , trackless step, trap sense +1,
	woodcraft, woodland stride, +4 on saves against
0	charm effects, +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2),
	WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 8; Bluff 7; Climb 2; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 8; Forgery 8; Gather Information 7; Heal
	3; Hide 2; Intimidate 3; Jump 2; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 8; Ride 8;
_	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Improved Initiative,
	Mounted Combat, Noble Bearing, Shield Proficiency,
	Simple Weapon Proficiency, Skill Focus (Disguise),
	Tower Shield Proficiency, Weapon Focus
	(Longsword),
Alignment:	Lawful Good
Possessions: A	rrows (20); Longsword +1; Buckler +1; Studded Leather armor +1; am

Possessions: Arrows (20); Longsword +1; Buckler +1; Studded Leather armor +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Encounters 3A and B

<u>All ATLS</u>

Gray Delver Fighters x2 Medium-size Male Human (Kalamaran) Fighter6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple: Attacks:	(6d10)+18 58 +5 Walk 20 ft. 21 (flatfooted 20, touch 11) +6/+10 Battleaxe +1 +12;Longbow (Composite/Masterwork)
	+8
Full Attack	Battleaxe +1 +12/+7;Longbow (Composite/Masterwork) +8/+3;
Damage:	<i>Battleaxe</i> +1 1d8+7;Longbow (Composite/Masterwork) 1d8+4
Face / Reach: Special Qualities:	5 ft. / 5 ft.
Saves:	Fortitude: +8, Reflex: +3, Will: +2
Abilities:	STR 19 (+4), DEX 13 (+1), CON 16 (+3), INT 11 (+0), WIS 10 (+0), CHA 10 (+0)
Skills: Feats:	Appraise 0; Balance -3; Bluff 0; Climb 7; Concentration 3; Craft (Untrained) 0; Diplomacy 0; Disguise 0; Escape Artist -3; Forgery 0; Gather Information 0; Heal 0; Hide -5; Intimidate 0; Jump -8; Listen 0; Move Silently -5; Ride 10; Search 0; Sense Motive 0; Spot 0; Survival 0; Swim -8; Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Cleave, Dodge, Improved Bull Rush, Improved Initiative, Martial Weapon Proficiency, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe) True Neutral
Alignment:	The neutral

Possessions: Arrows (20); Battleaxe +1; Buckler; Full Plate +1; Gauntlets of Ogre Power; Longbow (Composite/Masterwork); Outfit (Explorer's);

Gray Delvers Cleric Medium-size Male Human (Kalamaran) Cleric6

Hit Dice:	(6d8)+12
Hit Points:	45
Initiative:	+0
Speed:	Walk 20 ft.
AC:	19 (flatfooted 19, touch 10)
Base	+4/+7
Attack/Grapple:	
Attacks:	Greatsword (Masterwork) +9;
Full Attacks:	Greatsword (Masterwork) +9;

Damage: Face / Reach: Special Qualities: Saves: Abilities:	Greatsword (Masterwork) 2d6+4; ; 5 ft. / 5 ft. Spontaneous casting, Turn Undead (Su) 9/day (turn level 7) (turn damage 2d6+9) Fortitude: +7, Reflex: +2, Will: +9 STR 16 (+3), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 19 (+4), CHA 14 (+2)
Skills:	Appraise 0; Balance -5; Bluff 2; Climb -2; Concentration 11; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 4; Hide -5; Intimidate 2; Jump -8; Knowledge (Religion) 9; Listen 4; Move Silently -5; Ride 0; Search 0; Sense Motive 4; Spellcraft 9; Spot 4; Survival 4; Swim -7;
Feats: Alignment:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Empower Spell, Extra Turning, Improved Turning, Martial Weapon Proficiency (Greatsword), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Greatsword) Lawful Good
3	

Possessions: Full Plate +1; Greatsword (Masterwork); Gauntlets of Ogre Power; Outfit (Explorer's); Periapt of Wisdom +2; Wand of Bull's Strength;

Deity: Deb'Fo *Domains*: War(Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.) Good(You cast good spells at +1 caster level.) Spells: Spells per Day: (5/4+1/4+1/3+1/0/0/0/0/ DC:14+spell level) Cleric - Known: Level 0: Cure Minor Wounds, Detect Magic, Detect Poison, Light, Level 1: Bless, Divine Favor, Doom, Magic Weapon(Domain), Level 2: Aid, Bear's Endurance, Bull's Strength, Sound Burst, Spiritual Weapon(Domain), Level 3: Glyph of Warding, Magic Vestment(Domain), Prayer, Searing Light,

Gray Delvers Druid Medium-size Male Human (Kalamaran) Druid6

Hit Dice:	(6d8)+12
Hit Points:	45
Initiative:	+2
Speed:	Walk 30 ft.
AC:	15 (flatfooted 13, touch 12)
Base	+4/+5

Attack/Grapple: Attacks:	Sling (Masterwork) +7; Spear +1 +6;Spear +1
Full Attack:	(Thrown) +7; Sling (Masterwork) +7; <i>Spear +1</i> +6; <i>Spear +1</i> (Thrown)
	+7;
Damage:	Sling (Masterwork) 1d4+1; <i>Spear +1</i> 1d8+2; <i>Spear +1</i> (Thrown) 1d8+2;
Face / Reach:	5 ft. / 5 ft.
Special	Animal Companion (Ex), Nature Sense (Ex), Resist
Qualities:	Nature's Lure (Ex), Trackless Step (Ex), Wild Empathy (Ex) +9, Wild Shape (Su) 2/day for 6 hours, Woodland Stride (Ex)
Saves:	Fortitude: +7, Reflex: +4, Will: +9
Abilities:	STR 12 (+1), DEX 14 (+2), CON 14 (+2), INT 12 (+1),
	WIS 19 (+4), CHA 12 (+1)
Skills:	Appraise 1; Balance 2; Bluff 1; Climb 1; Concentration 11; Craft (Untrained) 1; Diplomacy 1; Disguise 1; Escape Artist 2; Forgery 1; Gather Information 1; Handle Animal 10; Heal 13; Hide 2; Intimidate 1; Jump 1; Knowledge (Nature) 14; Listen 9; Move Silently 2; Ride 4; Search 1; Sense Motive 4; Spot 8; Survival 15; Survival (Natural environments) 17; Swim 1;
Feats:	Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Natural Spell, Quicken Spell, Reach Spell, Shield Proficiency
Alignment:	True Neutral

Possessions: Bullets, Sling (10); Leather +1; Outfit (Peasant's); Periapt of Wisdom +2; Potion of Barkskin +2; Potion of Neutralize Poison; Sling (Masterwork); Spear +1;

Spells:

Spells per Day: (5/4/4/3/0/0/0/0/ DC:14+spell level) **Druid - Known: Level 0:** Cure Minor Wounds X2, Detect Magic, Detect Poison, Light, **Level 1:** Cure Light Wounds, Entangle, Goodberry, Produce Flame, **Level 2:** Bear's Endurance, Flame Blade, Soften Earth and Stone, Summon Swarm, **Level 3:** Call Lightning, Cure Moderate Wounds, Neutralize Poison,

Gray Delvers Rogue Medium-size Male Elf (High) Rogue6

Hit Dice:	(6d6)
Hit Points:	26
Initiative:	+5
Speed:	Walk 30 ft.
AC:	18 (flatfooted 18, touch 15)
Base	+4/+5
Attack/Grapple:	
Attacks:	Longbow +9; <i>Rapier +1</i> +10;
Full Attacks:	Longbow +9; <i>Rapier +1</i> +10;
Damage:	Longbow 1d8; <i>Rapier +1</i> 1d6+2; ;

Face / Reach: Special Qualities:	5 ft. / 5 ft. +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Evasion (Ex), Immunity to magic sleep effects., Sneak Attack +3d6, Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge (Dex bonus to AC)
Saves:	Fortitude: +2, Reflex: +10, Will: +3
Abilities:	STR 12 (+1), DEX 21 (+5), CON 10 (+0), INT 14 (+2), WIS 12 (+1), CHA 12 (+1)
Skills:	Appraise 2; Balance 16; Bluff 1; Climb 10; Concentration 0; Craft (Untrained) 2; Diplomacy 1; Disguise 10; Escape Artist 14; Forgery 2; Gather Information 1; Heal 1; Hide 14; Intimidate 1; Jump 8; Listen 12; Move Silently 14; Ride 5; Search 12; Sense Motive 1; Spot 12; Survival 1; Swim 1; Tumble 16;
Feats:	Armor Proficiency (Light), Combat Reflexes, Simple Weapon Proficiency, Stealthy, Weapon Finesse
Alignment:	Chaotic Neutral

Possessions: Arrows (20); Thieves' Tools; Gloves of Dexterity +2; Leather +1; Longbow; Outfit (Explorer's); Rapier +1;

Gray Delvers Wizard Medium-size Male Human (Kalamaran) Wizard6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple:	(6d4)+12 31 +6 Walk 30 ft. 13 (flatfooted 11, touch 13) +3/+3
Attacks:	Dagger +3;Dagger (Thrown) +5;
Full Attack:	Dagger +3;Dagger (Thrown) +5;
Damage:	Dagger 1d4; Dagger (Thrown) 1d4;
Face / Reach:	5 ft. / 5 ft.
Special	Summon Familiar
Qualities: Saves:	Fortitude: +4, Reflex: +4, Will: +5
Abilities:	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 21 (+5),
	WIS 10 (+0), CHA 8 (-1)
Skills:	Appraise 5; Balance 2; Bluff -1; Climb 0; Concentration 11; Craft (Untrained) 5; Diplomacy 1; Disguise -1; Escape Artist 2; Forgery 5; Gather Information -1; Heal 0; Hide 2; Intimidate -1; Jump 0; Knowledge (Arcana) 14; Knowledge (Geography) 14; Knowledge (Nobility and Royalty) 14; Knowledge (The Planes) 14; Listen 0; Move Silently 2; Ride 2; Search 5; Sense Motive 0; Spellcraft 16; Spot 0; Survival 0; Swim 0; Use Magic Device 3;
Feats:	Combat Casting, Heighten Spell, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell

Focus (Evocation)Alignment:Chaotic Good

Possessions: Wand of Acid Arrow; Dagger; Elixir of Fire Breath; Headband of Intellect +2; Outfit (Scholar's); Ring of Protection +1;

Spells:

Spells per Day: (4/5/4/3/0/0/0/0// DC:15+spell level) Wizard - Known: Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue Level 1: Charm Person, Color Spray, Comprehend Languages, Identify, Mage Armor Level 2: Acid Arrow, Cat's Grace, Invisibility, Scorching Ray Level 3: Dispel Magic, Fireball, Flame Arrow, Haste, Heroism, Lightning Bolt

Protectors of the Word Bard Medium-size Male Human (Kalamaran) Bard6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(6d6)+6 32 +2 Walk 30 ft. 18 (flatfooted 16, touch 12) +4/+5
Attack/Grapple:	
Attacks:	Rapier +1 +6;Shortbow +1 (Composite) +7;
Full Attack:	Rapier +1 +6;Shortbow +1 (Composite) +7;
Damage:	Rapier +1 1d6+2;Shortbow +1 (Composite) 1d6+2
Face / Reach:	5 ft. / 5 ft.
Special	Bardic knowledge (+8), Bardic music 6/day,
Qualities:	Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 6 rounds, Inspire
	Competence (Su) +2 to skill checks for up to 2
	minutes, Inspire Courage (Su) +1 to saves against
	charm or fear effects and +1 morale bonus on attack
	and damage rolls., May wear light armor without
	incurring the normal arcane spell failure chance.,
	Suggestion (Sp) Will DC 17 negates - does not count
	against Bardic Music uses
Saves:	Fortitude: +3, Reflex: +7, Will: +5

Abilities:	STR 12 (+1), DEX 14 (+2), CON 12 (+1), INT 14 (+2), WIS 10 (+0), CHA 19 (+4)
Skills:	Appraise 2; Balance 2; Bluff 9; Climb -1; Concentration 10; Craft (Untrained) 2; Diplomacy 6; Disguise 4; Escape Artist 0; Forgery 2; Gather Information 13; Heal 0; Hide 4; Intimidate 6; Jump 7; Knowledge (History) 6; Listen 6; Move Silently 0; Perform (Comedy) 16; Ride 2; Search 2; Sense Motive 4; Speak Language(Dejy (Khydo, southern), Dejy (Narhino), Fhokki) 3; Spot 0; Survival 0; Swim 1; Tumble 11; Use Magic Device 13;
Feats:	Armor Proficiency (Light), Jack Of All Trades, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Perform (Comedy)), Spell Penetration, Weapon Finesse
Alignment:	Chaotic Good

Possessions: Arrows (20); Buckler; Chain Shirt +1; Cloak of Charisma +2; Outfit (Entertainer's); Rapier +1; Shortbow +1 (Composite);

Spells:

Spells per Day: (3/4/3/0/0/0/0/0/ DC:14+spell level) Bard - Known: Level 0: Detect Magic, Know Direction, Light, Lullaby, Mage Hand, Read Magic Level 1: Comprehend Languages, Cure Light Wounds, Hideous Laughter, Summon Monster I Level 2: Cat's Grace, Cure Moderate Wounds, Sound Burst

Protectors of the Word Cleric Medium-size Male Human (Kalamaran) Cleric6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Groppics	(6d8) 33 +0 Walk 20 ft. 21 (flatfooted 21, touch 10) +4/+6
Attack/Grapple: Attacks:	Morningstar +1 +7;
Full Attack:	Morningstar +1 +7;
Damage:	Morningstar +1 1d8+3; ;
Face / Reach:	5 ft. / 5 ft.
Special	Spontaneous casting, Turn Undead (Su) 9/day (turn
Qualities:	level 6) (turn damage 2d6+8)
Saves:	Fortitude: +5, Reflex: +2, Will: +9
Abilities:	STR 14 (+2), DEX 10 (+0), CON 10 (+0), INT 14 (+2), WIS 19 (+4), CHA 14 (+2)
Skills:	Appraise 2; Balance -7; Bluff 2; Climb -5; Concentration 9; Craft (Untrained) 2; Diplomacy 2; Disguise 2; Escape Artist -7; Forgery 2; Gather Information 2; Heal 13; Hide -7; Intimidate 2; Jump - 11; Knowledge (Religion) 11; Knowledge (The Planes) 11; Listen 4; Move Silently -7; Ride 0; Search 2; Sense Motive 4; Spellcraft 11; Spot 4; Survival 4; Swim -12;

Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extend
	Spell, Extra Turning, Power Attack, Shield Proficiency, Simple Weapon Proficiency
A 12	
Alignment:	Lawful Good

Possessions: Full Plate +1; Potion of Bull's Strength; Morningstar +1; Outfit (Scholar's); Periapt of Wisdom +2; Potion of Neutralize Poison; Shield, Heavy;

Deity: Speaker of the Word *Domains*: Knowledge(All knowledge skills are class skills. You cast divinations at +1 caster level.) Strength(You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.) *Spells:*

Spells per Day: (5/4+1/4+1/3+1/0/0/0/0/ DC:14+spell level)

Cleric - Known:

Level 0: Cure Minor Wounds x2, Detect Magic, Detect Poison, Purify Food and Drink, Level 1: Cause Fear, Command, Divine Favor, Doom, Enlarge Person (Domain), Level 2: Aid, Bull's Strength(Domain), Eagle's Splendor, Enthrall, Summon Monster II, Level 3: Bestow Curse, Magic Vestment (Domain)Prayer, Summon Monster III,

Protectors of the Word Monk Medium-size Male Human (Brandobian) Monk6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(6d8)+12 45 +6 Walk 50 ft. 18 (flatfooted 16, touch 16) +4/+6
Attack/Grapple:	
Attacks:	Unarmed Strike +7; Shuriken +6; Sling (Masterwork) +7;
Full Attacks:	Unarmed Strike +6/+6; Shuriken +5/+5; Sling (Masterwork) +7
Damage:	Unarmed Strike 1d8+2; Shuriken 1d2+2; Sling (Masterwork) 1d4+2;
Face / Reach:	5 ft. / 5 ft.
Special	Evasion (Ex), Flurry of Blows (Ex), Ki Strike (Magic),
Qualities:	Purity of Body (Ex), Slow Fall (30), Still Mind (Ex), Stunning Fist attack 6/day (DC 15)
Saves:	Fortitude: +8, Reflex: +8, Will: +8

Abilities:	STR 14 (+2), DEX 14 (+2), CON 14 (+2), INT 14 (+2), WIS 15 (+2), CHA 10 (+0)
Skills:	Appraise 2; Balance 13; Bluff 0; Climb 2; Concentration 2; Craft (Untrained) 2; Diplomacy 0; Disguise 0; Escape Artist 10; Forgery 2; Gather Information 0; Heal 2; Hide 11; Intimidate 0; Jump 21; Knowledge (Arcana) 3; Knowledge (Geography) 3; Knowledge (History) 3; Listen 7; Move Silently 16; Ride 2; Search 2; Sense Motive 2; Spot 2; Survival 2; Swim 2; Tumble 13;
Feats:	Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (Unarmed Strike)
Alignment:	Lawful Neutral

Possessions: Boots of Elvenkind; Bracers of Armor +2; Bullets, Sling (50); Cloak of Resistance +1; Ring of Protection +1; Shuriken; Sling (Masterwork);

Protectors of the Word Ranger Medium-size Male Human (Brandobian) Ranger6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple:	(6d8)+6 39 +3 Walk 30 ft. 19 (flatfooted 16, touch 13) +6/+8
Attacks:	Sword +1 (Short) +11;Composite Longbow STR +9;
Full Attacks	Sword +1 (Short) +9/+4 primary hand/ Sword +1 (Short) +9/+4 off hand; Composite Longbow STR +9/+4;
Damage:	<i>Sword</i> +1 (Short) 1d6+3 primary hand; <i>Sword</i> +1 (Short) 1d6+2 off hand; Composite Longbow STR 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Animal Companion (Ex), Favored Enemy (Giant) +2,
Qualities:	Favored Enemy (Humanoid (Goblinoid)) +4, Two Weapon Fighting Combat Style, Wild Empathy (Ex) +8
Saves:	Fortitude: +6, Reflex: +8, Will: +4
Abilities:	STR 14 (+2), DEX 17 (+3), CON 12 (+1), INT 12 (+1), WIS 14 (+2), CHA 10 (+0)
Skills:	Appraise 1; Balance 2; Bluff 0; Climb 1; Concentration 1; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist 2; Forgery 1; Gather Information 0; Handle Animal 6; Heal 2; Hide 10; Intimidate 0; Jump 1; Knowledge (Geography) 5; Knowledge (Local) 3; Knowledge (Nature) 12; Listen 11; Move Silently 10; Ride 9; Search 3; Sense Motive 2; Spot 11; Survival 11; Survival (Natural environments) 13; Swim 0;
Feats:	Armor Proficiency (Light), Endurance, Improved Two- Weapon Fighting, Martial Weapon Proficiency, Quick

Draw, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short)) Chaotic Neutral

Possessions: Arrows (50); Sword +1 (Short) x2; Chain Shirt +1; Composite Longbow STR; Traveler's Outfit;

Spells: Spells per Day: (0/2/0/0/0/0/0/0/ DC:12+spell level) Ranger - Known: Level 1: Charm Animal, Entangle

Protectors of the Word Sorceror Small-size Male Gnome, Rock Sorcerer6

Alignment:

Hit Dice: Hit Points: Initiative: Speed: AC:	(6d4)+12 31 +2 Walk 20 ft. 13 (flatfooted 11, touch 13)
Base	+3/-3
Attack/Grapple: Attacks:	Club +0;Club (Thrown) +4;Crossbow, Light +4;
Full Attack:	Club +0;Club (Thrown) +4;Crossbow, Light +4;
Damage:	Club 1d6-2;Club (Thrown) 1d6-2;Crossbow, Light 1d8;
Face / Reach:	5 ft. / 5 ft.
Special	+1 racial bonus on attack rolls against kobolds and
Qualities:	goblinoids., +2 racial bonus on saving throws against illusions., +4 Dodge bonus to Armor Class against monsters of the giant type., Speak with Animals (burrowing mammal only, duration 1 minute)., Summon Familiar
Saves:	Fortitude: +4, Reflex: +4, Will: +5
Abilities:	STR 6 (-2), DEX 14 (+2), CON 15 (+2), INT 14 (+2), WIS 10 (+0), CHA 18 (+4)
Skills:	Appraise 2; Balance 2; Bluff 5; Climb -2; Concentration 14; Craft (Untrained) 2; Decipher Script 4; Diplomacy 4; Disguise 4; Escape Artist 2; Forgery 2; Gather Information 4; Heal 0; Hide 6; Intimidate 4; Jump -8; Knowledge (Arcana) 11; Knowledge (History) 4; Listen 2; Move Silently 2; Ride 2; Search 2; Sense Motive 0; Spellcraft 13; Spot 0; Survival 0; Swim -2;
Feats:	Simple Weapon Proficiency, Skill Focus (Concentration), Spell Focus (Evocation), Spell Penetration
Alignment:	Lawful Neutral

Possessions: Bolts, Crossbow (10); Club; Crossbow, Light; Outfit (Explorer's/Small); Scroll (Bear's Endurance); Scroll (Blink); Scroll (Blur); Scroll (Dispel Magic); Wand of Magic Missile (5th level caster);

Spells:

Innate: Dancing Lights, Ghost Sound, Prestidigitation, Speak with Animals Spells per Day: (6/7/6/4/0/0/0/0/0/ DC:14+spell level) Sorcerer - Known: Level 0: Acid Splash, Detect Magic, Detect Poison, Light, Open/Close, Ray of Frost, Read Magic Level 1: Color Spray, Identify, Magic Missile, Shield Level 2: Invisibility, Scorching Ray Level 3: Lightning Bolt

Protectors of the Word Wizard Medium-size Male Elf (Gray, Kalamar) Wizard6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple: Attacks:	(6d4)+6 25 +2 Walk 30 ft. 14 (flatfooted 12, touch 14) +3/+2 Crossbow, Light +5;Dagger +2;Dagger (Thrown)
	+5;Rapier +2;
Full Attack:	Crossbow, Light +5;Dagger +2;Dagger (Thrown) +5;Rapier +2;
Damage:	Crossbow, Light 1d8;Dagger 1d4-1;Dagger (Thrown) 1d4;Rapier 1d6-1; ;
Face / Reach:	5 ft. / 5 ft.
Special	+2 racial saving throw bonus against enchantment
Qualities:	spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar
Saves:	Fortitude: +3, Reflex: +4, Will: +5
Abilities:	STR 8 (-1), DEX 14 (+2), CON 12 (+1), INT 21 (+5), WIS 10 (+0), CHA 10 (+0)
Skills: Feats:	Appraise 5; Balance 2; Bluff 0; Climb -1; Concentration 13; Craft (Untrained) 5; Decipher Script 8; Diplomacy 0; Disguise 0; Escape Artist 2; Forgery 5; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump -1; Knowledge (Arcana) 14; Knowledge (Architecture and Engineering) 14; Knowledge (History) 14; Knowledge (The Planes) 11; Listen 0; Move Silently 2; Ride 2; Search 7; Sense Motive 0; Spellcraft 16; Spot 0; Survival 0; Swim -1; Use Magic Device 4; Empower Spell, Scribe Scroll, Skill Focus
	(Concentration), Spell Focus (Evocation), Spell

Alignment: Penetration True Neutral

Possessions: Bolts, Crossbow (10); Crossbow, Light; Dagger; Explorer's Outfit; Rapier; Ring of Protection +2; Spellbook (Wizard's/Blank); Wand of Acid Arrow;

Spells:

Spells per Day: (4/5/4/3/0/0/0/0/ DC:15+spell level)

Wizard - Known:

Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

Level 1: Alarm, Burning Hands, Color Spray, Comprehend Languages, Detect Secret Doors, Endure Elements, Erase, Expeditious Retreat, Hold Portal, Identify, Mage Armor, Magic Missile, Shield, Summon Monster I

Level 2: Acid Arrow, Arcane Lock, Cat's Grace, Flaming Sphere, Glitterdust, Hideous Laughter, Invisibility, Knock, Protection from Arrows, Scorching Ray, Summon Monster II, Summon Swarm, Web

Level 3: Arcane Sight, Deep Slumber, Dispel Magic, Explosive Runes, Fireball, Flame Arrow, Haste, Heroism, Illusory Script, Keen Edge, Lightning Bolt, Sleet Storm, Tongues, Wind Wall

White Knights Bard Medium-size Male Elf (Gray, Kalamar) Bard6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(6d6) 26 +2 Walk 30 ft. 17 (flatfooted 15, touch 12) +4/+4
Attack/Grapple:	
Attacks:	Rapier (Masterwork) +8;
Full Attack:	Rapier (Masterwork) +8;
Damage:	*Rapier (Masterwork) 1d6;
Face / Reach:	5 ft. / 5 ft.
Special	+2 racial saving throw bonus against enchantment
Qualities:	spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Bardic knowledge (+9), Bardic music 6/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 6

	rounds, Immunity to magic sleep effects., Inspire Competence (Su) +2 to skill checks for up to 2 minutes, Inspire Courage (Su) +1 to saves against charm or fear effects and +1 morale bonus on attack and damage rolls., May wear light armor without incurring the normal arcane spell failure chance., Suggestion (Sp) Will DC 17 negates - does not count against Bardic Music uses
Saves:	Fortitude: +2, Reflex: +7, Will: +5
Abilities:	STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 16 (+3),
	WIS 10 (+0), CHA 18 (+4)
Skills:	Appraise 3; Balance 2; Bluff 13; Climb 0;
	Concentration 9; Craft (Untrained) 3; Diplomacy 17;
	Disguise 13; Escape Artist 11; Forgery 3; Gather
	Information 4; Heal 0; Hide 2; Intimidate 6; Jump 0;
	Listen 0; Move Silently 2; Perform (Sing) 13; Ride 2;
	Search 3; Sense Motive 9; Spellcraft 12; Spot 0;
	Survival 0; Swim 0; Use Magic Device 13;
Feats:	Armor Proficiency (Light), Combat Casting, Shield
	Proficiency, Simple Weapon Proficiency, Weapon
	Finesse, Weapon Focus (Rapier)
Alignment:	Neutral Good
-	

Possessions: Buckler (Mithral); Chain Shirt

(Mithral); Courtier's Outfit; Rapier (Masterwork); Wand of Cure Light Wounds; Wand of Invisibility;

Spells:

Spells per Day: (3/4/3/0/0/0/0/0/ DC:14+spell level) Bard - Known: Level 0: Detect Magic, Know Direction, Lullaby, Mage Hand, Message, Read Magic Level 1: Charm Person, Comprehend Languages, Cure Light Wounds, Identify Level 2: Cat's Grace, Heroism, Sound Burst

White Knights Cleric x2 Medium-size Male Human (Brandobian) Cleric6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(6d8)+9 42 +0 Walk 20 ft. 19 (flatfooted 19, touch 10) +4/+5
Attack/Grapple:	
Attacks:	Greatsword +1 +6
Full Attack:	Greatsword +1 +6
Damage:	<i>Greatsword</i> +1 2d6+2; ;
Face / Reach:	5 ft. / 5 ft.
Special	Spontaneous casting, Turn Undead (Su) 5/day (turn
Qualities:	level 7) (turn damage 2d6+9)
Saves:	Fortitude: +6, Reflex: +2, Will: +9
Abilities:	STR 12 (+1), DEX 10 (+0), CON 12 (+1), INT 13 (+1),
	WIS 18 (+4), CHA 14 (+2)
Skills:	Appraise 1; Balance -5; Bluff 2; Climb -4;

	Concentration 10; Craft (Untrained) 1; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 1; Gather
	Information 2; Heal 13; Hide -5; Intimidate 2; Jump -
	10; Knowledge (Religion) 10; Listen 4; Move Silently -
	5; Ride 2; Search 1; Sense Motive 6; Spot 4; Survival
	4; Swim -9;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Combat Casting, Extend
	Spell, Improved Turning, Shield Proficiency, Simple
	Weapon Proficiency, Toughness
Alignment:	Lawful Good
Angriment.	

Possessions: Full Plate +1; Greatsword +1; Holy Symbol (Silver); Scroll (Cure Moderate Wounds); Cleric's Vestments;

Deity: Deb'Fo *Domains*: War(Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.) Good(You cast good spells at +1 caster level.) *Spells:* Spells per Day: (5/4+1/4+1/3+1/0/0/0/0/ DC:14+spell level) **Cleric - Known: Level 0:**, Cure Minor Wounds, Detect Magic, Detect Poison, Purify Food and Drink, Read Magic

Level 1: Bless, Detect Evil, Divine Favor, Magic Weapon(Domain), Shield of Faith Level 2: Aid (Domain), Aid, Hold Person, Sound Burst, Spiritual Weapon Level 3: Magic Vestment (Domain), Prayer, Searing Light, Summon Monster III,

White Knights Paladin x2 Medium-size Male Human (Kalamaran) Paladin6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(6d10)+12 52 +5 Walk 20 ft. 22 (flatfooted 21, touch 11) +6/+8
Attack/Grapple:	
Attacks:	Flail +1 +9;Lance +8;Composite Shortbow STR +7
Full Attack:	<i>Flail</i> +1 +9/+4;Lance +8/+3;Composite Shortbow STR +7/+2
Damage:	<i>Flail +1</i> 1d8+3;Lance 1d8+3;Composite Shortbow STR 1d6+3;
Face / Reach:	5 ft. / 5 ft.
Special	Aura of Courage (Su), Aura of Good (Ex), Divine
Qualities:	Grace (Su), Divine Health (Ex), Lay on Hands (Su) 12 hp/day, Remove Disease (Sp) 1/week, Smite Evil (Su) 2/day, Special Mount (Sp), Turn Undead (Su) 5/day

	(turn level 3) (turn damage 2d6+5)
Saves:	Fortitude: +9, Reflex: +5, Will: +6
Abilities:	STR 14 (+2), DEX 12 (+1), CON 14 (+2), INT 12 (+1), WIS 14 (+2), CHA 15 (+2)
Skills:	Appraise 1; Balance -6; Bluff 2; Climb -1;
	Concentration 2; Craft (Untrained) 1; Diplomacy 11;
	Disguise 2; Escape Artist -6; Forgery 1; Gather
	Information 2; Heal 11; Hide -6; Intimidate 2; Jump -
	11; Listen 2; Move Silently -6; Ride 10; Search 1;
	Sense Motive 2; Spot 2; Survival 2; Swim -12;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Cleave, Improved
	Initiative, Martial Weapon Proficiency, Mounted
	Combat, Power Attack, Shield Proficiency, Simple
	Weapon Proficiency
Alignment:	Lawful Good

Possessions: Arrows (50); Shield, Heavy; Flail +1; Full Plate +1; Lance; Explorer's Outfit; Composite Shortbow STR;

Spells: Spells per Day: (0/2/0/0/0/0/0/0/ DC:12+spell level)

Paladin - Known:

Level 1: Bless, Bless Water, Bless Weapon, Create Water, Cure Light Wounds, Detect Poison, Detect Undead, Divine Favor, Endure Elements, Magic Weapon, Protection from Chaos, Protection from Evil, Read Magic, Resistance, Restoration, Lesser, Virtue

White Knights Ranger Medium-size Male Elf (High) Ranger6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple:	(6d8)+6 39 +4 Walk 30 ft. 19 (flatfooted 15, touch 14) +6/+7
Attacks:	Longbow +1 (Composite STR) +12;Rapier
Allacks.	(Masterwork) +8
Full Attack:	Longbow +1 (Composite STR) +12/+7;Rapier
T un Allack.	(Masterwork) + 8/+3
Damage:	Longbow +1 (Composite STR) 1d8+2;Rapier
Damage.	(Masterwork) 1d6+1
Face / Reach:	5 ft. / 5 ft.
Special	+2 racial saving throw bonus against enchantment
Qualities:	spells or effects., An elf who merely passes within 5
Quantics:	feet of a secret or concealed door is entitled to a
	Search check to notice it as if she were actively
	looking for it., Animal Companion (Ex), Archery

-	Combat Style, Favored Enemy (Humanoid (Orc)) +4, Favored Enemy (Undead) +2, Immunity to magic sleep effects., Wild Empathy (Ex) +8
Saves:	Fortitude: +6, Reflex: +9, Will: +4
Abilities:	STR 12 (+1), DEX 19 (+4), CON 12 (+1), INT 14 (+2),
	WIS 14 (+2), CHA 10 (+0)
Skills:	Appraise 2; Balance 2; Bluff 0; Climb 8; Concentration 1; Craft (Untrained) 2; Diplomacy 0; Disguise 0;
	Escape Artist 2; Forgery 2; Gather Information 0;
	Handle Animal 9; Heal 2; Hide 11; Intimidate 0; Jump -
	1; Listen 13; Move Silently 11; Ride 6; Search 13;
	Sense Motive 2; Spot 13; Survival 11; Swim -3;
Feats:	Armor Proficiency (Light), Endurance, Manyshot,
	Martial Weapon Proficiency, Point Blank Shot, Quick
	Draw, Rapid Shot, Shield Proficiency, Simple Weapon
	Proficiency, Track, Weapon Focus (Longbow)
Alignment:	Lawful Good
Augunonti	

Possessions: Arrows (50); Potion of Cure Moderate Wounds; Chainmail (Mithral); Longbow +1 (Composite); Explorer's Outfit; Rapier (Masterwork);

Spells: Spells per Day: (0/2/0/0/0/0/0/0/ DC:12+spell level) Ranger - Known: Level 1: Delay Poison, Entangle

Encounter 5

<u>ATL 1</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	3d10+3 plus 6d6+6 8 +5 Walk 40 ft. 23 (flatfooted 22, touch 11) +7/+8
Attack/Grapple:	
Attacks:	Longsword +1 +10;Longbow (Composite/Masterwork)
	+9;
Full Attack	<i>Longsword</i> +1 +10/+5;Longbow
	(Composite/Masterwork) +19/+4
Damage:	Longsword +1 1d8+2;Longbow
	(Composite/Masterwork) 1d8+1
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, <i>detect evil</i> , divine
Qualities:	grace, divine health, fast movement (10ft), improved
	uncanny dodge, internal compass, lay on hands,

	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	slippery mind, trackless step, trap sense +1,
	woodcraft, woodland stride, +4 on saves against
	charm effects, +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 12 (+1), DEX 12 (+1), CON 12 (+1), INT 14 (+2),
ADIIIIIE5.	
01-111-	WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 2; Forgery 8; Gather Information 7; Heal
	3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 2; Ride 8;
	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
· outor	Armor Proficiency (Medium), Improved Initiative,
	Mounted Combat, Noble Bearing , Shield Proficiency,
	Simple Weapon Proficiency, Skill Focus (Disguise),
	Tower Shield Proficiency, Weapon Focus
	(Longsword),
Alignment:	Lawful Good
Possessions: A	rrows (20): Longsword +1: Heavy Metal Shield +1: Full Plate +1:

Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(11d10)+11 8 +1 Walk 20 ft. 25 (flatfooted 24, touch 11) +11/+13
Attack/Grapple:	
Attacks:	<i>Longsword</i> +1 +15; <i>Lance</i> +2 +17;Composite Shortbow STR+2 +12;
Full Attack:	Longsword $+1 +15/+10/+5$;*Lance $+2$
Tun Attaok.	+17/+12/+7;Composite Shortbow STR+2 +12/+7/+2;
Damage:	<i>Longsword</i> +1 1d8+5; <i>Lance</i> +2 1d8+7;Composite
C C	Shortbow STR+2 1d6+1;
Face / Reach:	5 ft. / 5 ft.
Special	Fatigued
Qualities:	
Saves:	Fortitude: +8, Reflex: +4, Will: +4
Abilities:	STR 14 (+2), DEX 12 (+1), CON 12 (+1), INT 16 (+3),
	WIS 12 (+1), CHA 14 (+2)
Skills:	Appraise 3; Balance -5; Bluff 2; Climb -4;
	Concentration 1; Craft (Untrained) 3; Diplomacy 9;
	Disguise 2; Escape Artist -5; Forgery 3; Gather
	Information 2; Handle Animal 16; Heal 1; Hide -5;
	Intimidate 2; Jump -10; Knowledge (Military Logistics)
	17; Knowledge (Military Tactics) 17; Knowledge

	(Nobility and Royalty) 5; Listen 1; Move Silently -5; Ride 17; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -10;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Dodge, Greater Weapon
	Focus (Lance), Improved Critical (Lance), Martial
	Weapon Proficiency, Mounted Archery, Mounted
	Combat, Ride-By Attack, Shield Proficiency, Simple
	Weapon Proficiency, Tower Shield Proficiency,
	Trample, Weapon Focus (Lance, Longsword),
	Weapon Specialization (Lance, Longsword)
Alignment:	Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;

<u>ATL 3</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice: Hit Points:	3d10+3 plus 6d6+6 12
Initiative:	+6
Speed:	Walk 40 ft.
AC:	23 (flatfooted 22, touch 11)
Base	+7/+9
Attack/Grapple:	
Attacks:	Longsword +1 +11;Longbow (Composite/Masterwork)
	+10;
Full Attack	Longsword +1 +11/+6;Longbow
D	(Composite/Masterwork) +10/+5
Damage:	Longsword +1 1d8+3;Longbow
- / /	(Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, <i>detect evil</i> , divine
Qualities:	grace, divine health, fast movement (10ft), improved
	uncanny dodge, internal compass, lay on hands,
	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	slippery mind , trackless step, trap sense +1,
	woodcraft, woodland stride, +4 on saves against
•	charm effects, +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2), WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 2; Forgery 8; Gather Information 7; Heal
	3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 2; Ride 8;
	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),

Armor Proficiency (Medium), Improved Initiative, Mounted Combat, **Noble Bearing**, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Disguise), Tower Shield Proficiency, Weapon Focus (Longsword), Lawful Good

Alignment: Lawful Good Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple: Attacks:	(11d10)+11 8 +2 Walk 20 ft. 26 (flatfooted 25, touch 12) +11/+14 <i>Longsword +1</i> +16; <i>Lance +2</i> +18;Composite Shortbow STR+2 +13;
Full Attack:	<i>Longsword</i> +1 +16/+11/+6;* <i>Lance</i> +2 +18/+13/+8;Composite Shortbow STR+2 +13/+8/+3;
Damage:	<i>Longsword</i> +1 1d8+6; <i>Lance</i> +2 1d8+8;Composite Shortbow STR+2 1d6+2;
Face / Reach: Special Qualities:	5 ft. / 5 ft.
Saves:	Fortitude: +8, Reflex: +5, Will: +4
Abilities:	STR 16 (+3), DEX 14 (+2), CON 12 (+1), INT 16 (+3), WIS 12 (+1), CHA 14 (+2)
Skills: Feats:	Appraise 3; Balance -4; Bluff 2; Climb -3; Concentration 1; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist -4; Forgery 3; Gather Information 2; Handle Animal 16; Heal 1; Hide -4; Intimidate 2; Jump -9; Knowledge (Military Logistics) 17; Knowledge (Military Tactics) 17; Knowledge (Nobility and Royalty) 5; Listen 1; Move Silently -4; Ride 18; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -9; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Greater Weapon
Alignment:	Armor Proficiency (Medium), Dodge, Greater Weapon Focus (Lance), Improved Critical (Lance), Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (Lance, Longsword), Weapon Specialization (Lance, Longsword) Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;

<u>ATL 5</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple:	3d10+3 plus 6d6+6 19 +6 Walk 40 ft. 23 (flatfooted 22, touch 11) +7/+9
Attacks:	<i>Longsword</i> +1 +11;Longbow (Composite/Masterwork) +10;
Full Attack	Longsword +1 +11/+6;Longbow (Composite/Masterwork) +10/+5
Damage:	Longsword +1 1d8+3;Longbow (Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Aura of courage, aura of good, <i>detect evil</i> , divine grace, divine health, fast movement (10ft), improved
Quantics.	uncanny dodge, internal compass, lay on hands,
	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	slippery mind, trackless step, trap sense +1,
	woodcraft, woodland stride, +4 on saves against
Saves:	charm effects, +2 on saves against poison Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2),
Adinaco.	WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 2; Forgery 8; Gather Information 7; Heal
	3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 2; Ride 8;
F	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Improved Initiative, Mounted Combat, Noble Bearing , Shield Proficiency,
	Simple Weapon Proficiency, Skill Focus (Disguise),
	Tower Shield Proficiency, Weapon Focus
	(Longsword),
Alignment:	Lawful Good
	rows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of

Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple: Attacks:	(11d10)+11 15 +2 Walk 20 ft. 26 (flatfooted 25, touch 12) +11/+14 <i>Longsword +1</i> +16; <i>Lance +2</i> +18;Composite Shortbow STR+2 +13;
Full Attack:	<i>Longsword</i> +1 +16/+11/+6;* <i>Lance</i> +2 +18/+13/+8;Composite Shortbow STR+2 +13/+8/+3;
Damage:	Longsword +1 1d8+6;Lance +2 1d8+8;Composite Shortbow STR+2 1d6+2;
Face / Reach: Special Qualities:	5 ft. / 5 ft.
Saves:	Fortitude: +8, Reflex: +5, Will: +4
Abilities:	STR 16 (+3), DEX 14 (+2), CON 12 (+1), INT 16 (+3), WIS 12 (+1), CHA 14 (+2)
Skills: Feats:	Appraise 3; Balance -4; Bluff 2; Climb -3; Concentration 1; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist -4; Forgery 3; Gather Information 2; Handle Animal 16; Heal 1; Hide -4; Intimidate 2; Jump -9; Knowledge (Military Logistics) 17; Knowledge (Military Tactics) 17; Knowledge (Nobility and Royalty) 5; Listen 1; Move Silently -4; Ride 18; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -9; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Greater Weapon Focus (Lance), Improved Critical (Lance), Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (Lance, Longsword),
Alignment:	Weapon Specialization (Lance, Longsword) Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;

<u>ATL7</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

 Hit Dice:
 3d10+3 plus 6d6+6

 Hit Points:
 26

Initiative:	+6
Speed:	Walk 40 ft.
AC:	23 (flatfooted 22, touch 11)
Base	+7/+9
Attack/Grapple:	
Attacks:	Longsword +1 +11;Longbow (Composite/Masterwork)
	+10;
Full Attack	Longsword +1 +11/+6;Longbow
	(Composite/Masterwork) +10/+5
Damage:	Longsword +1 1d8+3;Longbow
	(Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, <i>detect evil</i> , divine
Qualities:	grace, divine health, fast movement (10ft), improved
	uncanny dodge, internal compass, lay on hands,
	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	<pre>slippery mind, trackless step, trap sense +1,</pre>
	woodcraft, woodland stride, +4 on saves against
	charm effects, +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2),
	WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 2; Forgery 8; Gather Information 7; Heal
	3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 2; Ride 8;
	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Improved Initiative,
	Mounted Combat, Noble Bearing , Shield Proficiency,
	Simple Weapon Proficiency, Skill Focus (Disguise),
	Tower Shield Proficiency, Weapon Focus
A 15	(Longsword),
Alignment:	Lawful Good
Possessions: Ar	rows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1

Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice:	(11d10)+11
Hit Points:	22
Initiative:	+2
Speed:	Walk 20 ft.
AC:	26 (flatfooted 25, touch 12)
Base	+11/+14
Attack/Grapple:	
Attacks:	<i>Longsword</i> +1 +16; <i>Lance</i> +2 +18;Composite
	Shortbow STR+2 +13;
Full Attack:	Longsword +1 +16/+11/+6;*Lance +2

Damage: Face / Reach: Special	+18/+13/+8;Composite Shortbow STR+2 +13/+8/+3; <i>Longsword +1</i> 1d8+6; <i>Lance +2</i> 1d8+8;Composite Shortbow STR+2 1d6+2; 5 ft. / 5 ft.
Qualities:	
Saves:	Fortitude: +8, Reflex: +5, Will: +4
Abilities:	STR 16 (+3), DEX 14 (+2), CON 12 (+1), INT 16 (+3), WIS 12 (+1), CHA 14 (+2)
Skills:	Appraise 3; Balance -4; Bluff 2; Climb -3; Concentration 1; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist -4; Forgery 3; Gather Information 2; Handle Animal 16; Heal 1; Hide -4; Intimidate 2; Jump -9; Knowledge (Military Logistics) 17; Knowledge (Military Tactics) 17; Knowledge (Nobility and Royalty) 5; Listen 1; Move Silently -4; Ride 18; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -9;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Greater Weapon Focus (Lance), Improved Critical (Lance), Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (Lance, Longsword), Weapon Specialization (Lance, Longsword)
Alignment:	Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;

<u>ATL 9</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice: Hit Points: Initiative: Speed: AC: Base	3d10+3 plus 6d6+6 33 +6 Walk 40 ft. 23 (flatfooted 22, touch 11) +7/+9
Attack/Grapple:	
Attacks:	<i>Longsword</i> +1 +11;Longbow (Composite/Masterwork) +10;
Full Attack	Longsword +1 +11/+6;Longbow (Composite/Masterwork) +10/+5
Damage:	Longsword +1 1d8+3;Longbow
U	(Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, detect evil, divine
Qualities:	grace, divine health, fast movement (10ft), improved

	uncanny dodge, internal compass, lay on hands,
	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	slippery mind, trackless step, trap sense +1,
	woodcraft, woodland stride, +4 on saves against
	charm effects, +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2),
	WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 2; Forgery 8; Gather Information 7; Heal
	3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 2; Ride 8;
	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Improved Initiative,
	Mounted Combat, Noble Bearing, Shield Proficiency,
	Simple Weapon Proficiency, Skill Focus (Disguise),
	Tower Shield Proficiency, Weapon Focus
	(Longsword),
Alignment:	Lawful Good
Possessions: A	rrows (20): Longsword +1: Heavy Metal Shield +1: Full Plate +1

Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice: Hit Points: Initiative: Speed: AC: Base	(11d10)+11 32 +2 Walk 20 ft. 26 (flatfooted 25, touch 12) +11/+14
Attack/Grapple:	Language 1 10-Lange 0 10-Damagette
Attacks:	Longsword +1 +16;Lance +2 +18;Composite
Full Attack:	Shortbow STR+2 +13; <i>Longsword +1</i> +16/+11/+6;* <i>Lance +2</i>
Tun Attack.	+18/+13/+8;Composite Shortbow STR+2 +13/+8/+3;
Damage:	<i>Longsword</i> +1 1d8+6; <i>Lance</i> +2 1d8+8;Composite
	Shortbow STR+2 1d6+2;
Face / Reach:	5 ft. / 5 ft.
Special	
Qualities:	
Saves:	Fortitude: +8, Reflex: +5, Will: +4
Abilities:	STR 16 (+3), DEX 14 (+2), CON 12 (+1), INT 16 (+3), WIS 12 (+1), CHA 14 (+2)
Skills:	Appraise 3; Balance -4; Bluff 2; Climb -3; Concentration 1; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist -4; Forgery 3; Gather Information 2; Handle Animal 16; Heal 1; Hide -4; Intimidate 2; Jump -9; Knowledge (Military Logistics)

	17; Knowledge (Military Tactics) 17; Knowledge (Nobility and Royalty) 5; Listen 1; Move Silently -4; Ride 18; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -9;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Dodge, Greater Weapon
	Focus (Lance), Improved Critical (Lance), Martial
	Weapon Proficiency, Mounted Archery, Mounted
	Combat, Ride-By Attack, Shield Proficiency, Simple
	Weapon Proficiency, Tower Shield Proficiency,
	Trample, Weapon Focus (Lance, Longsword),
	Weapon Specialization (Lance, Longsword)
Alignment:	Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;

<u>ATL 11</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple: Attacks:	3d10+3 plus 6d6+6 40 +6 Walk 40 ft. 23 (flatfooted 22, touch 11) +7/+9 <i>Longsword +1</i> +11;Longbow (Composite/Masterwork)
Full Attack	+10; <i>Longsword +1</i> +11/+6;Longbow
	(Composite/Masterwork) +10/+5
Damage:	Longsword +1 1d8+3;Longbow
-	(Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, detect evil, divine
Qualities:	grace, divine health, fast movement (10ft), improved uncanny dodge , internal compass, lay on hands, smite evil 1/day, sneak attack +2d6, uncanny dodge, slippery mind , trackless step, trap sense +1, woodcraft, woodland stride, +4 on saves against charm effects , +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2), WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration 1; Craft (Untrained) 0; Diplomacy 9; Disguise 10; Escape Artist 2; Forgery 8; Gather Information 7; Heal 3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility and royalty) 8; Listen 3; Move Silently 2; Ride 8; Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;

Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Mounted Combat, Noble Bearing , Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Disguise), Tower Shield Proficiency, Weapon Focus (Longsword),
Alignment:	Lawful Good

Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple: Attacks:	(11d10)+11 50 +2 Walk 20 ft. 26 (flatfooted 25, touch 12) +11/+14 <i>Longsword +1</i> +16; <i>Lance +2</i> +18;Composite
Full Attack:	Shortbow STR+2 +13; <i>Longsword +1</i> +16/+11/+6;* <i>Lance +2</i> +18/+13/+8;Composite Shortbow STR+2 +13/+8/+3;
Damage:	<i>Longsword</i> +1 1d8+6; <i>Lance</i> +2 1d8+8;Composite Shortbow STR+2 1d6+2;
Face / Reach: Special Qualities:	5 ft. / 5 ft.
Saves: Abilities:	Fortitude: +8, Reflex: +5, Will: +4 STR 16 (+3), DEX 14 (+2), CON 12 (+1), INT 16 (+3),
Skills:	WIS 12 (+1), CHA 14 (+2) Appraise 3; Balance -4; Bluff 2; Climb -3; Concentration 1; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist -4; Forgery 3; Gather Information 2; Handle Animal 16; Heal 1; Hide -4; Intimidate 2; Jump -9; Knowledge (Military Logistics) 17; Knowledge (Military Tactics) 17; Knowledge (Nobility and Royalty) 5; Listen 1; Move Silently -4; Ride 18; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -9;
Feats: Alignment:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Greater Weapon Focus (Lance), Improved Critical (Lance), Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (Lance, Longsword), Weapon Specialization (Lance, Longsword) Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;

<u>ATL 13</u>

Borgo/Prince Leshand Medium-size Male Half-elf Paladin 3/Infiltrator 6

Hit Dice:	3d10+3 plus 6d6+6
Hit Points:	47
Initiative:	+6
Speed:	Walk 40 ft.
AC:	23 (flatfooted 22, touch 11)
Base	+7/+9
Attack/Grapple:	
Attacks:	Longsword +1 +11;Longbow (Composite/Masterwork)
	+10;
Full Attack	<i>Longsword</i> +1 +11/+6;Longbow
	(Composite/Masterwork) +10/+5
Damage:	Longsword +1 1d8+3;Longbow
	(Composite/Masterwork) 1d8+2
Face / Reach:	5 ft. / 5 ft.
Special	Aura of courage, aura of good, <i>detect evil</i> , divine
Qualities:	grace, divine health, fast movement (10ft), improved
	uncanny dodge, internal compass, lay on hands,
	smite evil 1/day, sneak attack +2d6, uncanny dodge,
	slippery mind, trackless step, trap sense +1,
	woodcraft, woodland stride, +4 on saves against
	charm effects, +2 on saves against poison
Saves:	Fortitude: +7, Reflex: +9, Will: +7
Abilities:	STR 14 (+2), DEX 14 (+2), CON 12 (+1), INT 14 (+2),
	WIS 16 (+3), CHA 12 (+1)
Skills:	Appraise 2; Balance 2; Bluff 7; Climb -4; Concentration
	1; Craft (Untrained) 0; Diplomacy 9; Disguise 10;
	Escape Artist 2; Forgery 8; Gather Information 7; Heal
	3; Hide -4; Intimidate 3; Jump -4; Knowledge (nobility
	and royalty) 8; Listen 3; Move Silently 2; Ride 8;
	Search 0; Sense Motive 9; Spot 3; Survival 0; Swim 2;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light),
	Armor Proficiency (Medium), Improved Initiative,
	Mounted Combat, Noble Bearing, Shield Proficiency,
	Simple Weapon Proficiency, Skill Focus (Disguise),
	Tower Shield Proficiency, Weapon Focus
	(Longsword),
Alignment:	Lawful Good
Possessions: Ar	rows (20): Longsword +1: Heavy Metal Shield +1: Full Plate +1: amulet

Possessions: Arrows (20); Longsword +1; Heavy Metal Shield +1; Full Plate +1; amulet of heightened *zone of truth*; Longbow (Composite/Masterwork); Outfit (Explorer's);

Duke of the Realm: As a Duke of the realm, Prince Leshand gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

Michnal Rul Medium-size Male Human (Kalamaran) Fighter11

Hit Dice: Hit Points: Initiative: Speed: AC: Base Attack/Grapple:	(11d10)+11 65 +2 Walk 20 ft. 26 (flatfooted 25, touch 12) +11/+14
Attacks:	<i>Longsword</i> +1 +16; <i>Lance</i> +2 +18;Composite Shortbow STR+2 +13; <i>Longsword</i> +1 +16/+11/+6;* <i>Lance</i> +2
Damage:	+18/+13/+8;Composite Shortbow STR+2 +13/+8/+3; <i>Longsword</i> +1 1d8+6; <i>Lance</i> +2 1d8+8;Composite Shortbow STR+2 1d6+2;
Face / Reach: Special Qualities:	5 ft. / 5 ft.
Saves:	Fortitude: +8, Reflex: +5, Will: +4
Abilities:	STR 16 (+3), DEX 14 (+2), CON 12 (+1), INT 16 (+3), WIS 12 (+1), CHA 14 (+2)
Skills:	Appraise 3; Balance -4; Bluff 2; Climb -3; Concentration 1; Craft (Untrained) 3; Diplomacy 9; Disguise 2; Escape Artist -4; Forgery 3; Gather Information 2; Handle Animal 16; Heal 1; Hide -4; Intimidate 2; Jump -9; Knowledge (Military Logistics) 17; Knowledge (Military Tactics) 17; Knowledge (Nobility and Royalty) 5; Listen 1; Move Silently -4; Ride 18; Search 3; Sense Motive 1; Spot 1; Survival 1; Swim -9;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Greater Weapon Focus (Lance), Improved Critical (Lance), Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (Lance, Longsword), Weapon Specialization (Lance, Longsword)
Alignment:	Neutral Good

Possessions: Full Plate +2; Longsword +1; Gauntlets of Ogre Power; Lance +2; Outfit (Explorer's); Ring of Protection +1; Shield +2 (Heavy/Metal); Composite +0 Shortbow STR0;