

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:
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 Qualities: Aura of courage, aura of good, *detect evil*, divine 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 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: 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

All ATLS

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

Hit Dice: (6d10)+18
Hit Points: 58
Initiative: +5
Speed: Walk 20 ft.
AC: 21 (flatfooted 20, touch 11)
Base +6/+10
Attack/Grapple:
Attacks: *Battleaxe +1 +12*; Longbow (Composite/Masterwork)
+8
Full Attack *Battleaxe +1 +12/+7*; Longbow
(Composite/Masterwork) +8/+3;
Damage: *Battleaxe +1 1d8+7*; Longbow (Composite/Masterwork)
1d8+4
Face / Reach: 5 ft. / 5 ft.
Special
Qualities:
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: 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;
Feats: 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)
Alignment: True 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;

Attack/Grapple:

Attacks: Sling (Masterwork) +7; *Spear +1 +6;Spear +1* (Thrown) +7;
Full Attack: Sling (Masterwork) +7;*Spear +1 +6;Spear +1* (Thrown) +7;
Damage: Sling (Masterwork) 1d4+1;*Spear +1 1d8+2;Spear +1* (Thrown) 1d8+2;
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Animal Companion (Ex), Nature Sense (Ex), Resist 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: (5/4/4/3/0/0/0/0/0/ 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;*Rapier +1 +10;*
Full Attacks: Longbow +9;*Rapier +1 +10;*
Damage: Longbow 1d8;*Rapier +1 1d6+2; ;*

Face / Reach: 5 ft. / 5 ft.
Special Qualities: +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: (6d4)+12
Hit Points: 31
Initiative: +6
Speed: Walk 30 ft.
AC: 13 (flatfooted 11, touch 13)
Base +3/+3
Attack/Grapple:
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 Qualities: Summon Familiar
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

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: (3/4/3/0/0/0/0/0/0/ 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: (6d8)

Hit Points: 33

Initiative: +0

Speed: Walk 20 ft.

AC: 21 (flatfooted 21, touch 10)

Base +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 level 6) (turn damage 2d6+8)

Qualities:

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

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: (6d8)+12
Hit Points: 45
Initiative: +6
Speed: Walk 50 ft.
AC: 18 (flatfooted 16, touch 16)
Base +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
Qualities: Evasion (Ex), Flurry of Blows (Ex), Ki Strike (Magic),
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: (6d8)+6
Hit Points: 39
Initiative: +3
Speed: Walk 30 ft.
AC: 19 (flatfooted 16, touch 13)
Base +6/+8
Attack/Grapple:
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: *Sword +1* (Short) 1d6+3 primary hand; *Sword +1* (Short) 1d6+2 off hand; Composite Longbow STR 1d8+2
Face / Reach: 5 ft. / 5 ft.
Special
Qualities: Animal Companion (Ex), Favored Enemy (Giant) +2, 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))

Alignment: Chaotic Neutral

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

Spells:

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

Ranger - Known:

Level 1: Charm Animal, Entangle

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

Hit Dice: (6d4)+12

Hit Points: 31

Initiative: +2

Speed: Walk 20 ft.

AC: 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: (6d4)+6

Hit Points: 25

Initiative: +2

Speed: Walk 30 ft.

AC: 14 (flatfooted 12, touch 14)

Base +3/+2

Attack/Grapple:

Attacks: 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 Qualities: +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., 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: 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;

Feats: 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: (4/5/4/3/0/0/0/0/0/ 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: (6d6)

Hit Points: 26

Initiative: +2

Speed: Walk 30 ft.

AC: 17 (flatfooted 15, touch 12)

Base +4/+4

Attack/Grapple:

Attacks: Rapier (Masterwork) +8;

Full Attack: Rapier (Masterwork) +8;

Damage: *Rapier (Masterwork) 1d6;

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +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., Bardic knowledge (+9), Bardic music 6/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 6

(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: (6d8)+6
Hit Points: 39
Initiative: +4
Speed: Walk 30 ft.
AC: 19 (flatfooted 15, touch 14)
Base +6/+7
Attack/Grapple:
Attacks: *Longbow +1* (Composite STR) +12; Rapier
(Masterwork) +8
Full Attack: *Longbow +1* (Composite STR) +12/+7; Rapier
(Masterwork) +8/+3
Damage: *Longbow +1* (Composite STR) 1d8+2; Rapier
(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
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

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

ATL 1

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

Hit Dice: 3d10+3 plus 6d6+6
Hit Points: 8
Initiative: +5
Speed: Walk 40 ft.
AC: 23 (flatfooted 22, touch 11)
Base +7/+8
Attack/Grapple:
Attacks: *Longsword* +1 +10; Longbow (Composite/Masterwork) +9;
Full Attack *Longsword* +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
Qualities: Aura of courage, aura of good, *detect evil*, divine 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), 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: (11d10)+11
Hit Points: 8
Initiative: +1
Speed: Walk 20 ft.
AC: 25 (flatfooted 24, touch 11)
Base +11/+13
Attack/Grapple:
Attacks: *Longsword +1 +15; Lance +2 +17; Composite Shortbow STR+2 +12;*
Full Attack: *Longsword +1 +15/+10/+5; *Lance +2 +17/+12/+7; Composite Shortbow STR+2 +12/+7/+2;*
Damage: *Longsword +1 1d8+5; Lance +2 1d8+7; Composite Shortbow STR+2 1d6+1;*
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Fatigued
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;

ATL 3

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

Hit Dice: 3d10+3 plus 6d6+6
Hit Points: 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 (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, *detect evil*, divine 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: (11d10)+11

Hit Points: 8

Initiative: +2

Speed: Walk 20 ft.

AC: 26 (flatfooted 25, touch 12)

Base +11/+14

Attack/Grapple:

Attacks: *Longsword +1 +16; Lance +2 +18; Composite*

Shortbow STR+2 +13;

Full Attack: *Longsword +1 +16/+11/+6; *Lance +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: 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;

ATL 5

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

Hit Dice: 3d10+3 plus 6d6+6
Hit Points: 19
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 Qualities: Aura of courage, aura of good, *detect evil*, divine 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: (11d10)+11
Hit Points: 15
Initiative: +2
Speed: Walk 20 ft.
AC: 26 (flatfooted 25, touch 12)
Base +11/+14
Attack/Grapple:
Attacks: *Longsword +1 +16; Lance +2 +18; Composite Shortbow STR+2 +13;*
Full Attack: *Longsword +1 +16/+11/+6; *Lance +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: 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;

ATL7

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
Qualities: Aura of courage, aura of good, *detect evil*, divine 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: (11d10)+11
Hit Points: 22
Initiative: +2
Speed: Walk 20 ft.
AC: 26 (flatfooted 25, touch 12)
Base +11/+14
Attack/Grapple:
Attacks: *Longsword +1 +16*; *Lance +2 +18*; Composite Shortbow STR+2 +13;
Full Attack: *Longsword +1 +16/+11/+6*; **Lance +2*

Damage: +18/+13/+8; Composite Shortbow STR+2 +13/+8/+3; Longsword +1 1d8+6; Lance +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;

ATL 9

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

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

Hit Points: 33

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 Qualities: Aura of courage, aura of good, *detect evil*, divine 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: (11d10)+11
Hit Points: 32
Initiative: +2
Speed: Walk 20 ft.
AC: 26 (flatfooted 25, touch 12)
Base +11/+14
Attack/Grapple:
Attacks: *Longsword +1 +16; Lance +2 +18; Composite Shortbow STR+2 +13;*
Full Attack: *Longsword +1 +16/+11/+6; *Lance +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: 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;

ATL 11

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

Hit Dice: 3d10+3 plus 6d6+6
Hit Points: 40
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 Qualities: Aura of courage, aura of good, *detect evil*, divine 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: (11d10)+11

Hit Points: 50

Initiative: +2

Speed: Walk 20 ft.

AC: 26 (flatfooted 25, touch 12)

Base +11/+14

Attack/Grapple:

Attacks: *Longsword +1 +16; Lance +2 +18; Composite Shortbow STR+2 +13;*

Full Attack: *Longsword +1 +16/+11/+6; *Lance +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: 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;

ATL 13

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 *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, *detect evil*, divine 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: (11d10)+11

Hit Points: 65

Initiative: +2

Speed: Walk 20 ft.

AC: 26 (flatfooted 25, touch 12)

Base +11/+14

Attack/Grapple:

Attacks: *Longsword +1 +16; Lance +2 +18; Composite Shortbow STR+2 +13;*

Full Attack: *Longsword +1 +16/+11/+6; *Lance +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: 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;