

# THE GHOST OF SOLDRAGON ACADEMY

## 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 8

Male dwarf fighter 7/dwarven defender 1  
LN Medium humanoid

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

**Languages** Common, Dwarven

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**AC** 27, touch 13, flat-footed 26; Dodge  
(+1 Dex, +10 armor, +4 shield, +1 class, +1  
deflection)

**hp** 92 (8 HD)

**Resist** stability (+4 against bull rush and trip)

**Fort** +13 (+15 against poison), **Ref** +4, **Will**  
+5; +2 against spells and spell-like effects

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**Spd** 20 ft. (4 squares)

**Melee** +1 *dwarven waraxe* +14/+9  
(1d10+7/×3)

**Ranged** +1 *composite longbow* (Str +4)  
+10/+5 (1d8+5/×3)

**Base Atk** +8; **Grp** +12

**Atk Options** Cleave, Power Attack, +1 on  
attacks against orcs and goblinoids,  
defensive stance 1/day

**Combat Gear** *oil of bless weapon*, 2 *potions*  
*of cure moderate wounds*, *potion of haste*,  
*potion of shield of faith* +4

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**Abilities** Str 19, Dex 13, Con 20, Int 10, Wis  
10, Cha 7

**SQ** stonecunning

**Feats** Cleave<sup>B</sup>, Dodge<sup>B</sup>, Endurance, Power  
Attack<sup>B</sup>, Toughness, Weapon Focus  
(*dwarven waraxe*)<sup>B</sup>, Weapon Specialization  
(*dwarven waraxe*)<sup>B</sup>

**Skills** Climb +3, Intimidate +5, Jump -3,  
Listen +1, Spot +1, Swim -5

**Possessions** combat gear plus +2 *full plate*  
*armor*, +2 *heavy steel shield*, +1 *dwarven*  
*waraxe*, +1 *composite longbow* (Strength  
+4) with 20 arrows, *ring of protection* +1,  
*amulet of health* +2, *cloak of resistance* +1,  
*gauntlets of ogre power*, backpack,  
waterskin, one day of trail rations, bedroll,

sack, flint and steel, quiver

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**Defensive Stance (Ex)** Once per day, as a  
free action, Angrist can enter a defensive  
stance that lasts for 10 rounds. While in this  
stance, he cannot move nor use skills that  
shift his position. He may end his stance at  
any time, but he becomes winded (-2  
penalty to Strength) for the duration of this  
encounter. While in this stance, Angrist uses  
the following statistics.

**AC** 31, touch 17, flat-footed 30

**hp** increase by 16

**Fort** +17 (+19 against poison), **Ref** +6, **Will**  
+7; +2 against spells and spell-like effects

**Melee** +1 *dwarven waraxe* +15/+10  
(1d10+8/×3)

**Grp** +13

**Abilities** Str 21, Con 24

**DIERDRA****CR 8**

Female human cleric 8

NG Medium humanoid

**Init** +0; **Senses** Listen +4, Spot +4**Languages** Common**AC** 24, touch 11, flat-footed 24

(+0 Dex, +10 armor, +3 shield, +1 deflection)

**hp** 47 (8 HD)**Fort** +8, **Ref** +3, **Will** +11**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.**Melee** +1 *flaming morningstar* +10/+5 (1d8+4 plus 1d6 fire)**Ranged** mwk light crossbow +7 (1d8/19–20)**Base Atk** +6; **Grp** +9**Atk Options** Power Attack, feat of strength**Special Actions** greater turning, turn undead 5/day (+4, 2d6+11, 9th)**Combat Gear** *wand of cure moderate wounds* (6 charges)**Cleric Spells Prepared (CL 8th):**4th—*dimensional anchor* (ranged touch +6), *dismissal* (see *PH*), *divine power*, *fire shield*<sup>D</sup>3rd—*dispel magic*, *magic vestment*, *prayer*, *searing light* (ranged touch +6)<sup>D</sup>, *wind wall*  
2nd—*align weapon*, *bull's strength*<sup>D</sup>, *silence*, *silent divine favor*, *sound burst* (DC 16)1st—*bless*, *divine favor*, *doom* (DC 14), *enlarge person*<sup>D</sup>, *sanctuary* (DC 14), *shield of faith*0—*detect magic*, *guidance*, *light*, *read magic*, *resistance*, *virtue*

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

Domains: Strength, Sun

**Abilities** Str 16, Dex 10, Con 12, Int 10, Wis 19, Cha 14**SQ** strong aura of good**Feats** Combat Casting<sup>B</sup>, Improved Turning, Power Attack, Silent Spell**Skills** Concentration +9 (+13 cast on the defensive), Diplomacy +5, Heal +8, Knowledge (religion) +11, Listen +4, Spellcraft +7, Spot +4**Possessions** combat gear plus +2 *full plate*, +1 *heavy steel shield*, +1 *flaming morningstar*, masterwork light crossbow with 10 bolts, *ring of protection* +1, *cloak of resistance* +1, *gauntlets of ogre power*, *peripart of Wisdom* +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, bolt case, wooden holy symbol, three torches**Feat of Strength (Su)** Once per day as a free action, Dierdra can increase her Strength by +8 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 8**

Male elf wizard 7/lorekeeper 1

CG Medium humanoid

**Init** +7; **Senses** low-light vision; Listen +2 (+4 with familiar), Spot +2 (+4 with familiar)**Languages** Common, Draconic, Elven, Orc, Sylvan**AC** 17, touch 14, flat-footed 14

(+3 Dex, +3 armor, +1 deflection)

**hp** 29 (8 HD)**Immune** sleep**Fort**+4, **Ref** +6, **Will** +10**Spd** 30 ft. (6 squares)**Melee** mwk cold iron longsword +4 (1d8/19–20)**Ranged** +1 *longbow* +7 (1d8+1/×3)**Base Atk** +3; **Grp** +3**Wizard Spells Prepared (CL 8th):**4th—*arcane eye, dimension door, ice storm*3rd—*dispel magic, haste, empowered magic missile, lightning bolt* (DC 18)2nd—*bear's endurance, invisibility, knock, scorching ray* (ranged touch +6)1st—*expeditious retreat, magic missile* (×2),*ray of enfeeblement* (ranged touch +4),*shield, sleep* (DC 16)0—*daze* (DC 15), *detect magic, read magic, resistance***Abilities** Str 11, Dex 17, Con 12, Int 20, Wis 10, Cha 10**SQ** able to notice secret and concealed doors, familiar (Shadow), secrets of inner strength**Feats** Empower Spell, Enlarge Spell<sup>B</sup>, Improved Initiative, Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge—arcana)**Skills** Concentration +11, Decipher Script +15, Knowledge (arcana) +19, Knowledge (architecture) +6, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (history) +10, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (religion) +6, Knowledge (the planes) +16, Listen +2 (+4 with familiar), Move Silently +6, Search +7, Spellcraft +17, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)**Possessions** masterwork cold iron longsword, +1 *longbow* with 20 arrows, *ring of protection* +1, *amulet of health* +2, *bracers of armor* +3, *cloak of resistance* +1, *gloves of Dexterity* +2, *headband of intellect* +2, 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

**Spellbook** all prepared; 0—all; 1st—*identify, mage armor, silent image, true strike*; 2nd—*detect thoughts, protection from arrows, see invisibility*; 3rd—*clairaudience/clairvoyance, fireball, tiny hut*; 4th—*greater invisibility***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, speak with master, speak with felines**AC** 18, touch 14, flat-footed 16

(+2 size, +2 Dex, +4 natural)

**hp** 14 (8 HD)**Resist** improved evasion**Fort** +2, **Ref** +4, **Will** +8**Spd** 30 ft. (6 squares)**Melee** 2 claws +7 (1d2–4) and

bite +2 (1d3–4)

**Atk Options** deliver touch spells**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** –9**Abilities** Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7**SQ** share spells**Feats** Weapon Finesse**Skills** Balance +10, Climb +6, Concentration +10, Decipher Script +9, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +10, Knowledge (architecture) +0, Knowledge (dungeoneering) +0, Knowledge (geography) +0, Knowledge (history) +4, Knowledge (nature) +0, Knowledge (nobility) +0, Knowledge (religion) +0, Knowledge (the planes) +10, Listen +3, Move Silently +6, Spellcraft +9, Spot +3, Survival +1 (+3 on other planes)

**FERRA** **CR 8**  
Female halfling rogue 6/shadowdancer 2  
N Small humanoid  
**Init** +5; **Senses** darkvision 60 ft.; Listen +7,  
Spot +5  
**Languages** Common, Halfling

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**AC** 26, touch 17, flat-footed 26; Dodge,  
Mobility, improved uncanny dodge  
(+1 size, +5 Dex, +6 armor, +2 shield, +1  
deflection, +1 natural)  
**hp** 48 (8 HD)  
**Resist** evasion  
**Fort** +6, **Ref** +15, **Will** +5 (+7 against fear)

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**Spd** 20 ft. (4 squares)  
**Melee** +1 *keen short sword* +8 (1d4+2/17–  
20) or  
**Melee** dagger +7 (1d3+1/19–20)  
**Ranged** +1 *light crossbow* +12 (1d6+1/19–  
20) or  
**Ranged** dagger +12 (1d3+1/19–20)  
**Base Atk** +5; **Grp** +2  
**Atk Options** Combat Reflexes, sneak attack  
+3d6  
**Combat Gear** *potion of cat's grace, potion of  
cure moderate wounds, potion of  
invisibility, 2 thunderstones*

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**Abilities** Str 12, Dex 21, Con 14, Int 10, Wis  
12, Cha 10  
**SQ** trap sense +2, trapfinding  
**Feats** Combat Reflexes, Dodge, Mobility  
**Skills** Balance +7, Climb +3, Disable Device  
+11, Hide +20, Jump +9, Listen +7, Move  
Silently +18, Open Lock +16, Perform  
(dance) +5, Search +10, Spot +5, Survival +1  
(+3 following tracks), Tumble +18  
**Possessions** combat gear plus +2 *mithral  
shirt, +1 buckler, +1 keen short sword, +1  
light crossbow* with 10 bolts, 4 daggers, *ring  
of protection +1, amulet of natural armor  
+1, cloak of resistance +1, gloves of  
Dexterity +2, 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, 16 gp*

**GERALD****CR 8**

Male gnome bard 5/rogue 3

CG Small humanoid

**Init** +7; **Senses** low-light vision; Listen +6, Spot +1**Languages** Common, Draconic, Gnome, Goblin**AC** 22, touch 15, flat-footed 19; Dodge, +4 AC against giants

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

**hp** 38 (8 HD)**Resist** evasion**Fort** +3, **Ref** +10, **Will** +6 (+8 against illusions)**Spd** 20 ft. (4 squares)**Melee** +1 rapier +10 (1d4/18–20) or**Ranged** +2 light crossbow +11 (1d6+1/19–20)**Base Atk** +5; **Grp** +0**Atk Options** +1 on attacks against kobolds and goblinoids, sneak attack +2d6**Special Actions** bardic music 5/day (inspire competence, inspire courage +1, fascinate 2 targets, countersong)**Combat Gear** *bag of tricks (gray)*, *potion of cure moderate wounds*, *potion of sanctuary*, *silversheen*, *wand of cure light wounds* (20 charges)**Bard Spells Known (CL 5th):**2nd (2/day)—*hold person* (DC 16),*invisibility*, *minor image* (DC 17)1st (4/day)—*charm person* (DC 15),*expeditious retreat*, *lesser confusion* (DC15), *silent image* (DC 16)0 (3/day)—*daze* (DC 14), *lullaby* (DC 14),*mage hand*, *message*, *open close*, *resistance***Spell-like Abilities (CL 1st):**1/day—*dancing lights*, *ghost sound* (DC 15),*prestidigitation*, *speak with animals*

(burrowing only, 1 minute)

**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 12, Cha 19**SQ** bardic knowledge +7, trapfinding, trap sense +1**Feats** Dodge, Improved Initiative, Weapon Finesse**Skills** Balance +5, Bluff +12, Craft (alchemy) +5, Decipher Script +10, Diplomacy +10, Disable Device +11, Disguise +4 (+6 acting), Escape Artist +13, Gather Information +7, Hide +10, Intimidate +6, Jump +0, Knowledge (arcana) +8, Knowledge (local) +7, Listen +6, Move Silently +6, Open Lock +6, Perform (stringed instrument) +17, Spellcraft +7 (+9 decipher scrolls), Spot +1, Tumble +12, Use Magic Device +10 (+12

scrolls), Use Rope +3 (+5 bindings)

**Possessions** combat gear plus +1 *studded leather*, +1 *buckler*, +1 *rapier*, +2 *light crossbow* with 10 bolts, *ring of protection* +1, *amulet of natural armor* +1, *cloak of Charisma* +2, *gloves of Dexterity* +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches, bolt case, masterwork mandolin, spell component pouch, masterwork thieves' tools

**HELEN** **CR 8**  
Female human ranger 6/horizon walker 2  
NG Medium humanoid  
**Init** +4; **Senses** darkvision 60 ft.; Listen +8,  
Spot +8  
**Languages** Common; link with companion

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**AC** 22, touch 16, flat-footed 18  
(+4 Dex, +6 armor, +2 deflection)  
**hp** 55 (8 HD)  
**Fort** +11, **Ref** +10, **Will** +4

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**Spd** 30 ft. (6 squares)  
**Melee** +1 *longsword* +11/+6 (1d8+3/19–20)  
or  
**Melee** +1 *longsword* +9/+4 (1d8+3/19–20)  
and  
mwk cold iron short sword +9 (1d6+1/19–  
20)  
**Ranged** +1 *composite longbow* (Str +2)  
+13/+8 (1d8+3/×3) or  
**Ranged** +1 *composite longbow* (Str +2)  
+11/+11/+6 (1d8+3/×3) with Rapid Shot or  
**Ranged** +1 *composite longbow* (Str +2)  
+9/+9 (1d8+3/×3) with Manyshot  
**Base Atk** +8; **Grp** +10  
**Atk Options** Manyshot, Point Blank Shot,  
Precise Shot, Rapid Shot, favored enemy  
(evil outsider) +4, favored enemy (magical  
beast) +2, terrain mastery (underground)  
**Ranger Spells Prepared (CL 3rd):**  
1st—*longstrider, resist energy*

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**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis  
13, Cha 12  
**SQ** wild empathy +7 (+3 magical beast)  
**Feats** Diehard, Endurance<sup>B</sup>, Manyshot<sup>B</sup>, Point  
Blank Shot<sup>B</sup>, Precise Shot, Rapid Shot<sup>B</sup>,  
Track<sup>B</sup>, Two-Weapon Fighting  
**Skills** Climb +4, Hide +15, Jump +6,  
Knowledge (geography) +8, Knowledge  
(nature) +7, Listen +8, Move Silently +19,  
Search +6, Spot +8, Survival +12 (+14 avoid  
getting lost and hazards, +14 following  
tracks, +14 aboveground), Swim +3  
**Possessions** +2 *mithral shirt*, +1 *longsword*,  
masterwork cold iron short sword, +1  
*composite longbow* (Strength +2) with 20  
arrows, *ring of protection* +2, *amulet of  
health* +2, *cloak of resistance* +1, *gloves of  
Dexterity* +2, backpack, waterskin, one day's  
trail rations, bedroll, sack, flint and steel,  
three torches, quiver, 20 gp

**SNARL** **CR —**  
Female wolf animal companion  
N Medium magical beast (augmented animal)  
**Init** +7; **Senses** low-light vision, scent; Listen  
+3, Spot +3  
**Languages** link with master

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**AC** 17, touch 13, flat-footed 14  
(+3 Dex, +4 natural)  
**hp** 26 (4 HD)  
**Resist** evasion  
**Fort** +6, **Ref** +7, **Will** +2

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**Spd** 50 ft. (10 squares)  
**Melee** bite +6 (1d6+2)  
**Base Atk** +3; **Grp** +5  
**Atk Options** trip

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**Abilities** Str 14, Dex 16, Con 15, Int 2, Wis 12,  
Cha 6  
**SQ** share spells, tricks (attack, come, defend,  
down, guard, seek, stay, track)  
**Feats** Improved Initiative, Track<sup>B</sup>, Weapon  
Focus (bite)  
**Skills** Hide +4, Listen +3, Move Silently +5,  
Spot +3, Survival +1 (+5 following tracks by  
scent)

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**Trip (Ex)** If Snarl hits with a bite attack, she  
can then attempt to trip her opponent (+2  
check modifier) as a free action without  
making a touch attack or provoking an  
attack of opportunity. If the attempt fails,  
the opponent cannot react to trip her.

**JON** **CR 8**  
Male human sorcerer 6/dragon disciple 2  
LG Medium humanoid  
**Init** +6; **Senses** Listen +1 (+3 with familiar),  
Spot +1 (+3 with familiar)  
**Languages** Common, Draconic

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**AC** 17, touch 14, flat-footed 15; Dodge  
(+2 Dex, +2 armor, +2 deflection, +1  
natural)  
**hp** 48 (8 HD)  
**Fort** +8, **Ref** +5, **Will** +10

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**Spd** 30 ft. (6 squares)  
**Melee** bite +8 (1d6+4) and  
2 claws +2 (1d4+2)  
**Base Atk** +4; **Grp** +7  
**Sorcerer Spells Known (CL 6th):**  
3rd (4/day)—*shout* (DC 17)  
2nd (8/day)—*blur*, *bull's strength*  
1st (7/day)—*enlarge person*, *mage armor*,  
*magic missile*, *shield*  
0 (6/day)—*acid splash* (ranged touch +6),  
*daze* (DC 14), *detect magic*, *flare* (DC 14),  
*open/close*, *read magic*, *resistance*

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**Abilities** Str 16, Dex 14, Con 14, Int 12, Wis 9,  
Cha 18  
**SQ** familiar (toad)  
**Feats** Dodge, Improved Initiative<sup>B</sup>, Iron Will,  
Power Attack  
**Skills** Bluff +13, Concentration +13,  
Diplomacy +6, Disguise +4 (+6 acting),  
Escape Artist +4, Intimidate +6, Knowledge  
(arcana) +10, Listen +1 (+3 with familiar),  
Spellcraft +12, Spot +1 (+3 with familiar)  
**Possessions** *ring of protection* +2, *amulet of*  
*mighty fists* +1, *belt of resistance* +1,  
*bracers of armor* +2, *cloak of Charisma* +2,  
*gauntlets of ogre power*, backpack,  
waterskin, one day's trail rations, bedroll,  
sack, flint and steel, hooded lantern, 5 pints  
of oil, spell component pouch

**TIM THE TOAD** **CR —**  
Male toad familiar  
N Diminutive magical beast (augmented  
animal)  
**Init** +1; **Senses** low-light vision; Listen +5,  
Spot +7  
**Languages** empathic link, speak with master,  
speak with amphibians

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**AC** 19, touch 15, flat-footed 18  
(+4 size, +1 Dex, +4 natural)  
**hp** 24 (8 HD)  
**Resist** improved evasion  
**Fort** +5, **Ref** +3, **Will** +10

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**Spd** 5 ft. (1 square)  
**Space** 1 ft.; **Reach** 0 ft.  
**Base Atk** +4; **Grp** -11  
**Atk Options** deliver touch spells

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**Abilities** Str 1, Dex 12, Con 11, Int 9, Wis 14,  
Cha 4  
**SQ** amphibious, share spells  
**Feats** Alertness  
**Skills** Bluff +6, Concentration +11, Escape  
Artist +3, Hide +21, Knowledge (arcana) +8,  
Listen +5, Spellcraft +7, Spot +7

**LANDON** **CR 8**  
Male half-elf paladin 8  
LG Medium humanoid (elf)  
**Init** +0; **Senses** low-light vision; Listen +3, Spot +3  
**Aura** courage (10 ft.)  
**Languages** Common, Elven

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**AC** 22, touch 10, flat-footed 22 (+0 Dex, +9 armor, +3 shield)  
**hp** 64 (8 HD)  
**Immune** disease  
**Fort** +13, **Ref** +7, **Will** +9

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**Spd** 20 ft. in full plate (4 squares); base speed 30 ft.; Ride-By Attack  
**Melee** +2 *longsword* +13/+8 (1d8+5/19–20)  
**Ranged** mwk composite longbow (Str +2) +9/+4 (1d8+2/x3)  
**Base Atk** +8; **Grp** +11  
**Atk Options** Mounted Combat, Power Attack, smite evil 2/day (+4 attack, +8 damage)  
**Special Actions** lay on hands (32 points/day), turn undead 7/day (+6, 2d6+9, 5th)  
**Combat Gear** *potion of cure moderate wounds*, *wand of cure light wounds* (20 charges)  
**Paladin Spells Prepared (4th):**  
2nd—*bull's strength*  
1st—*bless weapon*, *divine favor*  
**Spell-like Abilities (CL 8th):**  
At will—*detect evil*  
1/week—*remove disease*

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**Abilities** Str 16, Dex 10, Con 15, Int 10, Wis 14, Cha 18  
**SQ** strong aura of good  
**Feats** Mounted Combat, Power Attack, Ride-By Attack  
**Skills** Diplomacy +10, Gather Information +6, Handle Animal +9, Knowledge (religion) +5, Listen +3, Ride +9, Search +1, Sense Motive +7, Spot +3  
**Possessions** combat gear plus +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*, masterwork composite longbow (Strength +2) with 20 arrows, *belt of resistance* +1, *cloak of Charisma* +2, *gauntlets of ogre power*, *periapt of Wisdom* +2, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, 3 pints of oil, quiver, silver holy symbol of the God of Valor, 14 gp

**VALOR** **CR —**  
Male heavy warhorse  
N Large magical beast  
**Init** +1; **Senses** low-light vision, scent; Listen +6, Spot +7  
**Languages** empathic link

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**AC** 24, touch 10, flat-footed 23 (–1 size, +1 Dex, +4 armor, +10 natural)  
**hp** 68 (8 HD)  
**Resist** improved evasion  
**Fort** +9, **Ref** +7, **Will** +3

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**Spd** 50 ft. in scale mail barding (10 squares), base speed 60 ft.; Run  
**Melee** 2 hooves +12 (1d6+5) and bite +6 (1d4+2)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +15

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**Abilities** Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6  
**SQ** share spells  
**Feats** Endurance, Run, Weapon Focus (hooves)  
**Skills** Listen +6, Spot +7  
**Possessions** scale mail barding, military saddle, saddlebags, bit and bridle