

# The Mad Mage's Revenge

A One-Round Dungeons & Dragons Forgotten  
Realms Adventure

by Dave Moore

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A mad wizard in Waterdeep has finally pushed the temples' priests too far, and the authorities have given implicit permission to do something about him. Adventurers are the obvious answer, and you receive the call. What will you find in a mad mage's fortress, and will you survive? An adventure for characters levels 8-9, characters provided.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Adventure Summary and Background

*The Mad Mage's Revenge* is a D&D scenario designed for 4-6 characters of levels 8-9 (six suitable characters are included) set in the city of Waterdeep, in the FORGOTTEN REALMS setting, in the middle of the month of Nightal in the year 1371 DR.

On the sixth day of the month of Ches (our March) 1370 DR<sup>1</sup>, Manshoon, Head of the Zhentarim, is killed by his erstwhile allies Fzoul Chembryl (head of the church of the Baneson, Ivachtu Xvim) and Lord Orgauth (Lord of Zhentil Keep, but actually the pit-fiend Abarax in disguise). As a result of Manshoon's death, multiple *stasis clones* (some authorities reckon as many as forty) across Faerûn and Realmspace have become active, each seeking to become the sole Manshoon.

Over the next nine months, the various clones left on Faerûn either battle each other in a series of spectacular battles known as the *Manshoon Wars*, or seek sanctuary by hiding and waiting until such time as they can come forward and obliterate the other clones.

One Clone, *Manshoon XII*<sup>2</sup>, chose the latter route. He is currently hiding out in a long-abandoned temple of the dead deity Amaunator beneath Waterdeep's City of the Dead (the graveyard district). His presence there is masked from the Lords of the City (including Khelben Arunsun) by an *amulet of proof against detection and location*.

This particular Manshoon clone is quite mad (most likely as a direct result of him being a clone). Not content to simply wait and bide his time while his competitors kill each other off, he has decided on a quicker way to ultimate victory – *ascension to godhood*. With the help of a renegade priest of Talos, Sumer, in the month of Flamerule (July), the Manshoon clone started a cult which worshiped him, called the "Cult of the Many Faces". This cult has attracted many followers amongst the down-and-outs of Waterdeep,

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<sup>1</sup> To aid the DM, a calendar of the Forgotten Realms is supplied (**DM's Handout 1**)

<sup>2</sup> This Manshoon is a 14th-level Mage, not 19th-level as presented in the VILLAINS LOREBOOK.

the beggars, the homeless and so on, mainly by promising free food and drink. Once ensnared by the Cult, they are *charmed* and *feble-minded* by the Manshoon clone, thus becoming fanatical worshippers of the clone.

Of course, such a situation didn't go unnoticed by the established temples in Waterdeep. The rise of a new cult, especially one so fast-growing, threatened the existence of other faiths. At the beginning of Uktar (November), the temples of Tempus, Sune and Tyr sent agents to infiltrate the cult to see what was going on. Unfortunately, these agents were detected and fell victim to the "enchantments" of the Manshoon clone and the next day they returned to their respective temples, resigned their positions, returned all their official vestments and other possessions borrowed from the temples, and disappeared, saying that they had found the "true faith of Faerûn and wanted nothing more to do with the false gods".

To the temples, such an outrage was intolerable. After consulting amongst themselves, it was decided that the temples should jointly approach the authorities (i.e. the Lord of Waterdeep) and ask for their assistance in eliminating the cult.

But, much to the chagrin of the temples, the authorities refused. For two main reasons. Firstly Waterdeep had a (deserved) reputation for being the most tolerant city of any size on Faerûn when it came to matters of faith. If the authorities closed down a cult simply because they or the established temples didn't like it, then this reputation for tolerance and fairness would be violated. Secondly, no actual laws had been broken – there had been no reported instances of human or animal sacrifice, no theft or destruction of property and no assaults upon non-worshippers. The city viewed the whole situation as simply another in a long line of inter-faith squabbles, and so chose not to get involved, but made it clear that if this new cult violated any laws, then the situation would change.

So thwarted for the time being, the temples choose a different tack. They decided to hire some adventurers to investigate the cult and to "shut it down". However, when authorities found out about the efforts of the churches they told them in no uncertain terms to stop what they were doing and let the matter rest.

So, frustrated by the City, the temples could only sit and watch while more and more of their flock defected to this new faith.

However, on the evening of 20th of Nightal, the situation did indeed change. A group of especially fanatical cultists ambushed and killed a group of priestesses of Sune from Silverymoon on Snail Street, in the full view of a City Watch patrol. The patrol chased and captured or incapacitated the culprits. Interrogation

of the prisoners revealed their membership of the Cult of the Many Faces and that their prime motivation for the murders was simply the fact that they didn't worship the "Many-faced One" (i.e. the Manshoon clone).

So the temples approached the authorities again, but this time they found the authorities much more accommodating. Whilst it was decided that the authorities couldn't move openly against the cult, something needed to be done. It was agreed that a small band of elite agents, recruited both from the temples and from the various bodies of law and order, would raid the headquarters of this cult (which had been determined to be some where beneath the City of the Dead), and take punitive action against it. These agents are the PCs.

## Timeline and Order of Events

All the events in this adventure take place in the year 1370 DR.

- 6 Ches:** Manshoon is killed by Fzoul Chembryl and Lord Orgauth. Multiple *stasis clones* activate across Faerûn.
- Early Mirtul:** The clone Manshoon XII comes secretly to Waterdeep, and hideouts in an abandoned temple beneath the City of the Dead.
- 12 Kythorn:** The Manshoon clone meets Sumer and they agree to work together.
- 17 Kythorn:** The Manshoon clone decides that achieving god-hood is the path to ultimate victory.
- Late Flamerule:** The "Cult of the Many Faces" becomes active and recruits its first worshippers.
- 4 Uktar:** The established temples of Waterdeep send agents to investigate this new cult.
- 5 Uktar:** The agents defect to the Cult of the Many Faces, "encouraged" by the Manshoon clone.
- 16 Uktar:** The temples ask the Waterdhavian authorities to shut the Cult of the Many Faces down. The authorities refuse.
- 20 Nightal:** A group of Sunite clerics, visiting Waterdeep from Silverymoon are murdered by members of the Cult of the Many Faces. As a result, the authorities and the temples decide to send a team of agents to investigate the Cult.
- 25 Nightal:** The agents are scheduled to infiltrate the Cult of the Many Faces headquarters in the City of the Dead.

### **Beginning of Scenario.**

As far as the Scenario goes, it is fairly linear. Here is a summary of the order of events within the scenario:

1. PCs are briefed on the mission.
2. PCs enter the City of the Dead and encounter the Ghast.
3. PCs reach the gate to the ruined Temple.
4. PCs enter the Antechamber and encounter the Stone Guardians.
5. PCs enter the Great Hall and encounter Greeme (and friends) and possibly the Gargoyles.
6. PCs encounter the ghost in the Preparatory Room.
7. PCs encounter Sumer and friends.
8. PCs have the final showdown with the Manshoun clone.
9. PCs leave, avoiding the baying mob of clone worshippers.

## The Player Characters

The PCs in this scenario play the part of the agents selected to take part in the raid. They have each received instructions from their immediate superiors to meet up in the Inn of the Dripping Dagger in the Trades Ward of Waterdeep on the evening of the 24th Nightal. Three of the PCs have been recruited from the temples, and the other three by the authorities. The PCs *do not* know each other before meeting up in the Inn of the Dripping Dagger. The PCs are

- **Adan Hawkwinter**, Human Male - Paladin (Sune)
- **Asioniel Raventree**, Human Female – Cleric (Tyr).
- **Elric Silmerhelve**, Human Male – Fighter/Cleric (Tempus).
- **Laurel Sondaran**, Half-Elven Female – Rogue/Wizard (Special Agent of the City Guard and secret Harper).
- **Debeth the Jolly**, Human Male – Sorcerer (Innkeeper, former member of the City Guard and secret member of the Red Sashes).
- **Sneb Blackheart**, Human Male – Fighter/Rogue (Former Member of the City Guard and secret agent of the Tel’Teukiira).

For further information on the Harpers, the Red Sashes and the Tel’Teukiira, consult DM’s Aid #4.

## 1. The Inn of the Dripping Dagger

To begin the scenario, read or paraphrase the following:

*Earlier today, every one of you received a message or instructions from your superiors to go to the Inn of the Dripping Dagger on the High Road just before dusk and present yourselves to the owner, a certain Filiare. You were to go in full battle gear. You received no other instructions. This you did, and you found that this Filiare, a jovial, middle-aged man with the look of an ex-soldier about him, escorted you to a back room, and left you there with a table filled with bread, cheeses and various cakes and pastries. By nine-o-clock, there were the six of you there, all waiting for something to happen.*

It is a good idea to let the PCs get to know each other. If the PCs leave the room, Filiare shoos them back into the room, saying that they have to wait there for someone to speak to them. At an appropriate point, read or paraphrase the following:

*At about half nine, the door opens and in steps Filiare with two more figures fully cloaked in black, faces obscured. Filiare steps up to the table and addresses you.*

*“Ladies and Gentlemen, I’m sure that now you have all introduced yourselves to each other, you’re wondering what this is all about? I’ll let these gentleman explain. Please excuse me.”*

*At this point, before you can ask Filiare any questions, he leaves the room and closes the door. One of the cloaked figures reaches up and removes it’s cowl, to reveal the kindly face of an elderly man. He addresses you directly in a soft, quiet voice.*

*“Good Evening. My name is Silvar, and my associate’s name is Vogard.”*

*The other cloaked figure nods slightly.*

*“You’ve been asked here tonight to do a little job for the good of the City of Splendours. The Lords of the City have determined that a strangle new cult called the ‘Cult of the Many Faces’ is a threat both to the City and to the Churches therein. You may have remembered that massacre of Sunites in Snail Street last week. That was the work of this cult, and such actions are unacceptable in this city. The Lords have decided that this cult must be punished for their vile misdeeds. We have pinned down one of their strongholds to the sewers beneath the City of the Dead. This is where you come in. You will be escorted to the City of the Dead, where you will infiltrate their stronghold, obtain intelligence and take punitive action against them. They must understand that*

*murdering clerics of other faiths is not tolerated in this city. Now, do you have any questions you want answered?”*

At this point, Silvar will pause to answer the inevitable questions. He will reveal the following information, and only the following information:

- **Who are you?** “I told you, I am Silvar, a simple civil servant. My associate is Vogard, a cleric.”
- **Who do you work for?** “I work for the City, as does Vogard.”
- **What is the “Cult of the Many Faces”?** “We’re not sure – they appear to worship a deity with several faces, hence the term ‘Many Faces’.”
- **Why have we been chosen for this job?** “Your superiors recommended you.”
- **What do we get out of this?** “Satisfaction of a job well done, and the thanks of the entire City. Oh, and a bag of gold each.”
- **What do you mean by “punitive action?”** “Take whatever action you deem appropriate and necessary. Remember, the safety and well-being of Waterdeep and its citizens is paramount, and this cult must understand this.”
- **Why do you not send in the City Guard or City Watch?** “Mainly for reasons of secrecy. It is important that this task is done as quickly and quietly as possible.”
- **Would this not be a job for Force Gray?** “It normally would be, but we’re keen to develop additional options.”
- **What opposition is expected?** “Not very much at all. Most of the cultists appear to be nothing but beggars and other worthless rabble.”
- **Why all the secrecy?** “Waterdeep has a deserved reputation for tolerance in matters religious. If our enemies find out about this, then it is possible that they could use our involvement in this as a lever against us, no matter how justified our actions are. By using yourselves we can maintain ‘plausible deniability’.”

Vogard will not respond to any questions, nor will he uncover himself. Instead, he will remain standing in the corner of the room, arms folded. **The DM should secretly tell Sneb at this point that his badge is trembling, but Vogard or Silvar will act as if nothing is going on.**

Once the PCs have finished asking Silvar questions, he will hand one PC a scroll (**Player’s Handout 1**) – telling him that this scroll will enable the PCs to obtain

unlimited co-operation from any City Officials. At this point, the door opens and in walks a youth dressed in the livery of the Guild of Chandlers and Lamplighters (wearing a heavy fur cloak, and a cap with a gold flame device on both sides of the head, and carrying an unlit glow-pot, a set of tongs and a reach-pole):

*“This is Apprentice Thonnbard, of the Guild of Chandlers and Lamplighters. He will escort you to the Tomb. When you’ve finished your task, come back here and I will debrief you, and Vogard will heal you if necessary. Oh, and take these items – they may aid you in your mission. You are required to return any unused items after this mission.”*

Silvar hands the PCs a small decorative wooden chest. Inside it are two *potions of healing*, a *potion of invisibility* and an *elixir of health*.



**Silvar:** Male human War1; CR ½; Size M (5ft., 9 in. tall); HD 1d8; hp 5; Init +0; Spd 30 ft.; AC 12 (+2 dex); Atk +1 melee (1d4/19-20/x2, dagger); SV Fort +2, Ref +2, Will +0; AL LN; Str 11, Dex 12, Con 11, Int 10; Wis 11, Cha 10.

*Skills and Feats:* DM’s Choice, total of 12 skill points, 2 feats.

Silvar is indeed an agent working directly for Khelben Arunsun, one of the Lords of the City of Waterdeep. A *detect thoughts* spell cast covertly on Silvar reveals him to be telling the truth (or a **Sense Motive** check (DC 20)). A *detect evil* spell doesn’t detect any evil aura.



**Vogard:** Male human Clr5 (Lathander); CR 5; Size M (5 ft., 10 in. tall); HD 5d8; hp 27; Init +0; Spd 30 ft.; AC 10; Attack +4 melee (1d6, light mace); SV Fort +4, Ref +1, Will +7; AL LG; Str 13, Dex 10, Con 11, Int 11, Wis 16, Cha 14.

*Cleric Domains:* Sun, Healing.

*Cleric Spells Per Day:* 5/4+1/3+1/2+1 (DM’s choice).

*Skills and Feats:* DM’s Choice, total of 24 skill points, 3 feats.

Vogard was also assigned to this operation by the temples. He will provide healing to the PCs free of charge.



**Thonnbard,** Male human Rog1; CR 1; Size M (5 ft., 0 in. tall); HD 1d6-1; hp 5; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +0 melee (1d4, dagger); SV Fort -1, Ref +3, Will +1; AL CG; Str 8, Dex 12, Con 9, Int 16, Wis 12, Cha 9.

*Skills and Feats:* Appraise +10, Disable Device +8, Gather Information +6, Hide +4, Innuendo +2, Listen +6, Move Silently +5, Open Lock +6, Pick Pocket +6, Spot +4, Use Rope +6; Improved Initiative, Two-Weapon Fighting.

*Equipment:* dagger, lamplighter's kit (glow-pot, reach pole and tongs); belt pouch containing 2 gp, 1 sp and 13 cp.

Despite his age (15), Thonnbard is also an agent of Khelben Arunsun. He is skinny, with a rather childish face, and has thick blond hair. An orphan, he grew up on the streets until he was rescued by a woman called Briony, who was working for Khelben at the time.

## 2. The City of the Dead

Thonnbard will escort the PCs to the gates of the City of the Dead, which is nearby. He will not engage in much conversation with the PCs except to say that he doesn't know much about what's happening and that he was hired out by the Guild Master for this job. To any other query, he will simply shrug his shoulders.

*As you walk up the Coffin March which leads to one of the main entrances to the City of the Dead, you notice how quiet the city is tonight. The thick blanket of snow lying on the ground, coupled with the chill in the air seems to have subdued the spirits of Waterdhavians. Of course, the City of the Dead is hardly the liveliest place at any time.*

After a couple of moments walking through the lamp-lit streets, they reach the vicinity of the City of the Dead.

*As you trudge up to the gate leading into the City of the Dead, a few flecks of snow spiral down from the sky above and land on your faces. It appears as if it's going to be a cold, bleak night.*

*The bright lights of the Gate Lamps bring you out of your cold-induced contemplation. Standing here are four members of the City Watch, dressed in heavy fur cloaks over their green, black and gold leather and chain armour, and stamping their feet and blowing into their gloved hands in a vain attempt to keep the cold at bay. They eye you suspiciously as you approach them.*

One of the Watchmen, a Sergeant, will walk up to the lead PC and inquire rather frostily as to their purpose this night. The other three will watch the PCs suspiciously, hands on short-swords dangling at their sides. Unless the PCs produce the scroll, the Watchmen

will try and prevent them from entering the City of the Dead, calling in reinforcements if necessary by means of a horn carried on their belts. Showing them the scroll produces instant co-operation, and the Watchmen will part to allow the PCs through into the City of the Dead, with a warning that "the last couple of nights, some strange things have been seen and heard in there, so be careful." If asked, the Watchmen don't know anything further about this, except that they think some sort of undead creature is prowling the cemetery, which has frightened away people who usually use the City of the Dead for nocturnal liaisons, "which isn't necessarily a bad thing in itself, you know?"



### **City Watchman – Sergeant:** male human

War2; CR 1; Size M (5 ft., 8 in. tall); HD 2d8+6; hp 16; Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (-1 Dex, +4 chain shirt); Attack +5 melee (1d8+4, longsword, club); SV Fort +6, Ref -1, Will +2; AL LN; Str 16, Dex 9, Con 16, Int 13, Wis 15, Cha 11.

*Skills and Feats:* Listen +4, Perform +2, Spot +4, Sense Motive +4; Improved Initiative, Weapon focus (longsword).

*Equipment:* chain shirt, longsword, club, sounding horn.



### **Common City Watchmen (3):** male human

War1; CR 1; Size M (5 ft., 11 in. tall); HD 1d8+1; hp 9 each; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armour); Attack +3 melee (1d6+3, short sword, club); SV Fort +3, Ref +4, Will +0; AL LN; Str 15, Dex 15, Con 13, Int 8, Wis 10, Cha 10.

*Skills and Feats:* Jump +4, Listen +3, Sense Motive +1, Spot +3; Alertness, Lightning Reflexes.

*Equipment:* leather armor, short sword, club, sounding horn.

Once in the City of the Dead, read or paraphrase the following:

*As you enter the massive cemetery, you realize how quite and peaceable this place can be. It looks like a well-maintained park with wide thoroughfares, trees, and a multitude of various-shaped small buildings. You forget for a moment the true nature of those buildings.*

At this point, make each PC make a **Constitution** check (DC 15). Failure means that a sudden gust of extra-cold wind has shivered that PC to the bone, and he or she suffers a -1 penalty to all their actions until they either get out of the cold (any indoor location, including any

tomb or mausoleum within the City of the Dead, will do) or warm themselves up via mundane or magical means.

*Thonnbard leads you further into the cemetery. You are now far beyond the street-lights of the city proper, the only illumination being the sparse and occasional glow-lamps mounted on high poles, and Thonnbard's candle. Looking up, you see the stars of the Crown of the North, and Mystra's Star in particular, shining brightly in the dark winter sky through a hole in the clouds. The only noise is the soft crunch of snow underfoot.*

After a couple more minutes of traveling through the cemetery, the PCs come across the bloody remains of a cat lying on the ground – if it is examined closely it can be ascertained that it has been killed in the last hour – what remains of the body is still slightly warm, and that it was clawed to death and then partly eaten.

If the party uses *Speak with Dead* spells or similar, the cat will describe being attacked by “large clawed thing”, but nothing else.

A partial set of footprints leads away from the scene further into the cemetery but are no longer traceable after about 10' due to a fresh covering of snow. A successful **Intelligence** check (**DC 20**) reveals that the footprints are vaguely humanoid, and whatever or whoever caused them wasn't wearing any foot-ware.

After a further minute or so, the PCs come across the cat-killer – a Ghast that has escaped from a nearby tomb.

*Suddenly you hear a chilling cry that seemingly comes from the depths of the Abyss and which shakes your very soul. Up ahead, you see the dark silhouette of a hunched humanoid figure scrambling towards you. Your eyes are drawn to the glinting of claws and a pair of red, glowing, malevolent eyes, and a stench which reeks of the grave assaults your nose..*

The Ghast will reach and attack the PCs at the end of the round. Have each PC make a **Fortitude** save (**DC 15**) when it does so. Failure indicates that the stench from the Ghast has caused the PC concerned to retch and suffer nausea – that PC's attack rolls, saves and skill checks are at a **-2** penalty for the next **1d6+4** rounds. Thonnbard will, at first sight of the Ghast, retreat behind the PCs, and stay there until the Ghast is dealt with.



**Ghast:** CR 3; Medium-size Undead; HD 4d12; hp 40; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex,

+4 natural); Atk +4 Melee (1d8+1 and paralysis, bite), +1 Melee (1d4 and paralysis, 2 claws); SA stench, paralysis, create spawn; SQ undead, +2 turn resistance; SV Fort +1, Ref +3, Will +6; AL CE; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

SA: *Stench* – those within 10 ft. must succeed at a Fortitude save (DC 15), or be wracked with nausea, suffering a **-2** circumstance penalty to all attacks, saves and skill checks for 1d6+4 minutes. *Paralysis* – those hit by a ghast's attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6 + 4 minutes. *Create Spawn* – bodies of humanoid victims of ghasts not eaten (15% chance) rise as ghouls in 1d4 days unless *protection from evil* is cast upon them.

SQ: *Undead* – Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

The footprints of the Ghast can be tracked back to a nearby building just off the path. The building is a small mausoleum about 8 ft. x 8 ft. x 6 ft. and the heavy stone door is slightly ajar. A successful **Strength** check (**DC 15**) enables the door to be opened, revealing inside an empty, lidless, stone sarcophagus and a floor covered in clawed and chewed bones. A dull bronze plaque on the end of the sarcophagus reads ‘*Horgar Gost, 1145-1197 DR, Devoted Father of Lauren, Brianna and Suriel. Missed by All, Remembered by All*’. Investigation reveals that the Gost family still lives in Waterdeep, in the Trades District, and the descendants of the Horgar Gost will be extremely gratified to learn that their ancestor has finally achieved a peaceful end.

One hundred yards further on, the PCs come to a large tomb known as the “House of the Homeless”.

*As a fresh flurry of snow falls about you, Thonnbard motions you to stop outside a large building. In the lamplight you can see that it is a massive stone mausoleum, decorated with fluted marble columns, and sporting a large set of double doors. It is probably the largest structure you have seen so far in the City of the Dead. He turns to you and address you.*

*“This is the House of the Homeless, where all the dead of Waterdeep who do not merit or could not afford a place in any other tomb are buried. The entrance to the Cult headquarters is not far away.”*

*He stands and looks around briefly for a moment before setting off again, motioning for you to follow.*

At this point, each PC should make a **Spot** check (**DC 18**). Success means that the PC concerned realizes that someone or something is following them, about 100 yards behind, always staying in cover. If they communicate this to Thonnbard, he will quietly admit that he has also noticed it, and that whatever is following them has been doing so since they entered the City of the Dead.

The followers are actually three common thieves, who saw the PCs enter the City of the Dead, and who scaled the walls of the cemetery and are currently watching the PCs, to determine whether or not they are worth stealing from. At this point, the PCs can choose whether or not to attempt to confront their followers. If they do, the thieves will attempt to ambush any lone PC, but if confronted by more than one armed PC, they will retreat.



**Common Thieves (3):** Male human Rog2; CR 2; Size M (5 ft., 3 in. tall); HD 2d6; hp 12 each; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Attack +2 melee (1d6+2, short sword), or +2 ranged (1d8, light crossbow); SV Fort +0, Ref +4, Will +0; AL LN; Str 13, Dex 12, Con 10, Int 9, Wis 11, Cha 9.

*Skills and Feats:* Balance +6, Climb +6, Disable Device +4, Hide +6, Listen +5, Move Silently +6, Spot +4, Tumble +6; Improved Unarmed Strike, Track.

*Equipment:* leather armor, short sword, light crossbow, 2d4 gp, 4d6 sp each.

In any case, Thonnbard will lead the PCs to a mausoleum about 100 yards past the House of the Homeless.

*Thonnbard motions for you to stop and points out a squat mausoleum sitting back slightly from the avenue.*

*“This is it. The entrance to the temple is in that mausoleum. The only reason we found it here is because we had reports of people entering and leaving the mausoleum at odd times of the day at night. No doubt there are other entrances as well, but this one is the most used. You’ll notice that the door to the mausoleum is slightly ajar. Shall we go in?”*

A plan of the mausoleum is supplied (**DM’s Handout 2**). It contains five stone sarcophagi, each one lidless and containing jumbled human remains. Five broken stone lids lie at the foot of each sarcophagus. To the

immediate right of the entrance door is a man-sized statue. A successful **Knowledge (Religion)** check (**DC 15**) reveals that this statue is a representation of the god Oghma.

The door to the left is slightly ajar. If opened, it reveals a set of steep sloping stairs descending into the darkness. The door (which is made of iron) itself is covered with scratched-out and desecrated runes. A successful **Spellcraft** check (**DC 15**) reveals that the runes were originally wards against undead.

At this point, Thonnbard, tells the PCs that he’ll stand up here and keep watch until they come back, and to reinforce this point, produces a decorative-hilted dagger that he had secreted on his person.

## 3. The Temple

The entries in this chapter are keyed to the map of the Temple (**DM’s Handout 3**).

Note that the DM should swap the entrances to the Preparatory room and the Corridor where Sumer is situated if necessary so that the PCs always experience the preparatory room before proceeding to the showdown with Sumer.

### 1. The Entrance Chamber

*The staircase descends down for about 40’, and leads down into a roughly-hewn rectangular chamber hewn from the rock which is about 20’ x 30’ with a 15’ high ceiling. The chamber has a sandy floor, covered in footprints leading from the foot of the stairs towards a set of large closed double doors on the east wall. There are torches in sconces placed at regular intervals around the walls which provide the room with a medium level of flickering illumination. A small pile of bones lies before one of the doors.*

The doors themselves are 12’ high and each is 6’ wide, and are set flush into massive stone door-frames. Originally a carving of a blazing sun, about 5’ in diameter, was inscribed on each door, but this has been heavily defaced (this was done by servants of the Manshoon clone). A successful **Knowledge (Religion)** check (**DC 15**) reveals the carvings as the symbols of the dead god of the Sun, Amaunator. There are two rusted iron-pull rings, one on each door. On investigation, the bones turn out to be the skeletal remains of three sewer rats and two cats.

The doors are remnants of the time, over a millennium ago when the underground temple was dedicated to Amaunator. They are magically enchanted so that they will silently swing open for anyone who stands in front of the doors and says the name of the dead god of the sun, “Amaunator”, although the PCs won’t know this. The Manshoon clone also added the following magical traps to the doors, which all activate simultaneously. A normal **Search** check (**DC 25**) will determine that something is wrong with the door, whereas *detect magic* will determine for definite that it is trapped - the door is literally pulsing with magical energy.

1. *Shocking Grasp*: any being touching the door with bare flesh, metal, or any other conductive material suffers **1d8 + 14** points of electrical damage (no save possible) – this is what killed the cats and rats.
2. *Ray of Enfeeblement*: any being touching the door directly (even though non-conductive material like leather or rubber, although using items like a stick will not set this trap off) should make a successful **Fortitude** save (**DC 16**) or have its strength reduced by **1d6 + 5** for **14** minutes, as per the effects of the *ray of enfeeblement* spell.
3. *Confusion*: any being within 10’ of the door (on this side) failing a **Will** save (**DC 17**) is subject to the effects of a *confusion* spell for **14** rounds.

If some way is found to circumvent these enchantments (both can be deactivated permanently with a *dispel magic* (**DC 25**), or temporarily deactivated if the door is brought within an anti-magic field such as that which is the result of a *anti-magic shell* scroll), then a **Strength** check (**DC 20**) is needed to pull open each door. Alternatively, *stone shape* or *passwall* could be used to bypass the door entirely. The other side of the door is not trapped in any way, and can be opened normally via two pull-rings.

DM’s Note: If at some point later in the scenario, the PCs comeback this way (after gaining access to the Great Hall), they find the body of Thonnard (minus his dagger) lying at the bottom of the stairs, with a broken neck and a knife in his back, and the door out magically sealed, jammed shut and totally impassable – this is due to cultists discovering the raid and attempting to trap the PCs. Of course, clever PCs will find a way out if they really want to.

## 2. The Antechamber.

*Beyond the doors is a cavernous hall, 40’ wide and 70’ long. The walls are lined with rotting tapestries, and the hall is lit by glowing globes set into the ceiling. To*

*your left and your right are two sets of what appear to be stout wooden doors, but what grabs your attention is at the far end of the hall. A set of stairs lead up to another double set of doors, flanked by two massive stone statues of vaguely humanoid demeanor. At the base of the steps, engraved into the marble floor, is a massive carving, almost 20’ across. The whole hall reeks of long years of emptiness and decay.*

This hallway was originally the antechamber of the temple of Amaunator. The tapestries on the walls originally showed scenes from Amaunatorian theology, but in the centuries underground, they have long since rotted.

The carving is a giant symbol of Amaunator – a face in a blazing sun (**Player’s Handout 2**). If any being (living or undead) steps into the carving in the middle of the floor, the glowing globes set into the ceiling (a successful **Spellcraft** check (**DC 16**) reveals that a version of *continual light* powers the globes) flare up and a column of bright light shines down, illuminating the carving and anyone standing in it. Any undead being standing in, or entering this area whilst it is illuminated must make a **Will** save (**DC 20**) or be utterly or immediately destroyed (in a manner similar to the effects of a *mace of disruption*). Even if they do make their saving throw, they still take **6d6** points of damage every round they remain within the area of the carving. This enchantment was placed upon the carving by priests of Amaunator, and the Manshoon clone hasn’t bothered to remove it since his worshippers are convinced that it is a manifestation of his power.

The doors on the left and right walls are made of wood and are normal-sized.

The steps lead up about 3 ft. to an upper level 6 ft. across in front of the double doors. The doors are made of massive beams of wood. The two statues flanking the doors are 10’ tall and are vaguely humanoid. They are made of stone. A successful **Spellcraft** check (**DC 15**) or **Intelligence** check (**DC 20**) reveals that the two statues are golem-like creatures.

If the door is approached, a *magic mouth* appears in the centre of the doors and asks this question in a low voice: “Whom do you serve?”. If the correct answer is not given within 10 seconds (the correct answer, and the wording has to be exact, is “I serve the most exalted Lord of the Many Faces”), the two stone guardians animate and attack any living being in the hall. The two guardians are utterly mindless and will attack

relentlessly until destroyed. However, they are magically bound to the antechamber and cannot leave it, and if their quarry leaves, they will return to their post, guarding the door.



**Stone Guardians (2):** CR 5; Large Constructs; HD 4d12; hp 38 each; Init -1 (Dex); Spd 30 ft. (can't run); AC 16 (-1 size, -1 Dex, +8 natural); Atk +8 melee (1d8+5, 2 punches); Face/Reach 5ft. by 5ft./10ft.; SQ construct, magic immunity; SV Fort +3, Ref +2, Will +3; AL N; Str 18, Dex 9, Con --, Int --, Wis 11, Cha 1.

*Special Qualities:* Construct – Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. Magic Immunity – completely resistant to most magical and supernatural effects except: *transmute rock to mud* slows it (as per *slow*) spell for 2d6 rounds, *transmute mud to rock* heals all lost hit points, *dig, stone to flesh* and *stone shape* spells destroy it immediately (no save allowed).

The double doors can be swung open via pull-rings, provided that a combined strength of **25** is applied. As they swing open, unless magically silenced, they emit a loud, high-pitched creaking sound, which serves to alert the cult guards in the next room.

### 3. Acolyte Cells.

These rooms were formerly occupied by acolytes of Amaunator, and have been unused for centuries. At first glance, each room contains nothing but rubble, the remains of several beds, and scraps of clothing and fabric. However, searching carefully reveals in one of the rooms (DM's choice) a small obsidian coffer lying beneath an overturned bed. It contains two stopped steel vials decorated with leaf motifs. The vials contain a blue, slightly shimmering liquid that works in the same manner if consumed as a *potion of healing*. These rooms do not have any natural light-sources.

### 4. The Great Hall

*You are taken aback by the sight of a large octagonal chamber, lit in the same way as the antechamber. A walkway 10' wide extends around the edges of this room, surrounding a deep pit in the middle of the room. Rising up from the pit is a massive (over 30' tall) black stone statue of a man with four faces – each has short hair and a goatee. A part of the walkway extends out towards the statue, ending in a ceremonial altar. The walls are covered with tapestries depicting*

*the same being in various heroic poses – slaying dragons, battling undead and so on. There are three more sets of double doors in this room, one on the opposite wall, and on each on the left and right walls. The ceiling is domed with what appears to be marble, and where each wall meets it, is mounted a stone gargoyle, eight in all, staring downwards with wide stone eyes.*

Before the PCs have time to react to their surroundings in any way, read or paraphrase the following:

*Suddenly a high-pitched ringing noise assaults your ears, seemingly from all sides. It stops after a moment, but seemingly in answer, the set of double doors in the northern wall opens, and out run seven men, one dressed in armor and holding a sword and shield emblazoned with the symbol of Talos, the god of storms, and the other six in purple robes wielding quarterstaves. Three of the men run around the back of the chamber, behind the statue, while the other four advance towards you. One of the men in robes advances towards you, palm outstretched in a sign of truce, watched warily by the man in armour.*

*“Defilers of the temple of the Lord of the Many Faces, you shall pay for your blasphemy!” He lowers his palm, and charges towards you at full pelt wielding his staff. The other men, to your amazement, launch themselves into the air and jump across the chasm towards you, looks of fanatical hatred on their faces!*

The man in armour with the shield is Sumer's crony Greeme, and the other six are members of the clone's bodyguard. Greeme will tend to hang back during the fight, and if things are going against him and the cultists, will retreat. The six cultists however, will fight to the death.



**Greeme:** Male human Ftr5; CR 6; Size M (6 ft., 2 in. tall); HD 5d10+15; hp 52; Init +5 (+1 Dex, +4 Improved initiative); Spd 20 ft.; AC 20 (+1 Dex, +7 half-plate, +2 large steel shield); Attack +7 melee (1d8+3, longsword), or +6 ranged (1d8, light crossbow); SV Fort +7, Ref +2, Will +4; AL CE; Str 15, Dex 12, Con 17, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Heal +2, Hide +2, Jump +8, Listen +2, Move Silently +2, Pick Pocket +4, Spot +3; Improved Initiative, Iron Will, Power Attack, Cleave, Great Cleave, Weapon Focus (longsword).

*Equipment:* half-plate, large steel shield, longsword, light crossbow, 2d20 gp, 4d6 sp.

Greeme is Sumer's chief crony, and is usually more concerned with saving his or her own skin. A tall and lean man with dark hair and a dashing mustache, his dagger and longsword are coated with a poison that he obtained from an alchemist in Zazesspur in Tethyr. Unless the victim makes a **Fortitude** save (**DC 15**), he or she will start feeling numb, and lose a point of Strength and Constitution every **5** rounds, until they both reach **3**, at which point they need to make a further successful (**DC 10**) roll, or else die. If the victim survives, the lost points return at a rate of one per hour.



**Cult Guards (6):** Male human Mnk3; CR 3; Size M (5 ft., 5 in. tall); HD 3d8+3; hp 24 each; Init +2 (+2 Dex); Spd 40 ft.; AC 17 (+2 Dex, +3 Wis, +2 *ring of protection* +2); Attack +5 melee (1d6+4 *quarterstaff*+1), or +4 monk (1d6+3 unarmed); SV Fort +4, Ref +7, Will +6; AL NE; Str 14, Dex 15, Con 12, Int 9, Wis 17, Cha 12.

*Skills and Feats:* Concentration +5, Hide +2, Jump +8, Listen +3, Move Silently +5, Tumble +5, Spot +3; Blind-fight, Combat reflexes, [Deflect arrows], [Improved Unarmed Strike], Lightning Reflexes, [Stunning Fist].

*Equipment:* robes, *quarterstaff* +1, *ring of protection* +2, *ring of jumping*.

These cultists are part of the clone's bodyguard, and as a result are well equipped with magical weapons and items. They are wearing plain purple robes.

When the PCs have dealt with the cultists, they have a chance to examine the chamber more closely. The pit has smooth marble sides, extends to a depth of 15 ft., and the stone floor is covered with bones of various types. Lying in one corner of the pit is a heap of huddled rags. If there is any noise, the rags move to reveal an unkempt and squalid looking young woman, currently tied at her wrists and ankles, who will look up at the PCs with a frightened look on her face. If the PCs convince her that they are not part of the Cult of the Many Faces, then she will tell them that her name is Alessea Brighteyes, a seamstress from the Trades Ward and that she was captured by the Cult and is due to be sacrificed the next day on the altar at the end of the walkway above. She also wants to be rescued rather badly. A couple of rope ladders which are currently lying on the walkway beside the altar provide a means of descending to and ascending from the pit – when using these, a successful **Balance** check (**DC 15**) is required to avoid falling and suffering **1d3** points of damage from landing on a pile of bones.



**Alessea Brighteyes:** Female human Com1; CR 1; Size M (5ft., 9 in. tall); HD 1d4; hp 3 (currently 1); Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 dex); Atk +1 melee (1d4, unarmed); SV Fort +2, Ref +2, Will +0; AL NG; Str 12, Dex 9, Con 11, Int 10; Wis 12, Cha 9.

*Skills and Feats:* Profession +5 (Seamstress), Move Silently +2; Skill Focus (profession).

Alessea was kidnapped two days ago by robed and masked men in the Trades Ward area of Waterdeep, and she's been told she's due to be sacrificed – although she doesn't know much about the cult other than:

- they worship the giant statue
- their main services occur at noon every day
- the services are attended by about a couple of hundred down-and-outs
- the services mainly consist of supplicating before the statue, and are led by two robed and veiled figures. (DM: these are the clone and Sumer)
- one of the robed figures is a horrendous demon from the nine hells, but this one seems to be obedient to the other robed figure. (DM: the "demon" is Sumer when he is using his *mace of terror*).

Any Harper PC has a 25% chance of recognizing the statue as being a giant representation of the former head of the Zhentarim, the wizard Manshoon. On closer inspection, the statue appears to be made of obsidian, and a successful **Spellcraft** check or **Knowledge (Arcana)** (both **DC 18**) reveals that the surface of the statue is shimmering slightly – a *detect magic* spell reveals strong enchantment magic cast upon it. If it is touched by anyone other than the Manshoon Clone or Sumer, the eight gargoyles immediately animate and attack the person or persons concerned, fighting until death, upon which time they will shatter into many splinters, causing **1d4** points of damage to anyone within 10' (a successful **Reflex** save (**DC 20**) causes that character to be able to jump out of the way, thus avoiding damage entirely).



**Guardian Gargoyles (8):** CR 5; Medium-Size Construct; HD 4d8+16; hp 30 each; Init +2 (Dex); Spd 45 ft./fly 75 ft.; AC 16 (+2 Dex, +4 natural); Atk +6 melee (1d4, 2 claws), +4 melee (1d6 bite), +4 melee (1d6 gore); Face/Reach 5ft. by 5ft./5ft.; SQ Construct; SV Fort +8, Ref +6, Will +1; AL CE; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

*Skills and Feats:* Hide +9 (+17 against stone backgrounds), Listen +4, Spot +4; Multiattack, Weapon Finesse (claw, bite, gore).

*SQ: Construct* – Immune to mind-influencing effects, poison, disease and similar effects. Not subject

to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

The Gargoyles are different from normal gargoyles in that while they have the same appearance and basic behavior, they are not intelligent and are magical constructs.

The altar itself takes the form of a large (6 ft. across) ceremonial font made out of red basalt. The base of the font contains a small pool of a sticky black liquid – easily identifiable as coagulated human blood. The outside of the font is carved with strange runes. A successful **Spellcraft** check (**DC 16**) reveals that the runes are used to power a modified version of an *energy drain* spell – indeed, a *detect magic* spell reveals that the whole font and statue reek strongly of death magic. The runes can be defaced easily, although any being other than Sumer or the Manshoon clone touching the altar will suffer various effects:

- any Zhentarim PC must make a **Will** save (**DC 25**) or die immediately
- any cleric or druid PC must make a **Will** save (**DC 20**) or suffer the immediate loss of one experience level (drained into the altar)
- any other PC must make a **Will** save (**DC 18**) or suffer **2d12** points of damage from an electrical discharge.

DM's Note: If at any point in the adventure, any PC is captured by the cultists, they end up in this pit, stripped and bound hand and foot (and gagged if necessary) until the following noon, when they are sacrificed by Sumer or Manshoon upon the altar.

## 5. Barracks

This part of the temple is obviously a barracks. There are a total of 8 beds, all appear to be in regular use. There is also a stove, some cupboards and chests with bundles of torches and various foodstuffs in them, a table with chairs, and various weapon racks. At the foot of each bed is a small locked chest. Seven of them contain various personal effects (of no real value to anyone apart from the owner). The other one contains 73pp, 150gp and two ebony statues of god Talos (this chest is Sumer's). This section is lit with torches mounted in sconces on the walls.

## 6. The Preparatory Room

The doors to this room are made of stout hardwood, and are *arcane locked*. A *dispel magic* spell will enable the door to be opened permanently, although *knock* will enable it to be opened for one turn. Alternatively,

physical force can be used – the door could be removed from its hinges (which would take **2d10** turns), or the door can be smashed into pieces (the door is **AC 11**, and will take **100** points of damage).

The room on the other side is dark. Once the door is opened, read or paraphrase the following:

*This room appears to have once served as a ceremonial room for the temple. Racks of partially-rotted clerical vestments line the walls, and piles of urns, vases and shields emblazoned with the blazing sun motif lie in piles in the corners. There are two ruined fonts set on the opposite wall. In the middle of the room is a raised dais, which is strewn with rubble. On the dais are four desecrated statues and two lidless sarcophagi.*

The sarcophagi are lidless (the remains of the lids are scattered over the dais). There is the skeletal remains of a body in each sarcophagus, though it is obvious that each has been defiled. On a piece of rubble on the floor is a fragment from a plaque – anyone making a **Knowledge** check (**DC 20**) can make out the words "...faithful servant of the Keeper of the Eternal Sun" written in an archaic script no used since the time of the fall of Netheril.

If any PC spends longer than **1d4** rounds in this room, then the temperature of the room begins to drop, and an apparition appears over one of the coffins.

*A softly glowing figure materializes over one of the sarcophagi. It appears to be a young woman dressed in a flowing opalescent dress wearing a crown of gold leaves. She turns and stares right at you. You feel a slight warmth in your heart as the figure's lips begin to move, although you cannot make out any sound coming from her.*

The figure is oblivious to any attempts to communicate with it, and completely ignores spells or weapons being swung into the area of the image, or any magic cast at it. If any limb comes into contact with the image, then that limb feels a slight warmth. The figure will keep soundlessly speaking for 5 turns, then will fade away. A successful **Intelligence** check (**DC 12**) is required to work out what the figure is saying – she is repeating the phrase "*the violators of the house of the Yellow God must be destroyed*" over and over again (a successful **Religion** check (**DC 15**) reveals that the "Yellow God" was another name for Amaunator). A *Speak with Dead*

spell cast upon the remains in the sarcophagus fails completely.

## 7. Sumer and Friends

As soon as they open this door, they are confronted by Sumer and the renegade priests who are standing in the corridor waiting.

*Standing in the torch-lit corridor is a group of purple-robed men and women, lead by a man in shining armour dressed in the livery of Talos the storm god.*

*“Well, well, well” he snarls at you. “I don’t know or care who you are or who you are working for - you’ve gone far enough. We’ve already dealt with your little watch brat.”*

*The man holds what you recognize as Thonnbard’s dagger.*

*He continues speaking. “Now we’re going to deal with you. Your desecration stops here.” At this point the man stands aside to reveal half-a-dozen crossbows pointed at you.*



**Renegade Priests (8):** Male/Female human Clr4; CR 4; Size M (5 ft., 7 in. tall); HD 4d8; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +6 melee (1d6+3 light mace), or +4 ranged (1d8, light crossbow); SV Fort +4, Ref +2, Will +7; AL CE; Str 16, Dex 12, Con 10, Int 13, Wis 17, Cha 14.

*Skills and Feats:* Concentration +7, Heal +14, Knowledge (religion) +6, Spellcraft +6, Profession (herbalist) +6, Hide +1, Listen +3, Move Silently +1, Spot +3; Combat Casting, Extra Turning, Skill Focus (heal).

*Cleric Domains:* none currently.

*Cleric Spells Per Day:* none currently.

*Equipment:* light mace, light crossbow, robes.

Since giving up their faiths, the Renegade Priests no longer have access to spells from their respective deities. They have learned to use the crossbow quite well, and will use the doors in the corridors to snipe at the PCs whilst Sumer casts various spells at the PCs. If Sumer is injured, he will use his *mace of terror* to create an aura of a hideous tanar’ri:

*Suddenly a blackness swallows up Sumer. In his place materialises a hideous monstrosity, an 8-ft high creature which looks like a demon from the depths of the Abyss. Wreathed in darkness, emanating power, and swathed in silver and black armour bearing arcane symbols of the most base and despicable nature, its malevolent red glowing eyes glare at you with mallows intent. Streaming behind it is a golden*

*mane, cracking with flames. It strides towards you, letting out a primeval roar as it advances towards you, black whip raised to strike!*

At this point the renegade priests will abandon what they are doing and prostrate themselves towards Sumer/the Demon, worshipping it with frantic prayers. Any PC viewing this transformation must make a **Will** save (**DC 16**) or be struck frozen with terror (like a *hold person* spell) for **6** rounds. Alert PCs can notice that the renegade priests are not looking at Sumer when he is projecting this illusion. **The transformation** is just an illusion, Sumer still fights and casts spells like a 6th-level Cleric.

If an opportunity presents itself, at some point during the fight, emphasize the almost childlike, semi-moronic faces of the renegade priests. A successful **Spellcraft** check (**DC 18**) reveals that the renegade priests have been *feble-minded*. A *heal*, *miracle*, *limited wish* or *wish* spell cast upon them in this state will result in them returning to normal intelligence but being utterly confused – they will simply stop fighting, drop their weapons and flee in the opposite direction to combat – they will still be *charmed*, and regard the Manshoun clone as a dear and trusted friend – a further *dispel magic* is required to break this enchantment.

## 8. The Privy

This small thin room contains nothing but a large hole surrounded by a low parapet, which extends down into the darkness. If examined, it is approximately 20 ft. deep, and it can be deduced from the smell rising from it is used both as a dumping ground and a privy (**Fortitude** save (**DC 15**) to avoid nausea (-2 to all actions) for **1d6** rounds). There are several bundles of rags sitting beside the hole. This room is not normally lit.

## 9. The Well

This small thin room contains a well, which is used to supply the temple’s fresh water. It is approximately 50 ft. deep. The water comes from an underground stream that passes directly beneath the well. On a ledge 20 ft. down there are 3 gp and 6 sp. The bucket is currently down. The water is cold, slightly bitter, but otherwise very drinkable. This room is not normally lit. One wall is lined with crates and barrels full of various fresh foodstuffs.

## 10. Common Rooms

Both these rooms are crowded with beds and mattresses – it is obvious that this is where the renegade priests were currently living. Both rooms are lit with torches.

Scattered about the room are small statues, similar to the large statue in the great hall.

## 11. Manshoon's Quarters.

The door to the Manshoon clone's personal quarters is not locked, but light shines out from a gap beneath it.

*You are surprised to find beyond this door a richly decorated and furnished room with tapestries on the walls and rugs on the floor. Bookshelves filled with hundreds of books line various corners of the room. In front of you is an empty fireplace, to your left is a table with chairs, and to your right is a curtained off area. You can hear the soft burbling of water in a small indoors fountain, of the type the latest craze in places like Calimport. The whole room reeks of opulence and wealth, and of someone not afraid to flaunt it. That someone appears to be the thin man of average size with slightly-graying hair and a neat goatee beard, dressed in plush black robes sitting at a desk studying you intently. It suddenly dawns on you that this is the person depicted in statue form throughout the temple. He speaks in a melodious drawl.*

*"Firstly, please tell me who you are, who you are working for and why you are here. Secondly, give me one good reason why I should not destroy you where you stand."*

If asked, the clone will openly admit that he is Manshoon, formerly of the Zhentarim. He will also openly admit that he is hoping to obtain god-hood by starting a cult worshipping him. If pressed, he will say that he had nothing to do with the recent massacre of Sunite clergy. He will refuse to stop what he's doing, insisting that a great and important work is going on and must be completed.

As long as the PCs show him due respect (as he thinks of it for a man on his way to god-hood), although getting visibly angrier and more impatient, he will not initiate combat. However, at one point he will demand that the PCs apologise for their actions, and that they pay him reparations for "damaging" his worshippers. If they don't manage to placate him in some manner he will attack **(DM's discretion as to when)**. One suggested way of placating him is for the PCs to pay him reparations and promise to leave the cult alone. If they do that he will let them leave.

It is possible for clever PCs to get Manshoon to turn himself in. Promises of being submitted directly to Khelben Arunsun's custody may do the trick (at the

DM's discretion), as Khelben is extremely well known for his magical prowess (of course, whither Khelben accepts this idea is a different matter entirely).

In any case, before the PCs entered the room, Manshoon cast *protection from elements (fire)*, *minor globe of invulnerability*, and *stoneskin* upon himself. If the PCs enter combat, the DM should make sure that Manshoon is a very tough foe. One suggested strategy is to start by unleashing the most powerful destructive spells he has got at the PCs, then following up with targeted spells on PC spellcasters. Because of his *stoneskin*, he should be safe from melee attacks for at least a couple of rounds.

The bookcases contain a wide variety of mundane and magical books. For mundane books, either invent titles and authors or choose from the following list:

- "Brewing Ale, Beer and Wine" by Irym Dyleth.
- "Crests, Flags and Banners of the Moonsea" by Her Ladyship Salanida Lenafae of Ordulin.
- "Sergeant Thuresh's 101 Essays on Military Tactics" by Ugrand Thuresh of Waterdeep.
- "Imgath's Guide to Etiquette" by Imgath Gland.
- "Imgath's Guide to Stonemasonry" by Imgath Gland.
- "Travellers Guide to Silverymoon - Inn, Taverns and Local Law" by Imgath Gland and Sagreth Kormun.
- "Waterdeep - An Elven Diary" by Malenya Brighteyes.
- "Dwarven Runes: A Quick Guide to Interpretation" by Carorn Forath.
- "Elven Metallurgy, Myth or Magic?" by Tharil Iraldrorn.
- "My travels in the Curious West" by Samatcho Ahnou.
- "The Manderings upon the Friezes of Hotun-Shul" by Skorm Caldriel, translated by Triel of Baldur's Gate
- "The Mage's Lover" by Níroth Donbor

Magical books should contain all of the spells that Manshoon knows, as well as many other spells from the **PLAYER'S HANDBOOK**. In a chest in the corner of the room are d10 magical items (DM's choice, although none should be too powerful or too weak) and a total of 38pp, 1200gp, 456sp and 1005 cp, as well as d100 various gems (again, DM's choice).

## 12. Way Up.

A stone spiral staircase leading upwards is situated in alcove. It is lit by torches placed in sconces at regular intervals. It goes 50 ft. upwards until it reaches a small brick-lined chamber (about 6 ft. x 6ft. x 5 ft.) with a set of steps leading to a stout wooden trapdoor.

The walls of this chamber are covered in a yellowish-mold. This is a small colony of yellow mold, deliberately placed there by the Manshoon clone as a protective measure (all cultists know to avoid touching the mold). Due to the fact that the mold isn't particularly healthy, the spores of the mold are not poisonous enough to kill, but can severely injure if ingested, a fact deducible by a **Heal** check (DC 15).

 **Sickly Yellow Mold:** CR 3; Plant; HD N/A; hp N/A; Init N/A; Spd N/A; AC 10; Atk N/A; Face/Reach 20ft. by 5ft./0ft; SA spore attack; SQ vulnerable to fire and light; SV Fort +0, Ref +0, Will +0; AL N; Str --, Dex --, Con --, Int --, Wis --, Cha --.

SA: *Spore Attack* – if touched roughly, 50% chance of emitting cloud of spores in 10% radius, infected creatures must make a Fortitude save (DC 20) or take 4d6 points of damage and come down with a coughing fit which lasts 1d20 minutes (-4 penalty to all actions).

SQ: *Vulnerable to Fire* - fire of any sort totally destroys the mold. Vulnerable to Light - *continual light* renders the mold dormant for 2d6 turns.

The trapdoor requires a **Strength** check (DC 15) to open, as it opens outwards and there is currently 2' of snow lying on it. It opens into an alleyway leading off Irimar's walk in the Trades district, not far from the Inn of the Dripping Dagger.

As soon as they have all managed to extricate themselves from the trapdoor, they will be confronted by a horde of cultists.

*You emerge at one end of a snow-covered alleyway. It is currently snowing rather heavily – a curtain of white flakes is falling silently from the cloudy sky, and snow is piled up deeply in drifts at the sides of the alleyway.*

*At the end of the alleyway you notice that some figures are congregating. As every moment passes you can see that there are more and more of them, blocking the entrance out of the alleyway. You make out dozens of down-and-out men, women and children staring at you, not uttering a word. The faces appear*

*to hold a similar demeanour to the renegade priests you encountered earlier.*

What these cultists do depends whether or not the PCs killed the Manshoon clone (**room 12**). If they did, then the cultists (including the women and children) will suddenly rush forward, daggers and clubs in hand, in an attempt to mob the PCs. All the time they will be chanting “Die...Die...Die...Die...Die” and so on. The cultists will attempt to overbear the PCs, before kicking and stabbing them to death in revenge for killing their deity. As the cultists attack, they utter various curses and oaths, leaving the PCs in no doubt why they are being attacked.

 **Angry Cultists (100):** Male/Female human Com1; CR 1; Size M (5ft., 9 in. tall); HD 1d4; hp 3; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 dex); Atk +1 melee (1d4, dagger, 1d6 club); SV Fort +2, Ref +2, Will +0; AL NG; Str 12, Dex 9, Con 11, Int 10; Wis 12, Cha 9.

After **1d10 + 10** rounds, a nearby City Watch unit will hear the commotion and come rushing to investigate. Their first priority will be to stop the riot and separate the two sides. The Watch will not hesitate to call in reinforcements, including various mages (of high-enough level to stop the riot and incapacitate both sides) and senior offices (multiple fighters and paladins of at least 5th level). If the Watch is not satisfied with the explanation the PCs give (DM's choice) then they will haul them off to jail, where Silvar will appear the next morning and get them released.

 **City Watchman – Sergeant:** male human War2; CR 1; Size M (5 ft., 8 in. tall); HD 2d8+6; hp 16; Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (-1 Dex, +4 chain shirt); Attack +5 melee (1d8+4, longsword, club); SV Fort +6, Ref -1, Will +2; AL LN; Str 16, Dex 9, Con 16, Int 13, Wis 15, Cha 11.

*Equipment:* chain shirt, longsword, club, sounding horn.

 **Common City Watchmen (3):** male human War1; CR 1; Size M (5 ft., 11 in. tall); HD 1d8+1; hp 9 each; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armour); Attack +3 melee (1d6+3, short sword, club); SV Fort +3, Ref +4, Will -1; AL LN; Str 15, Dex 15, Con 13, Int 8, Wis 9, Cha 10.

*Equipment:* leather armour, short sword, club, sounding horn.

On the other hand, if Manshoon is still alive, one of two things will happen. If he is not with the PCs, then the crowd will simply stare at the PCs and let them go by. If they managed to persuade him to surrender to the authorities, then he will, with a sigh and a wave of his hand, dismiss the enchantments upon them, and they will dissipate, confused and angry (though not with the PCs).

DM's Note: If the Cultists do attack, then this encounter is deliberately very testing and thought-provoking for those PCs who are of non-evil alignments. The thought of killing women and children, no matter how justified, should give any non-evil PC food for thought, and motivation to seek alternative solutions. Treat any deliberate killing of women and children as an alignment violation for lawful and neutral good characters.

## 4. The Aftermath

How the scenario ends depends on how the PCs dealt with the Manshoon clone:

- If they made a deal with him, or came to some sort of accommodation that is satisfactory to both parties – if they return to Silvar, after debriefing, he will congratulate them and give them a bag of gold each, containing 100 gp. If they mention the clone, he will thank the PCs for this information, and tell them that he will alert the Lords of Waterdeep to keep watch on the cult.
- If they convinced the clone to turn himself in to Khelben's custody, as soon as they return to the Inn of the Dripping Dagger, Silvar will, after he's recovered from the shock (he will recognize the clone) tell the PCs and the Manshoon clone to wait in the room for ten minutes, while he goes and appraises the Lords of the situation. 30 minutes later, Silvar returns with half-a-dozen cloaked unknown persons. They briefly confer, and one of the cloaked person uncloaks to reveal an elderly woman, who asks the Manshoon clone "You wish to see the Blackstaff?" The clone will reply in the affirmative, and the women will nod and say "Very well. Hold on." At this point, the elderly woman will gesture with one hand and she and the clone and the rest of the cloaked figures disappear in a blue flash. At this point, Silvar will turn to the PCs and tell them "Hmmm... an interesting turn of events, don't you think?" and will congratulate them and give them a bag of gold each, containing 200 gp.

- If they killed the clone, after debriefing, he will congratulate them and give them a bag of gold each, containing 250 gp.

In any case, Vogard will arrange for any wounds the PCs have to be healed, free of charge, and if any PC was killed, and they have the body of their dead comrade, that PC will be *raised*, again, free of charge and compliments of the city (if the PCs wiped out the cult, then Patrols of Guardsmen will be dispatched to retrieve any missing bodies).

The PCs are asked to keep the existence of the raid and the temple confidential, on pain of permanent expulsion from Waterdeep.

**The End**

## Appendix : Important NPCs

### Manshoon XII

Male human (clone) Sor14; CR 15; Size M (6 ft., 0 in. tall); HD 14d4+42; hp 64; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+1 Dex, +5 *Bracers of Armour*, +5 *Robe of the Archmagi*); Attack +10/+5 melee (1d4+3, *dagger*+3); SV Fort +8, Ref +6, Will +10; SR 17; AL NE; Str 10, Dex 12, Con 16, Int 17, Wis 11, Cha 18 (25 to his worshippers).

*Skills and Feats:* Balance +5.5, Concentration +18, Knowledge (arcana) +19, Move silently +6, Scry +10, Spellcraft +17; Combat Casting, Quicken spell, Improved Initiative, Craft Magic Arms and Armour, Silent spell, Still spell.

*Sorcerer Spells* (6/7/7/7/6/5/3): 0th -- *light, detect magic, ray of frost, resistance, mage hand, mending, open/close, arcane mark, read magic*. 1st -- *unseen servant, comprehend languages, charm person, magic missile, shocking grasp*. 2nd --- *detect thoughts, see invisibility, mirror image, darkvision, knock*. 3rd -- *protection from elements, suggestion, fireball, vampiric touch*. 4th -- *minor globe of invulnerability, stonework, rainbow pattern, charm monster*. 5th -- *cone of cold, nightmare, teleport*. 6th -- *acid fog, repulsion*. 7th -- *power word stun*.

*Equipment:* robes of the archmagi, bracers of armor +5, dagger +3, amulet of proof against detection and location, pouch containing Star Sapphire (worth 800 gp) small reddish Garnet (worth 500 gp), three black pearls (worth 75 gp each).

This Manshoon clone appears as a thin man of average size with slightly graying hair and a neat goatee beard. He prefers to dress in dark colors, such as maroon, purple, black, deep red, and usually wears plush, flowing (non-magical) robes. Although he in reality is quite mad, in conversation he appears to be level-headed and studious until he loses his temper – then he becomes arrogant and egotistical in the extreme. His madness is best typified by the fact that he has resorted to human sacrifice in an attempt to become a deity.

### Sumer

Male human Clr6 of Talos; CR 6; Size M (5 ft., 10 in. tall); HD 6d8+6; hp 47; Init +0; Spd 30 ft.; AC 17 (+6 Splint Mail, +1 Small Shield); Attack +7 melee (1d8+4, *Mace of Terror*), or +4 ranged (1d8, Light Crossbow); SV Fort +6, Ref +2, Will +7; AL CN; Str 13, Dex 11, Con 13, Int 13, Wis 15, Cha 12.

*Skills and Feats:* Knowledge (arcana) +3, Knowledge (religion) +10, Listen +2, Move silently +0, Heal +11, Spellcraft +10, Spot +2, Tumble +4; Combat casting, Extra turning, Combat Reflexes, Scribe scroll.

*Cleric Domains:* Death, Chaos.

*Cleric Spells Per Day:* 5/4+1/4+1/2+1.

*Cleric Spells Typically Memorized:* 0th -- *light, detect magic* (x2), *read magic* (x2). 1st – *bane, command, doom, cure light wounds, (cause fear)*. 2nd – *darkness, enthrall, hold person, silence, (death knell)*. 3rd -- *cure serious wounds, magic circle against good (animate dead)*.

*Equipment:* splint mail, small shield, *mace of terror* (**described in the scenario**), two *potions of extra-healing*, *oil of fiery burning*, antique silver girdle worth 200 gp, *holy symbol of Talos*, 120 gp, 40 sp, 80cp.

A former Priest of Talos from Zazesspur in Tethyr, Sumer was expelled from his temple for unspecified crimes in 1368 DR. For some reason, Talos continued to grant spells to him, and he arrived in Waterdeep in Nightal 1369 DR. He accidentally made contact with the Manshoon clone, and was given an ultimatum: work for the clone or be destroyed. He chose the latter. Since then he's been acting as the clone's right-hand-man, and agent-at-large on the surface of Waterdeep. He carries a *mace of terror* that he uses to intimidate any worshippers who step out of line by appearing as a tanar'ri from the Abyss.

## DM Aid #1: Forgotten Realms Calendar

There are 365 days in the year, split up into 12 months of 30 days each with 5 holidays that fall between some months. The names of the months are given in both the formal names and the common ones (that's in parenthesis). The seasons run like they do for us; Hammer is like January and Flamrule is like July.

Hammer (Deepwinter)

**- Midwinter Holiday -**

Alturiak (The Claw Of The Cold)

Ches (The Claw Of Sunsets)

Tarsakh (The Claw Of Storms)

**- Greengrass Holiday -**

Mirtul (The Melting)

Kythorn (The Time Of Flowers)

Flamerule (Sumertide)

**- Midsummer Holiday -**

Eleasias (Highsun)

Eleint (The Fading)

**- Highharvestide Holiday -**

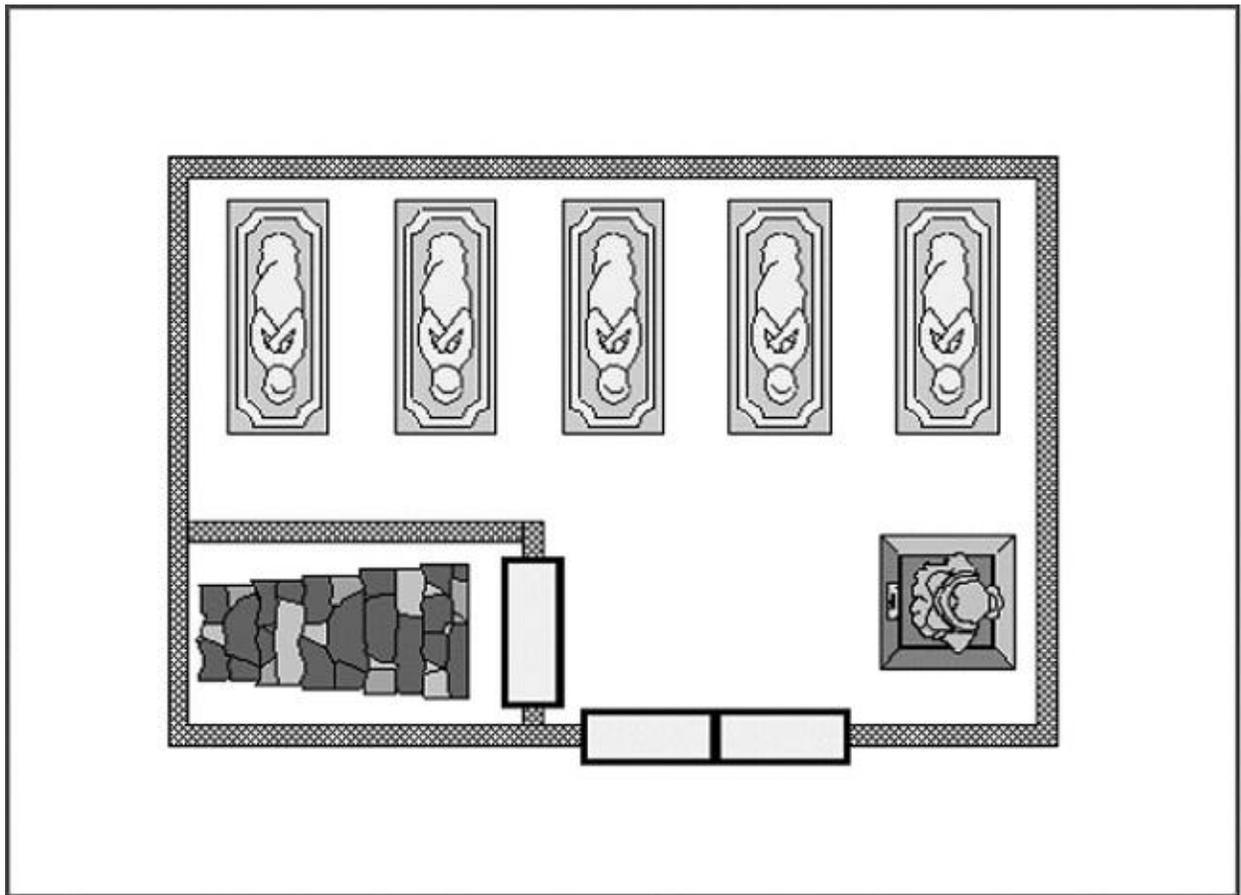
Marpenoth (Leafall)

Uktar (The Rotting)

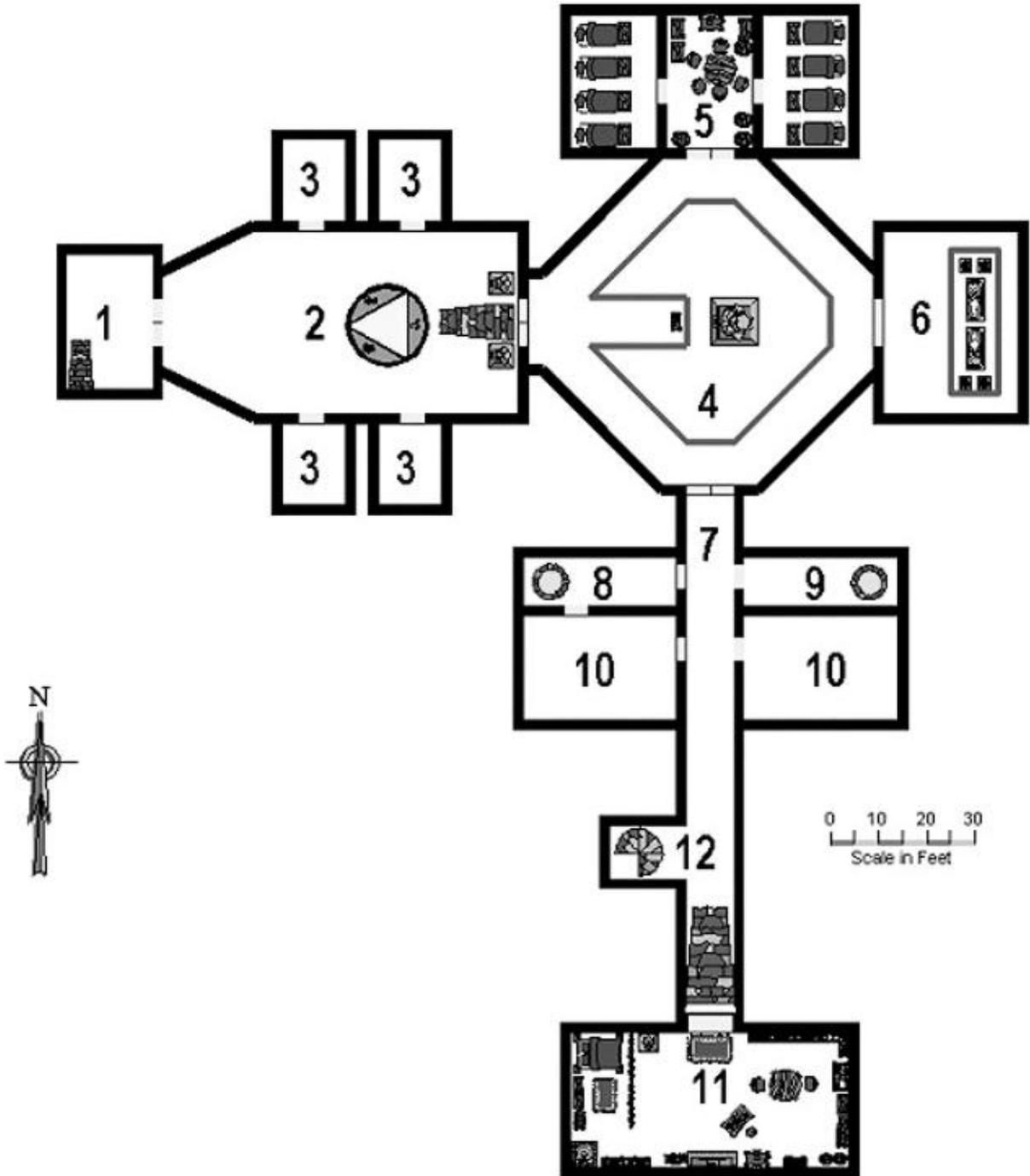
**- The Feast of the Moon -**

Nightal (The Drawing Down)

DM Aid #2: Plan of Mausoleum in City of the Dead



DM Aid #3: Map of Temple



## DM Aid #4: Additional Information

### Waterdeep, City of Splendours

Waterdeep, the City of Splendours is probably the most famous city in the Realms. At the time of this scenario, late Nightal 1370 DR, it has approximately 122,000 inhabitants, although in summertime, it can have over four times this number.

The city is walled and is patrolled by the City Watch (the city police). The walls and forts inside the city are manned by the City Guard. As Waterdeep is a port, it has a large Navy.

The city itself is built surrounding Mount Waterdeep, on which is located Castle Waterdeep, home of the Lords of Waterdeep, who govern the city. This democratic council has a secret membership, except for one member, the open Lord, Piergeiron Paladinson. The rest of the Lords appear masked and clad in identical robes, although it is widely thought that one of them is the mage Khelben “Blackstaff” Arunsun (this supposition is correct).

Waterdeep is by-and-large a tolerant city, where people of all faiths and cultures are welcome, as long as no crimes are committed by those people. “Social level” is far less important in Waterdeep than in other cities in the Realms.

One of the prominent features of Waterdeep is the large walled cemetery known as the “City of the Dead”. It is patrolled by the City Watch. No one may live or sleep overnight therein. It is kept in a beautiful park-like condition.

### The Harpers

The Harpers are a semi-secret organisation which organizes throughout the North and the Heartlands. They are primarily a good-aligned group that is allied with a number of good churches, and who are receiving support from powerful neutral individuals, including druidic circles. Their aim is to keep the dangers both of and to civilization at bay, including goblin raids, dragon flights, and the insidious control of other groups such as the Red Wizards and the Cult of the Dragon. They believe in the power of individuals, the balance between the wild and the civilised, and the good of humankind and its allied sentient races.

They often operate in secret, but are unbothered, except when battling long-term foes (such as the Zhentarim) if their name is connected with their actions. They are an amorphous organisation, and are such have no main base of operations. Two common Harper locales are Berdusk, where they are centred on Twilight Hall, a sprawling complex of buildings under the nominal control of the local temple of Deneir, and Shadowdale.

In the month of Ches last year (1370 DR), however, senior Harpers uncovered an alleged deal between one of their most senior members, the mage Khelben “Blackstaff” Arunsun of Waterdeep and Fzoul Chembryl of the Zhentarim (The Blackstaff was reported to have given an extremely powerful artifact called the *Scepter of the Sorcerer kings* to Chembryl in exchange for some unspecified favour). In Tarsakh, Arunsun was called to account before a convocation of Harper leaders at Twilight Hall, but before any sentence is delivered he pleads guilty and effectively resigns from the Harpers, along with his consort Laeral. A proportion of the Harpers followed him. As a result, there is currently much suspicion between the Harpers and those who left the Harpers.

Harpers, such as Laurel, carry a *Harper's pin* which signifies their membership of the Harpers. Such pins are extremely valuable, and a Harper would never willingly divulge his or her ownership of such a pin to a non-Harper. Harpers wearing *Harper pins* cannot come within 200 yards of Khelben's tower in Waterdeep due to a mysterious force field which acts like a wall.

Game Stats for *harper's pin* are as follows:

- *nondetection*
- Immune to *magic missile*.
- *Undetectable alignment*
- *Resist elements (electricity)*
- Made of Everbright silver (never tarnishes), as hard as steel.

When worn by a being of Evil alignment, some Harper pins turn black in one round and give off discordant jangling sounds, as though a metal-stringed harp were being harshly struck. This gives a –10 penalty to Move Silently checks.

**Laurel's player does not have these specifics about the harper's pin – it is up to the DM to allow for these effects.**

### The Red Sashes

The Red Sashes is a secret brotherhood headed by a mysterious figure known as “the One”, and are experts in hiding or locating wanted persons. Most people think that they are opposed to the Lords of Waterdeep, but in actual fact, they are headed by Durnan, one of the secret Lords of Waterdeep, and used by him to accomplish things in the City that the Paladins amongst the Lords of Waterdeep would not approve of. Debeth is not aware of this fact and should not find out.

### The Tel'Teukiira.

When Khelben left the Harpers, he formed another secret society, the *Tel'Teukiira*, or the “Moonstars”. The aims of this group are to bring humans and the other races, most notably the elves, together to form a unified front against the many dangers lurking in the shadows of Faerûn. Although in day-to-day activities, there is little difference between being a Harper and a Moonstar, there are some important differences – firstly, the Tel'Teukiira is so secret that very few people know that it exists, and secondly, the Blackstaff wields far greater control over the Moonstars. Sneb, a former Harper, was recruited by Khelben's agent in Waterdeep, Winter Zulth, owner of the Horizon's Sail – a mapmaking business in Waterdeep's Sea Ward.

Sneb uses a magical item commonly available to Moonstars, but not commonly available to anyone else – *gauntlets of weaponry arcane*, which gives a magical +1 bonus to attack rolls to any hand weapons he uses – they are enchanted so that they don't affect any of his thieving skills. He also carries a Teukiir badge, as a symbol of his membership of the Moonstars. These badges can be disguised as anything by the wearer, they tremble when another Teukiir badge comes within 100 ft., and when gripped and the secret command word known only to Moonstars (Sneb's is “Harlenfir”) is said, it transports the Moonstar to a secret extra-dimensional stronghold set up by the Blackstaff called the *Silver Safehold*.

The Silver Safehold acts as a central meeting hall for all Moonstars, a private meeting chamber for senior agents, a small dormitory for agents hiding out from other forces, and a library for the lore to be collected and shared by the members. If Sneb accesses this during the adventure he will be teleported out of Waterdeep to the Safehold, where he will be healed, and if he wants to, can return to where he teleported to, or anywhere else on Faerûn. Sneb has not been to the threshold before, and only knows the vaguest things about it, and has been told only to use it in dire emergencies.

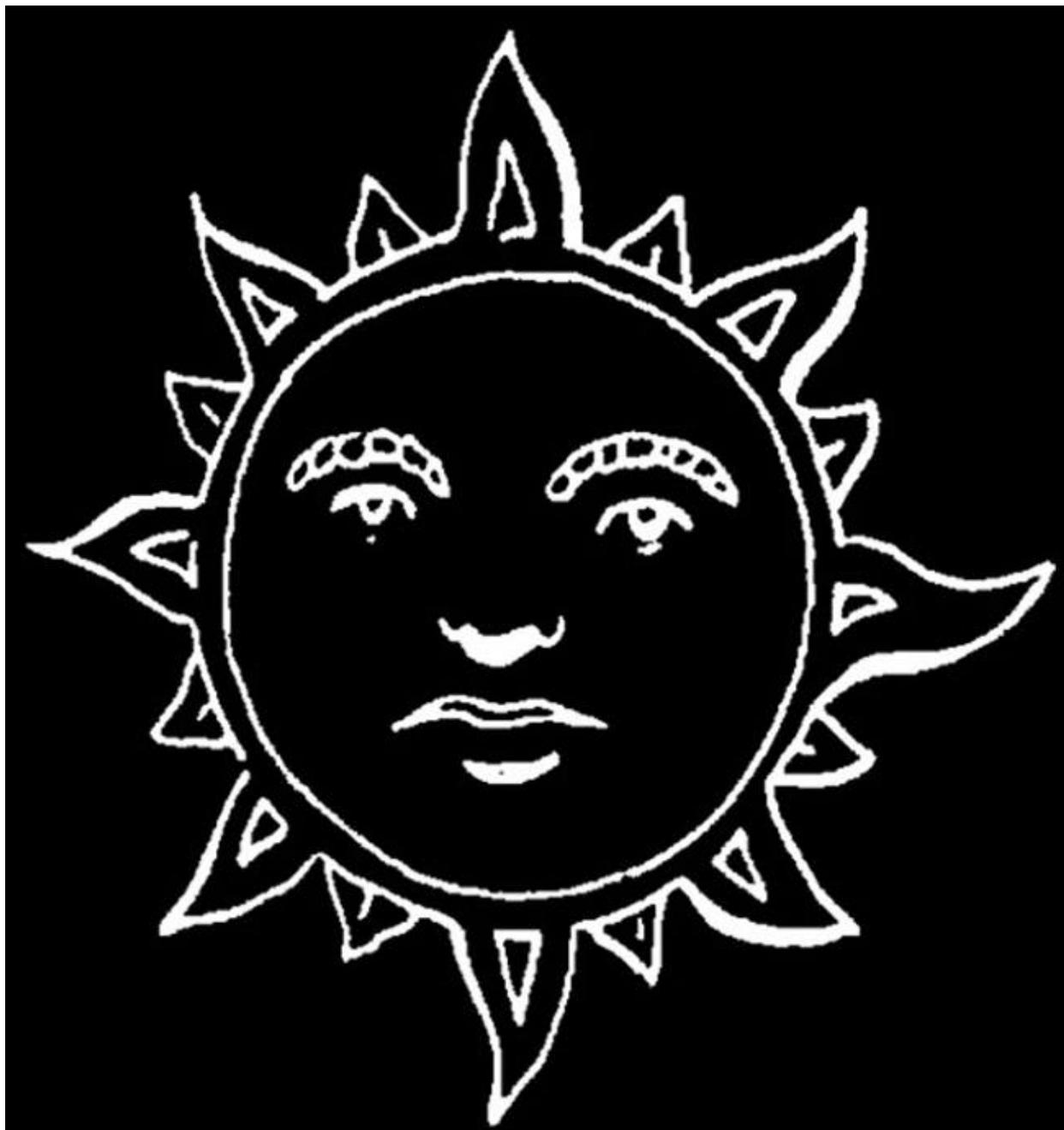
*To whom it may concern:*

*The bearer or bearers of this scroll are on an important mission to aid the city of Waterdeep and should not be hindered in any manner.*

*All reasonable efforts should be made to aid the bearer or bearers if requested.*

*Signed,  
Lord Piergeirson (Paladinson),  
5 Nightal 1370.*

Player Handout #2



Adan Hawkwinter		Neutral Good		Sune		0			
CHARACTER NAME		PLAYER		ALIGNMENT		DEITY		POINTS	
Paladin6	15000	Human	M	6' 4 inches	173 pounds	Normal		VISION	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT				
6	21000	33	M	Dark	Brown, flecked white at temples, Curly medium	+7		TURNS/DAY	
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR				

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>Str</b> Strength	15	+2				HP Hit Points	42		20'
<b>Dex</b> Dexterity	11	0				AC Armour Class	18 = +10 + +8 + 0 + 0 + 0 +	40	-6
<b>Con</b> Constitution	14	+2				TOTAL	ARMOR BONUS	STAT BONUS	SIZE BONUS
<b>Int</b> Intelligence	11	0				INITIATIVE Modifier	0 = 0 +	INITIATIVE BONUS	
<b>Wis</b> Wisdom	15	+2				TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>Cha</b> Charisma	18	+4				BASE ATTACK Bonus	+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	RACE MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>Fortitude</b> Constitution	+11	+5	+2	+4	0		
<b>Reflex</b> Dexterity	+8	+2	0	+6	0		
<b>Will</b> Wisdom	+8	+2	+2	+4	0		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+8/+3	+6/+1	+2			
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+6/+1	+6/+1	0			

UNARMED		TOTAL	BASE ATTACK BONUS	DAMAGE	CRITICAL
		+8/+3		1d3+2	20/x2

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
<b>Dagger</b>	+8/+3	1d4+2	19-20/x2	Neither	0'	P	T
<b>Dart+5 (10)</b>	+11/+6	1d4+7	20/x2	Neither	20'	P	S
<b>*Sword (great)+2</b>	+10/+5	2d6+5	19-20/x2	Both	0'	S	L

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
<b>*Half-plate+1</b>		+8	0	-6	40

EQUIPMENT (0.0 lbs - 66.0/133.0/200.0)			
1.0 x Dagger	1.0	1.0 x Rope,hemp (50ft)	10.0
1.0 x Dart+5 (10)	0.5	1.0 x Sealing wax	1.0
1.0 x Half-plate+1	50.0	1.0 x Signet Ring	0.0
1.0 x Potion of Cure Moderate Wounds	0.0	1.0 x Sword (great)+2	15.0
2.0 x Pouch,belt	0.5	1.0 x Whetstone	1.0

AMMUNITION			
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Name	Abb	RnkTot	Name	Abb	RnkTot	Name	Abb	RnkTot
Climb	STR	0.0 -4	Hide	DEX	0.0 -6	Ride	DEX	6.0 6
Concentration	CON	2.0 4	Innuendo	WIS	4.0 6	Search	INT	0.0 0
Craft (Calligraphy)	INT	1.0 1	Intuit Direction	WIS	1.0 3	Spot	WIS	1.0 5
Diplomacy	CHA	6.0 10	Jump	STR	0.0 -4	Swim	STR	1.0 3
Disguise	CHA	1.0 5	Knowledge (Religion)	INT	4.0 4	Use Rope	DEX	1.0 1
Handle Animal	CHA	1.0 5	Listen	WIS	0.0 4	Wilderness Lore	WIS	1.0 3
Heal	WIS	3.0 5	Move Silently	DEX	1.0 -5			

**SPECIAL ABILITIES**  
 Detect Evil, Divine Grace, Lay on Hands, Divine Health, Aura of Courage, Smite Evil, Turn Undead, Special Mount, Remove Disease 2/week

**FEATS**  
 Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency

**LANGUAGES**  
 Common, Literacy

<b>Paladin</b>		0	1	2	3	4	5	6	7	8	9
Spell DC 12 + Spell Level		0	2	0	0	0	0	0	0	0	0
1: Bless	□□□	Bless Water	□□□	Bless Weapon	□□□						
Create Water	□□□	Cure Light Wounds	□□□	Detect Poison	□□□						
Detect Undead	□□□	Divine Favor	□□□	Endure Elements	□□□						
Magic Weapon	□□□	Protection from Evil	□□□	Read Magic	□□□						
Resistance	□□□	Virtue	□□□								

PCGen template by Richard O'Doherty -Gregg with help from Arcady. If you have any suggestions please send them to OdGregg@bigpond.com

## Adan Hawkwinter

**Appearance:** 6'4' tall, you are muscular and strikingly handsome, as befits one of Sune's followers. Because of your firm jaw, dark eyes and curly brown hair flecked at the temples with pure white (surely a blessing from Sune herself), you are considered by many of the Ladies of Waterdeep to be the quintessential man, a following rivaling even that of Lord Piergeiron Paladinson himself.

**Personality:** Although some call you vain, you are just concerned with looking after the gifts that the Lady Firehair has bequeathed you. An aesthete and hedonist, your prime concern, and one which you do well, is to seek out pleasure and beauty in all things. The pursuit of aesthetic enjoyment, both for your own enjoyment and for the enjoyment of others, is your life.

**Locales Frequented:** You spend most of your time frequenting the various festhalls and taverns of Waterdeep, spreading the message of the beauty of the Lady Firehair. You have lush quarters in the Temple of Beauty, where you keep what is probably the most extensive collection of Sembian firegems in Faerûn (which you regularly set up public viewings of), and serve as the lover of High Priestess Ssaeryl Shadowstar.

**History:** You grew up in Waterdeep, elder son of the prominent Noble Erminas Hawkwinter. A beautiful child, you were a natural to enter the service of the Lady Firehair, and this you did on your 18th birthday. There, you received the finest education in the whole of the Realms in the matters of pleasure and beauty, which included an extensive course in the finer arts of the bedchamber. Over the next decade as a member of the Order of the Ruby Rose, and one favoured highly by Sune herself, you sponsored countless artists to produce magnificent works of great beauty, arranged numerous romantic liaisons for others not as fortunate as yourself to be blessed by Sune, and spread the message of Sune to all who would listen to it. Eventually, you and Ssaeryl Shadowstar, High Priestess of the Temple of Beauty became lovers. Five days ago, you personally identified the bodies of the murdered Sunites from Silverymoon, and you petitioned the city authorities for a chance to act against this despicable cult. This afternoon you heard from High Priestess Shadowstar that your request had been granted, and that you were to meet up later in the Inn of the Dripping Dagger in the Trades Ward. For this task, you brought along a heirloom of your grandfather (a famous giant-slayer in Neverwinter) – a resplendent jeweled magical two-handed sword.



Asioniel Raventree		Neutral Good		Tyr		0			
CHARACTER NAME		PLAYER		ALIGNMENT		DEITY		POINTS	
Cleric7	21000	Human	M	5' 6 inches	175 pounds	Normal			
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION			
7	28000	35	M	Oak brown	Brown, Long	+3			
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
Str Strength	17	+3			HP Hit Points	54			20'
Dex Dexterity	13	+1			AC Armour Class	16 = +10 + +5 + +1 + 0 + 0 +		25 -3 +3	
Con Constitution	17	+3			TOTAL				
Int Intelligence	10	0			ARMOR BONUS				
Wis Wisdom	17	+3			STAT BONUS				
Cha Charisma	11	0			SIZE BONUS				
					NATURAL ARMOR				
					MISC BONUS				
					MISS CHANCE				
					ARCANE FAILURE				
					ARMOR CHECK				
					MAX DEX				
					SPELL RESIST.				

INITIATIVE Modifier **+1** = **+1** + **INITIATIVEBONUS**

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK Bonus **+5**

Name	Abb	RnkTot	Name	Abb	RnkTot	Name	Abb	RnkTot
Appraise	INT	1.0 1	Heal	WIS	6.0 9	Move Silently	DEX	0.0 -2
Climb	STR	0.0 0	Hide	DEX	0.0 -2	Spy	INT	2.0 2
Concentration	CON	2.0 5	Jump	STR	0.0 0	Search	INT	0.0 0
Craft	INT	2.0 2	Knowledge (Arcana)	INT	2.0 2	Spellcraft	INT	3.0 3
(Armorsmithing)			Knowledge (Religion)	INT	3.0 3	Spot	WIS	0.0 5
Diplomacy	CHA	2.0 2	Listen	WIS	0.0 5	Wilderness Lore	WIS	1.0 4
Gather Information	CHA	2.0 2						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	RACE MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
Fortitude Constitution	+9	+5	+3	+1	0		
Reflex Dexterity	+4	+2	+1	+1	0		
Will Wisdom	+10	+5	+3	+2	0		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+8	+5	+3			
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+6	+5	+1			

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+8	1d3+3	20/x2

WEAPON

	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Dagger, silvered	+8	1d4+3	19-20/x2	Neither	0'	P	T
*Hammer (light), Masterwork	-3	1d4+1	20/x2	Off-hand	20'	B	S
Mace (heavy), Masterwork	+9	1d8+3	20/x2	Neither	0'	B	M
*Morningstar, Masterwork	+5	1d8+3	20/x2	Primary	0'	BP	M

ARMOR

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale mail+1	+5	+3	-3	25

EQUIPMENT (17.0 lbs - 86.0/173.0/260.0)

1.0 x Backpack	2.0	1.0 x Morningstar, Masterwork	8.0
6.0 x Candle	0.0	1.0 x Potion of Blur	0.0
1.0 x Cloak of Resistance+1	1.0	1.0 x Potion of Cat's Grace	0.0
1.0 x Dagger, silvered	1.0	2.0 x Pouch,belt	0.5
1.0 x Flint and Steel	0.0	2.0 x Sack(empty)	0.5
1.0 x Hammer (light), Masterwork	2.0	1.0 x Scale mail+1	30.0
1.0 x Mace (heavy), Masterwork	12.0		

Cleric of Tyr

Domain	Granted Power
Good	You cast good spells at +1 caster level.
Retribution	If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or missile weapon against the person on you next action. If this attack hits you deal maximum damage. You may use this supernatural ability once a day.

AMMUNITION

00000	00000	00000	00000
00000	00000	00000	00000
00000	00000	00000	00000
00000	00000	00000	00000

SPECIAL ABILITIES

Turn Undead

FEATS

Alertness,Armor Proficiency (heavy),Armor Proficiency (light),Armor Proficiency (medium),Blind-Fight,Brew Potion,Bullheaded,Shield Proficiency,Simple Weapon Proficiency

LANGUAGES

Common, Literacy

SPELLS

Domain	0	1	2	3	4	5	6	7	8	9
Spell DC 13 + Spell Level	0	1	1	1	1	0	0	0	0	0

1: Protection from Evil	000	Shield of Faith	000
2: Aid	000	Endurance	000
3: Magic Circle against Evil	000	Speak with Dead	000
4: Fire Shield	000	Holy Smite	000

Domain	0	1	2	3	4	5	6	7	8	9
Spell DC 13 + Spell Level	6	5	4	3	1	0	0	0	0	0

0: Create Water	000	Cure Minor Wounds	000	Detect Magic	000
Detect Poison	000	Forager's Blessing	000	Guidance	000
Inflict Minor Wounds	000	Light	000	Mending	000
Purify Food and Drink	000	Read Magic	000	Resistance	000
Virtue	000				

1: Bane	000	Bless	000	Bless Water	000
Cause Fear	000	Command	000	Comprehend Languages	000
Cure Light Wounds	000	Curse Water	000	Deathwatch	000
Detect Chaos	000	Detect Evil	000	Detect Good	000
Detect Law	000	Detect Undead	000	Divine Favor	000
Doom	000	Endure Elements	000	Entropic Shield	000
Inflict Light Wounds	000	Invisibility to Undead	000	Magic Stone	000
Magic Weapon	000	Obscuring Mist	000	Protection from Chaos	000
Protection from Evil	000	Protection from Good	000	Protection from Law	000
Random Action	000	Remove Fear	000	Sanctuary	000
Shield of Faith	000	Summon Monster I	000	Womb of the Earth	000

2: Aid	000	Animal Messenger	000	Augury	000
Bull's Strength	000	Calm Emotions	000	Consecrate	000
Cure Moderate Wounds	000	Darkness	000	Death Knell	000
Delay Poison	000	Desecrate	000	Endurance	000
Enthrall	000	Find Traps	000	Gentle Repose	000
Hold Person	000	Inflict Moderate Wounds	000	Lesser Restoration	000
Make Whole	000	Remove Paralysis	000	Resist Elements	000
Shatter	000	Shield Other	000	Silence	000
Sound Burst	000	Speak with Animals	000	Spiritual Weapon	000
Summon Monster II	000	Undetectable Alignment	000	Zone of truth	000

3: Animate Dead	000	Bestow Curse	000	Blindness/Deafness	000
Contagion	000	Continual Flame	000	Create Food and Water	000
Cure Serious Wounds	000	Daylight	000	Deeper Darkness	000
Dispel Magic	000	Glyph of Warding	000	Helping Hand	000
Inflict Serious Wounds	000	Invisibility Purge	000	Locate Object	000
Magic Circle against Chaos	000	Magic Circle against Evil	000	Magic Circle against Good	000
Magic Circle against Law	000	Magic Vestment	000	Meld into Stone	000
Negative Energy Protection	000	Obscure Object	000	Prayer	000
Protection from Elements	000	Remove Paralysis	000	Remove Curse	000
Remove Disease	000	Searing Light	000	Speak with Dead	000
Speak with Plants	000	Stone Shape	000	Summon Monster III	000

Water Breathing	□□□	Water Walk	□□□	Wind Wall	□□□
4. Air Walk	□□□	Bane Weapon	□□□	Control Water	□□□
Cure Critical Wounds	□□□	Death Ward	□□□	Dimensional Anchor	□□□
Discern Lies	□□□	Dismissal	□□□	Divination	□□□
Divine Power	□□□	Freedom of Movement	□□□	Giant Vermin	□□□
Greater Magic Weapon	□□□	Imbue with Spell Ability	□□□	Inflict Critical Wounds	□□□
Lesser Planar Ally	□□□	Neutralize Poison	□□□	Poison	□□□
Repel Vermin	□□□	Restoration	□□□	Sending	□□□
Spell Immunity	□□□	Status	□□□	Summon Monster IV	□□□
Tongues	□□□				

PCGen template by Richard O'Doherty -Gregg with help from Arcadv. If you have any suggestions please send them to [OdGregg@bigpond.com](mailto:OdGregg@bigpond.com)

## Asioniel Raventree

**Appearance:** 35 years old, you are of medium height (5' 6") and athletic build, you have deep, oak-brown eyes, and long brown hair. You carry yourself like a confident warrior, not a demure society girl.

**Personality:** You are strong-willed, vociferous in your beliefs, and willing to back them up with your sword arm – a natural to be in the service of Tyr.

**Locales Frequented:** Your home in the North Ward of Waterdeep.

**History:** You grew up in Waterdeep, the first-born daughter of a minor priest of Tyr. It was only natural that you would join the priesthood, since all first-born children of your family, as far back as any of you can remember, joined the priesthood. As Tyr has no permanent temple in the City of Splendours, you trained in Baldur's Gate. Last year, you returned to the city of your birth with several of your temple-companions, to spread the word of your faith. You are currently negotiating with the City Authorities to purchase a site in the Sea Ward for use as a temple. As your faith has a very good reputation with most of the other faiths in the city, you were not surprised to receive a request for assistance from the Sunites yesterday. They asked you to send your best warrior to the Inn of the Dripping Dagger. As you always lead by example, you yourself responded.



Character sheet header table with fields: CHARACTER NAME, PLAYER, ALIGNMENT, DEITY, POINTS, CLASS, EXPERIENCE, RACE, SIZE, HEIGHT, WEIGHT, VISION, LEVEL, NEXT LEVEL, AGE, GENDER, EYES, HAIR, TURNS/DAY.

Ability scores table: Str (18), Dex (12), Con (11), Int (10), Wis (15), Cha (15) with modifiers and temporary scores.

HP (41), AC (21), INITIATIVE (+1), BASE ATTACK (+5) and SKILLS table with Name, Abb, Rnk, Tot columns.

Saving Throws table: Fortitude (+6), Reflex (+3), Will (+6) with breakdowns.

MELEE and RANGED ATTACK BONUS tables with breakdowns for Base Attack Bonus, STR, Size, Misc, and Temporary modifiers.

UNARMED table with columns: WEAPON, +HIT, DAMAGE, CRITICAL, HAND, RANGE, TYPE, SIZE.

ARMOR table with columns: TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

EQUIPMENT table listing items like Backpack, Mace, Morningstar, Warhammer with stats.

Cleric of Tempus section header and start of Domain table.

Domain table with columns: Domain, Granted Power.

AMMUNITION table with columns for ammunition types and counts.

Special Abilities, Feats, Languages, and Spells sections.

Spells table for Cleric, listing spells like Create Water, Detect Poison, Bless, Command, etc.

Domain table for Cleric, listing spells like Endure Elements, Sanctuary, Bull's Strength, Shield Other.

## Elric Silmerhelve

**Appearance:** Tall, thin and handsome, you have long graying light blond hair. You have gentle blue eyes which shine out of deep eye-sockets. You have a finger-long scar on your scalp (not usually visible as you wear your hair long), the result of a close encounter with an Orc blade during your youth.

**Personality:** Shy and reserved, but your inner kindness and gentleness do generally shine through. You grieve deeply for your wife Lithiya, killed last year in what appeared to be a random street-mugging gone wrong. It is a source of constant pain to you that her killers have never been caught.

**Locales Frequented:** You spend most of your time nowadays at the House of Heroes, the magnificent temple complex of Tempus in the Sea Ward, helping train young acolytes of the Lord of Battles in the arts of war.

**History:** You grew up in Waterdeep, younger son of the prominent Noble Laeron Silmerhelve. A free spirit in your youth, you rebelled against your family's authority and ran away at the age of 19, and found yourself a berth in a mercenary company who had just been hired to escort a caravan of rare spices from Waterdeep to Cormyr. For the next five years, you worked as a caravan guard. But when the caravan you were guarding was attacked outside Arabel by Orc Raiders, all of your companions were killed, and you only survived due to a strange apparition of a helmeted and armored warrior which scared away the orcs. You later found out that this apparition was that of Tempus, which encouraged you to submit to Tempus' service. During a decade of serving the Lord of Battles in Cormyr, you rose through the ranks to become Swordmaster, a position of respect and worthiness. Five years ago you decided to return to Waterdeep and reconcile yourself with your family. The local temple of Tempus, the Hall of Heroes, recruited you as Battlemaster, in charge of training young and inexperienced acolytes in the arts of war, a position which you found immediately to your liking. So much so, you fell in love with one of your acolytes, a beautiful young warrior-priestess named Lithiya. After a brief courtship, you married and settled down, but you were denied a life together by the cruel blade of a street criminal. So, after her death, you immersed yourself in serving Tempus by training more and better acolytes than you had ever done before. You were at first genuinely surprised to receive instructions from your superior, Turik Bloodhelm, to go to the Inn of the Dripping Dagger in full battle dress for an important mission for the city, but on reflection you realized that you probably were the perfect choice for whatever the mission is.



Debeth the Jolly				Lawful Neutral	Boccob	0
CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Sorcerer6	15000	Human	M	5' 8 inches	200 pounds	Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
6	21000	56	M	Sparkling blue	Gray, Medium	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER																	
<b>Str</b> Strength	9	-1			<b>HP</b> Hit Points	17	TOTAL WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED				
<b>Dex</b> Dexterity	14	+2			<b>AC</b> Armour Class	18	= +10	+ 0	+ +8	+ 0	+ 0	+ 0			0	0	+2				
<b>Con</b> Constitution	11	0			TOTAL		ARMOR BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.					

<b>Int</b> Intelligence	12	+1			<b>INITIATIVE</b> Modifier	+6	= +2	+ INITIATIVE BONUS
<b>Wis</b> Wisdom	13	+1			TOTAL		DEX MODIFIER	MISC MODIFIER
<b>Cha</b> Charisma	16	+3			<b>BASE ATTACK</b> Bonus	+3		

Name	Abb	Rnk	Tot	Name	Abb	Rnk	Tot	Name	Abb	Rnk	Tot
Climb	STR	2.0	1	Listen	WIS	0.0	1	Search	INT	0.0	1
Concentration	CON	3.0	3	Move Silently	DEX	0.0	2	Spellcraft	INT	4.0	5
Hide	DEX	0.0	2	Profession (Apothecary)	WIS	2.0	3	Spot	WIS	0.0	1
Jump	STR	0.0	-1	Profession (Innkeeper)	WIS	1.0	2	Swim	STR	2.0	1
Knowledge (Arcana)	INT	4.0	5	Scry	INT	3.0	4	Wilderness Lore	WIS	1.0	2

<b>Fortitude</b> Constitution	+3	= +2	+ 0	+ +1	+ 0	+ [ ]	
<b>Reflex</b> Dexterity	+5	= +2	+ +2	+ +1	+ 0	+ [ ]	
<b>Will</b> Wisdom	+7	= +5	+ +1	+ +1	+ 0	+ [ ]	
<b>MELEE</b> ATTACK BONUS	+2	= +3	+ -1	+ [ ]	+ [ ]	+ [ ]	
<b>RANGED</b> ATTACK BONUS	+5	= +3	+ +2	+ [ ]	+ [ ]	+ [ ]	

**SPECIAL ABILITIES**

Summon Familiar

**FEATS**

Blind-Fight, Combat Casting, Improved Initiative, Quicken Spell, Simple Weapon Proficiency

**LANGUAGES**

Common, Literacy

**SPELLS**

Sorcerer	0	1	2	3	4	5	6	7	8	9
<b>Spell DC 13 + Spell Level</b>	6	7	6	4	0	0	0	0	0	0
0: Dancing Lights	□□□				□□□				□□□	
Light	□□□				□□□				□□□	
Read Magic	□□□				□□□				□□□	
1: Burning Hands	□□□				□□□				□□□	
Detect Secret Doors	□□□				□□□				□□□	
2: Bull's Strength	□□□				□□□				□□□	
Cat's Grace	□□□				□□□				□□□	
3: Hold Person	□□□				□□□				□□□	

<b>UNARMED</b>	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	
	+2	+3	-1	[ ]	[ ]	[ ]	
<b>WEAPON</b>	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
<b>Dagger</b>	+2	1d4-1	19-20/x2	Neither	0'	P	T
<b>Mace (light)</b>	+2	1d6-1	20/x2	Neither	0'	B	S
<b>*Quarterstaff+2</b>	0/-4	1d6+1/1d6	20/x2	Both	0'	B	L
<b>Sling</b>	+5	1d4-1	20/x2	Neither	50'	B	S

<b>ARMOR</b>	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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**EQUIPMENT (16.5 lbs - 30.0/60.0/90.0)**

1.0 x Backpack (small)	0.5	1.0 x Potion of Cure Moderate Wounds	0.0
1.0 x Bracers of Armor(5)	0.0	1.0 x Potion of Protection from Elements (Electricity)	0.0
1.0 x Cloak of Resistance+1	1.0	2.0 x Pouch, belt	0.5
1.0 x Dagger	1.0	1.0 x Quarterstaff+2	4.0
1.0 x Dust of Appearance	0.0	2.0 x Rations, trail(per day)	1.0
1.0 x Ioun Stone (Clear)	0.0	1.0 x Ring of Protection +1	0.0
1.0 x Keoghtom's Ointment	0.5	1.0 x Scroll of Chill Metal	0.5
1.0 x Mace (light)	6.0	1.0 x Sling	0.0
1.0 x Masking perfume	0.0	1.0 x Traveler's outfit	5.0
1.0 x Potion of Cure Light Wounds	0.0		

**AMMUNITION**

□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□

PCGen template by Richard O'Doherty -Gregg with help from Arcady. If you have any suggestions please send them to OdGregg@bigpond.com

## Debeth the Jolly

**Appearance:** Short and getting stout as you near old age, you have gray hair and sparkling blue eyes.

**Personality:** Affable and talkative, you love a good story. You know many, but are always looking for more. You're so good at gathering news, that behind the facade of a respectable Inn Owner, you're also a secret agent for the "One", the mysterious head of the Red Sashes, a secretive mercenary group working out of Waterdeep.

**Locales Frequented:** You spend most of your time nowadays puttering about in your Inn, the Sleepy Sylph, in Castle Ward, with your wife, Leandra, who runs it with the aid of your grown-up daughters, Aredana and Deluna.

**History:** You grew up in Waterdeep, the son of a well-off Rug Merchant and at the age of 18, enlisted in the City Guard. You rose through the ranks of the Guard until you were an *armar* (sergeant). Then you discovered your talent for magic. You left the City Guard to pursue your studies of the arcane arts full time (sponsored by the mage Maskar Wands no less), but reached a tacit understanding with your former employers that you could be called upon for "special missions" that needed the use of your talents from time to time. And so, over the last four or so decades, every couple of years, you've applied your talents to a variety of tasks, some dangerous, some mundane, all interesting. At first you were irritated by the once-or-twice yearly calls for your aid, especially since you were trying to get your inn off the ground, but the fact that you were paid handsomely in gold each time helped a lot. That and the fact that you were doing something for the good of the city. But the last three years you haven't been asked to do anything for the authorities – you had thought that perhaps they had forgotten about you – or didn't need a rotund, tired old mage. But you were wrong. You immediately recognised the summons left this morning at your inn, so you gathered together all your special items you have saving up all these years, and made your way to the Inn of the Dripping Dagger. On the way you called in at one of the inns frequented by fellow members of the Red Sashes, to see if they knew anything about this latest summons. However, rather unusually, because they are normally a great source of information, they didn't.



Laurel Sondaran		Chaotic Good			0	
CHARACTER NAME	PLAYER	ALIGNMENT	DEITY	POINTS		
Wizard4 Rogue3	0	Half-Elf M	5' 10 inches	155 pounds	Low-light	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
7	28000	44	F	Dark Green	Russet, Long worn in bun	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
Str Strength	15	+2			Hit Points	25				30'
Dex Dexterity	15	+2			AC	12	+10	0	+2	0
Con Constitution	12	+1			Armour Class		0	0	0	+2
Int Intelligence	15	+2			INITIATIVE	+2	+2	INITIATIVE BONUS		
Wis Wisdom	13	+1			Modifier					
Cha Charisma	16	+3			BASE ATTACK	+4				
					Bonus					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	RACE MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
Fortitude Constitution	+3	+2	+1	0	0		
Reflex Dexterity	+6	+4	+2	0	0		
Will Wisdom	+6	+5	+1	0	0		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+6	+4	+2			
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+6	+4	+2			

UNARMED	TOTAL	BASE ATTACK BONUS	DAMAGE	CRITICAL			
	+6		1d3+2	20/x2			
WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE		

EQUIPMENT (1.5 lbs - 66.0/133.0/200.0)									
10.0 x Arrow, masterwork	0.15								
AMMUNITION									
Arrow, masterwork	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Name	Abb	Rnk	Tot	Name	Abb	Rnk	Tot	Name	Abb	Rnk	Tot
Alchemy	INT	3.0	5	Gather Information	CHA	4.0	7	Move Silently	DEX	3.0	5
Appraise	INT	1.0	3	Hide	DEX	2.0	4	Open Lock	DEX	3.0	5
Climb	STR	4.0	6	Jump	STR	0.0	2	Read Lips	INT	2.0	4
Concentration	CON	2.0	3	Knowledge(Arcana)	INT	2.0	4	Scry	INT	2.0	4
Craft (Sculpture)	INT	2.0	4	Knowledge							
Craft (Architecture and engineering)	INT	2.0	4	Knowledge(History)	INT	2.0	4	Search	INT	0.0	3
Craft (Trapmaking)	INT	2.0	4	Knowledge(Religion)	INT	2.0	4	Spellcraft	INT	2.0	4
Disable Device	INT	4.0	6	Knowledge(Religion)	INT	2.0	4	Spot	WIS	0.0	4
Disguise	CHA	2.0	5	Knowledge(Underdark)	INT	2.0	4	Use Rope	DEX	2.0	4
Escape Artist	DEX	2.0	4	Listen	WIS	2.0	6				

**SPECIAL ABILITIES**  
 Summon Familiar, Evasion, Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC), Elven Blood, Immunity to sleep, save +2 vs enchantment spells

**FEATS**  
 Alertness, Armor Proficiency (light), Blind-Fight, Brew Potion, Scribe Scroll

**LANGUAGES**  
 Common, Dwarven, Elven, Literacy, Orc

<b>SPELLS</b>										
Wizard	0	1	2	3	4	5	6	7	8	9
Spell DC 12 + Spell Level	4	4	3	0	0	0	0	0	0	0
0: Arcane Mark	□□□	Dancing Lights	□□□	Daze	□□□					
Detect Magic	□□□	Detect Poison	□□□	Disrupt Undead	□□□					
Flare	□□□	Ghost Sound	□□□	Light	□□□					
Mage Hand	□□□	Mending	□□□	Open/Close	□□□					
Prestidigitation	□□□	Ray of Frost	□□□	Read Magic	□□□					
Resistance	□□□									

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## Laurel Sondaran

**Appearance:** You are a tall (5' 10'), attractive, russet-haired woman, in your forties (although you look like a human in her mid-thirties). Your form is slim and graceful, a legacy of your elven mother (along with your lack of ear-lobes), with good muscle tone, a legacy of your human father. Your chestnut hair is usually bound up at shoulder length; when you let it down, it extends to below your waist. When you are on "business" for the City Guard or the Harpers, you don loose, dark clothing and bind your tresses into a tight bun.

**Personality:** You are adventurous and thrill-seeking – but not foolhardy. You enjoy a good time as much, if not more, than the next person, but you are glad that the gods have given you the ability to enjoy life to the fullest.

**Locales Frequented:** Waterdeep and the surrounding area – wherever your superiors send you. You have several rooms on the upper floor of the Jade Jug in the Castle Ward, which is owned by your half-brother Cort.



**History:** You grew up in Waterdeep, daughter of an elven adventurereess called Miriel Ashenstar, and a human father, Bergil Sondaran, a priest of Sune. Your mother left when you were 16 on the "retreat" to Evermeet – since then you have heard from her but twice. Your father died the following year from a strange wasting disease that his fellow clerics couldn't do anything about. Orphaned, you drifted into petty street crime to support yourself. This career was cut short after only six months when you were apprehended by the City Guard trying to break into a villa belonging to the Helmfast family in the North Ward. However, instead of being tried and punished for your crime. The City Guard offered you a deal – work for them instead and put your talents to use for the benefit of the city. Since that day, you've turned your life around – you've become a special agent for the City Guard, discovered a talent for the Art you didn't know you have, discovered you had a half-brother, and most importantly, become a Harper – which you discovered your father was as well. However, in recent months you've become aware of a split in the Harpers, with the result that the Blackstaff, Khelben Arunsun, for some unknown reason is now considered *persona-non-grata*. You've heard rumours that this was for aiding the Zhentarim, although you personally disbelieve it. However, since then, some strange magical field is preventing you from approaching Blackstaff Tower. So, in these troubling times, it was no surprise to you that you were summoned to the Inn of the Dripping Dagger on your day off for another "special mission".

**Notable Magic Items:** As a symbol of your Harper membership, you wear a *harper's pin*, magically disguised as a necklace.

Sneb Blackheart		Lawful Neutral		Fharlanghn		0							
CHARACTER NAME		PLAYER		ALIGNMENT		DEITY		POINTS					
Fighter3 Rogue3		15000		Human M		6' 0 inches		180 pounds		Normal			
CLASS		EXPERIENCE		RACE		SIZE		HEIGHT		WEIGHT		VISION	
6		21000		31		M		Green		Auburn-red, Longish		0	
LEVEL		NEXT LEVEL		AGE		GENDER		EYES		HAIR		TURNS/DAY	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER		TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED	
<b>Str</b> Strength	14	+2				<b>HP</b> Hit Points	34			30'	
<b>Dex</b> Dexterity	17	+3				<b>AC</b> Armour Class	17 = +10 + +4 + +3 + 0 + 0 +		10	0	+6
<b>Con</b> Constitution	13	+1				TOTAL					

<b>Int</b> Intelligence	11	0				<b>INITIATIVE</b> Modifier	+7 = +3 + <b>INITIATIVEBONUS</b>
<b>Wis</b> Wisdom	11	0				TOTAL	
<b>Cha</b> Charisma	14	+2				<b>BASE ATTACK</b> Bonus	+5

Name	Abb	RnkTot	Name	Abb	RnkTot	Name	Abb	RnkTot
Appraise	INT	4.0 4	Disable Device	INT	4.0 4	Move Silently	DEX	2.0 5
Bluff	CHA	2.0 6	Gather Information	CHA	1.0 5	Open Lock	DEX	2.0 5
Climb	STR	2.0 4	Handle Animal	CHA	2.0 4	Ride	DEX	2.0 5
Concentration	CON	1.0 2	Hide	DEX	1.0 4	Search	INT	0.0 0
Craft(Armorsmithing)	INT	1.0 1	Innuendo	WIS	2.0 2	Spot	WIS	2.0 4
Craft(Bowmaking)	INT	2.0 2	Intuit Direction	WIS	2.0 2	Swim	STR	2.0 4
Craft(Weaponsmithing)	INT	1.0 1	Jump	STR	1.0 3			
Decipher Script	INT	1.0 1	Listen	WIS	4.0 6			

<b>Fortitude</b> Constitution	+5 = +4 + +1 + 0 + 0 +	
<b>Reflex</b> Dexterity	+7 = +4 + +3 + 0 + 0 +	
<b>Will</b> Wisdom	+2 = +2 + 0 + 0 + 0 +	
<b>MELEE</b> ATTACK BONUS	+7 = +5 + +2 + + + +	
<b>RANGED</b> ATTACK BONUS	+8 = +5 + +3 + + + +	

**SPECIAL ABILITIES**

Evasion,Sneak Attack +2d6,Uncanny Dodge (Dex bonus to AC)

**FEATS**

Alertness,Armor Proficiency (heavy),Armor Proficiency (light),Armor Proficiency (medium),Blind-Fight,Combat Reflexes,Dodge,Improved Initiative,Martial Weapon Proficiency,Shield Proficiency,Simple Weapon Proficiency,Street Smarts

**LANGUAGES**

Common, Literacy

**UNARMED**

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
+7	+5	+2			

**WEAPON**

	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Axe (throwing)	+7	1d6+2	20/x2	Neither	0'	S	S
Dart	+8	1d4+2	20/x2	Neither	20'	P	S
Gauntlet	+7	+2	20/x2	Neither	0'	B	
Shortbow (composite), Masterwork	+9	1d6	20/x3	Both	70'	P	M
*Sword (long)+1	+4	1d8+3	19-20/x2	Primary	0'	S	M
*Sword (short), Masterwork	0	1d6+1	19-20/x2	Off-hand	0'	P	S

**ARMOR**

	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather+2		+4	+6	0	10

**EQUIPMENT (22.0 lbs - 58.0/116.0/175.0)**

2.0 x Axe (throwing)	4.0	2.0 x Rations, trail(per day)	1.0
6.0 x Dart	0.5	1.0 x Shortbow (composite), Masterwork	2.0
1.0 x Gauntlet	2.0	1.0 x Sword (long)+1	4.0
1.0 x Leather+2	15.0	1.0 x Sword (short), Masterwork	3.0
1.0 x Potion of Delay Poison	0.0	1.0 x Waterskin	4.0
2.0 x Pouch,belt	0.5	1.0 x Whetstone	1.0

**AMMUNITION**

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PCGen template by Richard O'Doherty -Gregg with help from Arcady. If you have any suggestions please send them to OdGregg@bigpond.com

## Sneb Blackheart

**Appearance:** Six foot tall and sturdily built, you have longish auburn-red hair and green eyes. You are fairly handsome but until recently you rarely smiled. Numerous scars line your stomach and back, the result of Zhentarim torture.

**Personality:** In your younger days, you were a untroubled, bold and brave adventurer. But four years ago you were caught by some Zhentarim in the Dalelands, accused of being a Cormyrean spy and tortured for information. Since your escape, you have settled down a bit, moved to Waterdeep. Calm and steady, even under pressure, you are now the consummate professional at whatever you turn your hand to.

**Locales Frequented:** Waterdeep and the surrounding area – wherever your superiors send you. You currently live in senior officer’s accommodation in Castle Waterdeep.

**History:** You originally were from Selgaunt in Sembia. At the age of 18, you left to go adventuring in the Dales, a tradition in your family. And so for the next decade or so, you tramped your way about the Dales as part of an adventuring company called “Vermin Control Inc.” You earned the moniker “Blackheart” by slaughtering a troop of helpless captured orcs, an act you’ve long since repudiated as a weakness of youth. Four years ago you were captured by Zhentarim agents in Archendale and tortured because they thought that you were a Cormyrean spy. You escaped when Harper agents and the rest of your adventuring company attacked the Zhent hideout and rescued you. Left a physical wreck by your ordeal, you decided that the adventuring life wasn’t for you, and you “retired”, still a young man, to Waterdeep. Since then, you have met a local girl, Elysia, and with your health improving (due to the Sea Air, you think), joined the City Guard, where you have risen to the rank of Captain. A month ago, you were contacted by a friend of yours, Winter Zulth, a mapmaker in the Sea Ward, and asked to join a secret group for good called the Tel’Teukiira or Moonstars. This summons to the Inn of the Dripping Dagger you presume is your first mission for them.

**Notable Magic Items:** As a symbol of your Moonstar membership, you have two notable magical items – the first are a thin pair of mithril gauntlets, *gauntlets of weaponry arcane* which give you a bonus to hit with any hand-held weapon (this has been included in your character sheet) – you normally hide these beneath a pair of battered leather gloves. The second is a badge called a Teukiir that is able to be disguised as anything you want it to be – you currently have it disguised as a belt buckle. It trembles whenever another Teukiir badge comes within 100 ft. of it (so far the only other person you know who has a badge is Winter), and he has told you that if you say the command word “Harlenfir”, you will be transported to a safe place and you haven’t tried doing it yet.

