This is the character you created for a Forgotten Realms campaign in 1371 DR.

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| --- | --- | --- | --- | --- | --- | --- |
| *Eldrin* | *Thistlebrook* | | |  |  | *MS Copilot* |
| **Race** | Whisper Gnome | | **Sex** | Male | C:\A\Jue\SoF\Images\NPC\Primes\Wee Folk\kayenga defiant.jpg   |  | | --- | |  | |  |
| **Class** | Archivist | | **Level** | 5 |  |  |
| **Region** | Damara | | **Age** | 81 |  |  |
| **Deity** | Oghma | | **Height** | 3’ 5” |  |  |
| **Alignment** | Lawful Good | | **Weight** | 43 lbs. |  |  |
| **Attack Bonus** | 3 |  | **Base Speed** | 30’ |  |  |
| **Initiative** | +2 | | **XPs** | 10,000 |  |  |
| **Strength** | 11 | +0 | **Lb. Capacity** | 29/57/86 |  |  |
| **Dexterity** | 14 | +2 | **Lb. Carried** | **37.3** |  |  |
| **Constitution** | 17 | +3 | **Hit Points** | **38** |  |  |
| **Intelligence** | 19 | +4 | **Touch AC** | 12 |  |  |
| **Wisdom** | 15 | +2 | **FF AC** | 14 |  |  |
| **Charisma** | 9 | -1 | **AC** | 16 |  |  |

**Appearance:** Eldrin stands a bit taller and leaner than most gnomes, with an air of scholarly grace. His deep blue eyes are framed by brown skin and a mane of hair the color of dull brass. To avoid being mistaken for a human child among the taller races, he sports a meticulously groomed beard but keeps his upper lip free of a mustache, giving him a distinguished and unique appearance.

**History:** Raised in one of Waterdeep’s small gnome boroughs, Eldrin quickly grew accustomed to interacting with a diverse array of races. His natural curiosity and studious nature led him to discover the vast Oghmaite library, where endless scrolls and tomes promised the secrets of the Realms. Though the library did not contain all knowledge, it was sufficient to ignite his passion for becoming an Archivist of Oghma. Unbeknownst to him, The Brotherhood of the Secret Quill has been grooming him for a special calling, suspecting he possesses a unique destiny. For now, Eldrin is content to continue his work in the library and archives, occasionally embarking on missions to retrieve lost manuscripts and uncover ancient knowledge.

**Personality:** Eldrin is more serious than most gnomes, making him only slightly more prone to jest than the average human. His studious and bookish demeanor often leads him to get lost in thought or lecture good-naturedly on any topic that arises. Despite his seriousness, he possesses a deep-seated curiosity and passion for knowledge, always eager to learn and share his findings with others.

**The Brotherhood of the Secret Quill:** The Brotherhood of the Secret Quill is an order of Oghman archivists with members in many significant temples across Faerûn. By day, they manage bureaucratic affairs such as temple finances and library loans, secretly safeguarding the most important lore of the Binder in the Vault of the Bound, an extradimensional library accessible only to members who have memorized key passages from sacred texts. To gain entrance, one must have a keyed item and recite the text in a specified temple location. Members are invited after demonstrating proper devotion and respect for knowledge (minimum of 5th level) and are inducted in a ceremony involving the sharing and receiving of unknown knowledge. Inductees must present a unique thesis, impressing the order with their thoroughness and creativity. Rejected recruits have their memories altered to erase all knowledge of the order and the vault. It is common for members of the Brotherhood to take levels in the loremaster prestige class.

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| **Skill/Save** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Fortitude** | **4** | **Con (+3)** | 0 | 7 | 10 | 17 |  |
| **Reflex** | **1** | **Dex (+2)** | 0 | 3 | 17 | 20 |  |
| **Will** | **4** | **Wis (+2)** | 0 | 6 | 6 | 12 | +2 vs. Enchantment & Illusions |
| **Appraise** | 0 | **Int (+4)** | 0 | 4 | 13 | 17 |  |
| **Balance** | 0 | **Dex (+2)** | 0 | 2 | 2 | 4 |  |
| **Bluff** | 0 | **Cha (-1)** | 0 | -1 | 5 | 4 |  |
| **Climb** | 0 | **Str (+0)** | 0 | 0 | 8 | 8 |  |
| **Concentration** | 6 | **Con (+3)** | 0 | 9 | 9 | 18 |  |
| **Craft: (type)** | 0 | **Int (+4)** | 0 | 4 | 8 | 12 |  |
| **Decipher Script** | 6 | **Int (+4)** | 0 | 10 | 20 | 30 |  |
| **Diplomacy** | 0 | **Cha (-1)** | 0 | -1 | 4 | 3 |  |
| **Disable Device** | 0 | **Int (+4)** | 0 | 4 | 12 | 16 |  |
| **Disguise** | 0 | **Cha (-1)** | 0 | -1 | 17 | 16 |  |
| **Escape Artist** | 0 | **Dex (+2)** | 0 | 2 | 14 | 16 |  |
| **Forgery** | 0 | **Int (+4)** | 0 | 4 | 17 | 21 |  |
| **Gather Information** | 2 | **Cha (-1)** | 2 | 3 | 18 | 21 |  |
| **Handle Animal** | 0 | **Cha (-1)** | 0 | -1 | 2 | 1 |  |
| **Heal** | 0 | **Wis (+2)** | 0 | 2 | 7 | 9 |  |
| **Hide** | 5 | **Dex (+2)** | 0 | 7 | 3 | 10 |  |
| **Intimidate** | 0 | **Cha (-1)** | 0 | -1 | 15 | 14 |  |
| **Jump** | 0 | **Str (+0)** | 0 | 0 | 20 | 20 |  |
| **Knowledge: Arcana** | 6 | **Int (+4)** | 2 | 12 | 17 | 29 |  |
| **Knowledge: Archit./Engin.** | 0 | **Int (+4)** | 0 | 4 | 5 | 9 |  |
| **Knowledge: Dungeoneering** | 0 | **Int (+4)** | 0 | 4 | 14 | 18 |  |
| **Knowledge: History** | 6 | **Int (+4)** | 0 | 10 | 4 | 14 |  |
| **Knowledge: Local** | 0 | **Int (+4)** | 0 | 4 | 6 | 10 |  |
| **Knowledge: Nobility & Royalty** | 0 | **Int (+4)** | 0 | 4 | 4 | 8 |  |
| **Knowledge: Nature** | 2 | **Int (+4)** | 0 | 6 | 9 | 15 |  |
| **Knowledge: The Planes** | 2 | **Int (+4)** | 0 | 6 | 8 | 14 |  |
| **Knowledge: Religion** | 6 | **Int (+4)** | 0 | 10 | 3 | 13 |  |
| **Listen** | 4 | **Wis (+2)** | 2 | 8 | 19 | 27 |  |
| **Move Silently** | 6 | **Dex (+2)** | 0 | 8 | 12 | 20 |  |
| **Open Lock** | 0 | **Dex (+2)** | 0 | 2 | 14 | 16 |  |
| **Perform: (type)** | 0 | **Cha (-1)** | 0 | -1 | 9 | 8 |  |
| **Profession: (type)** | 0 | **Wis (+2)** | 0 | 2 | 8 | 10 |  |
| **Ride** | 0 | **Dex (+2)** | 0 | 2 | 4 | 6 |  |
| **Search** | 5 | **Int (+4)** | 2 | 11 | 7 | 18 |  |
| **Sense Motive** | 2 | **Wis (+2)** | 0 | 4 | 5 | 9 |  |
| **Sleight of Hand** | 0 | **Dex (+2)** | 0 | 2 | 5 | 7 |  |
| **Speak Language** | 0 | **Int (+4)** | 0 | 4 | 6 | 10 |  |
| **Spellcraft** | 6 | **Int (+4)** | 2 | 12 | 2 | 14 |  |
| **Spot** | 0 | **Wis (+2)** | 0 | 2 | 10 | 12 |  |
| **Survival** | 0 | **Wis (+2)** | 0 | 2 | 8 | 10 |  |
| **Swim** | 0 | **Str (+0)** | 0 | 0 | 4 | 4 |  |
| **Tumble** | 0 | **Dex (+2)** | 0 | 2 | 12 | 14 |  |
| **Use Magic Device** | 0 | **Cha (-1)** | 2 | 1 | 9 | 10 |  |
| **Use Rope** | 0 | **Dex (+2)** | 0 | 2 | 3 | 5 |  |

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| **Spell** | **Level** | **School** | **Components** | **Casting** | **Range** | **Duration** | **Reference** | **Page** |
| Amanuensis | 0 | Transmutation | V S | 1 SA | 25’ + 2½’/lvl | 10 min/lvl | Spell Compendium | 9 |
| Create Water | 0 | Conjuration | V S | 1 SA | 25’ + 2½’/lvl | Instant | PHB | 215 |
| Cure Minor Wounds | 0 | Universal | V S | 1 SA | Touch | Instant | PHB | 216 |
| Detect Magic | 0 | Universal | V S | 1 SA | 60’ | 1 min/lvl | PHB | 219 |
| Detect Poison | 0 | Divination | V S | 1 SA | 25’ + 2½’/lvl | Instant | PHB | 219 |
| Guidance | 0 | Divination | V S | 1 SA | Touch | 1 minute | PHB | 238 |
| Light | 0 | Evocation | V M/DF | 1 SA | Touch | 10 min/lvl | PHB | 248 |
| Mending | 0 | Transmutation | V S | 1 SA | 10’ | Instant | PHB | 253 |
| Message | 0 | Transmutation | V S F | 1 SA | 100’ + 10’/lvl | 10 min/lvl | PHB | 253 |
| Purify Food & Drink | 0 | Universal | V S | 1 SA | 10’ | Instant | PHB | 267 |
| Read Magic | 0 | Universal | V S F | 1 SA | Personal | 10 min/lvl | PHB | 269 |
| Resistance | 0 | Abjuration | V S M/DF | 1 SA | Touch | 1 minute | PHB | 272 |
| Virtue | 0 | Transmutation | V S DF | 1 SA | Touch | 1 minute | PHB | 298 |
| Comprehend Languages | 1 | Divination | V S M/DF | 1 SA | Personal | 10 min/lvl | PHB | 212 |
| Cure Light Wounds | 1 | Universal | V S | 1 SA | Touch | Instant | PHB | 216 |
| Detect Evil/Chaos/Law | 1 | Divination | V S DF | 1 SA | 60’ | 10 min/lvl | PHB | 218 |
| Detect Undead | 1 | Divination | V S M/DF | 1 SA | 60’ | 1 min/lvl | PHB | 220 |
| Divine Favor | 1 | Evocation | V S DF | 1 SA | Personal | 1 minute | PHB | 224 |
| Hide from Undead | 1 | Abjuration | V S DF | 1 SA | Touch | 10 min/lvl | PHB | 241 |
| Obscuring Mist | 1 | Conjuration | V S | 1 SA | 30’ radius | 1 min/lvl | PHB | 258 |
| Protection from Evil | 1 | Abjuration | V S M/DF | 1 SA | Touch | 1 min/lvl | PHB | 266 |
| Sanctuary | 1 | Abjuration | V S DF | 1 SA | Touch | 1 rnd/lvl | PHB | 274 |
| Shield of Faith | 1 | Abjuration | V S M | 1 SA | Touch | 1 min/lvl | PHB | 278 |
| Cure Moderate Wounds | 2 | Universal | V S | 1 SA | Touch | Instant | PHB | 216 |
| Hold Person | 2 | Enchantment | V S F/DF | 1 SA | 100’ + 10’/lvl | 1 rnd/lvl | PHB | 241 |
| Silence | 2 | Illusion | V S | 1 SA | 400’ + 40’/lvl | 1 min/lvl | PHB | 279 |
| Spiritual Weapon | 2 | Evocation | V S DF | 1 SA | 100’ + 10’/lvl | 1 rnd/lvl | PHB | 283 |
| Call Lightning | 3 | Evocation | V S | 1 SA | 100’ + 10’/lvl | 1 min/lvl | PHB | 207 |
| Dispel Magic | 3 | Abjuration | V S | 1 SA | 100’ + 10’/lvl | Instant | PHB | 223 |
| Flame of Faith | 3 | Evocation | V S M | 1 SA | Touch | 1 rnd/lvl | Defenders of the Faith | 86 |
| Footsteps of the Divine | 3 | Transmutation | V S DF | 1 SA | Personal | 1 rnd/lvl | Complete Champion | 120 |
| Heart’s Ease | 3 | Enchantment | V S DF | 1 SA | 25’ + 2½’/lvl | Permanent | Book of Exalted Deeds | 100 |
| Inspired Aim | 3 | Enchantment | V | 1 SA | 40’ | Concentration | Book of Exalted Deeds | 101 |
| Searing Light | 3 | Evocation | V S | 1 SA | 100’ + 10’/lvl | Instant | PHB | 275 |
| Stone Shape | 3 | Transmutation | V S M/DF | 1 SA | Touch | Instant | PHB | 284 |
| Summon Nature’s Ally III | 3 | Conjuration | V S DF | 1 SA | 25’ + 2½’/lvl | 1 rnd/lvl | PHB | 288 |

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| *Daily Prayers* | | | |
| **Prayer** | **Level** | **Bonus** | **DC** |
| Detect Magic | 0 | 0 | 14 |
| Guidance | 0 | 0 | 14 |
| Light | 0 | 0 | 14 |
| Read Magic | 0 | 0 | 14 |
| Cure Light Wounds | 1 | 0 | 15 |
| Cure Light Wounds | 1 | 0 | 15 |
| Protection from Evil | 1 | 0 | 15 |
| Shield of Faith | 1 | 0 | 15 |
| Comprehend Languages | 1 | 0 | 15 |
| Cure Moderate Wounds | 2 | 0 | 16 |
| Hold Person | 2 | 0 | 16 |
| Hold Person | 2 | 0 | 16 |
| Spiritual Weapon | 2 | 0 | 16 |
| Call Lightning | 3 | 0 | 17 |
| Dispel Magic | 3 | 0 | 17 |
| Searing Light | 3 | 0 | 17 |
|  |  |  |  |
| *Whisper Gnome Spells* |  |  |  |
| **Spell** | **Level** | **Illus.** | **DC** |
| Ghost Sound | 0 | 1 | 16 |
| Mage Hand | 0 | 0 | 15 |
| Message | 0 | 0 | 15 |
| Silence (on self) | 0 | 0 | 15 |

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| *Feats* |
| 1st: Academic Priest |
| 3rd: Practiced Spellcaster |

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| *Archivist Features* |
| Dark Knowledge 4/day |
| Dark Knowledge (puissance) |
| Dark Knowledge (tactics) |
| 2nd: Lore Mastery: Arcana |
| 2nd: Lore Mastery: Decipher Script |
| Scribe Scroll |
| Still Mind |

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| *Languages* |
| Common, Gnomish, |
| Elven, Dwarven, Draconic |
| Speak with Burrowing Animals 1/day |
|  |
| *Racial Abilities* |
| Low-light Vision |
| Darkvision 60’ |
| +1 vs. kobolds & goblinoids |
| +4 dodge vs. Giant type |
|  |
| *Weapon Proficiencies* |
| Simple Weapons |
| Light and Medium Armor |

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| *Weapons and Armor* | | | | | | | | | | |  |  |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |  | **Value** |
| MW Dagger | 1d3 | 0 | 1 | 19-20, x2 | Prcg/Slash | 1.5 | +6 | 15 | 21 |  |  | 302 |
| 2nd Attack | 1d3 | 0 | 1 | 19-20, x2 | Prcg/Slash | - | +-1 |  |  |  |  | - |
| Spiritual Longsword | 1d8 | 1 | 0 | 19-20, x2 | Slashing | 0.0 | +5 | 12 | 17 |  |  | - |
| Grapple/Touch Attack | varies | - | 0 | - | - | - | +3 | 3 | 6 |  |  | - |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |  | **Value** |
| *Call lightning* Spell | 7d6 | x1½ | 1 | - | - | - | +6 | 9 | 15 | X bolts remaining |  | - |
| Dispel Magic | - | - | 0 | - | - | - | +5 | *1* | 6 |  |  | - |
| Ranged Touch Spells | varies | - | 0 | - | - | - | +5 | 7 | 12 |  |  | - |
| Bypass Spell Resistance | varies | - | 0 | - | - | - | +5 | 16 | 21 |  |  | - |
| Thrown Weapon | varies | 0 | 0 | - | 50’ | - | +5 | 10 | 15 |  |  | - |
| MW Light Crossbow | 1d6 | 0 | 1 | 19-20, x2 | 120’ | 4.0 | +6 | 12 | 18 |  |  | 335 |
| 2nd Attack | 1d6 | 0 | 1 | 19-20, x2 | 120’ | - | +1 | 17 | 18 |  |  | - |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Armor & Shield** | **AC Mod.** | **Dex** | **Check** | **Arcane** | **Speed** | **Wt.** | **Notes** | | | |  | **Value** |
| Mithral Chain Shirt | 4 | 6 | 0 | 10% | 20’ | 12.5 | Treated as light armor | | | |  | 1100 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield of Faith | two | - | - | - | - | - |  |  |  |  |  | - |
| Barkskin | two | - | - | - | - | 0.0 |  |  |  |  |  | - |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Missiles** | | **Qty.** | **Wt.** | **Atk** | **Notes** | | |  | **Value** |
|  |  |  | Bolts | | 20 | 2.0 | +0 |  |  |  |  | 0 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | **Scrolls and Potions** | | | **Qty.** | **Level** | **CLev** | **Notes** | |  | **Value** |
|  |  |  | Scroll of Detect Poison | | | 0 | 0 | 1 |  |  |  | 0 |
|  |  |  | Scroll of Message | | | 1 | 0 | 1 |  |  |  | 12 |
|  |  |  | Scroll of Mending | | | 1 | 0 | 1 |  |  |  | 12 |
|  |  |  | Scroll of Resistance | | | 1 | 0 | 1 |  |  |  | 12 |
|  |  |  | Scroll of Comprehend Languages | | | 1 | 1 | 1 |  |  |  | 25 |
|  |  |  | Scroll of Detect Undead | | | 1 | 1 | 1 |  |  |  | 25 |
|  |  |  | Scroll of Divine Favor | | | 1 | 1 | 1 |  |  |  | 25 |
|  |  |  | Scroll of Endure Elements | | | 0 | 1 | 1 |  |  |  | 0 |
|  |  |  | Scroll of Entangle | | | 0 | 1 | 1 |  |  |  | 0 |
|  |  |  | Scroll of Hide from Undead | | | 1 | 1 | 1 |  |  |  | 25 |
|  |  |  | Scroll of Sanctuary | | | 0 | 1 | 1 |  |  |  | 0 |
|  |  |  | Scroll of Shield of Faith | | | 0 | 1 | 5 |  |  |  | 0 |
|  |  |  | Scroll of Shillelagh | | | 1 | 1 | 1 |  |  |  | 25 |
|  |  |  | Scroll of Summon Monster I | | | 0 | 1 | 1 |  |  |  | 0 |
|  |  |  | Scroll of Barkskin | | | 0 | 2 | 3 |  |  |  | 0 |
|  |  |  | Scroll of Fire Trap | | | 1 | 2 | 3 |  |  |  | 150 |
|  |  |  | Scroll of Flame Blade | | | 1 | 2 | 3 |  |  |  | 150 |
|  |  |  | Scroll of Flaming Sphere | | | 1 | 2 | 3 |  |  |  | 150 |
|  |  |  | Potion of Cure Light Wounds | | | 3 | 1 | 1 |  |  |  | 150 |

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| *Equipment Worn* | | | | |  |  |
| **Item** | **Qty.** | **Wt.** | **Effects/** | **Notes** |  | **Value** |
| Cloak of Resistance +1 | 1 | 0.0 |  |  |  | 1000 |
| Cold Weather Outfit | 1 | seven |  |  |  | - |
| Fur Clothing | 1 | 2.5 |  |  |  | 8 |
| Sacks | 2 | 0.5 |  |  |  |  |
| *Equipment Carried* | | | | |  |  |
| **Item** | **Qty.** | **Wt.** | **Effects/** | **Notes** |  | **Value** |
| Rope, 50’ Hemp | 1 | 5.0 |  |  |  |  |
| Cartographer’s Kit | 1 | 44.0 |  |  |  | 44 |
| Gold Coins | 0 | 0.00 |  |  |  | 0 |
| Spare Notebook | 1 | 0.5 |  |  |  |  |
| Sunrod | 1 | 1.0 |  |  |  |  |
| Trail Rations | 10 | 5.0 |  |  |  |  |
| Waterskin | 1 | 2.0 |  |  |  |  |
|  |  |  | *Heward’s Handy Haversack* | |  | 2000 |
| **Item** | **Qty.** | **Wt.** | **Effects/** | **Notes** |  | **Value** |
| Atlases | 2 | 8.0 |  |  |  | 20 |
| Books on Dark Knowledge | 0 | 16.0 |  |  |  | 0 |
| Books on Superstition | 6 | 22.0 |  |  |  | 72 |
| City Watch Documents | 28 | 6.0 |  |  |  | ? |
| Dictionaries, Polyglot | 2 | 10.0 |  |  |  | 40 |
| Personal Documents | \* | 1.0 |  |  |  | ? |
| Records of Previous Cases | \* | 2.0 |  |  |  | ? |
| Spare Clothing | \* | 12.0 |  |  |  | ? |
|  |  |  | *Mount: Riding Dog “Barge”* | |  |  |
| **Item** | **Qty.** | **Wt.** | **Effects/** | **Notes** |  | **Value** |
| Bedroll | 1 | 2.5 |  |  |  |  |
| Candles | 2 | 0.0 |  |  |  |  |
| Chalk | 1 | 0.0 |  |  |  |  |
| Crossbow Bolts | 20 | 2.0 |  |  |  |  |
| Everburn Torch | 5 | 0.0 |  |  |  |  |
| Flint & Steel | 1 | 0.0 |  |  |  |  |
| Ink (1 oz. vial) | 1 | 0.0 |  |  |  |  |
| Inkpen | 1 | 0.0 |  |  |  |  |
| Light Military Saddle | 1 | 7.0 |  |  |  |  |
| Oil | 1 | 0.5 |  |  |  |  |
| Paper | 20 | 0.8 |  |  |  |  |
| Saddlebags | 4 | 8.0 |  |  |  |  |
| Waterskin | 1 | 2.0 |  |  |  |  |
| **Dog Encumbrance:** |  | 22.8 |  | |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  | **Total Equity:** |  | 5,682 ₲ |

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| *Barge* |  |  |  |  |  | *Mount* |
| **Race:** | Dog | | **Sex:** | Male | **Initiative:** | +3 |
|  | *Moonshae Wolfhound* | | **Size:** | Medium | **Speed:** | 60’ |
| **Strength:** | 13 | +1 | **Hit Points:** | 13 | **13** |  |
| **Dexterity:** | 17 | +3 | **AC:** | 12 | 14 |  |
| **Constitution:** | 15 | +2 | **BAB:** | 1 | **Light Load:** | |
| **Intelligence:** | 2 | -4 | **Fort:** | 5 | Up to 100 lbs. | |
| **Wisdom:** | 12 | +1 | **Ref:** | 5 |  |  |
| **Charisma:** | 6 | -2 | **Will:** | 1 | **Armor:** Studded Leather | |
| **Skills:** Jump 12, Listen 5, Spot 5, Survival 1, Swim 3 | | | | | Barding (AC +3 | |
| **Attack:** Bite +3 melee (1d6+3) | | |  |  | reflected above). | |
| **Feats:** Alertness, Track | |  |  |  |  |  |
|  |  |  |  |  |  |  |

# Securing Hirelings

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| *Sultry* | *as-Saif* | |  |  |
| **Race** | Acid Genasi | | **Sex** | Female |
| **Class** | Barbarian | | **Level** | 3 |
| **Template** | Genasi | | **Level Adj.** | 1 |
| **Region** | The North | | **Height** | 5’ 11” |
| **Alignment** | Chaotic Neutral | | **Weight** | 145 lbs. |
| **Attack Bonus** | +4 |  | **Base Speed** | 40’ |
| **Strength** | 16 | +3 | **Lb. Capacity** | 76/153/230 |
| **Dexterity** | 17 | +3 | **Lb. Carried** | **68.5** |
| **Constitution** | 17 | +3 | **Hit Points** | **48** |
| **Intelligence** | 10 | +0 | **Touch AC** | 13 |
| **Wisdom** | 10 | +0 | **FF AC** | 17 |
| **Charisma** | 6 | -2 | **AC** | 20 |

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| *Copper* | *BeNève* | |  |  |
| **Race** | Human | | **Region** | Ertolchul |
| **Class** | Rogue | | **Level** | 3 |
| **Class** | Diviner | | **Level** | 1 |
| **Class** |  |  | **Level** |  |
| **Alignment** | Neutral Evil | | **Sex** | Female |
| **Attack Bonus** | +3 |  | **Grapple** | 3 |
| **Initiative** | +0 | | **Base Speed** | 30’ |
| **XP** | 15060 |  | **Actual Speed** | 30’ |
| **Strength** | 10 | +0 | **Lb. Capacity** | 33/66/100 |
| **Dexterity** | 16 | +3 | **Lb. Carried** | **19.0** |
| **Constitution** | 10 | +0 | **Hit Points** | **21** |
| **Intelligence** | 16 | +3 | **Touch AC** | 13 |
| **Wisdom** | 10 | +0 | **FF AC** | 15 |
| **Charisma** | 12 | +1 | **AC** | 18 |

**The Unicorn Run** is a beautiful and mystical river that flows through the High Forest in Faerûn. It originates in the Star Mounts and eventually joins the River Delimbiyr near Secomber. The river is renowned for its enchanting scenery and magical significance.

According to legends, the Unicorn Run is sacred to life and purity. It is believed that the natural races emerged from Chauntea’s womb at the river’s source and traveled down it to the outside world. The river is considered hallowed ground by elves, korreds, and halflings, who place taboos on extended trips up the river out of fear that fouling the river would prevent new races from being born on Toril1.

The area around the Unicorn Run is home to various magical creatures, including unicorns, centaurs, and forest spirits. The river’s serene and picturesque surroundings make it a popular destination for adventurers and nature lovers alike.

**The Lost Peaks**, also known as the Lost Mountains, are a pair of isolated mountains located in the High Forest. In 1371 DR, the Lost Peaks are known for their scenic beauty and mystical significance. Here are some highlights:

1. **Fountains of Memory**: Located high on a plateau in the Lost Peaks, these pools reflect visions of the past. They offer a serene and magical atmosphere, making them a perfect spot for contemplation and scenic views.
2. **Forested Slopes**: The mountains are covered in dense forests, providing a lush and vibrant landscape. The forested slopes offer spectacular views of the valleys below, with the Dessarin River originating from these peaks.
3. **Centaur Tribes**: The Lost Peaks are home to a large tribe of centaurs who protect the area from hunters and other threats. Their presence adds to the mystical and enchanting ambiance of the region.

**Nether Mountains**, also known as the Nether Peaks, are a rugged and imposing mountain range located in the northern part of Faerûn, forming the eastern boundary of the Silver Marches. Here are some key features and notable locations within the Nether Mountains:

1. **Geography**: The Nether Mountains are divided into eastern and western ranges by the Moon Pass, a large gorge through which the River Rauvin flows. The mountains are known for their dark peaks and treacherous terrain.
2. **Inhabitants**: The mountains are home to various dangerous creatures, including orc tribes such as the Thousand Fists and the Ripped Gut tribes, who often engage in fierce battles over territory. The greatest danger within the mountains comes from the Morueme clan of blue dragons, who reside in Morueme’s Cave on the high slope of Dragondoom Mountain.
3. **Notable Locations**:
   * **Morueme’s Cave**: The lair of the Morueme clan of blue dragons, located on Dragondoom Mountain. The dragons are served by a tribe of hobgoblins known as the Red Flayers, who protect their masters with unwavering loyalty.
   * **Doomspire**: A citadel carved into the rock of Dragondoom Mountain, maintained by the Red Flayers. It serves as a fortified settlement for the hobgoblins and their dragon masters.
   * **Moon Pass**: An ancient gorge that splits the mountains into eastern and western sections. It is a key route through the mountains and is often contested by various factions.
4. **Climate**: The Nether Mountains experience harsh weather conditions, with cold temperatures and frequent snowfall during the winter months. The rugged terrain and unpredictable weather make travel through the mountains challenging.

The Nether Mountains offer a mix of breathtaking scenery and formidable dangers, making them a fascinating and perilous destination for adventurers.