

## ATL 1 – Encounter One

### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	18
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	10 (flatfooted 10, touch 10)
<b>Base Attack/Grapple:</b>	+2
<b>Attacks:</b>	Rapier +1 +3;
<b>Full Attack:</b>	Rapier +1 +3;
<b>Damage:</b>	Rapier +1 1d6+1;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
<b>Saves:</b>	Fortitude: +1, Reflex: +1, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
<b>Skills:</b>	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Noble's Outfit; Rapier +1;
<b>Baron of the Realm:</b>	As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

### ATL1\_Olarn Medium-size Male Human (Kalamaran) Rogue1

<b>Hit Dice:</b>	(1d6)+2
<b>Hit Points:</b>	8
<b>Initiative:</b>	+3
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	15 (flatfooted 12, touch 13)
<b>Base Attack/Grapple:</b>	+0/+1
<b>Attacks:</b>	Dagger +1; Dagger (Thrown) +3; Dart (Masterwork) +4; Shortspear +1; Shortspear (Thrown) +3; ;
<b>Damage:</b>	Dagger 1d4+1; Dagger (Thrown) 1d4+1; Dart (Masterwork) 1d4+1; Shortspear 1d6+1; Shortspear (Thrown) 1d6+1; poison
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Sneak Attack +1d6, Trapfinding
<b>Saves:</b>	Fortitude: +2, Reflex: +5, Will: +1
<b>Abilities:</b>	STR 12 (+1), DEX 17 (+3), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 2; Balance 3; Bluff 0; Climb 5; Concentration 2; Craft (Poisonmaking) 6;

<b>Hit Dice:</b>	Craft (Untrained) 2; Diplomacy 0; Disguise 4; Escape Artist 7; Forgery 2; Gather Information 4; Heal 1; Hide 12; Intimidate 0; Jump 1; Listen 5; Move Silently 12; Ride 3; Search 6; Sense Motive 1; Spot 5; Survival 1; Swim 1; Tumble 7;
<b>Feats:</b>	Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Simple Weapon Proficiency
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	:Boots of Elvenkind; Poison (Zeakue); Cloak of Elvenkind; Dagger; Dart (Masterwork) x5; Leather; Outfit (Traveler's); Shortspear

### ATL1\_Tokite Cleric Medium-size Male Human (Kalamaran) Cleric1

<b>Hit Dice:</b>	(1d8)+2
<b>Hit Points:</b>	10
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 19, touch 11)
<b>Base Attack/Grapple:</b>	+0/+2
<b>Attacks:</b>	Chain, Spiked -2;
<b>Full Attack:</b>	Chain, Spiked -2;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 5/day (turn level 1) (turn damage 2d6+3), Spontaneous casting
<b>Saves:</b>	Fortitude: +4, Reflex: +0, Will: +5
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 16 (+3), CHA 14 (+2)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 2; Climb -3; Concentration 6; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 3; Hide -5; Intimidate 2; Jump -9; Knowledge (Religion) 4; Listen 3; Move Silently -5; Ride 0; Search 0; Sense Motive 3; Spellcraft 4; Spot 3; Survival 3; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extend Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +1; Full Plate (Masterwork); Outfit (Traveler's); Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (3/2+1/0/0/0/0/0/0/ DC:13+spell level) Cleric - Known: Level 0: Cure Minor Wounds, Detect Magic, Inflict Minor Wounds, Level 1: Bane, Enlarge Person (Strength), Protection from Good

**ATL1\_Tokite Wizard**  
**Medium-size Male Human (Kalamaran)**  
**Wizard2**

<b>Hit Dice:</b>	(2d4)+4
<b>Hit Points:</b>	11
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	13 (flatfooted 11, touch 13)
<b>Base Attack/Grapple:</b>	+1/+1
<b>Attacks:</b>	Dagger +1; Dagger (Thrown) +3;
<b>Full Attack:</b>	Dagger +1; Dagger (Thrown) +3;
<b>Damage:</b>	Dagger 1d4; Dagger (Thrown) 1d4; ;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +2, Reflex: +2, Will: +3
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 17 (+3), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 3; Balance 2; Bluff 0; Climb 0; Concentration 7; Craft (Untrained) 3; Diplomacy 0; Disguise 0; Escape Artist 2; Forgery 3; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 8; Knowledge (Architecture and Engineering) 8; Knowledge (Dungeoneering) 8; Knowledge (History) 8; Listen 0; Move Silently 2; Ride 2; Search 5; Sense Motive 0; Spellcraft 10; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Eschew Materials, Scribe Scroll
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Dagger; Outfit (Explorer's); Ring of Protection +1; Wand of Magic Missiles-(1st), 10 charges; Scroll of (Summon Monster I (arcane), Color Spray, Grease); 2 Potions of Mage Armor
<b>Spells:</b>	Spells per Day: (4/3/0/0/0/0/0/0/ DC:13+spell level) Wizard - Known: Level 0: Acid Splash, Detect Magic, Flare, Ray of Frost, Level 1: Color Spray, Mage Armor, Magic Missile

**Encounter 3a**

**Rust Monster**  
**Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7

<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b>	Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;
<b>Rust (Ex):</b>	A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Encounters 3, 4, and 5.**

**ATL1\_Tokite Legionnaire**  
**Medium-size Male Human (Kalamaran)**  
**Warrior1**

<b>Hit Dice:</b>	(1d8)+2
<b>Hit Points:</b>	10
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 17, touch 12)
<b>Base Attack/Grapple:</b>	+1/+4
<b>Attacks:</b>	Javelin +3; Sword, Short +5; Shortbow +3
<b>Full Attacks:</b>	Javelin +3; Sword, Short +5, Shortbow +3
<b>Damage:</b>	Javelin 1d6+3; Sword, Short 1d6+3; Shortbow 1d6;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +4, Reflex: +2, Will: +1
<b>Abilities:</b>	STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 12 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance -2; Bluff 0; Climb 1; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -4; Forgery 1; Gather Information 0; Heal 1; Hide -4; Intimidate 4; Jump -5; Listen 1; Move Silently -4; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -9;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Breastplate; Shield, Heavy; Javelin; Outfit (Explorer's); Sword, Short;

**ATL1\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric1**

<b>Hit Dice:</b>	(1d8)+2
<b>Hit Points:</b>	10

<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 19, touch 11)
<b>Base Attack/Grapple:</b>	+0/+2
<b>Attacks:</b>	Chain, Spiked -2;
<b>Full Attack:</b>	Chain, Spiked -2;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 5/day (turn level 1) (turn damage 2d6+3), Spontaneous casting
<b>Saves:</b>	Fortitude: +4, Reflex: +0, Will: +5
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 16 (+3), CHA 14 (+2)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 2; Climb -3; Concentration 6; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 3; Hide -5; Intimidate 2; Jump -9; Knowledge (Religion) 4; Listen 3; Move Silently -5; Ride 0; Search 0; Sense Motive 3; Spellcraft 4; Spot 3; Survival 3; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Extend Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +1; Full Plate (Masterwork); Outfit (Traveler's); Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (3/2+1/0/0/0/0/0/0/0/ DC:13+spell level) Cleric - Known: Level 0: Cure Minor Wounds, Detect Magic, Inflict Minor Wounds, Level 1: Bane, Enlarge Person (Strength), Protection from Good

**ATL1\_Tokite\_Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian1**

<b>Hit Dice:</b>	(1d12)+3
<b>Hit Points:</b>	15
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	16 (flatfooted 14, touch 12)
<b>Base Attack/Grapple:</b>	+1/+5
<b>Attacks:</b>	Dagger (Masterwork) +6;Dagger (Masterwork/Thrown) +4; Greataxe (Masterwork) +6;
<b>Full Attacks:</b>	Dagger (Masterwork) +6;Dagger (Masterwork/Thrown) +4; Greataxe (Masterwork) +6
<b>Damage:</b>	Dagger (Masterwork) 1d4+4;Dagger (Masterwork/Thrown) 1d4+4; Greataxe (Masterwork) 1d12+6;
<b>Vision:</b>	Darkvision (60')

<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 2), Illiteracy, Orc Blood, Rage (Ex) 1 times/day (8 rounds)
<b>Saves:</b>	Fortitude: +5, Reflex: +2, Will: +0
<b>Abilities:</b>	STR 18 (+4), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 3; Bluff -1; Climb 7; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 11; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 2;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b>	Chain Shirt (Masterwork); Dagger (Masterwork); Greataxe (Masterwork); Outfit (Explorer's)

# ATL 3 –

## Encounter One

### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	18
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	10 (flatfooted 10, touch 10)
<b>Base Attack/Grapple:</b>	+2
<b>Attacks:</b>	Rapier +1 +3;
<b>Full Attack:</b>	Rapier +1 +3;
<b>Damage:</b>	Rapier +1 1d6+1;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
<b>Saves:</b>	Fortitude: +1, Reflex: +1, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
<b>Skills:</b>	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Noble's Outfit; <i>Rapier +1</i> ;
<b>Baron of the Realm:</b>	As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

### ATL3 ATL3 Olarn Medium-size Male Human (Kalamaran) Rogue3

<b>Hit Dice:</b>	(3d6)+6
<b>Hit Points:</b>	20
<b>Initiative:</b>	+3
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	16 (flatfooted 13, touch 14)
<b>Base Attack/Grapple:</b>	+2/+3
<b>Attacks:</b>	Dart (Masterwork) +6; Dagger +3; Dagger (Thrown) +5; Shortspear -7; Shortspear (Thrown) +5; ;
<b>Full Attack:</b>	Dart +3 primary hand, +3 offhand.
<b>Damage:</b>	Dart (Masterwork) 1d4+1; Dagger 1d4+1; Dagger (Thrown) 1d4+1; Shortspear 1d6+1; Shortspear (Thrown) 1d6+1; poison
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Evasion (Ex), Sneak Attack +2d6, Trap Sense (Ex) +1, Trapfinding
<b>Saves:</b>	Fortitude: +3, Reflex: +6, Will: +2

<b>Abilities:</b>	STR 12 (+1), DEX 17 (+3), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 2; Balance 5; Bluff 2; Climb 7; Concentration 2; Craft (Poisonmaking) 8; Craft (Untrained) 2; Diplomacy 0; Disguise 6; Escape Artist 9; Forgery 2; Gather Information 4; Heal 1; Hide 14; Intimidate 0; Jump 3; Listen 7; Move Silently 14; Ride 3; Search 8; Sense Motive 1; Spot 7; Survival 1; Swim 1; Tumble 9;
<b>Feats:</b>	Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Boots of Elvenkind; Ring of Protection +1; Cloak of Elvenkind; Dagger; Dart (Masterwork) x5; Leather; Outfit (Traveler's); Poison (Zeakue); Shortspear

### ATL3 Tokite Cleric Medium-size Male Human (Kalamaran) Cleric3

<b>Hit Dice:</b>	(3d8)+6
<b>Hit Points:</b>	24
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 19, touch 11)
<b>Base Attack/Grapple:</b>	+2/+4
<b>Attacks:</b>	Chain, Spiked +4;
<b>Full Attack:</b>	Chain, Spiked +4;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 5/day (turn level 3) (turn damage 2d6+5), Spontaneous casting
<b>Saves:</b>	Fortitude: +5, Reflex: +1, Will: +6
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 16 (+3), CHA 14 (+2)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 2; Climb -3; Concentration 8; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 3; Hide -5; Intimidate 2; Jump -9; Knowledge (Religion) 6; Listen 3; Move Silently -5; Ride 0; Search 0; Sense Motive 3; Spellcraft 6; Spot 3; Survival 3; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +1; Full Plate (Masterwork); Outfit (Traveler's); Wand of <i>cure light wounds</i> (1st, 10 charges); Scroll of ( <i>Cure Light Wounds</i> , <i>Bless</i> , <i>Divine Favor</i> ); Scroll of ( <i>Entangle</i> , <i>Cure Light Wounds</i> , <i>Produce Flame</i> ); 2 Potions of <i>Bull's Strength</i>
<b>Deity:</b>	The Overlord <i>Domains</i> : Evil(You cast evil spells 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.)

<b>Spells:</b>	
Spells per Day: (4/3+1/2+1/0/0/0/0/0/0/0/0/0 DC:13+spell level)	
<b>Cleric - Known:</b>	
<b>Level 0:</b> Cure Minor Wounds X2, Detect Magic, Light,	
<b>Level 1:</b> Bane, Cure Light Wounds, Divine Favor, Enlarge Person(Strength),	
<b>Level 2:</b> Bull's Strength(Strength), Cure Moderate Wounds, Spiritual Weapon	

**ATL3 Tokite Wizard**  
**Medium-size Male Human (Kalamaran)**  
**Wizard4**

<b>Hit Dice:</b>	(4d4)+8
<b>Hit Points:</b>	21
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	13 (flatfooted 11, touch 13)
<b>Base Attack/Grapple:</b>	+2/+2
<b>Attacks:</b>	Dagger +2;Dagger (Thrown) +4;
<b>Full Attack:</b>	Dagger +2;Dagger (Thrown) +4;
<b>Damage:</b>	Dagger 1d4;Dagger (Thrown) 1d4;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +3, Reflex: +3, Will: +4
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 18 (+4), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 4; Balance 2; Bluff 0; Climb 0; Concentration 12; Craft (Untrained) 4; Diplomacy 0; Disguise 0; Escape Artist 2; Forgery 4; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 11; Knowledge (Architecture and Engineering) 11; Knowledge (Dungeoneering) 11; Knowledge (History) 11; Knowledge (Nobility and Royalty) 5; Listen 0; Move Silently 2; Ride 2; Search 6; Sense Motive 0; Spellcraft 13; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Eschew Materials, Scribe Scroll, Skill Focus (Concentration)
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b> Dagger; Outfit (Explorer's); Ring of Protection +1; Wand of Magic Missiles-(1st), 10 charges; Scroll of <i>Summon Monster I (arcane)</i> , <i>Color Spray</i> , <i>Grease</i> ; 2 Potions of <i>Mage Armor</i>	
<b>Spells:</b>	
Spells per Day: (4/4/3/0/0/0/0/0/0/0/0/0 DC:14+spell level)	
<b>Wizard - Known:</b>	
<b>Level 0:</b> Acid Splash, Daze, Detect Magic, Ray of Frost,	
<b>Level 1:</b> Color Spray x2, Mage Armor, Magic Missile	
<b>Level 2:</b> Acid Arrow, Invisibility, Summon Swarm	

**Encounters 3a.**

**Rust Monster**  
**Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3

<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7
<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b> Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;	
<b>Rust (Ex):</b> A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.	

**Encounters 3, 4, and 5.**

**ATL3 Tokite Legionnaire**  
**Medium-size Male Human (Kalamaran)**  
**Fighter2**

<b>Hit Dice:</b>	(2d10)+4
<b>Hit Points:</b>	20
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 17, touch 12)
<b>Base Attack/Grapple:</b>	+2/+5
<b>Attacks:</b>	Javelin +4;Sword (Short/Masterwork) +7; Shortbow +4
<b>Full Attack:</b>	Javelin +4, Sword (Short/Masterwork) +7; Shortbow +4
<b>Damage:</b>	Javelin 1d6+3;Sword (Short/Masterwork) 1d6+3; Shortbow 1d6
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +5, Reflex: +2, Will: +1
<b>Abilities:</b>	STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 12 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance -1; Bluff 0; Climb 3; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -3; Forgery 1; Gather Information 0; Heal 1; Hide -3; Intimidate 5; Jump -3; Listen 1; Move Silently -3; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -7;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Dodge, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))

<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Breastplate (Masterwork); Javelin; Outfit (Explorer's); Shield, Heavy; Sword (Short/Masterwork);

**ATL3\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric3**

<b>Hit Dice:</b>	(3d8)+6
<b>Hit Points:</b>	24
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 19, touch 11)
<b>Base Attack/Grapple:</b>	+2/+4
<b>Attacks:</b>	Chain, Spiked +4;
<b>Full Attack:</b>	Chain, Spiked +4;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 5/day (turn level 3) (turn damage 2d6+5), Spontaneous casting
<b>Saves:</b>	Fortitude: +5, Reflex: +1, Will: +6
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 16 (+3), CHA 14 (+2)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 2; Climb -3; Concentration 8; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 3; Hide -5; Intimidate 2; Jump -9; Knowledge (Religion) 6; Listen 3; Move Silently -5; Ride 0; Search 0; Sense Motive 3; Spellcraft 6; Spot 3; Survival 3; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +1; Full Plate (Masterwork); Outfit (Traveler's); Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (4/3+1/2+1/0/0/0/0/0/ DC:13+spell level) Cleric - Known: Level 0: Cure Minor Wounds X2, Detect Magic, Light, Level 1: Bane, Cure Light Wounds, Divine Favor, Enlarge Person(Strength), Level 2: Bull's Strength(Strength), Cure Moderate Wounds, Spiritual Weapon

**ATL3\_Tokite Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian3**

<b>Hit Dice:</b>	(3d12)+9
<b>Hit Points:</b>	35
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	17 (flatfooted 17, touch 12)
<b>Base Attack/Grapple:</b>	+3/+7
<b>Attacks:</b>	Dagger (Masterwork) +8;Dagger (Masterwork/Thrown) +6; Greataxe (Masterwork) +8; ;
<b>Full Attacks:</b>	Dagger (Masterwork) +8;Dagger (Masterwork/Thrown) +6; Greataxe (Masterwork) +8;
<b>Damage:</b>	Dagger (Masterwork) 1d4+4;Dagger (Masterwork/Thrown) 1d4+4; Greataxe (Masterwork) 1d12+6;
<b>Vision:</b>	Darkvision (60')
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 6), Illiteracy, Orc Blood, Rage (Ex) 1 times/day (8 rounds), Trap Sense (Ex) +1, Uncanny Dodge (Dex bonus to AC)
<b>Saves:</b>	Fortitude: +6, Reflex: +3, Will: +1
<b>Abilities:</b>	STR 18 (+4), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 4; Bluff -1; Climb 9; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 13; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 2;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency
<b>Challenge Rating:</b>	5
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b>	Amulet of Natural Armor +1; Chain Shirt (Masterwork); Dagger (Masterwork); Greataxe (Masterwork); Outfit (Explorer's);

# ATL 5 –

## Encounter One

### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	18
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	10 (flatfooted 10, touch 10)
<b>Base Attack/Grapple:</b>	+2
<b>Attacks:</b>	Rapier +1 +3;
<b>Full Attack:</b>	Rapier +1 +3;
<b>Damage:</b>	Rapier +1 1d6+1;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
<b>Saves:</b>	Fortitude: +1, Reflex: +1, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
<b>Skills:</b>	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Noble's Outfit; <i>Rapier</i> +1;
<b>Baron of the Realm:</b>	As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

## ATL5

### ATL5\_Olarn Medium-size Male Human (Kalamaran) Rogue5

<b>Hit Dice:</b>	(5d6)+10
<b>Hit Points:</b>	32
<b>Initiative:</b>	+5
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	18 (flatfooted 18, touch 16)
<b>Base Attack/Grapple:</b>	+3/+4
<b>Attacks:</b>	Dart (Masterwork) +9; Dagger +4;Dagger (Thrown) +8;Shortspear +4;Shortspear (Thrown) +8; ;
<b>Full Attack:</b>	Dart +7 primary hand/+7 offhand
<b>Damage:</b>	Dart (Masterwork) 1d4+1; Dagger 1d4+1;Dagger (Thrown) 1d4+1;Shortspear 1d6+1;Shortspear (Thrown) 1d6+1
<b>Face / Reach:</b>	5 ft. / 5 ft.

<b>Special Qualities:</b>	Evasion (Ex), Sneak Attack +3d6, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge (Dex bonus to AC)
<b>Saves:</b>	Fortitude: +3, Reflex: +9, Will: +2
<b>Abilities:</b>	STR 12 (+1), DEX 20 (+5), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 2; Balance 7; Bluff 4; Climb 9; Concentration 2; Craft (Poisonmaking) 10; Craft (Untrained) 2; Diplomacy 0; Disguise 8; Escape Artist 13; Forgery 2; Gather Information 4; Heal 1; Hide 18; Intimidate 0; Jump 3; Listen 9; Move Silently 18; Ride 5; Search 10; Sense Motive 1; Spot 9; Survival 1; Swim 1; Tumble 13;
<b>Feats:</b>	Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Boots of Elvenkind; Gloves of Dexterity +2; Cloak of Elvenkind; Dagger; Dart (Masterwork) x5; Leather; Traveler's Outfit; Poison (Zeakue); Ring of Protection +1; Shortspear

### ATL5\_Tokite Cleric Medium-size Male Human (Kalamaran) Cleric5

<b>Hit Dice:</b>	(5d8)+10
<b>Hit Points:</b>	38
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 19, touch 11)
<b>Base Attack/Grapple:</b>	+3/+5
<b>Attacks:</b>	Chain, Spiked +5;
<b>Full Attack:</b>	Chain, Spiked +5;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 5/day (turn level 5) (turn damage 2d6+7), Spontaneous casting
<b>Saves:</b>	Fortitude: +6, Reflex: +1, Will: +7
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 17 (+3), CHA 14 (+2)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 2; Climb -3; Concentration 10; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 3; Hide -5; Intimidate 2; Jump -9; Knowledge (Religion) 8; Listen 3; Move Silently -5; Ride 0; Search 0; Sense Motive 3; Spellcraft 8; Spot 3; Survival 3; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +1; Full Plate (Masterwork); Outfit (Traveler's); Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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+1/3+1/2+1/0/0/0/0/ DC:13+spell level)  
 Cleric - Known:  
 Level 0: Cure Minor Wounds x2, Detect Magic, Inflict Minor Wounds x2,  
 Level 1: Bane, Cure Light Wounds, Divine Favor, Doom, Enlarge Person(Strength)  
 Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Hold Person, Spiritual Weapon  
 Level 3: Dispel Magic, Magic Circle against Good (Evil), Searing Light

**ATL5\_Tokite Wizard  
 Medium-size Male Human (Kalamaran)  
 Wizard6**

<b>Hit Dice:</b>	(6d4)+12
<b>Hit Points:</b>	31
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	13 (flatfooted 11, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attacks:</b>	Dagger +3;Dagger (Thrown) +5;
<b>Full Attack:</b>	Dagger +3;Dagger (Thrown) +5;
<b>Damage:</b>	Dagger 1d4;Dagger (Thrown) 1d4;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +4, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 18 (+4), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 4; Balance 2; Bluff 0; Climb 0; Concentration 14; Craft (Untrained) 4; Diplomacy 0; Disguise 0; Escape Artist 2; Forgery 4; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 13; Knowledge (Architecture and Engineering) 13; Knowledge (Dungeoneering) 13; Knowledge (History) 13; Knowledge (Nobility and Royalty) 7; Listen 0; Move Silently 2; Ride 2; Search 6; Sense Motive 0; Spellcraft 15; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Craft Wand, Eschew Materials, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Evocation)
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Dagger; Outfit (Explorer's); Ring of Protection +1; Wand of Magic Missiles-(1st), 10 charges; Scroll of (Summon Monster I (arcane), Color Spray, Grease); 2 Potions of Mage Armor
<b>Spells:</b>	Spells per Day: (4/4/4/3/0/0/0/0/ DC:14+spell level) Wizard - Known: Level 0: Acid Splash, Detect Magic, Ray of Frost, Read Magic Level 1: Color Spray, Mage Armor, Magic Missile x2 Level 2: Acid Arrow, Cat's Grace, Flaming Sphere, Summon Swarm Level 3: Dispel Magic, Fireball, Vampiric Touch

**Encounters 3a.**

**Rust Monster  
 Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7
<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b>	Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;
<b>Rust (Ex):</b>	A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Encounters 3, 4, and 5.**

**ATL5\_Tokite Legionnaire  
 Medium-size Male Human (Kalamaran)  
 Fighter4**

<b>Hit Dice:</b>	(4d10)+8
<b>Hit Points:</b>	36
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 18, touch 12)
<b>Base Attack/Grapple:</b>	+4/+7
<b>Attacks:</b>	Javelin (Masterwork) +8;Sword (Short/Masterwork) +9; Shortbow +6
<b>Full Attack:</b>	Javelin (Masterwork) +8; Sword (Short/Masterwork) +9; Shortbow +6
<b>Damage:</b>	Javelin (Masterwork) 1d6+3;Sword (Short/Masterwork) 1d6+5; Shortbow 1d6
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +6, Reflex: +3, Will: +2
<b>Abilities:</b>	STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 13 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance 1; Bluff 0; Climb 6; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -2; Forgery 1; Gather Information 0; Heal



	1; Hide -2; Intimidate 7; Jump 0; Listen 1; Move Silently -2; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -5;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Dodge, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short), Javelin), Weapon Specialization (Sword (Short))
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Breastplate (Masterwork); Javelin (Masterwork); Outfit (Explorer's); Shield +1 (Heavy/Metal); Sword (Short/Masterwork);

**ATL5\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric5**

<b>Hit Dice:</b>	(5d8)+10
<b>Hit Points:</b>	38
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	19 (flatfooted 19, touch 11)
<b>Base Attack/Grapple:</b>	+3/+5
<b>Attacks:</b>	Chain, Spiked +5;
<b>Full Attack:</b>	Chain, Spiked +5;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 5/day (turn level 5) (turn damage 2d6+7), Spontaneous casting
<b>Saves:</b>	Fortitude: +6, Reflex: +1, Will: +7
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 17 (+3), CHA 14 (+2)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 2; Climb -3; Concentration 10; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -5; Forgery 0; Gather Information 2; Heal 3; Hide -5; Intimidate 2; Jump -9; Knowledge (Religion) 8; Listen 3; Move Silently -5; Ride 0; Search 0; Sense Motive 3; Spellcraft 8; Spot 3; Survival 3; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +1; Full Plate (Masterwork); Outfit (Traveler's); Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (5/4+1/3+1/2+1/0/0/0/0/0/ DC:13+spell level)

<b>Cleric - Known:</b>	Level 0: Cure Minor Wounds x2, Detect Magic, Inflict Minor Wounds x2, Level 1: Bane, Cure Light Wounds, Divine Favor, Doom, Enlarge Person(Strength) Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Hold Person, Spiritual Weapon Level 3: Dispel Magic, Magic Circle against Good (Evil), Searing Light
------------------------	---

**ATL5\_Tokite Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian5**

<b>Hit Dice:</b>	(5d12)+15
<b>Hit Points:</b>	55
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	18 (flatfooted 18, touch 12)
<b>Base Attack/Grapple:</b>	+5/+9
<b>Attacks:</b>	Dagger (Masterwork) +10;Dagger (Masterwork/Thrown) +8; Greataxe (Masterwork) +10;
<b>Full Attacks:</b>	Dagger (Masterwork) +10;Dagger (Masterwork/Thrown) +8; Greataxe (Masterwork) +10;
<b>Damage:</b>	Dagger (Masterwork) 1d4+4;Dagger (Masterwork/Thrown) 1d4+4; Greataxe (Masterwork) 1d12+6;
<b>Vision:</b>	Darkvision (60')
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 10), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 9 level), Orc Blood, Rage (Ex) 2 times/day (8 rounds), Trap Sense (Ex) +1
<b>Saves:</b>	Fortitude: +7, Reflex: +3, Will: +1
<b>Abilities:</b>	STR 19 (+4), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 5; Bluff -1; Climb 11; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 15; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 2;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency
<b>Challenge Rating:</b>	7
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b>	Amulet of Natural Armor +1; Chain Shirt +1; Dagger (Masterwork); Greataxe (Masterwork); Outfit (Explorer's);

## ATL 7 –

### Encounter One

#### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

Hit Dice:	(3d8)
Hit Points:	18
Initiative:	+0
Speed:	Walk 30 ft.
AC:	10 (flatfooted 10, touch 10)
Base Attack/Grapple:	+2
Attacks:	Rapier +1 +3;
Full Attack:	Rapier +1 +3;
Damage:	Rapier +1 1d6+1;
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
Saves:	Fortitude: +1, Reflex: +1, Will: +5
Abilities:	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
Skills:	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
Alignment:	Neutral Evil
Possessions:	Noble's Outfit; <i>Rapier +1</i> ;
Baron of the Realm:	As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

#### ATL7\_Olarn Medium-size Male Human (Kalamaran) Rogue5 Assassin2

Hit Dice:	(5d6)+(2d6)+14
Hit Points:	44
Initiative:	+5
Speed:	Walk 30 ft.
AC:	18 (flatfooted 18, touch 16)
Base Attack/Grapple:	+4/+5
Attacks:	<i>Dart +1</i> +11; Dagger +5; Dagger (Thrown) +10; Shortspear +5; Shortspear (Thrown) +10
Full Attacks:	<i>Dart+1</i> +9 primary hand/ <i>Dart</i> +9 off hand
Damage:	<i>Dart +1</i> 1d4+1; Dagger 1d4+1; Dagger (Thrown) 1d4+1; Shortspear 1d6+1; Shortspear (Thrown) 1d6+1; poison
Face / Reach:	5 ft. / 5 ft.

Special Qualities:	+1 save against poisons, Death Attack (DC 14), Evasion (Ex), Improved Uncanny Dodge (can't be flanked except by a rogue of 11 level), Poison Use, Sneak Attack +4d6, Trap Sense (Ex) +1, Trapfinding
Saves:	Fortitude: +3, Reflex: +12, Will: +2
Abilities:	STR 12 (+1), DEX 20 (+5), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)
Skills:	Appraise 2; Balance 9; Bluff 4; Climb 9; Concentration 2; Craft (Poisonmaking) 12; Craft (Untrained) 2; Diplomacy 0; Disguise 10; Escape Artist 15; Forgery 2; Gather Information 4; Heal 1; Hide 20; Intimidate 0; Jump 3; Listen 9; Move Silently 20; Ride 5; Search 10; Sense Motive 1; Spot 9; Survival 1; Swim 1; Tumble 15;
Feats:	Armor Proficiency (Light), Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting
Alignment:	Neutral Evil
Possessions:	Boots of Elvenkind; Dart +1 x5; Cloak of Elvenkind; Dagger; Gloves of Dexterity +2; Leather; Traveler's Outfit; Poison (Zeakue); Ring of Protection +1; Shortspear;
Spells:	Spells per Day: (0/2/0/0/0/0/0/0/ DC:12+spell level) Assassin - Known: Level 1: Detect Poison, Obscuring Mist, True Strike

#### ATL7\_Tokite Cleric Medium-size Male Human (Kalamaran) Cleric7

Hit Dice:	(7d8)+14
Hit Points:	52
Initiative:	+0
Speed:	Walk 20 ft.
AC:	20 (flatfooted 20, touch 12)
Base Attack/Grapple:	+5/+7
Attacks:	Chain, Spiked +7;
Full Attack:	Chain, Spiked +7;
Damage:	Chain, Spiked 2d4+3;
Face / Reach:	5 ft. / 5 ft.
Special Qualities:	Rebuke Undead (Su) 6/day (turn level 7) (turn damage 2d6+10), Spontaneous casting
Saves:	Fortitude: +7, Reflex: +2, Will: +9
Abilities:	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 19 (+4), CHA 16 (+3)
Skills:	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 12; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 4; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 10; Listen 4; Move Silently -5; Ride 0; Search 0; Sense Motive 4; Spellcraft 10; Spot 4; Survival 4; Swim -8;
Feats:	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency

<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b> Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength	
<b>Deity:</b> The Overlord Domains: Evil(You cast evil spells 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.)	
<b>Spells:</b> Spells per Day: (6/5+1/4+1/3+1/2+1/0/0/0/0/ DC:14+spell level) Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Command, Cure Light Wounds, Divine Favor, Enlarge Person (Strength), Inflict Light Wounds Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Death Knell, Sound Burst, Spiritual Weapon, Level 3: Cure Serious Wounds, Dispel Magic, Magic Circle against Good (Evil), Searing Light, Level 4: Cure Critical Wounds, Divine Power, Unholy Blight (Evil)	

**ATL7 Tokite Wizard**  
**Medium-size Male Human (Kalamaran)**  
**Wizard8**

<b>Hit Dice:</b>	(8d4)+16
<b>Hit Points:</b>	41
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	14 (flatfooted 12, touch 14)
<b>Base Attack/Grapple:</b>	+4/+4
<b>Attacks:</b>	Dagger +4;Dagger (Thrown) +6;
<b>Full Attack:</b>	Dagger +4;Dagger (Thrown) +6;
<b>Damage:</b>	Dagger 1d4;Dagger (Thrown) 1d4;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +4, Reflex: +4, Will: +6
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 21 (+5), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 5; Balance 2; Bluff 0; Climb 0; Concentration 16; Craft (Untrained) 5; Diplomacy 2; Disguise 0; Escape Artist 2; Forgery 5; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 16; Knowledge (Architecture and Engineering) 16; Knowledge (Dungeoneering) 16; Knowledge (History) 16; Knowledge (Nobility and Royalty) 10; Listen 0; Move Silently 2; Ride 2; Search 7; Sense Motive 0; Spellcraft 18; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Craft Wand, Eschew Materials, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Evocation)
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b> Dagger; Ring of Protection +2; Headband of Intellect +2; Outfit (Explorer's); Wand of Magic Missiles-(1st), 10 charges; Scroll of (Summon Monster I (arcane), Color Spray, Grease); 2 Potions of Mage Armor	

<b>Spells:</b> Spells per Day: (4/6/4/4/3/0/0/0/ DC:15+spell level) Wizard - Known: Level 0: Acid Splash, Detect Magic, Mage Hand, Read Magic, Level 1: Color Spray, Detect Secret Doors, Mage Armor, Magic Missile x3 Level 2: Acid Arrow, Cat's Grace, Invisibility, Summon Swarm Level 3: Dispel Magic, Fireball x2, Vampiric Touch Level 4: Black Tentacles, Invisibility, Greater, Stoneskin
--

**Encounters 3a.**

**Rust Monster**  
**Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7
<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b> Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;	
<b>Rust (Ex):</b> A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.	

**Encounters 3, 4, and 5.**

**ATL7 Tokite Legionnaire**  
**Medium-size Male Human (Kalamaran)**  
**Fighter6**

<b>Hit Dice:</b>	(6d10)+12
<b>Hit Points:</b>	51
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 18, touch 12)
<b>Base Attack / Grapple:</b>	+6/+9
<b>Attacks:</b>	Sword +1 (Short) +11;Javelin (Masterwork) +10; Shortbow +8
<b>Full Attack:</b>	Sword +1 (Short) +11/+6;Javelin (Masterwork)

	+10/+5; Shortbow +8/+3
<b>Damage:</b>	Sword +1 (Short) 1d6+6; Javelin (Masterwork) 1d6+3; Shortbow 1d6
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +7, Reflex: +4, Will: +3
<b>Abilities:</b>	STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 13 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance 2; Bluff 0; Climb 8; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -2; Forgery 1; Gather Information 0; Heal 1; Hide -2; Intimidate 9; Jump 2; Listen 1; Move Silently -2; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -5;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short), Javelin), Weapon Specialization (Sword (Short))
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Breastplate (Masterwork); Sword +1 (Short); Javelin (Masterwork); Outfit (Explorer's); Shield +1 (Heavy/Metal)

**ATL7\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric7**

<b>Hit Dice:</b>	(7d8)+14
<b>Hit Points:</b>	52
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+5/+7
<b>Attacks:</b>	Chain, Spiked +7;
<b>Full Attack:</b>	Chain, Spiked +7;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 7) (turn damage 2d6+10), Spontaneous casting
<b>Saves:</b>	Fortitude: +7, Reflex: +2, Will: +9
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 19 (+4), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 12; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 4; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 10; Listen 4; Move Silently -5; Ride 0; Search 0; Sense Motive 4; Spellcraft 10; Spot 4; Survival 4; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure

	Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil (You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (6/5+1/4+1/3+1/2+1/0/0/0/0/0/0) DC:14+spell level Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Command, Cure Light Wounds, Divine Favor, Enlarge Person (Strength), Inflict Light Wounds Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Death Knell, Sound Burst, Spiritual Weapon, Level 3: Cure Serious Wounds, Dispel Magic, Magic Circle against Good (Evil), Searing Light, Level 4: Cure Critical Wounds, Divine Power, Unholy Blight (Evil)

**ATL7\_Tokite Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian7**

<b>Hit Dice:</b>	(7d12)+21
<b>Hit Points:</b>	75
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	18 (flatfooted 18, touch 12)
<b>Base Attack/Grapple:</b>	+7/+11
<b>Attacks:</b>	Greataxe +1 +12; Dagger (Masterwork) +12; Dagger (Masterwork/Thrown) +10;
<b>Full Attacks:</b>	Greataxe +1 +12/+7; Dagger (Masterwork) +12/+7; Dagger (Masterwork/Thrown) +10/+5;
<b>Damage:</b>	Greataxe +1 1d12+7; Dagger (Masterwork) 1d4+4; Dagger (Masterwork/Thrown) 1d4+4;
<b>Vision:</b>	Darkvision (60')
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 14), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 11 level), Orc Blood, Rage (Ex) 2 times/day (8 rounds), Trap Sense (Ex) +2
<b>Saves:</b>	Fortitude: +8, Reflex: +4, Will: +2
<b>Abilities:</b>	STR 19 (+4), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 6; Bluff -1; Climb 13; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 17; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 2;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency
<b>Challenge Rating:</b>	9
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b>	Amulet of Natural Armor +1; Greataxe +1; Chain Shirt +1; Dagger (Masterwork); Outfit (Explorer's);

# ATL 9 –

## Encounter One

### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	18
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	10 (flatfooted 10, touch 10)
<b>Base Attack/Grapple:</b>	+2
<b>Attacks:</b>	Rapier +1 +3;
<b>Full Attack:</b>	Rapier +1 +3;
<b>Damage:</b>	Rapier +1 1d6+1;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
<b>Saves:</b>	Fortitude: +1, Reflex: +1, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
<b>Skills:</b>	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
<b>Alignment:</b>	Neutral Evil

**Possessions:** Noble's Outfit; *Rapier +1*;

**Baron of the Realm:** As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

### ATL9\_Olarn Medium-size Male Human (Kalamaran) Rogue5 Assassin4

<b>Hit Dice:</b>	(5d6)+(4d6)+18
<b>Hit Points:</b>	56
<b>Initiative:</b>	+5
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	20 (flatfooted 20, touch 16)
<b>Base Attack / Grapple:</b>	+6/+7
<b>Attacks:</b>	<i>Dart +1 +12</i> ; <i>Dagger +7</i> ; <i>Dagger (Thrown) +11</i> ; <i>Shortspear +7</i> ; <i>Shortspear (Thrown) +11</i>
<b>Full Attack;</b>	<i>Dart +1 +10/+5</i> primary hand/ <i>+10/+5</i> offhand; <i>Dagger +7/+2</i> ; <i>Dagger (Thrown) +11/+6</i> ; <i>Shortspear +7/+2</i> ; <i>Shortspear (Thrown) +11/+6</i>
<b>Damage:</b>	<i>Dart +1</i> 1d4+1; <i>Dagger</i> 1d4+1; <i>Dagger (Thrown)</i> 1d4+1; <i>Shortspear</i> 1d6+1; <i>Shortspear (Thrown)</i> 1d6+1; <i>poison</i>
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 save against poisons, Death Attack (DC 16), Evasion (Ex), Improved Uncanny Dodge (can't be

	flanked except by a rogue of 13 level), Poison Use, Sneak Attack +5d6, Trap Sense (Ex) +1, Trapfinding
<b>Saves:</b>	Fortitude: +4, Reflex: +13, Will: +3
<b>Abilities:</b>	STR 12 (+1), DEX 20 (+5), CON 14 (+2), INT 15 (+2), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 2; Balance 9; Bluff 4; Climb 9; Concentration 2; Craft (Poisonmaking) 14; Craft (Untrained) 2; Diplomacy 0; Disguise 12; Escape Artist 17; Forgery 2; Gather Information 4; Heal 1; Hide 22; Intimidate 0; Jump 3; Listen 10; Move Silently 22; Ride 5; Search 10; Sense Motive 1; Spot 10; Survival 1; Swim 1; Tumble 17;
<b>Feats:</b>	Armor Proficiency (Light), Improved Two-Weapon Fighting, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Amulet of Natural Armor +1; Boots of Elvenkind; Cloak of Elvenkind; Dagger; Dart +1 x5; Gloves of Dexterity +2; Leather +1; Traveler's Outfit; Poison (Zeakue); Ring of Protection +1; Shortspear
<b>Spells:</b>	Spells per Day: (0/4/2/0/0/0/0/0/0/0/0/0/0/0/0/0/0) DC:12+spell level
<b>Assassin - Known:</b>	<b>Level 1:</b> Detect Poison, Jump, Obscuring Mist, True Strike <b>Level 2:</b> Invisibility, Spider Climb, Undetectable Alignment

### ATL9\_Tokite Cleric Medium-size Male Human (Kalamaran) Cleric9

<b>Hit Dice:</b>	(9d8)+18
<b>Hit Points:</b>	63
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+6/+8
<b>Attacks:</b>	Chain, Spiked +8
<b>Full Attack:</b>	Chain, Spiked +8/+3;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 9) (turn damage 2d6+12), Spontaneous casting
<b>Saves:</b>	Fortitude: +8, Reflex: +3, Will: +11
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 20 (+5), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 14; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 5; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 12; Listen 5; Move Silently -5; Ride 0; Search 0; Sense Motive 5; Spellcraft 12; Spot 5; Survival 5; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Maximize Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of

Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength

**Deity:** The Overlord Domains: Evil (You cast evil spells 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: (6/6+1/5+1/4+1/3+1/2+1/0/0/0/ DC:15+spell level)  
Cleric - Known:  
Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2,  
Level 1: Bane, Cure Light Wounds x2, Divine Favor, Doom, Enlarge Person (Strength), Protection from Good,  
Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Hold Person, Silence, Sound Burst, Spiritual Weapon,  
Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Circle against Good (Evil), Searing Light,  
Level 4: Cure Critical Wounds, Divine Power, Summon Monster IV, Unholy Blight (Evil)  
Level 5: Command, Greater, Flame Strike, Righteous Might (Strength)

**ATL9 Tokite Wizard**  
**Medium-size Male Human (Kalamaran)**  
**Wizard10**

<b>Hit Dice:</b>	(10d4)+20
<b>Hit Points:</b>	51
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	14 (flatfooted 12, touch 14)
<b>Base Attack/Grapple:</b>	+5/+5
<b>Attacks:</b>	Dagger +5; Dagger (Thrown) +7;
<b>Full Attack:</b>	Dagger +5; Dagger (Thrown) +7;
<b>Damage:</b>	Dagger 1d4; Dagger (Thrown) 1d4; ;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +5, Reflex: +5, Will: +7
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 21 (+5), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 5; Balance 2; Bluff 0; Climb 0; Concentration 18; Craft (Untrained) 5; Diplomacy 2; Disguise 0; Escape Artist 2; Forgery 5; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 18; Knowledge (Architecture and Engineering) 18; Knowledge (Dungeoneering) 18; Knowledge (History) 18; Knowledge (Nobility and Royalty) 12; Listen 0; Move Silently 2; Ride 2; Search 7; Sense Motive 0; Spellcraft 20; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Craft Wand, Eschew Materials, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation)
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Dagger; Ring of Protection +2; Headband of Intellect +2; Outfit (Explorer's); Wand of Magic Missiles-(1st), 10 charges; Scroll of (Summon Monster I (arcane), Color Spray, Grease); 2 Potions of Mage Armor

**Spells:**  
Spells per Day: (4/6/5/4/4/3/0/0/0/ DC:15+spell level)  
Wizard - Known:  
Level 0: Acid Splash, Detect Magic, Mage Hand, Ray of Frost,  
Level 1: Alarm, Color Spray, Mage Armor, Magic Missile x3  
Level 2: Acid Arrow, Cat's Grace, Flaming Sphere, Invisibility, Summon Swarm  
Level 3: Dispel Magic, Fireball x2, Vampiric Touch  
Level 4: Black Tentacles, Ice Storm, Invisibility, Greater, Stoneskin  
Level 5: Cloudkill, Overland Flight, Wall of Force

**Encounter 3a.**

**Rust Monster**  
**Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7
<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b>	Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;
<b>Rust (Ex):</b>	A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Encounters 3, 4, and 5.**

**ATL9 Tokite Legionnaire**  
**Medium-size Male Human (Kalamaran)**  
**Fighter8**

<b>Hit Dice:</b>	(8d10)+16
<b>Hit Points:</b>	67
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	22 (flatfooted 20, touch 13)
<b>Base Attack/Grapple:</b>	+8/+11
<b>Attacks:</b>	Javelin (Masterwork) +12; Sword +1 (Short) +13; Shortbow +10
<b>Full Attack:</b>	Javelin (Masterwork) +12/+7; Sword +1

	(Short) +13/+8; Shortbow +10/+5
<b>Damage:</b>	Javelin (Masterwork) 1d6+3; <i>Sword +1</i> (Short) 1d6+6; Shortbow 1d6
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +8, Reflex: +4, Will: +3
<b>Abilities:</b>	STR 17 (+3), DEX 14 (+2), CON 14 (+2), INT 13 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance 3; Bluff 0; Climb 10; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -2; Forgery 1; Gather Information 0; Heal 1; Hide -2; Intimidate 11; Jump 4; Listen 1; Move Silently -2; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -5;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short), Javelin), Weapon Specialization (Sword (Short))
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Breastplate +1; Ring of Protection +1; Javelin (Masterwork); Outfit (Explorer's); Shield +1 (Heavy/Metal); Sword +1 (Short);

**ATL9\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric9**

<b>Hit Dice:</b>	(9d8)+18
<b>Hit Points:</b>	63
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+6/+8
<b>Attacks:</b>	Chain, Spiked +8
<b>Full Attack:</b>	Chain, Spiked +8/+3;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 9) (turn damage 2d6+12), Spontaneous casting
<b>Saves:</b>	Fortitude: +8, Reflex: +3, Will: +11
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 20 (+5), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 14; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 5; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 12; Listen 5; Move Silently -5; Ride 0; Search 0; Sense Motive 5; Spellcraft 12; Spot 5; Survival 5; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Maximize Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency

<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (6/6+1/5+1/4+1/3+1/2+1/0/0/0/ DC:15+spell level) Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Cure Light Wounds x2, Divine Favor, Doom, Enlarge Person (Strength), Protection from Good, Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Hold Person, Silence, Sound Burst, Spiritual Weapon, Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Circle against Good(Evil), Searing Light, Level 4: Cure Critical Wounds, Divine Power, Summon Monster IV, Unholy Blight (Evil) Level 5: Command, Greater, Flame Strike, Righteous Might (Strength),

**ATL9\_Tokite Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian9**

<b>Hit Dice:</b>	(9d12)+27
<b>Hit Points:</b>	95
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	18 (flatfooted 18, touch 12)
<b>Base Attack/Grapple:</b>	+9/+15
<b>Attacks:</b>	Dagger (Masterwork) +16;Dagger (Masterwork/Thrown) +12;Greataxe +1 +16;
<b>Full Attacks:</b>	Dagger (Masterwork) +16/+11;Dagger (Masterwork/Thrown) +12/+7;Greataxe +1 +16/+11;
<b>Damage:</b>	Dagger (Masterwork) 1d4+6;Dagger (Masterwork/Thrown) 1d4+6;Greataxe +1 1d12+10;
<b>Vision:</b>	Darkvision (60')
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 18), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 13 level), Orc Blood, Rage (Ex) 3 times/day (8 rounds), Trap Sense (Ex) +3
<b>Saves:</b>	Fortitude: +9, Reflex: +5, Will: +3
<b>Abilities:</b>	STR 22 (+6), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 7; Bluff -1; Climb 17; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 21; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 4;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great

	Cleave, Improved Critical (Greataxe), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency
<b>Challenge Rating:</b>	11
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b> Amulet of Natural Armor +1; Gauntlets of Ogre Power; Chain Shirt +1; Dagger (Masterwork); Greataxe +1; Outfit (Explorer's);	



# ATL 11 –

## Encounter One

### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	18
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	10 (flatfooted 10, touch 10)
<b>Base Attack/Grapple:</b>	+2
<b>Attacks:</b>	Rapier +1 +3;
<b>Full Attack:</b>	Rapier +1 +3;
<b>Damage:</b>	Rapier +1 1d6+1;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
<b>Saves:</b>	Fortitude: +1, Reflex: +1, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
<b>Skills:</b>	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Noble's Outfit; Rapier +1;
<b>Baron of the Realm:</b>	As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

### ATL11\_Olarn Medium-size Male Human (Kalamaran) Rogue5 Assassin6

<b>Hit Dice:</b>	(5d6)+(6d6)+22
<b>Hit Points:</b>	68
<b>Initiative:</b>	+5
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	21 (flatfooted 21, touch 17)
<b>Base Attack/Grapple:</b>	+7/+8
<b>Attacks:</b>	<i>Dart</i> +1 +13; <i>Dagger</i> +8; <i>Dagger</i> (Thrown) +12; <i>Shortspear</i> +8; <i>Shortspear</i> (Thrown) +12;
<b>Full Attack:</b>	<i>Dart</i> +1 +11/+6 primary hand/ +11/+6 off hand; <i>Dagger</i> +8/+3; <i>Dagger</i> (Thrown) +12/+7; <i>Shortspear</i> +8; <i>Shortspear</i> (Thrown) +12
<b>Damage:</b>	<i>Dart</i> +1 1d4+1; <i>Dagger</i> 1d4+1; <i>Dagger</i> (Thrown) 1d4+1; <i>Shortspear</i> 1d6+1; <i>Shortspear</i> (Thrown) 1d6+1
<b>Face / Reach:</b>	5 ft. / 5 ft.

<b>Special Qualities:</b>	+3 save against poisons, Death Attack (DC 18), Evasion (Ex), Improved Uncanny Dodge (can't be flanked except by a rogue of 15 level), Poison Use, Sneak Attack +6d6, Trap Sense (Ex) +1, Trapfinding
<b>Saves:</b>	Fortitude: +5, Reflex: +14, Will: +4
<b>Abilities:</b>	STR 12 (+1), DEX 20 (+5), CON 14 (+2), INT 15 (+2), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 2; Balance 9; Bluff 4; Climb 9; Concentration 2; Craft (Poisonmaking) 14; Craft (Untrained) 2; Diplomacy 0; Disable Device 4; Disguise 12; Escape Artist 17; Forgery 2; Gather Information 4; Heal 1; Hide 24; Intimidate 0; Jump 3; Listen 10; Move Silently 24; Ride 5; Search 16; Sense Motive 1; Spot 10; Survival 1; Swim 1; Tumble 19;
<b>Feats:</b>	Armor Proficiency (Light), Improved Two-Weapon Fighting, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Amulet of Natural Armor +1; Ring of Protection +2; Boots of Elvenkind; Cloak of Elvenkind; Dagger; Dart +1 x 5; Gloves of Dexterity +2; Leather +1; Traveler's Outfit; Poison (Zeakue); Shortspear
<b>Spells:</b>	Spells per Day: (0/4/4/1/0/0/0/0/0/0/0/0) DC:12+spell level) <b>Assassin - Known:</b> <b>Level 1:</b> Detect Poison, Jump, Obscuring Mist, True Strike <b>Level 2:</b> Cat's Grace, Invisibility, Spider Climb, Undetectable Alignment <b>Level 3:</b> False Life, Misdirection, Nondetection

### ATL11\_Tokite Cleric Medium-size Male Human (Kalamaran) Cleric11

<b>Hit Dice:</b>	(11d8)+22
<b>Hit Points:</b>	77
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+8/+10
<b>Attacks:</b>	Chain, Spiked +10;
<b>Full Attack:</b>	Chain, Spiked +10/+5;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 11) (turn damage 2d6+14), Spontaneous casting
<b>Saves:</b>	Fortitude: +9, Reflex: +3, Will: +12
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 20 (+5), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 16; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 5; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 14; Listen 5; Move Silently -5; Ride 0; Search 0; Sense Motive 5; Spellcraft 14; Spot 5; Survival 5; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency

	(Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Maximize Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil (You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (6/7+1/5+1/5+1/4+1/3+1/1+1/0/0/ DC:15+spell level) Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Cure Light Wounds x3, Doom, Enlarge Person (Strength), Inflict Light Wounds, Protection from Good, Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Death Knell, Hold Person, Silence, Spiritual Weapon, Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Vestment (Strength), Searing Light x2, Level 4: Cure Critical Wounds, Divine Power, Inflict Critical Wounds, Summon Monster IV, Unholy Blight (Evil) Level 5: Divine Favor (Quickened), Flame Strike, Righteous Might (Strength), Slay Living, Level 6: Antilife Shell, Stoneskin (Strength)

**ATL11\_Tokite Wizard**  
**Medium-size Male Human (Kalamaran)**  
**Wizard12**

<b>Hit Dice:</b>	(12d4)+24
<b>Hit Points:</b>	61
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	14 (flatfooted 12, touch 14)
<b>Base Attack/Grapple:</b>	+6/+6
<b>Attacks:</b>	Dagger +6/+1; Dagger (Thrown) +8/+3;
<b>Full Attack:</b>	Dagger +6/+1; Dagger (Thrown) +8/+3;
<b>Damage:</b>	Dagger 1d4; Dagger (Thrown) 1d4;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +6, Reflex: +6, Will: +8
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 22 (+6), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 6; Balance 2; Bluff 0; Climb 0; Concentration 20; Craft (Untrained) 6; Diplomacy 2; Disguise 0; Escape Artist 2; Forgery 6; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 21; Knowledge (Architecture and Engineering) 21; Knowledge (Dungeoneering) 21; Knowledge (History) 21; Knowledge (Nobility and Royalty) 16; Listen 0; Move Silently 2; Ride 2; Search 8; Sense Motive 0; Spellcraft 23; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Craft Wand, Eschew Materials, Heighten Spell, Quicken Spell,

	Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation)
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Dagger; Ring of Protection +2; Headband of Intellect +2; Outfit (Explorer's); Wand of Magic Missiles-(1st), 10 charges; Scroll of (Summon Monster I (arcane), Color Spray, Grease); 2 Potions of Mage Armor
<b>Spells:</b>	Spells per Day: (4/6/6/5/4/4/3/0/0/ DC:16+spell level) Wizard - Known: Level 0: Acid Splash, Detect Magic, Mage Hand, Read Magic, Level 1: Color Spray, Comprehend Languages, Mage Armor, Magic Missile x3 Level 2: Acid Arrow, Cat's Grace, Flaming Sphere, Invisibility, Summon Swarm x2 Level 3: Dispel Magic, Fireball x2, Heroism, Vampiric Touch Level 4: Black Tentacles, Ice Storm, Invisibility, Greater, Stoneskin Level 5: Cloudkill, Cone of Cold, Overland Flight, Magic Missile (Quickened) Level 6: Chain Lightning, Dispel Magic, Greater, True Seeing

**Encounter 3a.**

**Rust Monster**  
**Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7
<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b>	Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;
<b>Rust (Ex):</b>	A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Encounters 3, 4, and 5.**

**ATL11\_Tokite Legionnaire**  
**Medium-size Male Human (Kalamaran)**  
**Fighter10**

<b>Hit Dice:</b>	(10d10)+20
<b>Hit Points:</b>	83
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	22 (flatfooted 20, touch 13)
<b>Base Attack/Grapple:</b>	+10/+13
<b>Attacks:</b>	Sword +2 (Short) +17; Javelin +1 +14; Shortbow +12
<b>Full Attack:</b>	Sword +2 (Short) +17/+12; Javelin +1 +14/+9; Shortbow +12/+7
<b>Damage:</b>	Sword +2 (Short) 1d6+7; Javelin +1 1d6+4; Shortbow 1d6
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +9, Reflex: +5, Will: +4
<b>Abilities:</b>	STR 17 (+3), DEX 14 (+2), CON 14 (+2), INT 13 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance 4; Bluff 0; Climb 12; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -2; Forgery 1; Gather Information 0; Heal 1; Hide -2; Intimidate 13; Jump 6; Listen 1; Move Silently -2; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -5;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (Sword (Short)), Improved Critical (Sword (Short)), Improved Trip, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short)), Javelin, Weapon Specialization (Sword (Short))
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Breastplate +1; Sword +2 (Short); Javelin +1; Outfit (Explorer's); Ring of Protection +1; Shield +1 (Heavy/Metal)

**ATL11\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric11**

<b>Hit Dice:</b>	(11d8)+22
<b>Hit Points:</b>	77
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+8/+10
<b>Attacks:</b>	Chain, Spiked +10;
<b>Full Attack:</b>	Chain, Spiked +10/+5;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 11) (turn damage 2d6+14), Spontaneous casting
<b>Saves:</b>	Fortitude: +9, Reflex: +3, Will: +12
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 20 (+5), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3;

	Concentration 16; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 5; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 14; Listen 5; Move Silently -5; Ride 0; Search 0; Sense Motive 5; Spellcraft 14; Spot 5; Survival 5; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Maximize Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (6/7+1/5+1/5+1/4+1/3+1/1+1/0/0/ DC:15+spell level) Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Cure Light Wounds x3, Doom, Enlarge Person (Strength), Inflict Light Wounds, Protection from Good, Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Death Knell, Hold Person, Silence, Spiritual Weapon, Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Vestment (Strength), Searing Light x2, Level 4: Cure Critical Wounds, Divine Power, Inflict Critical Wounds, Summon Monster IV, Unholy Blight (Evil) Level 5: Divine Favor (Quickened), Flame Strike, Righteous Might (Strength), Slay Living, Level 6: Antilife Shell, Stoneskin (Strength),

**ATL11\_Tokite Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian11**

<b>Hit Dice:</b>	(11d12)+33
<b>Hit Points:</b>	115
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	19 (flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+11/+17
<b>Attacks:</b>	Dagger (Masterwork) +18; Dagger (Masterwork/Thrown) +14; Greataxe +1 +18;
<b>Full Attacks:</b>	Dagger (Masterwork) +18/+13/+8; Dagger (Masterwork/Thrown) +14/+9/+4; Greataxe +1 +18/+13/+8;
<b>Damage:</b>	Dagger (Masterwork) 1d4+6; Dagger (Masterwork/Thrown) 1d4+6; Greataxe +1 1d12+10;
<b>Vision:</b>	Darkvision (60')
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +6, CON

	+6, Will +3, AC -2, HP 33), Greater Rage (Ex) 3 times/day (9 rounds), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 15 level), Orc Blood, Trap Sense (Ex) +3
<b>Saves:</b>	Fortitude: +10, Reflex: +5, Will: +3
<b>Abilities:</b>	STR 22 (+6), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 8; Bluff -1; Climb 19; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 23; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 4;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Critical (Greataxe), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency
<b>Challenge Rating:</b>	13
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b>	Amulet of Natural Armor +1; Ring of Protection +1; Chain Shirt +1; Dagger (Masterwork); Gauntlets of Ogre Power; Greataxe +1; Outfit (Explorer's);

# ATL 13 –

## Encounter One

### Baron Labeta Medium-size Male Human (Kalamaran) Aristocrat3

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	18
<b>Initiative:</b>	+0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	10 (flatfooted 10, touch 10)
<b>Base Attack/Grapple:</b>	+2
<b>Attacks:</b>	Rapier +1 +3;
<b>Full Attack:</b>	Rapier +1 +3;
<b>Damage:</b>	Rapier +1 1d6+1;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 on saves against charm effects, uncanny dodge (as a 4th level rogue)
<b>Saves:</b>	Fortitude: +1, Reflex: +1, Will: +5
<b>Abilities:</b>	STR 10 (+0), DEX 10 (+0), CON 10 (+0), INT 16 (+3), WIS 14 (+2), CHA 16 (+3)
<b>Skills:</b>	Appraise 7; Balance 0; Bluff 11; Climb 0; Concentration 0; Craft (Untrained) 3; Diplomacy 17; Disguise 11; Escape Artist 0; Forgery 9; Gather Information 9; Heal 2; Hide 0; Intimidate 15; Jump 0; Listen 2; Move Silently 0; Ride 4; Search 3; Sense Motive 10; Spot 2; Survival 2; Swim 0;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Deceitful, Martial Weapon Proficiency, Negotiator, Noble Bearing, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
<b>Alignment:</b>	Neutral Evil

**Possessions:** Noble's Outfit; *Rapier +1*;

**Baron of the Realm:** As a baron of Pekal, Baron Labeta gains all the benefits given here in bold, as per the Divine Right of Kings from the KPGSL, page 153.

## ATL13

### ATL13\_Olarn Medium-size Male Human (Kalamaran) Rogue5 Assassin8

<b>Hit Dice:</b>	(5d6)+(8d6)+26
<b>Hit Points:</b>	80
<b>Initiative:</b>	+5
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	21 (flatfooted 21, touch 17)
<b>Base Attack/Grapple:</b>	+9/+10
<b>Attacks:</b>	<i>Dart +2 +16</i> ; <i>Dagger +10</i> ; <i>Dagger (Thrown) +14</i> ; <i>Shortspear +10</i> ; <i>Shortspear (Thrown) +14</i> ;
<b>Full Attack:</b>	<i>Dart +2 +14/+9</i> primary hand/ <i>+14/+9</i> off hand; <i>Dagger +10/+5</i> ; <i>Dagger (Thrown) +14/+9</i> ; <i>Shortspear +10/+5</i> ; <i>Shortspear (Thrown) +14/+9</i>
<b>Damage:</b>	<i>Dart +2 1d4+3</i> ; <i>Dagger 1d4+1</i> ; <i>Dagger (Thrown) 1d4+1</i> ; <i>Shortspear 1d6+1</i> ; <i>Shortspear (Thrown) 1d6+1</i>

<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+4 save against poisons, Death Attack (DC 21), Evasion (Ex), Hide in Plain Sight (Su), Improved Uncanny Dodge (can't be flanked except by a rogue of 17 level), Poison Use, Sneak Attack +7d6, Trap Sense (Ex) +1, Trapfinding
<b>Saves:</b>	Fortitude: +5, Reflex: +15, Will: +4
<b>Abilities:</b>	STR 12 (+1), DEX 20 (+5), CON 14 (+2), INT 16 (+3), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 3; Balance 11; Bluff 4; Climb 11; Concentration 2; Craft (Poisonmaking) 19; Craft (Untrained) 3; Diplomacy 0; Disable Device 5; Disguise 12; Escape Artist 19; Forgery 3; Gather Information 4; Heal 1; Hide 24; Intimidate 0; Jump 3; Listen 10; Move Silently 26; Ride 5; Search 19; Sense Motive 1; Spot 10; Survival 1; Swim 1; Tumble 21;
<b>Feats:</b>	Armor Proficiency (Light), Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting
<b>Alignment:</b>	Neutral Evil
<b>Possessions:</b>	Amulet of Natural Armor +1; Dart +2 x5; Boots of Elvenkind; Cloak of Elvenkind; Dagger; Gloves of Dexterity +2; Leather +1; Traveler's Outfit; Poison (Zeakue); Ring of Protection +2; Shortspear
<b>Spells:</b>	Spells per Day: (0/4/4/4/1/0/0/0/0/ DC:13+spell level) <b>Assassin - Known:</b> <b>Level 1:</b> Detect Poison, Jump, Obscuring Mist, True Strike <b>Level 2:</b> Cat's Grace, Invisibility, Spider Climb, Undetectable Alignment <b>Level 3:</b> False Life, Misdirection, Nondetection <b>Level 4:</b> Clairaudience/Clairvoyance, Dimension Door, Invisibility, Greater

### ATL13\_Tokite Cleric Medium-size Male Human (Kalamaran) Cleric13

<b>Hit Dice:</b>	(13d8)+26
<b>Hit Points:</b>	91
<b>Initiative:</b>	+4
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+9
<b>Attacks:</b>	Chain, Spiked +11;
<b>Full Attack:</b>	Chain, Spiked +11/+6;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 13) (turn damage 2d6+16), Spontaneous casting
<b>Saves:</b>	Fortitude: +10, Reflex: +4, Will: +13
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 21 (+5), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 18; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 5; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 16; Listen 5; Move Silently -5; Ride 0; Search 0; Sense Motive 5; Spellcraft 16; Spot 5; Survival

	5; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Improved Initiative, Maximize Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (6/7+1/6+1/5+1/5+1/4+1/2+1/1+1/0/ DC:15+spell level) Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Cure Light Wounds x3, Doom, Enlarge Person (Strength), Inflict Light Wounds, Protection from Good, Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Death Knell, Hold Person, Silence, Sound Burst, Spiritual Weapon, Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Vestment (Strength), Searing Light x2, Level 4: Cure Critical Wounds x2, Divine Power, Inflict Critical Wounds, Summon Monster IV, Unholy Blight(Evil) Level 5: Command, GreaterDivine Favor (Quickened), Flame Strike, Righteous Might (Strength), Slay Living, Level 6: Antilife Shell, Heal, Stoneskin (Strength), Level 7: Bigby's Grasping Hand (Strength), Destruction

**ATL13 Tokite Wizard**  
**Medium-size Male Human (Kalamaran)**  
**Wizard14**

<b>Hit Dice:</b>	(14d4)+28
<b>Hit Points:</b>	69
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	14 (flatfooted 12, touch 14)
<b>Attacks:</b>	Dagger +7/+2;Dagger (Thrown) +9/+4; ;
<b>Damage:</b>	Dagger 1d4;Dagger (Thrown) 1d4; ;
<b>Vision:</b>	
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Summon Familiar
<b>Saves:</b>	Fortitude: +6, Reflex: +6, Will: +9
<b>Abilities:</b>	STR 10 (+0), DEX 14 (+2), CON 14 (+2), INT 22 (+6), WIS 10 (+0), CHA 10 (+0)
<b>Skills:</b>	Appraise 6; Balance 2; Bluff 0; Climb 0; Concentration 22; Craft (Untrained) 6; Diplomacy 2; Disguise 0; Escape Artist 2; Forgery 6; Gather Information 0; Heal 0; Hide 2; Intimidate 0; Jump 0; Knowledge (Arcana) 23; Knowledge (Architecture and Engineering) 23; Knowledge (Dungeoneering) 23; Knowledge (History) 23; Knowledge (Nobility and Royalty) 20; Listen 0; Move Silently 2; Ride 2; Search 8; Sense Motive 0; Spellcraft 25; Spot 0; Survival 0; Swim 0;
<b>Feats:</b>	Combat Casting, Craft Wand, Eschew Materials,

	Heighten Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation)
<b>Challenge Rating:</b>	16
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Dagger; Ring of Protection +2; Headband of Intellect +2; Outfit (Explorer's); Wand of Magic Missiles-(1st), 10 charges; Scroll of (Summon Monster I (arcane), Color Spray, Grease); 2 Potions of Mage Armor
<b>Spells:</b>	Spells per Day: (4/6/6/5/5/4/4/2/0/ DC:16+spell level) Wizard - Known: Level 0: Acid Splash, Detect Magic, Mage Hand, Ray of Frost, Level 1: Color Spray, Comprehend Languages, Mage Armor, Magic Missile x3 Level 2: Acid Arrow, Cat's Grace, Flaming Sphere, Invisibility, Summon Swarm x2 Level 3: Dispel Magic, Fireball x2, Magic Missile (Silent) Vampiric Touch Level 4: Black Tentacles, Fireball (Heightened), Ice Storm, Invisibility, Greater, Stoneskin Level 5: Cloudkill, Cone of Cold, Magic Missile (Quickened), Overland Flight Level 6: Acid Fog, Chain Lightning, Disintegrate, True Seeing Level 7: Delayed Blast Fireball, Fireball (Quickened), Hold Person, Mass

**Encounters 3a.**

**Rust Monster**  
**Medium Aberration**

<b>Hit Dice:</b>	5d8+5 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>AC:</b>	22 (+3 Dex, +5 natural, +4 mage armor) flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Antennae touch +3 melee (rust)
<b>Full Attack:</b>	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
<b>Space / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks:</b>	Rust
<b>Special Qualities:</b>	Aberration Traits, Darkvision, scent, Protection from Energy (Fire) 60 points of damage, Resist Energy (electricity)
<b>Saves:</b>	Fortitude: +2, Reflex: +4, Will: +5
<b>Abilities:</b>	STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8
<b>Skills:</b>	Listen +7; Spot +7
<b>Feats:</b>	Alertness, Track
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral
<b>Possessions:</b>	Potion of Fire Protection from Energy; Potion of Resist Energy (electricity); Potion of Mage Armor;
<b>Rust (Ex):</b>	A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Encounters 3, 4, and 5.

**ATL13\_Tokite Legionnaire**  
**Medium-size Male Human (Kalamaran)**  
**Fighter12**

<b>Hit Dice:</b>	(12d10)+24
<b>Hit Points:</b>	99
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	23 (flatfooted 21, touch 13)
<b>Base Attack/Grapple:</b>	+12/+17
<b>Attacks:</b>	Javelin +1 +16; Sword +2 (Short) +21; Shortbow +14
<b>Full Attack:</b>	Javelin +1 +16/+11/+6; Sword +2 (Short) +21/+16/+11, Shortbow +14/+9/+4
<b>Damage:</b>	Javelin +1 1d6+4; Sword +2 (Short) 1d6+11; Shortbow 1d6
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +10, Reflex: +6, Will: +5
<b>Abilities:</b>	STR 20 (+5), DEX 14 (+2), CON 14 (+2), INT 13 (+1), WIS 12 (+1), CHA 10 (+0)
<b>Skills:</b>	Appraise 1; Balance 5; Bluff 0; Climb 16; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -2; Forgery 1; Gather Information 0; Heal 1; Hide -2; Intimidate 15; Jump 10; Listen 1; Move Silently -2; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -3;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (Sword (Short)), Greater Weapon Specialization (Sword (Short)), Improved Critical (Sword (Short)), Improved Trip, Martial Weapon Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short), Javelin), Weapon Specialization (Sword (Short))
<b>Alignment:</b>	Lawful Neutral
<b>Possessions:</b>	Amulet of Natural Armor +1; Gauntlets of Ogre Power; Breastplate +1; Javelin +1; Outfit (Explorer's); Ring of Protection +1; Shield +1 (Heavy/Metal); Sword +2 (Short);

**ATL13\_Tokite Cleric**  
**Medium-size Male Human (Kalamaran)**  
**Cleric13**

<b>Hit Dice:</b>	(13d8)+26
<b>Hit Points:</b>	91
<b>Initiative:</b>	+4
<b>Speed:</b>	Walk 20 ft.
<b>AC:</b>	20 (flatfooted 20, touch 12)
<b>Base Attack/Grapple:</b>	+9
<b>Attacks:</b>	Chain, Spiked +11;
<b>Full Attack:</b>	Chain, Spiked +11/+6;
<b>Damage:</b>	Chain, Spiked 2d4+3;
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Rebuke Undead (Su) 6/day (turn level 13) (turn damage 2d6+16), Spontaneous casting

<b>Saves:</b>	Fortitude: +10, Reflex: +4, Will: +13
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 10 (+0), WIS 21 (+5), CHA 16 (+3)
<b>Skills:</b>	Appraise 0; Balance -5; Bluff 3; Climb -3; Concentration 18; Craft (Untrained) 0; Diplomacy 3; Disguise 3; Escape Artist -5; Forgery 0; Gather Information 3; Heal 5; Hide -5; Intimidate 3; Jump -9; Knowledge (Religion) 16; Listen 5; Move Silently -5; Ride 0; Search 0; Sense Motive 5; Spellcraft 16; Spot 5; Survival 5; Swim -8;
<b>Feats:</b>	Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Exotic Weapon Proficiency (Chain (Spiked)), Extend Spell, Improved Initiative, Maximize Spell, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency
<b>Alignment:</b>	Lawful Evil
<b>Possessions:</b>	Chain, Spiked; Ring of Protection +2; Cloak of Charisma +2; Full Plate (Masterwork); Outfit (Traveler's); Periapt of Wisdom +2; Wand of cure light wounds (1st, 10 charges); Scroll of (Cure Light Wounds, Bless, Divine Favor); Scroll of (Entangle, Cure Light Wounds, Produce Flame); 2 Potions of Bull's Strength
<b>Deity:</b>	The Overlord Domains: Evil(You cast evil spells 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.)
<b>Spells:</b>	Spells per Day: (6/7+1/6+1/5+1/5+1/4+1/2+1/1+1/0/ DC:15+spell level) Cleric - Known: Level 0: Cure Minor Wounds x2, Detect Magic, Guidance, Inflict Minor Wounds x2, Level 1: Bane, Cure Light Wounds x3, Doom, Enlarge Person (Strength), Inflict Light Wounds, Protection from Good, Level 2: Bull's Strength (Strength), Cure Moderate Wounds, Death Knell, Hold Person, Silence, Sound Burst, Spiritual Weapon, Level 3: Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Vestment (Strength), Searing Light x2, Level 4: Cure Critical Wounds x2, Divine Power, Inflict Critical Wounds, Summon Monster IV, Unholy Blight(Evil) Level 5: Command, Greater Divine Favor (Quickened), Flame Strike, Righteous Might (Strength), Slay Living, Level 6: Antilife Shell, Heal, Stoneskin (Strength), Level 7: Bigby's Grasping Hand (Strength), Destruction

**ATL13\_Tokite Barbarians**  
**Medium-size Male Half-orc, Kalamaran**  
**Barbarian13**

<b>Hit Dice:</b>	(13d12)+39
<b>Hit Points:</b>	135
<b>Initiative:</b>	+2
<b>Speed:</b>	Walk 40 ft.
<b>AC:</b>	19 (flatfooted 19, touch 13)
<b>Base Attack/Grapple:</b>	+13/+19
<b>Attacks:</b>	+1 Flaming Greataxe +21; Dagger (Masterwork) +20; Dagger (Masterwork/Thrown) +16;
<b>Full Attacks:</b>	+1 Flaming Greataxe +21/+16/+11; Dagger (Masterwork) +20/+15/+10; Dagger (Masterwork/Thrown) +16/+11/+6;

<b>Damage:</b>	+1 Flaming Greataxe 1d12+10 plus 1d6 fire; Dagger (Masterwork) 1d4+6; Dagger (Masterwork/Thrown) 1d4+6;
<b>Vision:</b>	Darkvision (60')
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Bonuses when enraged (STR +6, CON +6, Will +3, AC -2, HP 39), Greater Rage (Ex) 4 times/day (9 rounds), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 17 level), Orc Blood, Trap Sense (Ex) +4
<b>Saves:</b>	Fortitude: +11, Reflex: +6, Will: +4
<b>Abilities:</b>	STR 23 (+6), DEX 14 (+2), CON 16 (+3), INT 8 (-1), WIS 10 (+0), CHA 8 (-1)
<b>Skills:</b>	Appraise -1; Balance 9; Bluff -1; Climb 21; Concentration 3; Craft (Untrained) -1; Diplomacy -1; Disguise -1; Escape Artist 1; Forgery -1; Gather Information -1; Heal 0; Hide 1; Intimidate -1; Jump 25; Listen 0; Move Silently 1; Ride 2; Search -1; Sense Motive 0; Spot 0; Survival 0; Swim 4;
<b>Feats:</b>	Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Critical (Greataxe), Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Greataxe)
<b>Challenge Rating:</b>	15
<b>Alignment:</b>	Chaotic Neutral
<b>Possessions:</b>	Amulet of Natural Armor +1; Greataxe +1 (FIRE); Chain Shirt +1; Dagger (Masterwork); Gauntlets of Ogre Power; Outfit (Explorer's); Ring of Protection +1