

## Council of Thieves



LEM

### MALE HALFLING

DEITY Shelyn  
HOMELAND Cheliox

### CHARACTER TRAITS

CLASS/LEVEL Bard 9  
ALIGNMENT Chaotic Good  
INITIATIVE +4  
SPEED 20 ft.

### ABILITIES

STRENGTH 8  
DEXTERITY 18  
CONSTITUTION 13  
INTELLIGENCE 12  
WISDOM 8  
CHARISMA 21

### DEFENSE

HP 60  
AC 27, touch 17, flat-footed 22 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +4 shield, +1 size)  
Fort +7, Ref +13, Will +8; +2 vs. fear, +4 vs. bardic performance, language-dependent, sonic effects

### SKILLS

Acrobatics +14 (+12 to jump), Climb +2, Disable Device +7, Knowledge (local) +14, Perform (comedy) +14, Perform (wind instruments) +19, Perception +13, Spellcraft +13, Stealth +19, Use Magic Device +15

### FEATS

Dodge, Extra Performance, Quick Draw, Spell Focus (illusion), Weapon Finesse

### OFFENSE

**Melee** +2 short sword +13/+8 (1d4+1/19–20)  
**Ranged** dagger +11/+7 (1d3–1/19–20)  
**Base Atk** +6; **CMB** +4; **CMD** 20  
**Special Abilities** bardic knowledge +4, bardic perform 31 rds/day (countersong, dirge of doom, distraction, fascinate, inspire comp. +3, inspire courage +2, inspire greatness, suggestion), lore master 1/day, versatile performance (comedy, wind instrument), well-versed  
**Spells Known** (CL 9th; concentration +14)  
3rd (4/day)—*charm monster* (DC 18), *confusion* (DC 18), *major image* (DC 19), *slow* (DC 18)  
2nd (5/day)—*alter self*, *cure moderate wounds*, *minor image* (DC 18), *mirror image*  
1st (7/day)—*cure light wounds*, *disguise self* (DC 17), *feather fall*, *hideous laughter* (DC 16), *silent image* (DC 17)  
o (at will)—*d. magic*, *ghost sound* (DC 16), *light*, *mage hand*, *prestidigitation*, *sum. instrument*

**Combat Gear** *wand of cure serious wounds* (25 charges); **Gear** +3 studded leather armor, +3 buckler, +2 short sword, daggers (4), *belt of incredible dexterity* +2, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, backpack, mwk flute, mwk thieves' tools, spell comp. pouch, 110 gp

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.



SELYIEL

### MALE HALF-ELF

DEITY Asmodeus  
HOMELAND Cheliox

### CHARACTER TRAITS

CLASS/LEVEL Fighter 1/Conjurer 5/Eldritch Knight 3  
ALIGNMENT Lawful Evil  
INITIATIVE +4 SPEED 30 ft.

### ABILITIES

STRENGTH 12  
DEXTERITY 18  
CONSTITUTION 13  
INTELLIGENCE 15  
WISDOM 8  
CHARISMA 10

### DEFENSE

HP 59  
AC 23, touch 17, flat-footed 18 (+6 armor, +2 deflection, +4 Dex, +1 dodge)  
Fort +8, Ref +8, Will +6; +2 vs. enchantment  
**Immune** sleep  
**Senses** low-light vision

### SKILLS

Craft (alchemy) +10, Fly +10, Intimidate +6, Knowledge (arcana) +13, Perception +12, Sense Motive +7, Spellcraft +13

### FEATS

Alertness, Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Combat Expertise, Dodge, Extend Spell, Mobility, Scribe Scroll, Skill Focus (Perception), Weapon Focus (longsword)

### OFFENSE

**Melee** +1 spell storing longsword +9/+4 (1d8+2/19–20)  
**Ranged** +1 composite longbow with +1 arrow +11/+6 (1d8+3/×3)  
**Base Atk** +6; **CMB** +7; **CMD** 24  
**Special Abilities** acid dart (5/day), diverse training, summoner's charm  
**Spells Prepared** (CL 7th; concentration +9)  
4th—*dimension door*, *fire shield*  
3rd—*fireball* (DC 15), *stinking cloud* (DC 15), *vampiric touch*  
2nd—*bull's strength*, *glitterdust* (DC 14), *mirror image*, *scorching ray*  
1st—*burning hands* (DC 13), *enlarge person*, *magic missile*, *shield*, *summon monster I*, *true strike*  
o—*acid splash*, *bleed* (DC 12), *dancing lights*, *detect magic*, *read magic*  
**Familiar** bat named Dargenti

**Combat Gear** *scrolls of greater invis.* (2), *scorching ray*, *summon monster IV* (2); *wand of magic missile* (CL 5th, 40 charges); **Other Gear** +3 studded leather armor, +1 spell storing longsword (contains vamp. touch), dagger, +1 comp. longbow (Str +1) with 20 +1 arrows, *belt of inc. dexterity* +2, *cloak of resistance* +2, *ring of prot.* +2, everburning torch, flask of fine absinthe worth 50 gp, gold holy symbol (75 gp), spellbook, 710 gp

Selyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Selyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Selyiel up to take the blame for his crimes, the half-elf longs for revenge against both his fathers.

# Pre-generated Characters



## SEELAH

### FEMALE HUMAN

DEITY	lomedae
HOMELAND	Katapesh

### CHARACTER TRAITS

CLASS/LEVEL	Paladin 9
ALIGNMENT	Lawful Good
INITIATIVE	+0
SPEED	20 ft.

### ABILITIES

STRENGTH	16
DEXTERITY	10
CONSTITUTION	14
INTELLIGENCE	8
WISDOM	13
CHARISMA	17

### DEFENSE

HP 81  
AC 27, touch 10, flat-footed 27 (+12 armor, +5 shield)  
Fort +13, Ref +8, Will +12  
Immune charm, disease, fear

### SKILLS

Knowledge (religion) +11, Sense Motive +13

### FEATS

Cleave, Extra Lay On Hands, Improved Critical (longsword), Power Attack, Vital Strike, Weapon Focus (longsword)

### OFFENSE

**Melee** +2 longsword +15/+10 (1d8+5/17-20)  
**Ranged** +1 comp. longbow +10/+5 (1d8+4/x3)  
**Base Atk** +9; **CMB** +12; **CMD** 22  
**Special Abilities** aura of courage, aura of good, aura of resolve, channel positive energy (4d6, DC 16), detect evil, divine bond (weapon), divine grace, divine health, lay on hands 9/day (4d6), mercy (diseased, poisoned, sickened), smite evil 3/day (+3 to attack roll, +9 damage)  
**Spells Prepared** (CL 6th; concentration +9)  
2nd—*bull's strength* (2)  
1st—*divine favor*, *lesser restoration*, *prot. evil*

**Combat Gear** *wand of cure serious wounds* (35 charges); **Other Gear** +3 full plate mail, +3 heavy steel shield, +2 longsword, +1 composite longbow (+3 Str) with 20 arrows, *cloak of resistance* +2, *headband of alluring charisma* +2, backpack, rations (4), silver holy symbol, 145 gp

When a group of lomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to lomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltziel) find their way.



## SEONI

### FEMALE HUMAN

DEITY	Pharasma
HOMELAND	Varisia

### CHARACTER TRAITS

CLASS/LEVEL	Sorcerer 9
ALIGNMENT	Lawful Neutral
INITIATIVE	+6
SPEED	30 ft.

### ABILITIES

STRENGTH	8
DEXTERITY	14
CONSTITUTION	12
INTELLIGENCE	10
WISDOM	13
CHARISMA	21

### DEFENSE

HP 50  
AC 18, touch 15, flat-footed 15 (+2 deflection, +2 Dex, +1 dodge, +3 natural);  
AC 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural) with *mage armor*  
Fort +7, Ref +8, Will +10

### SKILLS

Bluff +16, Climb +3, Knowledge (planes) +11, Perception +5, Sense Motive +4, Spellcraft +12

### FEATS

Alertness, Dodge, Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation)

### OFFENSE

**Melee** quarterstaff +3 (1d6-1)  
**Ranged** dagger +6 (1d4-1/19-20)  
**Base Atk** +4; **CMB** +3; **CMD** 18  
**Special Abilities** arcane bond (familiar), metamagic adept (2/day)  
**Spells Known** (CL 9th; concentration +13)  
4th (5/day)—*charm monster* (DC 20), *dimension door*, *resilient sphere* (DC 21), *wall of fire* (DC 21)  
3rd (7/day)—*dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 20)  
2nd (7/day)—*darkvision*, *glitterdust* (DC 17), *invisibility*, *scorching ray*, *web* (DC 17)  
1st (8/day)—*burning hands* (DC 18), *enlarge person*, *mage armor*, *magic missile*, *identify*, *shield*  
o (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 17), *light*, *mage hand*, *prestidigitation*, *read magic*  
**Bloodline** arcane  
**Familiar** blue-tailed skink named Dragon

**Combat Gear** *pot. of cure mod. wounds* (3), *scrolls of prot. from energy* and *fly*, *wand of mag. missile* (CL 7th, 40 charges); **Other Gear** dagger, quarterstaff, *amulet of nat. armor* +3, *cloak of resist.* +3, *headband of alluring charisma* +2, *ring of counterspells* (contains *mag. missile*), *ring of prot.* +2, backpack, sunrod (5), rations (4), 814 gp

Seoni is something of an enigma—quietly neutral on most matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.