

LKoK 60 – To Shake the Pillars of the World Enemies

All ATLS

Bapto is only a possible enemy in ATL's 7 and higher, and does not wish to fight the PCs at all.

Bapto

Male Ka'Asa Mountains Stone Giant
AL N Large Giant (Earth)

Attack and Movement

Init: +2

Melee: Greatsword +17 (2d8+12) or 2
slam +17 (1d4+8)

Full Attack: Greatclub +17/+12 (2d8+12)
or 2 slams 17 (1d4+8)

Ranged: rock +11 (2d8+12)

Base Atk: +10 Grp: +22

SA: Rock Throwing

Speed: 30 ft in hide armor (6 squares);
base speed 40 ft

Defense

hp: 119

AC: 25, **touch** 11, **flat-footed** 23

Fort: +13, Ref: +6, Will: +7

SQ: Darkvision 60 ft., low-light vision,
rock catching

Traits

Racial:

Abilities: Str 27, Dex 15, Con 19, Int 10,
Wis 12, Cha 11

Skills: Climb +11, Hide +6, Jump +11,
Spot +12

Feats: Combat Reflexes, Iron Will, Point
Blank Shot, Power Attack, Precise Shot

Languages: Merchant's Tongue, Giant

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 1 Enemies

Encounter 2

ATL1 Hobgoblins

Male Kors Hobgoblin Warrior1
AL CE Medium

Attack and Movement

Init: +4
Melee: Greataxe +5 (1d12+4)
Base Atk: +1 Grp: +4
Speed: 20

Defense

hp: 12
AC: 18, **touch**13, **flat-footed** 15
Fort: +6, **Ref:** +4, **Will:** -1
SQ: Darkvision 60 ft

Traits

Abilities: Str 16, Dex 18, Con 18, Int 6,
Wis 8, Cha 6
Skills: Hide 4, Ride 4
Feats: Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Greataxe

Encounter 4

ATL1 Chasm Lurker

Ka'Asa Mountains Chasm Lurker
AL N Huge Magical Beast

Attack and Movement

Init: +1
Melee: Bite +11 (2d6+7)
Full Attack: Bite +11 (2d6+7) and 4 leg
rakes +7 (1d4+3)
Base Atk: +6 Grp: +21
SA: Improved grab, rake 1d4+3, web
Speed: 30 ft., (6 squares), climb 20 ft.

Defense

hp: 12
AC: 17, **touch**9, **flat-footed** 16
Fort: +7, **Ref:** +9, **Will:** +4
SQ: Darkvision 60 ft., immunity to mind-
influencing effects, low-light vision,
tremorsense 60 ft.

Traits

Abilities: Str 24, Dex 13, Con 15, Int 11, Wis
10, Cha 12
Skills: Balance +5, Climb +16, Jump +16,
Move Silently +4, Tumble +4

Feats: Iron Will, Lightning Reflexes, Weapon
Focus (leg rake)

Description and Errata

A huge, eight legged creature resembling a hybrid
of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in
this module, so no description of the web is included

Encounter 5

ATL1 Kalamaran Ranger

Male Kalamaran Ranger 1
AL CN Medium Humanoid

Attack and Movement

Init: +2
Melee: Warhammer +3 (1d8+2/x3)
Ranged: Composite (+2 Str) Longbow +4
(1d8+2/x3)
Base Atk: +1 Grp: +3
SA:
Speed: 30 ft (6 squares)

Defense

hp: 10
AC: 14, **touch**12, **flat-footed** 12
Fort: +4, **Ref:** +4, **Will:** +2
SQ: Favored Enemy (Humanoid (Dwarf)) +2,
Wild Empathy +2

Traits

Racial:
Abilities: Str 14, Dex 14, Con 14, Int 12, Wis
14, Cha 12
Skills: Handle Animal +5, Hide +6, Listen +8,
Move Silently +6, Search +5, Sense Motive +4,
Spot +8, Survival +6
Feats: Alertness, Track, Weapon Focus
(Longbow)
Languages: Kalamaran, Brandobian,
Merchant's Tongue

Equipment:

Arrows (20); Warhammer; MW leather armor;
Composite +2 Longbow

Combat Text -

The Legions' Rangers will used ranged combat as
long as feasible.

ATL1 Kalamaran Legionnaire

Male Kalamaran Human Warrior 1
AL LN Medium humanoid

Attack and Movement

Init: +2

LKoK 60 – To Shake the Pillars of the World Enemies

Melee: Shortsword +5 (1d6+3/19-20x2)
Ranged: Javelin +3 (1d6+3/x2)
Base Atk: +1 Grp: +4
Speed: 20 feet (4 squares)

Defense

hp: 10
AC: 19, **touch**12, **flat-footed** 17
Fort: +4, Ref: +2, Will: +1

Traits

Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10
Skills: Climb +1, Jump -5, Intimidate +4, Ride +6
Feats: Point Blank Shot, Weapon Focus (shortsword)
Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

Breastplate; Heavy steel Shield; Javelin; Shortsword

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL1 Hobgoblins

Male Kors Hobgoblin Warrior1
AL CE Medium

Attack and Movement

Init: +4
Melee: Greataxe +5 (1d12+4)
Base Atk: +1 Grp: +4
Speed: 20

Defense

hp: 12
AC: 18, **touch**13, **flat-footed** 15
Fort: +6, Ref: +4, Will: -1
SQ: Darkvision 60 ft

Traits

Abilities: Str 16, Dex 18, Con 18, Int 6, Wis 8, Cha 6
Skills: Hide 4, Ride 4
Feats: Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Greataxe

Encounter 6 (optional)

ATL1 Kalamaran Legionnaire

Male Kalamaran Human Warrior 1
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: Shortsword +5 (1d6+3/19-20x2)
Ranged: Javelin +3 (1d6+3/x2)
Base Atk: +1 Grp: +4
Speed: 20 feet (4 squares)

Defense

hp: 10
AC: 19, **touch**12, **flat-footed** 17
Fort: +4, Ref: +2, Will: +1

Traits

Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10
Skills: Climb +1, Jump -5, Intimidate +4, Ride +6
Feats: Point Blank Shot, Weapon Focus (shortsword)
Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

Breastplate; Heavy steel Shield; Javelin; Shortsword

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 3 Enemies

Encounter 2

ATL3 Hobgoblins
Male Kors Hobgoblin Barbarian1
AL CE Medium

Attack and Movement

Init: +4
Melee: Greataxe +5 (1d12+4/x3)
Base Atk: +1 Grp: +4
SA: Rage 1/day, 9 rounds (Str +4, Con +4, Will +2, AC-2, hp 2)
Speed: 30

Defense

hp: 16
AC: 18, **touch**13, **flat-footed** 15
Fort: +6, **Ref:** +4, **Will:** -1
SQ: Darkvision 60 ft., Fast Movement, Illiteracy,

Traits

Racial:
Abilities: Str 16, Dex 18, Con 18, Int 6, Wis 8, Cha 6
Skills: Hide 4, Listen 3, Ride 4, Spot 1
Feats: Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Greataxe

Encounter 4

ATL3 Chasm Lurker

Ka'Asa Mountains Chasm Lurker
AL N Huge
Magical Beast

Attack and Movement

Init: +1
Melee: Bite +11 (2d6+7)
Full Attack: Bite +11 (2d6+7) and 4 leg rakes +7 (1d4+3)
Base Atk: +6 Grp: +21
SA: Improved grab, rake 1d4+3, web
Speed: 30 ft., (6 squares), climb 20 ft.

Defense

hp: 25
AC: 17, **touch**9, **flat-footed** 16
Fort: +7, **Ref:** +9, **Will:** +4
SQ: Darkvision 60 ft., immunity to mind-influencing effects, low-light vision, tremorsense 60 ft.

Traits

Racial:

Abilities: Str 24, Dex 13, Con 15, Int 11, Wis 10, Cha 12

Skills: Balance +5, Climb +16, Jump +16, Move Silently +4, Tumble +4

Feats: Iron Will, Lightning Reflexes, Weapon Focus (leg rake)

Description and Errata

A huge, eight legged creature resembling a hybrid of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in this module, so no description of the web is included

Encounter 5

ATL3 Kalamaran Ranger

Male Kalamaran Ranger 3
AL CN Medium Humanoid

Attack and Movement

Init: +2
Melee: Warhammer +5 (1d8+2/x3)
Ranged: +1 Composite (+2 Str) Longbow +7 (1d8+3/x3)
Base Atk: +3 Grp: +5
SA:
Speed: 30 ft (6 squares)

Defense

hp: 24
AC: 14, **touch**12, **flat-footed** 12
Fort: +5, **Ref:** +5, **Will:** +3
SQ: Archery Combat Style, Favored Enemy (Humanoid (dwarf) +2, Wild Empathy (Ex) +6

Traits

Racial:
Abilities: Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12
Skills: Handle Animal +7, Hide +8, Listen +10, Move Silently +8, Search +7, Sense Motive +5, Spot +10, Survival +8
Feats: Alertness, Endurance, Point Blank Shot, Rapid Shot, Track, Weapon Focus (Longbow)
Languages: Kalamaran, Brandobian, Merchant's Tongue

Equipment:

Arrows (20); Warhammer; MW leather armor; +1 Composite +2 Longbow

Description and Errata

Combat Text -

The Legions' Rangers will used ranged combat as long as feasible

ATL3 Kalamaran Legionnaire

LKoK 60 – To Shake the Pillars of the World Enemies

Male Kalamaran Human Fighter 2
AL LN Medium humanoid

Attack and Movement

Init: +2

Melee: MW Shortsword +7 (1d6+3/19-20x2)

Ranged: Javelin +4 (1d6+3/x2)

Base Atk: +2 Grp: +5

SA: --

Speed: 20 feet (4 squares)

Defense

hp: 20

AC: 19, **touch**12, **flat-footed** 17

Fort: +5, Ref: +2, Will: +1

SQ: --

Traits

Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Skills: Climb +3, Jump -3, Intimidate +5, Ride +7

Feats: Combat Reflexes, Dodge, Point Blank

Shot, Weapon Focus (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

MW Breastplate; Heavy steel Shield; Javelin; MW Shortsword

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL3 Hobgoblins

Male Kors Hobgoblin Barbarian1
AL CE Medium

Attack and Movement

Init: +4

Melee: Greataxe +5 (1d12+4/x3)

Base Atk: +1 Grp: +4

SA: Rage 1/day, 9 rounds (Str +4, Con +4, Will +2, AC-2, hp 2)

Speed: 30

Defense

hp: 16

AC: 18, **touch**13, **flat-footed** 15

Fort: +6, Ref: +4, Will: -1

SQ: Darkvision 60 ft., Fast Movement, Illiteracy,

Traits

Abilities: Str 16, Dex 18, Con 18, Int 6, Wis 8, Cha 6

Skills: Hide 4, Listen 3, Ride 4, Spot 1

Feats: Weapon Focus (Greataxe)

Languages: Kors

Equipment:

Breastplate, Greataxe

Encounter 6 (optional)

ATL3 Kalamaran Legionnaire

Male Kalamaran Human Fighter 2
AL LN Medium humanoid

Attack and Movement

Init: +2

Melee: MW Shortsword +7 (1d6+3/19-20x2)

Ranged: Javelin +4 (1d6+3/x2)

Base Atk: +2 Grp: +5

SA: --

Speed: 20 feet (4 squares)

Defense

hp: 20

AC: 19, **touch**12, **flat-footed** 17

Fort: +5, Ref: +2, Will: +1

SQ: --

Traits

Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Skills: Climb +3, Jump -3, Intimidate +5, Ride +7

Feats: Combat Reflexes, Dodge, Point Blank

Shot, Weapon Focus (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

MW Breastplate; Heavy steel Shield; Javelin; MW Shortsword

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 5 Enemies

Encounter 2

ATL5 Hobgoblins

Male Kors Hobgoblin Barbarian2
AL CE Medium

Attack and Movement

Init: +4
Melee: Masterwork Greataxe +7 (1d12+4/x3)
Base Atk: +2 Grp: +5
SA: Rage 1/day, 9 rounds (Str +4, Con +4, Will +2, AC-2, hp 4)
Speed: 30

Defense

hp: 27
AC: 18, **touch**13, **flat-footed** 18
Fort: +7, Ref: +4, Will: -1
SQ: Darkvision 60 ft., Fast Movement, Illiteracy, Uncanny Dodge

Traits

Abilities: Str 16, Dex 18, Con 18, Int 6, Wis 8, Cha 6
Skills: Hide 4, Listen 4, Ride 4, Spot 1
Feats: Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Masterwork Greataxe

Encounter 4

ATL5 Chasm Lurker

Ka'Asa Mountains Chasm Lurker
AL N Huge
Magical Beast

Attack and Movement

Init: +1
Melee: Bite +11 (2d6+7)
Full Attack: Bite +11 (2d6+7) and 4 leg rakes +7 (1d4+3)
Base Atk: +6 Grp: +21
SA: Improved grab, rake 1d4+3, web
Speed: 30 ft., (6 squares), climb 20 ft.

Defense

hp: 45
AC: 17, **touch**9, **flat-footed** 16
Fort: +7, Ref: +9, Will: +4
SQ: Darkvision 60 ft., immunity to mind-influencing effects, low-light vision, tremorsense 60 ft.

Traits

Racial:

Abilities: Str 24, Dex 13, Con 15, Int 11, Wis 10, Cha 12

Skills: Balance +5, Climb +16, Jump +16, Move Silently +4, Tumble +4

Feats: Iron Will, Lightning Reflexes, Weapon Focus (leg rake)

Description and Errata

A huge, eight legged creature resembling a hybrid of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in this module, so no description of the web is included

Encounter 5

ATL5 Kalamaran Ranger

Male Kalamaran Ranger 5
AL CN Medium Humanoid

Attack and Movement

Init: +2
Melee: Warhammer +7 (1d8+2/x3)
Ranged: +1 Composite (+2 Str) Longbow +9 (1d8+3/x3)
Base Atk: +5 Grp: +7
SA:
Speed: 30 ft (6 squares)

Defense

hp: 38
AC: 15, **touch**13, **flat-footed** 13
Fort: +6, Ref: +6, Will: +3
SQ: Animal Companion (Ex), Archery Combat Style, Favored Enemy (Giant) +2, Favored Enemy (Humanoid (dwarf) +2, Wild Empathy (Ex) +8

Spells

1 (1/day)-Summon Nature's Ally I

Traits

Racial:

Abilities: Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 12

Skills: Handle Animal +9, Hide +10, Listen +12, Move Silently +10, Search +9, Sense Motive +6, Spot +12, Survival +10

Feats: Alertness, Endurance, Point Blank Shot, Rapid Shot, Track, Weapon Focus (Longbow)

Languages: Kalamaran, Brandobian, Merchant's Tongue

Equipment:

Arrows (20); Warhammer; MW leather armor; +1 Composite +2 Longbow; Ring of Protection +1

Combat Text -

LKoK 60 – To Shake the Pillars of the World Enemies

The Legions' Rangers will use ranged combat as long as feasible

ATL5 Wolf Animal Companion

Female Wolf
AL N Medium Animal

Attack and Movement

Init: +2
Melee: Bite +3 (1d6+1)
Base Atk: +1 Grp: +2
SA: Trip
Speed: 50 ft (10 squares)

Defense

hp: 13
AC: 14, **touch**12, **flat-footed** 12
Fort: +5, Ref: +5, Will: +1
SQ: Evasion, Link, Low-light vision, scent, share spells

Traits

Racial:
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +2, Jump +9, Listen +3, Move Silently +3, Spot +3
Feats: Track, Weapon Focus (bite)

ATL5 Kalamaran Legionnaire

Male Kalamaran Human Fighter 4
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: Masterwork Shortsword +9 (1d6+5/19-20x2)
Ranged: Masterwork Javelin +8 (1d6+3/x2)
Base Atk: +4 Grp: +7
SA: --
Speed: 20 feet (4 squares)

Defense

hp: 36
AC: 20, **touch**12, **flat-footed** 18
Fort: +6, Ref: +3, Will: +2
SQ: --

Traits

Racial:
Abilities: Str 16, Dex 14, Con 14, Int 13, Wis 12, Cha 10
Skills: Climb +6, Jump +0, Intimidate +7, Ride +9
Feats: Combat Reflexes, Dodge, Point Blank Shot, Weapon Focus (javelin), Weapon Focus (swordsword), Weapon Specialization (swordsword)
Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

MW Breastplate; +1 Heavy steel Shield; MW Javelin; MW Shortsword

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL5 Hobgoblins

Male Kors Hobgoblin Barbarian2
AL CE Medium

Attack and Movement

Init: +4
Melee: Masterwork Greataxe +7 (1d12+4/x3)
Base Atk: +2 Grp: +5
SA: Rage 1/day, 9 rounds (Str +4, Con +4, Will +2, AC-2, hp 4)
Speed: 30

Defense

hp: 27
AC: 18, **touch**13, **flat-footed** 18
Fort: +7, Ref: +4, Will: -1
SQ: Darkvision 60 ft., Fast Movement, Illiteracy, Uncanny Dodge

Traits

Abilities: Str 16, Dex 18, Con 18, Int 6, Wis 8, Cha 6
Skills: Hide 4, Listen 4, Ride 4, Spot 1
Feats: Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Masterwork Greataxe

Encounter 6 (optional)

ATL5 Kalamaran Legionnaire

Male Kalamaran Human Fighter 4
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: Masterwork Shortsword +9 (1d6+5/19-20x2)
Ranged: Masterwork Javelin +8 (1d6+3/x2)
Base Atk: +4 Grp: +7
SA: --
Speed: 20 feet (4 squares)

Defense

hp: 36
AC: 20, **touch**12, **flat-footed** 18

LKoK 60 – To Shake the Pillars of the World Enemies

Fort: +6, Ref: +3, Will: +2

SQ: --

Traits

Racial:

Abilities: Str 16, Dex 14, Con 14, Int 13, Wis 12,
Cha 10

Skills: Climb +6, Jump +0, Intimidate +7, Ride +9

Feats: Combat Reflexes, Dodge, Point Blank
Shot, Weapon Focus (javelin), Weapon Focus
(shortsword), Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran,
Merchant's Tongue

Equipment:

MW Breastplate; +1 Heavy steel Shield; MW Javelin;
MW Shortsword

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 7 Enemies

Encounter 2

ATL7 Hobgoblins

Male Kors Hobgoblin Barbarian4
AL CE Medium

Attack and Movement

Init: +4

Melee: +1 Greataxe +9 (1d12+5/x3)

Base Atk: +4 Grp: +7

SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +8,
2/day (9 rounds)

Speed: 30

Defense

hp: 49

AC: 18, **touch**13, **flat-footed** 18

Fort: +8, Ref: +5, Will: +0

SQ: Darkvision 60 ft., Fast Movement, Illiteracy,
Trap Sense +1, Uncanny Dodge

Traits

Abilities: Str 17, Dex 18, Con 18, Int 6, Wis 8,
Cha 6

Skills: Hide 4, Listen 6, Ride 4, Spot 2

Feats: Power Attack, Weapon Focus (Greataxe)

Languages: Kors

Equipment:

Breastplate, Greataxe +1

Encounter 4

ATL7 Advanced Chasm Lurker

Ka'Asa Mountains Chasm Lurker

AL N Huge

Magical Beast

Attack and Movement

Init: +1

Melee: Bite +12 (2d6+7)

Full Attack: Bite +12 (2d6+7) and 4 leg rakes +8
(1d4+3)

Base Atk: +7 Grp: +22

SA: Improved grab, rake 1d4+3, web

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

Defense

hp: 53

AC: 17, **touch**9, **flat-footed** 16

Fort: +7, Ref: +9, Will: +4

SQ: Darkvision 60 ft., immunity to mind-
influencing effects, low-light vision, tremorsense 60 ft.

Traits

Racial:

Abilities: Str 24, Dex 13, Con 15, Int 11, Wis 10,
Cha 12

Skills: Balance +5, Climb +17, Jump +17, Move
Silently +4, Tumble +4

Feats: Iron Will, Lightning Reflexes, Weapon
Focus (leg rake)

Languages:

Description and Errata

A huge, eight legged creature resembling a hybrid
of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in
this module, so no description of the web is included

Encounter 5

ATL7 Kalamaran Ranger

Male Kalamaran Ranger 7

AL CN Medium Humanoid

Attack and Movement

Init: +3

Melee: Warhammer +9 (1d8+2/x3)

Full Attack: +9/+4

Ranged: +1 Composite (+2 Str) Longbow +12
(1d8+3/x3)

Ranged **Full Attack:** +1 Composite (+2 Str)
Longbow +12/+7 (1d8+3/x3)

Base Atk: +7 Grp: +9

SA:

Speed: 30 ft (6 squares)

Defense

hp: 52

AC: 16, **touch**14, **flat-footed** 13

Fort: +7, Ref: +8, Will: +4

SQ: Animal Companion (Ex), Archery Combat
Style, Favored Enemy (Giant) +2, Favored Enemy
(Humanoid (dwarf) +4, Wild Empathy (Ex) +10,
Woodland Stride

Spells

1 (2/day)-Summon Nature's Ally I, Entangle

Traits

Racial:

Abilities: Str 14, Dex 17, Con 14, Int 12, Wis 14,
Cha 12

Skills: Handle Animal +11, Hide +13, Listen +14,
Move Silently +13, Search +11, Sense Motive +7,
Spot +14, Survival +12

Feats: Alertness, Endurance, Manyshot, Point
Blank Shot, Power Attack, Rapid Shot, Track,
Weapon Focus (Longbow)

Languages: Kalamaran, Brandobian, Merchant's
Tongue

Equipment:

LKoK 60 – To Shake the Pillars of the World Enemies

Arrows (20); Warhammer; MW leather armor; +1
Composite +2 Longbow; Ring of Protection +1,
Gloves of Dexterity +2

Description and Errata

Combat Text -

The Legions' Rangers will use ranged combat as long as feasible

ATL7 Wolf Animal Companion

Female Wolf
AL N Large Animal

Attack and Movement

Init: +2
Melee: Bite +9 (1d8+9)
Base Atk: +3 Grp: +13
SA: Trip
Speed: 50 ft (10 squares)

Defense

hp: 34
AC: 15, **touch**11, **flat-footed** 13
Fort: +8, Ref: +6, Will: +1
SQ: Evasion, Link, Low-light vision, scent, share spells

Traits

Abilities: Str 23, Dex 14, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide -3, Jump +14, Listen +4, Move Silently +2, Spot +4
Feats: Run, Track, Weapon Focus (bite)

ATL7 Kalamaran Legionnaire

Male Kalamaran Human Fighter 6
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: +1 Shortsword +11 (1d6+6/19-20x2)
Full Attack: +1 Shortsword +11/+6 (1d6+6/19-20)
Ranged: Masterwork Javelin +10 (1d6+3/x2)
Base Atk: +6 Grp: +9
SA: --
Speed: 20 feet (4 squares)

Defense

hp: 51
AC: 20, **touch**12, **flat-footed** 18
Fort: +7, Ref: +4, Will: +3
SQ: --

Traits

Racial:
Abilities: Str 16, Dex 14, Con 14, Int 13, Wis 12, Cha 10
Skills: Climb +8, Jump +2, Intimidate +9, Ride +11

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Point Blank Shot, Weapon Focus (javelin), Weapon Focus (shortsword), Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

MW Breastplate; +1 Heavy steel Shield; MW Javelin; +1 Shortsword

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL7 Hobgoblins

Male Kors Hobgoblin Barbarian4
AL CE Medium

Attack and Movement

Init: +4
Melee: +1 Greataxe +9 (1d12+5/x3)
Base Atk: +4 Grp: +7
SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +8, 2/day (9 rounds)
Speed: 30

Defense

hp: 49
AC: 18, **touch**13, **flat-footed** 18
Fort: +8, Ref: +5, Will: +0
SQ: Darkvision 60 ft., Fast Movement, Illiteracy, Trap Sense +1, Uncanny Dodge

Traits

Abilities: Str 17, Dex 18, Con 18, Int 6, Wis 8, Cha 6
Skills: Hide 4, Listen 6, Ride 4, Spot 2
Feats: Power Attack, Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Greataxe +1

Encounter 6 (optional)

ATL7 Kalamaran Legionnaire

Male Kalamaran Human Fighter 6
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: +1 Shortsword +11 (1d6+6/19-20x2)
Full Attack: +1 Shortsword +11/+6 (1d6+6/19-20)
Ranged: Masterwork Javelin +10 (1d6+3/x2)
Base Atk: +6 Grp: +9
SA: --

LKoK 60 – To Shake the Pillars of the World Enemies

Speed: 20 feet (4 squares)

Defense

hp: 51

AC: 20, **touch**12, **flat-footed** 18

Fort: +7, **Ref:** +4, **Will:** +3

SQ: --

Traits

Racial:

Abilities: Str 16, Dex 14, Con 14, Int 13, Wis 12,
Cha 10

Skills: Climb +8, Jump +2, Intimidate +9, Ride
+11

Feats: Combat Expertise, Combat Reflexes,
Dodge, Improved Trip, Point Blank Shot, Weapon
Focus (javelin), Weapon Focus (shortsword),
Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran,
Merchant's Tongue

Equipment:

MW Breastplate; +1 Heavy steel Shield; MW Javelin;
+1 Shortsword

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 9 Enemies

Encounter 2

ATL9 Hobgoblins

Male Kors Hobgoblin Barbarian6
AL CE Medium

Attack and Movement

Init: +4

Melee: +2 Greataxe +13/+8 (1d12+8/x3)

Base Atk: +6 Grp: +10

SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +12,
2/day, 9 rounds)

Speed: 30

Defense

hp: 71

AC: 18, **touch**13, **flat-footed** 18

Fort: +9, Ref: +6, Will: +1

SQ: Darkvision 60 ft., Fast Movement, Illiteracy,
Improved Uncanny Dodge (can't be flanked except
by a rogue of 10 level), Trap Sense (Ex) +2,

Traits

Abilities: Str 19, Dex 18, Con 18, Int 6, Wis 8,
Cha 6

Skills: Hide 4, Listen 8, Ride 4, Spot 3

Feats: Improved Bull Rush, Power Attack,
Weapon Focus (Greataxe)

Languages: Kors

Equipment:

Breastplate, Gauntlets of Ogre Power, Greataxe +2

Encounter 4

ATL9 Advanced Chasm Lurker

Ka'Asa Mountains Chasm Lurker

AL N Huge

Magical Beast

Attack and Movement

Init: +1

Melee: Bite +15 (2d6+7)

Full Attack: Bite +15 (2d6+7) and 4 leg rakes +10
(1d4+3)

Base Atk: +9 Grp: +24

SA: Improved grab, rake 1d4+3, web

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

Defense

hp: 77

AC: 17, **touch**9, **flat-footed** 16

Fort: +9, Ref: +10, Will: +5

SQ: Darkvision 60 ft., immunity to mind-
influencing effects, low-light vision, tremorsense 60 ft.

Traits

Racial:

Abilities: Str 24, Dex 13, Con 16, Int 11, Wis 10,
Cha 12

Skills: Balance +5, Climb +19, Jump +19, Move
Silently +4, Tumble +4

Feats: Iron Will, Lightning Reflexes, Weapon
Focus (bite), Weapon Focus (leg rake)

Description and Errata

A huge, eight legged creature resembling a hybrid
of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in
this module, so no description of the web is included

Encounter 5

ATL9 Kalamaran Ranger

Male Kalamaran Ranger 9

AL CN Medium Humanoid

Attack and Movement

Init: +4

Melee: Warhammer +11 (1d8+2/x3)

Full Attack: +11/+6

Ranged: +1 Composite (+2 Str) Longbow +16
(1d8+3/x3)

Ranged Full Attack: +1 Composite (+2 Str)
Longbow +16/+11 (1d8+3/x3)

Base Atk: +9 Grp: +11

SA:

Speed: 30 ft (6 squares)

Defense

hp: 66

AC: 17, **touch**15, **flat-footed** 13

Fort: +8, Ref: +10, Will: +5

SQ: Animal Companion (Ex), Archery Combat
Style, Evasion, Favored Enemy (Giant) +2, Favored
Enemy (Humanoid (dwarf) +4, Swift Tracker, Wild
Empathy (Ex) +12, Woodland Stride

Spells

1 (2/day)-Summon Nature's Ally I, Entangle

1 (1/day)-Barkskin

Traits

Racial:

Abilities: Str 14, Dex 18, Con 14, Int 12, Wis 14,
Cha 12

Skills: Handle Animal +13, Hide +16, Listen +16,
Move Silently +16, Search +13, Sense Motive +8,
Spot +16, Survival +14

Feats: Alertness, Endurance, Manyshot, Point
Blank Shot, Power Attack, Precise Shot, Rapid Shot,
Track, Weapon Focus (Longbow)

Languages: Kalamaran, Brandobian, Merchant's
Tongue

LKoK 60 – To Shake the Pillars of the World Enemies

Equipment:

Arrows (20); Warhammer; MW leather armor; +1 Composite +2 Longbow; Ring of Protection +1, Gloves of Dexterity +2, Bracers of Archery, Lesser

Description and Errata

ATL9 Wolf Animal Companion

Female Wolf
AL N Large Animal

Attack and Movement

Init: +2
Melee: Bite +9 (1d8+9)
Base Atk: +3 Grp: +13
SA: Trip
Speed: 50 ft (10 squares)

Defense

hp: 34
AC: 15, **touch**11, **flat-footed** 13
Fort: +8, Ref: +6, Will: +1
SQ: Evasion, Link, Low-light vision, scent, share spells

Traits

Abilities: Str 23, Dex 14, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide -3, Jump +14, Listen +4, Move Silently +2, Spot +4
Feats: Run, Track, Weapon Focus (bite)

ATL9 Kalamaran Legionnaire

Male Kalamaran Human Fighter 8
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: +1 Shortsword +13 (1d6+6/19-20x2)
Full Attack: +1 Shortsword +13/+8 (1d6+6/19-20)
Ranged: Masterwork Javelin +12 (1d6+3/x2)
Base Atk: +8 Grp: +11
SA:
Speed: 20 feet (4 squares)

Defense

hp: 67
AC: 22, **touch**13, **flat-footed** 20
Fort: +8, Ref: +4, Will: +3

Traits

Abilities: Str 17, Dex 14, Con 14, Int 13, Wis 12, Cha 10
Skills: Climb +10, Jump +4, Intimidate +11, Ride +13
Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Point Blank Shot, Precise

Shot, Weapon Focus (javelin), Weapon Focus (shortsword), Weapon Specialization (shortsword)
Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

MW Breastplate; +1 Heavy steel Shield; MW Javelin; +1 Shortsword; Ring of Protection +1

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL9 Hobgoblins

Male Kors Hobgoblin Barbarian6
AL CE Medium

Attack and Movement

Init: +4
Melee: +2 Greataxe +13/+8 (1d12+8/x3)
Base Atk: +6 Grp: +10
SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +12, 2/day, 9 rounds)
Speed: 30

Defense

hp: 71
AC: 18, **touch**13, **flat-footed** 18
Fort: +9, Ref: +6, Will: +1
SQ: Darkvision 60 ft., Fast Movement, Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 10 level), Trap Sense (Ex) +2,

Traits

Abilities: Str 19, Dex 18, Con 18, Int 6, Wis 8, Cha 6
Skills: Hide 4, Listen 8, Ride 4, Spot 3
Feats: Improved Bull Rush, Power Attack, Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Breastplate, Gauntlets of Ogre Power, Greataxe +2

Encounter 6 (optional)

ATL9 Kalamaran Legionnaire

Male Kalamaran Human Fighter 8
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: +1 Shortsword +13 (1d6+6/19-20x2)
Full Attack: +1 Shortsword +13/+8 (1d6+6/19-20)
Ranged: Masterwork Javelin +12 (1d6+3/x2)

LKoK 60 – To Shake the Pillars of the World Enemies

Base Atk: +8 **Grp:** +11

SA:

Speed: 20 feet (4 squares)

Defense

hp: 67

AC: 22, **touch**13, **flat-footed** 20

Fort: +8, **Ref:** +4, **Will:** +3

Traits

Abilities: Str 17, Dex 14, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +10, Jump +4, Intimidate +11, Ride +13

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Point Blank Shot, Precise Shot, Weapon Focus (javelin), Weapon Focus (shortsword), Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

MW Breastplate; +1 Heavy steel Shield; MW Javelin; +1 Shortsword; Ring of Protection +1

Description and Errata

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 11 Enemies

Encounter 2

ATL11 Hobgoblin

Male Kors Hobgoblin Barbarian7
AL CE Medium

Attack and Movement

Init: +4

Melee: +2 Greataxe +14/+9 (1d12+8/3)

Base Atk: +7 Grp: +11

SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +14,
2/day for 10 round

Speed: 30

Defense

hp: 89

AC: 19, **touch**14, **flat-footed** 19

Fort: +10, Ref: +6, Will: +1

SQ: DR 1/--, Darkvision 60 ft., Fast Movement,
Illiteracy, Improved Uncanny Dodge (can't be flanked
except by a rogue of 11 level), Trap Sense (Ex) +2,

Traits

Abilities: Str 19, Dex 18, Con 20, Int 6, Wis 8,
Cha 6

Skills: Hide 4, Listen 9, Ride 4, Spot 4

Feats: Improved Bull Rush, Power Attack,
Weapon Focus (Greataxe)

Languages: Kors

Equipment:

Amulet of Health +2, Breastplate, Gauntlets of Ogre
Power, Greataxe +2, Ring of Protection +1

Encounter 4

ATL11 Advanced Chasm Lurker

Ka'Asa Mountains Chasm Lurker
AL N Huge
Magical Beast

Attack and Movement

Init: +1

Melee: Bite +17 (2d6+7)

Full Attack: Bite +17 (2d6+7) and 4 leg rakes +12
(1d4+3)

Base Atk: +11 Grp: +26

SA: Improved grab, rake 1d4+3, web

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

Defense

hp: 94

AC: 17, **touch**9, **flat-footed** 16

Fort: +10, Ref: +11, Will: +5

SQ: Darkvision 60 ft., immunity to mind-
influencing effects, low-light vision, tremorsense 60 ft.

Traits

Abilities: Str 24, Dex 13, Con 16, Int 11, Wis 10,
Cha 12

Skills: Balance +5, Climb +19, Jump +19, Move
Silently +4, Tumble +4

Feats: Iron Will, Lightning Reflexes, Weapon
Focus (bite), Weapon Focus (leg rake)

Description and Errata

A huge, eight legged creature resembling a hybrid
of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in
this module, so no description of the web is included

Encounter 5

ATL11 Kalamaran Ranger

Male Kalamaran Ranger 11
AL CN Medium Humanoid

Attack and Movement

Init: +4

Melee: Warhammer +13 (1d8+2/x3)

Full Attack: +13/+8/+3

Ranged: +1 Composite (+2 Str) Longbow +18
(1d8+3/x3)

Ranged **Full Attack:** +1 Composite (+2 Str)
Longbow +18/+13/+8 (1d8+3/x3)

Base Atk: +11 Grp: +13

SA:

Speed: 30 ft (6 squares)

Defense

hp: 80

AC: 22, **touch**15, **flat-footed** 18

Fort: +9, Ref: +11, Will: +5

SQ: Animal Companion (Ex), Archery Combat
Style, Evasion, Favored Enemy (Giant) +2, Favored
Enemy (Humanoid (dwarf) +4, Favored Enemy
(Goblinoid) +4, Swift Tracker, Wild Empathy (Ex)
+14, Woodland Stride

Spells

1 (2/day)-Summon Nature's Ally I, Entangle

2 (2/day)-Barkskin, Protection from Energy

Traits

Abilities: Str 14, Dex 18, Con 14, Int 12, Wis 14,
Cha 12

Skills: Handle Animal +15, Hide +17, Listen +18,
Move Silently +17, Search +15, Sense Motive +9,
Spot +18, Survival +16

Feats: Alertness, Endurance, Manyshot, Point
Blank Shot, Power Attack, Precise Shot, Rapid Shot,
Track, Weapon Focus (Longbow)

Languages: Kalamaran, Brandobian, Merchant's
Tongue

LKoK 60 – To Shake the Pillars of the World Enemies

Equipment:

Amulet of Natural Armor +1, Arrows (20);
Warhammer; Chain Shirt +2; +1 Composite +2
Longbow; Ring of Protection +1, Gloves of Dexterity
+2, Bracers of Archery, Lesser

Combat Text -

The Legions' Rangers will use ranged combat as long as feasible

ATL11 Wolf Animal Companion

Female Wolf
AL N Large Animal

Attack and Movement

Init: +2
Melee: Bite +9 (1d8+9)
Base Atk: +3 Grp: +13
SA: Trip
Speed: 50 ft (10 squares)

Defense

hp: 34
AC: 15, **touch** 11, **flat-footed** 13
Fort: +8, Ref: +6, Will: +1
SQ: Evasion, Link, Low-light vision, scent, share spells

Traits

Abilities: Str 23, Dex 14, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide -3, Jump +14, Listen +4, Move Silently +2, Spot +4
Feats: Run, Track, Weapon Focus (bite)

ATL11 Kalamaran Legionnaire

Male Kalamaran Human Fighter 10
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: +2 Shortsword +17 (1d6+7/17-20x2)
Full Attack: +2 Shortsword +17/+12 (1d6+7/17-20)
Ranged: +1 Javelin +14 (1d6+4/x2)
Base Atk: +10 Grp: +13
SA:
Speed: 20 feet (4 squares)

Defense

hp: 83
AC: 22, **touch** 13, **flat-footed** 20
Fort: +9, Ref: +5, Will: +4

Traits

Racial:
Abilities: Str 17, Dex 14, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +12, Jump +6, Intimidate +13, Ride +15

Feats: Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (shortsword), Improved Critical (shortsword) Improved Trip, Point Blank Shot, Precise Shot, Weapon Focus (javelin), Weapon Focus (shortsword), Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

+1 Breastplate; +1 Heavy steel Shield; MW Javelin; +2 Shortsword; Ring of Protection +1

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL11 Hobgoblin

Male Kors Hobgoblin Barbarian 7
AL CE Medium

Attack and Movement

Init: +4
Melee: +2 Greataxe +14/+9 (1d12+8/3)
Base Atk: +7 Grp: +11
SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +14, 2/day for 10 rounds
Speed: 30

Defense

hp: 89
AC: 19, **touch** 14, **flat-footed** 19
Fort: +10, Ref: +6, Will: +1
SQ: DR 1/--, Darkvision 60 ft., Fast Movement, Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 11 level), Trap Sense (Ex) +2,

Traits

Abilities: Str 19, Dex 18, Con 20, Int 6, Wis 8, Cha 6
Skills: Hide 4, Listen 9, Ride 4, Spot 4
Feats: Improved Bull Rush, Power Attack, Weapon Focus (Greataxe)
Languages: Kors

Equipment:

Amulet of Health +2, Breastplate, Gauntlets of Ogre Power, Greataxe +2, Ring of Protection +1

Encounter 6 (optional)

ATL11 Kalamaran Legionnaire

Male Kalamaran Human Fighter 10
AL LN Medium humanoid

Attack and Movement

LKoK 60 – To Shake the Pillars of the World Enemies

Init: +2

Melee: +2 Shortsword +17 (1d6+7/17-20x2)

Full Attack: +2 Shortsword +17/+12 (1d6+7/17-20)

Ranged: +1 Javelin +14 (1d6+4/x2)

Base Atk: +10 Grp: +13

SA:

Speed: 20 feet (4 squares)

Defense

hp: 83

AC: 22, **touch**13, **flat-footed** 20

Fort: +9, **Ref:** +5, **Will:** +4

Traits

Racial:

Abilities: Str 17, Dex 14, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +12, Jump +6, Intimidate +13, Ride +15

Feats: Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (shortsword), Improved Critical (shortsword) Improved Trip, Point Blank Shot, Precise Shot, Weapon Focus (javelin), Weapon Focus (shortsword), Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

+1 Breastplate; +1 Heavy steel Shield; MW Javelin; +2 Shortsword; Ring of Protection +1

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

LKoK 60 – To Shake the Pillars of the World Enemies

ATL 13 Enemies

Encounter 2

ATL 13 Hobgoblins

Male Kors Hobgoblin Barbarian9
AL CE Medium

Attack and Movement

Init: +4

Melee: +2 Greataxe +18/+13 (1d12+11)

Base Atk: +9 Grp: +15

SA: Rage:Str +4, Con +4, Will +2, AC -2, HP +18,
3/day, 10 rounds

Speed: 30

Defense

hp: 113

AC: 20, **touch**14, **flat-footed** 20

Fort: +11, Ref: +7, Will: +4

SQ: DR 1/--, Darkvision 60ft., Fast Movement,
Illiteracy, Improved Uncanny Dodge (can't be flanked
except by a rogue of 13 level), Trap Sense (Ex) +3

Traits

Abilities: Str 22, Dex 18, Con 20, Int 6, Wis 8,
Cha 6

Skills: Hide 4, Listen 11, Ride 4, Spot 5

Feats: Improved Bull Rush, Iron Will, Power
Attack, Weapon Focus (Greataxe)

Languages: Kors

Equipment:

Amulet of Health +2, Breastplate+1, Belt of Giant
Strength +4, Greataxe +2, Ring of Protection +1

Encounter 4

ATL13 Advanced Chasm Lurker

Ka'Asa Mountains Chasm Lurker
AL N Gargantuan
Magical Beast

Attack and Movement

Init: +2

Melee: Bite +21 (3d6+11)

Full Attack: Bite +21 (3d6+7) and 4 leg rakes +16
(1d6+3)

Base Atk: +13 Grp: +36

SA: Improved grab, rake 1d6+3, web

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

Defense

hp: 137

AC: 15, **touch**7, **flat-footed** 14

Fort: +13, Ref: +13, Will: +6

SQ: Darkvision 60 ft., immunity to mind-
influencing effects, low-light vision, tremorsense 60 ft.

Traits

Abilities: Str 32, Dex 14, Con 20, Int 11, Wis 10,
Cha 12

Skills: Balance +6, Climb +25, Jump +25, Move
Silently +5, Tumble +5

Feats: Iron Will, Lightning Reflexes, Power Attack,
Weapon Focus (bite), Weapon Focus (leg rake)

Description and Errata

A huge, eight legged creature resembling a hybrid
of a lizard and a spider

Combat Text -

The PCs will not end up in the Chasm Lurker's web in
this module, so no description of the web is included

Encounter 5

ATL13 Kalamaran Ranger

Male Kalamaran Ranger 13
AL CN Medium Humanoid

Attack and Movement

Init: +4

Melee: Warhammer +15 (1d8+2/x3)

Full Attack: +15/+10/+5

Ranged: +1 Composite (+2 Str) Longbow +20
(1d8+3/x3)

Ranged **Full Attack:** +1 Composite (+2 Str)
Longbow +20/+15/+5 (1d8+3/x3)

Base Atk: +13 Grp: +15

SA:

Speed: 30 ft (6 squares)

Defense

hp: 97

AC: 22, **touch**15, **flat-footed** 18

Fort: +10, Ref: +12, Will: +6

SQ: Animal Companion (Ex), Archery Combat
Style, Camouflage, Evasion, Favored Enemy (Giant)
+2, Favored Enemy (Humanoid (dwarf) +4, Favored
Enemy (Goblinoid) +4, Swift Tracker, Wild Empathy
(Ex) +16, Woodland Stride

Spells

1 (2/day)-Summon Nature's Ally I, Entangle

2 (2/day)-Barkskin, Protection from Energy

3 (1/day)-Cure Moderate Wounds

Traits

Racial:

Abilities: Str 14, Dex 19, Con 14, Int 12, Wis 14,
Cha 12

Skills: Handle Animal +17, Hide +19, Listen +20,
Move Silently +19, Search +17, Sense Motive +10,
Spot +20, Survival +18

Feats: Alertness, Endurance, Improved Precise
Shot, Manyshot, Point Blank Shot, Power Attack,

LKoK 60 – To Shake the Pillars of the World Enemies

Precise Shot, Rapid Shot, Toughness, Track, Weapon Focus (Longbow)

Languages: Kalamaran, Brandobian, Merchant's Tongue

Equipment:

Amulet of Natural Armor +1, Arrows (20);
Warhammer; Chain Shirt +2; +1 Composite +2
Longbow; Ring of Protection +1, Gloves of Dexterity +2, Bracers of Archery, Lesser

Combat Text -

The Legions' Rangers will use ranged combat as long as feasible

ATL13 Wolf Animal Companion

Female Wolf
AL N Large Animal

Attack and Movement

Init: +2
Melee: Bite +11 (1d8+10)
Base Atk: +4 Grp: +15
SA: Trip
Speed: 50 ft (10 squares)

Defense

hp: 51
AC: 17, **touch** 11, **flat-footed** 17
Fort: +9, Ref: +7, Will: +1
SQ: Devotion, Evasion, Link, Low-light vision, scent, share spells

Traits

Racial:
Abilities: Str 24, Dex 14, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide -3, Jump +15, Listen +5, Move Silently +2, Spot +5
Feats: Power Attack, Run, Track, Weapon Focus (bite)

ATL13 Kalamaran Legionnaire

Male Kalamaran Human Fighter 12
AL LN Medium humanoid

Attack and Movement

Init: +2
Melee: +2 Shortsword +21 (1d6+11/17-20x2)
Full Attack: +2 Shortsword +21/+16/+11 (1d6+7/17-20)
Ranged: +1 Javelin +16 (1d6+6/x2)
Base Atk: +12 Grp: +17
SA:
Speed: 20 feet (4 squares)

Defense

hp: 99
AC: 23, **touch** 13, **flat-footed** 21

Fort: +10, Ref: +6, Will: +5

SQ:

Traits

Racial:

Abilities: Str 20, Dex 14, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +16, Jump +10, Intimidate +15, Ride +17

Feats: Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (shortsword), Greater Weapon Specialization (shortsword), Improved Critical (shortsword) Improved Trip, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (javelin), Weapon Focus (shortsword), Weapon Specialization (shortsword)

Languages: Brandobian, Low Kalamaran, Merchant's Tongue

Equipment:

Amulet of Natural Armor +1; +1 Breastplate; +1 Gauntlets of Ogre Power; Heavy steel Shield; MW Javelin; +2 Shortsword; Ring of Protection +1

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible

ATL 13 Hobgoblins

Male Kors Hobgoblin Barbarian9
AL CE Medium

Attack and Movement

Init: +4
Melee: +2 Greataxe +18/+13 (1d12+11)
Base Atk: +9 Grp: +15
SA: Rage: Str +4, Con +4, Will +2, AC -2, HP +18, 3/day, 10 rounds
Speed: 30

Defense

hp: 113
AC: 20, **touch** 14, **flat-footed** 20
Fort: +11, Ref: +7, Will: +4
SQ: DR 1/--, Darkvision 60ft., Fast Movement, Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 13 level), Trap Sense (Ex) +3

Traits

Abilities: Str 22, Dex 18, Con 20, Int 6, Wis 8, Cha 6

Skills: Hide 4, Listen 11, Ride 4, Spot 5
Feats: Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (Greataxe)

Languages: Kors

Equipment:

LKoK 60 – To Shake the Pillars of the World Enemies

Amulet of Health +2, Breastplate+1, Belt of Giant Strength +4, Greataxe +2, Ring of Protection +1

Encounter 6 (optional)

ATL13 Kalamaran Legionnaire

Male Kalamaran Human Fighter 12
AL LN Medium humanoid

Attack and Movement

Init: +2

Melee: +2 Shortsword +21 (1d6+11/17-20x2)

Full Attack: +2 Shortsword +21/+16/+11
(1d6+7/17-20)

Ranged: +1 Javelin +16 (1d6+6/x2)

Base Atk: +12 Grp: +17

SA:

Speed: 20 feet (4 squares)

Defense

hp: 99

AC: 23, **touch**13, **flat-footed** 21

Fort: +10, Ref: +6, Will: +5

SQ:

Traits

Racial:

Abilities: Str 20, Dex 14, Con 14, Int 13, Wis 12,
Cha 10

Skills: Climb +16, Jump +10, Intimidate +15, Ride
+17

Feats: Combat Expertise, Combat Reflexes,
Dodge, Greater Weapon Focus (shortsword), Greater
Weapon Specialization (shortsword), Improved
Critical (shortsword) Improved Trip, Point Blank Shot,
Power Attack, Precise Shot, Weapon Focus (javelin),
Weapon Focus (shortsword), Weapon Specialization
(shortsword)

Languages: Brandobian, Low Kalamaran,
Merchant's Tongue

Equipment:

Amulet of Natural Armor +1; +1 Breastplate; +1
Gauntlets of Ogre Power; Heavy steel Shield; MW
Javelin; +2 Shortsword; Ring of Protection +1

Combat Text -

Legionnaires will throw javelins in the first round and then cluster together to support melee combat if at all possible