

MANSION OF SHADOWS

Pre-generated Characters

Robert J. Schwalb

The following characters are intended for use with the **Bleeding Edge** adventures. Each installment advances these characters by one level and thus adjusts equipment in accordance with the guidelines set out in the *DMG*.

ANGRIST THE CLEAVER CR 1

Male dwarf fighter 1

LN Medium humanoid

Init +1 **Senses** darkvision 60 ft.; Listen +0,
Spot +0

Languages Common, Dwarven

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)

hp 16 (1 HD)

Resist stability (+4 against bull rush and trip)

Fort +5 (+7 against poison), **Ref** +1, **Will** +0;
+2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee dwarven waraxe +4 (1d10+3/×3)

Ranged shortbow +2 (1d6/×3)

Base Atk +1; **Grp** +4

Atk Options Power Attack, +1 on attacks
against orcs and goblinoids

Abilities Str 16, Dex 13, Con 17, Int 10, Wis
10, Cha 7

SQ stonecunning

Feats Power Attack^B, Toughness

Skills Climb -2, Intimidate +2, Jump -7,
Listen +0, Spot +0, Swim -8

Possessions scale mail armor, heavy wooden
shield, dwarven waraxe, shortbow with 20
arrows, backpack, waterskin, one day of trail
rations, bedroll, sack, flint and steel, quiver,
10 gp

DIERDRA**CR 1**

Female human cleric 1

NG Medium humanoid

Init +0; **Senses** Listen +2, Spot +2**Languages** Common

AC 16, touch 10, flat-footed 16

(+0 Dex, +4 armor, +2 shield)

hp 9 (1 HD)**Fort** +3, **Ref** +0, **Will** +4

Spd 20 ft. in scale mail (4 squares); base speed 30 ft.**Melee** morningstar +2 (1d8+2)**Ranged** light crossbow +0 (1d8/19–20)**Base Atk** +0; **Grp** +2**Atk Options** feat of strength**Special Actions** greater turning, turn

undead 5/day (+2, 2d6+4, 2nd)

Cleric Spells Prepared (CL 1st):1st—*divine favor*, *enlarge person*^D, *shield of faith*0—*detect magic*, *resistance*, *virtue*

D: Domain spell. Deity: God of the Sun.

Domains: Strength, Sun

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 14**SQ** faint aura of good**Feats** Combat Casting^B, Improved Turning**Skills** Concentration +3 (+7 cast on the defensive), Diplomacy +4, Knowledge (religion) +4, Listen +2, Spellcraft +4, Spot +2**Possessions** scale mail armor, heavy wooden shield, morningstar, light crossbow with 10 bolts, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, bolt case, wooden holy symbol, three torches, 2 gp, 5 sp

Feat of Strength (Su) Once per day as a free action, Dierdra can increase her Strength by +1 for 1 round.**Greater Turning (Su)** Once per day, Dierdra can perform a greater turning against undead in place of a regular turning. This ability functions as a normal turn undead attempt, except turned undead are destroyed instead.

ELOTHIN**CR 1**

Male elf wizard 1

CG Medium humanoid

Init +2; **Senses** low-light vision; Listen +2 (+4 with familiar), Spot +2 (+4 with familiar)**Languages** Common, Draconic, Elven, Orc, Sylvan**AC** 12, touch 12, flat-footed 10 (+2 Dex)**hp** 3 (1 HD)**Immune** sleep**Fort** -1, **Ref** +2, **Will** +2**Spd** 30 ft. (6 squares)**Melee** longsword +0 (1d8/19-20)**Ranged** longbow +2 (1d8/x3)**Base Atk** +0; **Grp** +0**Wizard Spells Prepared (CL 1st):**1st—*mage armor, magic missile*0—*detect magic, read magic, resistance***Abilities** Str 11, Dex 15, Con 9, Int 17, Wis 10, Cha 10**SQ** able to notice secret and concealed doors, familiar (Shadow)**Feats** Scribe Scroll^B, Skill Focus (Knowledge—arcana)**Skills** Concentration +3, Decipher Script +7, Knowledge (arcana) +10, Knowledge (the planes) +7, Listen +2 (+4 with familiar), Move Silently +5, Search +5, Spellcraft +7, Spot +2 (+4 with familiar)**Possessions** longsword, longbow with 20 arrows, backpack, waterskin, one day of trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages of parchment, ink, inkpen, spell component pouch, quiver, spellbook, 10 gp, 5 sp**Spellbook** all prepared; 0—all; 1st—*expeditious retreat, identify, silent image, sleep***SHADOW****CR —**

Female cat familiar

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3**Languages** empathic link**AC** 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural)**hp** 2 (1 HD)**Resist** improved evasion**Fort** +2, **Ref** +4, **Will** +3**Spd** 30 ft. (6 squares)**Melee** 2 claws +4 (1d2-4) and bite -1 (1d3-4)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +0; **Grp** -12**Abilities** Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7**SQ** share spells**Feats** Weapon Finesse**Skills** Balance +10, Climb +6, Concentration +4, Decipher Script +2, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +2, Knowledge (the planes) +2, Listen +3, Move Silently +6, Spellcraft +2, Spot +3

FERRA**CR 1**

Female halfling rogue 1

N Small humanoid

Init +3; **Senses** Listen +3, Spot +1**Languages** Common, Halfling**AC** 15, touch 13, flat-footed 13; **Dodge**

(+1 size, +2 Dex, +2 armor)

hp 8 (1 HD)**Fort** +3, **Ref** +6, **Will** +2 (+4 against fear)**Spd** 20 ft. (4 squares)**Melee** short sword +2 (1d4+1/19–20) or**Melee** dagger +2 (1d3+1/19–20)**Ranged** light crossbow +4 (1d6/19–20) or**Ranged** dagger +5 (1d3+1/19–20)**Base Atk** +0; **Grp** –3**Atk Options** sneak attack +1d6**Abilities** Str 12, Dex 17, Con 14, Int 10, Wis

12, Cha 10

SQ trapfinding**Feats** Dodge**Skills** Climb +3, Disable Device +4, Hide +11,

Jump +1, Listen +3, Move Silently +9, Open

Lock +7, Perform (dance) +4, Search +4,

Spot +1, Tumble +7

Possessions leather armor, short sword,
light crossbow with 10 bolts, 4 daggers,
backpack, waterskin, one day's trail rations,
bedroll, sack, flint and steel, thieves' tools,
hooded lantern, three pints of oil, bolt cases,
10 gp

GERALD**CR 1**

Male gnome bard 1

CG Small humanoid

Init +6; **Senses** low-light vision; Listen +3,
Spot +1**Languages** Common, Draconic, Gnome,
Goblin

AC 16, touch 13, flat-footed 14; +4 AC against
giants

(+1 size, +2 Dex, +3 armor)

hp 6 (1 HD)**Fort** +1, **Ref** +4, **Will** +3 (+5 against
illusions)

Spd 20 ft. (4 squares)**Melee** rapier +0 (1d4–1/18–20)**Ranged** light crossbow +3 (1d6/19–20)**Base Atk** +0; **Grp** –5**Atk Options** +1 on attacks against kobolds
and goblinoids**Special Actions** bardic music 1/day (inspire
courage +1, *fascinate* 1 target, countersong)**Bard Spells Known (CL 1st):**0 (2/day)—*daze* (DC 12), *mage hand*, *open
close*, *resistance***Spell-like Abilities (CL 1st):**1/day—*dancing lights*, *ghost sound* (DC 13),
prestidigitation, *speak with animals*
(burrowing only, 1 minute)

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 12,
Cha 15**SQ** bardic knowledge +3**Feats** Improved Initiative**Skills** Bluff +6, Craft (alchemy) +5, Decipher
Script +6, Diplomacy +5, Disable Device +4,
Escape Artist +5, Hide +7, Knowledge
(arcana) +6, Listen +3, Move Silently +3,
Perform (stringed instrument) +6, Spot +1**Possessions** studded leather, rapier, light
crossbow with 10 bolts, thieves' tools,
backpack, waterskin, one day's trail rations,
bedroll, sack, flint and steel, three torches,
bolt case, common mandolin, spell
component pouch, 2 gp

HELEN**CR 1**

Female human ranger 1

NG Medium humanoid

Init +2; **Senses** Listen +5, Spot +5**Languages** Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 9 (1 HD)**Fort** +3, **Ref** +4, **Will** +1

Spd 30 ft. (6 squares)**Melee** longsword +3 (1d8+2/19–20) or**Melee** longsword +1 (1d8+2/19–20) and
short sword +1 (1d6+1/19–20)**Ranged** longbow +3 (1d8/×3)**Base Atk** +1; **Grp** +3**Atk Options** Point Blank Shot, favored
enemy (evil outsider) +2

Abilities Str 14, Dex 15, Con 12, Int 10, Wis
13, Cha 11**SQ** wild empathy +1 (–3 magical beast)**Feats** Point Blank Shot^B, Track^B, Two-
Weapon Fighting**Skills** Hide +5, Knowledge (geography) +4,
Knowledge (nature) +2, Listen +5, Move
Silently +5, Search +2, Spot +5, Survival +5**Possessions** studded leather, longsword,
short sword, longbow with 20 arrows,
backpack, waterskin, one day's trail rations,
bedroll, sack, flint and steel, three torches,
quiver, 5 gp

JON**CR 1**

Male human sorcerer 1

LG Medium humanoid

Init +6; **Senses** Listen -1 (+1 with familiar),
Spot -1 (+1 with familiar)**Languages** Common, Draconic**AC** 12, touch 12, flat-footed 10
(+2 Dex)**hp** 8 (1 HD)**Fort** +1, **Ref** +2, **Will** +3**Spd** 30 ft. (6 squares)**Melee** heavy mace +1 (1d8+1)**Ranged** light crossbow +2 (1d8/19-20)**Base Atk** +0; **Grp** +1**Sorcerer Spells Known (CL 1st):**1st (4/day)—*mage armor*, *magic missile*0 (5/day)—*daze* (DC 12), *detect magic*, *read magic*, *resistance***Abilities** Str 12, Dex 14, Con 13, Int 12, Wis 9,
Cha 15**SQ** familiar (toad)**Feats** Improved Initiative^B, Iron Will**Skills** Bluff +6, Concentration +5, Knowledge
(arcana) +5, Listen -1 (+1 with familiar),
Spellcraft +5, Spot -1 (+1 with familiar)**Possessions** heavy mace, light crossbow with
10 bolts, backpack, waterskin, one day's trail
rations, bedroll, sack, flint and steel, hooded
lantern, 5 pints of oil, spell component
pouch, bolt case**TIM THE TOAD****CR —**

Male toad familiar

N Diminutive magical beast (augmented
animal)**Init** +1; **Senses** low-light vision; Listen +4,
Spot +4**Languages** empathic link with master**AC** 16, touch 15, flat-footed 15
(+4 size, +1 Dex, +1 natural)**hp** 4 (1 HD)**Resist** improved evasion**Fort** +2, **Ref** +3, **Will** +4**Spd** 5 ft. (1 square)**Space** 1 ft.; **Reach** 0 ft.**Base Atk** +0; **Grp** -17**Abilities** Str 1, Dex 12, Con 11, Int 6, Wis 14,
Cha 4**SQ** amphibious, share spells**Feats** Alertness**Skills** Bluff +1, Concentration +4, Hide +21,
Knowledge (arcana) +2, Listen +4, Spellcraft
+2, Spot +4

LANDON**CR 1**

Male half-elf paladin 1

LG Medium humanoid (elf)

Init +0; **Senses** low-light vision; Listen +2,
Spot +2**Languages** Common, Elven

AC 16, touch 10, flat-footed 16
(+0 Dex, +4 armor, +2 shield)**hp** 12 (1 HD)**Fort** +4, **Ref** +0, **Will** +1

Spd 20 ft. in scale armor (4 squares); base
speed 30 ft.**Melee** longsword +3 (1d8+2/19–20)**Ranged** shortbow +1 (1d6/×3)**Base Atk** +1; **Grp** +3**Atk Options** Power Attack, smite evil 1/day
(+2 attack, +1 damage)**Spell-like Abilities (CL 1st):**At will—*detect evil*

Abilities Str 14, Dex 10, Con 14, Int 10, Wis
12, Cha 15**SQ** faint aura of good**Feats** Power Attack**Skills** Diplomacy +6, Gather Information +4,
Handle Animal +4, Listen +2, Ride +2,
Search +1, Sense Motive +3, Spot +2**Possessions** scale armor, heavy wooden
shield, longsword, shortbow with 20 arrows,
backpack, waterskin, one day's trail rations,
bedroll, sack, flint and steel, hooded lantern,
3 pints of oil, quiver, wooden holy symbol of
the God of Valor, 7 gp, 5 sp