

DIRGE OF THE DAMNED

Pre-generated Characters

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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 3

Male dwarf fighter 3

LN Medium humanoid

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

Languages Common, Dwarven

AC 20, touch 11, flat-footed 19; Dodge
(+1 Dex, +7 armor, +2 shield)

hp 33 (3 HD)

Resist stability (+4 against bull rush and trip)

Fort +6 (+8 against poison), **Ref** +2, **Will** +1;
+2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee mwk dwarven waraxe +7 (1d10+3/×3)

Ranged mwk composite longbow (Str +1) +5
(1d8+1/×3)

Base Atk +3; **Grp** +6

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

Combat Gear *potion of cure moderate
wounds*

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

SQ stonecunning

Feats Dodge^B, Endurance, Power Attack^B,
Toughness

Skills Climb -1, Intimidate +3, Jump -6,
Listen +0, Spot +0, Swim -7

Possessions combat gear plus +1 *banded
mail armor*, masterwork heavy steel shield,
masterwork dwarven waraxe, masterwork
composite longbow (Strength +1) with 20
arrows, backpack, waterskin, one day of trail
rations, bedroll, sack, flint and steel, quiver,
10 gp

DIERDRA**CR 3**

Female human cleric 3

NG Medium humanoid

Init +0; **Senses** Listen +2, Spot +2**Languages** Common**AC** 17, touch 10, flat-footed 17

(+0 Dex, +5 armor, +2 shield)

hp 20 (3 HD)**Fort** +4, **Ref** +1, **Will** +5**Spd** 20 ft. in scale mail (4 squares); base speed 30 ft.**Melee** mwk morningstar +5 (1d8+2)**Ranged** mwk light crossbow +3 (1d8/19–20)**Base Atk** +2; **Grp** +4**Atk Options** feat of strength**Special Actions** greater turning, turn undead 5/day (+4, 2d6+6, 3rd)**Combat Gear** *oil of bless weapon, potion of owl's wisdom, wand of cure light wounds* (20 charges)**Cleric Spells Prepared (CL 3rd):**2nd—*align weapon, bull's strength^D, hold person* (DC 14)1st—*divine favor, doom* (DC 13), *enlarge person^D, shield of faith*0—*detect magic, light, 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** moderate aura of good**Feats** Combat Casting^B, Improved Turning, Silent Spell**Skills** Concentration +5 (+9 cast on the defensive), Diplomacy +4, Heal +4, Knowledge (religion) +6, Listen +2, Spellcraft +4, Spot +2**Possessions** combat gear plus +1 *scale mail armor*, masterwork heavy wooden shield, masterwork morningstar, masterwork 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 +3 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 3**

Male elf wizard 3

CG Medium humanoid

Init +6; **Senses** low-light vision; Listen +2 (+4 with familiar), Spot +2 (+4 with familiar)**Languages** Common, Draconic, Elven, Orc, Sylvan**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 armor)

hp 6 (3 HD)**Immune** sleep**Fort**+0, **Ref** +3, **Will** +3**Spd** 30 ft. (6 squares)**Melee** longsword +1 (1d8/19–20)**Ranged** longbow +3 (1d8/×3)**Base Atk** +1; **Grp** +1**Combat Gear** acid, alchemist's fire, *arcane scroll of fireball*, *potion of cure light wounds*, *potion of fox's cunning*, *wand of magic missile* (50 charges)**Wizard Spells Prepared (CL 3rd):**2nd—*invisibility*, *scorching ray* (ranged touch +3)1st—*mage armor*, *magic missile*, *ray of enfeeblement* (ranged touch +3)0—*daze* (DC 13), *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** Improved Initiative, Scribe Scroll^B, Skill Focus (Knowledge—arcana)**Skills** Concentration +5, Decipher Script +9, Knowledge (arcana) +12, Knowledge (the planes) +9, Listen +2 (+4 with familiar), Move Silently +5, Search +5, Spellcraft +11, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)**Possessions** combat gear plus longsword, longbow with 20 arrows, *bracers of armor* +1, 2 sunrods, tindertwig, 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*, *ray of enfeeblement*, *shield*, *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** 16, touch 14, flat-footed 14

(+2 size, +2 Dex, +2 natural)

hp 3 (3 HD)**Resist** improved evasion**Fort** +2, **Ref** +4, **Will** +4**Spd** 30 ft. (6 squares)**Melee** 2 claws +5 (1d2–4) and bite +0 (1d3–4)**Atk Options** deliver touch spells**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +1; **Grp** –11**Abilities** Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7**SQ** share spells**Feats** Weapon Finesse**Skills** Balance +10, Climb +6, Concentration +6, Decipher Script +4, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +4, Knowledge (the planes) +4, Listen +3, Move Silently +6, Spellcraft +4, Spot +3, Survival +1 (+3 on other planes)

FERRA**CR 3**

Female halfling rogue 3

N Small humanoid

Init +3; **Senses** Listen +3, Spot +2**Languages** Common, Halfling**AC** 19, touch 14, flat-footed 16; Dodge

(+1 size, +3 Dex, +4 armor, +1 shield)

hp 19 (3 HD)**Resist** evasion**Fort** +4, **Ref** +7, **Will** +3 (+5 against fear)**Spd** 20 ft. (4 squares)**Melee** mwk short sword +5 (1d4+1/19–20) or**Melee** dagger +4 (1d3+1/19–20)**Ranged** mwk light crossbow +7 (1d6/19–20)

or

Ranged dagger +7 (1d3+1/19–20)**Base Atk** +2; **Grp** –1**Atk Options** Combat Reflexes, sneak attack

+2d6

Combat Gear acid, *elixir of hiding*, *potion of cure moderate wounds*, 2 smokesticks**Abilities** Str 12, Dex 17, Con 14, Int 10, Wis

12, Cha 10

SQ trap sense +1, trapfinding**Feats** Combat Reflexes, Dodge**Skills** Balance +5, Climb +3, Disable Device +8, Hide +13, Jump +5, Listen +3, Move Silently +11, Open Lock +11, Perform (dance) +5, Search +6, Spot +2, Survival +1 (+3 following tracks), Tumble +11**Possessions** combat gear plus +1 *studded leather armor*, masterwork buckler, masterwork short sword, masterwork light crossbow with 10 bolts, 4 daggers, 3 sunrods, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, masterwork thieves' tools, hooded lantern, three pints of oil, bolt cases, 1 gp

GERALD**CR 3**

masterwork thieves' tools, 2 gp

Male gnome bard 2/rogue 1

CG Small humanoid

Init +6; **Senses** low-light vision; Listen +3,
Spot +1**Languages** Common, Draconic, Gnome,
Goblin**AC** 17, touch 13, flat-footed 15; +4 AC against
giants

(+1 size, +2 Dex, +4 armor)

hp 16 (3 HD)**Fort** +1, **Ref** +7, **Will** +4 (+6 against
illusions)**Spd** 20 ft. (4 squares)**Melee** mwk rapier +5 (1d4–1/18–20) or**Melee** light mace +4 (1d4–1) or**Melee** dagger +4 (1d3–1/19–20)**Ranged** mwk light crossbow +5 (1d6/19–20)
or**Ranged** dagger +4 (1d3–1/19–20)**Base Atk** +1; **Grp** –4**Atk Options** +1 on attacks against kobolds
and goblinoids, sneak attack +1d6**Special Actions** bardic music 2/day (inspire
courage +1, *fascinate* 1 target, countersong)**Combat Gear** 2 *potions of cure moderate*
wounds, *potion of sanctuary***Bard Spells Known (CL 2nd):**1st (1/day)—*lesser confusion* (DC 12), *silent*
image (DC 13)0 (3/day)—*daze* (DC 12), *mage hand*,
message, *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 +4, trapfinding**Feats** Improved Initiative, Weapon Finesse**Skills** Bluff +8, Craft (alchemy) +5, Decipher
Script +8, Diplomacy +8, Disable Device +7,
Disguise +2 (+4 acting), Escape Artist +8,
Hide +9, Intimidate +4, Knowledge (arcana)
+7, Knowledge (local) +3, Listen +3, Move
Silently +5, Open Lock +5, Perform
(stringed instrument) +10, Spellcraft +5,
Spot +1, Use Magic Device +4 (+6 scrolls),
Use Rope +2 (+4 bindings)**Possessions** combat gear plus +1 *studded*
leather, masterwork rapier, light mace,
dagger, masterwork light crossbow with 10
bolts, 4 sunrods, backpack, waterskin, one
day's trail rations, bedroll, sack, flint and
steel, three torches, bolt case, masterwork
mandolin, spell component pouch,

HELEN**CR 3**

Female human ranger 3
NG Medium humanoid

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

Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 20 (3 HD)

Fort +4, **Ref** +5, **Will** +2

Spd 30 ft. (6 squares)

Melee mwk longsword +6 (1d8+2/19–20) or

Melee mwk longsword +4 (1d8+2/19–20)
and

mwk short sword +4 (1d6+1/19–20)

Ranged mwk composite longbow (Str +2) +6
(1d8+2/×3) or

Ranged mwk composite longbow (Str +2)
+4/+4 (1d8+2/×3) with Rapid Shot

Base Atk +3; **Grp** +5

Atk Options Point Blank Shot, Precise Shot,
Rapid Shot, favored enemy (evil outsider)
+2

Combat Gear 2 *potions of cure light*
wounds, potion of cure moderate wounds

Abilities Str 14, Dex 15, Con 12, Int 10, Wis
13, Cha 11

SQ wild empathy +3 (–1 magical beast)

Feats Endurance^B, Point Blank Shot^B, Precise
Shot, Rapid Shot^B, Track^B, Two-Weapon
Fighting

Skills Climb +3, Hide +8, Jump +4,
Knowledge (geography) +6, Knowledge
(nature) +5, Listen +5, Move Silently +8,
Search +3, Spot +5, Survival +7 (+9 avoid
getting lost and hazards), Swim +3

Possessions combat gear plus mithral shirt,
masterwork longsword, masterwork short
sword, masterwork composite longbow
(Strength +2) with 20 arrows, backpack,
waterskin, one day's trail rations, bedroll,
sack, flint and steel, three torches, quiver, 5
gp

JON **CR 3**
Male human sorcerer 3
LG Medium humanoid
Init +6; **Senses** Listen -1 (+1 with familiar),
Spot -1 (+1 with familiar)
Languages Common, Draconic

AC 13, touch 12, flat-footed 11; Dodge
(+2 Dex, +1 armor)
hp 15 (3 HD)
Fort +3, **Ref** +4, **Will** +5

Spd 30 ft. (6 squares)
Melee heavy mace +2 (1d8+1)
Ranged mwk light crossbow +4 (1d8/19-20)
Base Atk +1; **Grp** +2
Combat Gear acid, *arcane scroll of scorching ray*, *arcane scroll of shield*,
potion of cure light wounds
Sorcerer Spells Known (CL 3rd):
1st (6/day)—*mage armor*, *magic missile*,
shield
0 (6/day)—*daze* (DC 12), *detect magic*, *flare*
(DC 12), *read magic*, *resistance*

Abilities Str 12, Dex 14, Con 13, Int 12, Wis 9,
Cha 15
SQ familiar (toad)
Feats Dodge, Improved Initiative^B, Iron Will
Skills Bluff +8, Concentration +7, Diplomacy
+4, Disguise +2 (+4 acting), Intimidate +4,
Knowledge (arcana) +7, Listen -1 (+1 with
familiar), Spellcraft +9, Spot -1 (+1 with
familiar)
Possessions combat gear plus heavy mace,
masterwork light crossbow with 10 bolts,
bracers of armor +1, *cloak of resistance +1*,
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 17, touch 15, flat-footed 16
(+4 size, +1 Dex, +2 natural)
hp 7 (3 HD)
Resist improved evasion
Fort +2, **Ref** +3, **Will** +5

Spd 5 ft. (1 square)
Space 1 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** -16
Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 7, Wis 14,
Cha 4
SQ amphibious, share spells
Feats Alertness
Skills Bluff +3, Concentration +6, Hide +21,
Knowledge (arcana) +4, Listen +4, Spellcraft
+3, Spot +6

LANDON **CR 3**
Male half-elf paladin 3
LG Medium humanoid (elf)
Init +0; **Senses** low-light vision; Listen +2, Spot +2
Aura courage (10 ft.)
Languages Common, Elven

AC 20, touch 10, flat-footed 20
(+0 Dex, +8 armor, +2 shield)
hp 27 (3 HD)
Immune disease
Fort +7, **Ref** +3, **Will** +4

Spd 20 ft. in full plate (4 squares); base speed 30 ft.
Melee longsword +5 (1d8+2/19–20)
Ranged longbow +3 (1d8/×3)
Base Atk +3; **Grp** +5
Atk Options Mounted Combat, Power Attack, smite evil 1/day (+2 attack, +3 damage)
Special Actions lay on hands (6 points/day)
Combat Gear 2 *potions of cure light wounds*, *potion of shield of faith* +2
Spell-like Abilities (CL 3rd):
At will—*detect evil*

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 15
SQ moderate aura of good
Feats Mounted Combat, Power Attack
Skills Diplomacy +6, Gather Information +4, Handle Animal +6, Listen +2, Ride +6, Search +1, Sense Motive +3, Spot +2
Possessions combat gear plus masterwork full plate, masterwork heavy steel shield, longsword, longbow 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, heavy warhorse, 15 gp

VALOR **CR 2**
Male heavy warhorse
N Large animal
Init +1; **Senses** low-light vision, scent; Listen +5, Spot +4

AC 18, touch 10, flat-footed 17
(–1 size, +1 Dex, +4 armor, +4 natural)
hp 30 (4 HD)
Fort +7, **Ref** +5, **Will** +2

Spd 40 ft. (8 squares) in scale mail barding, base speed 50 ft.; Run
Melee 2 hooves +6 (1d6+4) and bite +1 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11

Abilities Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +5, Spot +4
Possessions scale mail barding, military saddle, saddlebags