TEMPLE OF THE DEATH GODDESS

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 5
Male dwarf fighter 5
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 55 (5 HD)

Resist stability (+4 against bull rush and trip)

Fort +9 (+11 against poison), Ref +3, Will +2; +2 against spells and spell-like effects

Spd 20 ft. (4 squares)

Melee +1 dwarven waraxe +10 (1d10+4/×3)

Ranged +1 composite longbow (Str +3) +7

(1d8+4/×3)

Base Atk +5; Grp +8

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

Combat Gear 2 potions of cure moderate wounds, potion of shield of faith +3, 2 silversheens

Abilities Str 16, Dex 13, Con 18, Int 10, Wis 10, Cha 7

SQ stonecunning

Feats Dodge½, Endurance, Power Attack½, Toughness, Weapon Focus (dwarven waraxe)½

Skills Climb +0, Intimidate +4, Jump −5, Listen +0, Spot +0, Swim −6

Possessions combat gear plus +1 banded mail armor, masterwork heavy steel shield, +1 dwarven waraxe, +1 composite longbow (Strength +3) with 20 arrows, cloak of resistance +1, backpack, waterskin, one day of trail rations, bedroll, sack, flint and steel, quiver, 250 gp
DIERDRA

Female human cleric 5
NG Medium humanoid
Init +0; Senses Listen +4, Spot +4
Languages Common

AC 17, touch 10, flat-footed 17
(+0 Dex, +5 armor, +2 shield)
hp 31 (5 HD)
Fort +5, Ref +1, Will +8

Spd 20 ft. in scale mail (4 squares); base speed 30 ft.
Melee +1 morningstar +6 (1d8+3)
Ranged mwk light crossbow +4 (1d8/19–20)
Base Atk +3; Grp +5

Atk Options feat of strength

Special Actions greater turning, turn undead 5/day (+4, 2d8+6, 6th)

Combat Gear oil of bless weapon, divine scroll of cure moderate wounds, wand of cure light wounds (50 charges)

Cleric Spells Prepared (CL 5th):
3rd—dispel magic, magic vestment, searing light (ranged touch +3)^D
2nd—align weapon, bull’s strength^D, silence, silent divine favor
1st—bless, doom (DC 14), enlarge person^D, sanctuary (DC 14), shield of faith
0—detect magic, light, read magic, resistance, virtue


Domains: Strength, Sun

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 14

SQ strong aura of good

Feats Combat Casting^B, Improved Turning, Silent Spell

Skills Concentration +6 (+10 cast on the defensive), Diplomacy +4, Heal +8, Knowledge (religion) +8, Listen +4, Spellcraft +5, Spot +4

Possessions combat gear plus +1 scale mail armor, masterwork heavy wooden shield, +1 morningstar, masterwork light crossbow with 10 bolts, periapt 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 +5 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 5
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 deflection)
hp 9 (5 HD)
Immune sleep
Fort +1, Ref +4, Will +5
Spd 30 ft. (6 squares)

Melee mwk cold iron longsword +3 (1d8/19–20)
Ranged mwk longbow +5 (1d8/×3)

Base Atk +2; Grp +2

Combat Gear acid, alchemist’s fire, 2 potions of cure light wounds, potion of fox’s cunning, wand of magic missile (50 charges)

Wizard Spells Prepared (CL 5th):
3rd—dispel magic, lightning bolt (DC 18)
2nd—bear’s endurance, invisibility, scorching ray (ranged touch +4)
1st—expeditious retreat, mage armor, magic missile, ray of enfeeblement (ranged touch +4), sleep (DC 16)
0—daze (DC 15), detect magic, read magic, resistance

Abilities Str 11, Dex 15, Con 9, Int 20, Wis 10, Cha 10
SQ able to notice secret and concealed doors, familiar (Shadow)

Feats Enlarge Spell2, Improved Initiative, Scribe Scroll2, Skill Focus (Knowledge—arcana)

Skills Balance +10, Climb +6, Concentration +7, Decipher Script +13, Knowledge (arcana) +16, Knowledge (history) +7, Knowledge (the planes) +13, Listen +2 (+4 with familiar), Move Silently +5, Search +7, Spellcraft +15, Spot +2 (+4 with familiar), Survival +0 (+2 on other planes)

Possessions combat gear plus masterwork cold iron longsword, masterwork longbow with 20 arrows, ring of protection +1, cloak of resistance +1, headband of intellect +2, 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

Spellbook all prepared; 0—all; 1st—identify, shield, silent image; 2nd—protection from arrows, see invisibility

SHADOW
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

AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)
hp 4 (5 HD)
Resist improved evasion
Fort +2, Ref +4, Will +5
Spd 30 ft. (6 squares)

Melee 2 claws +6 (1d2–4) and bite +1 (1d3–4)

Atk Options deliver touch spells

Space 2-1/2 ft.; Reach 0 ft.

Base Atk +2; Grp –10

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7
SQ share spells

Feats Weapon Finesse

Skills Balance +10, Climb +6, Concentration +8, Decipher Script +7, Hide +14 (+18 in tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +7, Knowledge (history) +1, Knowledge (the planes) +7, Listen +3, Move Silently +6, Spellcraft +7, Spot +3, Survival +1 (+3 on other planes)
**Ferra**

CR 5

Female halfling rogue 5
N Small humanoid

**Init +4; Senses** Listen +4, Spot +3

**Languages** Common, Halfling

AC 22, touch 16, flat-footed 22; Dodge, uncanny dodge

(+1 size, +4 Dex, +5 armor, +1 shield, +1 deflection)

hp 30 (5 HD)

Resist evasion

**Fort +5, Ref +10, Will +4 (+6 against fear)**

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

**Melee** +1 short sword +6 (1d4+2/19–20) or

**Melee** dagger +5 (1d3+1/19–20)

**Ranged** mwk light crossbow +9 (1d6/19–20)

or

**Ranged** dagger +9 (1d3+1/19–20)

**Base Atk** +3; **Grp** +0

**Atk Options** Combat Reflexes, sneak attack

**Combat Gear** potion of cat’s grace, potion of cure moderate wounds, potion of invisibility, 2 thunderstones

**Abilities** Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 10

**SQ** trap sense +1, trapfinding

**Feats** Combat Reflexes, Dodge

**Skills** Balance +6, Climb +3, Disable Device +10, Hide +16, Jump +7, Listen +4, Move Silently +14, Open Lock +14, Perform (dance) +5, Search +8, Spot +3, Survival +1 (+3 following tracks), Tumble +14

**Possessions** combat gear plus +1 mithral shirt, masterwork buckler, +1 short sword, masterwork light crossbow with 10 bolts, 4 daggers, ring of protection +1, cloak of resistance +1, 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**

Male gnome bard 3/rogue 2  
CG Small humanoid  

**Init** +6; **Senses** low-light vision; Listen +4, Spot +1  
**Languages** Common, Draconic, Gnome, Goblin  

**AC** 19, touch 13, flat-footed 17; +4 **AC** against giants  
(+1 size, +2 Dex, +4 armor, +2 shield)  
**hp** 25 (5 HD)  
**Resist** evasion  
**Fort** +2, **Ref** +8, **Will** +4 (+6 against illusions)  

**Spd** 20 ft. (4 squares)  
**Melee** +1 rapier +7 (1d4/18–20) or  
**Ranged** +1 light crossbow +7 (1d6+1/19–20)  
**Base Atk** +3; **Grp** –2  
**Atk Options** +1 on attacks against kobolds and goblinoids, sneak attack +1d6  

**Special Actions** bardic music 3/day (inspire competence, inspire courage +1, **fascinate** 1 target, 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 3rd):**  
1st (2/day)—charm person (DC 14), lesser confusion (DC 14), silent image (DC 15)  
0 (3/day)—daze (DC 13), lullaby (DC 13), 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 16  
**SQ** bardic knowledge +5, trapfinding  
**Feats** Improved Initiative, Weapon Finesse  
**Skills** Balance +4, Bluff +9, Craft (alchemy) +5, Decipher Script +10, Diplomacy +9, Disable Device +9, Disguise +3 (+5 acting), Escape Artist +10, Hide +9, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +4, Listen +4, Move Silently +5, Open Lock +5, Perform (stringed instrument) +13, Spellcraft +5, Spot +1, Tumble +7, Use Magic Device +7 (+9 scrolls), Use Rope +2 (+4 bindings)  

**Possessions** combat gear plus +1 studded leather, +1 buckler, +1 rapier, +1 light crossbow with 10 bolts, 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 5
Female human ranger 5
NG Medium humanoid
Init +3; Senses Listen +5, Spot +5
Languages Common; link with companion
AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor)
hp 31 (5 HD)
Fort +6, Ref +8, Will +3
Spd 30 ft. (6 squares)
Melee +1 longsword +8 (1d8+3/19–20) or
Melee +1 longsword +6 (1d8+3/19–20) and
mwk cold iron short sword +6 (1d6+1/19–20)
Ranged +1 composite longbow (Str +2) +9
(1d8+3/x3) or
Ranged +1 composite longbow (Str +2) +7/7 (1d8+3/x3) with Rapid Shot
Base Atk +5; Grp +7
Atk Options Point Blank Shot, Precise Shot,
Rapid Shot, favored enemy (evil outsider)
+4, favored enemy (magical beast) +2
Abilities Str 14, Dex 16, Con 12, Int 10, Wis
13, Cha 11
SQ wild empathy +5 (+1 magical beast)
Feats EnduranceB, Point Blank ShotB, Precise
Shot, Rapid Shot, TrackB, Two-Weapon Fighting
Skills Climb +3, Hide +11, Jump +5,
Knowledge (geography) +8, Knowledge
(nature) +7, Listen +5, Move Silently +11,
Search +6, Spot +5, Survival +9 (+11 avoid
getting lost and hazards, +11 following
tracks), Swim +3
Possessions combat gear plus +1 mithral
shirt, +1 longsword, masterwork cold iron
short sword, +1 composite longbow
(Strength +2) with 20 arrows, cloak of
resistance +1, 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 +2; Senses low-light vision, scent; Listen
+3, Spot +3
Languages link with master
AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)
hp 13 (2 HD)
Fort +5, Ref +5, Will +1
Spd 50 ft. (10 squares)
Melee bite +3 (1d6+1)
Base Atk +1; Grp +3
Atk Options trip
Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12,
Cha 6
SQ share spells, tricks (attack, come, defend,
guard, seek, stay, track)
Feats TrackB, Weapon Focus (bite)
Skills Hide +2, Listen +3, Move Silently +3,
Spot +3, Survival +1 (+5 following tracks by
scent)
Trip (Ex) If Snarl hits with a bite attack, she
can then attempt to trip her opponent (+1
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**
Male human sorcerer 5
LG Medium humanoid
**Init** +6; **Senses** Listen –1 (+1 with familiar), Spot –1 (+1 with familiar)
**Languages** Common, Draconic
**AC** 15, touch 13, flat-footed 13; **Dodge** (+2 Dex, +1 armor, +1 deflection, +1 natural)
**hp** 22 (5 HD)
**Fort** +3, **Ref** +4, **Will** +6
**Spd** 30 ft. (6 squares)
**Melee** +1 heavy mace +4 (1d8+2)
**Ranged** mwk light crossbow +5 (1d8/19–20)
**Base Atk** +2; **Grp** +3
**Combat Gear** 2 flasks of acid, potion of cure light wounds, arcane scroll of see invisibility
**Sorcerer Spells Known (CL 5th):**
2nd (5/day)—blur, bull’s strength
1st (7/day)—enlarge person, mage armor, magic missile, shield
0 (6/day)—daze (DC 13), detect magic, flare (DC 12), open/close, read magic, resistance

**Abilities** Str 12, Dex 14, Con 14, Int 12, Wis 9, Cha 16
**SQ** familiar (toad)
**Feats** Dodge, Improved Initiative®, Iron Will
**Skills** Bluff +11, Concentration +9, Diplomacy +5, Disguise +3 (+5 acting), Intimidate +5, Knowledge (arcana) +9, Listen –1 (+1 with familiar), Spellcraft +11, Spot –1 (+1 with familiar)
**Possessions** combat gear +1 heavy mace, masterwork light crossbow with 10 bolts, ring of protection +1, amulet of natural armor +1, 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, 28 gp

**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, speak with master
**AC** 18, touch 15, flat-footed 17
(+4 size, +1 Dex, +3 natural)
**hp** 11 (5 HD)
**Resist** improved evasion
**Spd** 5 ft. (1 square)
**Space** 1 ft.; **Reach** 0 ft.
**Base Atk** +2; **Grp** –15
**Atk Options** deliver touch spells
**Abilities** Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4
**SQ** amphibious, share spells
**Feats** Alertness
**Skills** Bluff +5, Concentration +8, Hide +21, Knowledge (arcana) +7, Listen +4, Spellcraft +6, Spot +6
**Landon**

Male half-elf paladin 5

LG Medium humanoid (elf)

Init +0; Senses low-light vision; Listen +2, Spot +2

Aura courage (10 ft.)

Languages Common, Elven

AC 22, touch 10, flat-footed 22

(+0 Dex, +9 armor, +3 shield)

hp 42 (5 HD)

Immune disease

Fort +10, Ref +5, Will +6

Spd 20 ft. in full plate (4 squares); base speed 30 ft.

Melee +1 longsword +8 (1d8+3/19–20)

Ranged mwk composite longbow (Str +2) +6 (1d8+2/x3)

Base Atk +5; Grp +7

Atk Options Mounted Combat, Power Attack, smite evil 2/day (+3 attack, +5 damage)

Special Actions lay on hands (15 points/day), turn undead 6/day (+3, 2d6+5, 2nd)

Combat Gear potion of cure moderate wounds, wand of cure light wounds (20 charges)

Paladin Spells Prepared (2nd):

1st—bless weapon

Spell-like Abilities (CL 5th):

At will—detect evil

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 16

SQ strong aura of good

Feats Mounted Combat, Power Attack

Skills Diplomacy +7, Gather Information +5, Handle Animal +8, Knowledge (religion) +2, Listen +2, Ride +9, Search +1, Sense Motive +3, Spot +2

Possessions combat gear plus +1 full plate, +1 heavy steel shield, +1 longsword, masterwork composite longbow (Strength +2) with 20 arrows, cloak of resistance +1, 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**

Male heavy warhorse

N Large magical beast

Init +1; Senses low-light vision, scent; Listen +6, Spot +5

Languages empathic link

AC 22, touch 10, flat-footed 21

(–1 size, +1 Dex, +4 armor, +8 natural)

hp 45 (6 HD)

Resist improved evasion

Fort +8, Ref +6, Will +3

Spd 40 ft. in scale mail barding (8 squares), base speed 50 ft.; Run

Melee 2 hooves +9 (1d6+4) and bite +3 (1d4+2)

Space 10 ft.; Reach 5 ft.

Base Atk +4; Grp +12

Abilities Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6

SQ share spells

Feats Endurance, Run, Weapon Focus (hooves)

Skills Listen +6, Spot +5

Possessions scale mail barding, military saddle, saddlebags, bit and bridle