MANSION OF SHADOWS

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 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/x3)
Ranged shortbow +2 (1d6/x3)
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 AttackB, 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**
Female human cleric 1  
NG Medium humanoid

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

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**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

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

Domains: Strength, Sun

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

**SQ** faint aura of good

**Feats** Combat Casting, 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

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**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**

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/×3)

**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

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**SHADOW**

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**  
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

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 ShotB, TrackB, 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**

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, 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

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**TIM THE TOAD**

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**  
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