

The Company of the Impervious Ward

Auncellus of Anhur

Male Human – Militant of Anhur 7; HD: 7d8 + 28; hps: 67 (*rage*:74); (Dies at: -43)

Init +1 (Dex); Speed 30 ft (*rage* 40 ft); Al: LN

AC 24/21/21 (+10/+7/+7 half plate, +3 BDB, +1 AF); Attack: BAB: +5/+0; +8/+3 (melee), +5/+0 (ranged), +10/+5 (masterwork spear (+1 to atk); weapon focus), +8/+3 (warhammer); Dmg: 1d8+5 (masterwork spear (+1 to dmg), 1d8+4 (war hammer)

SV Fort +9, Ref +3, Will +7;

Str 16 / 18 (+3 / *rage*: +4), Dex 13 (+1), Con 18 / 20 (+4 / *rage*: +5), Int 10, Wis 15 (+2), Cha 11

Special Abilities: *Holy Rage* (2/day; +2 Str + Con, +10 to speed, +2 on all will saves vs. mind-affecting spells/effects); lasts 11 rounds), Die Hard (fight at negs), Divine Spell-casting

Skills: [TBD]

Feats: Weapon Focus (short spear), Power Attack, Armor Focus (half-plate), Fleet-Footed, Cleave

Spell Progression: 6 / 5 +1 / 4 +1 / 2+1 / 1+1

Prepared Spells: Cure Minor Wounds (x2), Light, Mending (x3), Cure Light Wounds (x2), Divine Favor (+2 to atk), Shield of Faith (+2 to AC), Magic Weapon, Aid, Bull's Strength, Spiritual Weapon, Silence, Cure Moderate Wounds, Invisibility Purge, Divine Power (BAB: +7/+2; +6 to STR +7 temp hps). Domain Spells: Endure Elements, Ignore Pain, Bull's Strength, Unceasing Stamina

Clerebold, Inquisitor of Thoth of House Haganricht

Male Human – Wizard 2 / Paladin 5; HD: 2d4 + 5d10 + 17; hps:56;

Init +0; Speed 20 ft; Al: LG

AC 21/18/18 (+8/+5/+5 breast plate, +2 BDB, +1 medium shield); Attack: BAB: +6/+1; +8/+3 (melee), +6/+1 (ranged), +9/+4 (heavy mace; weapon focus); Dmg: 1d8+2 (heavy mace), 1d6+2 (short sword)

SV Fort +9, Ref +4, Will +10;

Str 14 (+2), Dex 11, Con 15 (+2), Int 13 (+1), Wis 16 (+3), Cha 16 (+3)

Special Abilities: Arcane Spell-casting (Arcane Failure 55%), Detect Evil (at will), Smite Evil (2/day, +3 to atk, +5 to damage), Divine Grace, Lay on Hands (15 points/day), Aura of Courage (Immune to fear, allies in 10' r gain +4 morale bonus to saves vs. fear), Immune Disease, Turn Undead (6/day, as 2nd level cleric), Divine Spell-casting (caster level 2)

Skills: [TBD]

Feats: Scribe Scroll, Toughness, Skill Affinity (Spellcraft + Know: Arcana), Power Attack, Divine Might (use turn attempt to +3 to damage for 3 rounds)

Spell Progression: Wiz: 4 / 3 | Paladin: 1

Prepared Spells: Wiz: Detect Magic, Detect Poison, Read Magic, Daze, Magic Missile, Endure Elements, Magic Weapon | Pal: Detect Magic

Heriot (of the Company of the Iron Staff)

Female Human – Fighter 1 / Invoker 5; HD: 1d10 + 5d4 + 9; hps:31;

Init +0; Speed 30 ft; AI: N

AC 14 (20 w/spell) (+3 Dex +1 BDB (+6 *Def. Man of the Spirit*); Attack: BAB: +3; +4 (melee), +6 (ranged), +0/+0 (quarterstaff, two-handed); Dmg: 1d6+1 or 1d6+1/1d6 (quarterstaff)

SV Fort +4, Ref +4, Will +5;

Str 13 (+1), Dex 16 (+3), Con 13 (+1), Int 16 (+3), Wis 12 (+1), Cha 9 (-1)

Skills: [TBD]

Feats: Scribe Scroll, Toughness, Ambidexterity, Combat Expertise, Combat Casting, Spell Focus (Evocation), Maximize Spell

Equipment: Scroll of *Agon's Hammer* (at 8th level; 8d6; KD: d20 (DC: 24)), Potion of Cure Moderate Wounds

Spell Progression: 5 / 5 / 4 / 3

Prepared Spells: Flare, Dancing Lights, Detect Magic, Light, Disrupt Undead, Magic Missile (x3; 3 missiles), Enlarge Person, Magic Weapon, Scorching Ray (2 rays; 4d6), Bull's Strength, Levitate, Melf's Acid Arrow, Defensive Manifestation of the Spirit, Lightning Bolt, Keen Edge.

Sergeants (3) – Lewis, Sewell and Guarin

Male Humans – Fighter 4; HD: 4d10 + 4; hps:27 each;

Init +0; Speed 30 ft; AI: LN

AC 19/17/16 (w/shield: 20/18/15) (+7/+5/+3 chainmail, +1 BDB, +1 AF, +1 medium shield);

Attack: BAB: +4/; +6(melee), +4 (ranged), +5 (long sword; weapon focus); +4 (heavy mace);

Dmg: 1d8+4 (long sword), 1d8+2 (heavy mace), 1d8 (+1 within 30'; lt. x-bow))

SV Fort +5, Ref +3, Will +1;

Str 14 (+2), Dex 11, Con 13 (+1), Int 11, Wis 10, Cha 11

Skills: [TBD]

Feats: Weapon Focus (long sword), Point Blank Shot, Armor Focus (Chainmail), Specialization (Long sword), Lightning Reflexes, Power Attack

Neergaardian Spearmen

Male Humans – Warrior 2; HD: 2d8+2; hps: 15 each
Init +1; Speed 30 ft; Al: LN

AC: 17/15/13 (+7/+5/+3 chainmail)

Attack: BAB: +2; +3 (melee), +3 (ranged), +3 (long spear); +3 (heavy mace); **Dmg:** 1d8+1 (long spear), 1d8+1 (heavy mace), 1d10 (lt. x-bow))

SV Fort +5, Ref +3, Will +1;

Str 13 (+1), Dex 13, Con 13 (+1), Int 11, Wis 10, Cha 11

Skills: [TBD]

Feats: Combat Reflexes, Team Tactics