



FORGOTTEN REALMS®

NEW WORLD, NEW CHALLENGES

In the wake of the cataclysmic event known as the Spellplague, promise and peril range far and wide across the land of Faerûn—as do heroes who thrive on action and adventure. The FORGOTTEN REALMS® Player's Guide presents everything a DUNGEONS & DRAGONS® player needs to create and run a character in the most recent incarnation of the renowned FORGOTTEN REALMS® setting or to add new options to any D&D® game.

This 4th Edition D&D rules supplement tells players what their characters know about the world where they were born. It includes information on the many regions where player characters originate as well as an overview of the forces and phenomena that make the world go around. There's plenty of game material inside too, including two new character races, the drow and the genasi; new feats, rituals, paragon paths, and epic destinies; and a new character class, the swordmage.

Use this material to run a FORGOTTEN REALMS campaign or to add new elements to any D&D game.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

Player's Handbook® Dungeon Master's Guide®
Monster Manual®
FORGOTTEN REALMS® Campaign Guide



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DUNGEONS & DRAGONS®

FORGOTTEN REALMS® PLAYER'S GUIDE

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ROLEPLAYING GAME SUPPLEMENT
Rob Heinsoo • Logan Bonner • Robert J. Schwalb

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INTRODUCTION

FOR MORE than twenty years, the FORGOTTEN REALMS campaign setting has invited players of the DUNGEONS & DRAGONS game to walk the streets of Waterdeep, to sail the Sea of Fallen Stars, and traverse the trails of the Far East. Names such as Drizzt Do’Urden and Elminster have become legend to both player characters and players.

The continent of Faerûn is a land of darkness and light—wilderness and civilization. From the subterranean depths of the Underdark to the dazzling heights of Airspur, the people of Faerûn inhabit even the most remote lands and inhospitable environments. The people of Faerûn vary as widely as the continent’s geography, and they pursue virtually every walk of life to survive and prosper.

Adventurers come in all shapes and sizes, and the greatest heroes often arise from the unlikeliest of sources. Motivations differ as much as the color of one’s skin, or the shape of one’s eyes or ears, yet it is those differing motivations that create a hearty adventure. A character’s race and class create a canvas on which you might paint a story. The colors you use to create the masterpiece are the triumphs and tragedies of your character’s past deeds and future hopes. With each ambition, motivation, and background element you introduce to your character, you make the picture clearer and more enduring.

TEN IMPORTANT FACTS

The following points describe the biggest changes to the world of Toril since the previous edition of the FORGOTTEN REALMS Campaign Setting. If you are familiar with the setting, these will summarize the major events in the world since 1374 DR, the Year of Lightning Storms. If you are new to the setting, this information will give you the basic background that most inhabitants know.

1. *Roughly a hundred years have passed in the world since the previous edition of the campaign setting.* The current year is 1479 DR, the Year of the Ageless One.

2. *The Spellplague has drastically altered the cosmos.* The Spellplague broke out in 1385 DR (the Year of Blue Fire), the result of unfettered wild magic on the death of the goddess Mystra. Whole countries are

gone, especially in regions south of the Sea of Fallen Stars. Even familiar lands have become magical and fantastic in appearance. Islands of rock called earthmotes drift through the sky. Weird towers and spires of stone jut from the landscape. Spectacular chasms and waterfalls abound.

All things were sustenance for the Spellplague’s insatiable hunger—it assailed and transformed flesh, stone, magic, space, and dimensional walls. Even the cosmos beyond Toril was affected. Some ancient realms returned that had been thought gone forever (such as the Feywild), and entire planes (such as the Abyss) shifted to a new cosmic structure.

3. *Portions of Abeir have fused with Toril.* The Spellplague raged even beyond planar boundaries, and Toril’s long-lost twin world, cut off for tens of millennia, was also caught up in the maelstrom. Large parts of Faerûn exchanged places with equivalent land masses on Abeir, bringing their populations with them. Across the Trackless Sea, an entire continent of the lost realm reappeared, now called Returned Abeir.

4. *The number of gods has dropped markedly.* During the last century, even deities succumbed to divine and diabolical plots or to the chaos of the Spellplague. Of those now absent, many died, some left, and a few were revealed to be aspects of already extant gods. Others lost so much power that they became exarchs, lesser divinities who serve the other gods.

5. *The Spellplague left its mark on creatures.* Some effects of the Spellplague persist to this day, especially in the so-called Plaguelands where wild magic yet rages unrestrained. After exposure to the Plaguelands, some creatures exhibit physical marks called spellscars. These spellscarred individuals develop unique abilities, but not without a price.

Victims of the original Spellplague were horribly changed, not simply scarred, their flesh warped in unimaginable ways. The abilities of the spellscarred, though unique, are never as monstrous and powerful as those of plaguechanged creatures. Luckily, such monsters are few, and of those, only a handful are free-willed, mobile threats.

6. *Huge Underdark collapses have changed the surface of Faerûn.* As the earth fell away, the level and position

of the Sea of Fallen Stars shifted drastically. An enormous opening into the Underdark has formed south of the Chondalwood. In addition to this country-sized hole in the earth, underground shifting has made the Underdark much more accessible to the surface world.

7. Thay has become a terrible undead threat. The former land of the Red Wizards is now under the control of a single power-mad regent: Szass Tam. He nearly succeeded in performing a ritual that would have made him an immortal being. Szass Tam failed, but in so doing he transformed Thay into a nightmare land of death. Now the regent is intent on expanding Thay's borders so that he can attempt the ritual again.

8. The ancient empire of Netheril has been restored. The Twelve Princes of Shade rule from their capital city, Shade Enclave, in a land newly reclaimed from the Anauroch Desert. Netheril is once again a major player and a threat to all the northern realms.

9. Ancient elven lineages have returned to Faerûn. With the reappearance of the Feywild, its natives have begun exploring the world again. These fey folk collectively call themselves eladrin, and many Faerûnian elves have also adopted this name for their lineage, though they have not forgotten their

NOT JUST AN “FR” BOOK

You can take advantage of the *FORGOTTEN REALMS Player’s Guide* (and your DM can use its companion volume, the *Campaign Guide*) even if the campaign you play in is not set in the world of Toril.

All of the concepts and details in this book can work just as well in a setting that your DM has devised. In other words—with your DM’s approval, of course—you can pick and choose, using the parts of this material that you find most interesting or most compatible with the setting you’re already using. By doing so, you can inject the wonder and intrigue of Faerûn into your game while keeping all the elements of your existing world that you and the other players have become accustomed to.

For example, the swordmage class described in Chapter 2 of this book has its conceptual roots in the *FORGOTTEN REALMS* setting, but nothing about the class prevents it from being used in any D&D game. Similarly, the new dark pact for warlocks and the rules for creating spellscarred characters can be a feature of any setting. The same is true of the genasi, a new race found in Chapter 1; the new feats presented in Chapter 4; the unique geography of the land of Thay (see page 122); and virtually any other part of this book.

If you’re intrigued by something you see inside the *Player’s Guide*, talk to your DM about incorporating it into your game. After all, the best D&D experience is one in which the DM and the players cooperate to create a world that’s fun for everyone at the table.

traditional cultural distinctions and names. In casual speech, the word “elven” collectively refers to the two branches of this fey people: elves and eladrin.

10. Most portals no longer work. The breaking of the Weave destroyed most of the portals that crisscrossed Toril, because it destroyed the hard-won knowledge of arcane casters. Although arcanists have relearned their craft since the Spellplague raged, most portals remain nonfunctional or dangerously malfunctioning, broken relics of a legendary past.

How Do I Use This Book?

This book focuses on you, the player, and what kinds of characters you can make in the *DUNGEONS & DRAGONS* game using the flavor and concepts of the *FORGOTTEN REALMS* setting. This book is part of the core rules of *DUNGEONS & DRAGONS*. It uses the same game mechanics as that game, and its powers and abilities are scaled in line with that game in a unified way.

The *FORGOTTEN REALMS Player’s Guide* is your handbook for creating *DUNGEONS & DRAGONS* characters in Faerûn, the most prominent continent on the planet of Toril (the world of the *FORGOTTEN REALMS*). This book lets you visit Faerûn’s people and places, and it provides you with the building blocks to create and bring to life vivid characters. With this book and the *D&D Player’s Handbook*, you can bring unique elements of the *FORGOTTEN REALMS* campaign setting to your character as you advance from 1st level to 30th level.

INTO THE Future

You need not be a scholar of Toril’s history to become an invested participant in the world. Toril is a living place with events constantly in motion, propelling the world forward in time. The world changes much from year to year, let alone in one hundred or one thousand years.

When the people of Faerûn see the sun rise every day, they think not on the past but on the future. Adventurer, artisan, and aristocrat share a common vision of each day, one filled with opportunity. Faerûn offers to its inhabitants a place to lead lives filled with rich history and great potential. The *FORGOTTEN REALMS* is a campaign setting that lets you lead a game experience unlimited by geographical, historical, or cultural boundaries and aspire to heights of status, power, and wisdom, and pinnacles of heroism.

The *FORGOTTEN REALMS* setting always has room for another hero. Will you be the next?

RACES

YOUR CHOICE of race for your player character establishes many of the fundamental traits that define your roleplaying experience. Specific values, perspectives, and motivations are associated with each race in the FORGOTTEN REALMS® campaign setting. Although your selection of geographical background informs your character's outlook, race is a primary contributing factor.

This chapter presents two races beyond the choices available in the *Player's Handbook*: drow and genasi. It also describes the societal niche and demeanor of many other races.

The chapter contains the following sections.

- ◆ **Drow:** This corrupt race of fey resides in the Underdark, though the occasional pariah escapes the evil trappings of the race to safely reach the light of the surface. Although drow generally are evil, a few are good. You might choose to play a drow who has turned his or her back on a sinister past.
- ◆ **Genasi:** This elemental race has humanlike variability in personality and motivation. Genasi are the result of the effect over time of the Elemental Chaos on humans. They manifest physiological changes that mirror this elemental and fluid nature. You might choose the genasi race if you want to play an exotic and adaptable character.
- ◆ **Other Common Races:** Dragonborn, dwarves, eladrin, elves, half-elves, halflings, humans, and tieflings—all the races covered in the *Player's Handbook*—are discussed here in the context of the FORGOTTEN REALMS setting.
- ◆ **Supporting Cast:** Many other kinds of creatures also roam the world of Toril, serving as allies or adversaries of the player characters.





DROW



Graceful and deadly,
at home in the depths of darkness

RACIAL TRAITS

Average Height: 5' 4"-6' 0"

Average Weight: 130-170 lb.

Ability Scores: +2 Dexterity, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Elven

Skill Bonuses: +2 Intimidate, +2 Stealth

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Trance: Rather than sleep, drow enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Lolthouched: Once per encounter, you can use either the *cloud of darkness* power or the *darkfire* power.

Cloud of Darkness

Drow Racial Power

A shroud of blackness descends around you, hiding you from sight.

Encounter

Minor Action

Close burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Darkfire

Drow Racial Power

A flickering halo of purple light surrounds the target, making it easier to hit.

Encounter

Minor Action

Ranged 10

Target: One creature

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex

Increase to +6 bonus at 11th level and +8 bonus at 21st level.

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

Drow are a decadent race of dark elves whose beauty and sophistication fail to mask hearts all too often stained in evil. The vast majority of dark elves base their behavior and attitudes on the worship of the chaotic evil goddess Lolth, also known as the Spider Queen.

Drow society is organized into houses. The heads of the most powerful houses occupy leadership positions in the various cities of the Underdark, the subterranean realm beneath Faerûn that the dark elves call home.

Play a drow if you want . . .

- ◆ to be good at skulking, striking quickly, and employing a variety of dirty tactics.
- ◆ to play a hero in search of redemption, or one who struggles to rise above the wickedness of his or her people.
- ◆ to be a member of a race that favors the ranger, rogue, and warlock classes.

PHYSICAL QUALITIES

Drow stand just shy of human height and have slender, athletic builds. Physically, they resemble eladrin, with wiry builds, pleasing features, and midnight black skin that has a blue cast. Their eyes are fiery red, lavender, or blue. All drow have white hair, which most keep long and decorate with intricate pins and

webbing wrought from precious metals. Aside from their tresses and eyebrows, drow have little facial hair, though males sometimes grow long sideburns or tufts of wispy hair on their cheeks and chins.

From infancy, a drow child must be cunning. Children can expect no kindness, no warmth, and no compassion. Such expressions engender fatal weakness. Drow are cold parents, instilling self-reliance and independence, so that their offspring will become strong enough to survive a bloody adolescence. Ill treatment reinforces their natural inclinations toward evil. In rare cases, the harshness of childhood can have the opposite effect, seeding the youth with a hatred of and disdain for drow society and expectations. Such attitudes often lead young drow to a premature end.

In general, dark elves have life spans somewhat longer than those of their surface-dwelling cousins. Drow who manage to avoid dying a violent death can live for well over 200 years, and exceptional members of the race measure their ages in centuries.

PLAYING A DROW

Most drow are singularly wicked. They are cruel in their dealings with others and treacherous among themselves. In the pursuit of power, status, and Lolth's favor, drow houses compete with each other to amass wealth and enslave weaker races. The fickle whims of Lolth's priestesses demand absolute obedience, driving the race to further evil.

Though most drow are villains firmly in the thrall of the Spider Queen, not all suffer so. Some drow escape the Underdark to find new lives on the surface, while a few reject the dominance of Lolth's priestesses and form mercenary companies or trade consortiums of their own. These, however, are the exceptions. The Spider Queen's church makes bloody examples of any it names enemies of its goddess. Few drow indeed dare to rebel against Lolth's priestesses.

Drow are born into darkness. Their society is violent and capricious, a world where life is worthless and only power has any meaning. Even drow who escape the clutches of this sinister culture find themselves scarred by the lessons they learned in their youth.

Drow understand the value of alliances and enjoy congenial companionship, but they regard any such arrangements as temporary and learn at an early age to distrust love and camaraderie. Such relationships can hide betrayal. Therefore, dark elves are ever watchful for treachery, expecting the worst in those they meet. Drow are never surprised when the knife appears, and they consequently find it hard to form lasting friendships.

From birth, drow are taught that they are superior to all other races—those who lack the strength to defend themselves deserve to be used as the drow see fit. Drow therefore can be arrogant and condescend-

ing until shown reason to respect their associates. Some free drow find these ingrained bigotries hard to overcome. Each drow who escapes the Underdark must come to terms with what he or she has been taught and what he or she sees in the world around. Those who succeed can lead more or less normal lives, while those who fail must endure a miserable existence, trapped between two worlds and finding no haven in either.

Drow Characteristics: Arrogant, cold, haunted, pragmatic, rebellious, ruthless, skeptical, sophisticated, urbane

Male Drow Names: Adinimys, Baridl, Belgos, Bhintel, Drisinhaun, Elkantar, Haelirin, Houndaer, Kelnozz, Malaggar, Nalklyr, Orkallael, Pelloth, Phaeqel, Quarfein, Ryltar, Ulvein, Vorgyrn, Xulgos, Zebith

Female Drow Names: Akneth, Alauniira, Briesril, Chali, Charinida, Diviir, Drisiml, Faeremma, Fillith, Ilivarra, Myrymma, Pellanistra, Quewaun, Shivra, Viergar, Waeren, Xune, Yasesril, Zaketrin, Zarra

DROW ADVENTURERS

Three sample drow adventurers are described below.

Quarfein is a drow ranger and a devout follower of Kelemvor. He led a short-lived resistance in his home city, but found disaster when his lieutenant betrayed him to the leader of his house. He escaped with his life and little else. After weeks of harrowing exploration, he eventually escaped the Underdark for the surface. Now Quarfein leads expeditions into the Underdark, using his fellow adventurers to help him with his vendetta against the church of Lolth.

Faeremma, a drow rogue and the sixth daughter in her family, faced endless torments as a child from her elder and higher-ranked sisters and was promised a fate as a sacrifice on her mother's bloody altar. Rather than die for a goddess she hated, she fled her home, slipping away with a merchant caravan bound for the surface. As her mother's spies hunt for her still, Faeremma stays on the move, always drifting from place to place to keep a step ahead of her pursuers.

Vorgyrn is a drow warlock who learned to wield mystic fey powers. He soon discovered that the priestesses of Lolth distrusted his independence and his mysterious arcane powers. Vorgyrn fled to seek refuge among a more civilized and possibly more tolerant world. In the forests of the surface lands he met others who loved the beauty of nature and the touch of magic as he did, friends whom he could trust with his life. Vorgyrn has turned his back on the hateful ways of his people. He now fights for his newfound home and the folk who have befriended him.

GENASI

Energy embodied, chaos and order united—a race of inherent flexibility, passion, and diversity

RACIAL TRAITS

Average Height: 5' 7"-6' 2"

Average Weight: 130-225 lb.

Ability Scores: +2 Strength, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Primordial

Skill Bonuses: +2 Endurance, +2 Nature

Elemental Origin: Your ancestors were native to the Elemental Chaos, so you are considered an elemental creature for the purpose of effects that relate to creature origin.

Elemental Manifestation: Choose one elemental manifestation: earthsoul, firesoul, stormsoul, watersoul, or windsoul. That manifestation is part of your nature. (The Extra Manifestation feat, page 133, lets you add additional manifestations and change your manifestation.) Each elemental manifestation offers particular benefits and provides an associated encounter power. Your appearance changes based on the element you are manifesting.

Earthsoul: You gain a +1 racial bonus to your Fortitude defense, a +1 racial bonus to saving throws, and the earthshock power.

Firesoul: You gain a +1 racial bonus to your Reflex defense, resist 5 fire, and the firepulse power.

At 11th level, the resistance improves to 10 fire.

At 21st level, the resistance improves to 15 fire.

Stormsoul: You gain a +1 racial bonus to your Fortitude defense, resist 5 lightning, and the promise of storm power.

At 11th level, the resistance improves to 10 lightning.

At 21st level, the resistance improves to 15 lightning.

Watersoul: You can breathe underwater. You also gain a +2 racial bonus to saving throws against ongoing damage and the swiftcurrent power.

Windsoul: You gain resist 5 cold and the windwalker power.

At 11th level, the resistance improves to 10 cold.

At 21st level, the resistance improves to 15 cold.

Earthshock

Earthsoul Genasi Racial Power

The earth moves in response to your stomping foot or slapping hand, buckling to knock your enemy to its knees.

Encounter

Minor Action

Close burst 1

Target: Enemies in burst that are touching the ground

Attack: Strength +2 vs. Fortitude, Constitution +2 vs.

Fortitude, or Dexterity +2 vs. Fortitude

Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: The target is knocked prone.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

Firepulse

Firesoul Genasi Racial Power

As an enemy lands a blow, retributive fire ignites from your arms and fists.

Encounter ♦ Fire

Immediate Reaction Melee 1

Trigger: An enemy hits you with a melee attack

Target: The triggering enemy

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex

Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: 1d6 + Strength, Constitution, or Dexterity modifier fire damage.

Increase to 2d6 + Strength, Constitution, or Dexterity modifier fire damage at 11th level, and to 3d6 + Strength, Constitution, or Dexterity modifier fire damage at 21st level.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

Promise of Storm

Stormsoul Genasi Racial Power

The lightning living within you calls out to its companion, the thunder. Sparks dance across your skin, and the air around you seems to darken and rumble.

Encounter ♦ Lightning, Thunder

Minor Action Personal

Effect: Until the end of your next turn, you deal an extra 1d8 damage with any lightning or thunder power you use.

At 11th level, increase your extra damage to 2d8. At 21st level, increase your extra damage to 3d8.

Swiftcurrent

Watersoul Genasi Racial Power

Your form ripples like water as you flow forward, whipping past enemies and rubble in a graceful but deadly surge.

Encounter

Move Action

Personal

Effect: You can shift up to your speed over ground or liquid terrain. You take no penalties for squeezing during this movement, can move through enemy spaces, ignore difficult terrain, and take no damage if the surface or substance you move across would ordinarily deal damage to you.

Windwalker**Windsoul Genasi Racial Power**

You harness the power of the winds. Air swirls about you, lifting you from the earth.

Encounter**Move Action****Personal**

Effect: Fly 8 squares. If you don't end your move on solid ground, you float to the ground without taking falling damage.

Genasi are an inherent contradiction. Each genasi embodies the potential chaos of air and fire, the order of earth and water, or the ferocity of thunder and lightning. Genasi manifest one of these facets of their elemental soul at all times. Their race is passionate and nearly as diverse as humans. Genasi can be found almost anywhere.

Play a genasi if you want . . .

- ◆ to struggle or experiment with the order and chaos of your existence.
- ◆ to look for adaptability in personality and physical appearance.
- ◆ to be a member of a race that favors the swordmage and warlord classes.

PHYSICAL QUALITIES

Every genasi constantly manifests an element. (Genasi have no neutral, nonelemental state.) All genasi are born with one elemental manifestation, a genetic trait that is handed down from hir or her parents. Some genasi learn an additional manifestation in late adolescence or adulthood, and a rare few have several.

Genasi are of roughly the same size and proportions as humans, though they tend toward broader physiques that are evidence of their physical strength. A genasi's body is etched with energy lines that glow in a color associated with the element that the genasi is manifesting. The energy lines on a genasi's body appear in a pattern that is common between members of the same family and sometimes between natives of the same area. The specific configuration of energy lines on each genasi's face and head is distinctive, varying between individuals the way fingerprints differ between humans. Even when genasi change their elemental manifestation, each one retains his or her unique facial energy lines. To show off the energy lines etching his or her body, a genasi often wears clothes that leave at least some portion of his or her body uncovered.

Genasi skin tones and "hair" also vary depending on which element an individual is manifesting. Genasi don't have actual hair—the substance that appears to cover their heads during different manifestations is a magical expression of their elemental nature.



The physical qualities that genasi display when using different elemental manifestations are summarized below.

Earthsoul: Brown skin; golden energy lines and eyes; bald with golden energy lines glowing on the head.

Firesoul: Ruddy bronze skin; fiery orange energy lines and eyes; flickering flames coming out of the energy lines on the head.

Stormsoul: Purple skin; silvery energy lines; glowing crystalline silver spikes on the head.

Watersoul: Seafoam green skin; bright blue energy lines; bald with blue energy lines glowing on the head.

Windsoul: Silver skin; light blue energy lines; glowing blue and gray ice crystal spikes on the head.

Genasi have an average life span comparable to that of humans, roughly 75 years. Some members of the race can live to the age of 90 or 100.

PLAYING A GENASI

Generalities about a genasi's elemental manifestation are sometimes contradicted by the race's changeable nature. In most regions where genasi live, the dominant manifestation is the one most closely associated

with the region's environment. The most extreme example of this truism occurs in underwater communities, where it's essentially impossible for a genasi to survive without the watersoul manifestation.

In a city whose construction features a number of elevated features and possibly a lot of earthmotes (such as Airspur, the capital of Akanûl), the vast majority of genasi have the stormsoul or windsoul manifestation. In a hot climate or a place where creatures of flame hold sway (such as the city of Memnon in Calimshan), firesoul is the most prevalent manifestation. Genasi are noted for their presence in Akanûl, Calimshan, and Returned Abeir, but smaller pockets of genasi can be found most anywhere.

Genasi who have more than one manifestation think of themselves as having multiple personas. A genasi who is quick-tempered and passionate while manifesting firesoul might be a much more deliberate person while manifesting earthsoul. When free from the demands of travel or conflict, genasi who have multiple manifestations sometimes change manifestation as a method of expressing their mood or their intentions.

Genasi philosophers believe that genasi were created as a compromise between chaos and the world's divinely crafted forms. A few genasi internalize that contradiction and struggle to eliminate one or the other of their natures, becoming maniacs of chaos or disciples of order, but those genasi are the exception. Most simply enjoy the connections that their elemental nature gives them to the world.

As children, genasi express only a single manifestation. In all but a few areas of Faerûn, however, genasi know family members and childhood friends who have manifestations other than their own, so that they grow up knowing the diverse elements their race is connected to.

Ambition and pride have strongly influenced genasi culture. Genasi are constantly aspiring to improve their station. Their societies bubble with a constant pressure for recognition of true strength and competence. In consequence, genasi social structures are nowhere near as stable as those created by other races.

Genasi have no longstanding animosity toward any other races. Neither can they be said to be sure friends of any other race—not even their own. In human cities, some genasi prefer to deal with one group of friends while manifesting one element and keep a different circle of friends in another manifestation. Other genasi find friends who can deal with all their forms.

Genasi Characteristics: Capricious, exotic, free-spirited, haughty, headstrong, impulsive, independent, passionate, quick-tempered, quixotic

Male Genasi Names: Emere, Garel-kai, Jett, Kad-dim-sul, Ki-amar, Mariz, Sardis, Sha-karn, Yuriel, Zan-kyri

Female Genasi Names: Ashar, Gwind, Len-jes, Jenda-shan, Jerra, Mai-sal, Mara-kai, Nari-lana, Son-liin, Valandra, Vanri

GENASI ADVENTURERS

Three sample genasi adventurers are described below.

Mariz is a genasi warlord. Despite starting his life with the stormsoul manifestation, he was drawn to the sea. His acquaintances aren't sure whether Mariz has become a pirate on the Sea of Fallen Stars or whether he hunts pirates on the Sea of Fallen Stars. The story seems to vary depending on Mariz's mood. All they're certain of is that he mastered the watersoul manifestation in time to save his life when he was involved in a battle at sea, and that he now adventures intending to earn enough money to buy his own ship and a magic arsenal to avenge himself upon those responsible for his first ship's destruction. As long as Mariz still has his sword and his quick wits to help keep them alive, Mariz's friends are inclined to help him get his ship and then go along for the voyage.

The genasi swordmage Nari-lana became a student of magic, swordplay, and her windsoul manifestation while growing up. She aspired to follow the assault swordmage tradition, eventually becoming one of the anarchs of Shyr. She was well on her way to earning a place of power in the community when one day her entire swordmage school was outdueled by a wandering eladrin swordmaster. That event changed Nari-lana's life. She was thrilled by the new techniques and hidden powers the eladrin had demonstrated, and she realized those techniques weren't going to come to her while she stayed at home, so she set out for a life of challenges and questing. She likely won't again meet the eladrin who bested her school, but if she does, she intends to show him the powerful sword magic she has learned on her adventures.

Garel-kai served as an apprentice to a human wizard while growing up in the great city of Waterdeep. His master abruptly disappeared a few months ago, leaving Garel-kai with a bit of knowledge, an unsatisfied sense of adventure, and a sudden desire to travel in other lands. Garel-kai isn't ready to admit it aloud, but he is extremely curious about what awaits him in lands more heavily populated by genasi. He's not sure yet whether he is looking forward to living among others of his kind or whether he will long for a return to his days as a dweller in the City of Splendors.

OTHER COMMON RACES

The eight character races detailed in the *Player's Handbook* are major forces in the FORGOTTEN REALMS setting. The information in this section builds on the *Player's Handbook* material, tailoring each race to fit its special niche in the world.

DRAGONBORN

Born of Abeir, the dragonborn are an honorable people who draw strength from the hardships of their heritage and their resolve to survive.

DESCRIPTION AND HOMELANDS

Dragonborn are a handsome fusion of dragon and human. Tall and muscled, gifted with incredible strength and great reserves of physical endurance, dragonborn are ideal warriors. Added to their physical prowess is their adherence to a disciplined life, giving them the will to excel at whatever they set out to do.

The dragonborn of Tymansher are a people displaced, brought into Toril during the cataclysm nearly a century past. In Returned Abeir, dragonborn yet toil for dragon overlords, living and dying at their whim. But those of Tymansher are descendants of dragonborn who broke the shackles of tyranny to fight against their dread masters. A portion of their hard-won land of free dragonborn merged with Toril, separating the Tymansherans from their kin. In the decades since, the Tymansherans have sought to forget the grief of this estrangement and have grappled with the realization that their relocation might have ultimately doomed those left behind to renewed servitude. Still, even with this knowledge haunting them, the dragonborn in Faerûn are free from the oppression defining their history and now look toward a bright future in a new world.

PLAYING A DRAGONBORN IN TORIL

The number of dragonborn who remember the times before the migration are minuscule, but nearly every dragonborn living today has a relative who suffered under the dragon despots of Abeir. Chilling tales told around family hearths and the recitations of oral histories in the gallery of the City-Bastion in Djerad Thymar (see page 124) instill in these doughty folk a deep and abiding hatred of all dragonkind. Even though the dragons of Toril had nothing to do with their appalling treatment, dragonborn bear a grudge that burns as hot now as it ever did before. In fact, those who take up a life of dragon-hunting are among some of the most celebrated heroes in Tymansher.

Many dragonborn believe that waging eternal war against dragons cannot represent their true purpose. Tymansheran dragonborn have come to learn that

Faerûn holds many new possibilities, new opportunities, without any of the prejudices of their past. Dragonborn are eager to explore and to extend the hand of friendship to their neighbors. Having no thirst for war, dragonborn work hard to achieve peaceful relations with those they meet and struggle to establish themselves as a viable nation in the tapestry of lands that make up Toril. Unfortunately for them, the strangeness of their customs and their uncertain origins casts many suspicions on the dragonborn and their motives, making establishing long-lasting alliances a challenge.

Dragonborn have always cleaved to a complex set of principles to guide their beliefs. Dragonborn society is highly ordered, with rigid castes and social expectations, but nowhere does the race's sense of honor reveal itself more than in combat. A dragonborn always shows his enemies respect, giving his opponents the greatest due regardless of the cause that makes them foes. Few dragonborn would sully themselves by using treachery to defeat their adversaries, and they give each opponent the chance to acquit himself in the same honorable fashion.

This adherence to proper behavior eclipses the race's views toward the gods. Since Abeir was without divine influence, at least in a way that most people of Toril understand, dragonborn regard the gods and their servants with suspicion, for they have ever held themselves accountable for their own actions and never to the expectations of others, especially to some remote god or other. Although a few dragonborn have found themselves in the service of traditionally wicked institutions, they cannot share the tenets and beliefs of the organizations they serve.

DWARVES

The glory of the ancient dwarven kingdoms lies far in the past, yet these stout champions remain vigilant against the myriad foes arrayed against them. The Stout Folk pride themselves in the achievements of their people. Claiming that they stepped fully formed from the heart of the world, dwarves have much in common with the stone and steel they respect. Dwarves are doughty, toughened by countless wars. Though many of their strongholds lay in ruin, the dwarves bravely hold what remains theirs, while looking to reclaim their past empires.

DESCRIPTION AND HOMELANDS

Although the dwarves were originally one people, strife, internecine conflict, and endless wars with orcs and goblinoids sundered the race, scattering it throughout Faerûn. With each grudging defeat, the

dwarves drifted farther from their roots until their natural adaptation to new environments left a physical mark upon their bodies. Of the various clans and tribes, most dwarves fall into one of two groups: gold dwarves and shield dwarves.

The gold dwarves of East Rift and elsewhere in the South are a stocky and muscular people. They stand about 4 feet tall and weigh as much as other dwarves. Unlike their northern kin, gold dwarves have dark skin, deeply tanned to dark brown. They wear their black to dark brown hair long, and males (and rarely females) sport long beards, carefully oiled and groomed. Gold dwarves usually have hazel or brown eyes, and green eyes are considered lucky.

Expert craftsfolk, gold dwarves take pride in their personal equipment and often wield weapons featuring intricate engravings, scrollwork, and acid etchings, all of which depict scenes from dwarven history and creatures their ancestors defeated. The attention to detail extends farther than their weapons, of course; the most innocuous items—combs, brushes, backpacks—feature lovingly wrought scenes and images on their surfaces. Their armor is exceptional, and each piece is a work of peerless art, making gold dwarf armor some of the most coveted in the world.

Outside the South, shield dwarves far outnumber their cousins. Taller and heavier than gold dwarves, shield dwarves are fair-skinned, with hair ranging from brown to blond, and red being the most common. Blue and hazel are the predominant eye colors.

Shield dwarves don't use the stylized goods of their southern kin, but they are no shirkers when it comes to quality. Peerless craftsfolk, they forge some of the strongest weapons and armor in all the lands. Each piece bears a maker's mark to denote its crafter, often placed on the business end of hammers and similar bludgeons. As such, these weapons literally leave a stamp on their victims.

PLAYING A DWARF IN TORIL

Dwarves are stubborn and cynical, but also brave and tenacious. Besieged on all sides by ancient enemies, dwarves remain true to the traditions and values of their heritage.

Dwarves are naturally dour and suspicious. Slow to trust, they keep those outside their tight family groups at hammer-length, suspecting the worst in everyone they meet until they can believe without a shred of doubt in another's honest and good intentions. Dwarves hold betrayals in their memories and swear solemn vows to avenge themselves for what might have been just a minor slight.

Dwarves despise goblins and orcs above all other races and wipe them out wherever they find them. To dwarves, these creatures are an infestation, and it's their duty to purge the world of them lest they gather

in numbers and overrun their fortified cities. Such creatures aren't the only ones to gain the dwarves' enmity, and the dwarves hunt drow, grimlocks, and other Underdark races with relish.

Gold dwarves have a reputation for arrogance, pride, and disdain for other races. Where shield dwarves frequently make alliances with their neighbors, gold dwarves have traditionally shunned them and extended their haughtiness even to their dwarven kin. The destruction of the last century has dulled this pride, and for the first time in memory, the gold dwarves now welcome outsiders into their communities. An influx of adventurers and explorers drawn by the lure of excitement, fabulous treasure, and ancient secrets has managed to strengthen the gold dwarf settlements in the East Rift and has done much to slow the drow attacks that test their defenses.

ELADRIN

The eladrin are mysterious people of Faerie. Masters of sword and spell, they defend their glittering cities and ancestral homelands from the dark forces arrayed against them. Eladrin are possessed of a keen, almost instinctual understanding of magic. They are most comfortable in places where the veil between the mortal world and the Feywild is at its thinnest, such as Myth Drannor and Evermeet. While eladrin are content to seclude themselves among their own kind behind the wards and defenses protecting their communities, the burgeoning evil stalking the lands brings forth many eladrin champions who devote their lives to battling their ancient enemies.

DESCRIPTION AND HOMELANDS

Drow, elves, and eladrin can all trace their histories back to a common ancestor in the Feywild. Millennia of life on Faerûn, coupled with their natural proclivity for adapting to their environment, have fostered numerous social, cultural, and even physical differences that result in making them distinct peoples. Although there are marked differences between eladrin and their cousin races, eladrin have subgroupings of their own that some folk mistake for different races.

The most numerous eladrin are those also known as moon elves or silver elves. Fair, being pale to the point of appearing blue in certain light, they are an attractive people with long, silky hair the color of spun silver or deepest black. One can become lost in their entrancing eyes that appear as flecks of gold swimming in deep pools of blue or green.

The second group of eladrin are markedly less common. They are known as sun elves or gold elves, and they are a reclusive people, content to while away their long lives in the seclusion of their breathtaking cities. These eladrin have bronze or golden skin and



golden blond, copper, or black hair. Most have green or golden eyes.

Eladrin wear simple and functional garb, enhanced with complex patterns woven into the material. Although lacking much ostentation, their clothing is always of a fine make and of excellent material. They prefer natural colors, but can wear garments of garish hues during holy days and festivals.

PLAYING AN ELADRIN IN TORIL

Many eladrin feel a need to explore. The recent tragedies (in their eyes at least) have checked their wanderlust and prompted many eladrin to retreat to their cities and communities to safeguard those places from the plaguescarred abominations that burbled and gibbered as they ravaged the world. Safe within the confines of Myth Drannor and Everska, the eladrin use magic and peerless skill at arms to fight back the darkness that encroaches on their ancestral lands.

A few, moon elves mostly, sought refuge in human domains. Baldur's Gate and Waterdeep saw the greatest influxes of eladrin and greatly benefited from their knowledge and expertise in the matters of magic. Glad to lend their talents, many eladrin have found exalted places in human societies and enjoy far more freedom than ever before in such situations.

As the world has settled, the eladrin seem ready to explore once more, this time to venture into the perilous new lands of Abeir to discover what secrets they might hold.

Moon elves and sun elves are worlds apart insofar as their dealings with other races are concerned. The moon elves are friendly and outgoing, curious and bold, the first to agree to any adventure regardless of the danger it presents. Moon elves are also the last to withdraw if a situation sours, such is their commitment to whatever cause they champion.

Sun elves are cautious. They detach themselves from their predicaments to consider all their options before committing to any course of action. Their decidedly long view can make them frustrating companions, because they always weigh their choices before making a decision.

ELVES

Elves gather small tribes in sylvan forests, windswept plains, and remote mountain vales. These secluded people prefer the natural world over the trappings of civilization and live in harmony with the wilderness. Elves are cautious warriors who fight constantly against the abominations stalking their lands. Expert archers and cunning warriors, they use guile and tactical cunning to secure their homelands.

DESCRIPTION AND HOMELANDS

The elves of the present day are descended from the green elves, ancient settlers who emerged from Faerie to dwell in the mortal world. After vicious wars and terrible betrayals, the elves withdrew to the isolation of the wilderness. Generations of seclusion widened the cultural split between themselves and their eladrin cousins until the elves became a separate people.

Elves congregate in two broad cultural groups. The most numerous are the wood elves, who dwell in the High Forest and the arbors of the Lethyr, Wealdath, Chondalwood, and Cormanthor woods. Copper elves, as they are sometimes called, stand as tall as humans but have slight, athletic frames. They get their alternate names from the color of their skin, which often has a green tint. Their thick hair is often brown or black, but blond and copper red are also known, while eye color ranges from hazel to brown to emerald green. Elves prefer natural materials and can be found wearing hides or suits of finely crafted leathers dyed in greens and browns to help them blend into their surroundings.

The second group is the wild elves, who consider themselves the truest descendants of the green elves. While they are given to live in forests like their wood elf kin, wild elves are a xenophobic people and claim lands far removed from the domains of other races. Thus, they settle in bleak places such as Elfharrow, secret enclaves in the deeper portions of the Chondalwood, and other untamed places.

The bodies of wild elves are more muscular than those of wood elves. Exposure to the sun makes their skin dark but does little to leach the color from their

black or chestnut brown hair. Many wild elves decorate themselves with tattoos, war paint, and ritual scars.

PLAYING AN ELF IN TORIL

The elf-eladrin split left elves without a heritage and no knack for magical talent. With each generation, the elves sacrificed more and more of their refinement for their wild empathy with nature. Elves are as much a part of their lands as the trees, stones, birds, and streams.

Elves revere nature, and their communities reflect this reverence. Their homes are fashioned from trees, using ancient rituals to form living wood structures. Some even construct elaborate settlements in the canopies, connecting their homes through a series of rope bridges and ladders.

Elves also use natural materials for everyday things, taking only what they must from their surrounding flora. Their clothing is made from plant fibers when possible, and if they kill an animal for its hide, they always use all that they can from the creature. Elves are generally not comfortable in civilized areas, balking at the manufactured edifices that dominate such places, while at the same time knowing that such examples of mortal hubris are fleeting and that nature will one day reclaim that which was taken from it.

Most wood elves have overcome their natural aversion for other races, setting aside their misgivings in the interest of survival, and thus regularly trade and even consort with other races, though they prefer the company of eladrin, gnomes, and other sylvan races.

Wood elves are peaceful and patient. Not given to extremes of emotion, they approach every situation with calm. Although they have little use for cities, wood elves occasionally live alongside or support human and halfling allies.

Wild elves are another matter entirely. The drow waged their fiercest wars against the green elves, enslaving and slaughtering them in order to steal their lands. Those elves who survived bear the scars of the ancient wars still and thus are reluctant to deal with outsiders. Beneath their harsh exteriors, though, lie free spirits who delight in the wonder of the world around them. Green elves are given to extreme emotions, including deep love and bitter, soul-rending sorrow. Reckless and impulsive, they act in the moment rather than wasting time in deliberation.

HALF-ELVES

Travelers, adventurers, traders, and diplomats, half-elves are born leaders whose glib tongues invite friendly smiles and inspire welcoming arms. Half-elves appear throughout Faerûn wherever elves and humans dwell together. Half-elf settlements exist, but they are unusual. Half-elves learn to bridge the divide of their racial heritage, becoming adaptable individuals who

feel at ease among different cultures and societies. As a result, many half-elves travel widely and adopt professions that are not attractive to many humans and elves.

DESCRIPTION AND HOMELANDS

Half-elves are said to have the best traits of elves and humans. Physically, they often share the metallic skin tones and rich hair colors of their elven kin. However, unlike the more slender elves, half-elves have sturdy bodies and bulky muscles. The combination of their force of personality and their physical presence makes them stand out in almost any crowd.

A half-elf's complexion, accent, and mannerisms vary according to his or her culture, though these are by no means an indication of an individual's home. Half-elves are found from Chult to Thay, and many affect different accents and characteristics depending on the places through which they travel. Someone gifted in glib and adaptable speech is often said to have "the tongue of a half-elf."

The largest populations of half-elves are found in Aglarond, Gulthendor, the Dales, and Luruar. Many of the half-elves formerly occupying Cormyr and the area that is now Everska moved northward over the past few decades, finding the human-dominated lands to the north welcoming.

The only truly "half-elf nation" is Aglarond. Despite the disappearance of the Simbul, Aglarond remains steadfast in its opposition to Thay. Half-elves from around Faerûn venture to this land, often just to experience this anomalous country, other times to explore the fey portals of the Yuirwood or offer aid in the nation's defense.

Half-elves' natural leadership qualities enable them to rise to prominent positions in both elven and human communities. Elves respect the avant garde attitude of their cousins and appreciate that they are less reckless than most humans, while humans are drawn to the light-hearted and plucky demeanor that is absent in elves.

PLAYING A HALF-ELF IN TORIL

Many half-elves are content to lead the simple lives of their parent races, earning livings as traders, merchants, farmers, or craftsmen. Others gradually acquire a curiosity about the world at large, a condition the elves refer to as "the human habit." This wanderlust afflicts many half-elves in early adulthood, causing them to set out with little more than the clothes on their backs.

The motivations of such wandering half-elves vary considerably. Some members of the race seek simply to slake a thirst to see the world and experience new cultures. Others take a more aggressive attitude, joining adventuring companies or taking to the high seas in search of treasure and action. Half-elves maintain an optimistic outlook despite the troubles their travels might bring.

Half-elves are naturally charismatic, though this quality manifests itself differently from one individual to another. Many half-elves earn respect through confidence and bravery, while others make friends through their cordial and polite manner. Despite gaining friends and a place of honor among any number of societies, many individuals still feel the isolation and division inherent in their heritage. Many half-elves struggle with this fundamental schism, and the conflict can ultimately manifest in negative and villainous qualities.

Not every half-elf is born of a loving relationship between an elf and human. Half-elves who are troubled by their past, whether because of unsavory parents or an unhappy family, feel burdened by other people's expectations of them. Most humanoids know that half-elves are friendly, fun-loving companions, and they expect each half-elf to behave that way. The pressure of this stereotypical thinking leads some half-elves to become bitter.

A half-elf's combination of physical and mental attributes makes almost any pursuit a viable option. While half-elves are not often found tucked away in a library studying dusty arcane tomes, they might be found following virtually any other endeavor in Faerûn, regardless of geography or adversity.

HALFLINGS

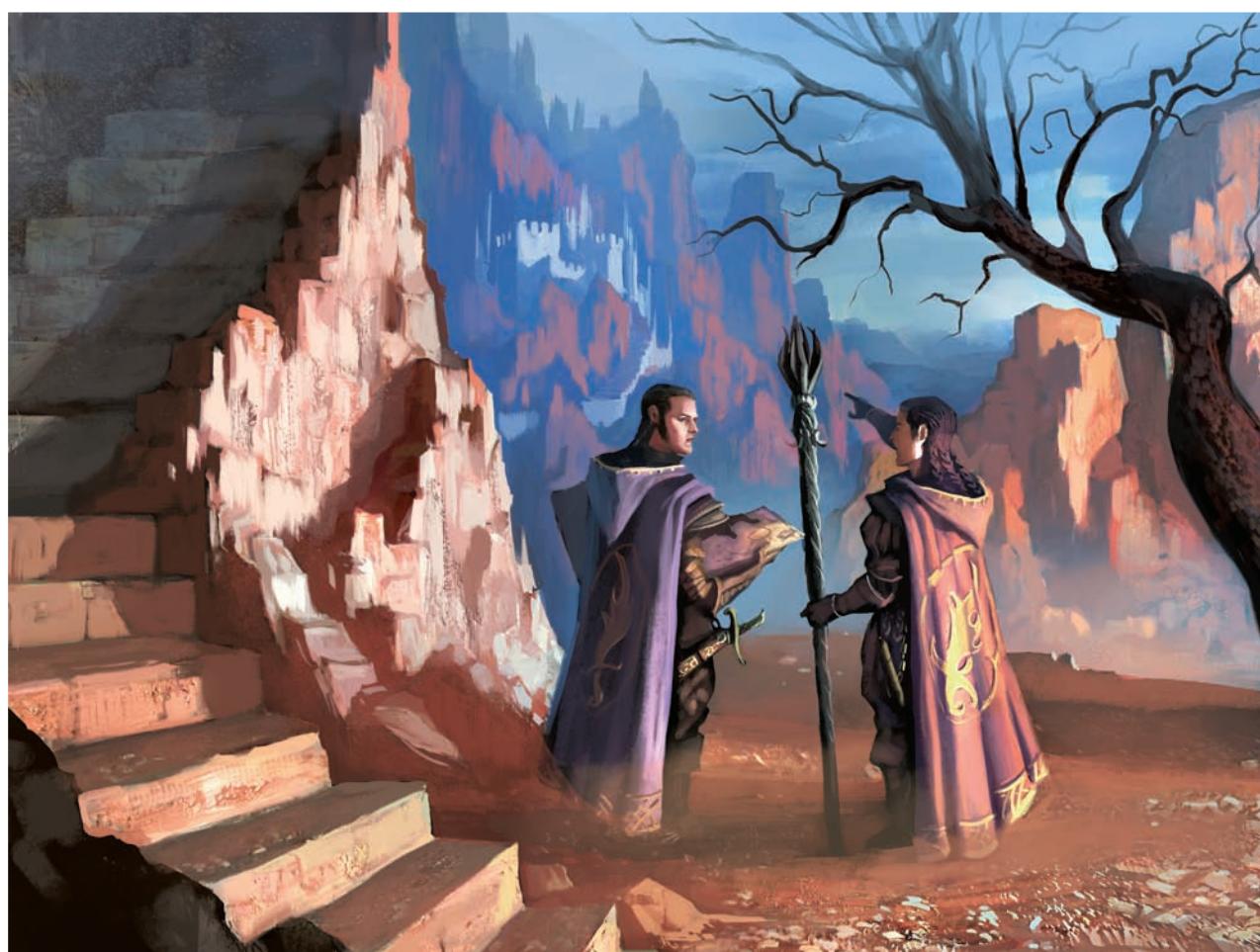
Creatures of the earth who love a warm hearth and pleasant company, halflings are folks of few enemies and many friends. Halflings are widely dispersed throughout Faerûn and survive by escaping the notice of big folk. Most halflings are content with simple lives, never gaining more prestige than the respect of their local community.

Halflings are sometimes referred to fondly by members of other races as "the good folk," for little upsets them or corrupts their spirit. For many, the greatest fear is to live in a world of poor company and mean intent, where one lacks the freedom and comfort to pursue his or her own life.

DESCRIPTION AND HOMELANDS

Halflings (or *hin*, as they often call themselves) are easily distinguished by their small size, though they dislike being judged solely on account of their short height. Like humans, halflings have regional variations in facial features and complexions. They have the same general appearance as humans, except that their physical qualities are all diminutive.

Many halfling traditional homelands are no more. However, out of tragedy, the halfling race is stronger



MIGUEL COIMBRA

and more unified, and it has earned the respect of other races.

Former halfling homelands, including the Chondalwood, the Arnrock, and Lurien, are now uninhabitable. Halflings have migrated to other regions and persevered. Intermittent halfling communities are common at crossroads and along major byways. For the most part, nations have tolerated these communities and allowed them to develop and prosper.

Amn is one such nation, with a population of halflings much larger than the entire population of most countries. Halflings in the eastern part of Amn now outnumber humans. Halflings in Amn initially met with resistance and prejudice, but in recent decades, tension has diffused and the halflings have earned a reputation as shrewd merchants and friendly business partners.

Halfling communities are large and frequent along the Sea of Fallen Stars as well, and in many human-dominated cities it is now commonplace to see halflings walking the streets. In this area a number of halflings have taken to the seas in search of profit and adventure.

Exceptions aside, halflings are satisfied by a life filled with farming and commonplace pursuits. The majority are concerned only with the practical necessities of life. The value they place on friendship and community has led halflings to become integral parts of many human and elven societies in Faerûn's northern reaches.

PLAYING A HALFLING IN TORIL

Halflings are practical folk who maintain their good spirits even in the face of dire circumstances. They avoid putting themselves in dangerous or difficult situations and try to keep a carefree attitude and positive outlook.

Since the Spellplague's geographical catastrophe displaced thousands of halflings, a philosophical shift has occurred in the minds of many members in the race. The result has been a wider dispersion of lone members of the race, many struck by wanderlust and an interest in adventure. Halfling-run adventure companies have sprung up in many major cities. These groups are not exclusively made up of halflings, but they share a common thematic thread—no matter how small or insignificant one might seem, each has the power to shape the future.

Stories and tales of the past, regardless of whether they are true, fascinate halflings, and many such legends have lured halflings into fantastic adventures exploring ancient ruins and delving into the world's deep places. Many halflings have an innate curiosity and adventurous spirit, which, on a small scale, leads only to local trouble and mischief. However, these traits also give halflings the potential to succeed as great adventurers, and more than a few have done just that.

HUMANS

Among the races of Faerûn, humans are the most numerous and widespread. Humans are builders and destroyers who have fleeting life spans that can drive them to momentous accomplishments or simple pleasures. Some say humans will control all of Faerûn by virtue of their numbers alone. Although many humans are content to live simple lives, never looking beyond the farms and fences that surround their communities, there are always those who insist on expanding and conquering.

DESCRIPTION AND HOMELANDS

Humans are found all over Faerûn and in Returned Abeir. Whether living as members of the Five Companies in the no-man's-land of Halruua, or as demonbinders in the northern reaches of Narfell, humans scratch out a living in even the deadliest of places and harshest of climates.

Other races attribute humans' capacity for survival to their adaptability. Even dwarves, a race known for obstinacy, sometimes call humans stubborn for their ability to thrive despite all odds. However, not all humans do prosper, and in many nations, humans suffer at the hands of others, serving as slaves and common laborers. Although humans exist across the continents, their quality of living varies to a greater degree than that of any other race.

On the whole, humans live free and relatively prosperous lives. Most members of the race are content to carve out a living in their little corner of the world. Many dream of lives filled with glamor or luxury, but only the small few whose ambition matches their goals ever succeed in rising above their lot in life. These examples include adventurers, conquerors, mages, and priests—those who go to any length to overcome adversity and the challenges of their heritage.

Humans run the gamut in height, weight, complexion, eye color, and hair color, all of which characteristics mostly depend on the region from which they originate. Northerners have light complexions and hair, and they are often taller and more brawny than humans to the south. A southern human has darker features and is shorter and thinner. However, such regional distinctions are undependable, for as commonplace as humans are, one rarely knows a human's origin with certainty without asking that individual.

PLAYING A HUMAN IN TORIL

Humans are ambitious and driven, typically living each day with purpose and action. Some humans are contemplative while others are rash, but regardless, when a human decides to act, he or she typically dedicates all effort to success.

On the whole, humans are more open-minded than other races, having dealt with a gamut of person-

alities and temperaments in their own race. Humans' adaptability makes them well suited for facing the challenges and changes that might daunt a member of another race.

Humans can pursue any path and hold to virtually any motivation. A human might explore and adventure solely out of a desire to encounter the new and experience the world. Such humans are forward-thinking, brave individuals who see opportunity everywhere and have a passion for change. Another human might be xenophobic and conservative, fearing the future and hateful of recent changes. These humans go to any length to preserve tradition and the status quo.

Humans can have the best or worst of intentions, for history shows them to be capable of horrors as well as heroic deeds. For many humans, time is their worst enemy, limiting the amount that one can accomplish in life. For others, the worst enemy is internal. Many humans struggle to reconcile past deeds and future goals. This conflict leads humans toward ambivalent and chaotic behavior. Even the most well-intentioned human might second-guess a decision or struggle between doing what's right for others and what's best for him.

TIEFLINGS

Plagued by a dark and sinister heritage, tieflings walk through the shadows of their race's past, savoring the darkness or trying to escape it. Tieflings are scattered throughout Faerûn, littered geographically in a reminder of distant times when devils and demons exerted an active influence over the lands. As a race, tieflings have prospered despite prejudice and preconceived notions of their evil nature. They have arisen from obscurity and darkness to become active participants in the affairs of Faerûn.

With the fall of Mulhorand, the disintegration of Unther, and the transformation of Thay into a land where the dead walk, many tieflings have been forced to search out new homes. Although some have turned to their former dark practices, others have learned to enjoy the freedom and morality of their new homelands.

DESCRIPTION AND HOMELANDS

Tieflings are widely dispersed throughout Faerûn. In the east, tieflings are common in Narfell and southern High Imaskar. In Tymansher, the dragonborn accept their presence openly. Many of these eastern tieflings have continued to practice the fell traditions of their former homes of Unther and Mulhorand.

The tieflings in the west have become an integral part of Calimshan's ongoing war. Memnon's faction eagerly absorbs any migrant tieflings whom it can put to military use. Not all tieflings choose this path, however, and many live in the west and north, along the Sword Coast, the Dragon Coast, and in the environs of Baldur's Gate. Tieflings have prospered there

and risen to positions of minor authority, allowing them to shirk their dark reputation.

Even Aglarond, an enemy of Thay, begrudgingly tolerates tieflings. Tieflings, who comprised much of Thay's population, now work in service to Aglarond, defending against the undead that overwhelmed Thay and made them refugees. Regardless of location, though, tieflings face the traditional prejudices associated with their race. Although assumptions of the race's evil nature have lessened in recent decades, these attitudes nonetheless persist.

A tiefling can escape the taint of his background, but he cannot escape the skin and physical features that indicate his heritage. Tieflings' tails and horns, not to mention their reddish skin and sharp teeth, suggest evil progenitors. As such, many members of other races balk at the sight of a tiefling. At the same time, tieflings have a wide range of views regarding their appearance—some are ashamed of how they look, and others are steadfastly proud.

PLAYING A TIEFLING IN TORIL

Tieflings either embrace their dark heritage or try to escape it, and consequently two distinct tiefling archetypes exist. Regardless of how tieflings feel about their ancestry, they are proud but secretive, bound by the inherent mystique that surrounds their creation.

A tiefling who embraces his or her past is preoccupied with the dark and sinister events of the world, whether in an effort to learn more about such occurrences or out of a desire to thwart them. Tieflings are found throughout Faerûn in part because they are undaunted by the dangers of the world. Few settlements consist entirely of tieflings because members of the race are rarely content to lead provincial lives. Whether because of their ancestry or cultural values, tieflings are ambitious and pursue fame or infamy with determination.

On the other hand, some tieflings deny their ancestry, making their only ambition to escape the darkness of their distant past. This feeling leads members of the race to try to accomplish good in the world, as if to compensate for some vague terrible deed of the past. Other tieflings, ashamed of their heritage, want no more than to pass through the world unnoticed.

Tiefling adventurers are common, though their motivations are varied. Tieflings' dark demeanor and natural attributes lead many to become rogues and thieves or else give them cause to pursue the black arcane arts. However, some tieflings find that their ambitions are well suited to positions of leadership, and stories tell of tieflings who have become mighty paladins and warlords. Ultimately, for many tieflings, the greatest battle they will ever face is the challenge of reconciling their own existence, whether for good or evil.

SUPPORTING CAST

Toril's races are as varied as its cultures and geography. The other creatures that populate the world are briefly discussed below.

Gnomes

Gnomes, known also as the Forgotten Folk, are somewhat rare in Faerûn. Small communities exist in the Western Heartlands, Elturgard, and along the coast of the Shining Sea. Many gnomes dwell in the Underdark, and these are known as svirfneblin or deep gnomes. These svirfneblin are careful to keep themselves and the location of their cities concealed. They often settle near dwarves and maintain polite relations with their neighbors.

Gnomes have a strong sense of curiosity, and they are particularly interested in all things magical. This interest has led many to become affiliated with various arcane institutions. They generally lack the ambitions and motivations of big folk, and are content to lead simple lives. Their curiosity manifests in a variety of ways, depending on an individual gnome's interest. Some gnomes are content to wander between libraries and temples, gleaning knowledge from books and tomes. Others crave to explore lost ruins, delve deep into the world, and snoop around arcane laboratories. Despite the gnomish capacity for avoiding attention, many a gnome has met with an untimely demise at the hands of a sadistic dracolich, a malevolent mindflayer, or an enraged archmage.

Goblins

Wandering tribes of goblins, hobgoblins, and bugbears dwell throughout Faerûn. They are widely regarded as unintelligent and uncivilized, deserving attention only for the sake of eradicating them.

Not all goblins are dim-witted, however, and a few are able to rise beyond their ilk. Stories tell of goblins and, to a small extent, bugbears and hobgoblins who have joined groups of adventurers and accomplished great feats. Like heroes of other infamous races, a few goblins have been able to gain enough renown to be accepted into cities, even if the welcome remains somewhat cold.

Goblins are generally short-tempered and inclined to fits of rage. They lurk in the shadows of civilization, striking at the vulnerable. Goblinoids who separate from their fellows generally remain easily provoked, though they prove less sadistic than others of their kind. Although few goblinoid adventurers are able to profess truly altruistic intentions, they nonetheless welcome any good that might arise from treasure-hunting and exploration. Goblins able to overcome

the shadows of their heritage often find that standing in the light is much warmer than walking in the darkness.

Goblin tribes are scattered throughout Faerûn and usually contain a few hobgoblins and bugbears. Tribes made up mostly of hobgoblins and bugbears are more rare because such groups (when they form) frequently threaten civilization and are summarily eliminated. Goblins are pests, but they usually harass only outlying settlements and lone travelers and are thus left to their foul activities.

Lycanthropes and Shifters

Lycanthropes have always dwelled in the shadow of the human and elven realms of Faerûn. A small number intermarry with the humans around them, and over generations the trait (or curse) of shapeshifting diminishes. Many "werewolves" and "weretigers" are actually shifters, people who no longer have the ability to completely transform themselves into animal forms, but instead manifest animal traits in times of fear or anger.

Most people consider lycanthropy an inherently evil curse or disease, and so shifters are feared in much the same way that true lycanthropes are. In reality, it is a hereditary trait passed from parent to child and is not necessarily malevolent.

Tribes and small communities of shifters and true lycanthropes dot Faerûn, though there are a few large groups of note. In the Werewoods outside Baldur's Gate and the Glimmerwood near Silverymoon exist large bands of lycanthropes that have evil designs on the local inhabitants. Despite tribes like these, though, many shifters refuse the dark path of their heritage. For example, the Great Dale and the Forest of Lethyr are home to several seminomadic bands of shifters who simply want to be left to themselves. Dambrath's shifters, while suspicious of strangers, reserve hatred only for the drow.

Many shifters fear that unleashing the beast within can wake the feral legacy sleeping in their blood. The fear of hurting an innocent while unable to control one's body drives many shifters to be standoffish. Shifters who overcome this fear become steadfast allies who would face death in defense of a friend.

Half-Orcs and Orcs

Combining the strength and hardness of orcs with the cunning and ambition of humans, half-orcs are a tough breed indeed. Half-orcs arose long ago when fierce and violent tribes of humans wandered into lands where orc tribes dwelled, or vice versa. To this day people who display "orcish" traits occasionally surface in lands such as Vaasa or the North, and orcs of less bestial appearance and unusual cunning

appear in various orc tribes. True half-orc communities are quite rare, but in lands where orc blood runs thick, people with half-orc characteristics may comprise a significant minority of the population.

Full-blooded orc heroes are much less common than half-orc heroes, despite the fact that there are many more full-blooded orcs than half-orcs in the world. Most orcs are murderous marauders who heed only the rumble of hungry stomachs and thirst for loot. However, in the years just before the Spellplague, a nation of orcs formed and has since managed to persevere. From within the Kingdom of Many-Arrows, a new kind of orc has emerged. While crude and barbaric traditions remain, many members of the race have come to appreciate the luxuries of civilization and the sense of satisfaction that can be achieved through creation and not destruction. Although marauding bands of orcs remain a problem throughout Faerûn, Many-Arrows has done much to change the reputation of this traditionally infamous race.

Orcs typically have foul temperaments and are quick to anger. Easily offended, orcs generally use violence to resolve problems. Although orcs rarely consider multiple solutions to a problem, they do excel at getting things done because they are creatures of action, not thought. Orcs are typically unintelligent and rash, yet exceptions do exist, such as King Obould, who are capable of accomplishing greatness despite ill heritage and racial predispositions.

DEVAS

Lonely wanderers who rarely see others of their kind, devas roam all corners of Faerûn. They are not a race native to this world; they came to Faerûn when the long-suffering Mulan people, slaves of the Imaskari, summoned their ancient deities in the world from which they had been stolen. Just as the Mulan deities could only send avatars into Faerûn, the angelic servants who accompanied them also had to incorporate themselves in mortal flesh, and became the race of devas—or aasimars, as they were known in Mulhorandi. Like their masters, devas accepted the fate of perpetual reincarnation. For almost four thousand years, each deva has been incarnated again and again in the world of Toril.

Devas are driven to seek new experiences and see new lands, lured on by an undying fascination with the world and its people. Each has been reincarnated through scores of lifetimes in the far corners of the world; all of Toril is their home now. Few have any ambition greater than living, loving, and striving in whatever circumstances they find themselves in.

Since the destruction of Mulhorand and Unther during the Spellplague, devas have no lands to which they are bound and no godly masters they are sworn to serve. In the last century they have spread out across Faerûn, some in search of new causes to serve,

others content to be free of their age-old service. However, devas incarnated in the far places of the world often make their way to Faerûn, drawn perhaps by the longing to gaze again on their ancient homelands. Therefore, devas tend to pass through those lands in Faerûn that serve as passageways to other parts of the world—for instance, Durpar, Murghôm, or Thesk in the east and south, and Waterdeep in the west.

GOLIATHS

Strong and enduring as the rock of the mountains where they reside, goliaths live mostly in the little-known ranges of eastern Faerûn—the Thesk Mountains, the Mountains of Copper, the Sunrise Mountains, and even the bitterly cold Icerim Mountains. The lands around those ranges were lightly populated even before the Spellplague, and in the century since they have become desolate. Few people venture into the goliaths' domain any more, and the goliaths find little reason to leave their high vales for the insidious dangers of the lowlands. However, the natural wanderlust of their kind leads some goliaths to venture down into the lands they gaze over from their mountainsides simply to see what might be there—or, more rarely, to test their mettle by raiding livestock or hunting dangerous monsters.

Goliaths who wander far from home soon find that their great size and talent for combat opens up a world of possibilities among the smaller races of Faerûn. A small number of goliath sellswords can be found as far away as the Sword Coast.

SHADES

The shades are among the most menacing races on Toril, and they are widely feared throughout Faerûn. Shades are the result of humanoids touched and overcome by the magic of the Shadowfell. Led by the machinations of Shar and the Twelve Princes, shades have become dark reflections of the power that long ago infused them with magical might.

Although most shades are confined to Netheril, individual occurrences exist throughout Faerûn. Many shades travel abroad, acting on behalf of their empire and working to sow chaos among good nations or forge alliances with other malefactors. Their adept use of magic and access to the powers of the Shadowfell make even a single shade a force not to be trifled with.

Shades are generally cool and calculating, remaining silent and unseen when possible. They usually have a dark purpose to which they are devoted, though stories tell of instances of shades acting out of beneficence or rebellion toward an individual's kin. The Shadowfell is not an inherently evil place, and each shade has a choice whether or not to obediently follow the commands of its people.

CHARACTER CLASSES

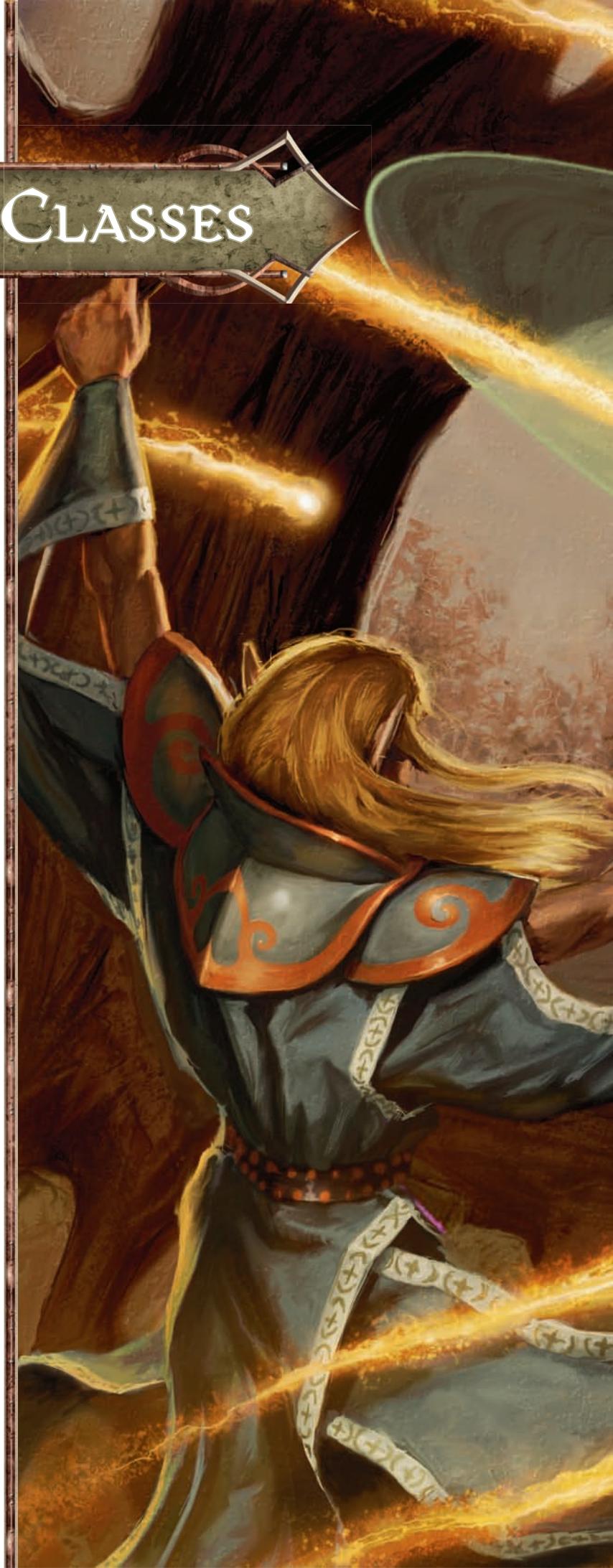
TORIL IS riddled with threats of voracious appetite, ancient animosity, and malevolent purpose. Confronting such adversaries requires potent powers and abilities capable of penetrating scale and shield while offering protection from fang and curse. Arrayed against those threats are the classes found in the *Player's Handbook*. The *FORGOTTEN REALMS Player's Guide* expands upon the *Player's Handbook* classes and paragon paths with additional selections designed with the geographical, historical, political, and cosmological nature of Toril in mind.

- ◆ **Swordmages:** Arcane defenders who fuse spell and steel in a dangerous combination.
- ◆ **Warlock (Dark Pact):** A new pact for warlocks.
- ◆ **Spellscarred:** A multiclass-only class available to characters who have a spellscar, a mark that is the corroded echo of spellfire twisted by the disaster that was the Spellplague.
- ◆ **Paragon Paths:** Roads to advancement for swordmages, spellscarred, drow, genasi, and other characters flavored with the geographic regions, organizations, and religions of Toril.
- ◆ **The Chosen Epic Destiny:** Your deity chooses you to serve as his or her proxy in mortal affairs.

POWERS WITH SELECTABLE ABILITY MODIFIERS

Many powers described in this chapter give you an option to select the attack or damage based on Strength, Constitution or Dexterity (highest physical ability); or Intelligence, Wisdom, or Charisma (highest mental ability). When you select a power of this kind for the first time, choose the appropriate ability as the ability score you use when making attack rolls and damage rolls. This choice remains throughout your character's life and does not change the power's other effects.

MATT CAVOTTA





SWORDMAGE



"Under the leaves of Myth Drannor I learned the ancient eladrin way of battle. Spells are my armor, and words of ruin are bound to my blade."

CLASS TRAITS

Role: Defender. You are a melee combatant who uses spells to fight better.

Power Source: Arcane. You study ancient magical traditions and practice swordplay, developing arcane powers that work well with your physical attacks.

Key Abilities: Intelligence, Strength, Constitution

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, military light blades, military heavy blades, simple ranged

Implements: Any light blade or heavy blade. Your blade adds its enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You do not gain your weapon proficiency bonus to the attack roll when using your blade as an implement.

Bonus to Defense: +2 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 8 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha)

Build Options: Assault swordmage, shielding swordmage

Class Features: Swordbond, Swordmage Aegis (aegis of assault or aegis of shielding), Swordmage Warding

Swordmages apply the arcane arts to melee combat. The combat skills they possess are enhanced by the magic they wield. The flourish of a swordmage's blade not only bites with steel, but also with fire, lightning, or other powerful forces.

You studied and practiced for years to master your skills. You mastered the fundamentals of arcane magic and combined this academic study with endless hours of physical training. You might be a young eladrin in search of your fortune, a stranger to the wider world outside the seclusion of your homeland; a self-trained genasi sellsword, gifted with an affinity for elemental magic; the scion of a disgraced noble human family, taught by the finest tutors in your

ERIC DESCHAMPS



youth but now a footloose expatriate; or a half-elf arcane champion, rigorously trained in a war magic academy to serve in the armies of your homeland.

Magical barriers of force swirl around you, protecting you from harm. The blade you carry is an extension of your being, both body and mind. It pulses with eldritch energy as you prepare to defend your allies and unleash magical fury against your foes.

CREATING A SWORDMAGE

The swordmage has two builds: assault swordmage and shielding swordmage. Intelligence plays into all your attacks, but you might emphasize either Strength or Constitution for added benefits.

ASSAULT SWORDMAGE

Your style of combat focuses on flashy attacks that call up elemental forces and throw your opponents around the battlefield. This method of aggressive swordmage combat spread from Returned Abeir to Toril through the heritage of the anarchs of Shyr (see page 47 for that paragon path). Your attacks use Intelligence, so that should be your primary ability score. Strength should be your second-best ability score, since it enhances your assault powers and keeps your base attack bonus high. Constitution helps your survivability and can be useful if you want to try some shielding swordmage powers. Most assault swordmages use a two-handed weapon (such as a greatsword or a falchion) to deal more damage, though they have a lower AC as a result.

Suggested Feat: Escalating Assault (Human feat: Weapon Focus)

Suggested Skills: Arcana, Athletics, Diplomacy, Intimidate

Suggested At-Will Powers: *greenflame blade*, *sword burst*

Suggested Encounter Power: *flame cyclone*

Suggested Daily Power: *burning blade*

SWORDMAGE OVERVIEW

Characteristics: Your melee skills are most important, but you also have attacks that can hit multiple creatures or injure creatures at range. Your defensive powers can protect your allies and yourself.

Religion: Swordmages favor deities of magic or skill. Corellon, Selûne, Torm, and Tymora are common among swordmages of good heart. Swordmages of a darker bent often revere Shar, regarding their unusual skills as a secret art to be kept hidden from the uninitiated.

Races: Genasi from Returned Abeir are the archetypal assault swordmages. Humans and eladrin are the main practitioners of the shielding swordmage style. Githyanki are also known to practice their own swordmage tradition, which is similar to the shielding swordmage.



SHIELDING SWORDMAGE

You protect your allies with magical shields of force—and by keeping enemies away from them. This heritage is embodied by the Coronal Guard tradition (see page 48 for that paragon path), a discipline that can be traced over a thousand years to the armathors, the elite guards of the coronal of Myth Drannor. Intelligence powers your attacks, so it should be your highest ability score. Constitution applies added effects to many of your attacks, so it should be your second-highest score. A good Strength lets you take advantage of assault swordmage powers (giving you some added offense) and keeps your basic attack decent. You'll want to keep a hand free to get your AC bonus from Swordmage Warding class feature, so you should use a one-handed weapon such as a longsword or a scimitar.

Suggested Feat: Retributive Shield (Human feat: Student of Sword Magic)

Suggested Skills: Arcana, Diplomacy, History, Insight

Suggested At-Will Powers: *booming blade*, *lightning lure*

Suggested Encounter Power: *chilling blow*

Suggested Daily Power: *frost backlash*

SWORDMAGE CLASS FEATURES

Swordmages are smart, strong bastions of defense whose art is embodied by their swords. All swordmages have the class features described below.

SWORDBOND

By spending 1 hour of meditation with a chosen light or heavy blade, you forge a special bond with the weapon. As a standard action, you can call your bonded weapon to your hand from up to 10 squares away.

You can forge a bond with a different blade using the same meditation process (for instance, if you acquire a new blade that has magical abilities). If you forge a bond with a different blade, the old bond dissipates.

If your bonded weapon is broken or damaged, you can spend 1 hour of meditation to recreate the weapon from a fragment. (This process automatically destroys any other fragments of the weapon in existence, so you can't use it to create multiple copies of a broken weapon.)

SWORDMAGE AEGIS

You can place a magical warding upon a foe, allowing you to respond to the foe's attacks against your allies with a counterassault or a timely protection.

Choose one of the following Swordmage Aegis powers. These powers are described in full below.

Aegis of Assault: You teleport to the side of the attacker and respond with an attack of your own.

Aegis of Shielding: You deflect some of the damage of an incoming attack.

SWORDMAGE WARDING

While you are conscious and wielding either a light blade or a heavy blade, you maintain a field of magical force around you.

This field provides a +1 bonus to AC, or a +3 bonus if you are wielding a blade in one hand and have your other hand free (not carrying a shield, an off-hand weapon, a two-handed weapon, or anything else).

If you become unconscious, your Swordmage Warding benefit disappears. You can restore it by taking a short rest or an extended rest.

SWORDMAGE POWERS

Your powers are also known as spells. You use your blade as your implement, employing it both as a melee weapon and as a conduit for your arcane magic.

Some swordmage powers include a line titled "Aegis of Assault" or "Aegis of Shielding." You gain this extra benefit only if you selected the *aegis of assault* or *aegis of shielding* power, respectively.

CLASS FEATURES

Every swordmage has a class feature that works like a power. The two varieties of Swordmage Aegis, *aegis of assault* and *aegis of shielding*, are presented below.

Aegis of Assault

Swordmage Feature

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.

At-Will ♦ Arcane, Teleportation

Minor Action **Close burst 2**

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

Aegis of Shielding

Swordmage Feature

You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.

At-Will ♦ Arcane

Minor Action **Close burst 2**

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Constitution modifier.

At 11th level, reduce the damage dealt by 10 + your Constitution modifier. At 21st level, reduce the damage dealt by 15 + your Constitution modifier.

LEVEL 1 AT-WILL SPELLS

Booming Blade

Swordmage Attack 1

A field of sound punishes your enemy, and the sound becomes louder if your enemy tries to escape.

At-Will ♦ Arcane, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and if the target is adjacent to you at the start of its turn and moves away, it takes 1d6 + Constitution modifier thunder damage.

Increase damage to 2[W] + Intelligence modifier at 21st level.

Greenflame Blade

Swordmage Attack 1

Each blow ignites your blade in deadly green fire.

At-Will ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier fire damage, and you deal fire damage equal to your Strength modifier to all enemies adjacent to the target.

Increase damage to 2[W] + Intelligence modifier at 21st level.

Lightning Lure

Swordmage Attack 1

You lasso your foe with a leash of lightning and pull it into range of your blade.

At-Will ♦ Arcane, Implement, Lightning

Standard Action Ranged 3

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier lightning damage, and you pull the target to the nearest unoccupied space adjacent to you.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Special: If you cannot pull the target to an adjacent square, this power fails and deals no damage.

Sword Burst

Swordmage Attack 1

A sweep of your sword blasts those around you with force.

At-Will ♦ Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

LEVEL 1 ENCOUNTER SPELLS

Chilling Blow

Swordmage Attack 1

Your blade rips into your foe and cold pulses from the wound, enveloping your enemy's body in a crust of frost.

Encounter ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier cold damage, and the target takes cold damage equal to your Constitution modifier each time it attacks until the start of your next turn.

Flame Cyclone

Swordmage Attack 1

Arcane power swirls around your blade and outward toward your enemies, engulfing them in an inferno.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier + Strength modifier fire damage.

Foesnare

Swordmage Attack 1

You cut into your foe, and links of solid eldritch energy burst from its flesh, binding its bones to the ground.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Special: You can use this power in place of a melee basic attack when charging.

Lightning Clash

Swordmage Attack 1

As your blade strikes home, a sizzling bolt of lightning leaps from your reeling foe to strike down its nearby ally.

Encounter ♦ Arcane, Lightning, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage. Make a secondary attack.

Secondary Target: One creature within 5 squares of the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

LEVEL 1 DAILY SPELLS

Burning Blade

Swordmage Attack 1

Your fiery blade lunges toward your enemy, and its arcane warmth seeks to flare again in the wounds of your foes.

Daily ♦ Arcane, Fire, Weapon

Standard Action **Melee weapon**

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier fire damage.

Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier.

Frost Backlash

Swordmage Attack 1

As your enemy swings for the kill, your warding suddenly turns to ice and lashes out at your foe with the fury of winter.

Daily ♦ Arcane, Cold, Weapon

Immediate Interrupt **Melee weapon**

Trigger: An adjacent creature hits you

Target: The creature that hit you

Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier cold damage.

Miss: Half damage.

Whirling Blade

Swordmage Attack 1

You spin and suddenly hurl your sword. Your blade spins in the air, seeking an enemy to slash with mortal determination.

Daily ♦ Arcane, Weapon

Standard Action **Ranged 5**

Requirement: You must throw your melee weapon at the target.

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and your weapon returns to your hand.

Miss: Repeat the attack against a second target within 5 squares of the first. If you miss, repeat the attack against a third target within 5 squares of the second. If you miss again, repeat the attack against a fourth target within 5 squares of the third. Your weapon then returns to your hand.

LEVEL 2 UTILITY SPELLS

Dimensional Warp

Swordmage Utility 2

You reach out with arcane power, and two of your nearby allies suddenly wink out and reappear in each other's places.

Encounter ♦ Arcane, Teleportation

Minor Action **Close burst 3**

Targets: You and one ally in burst or two allies in burst

Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

Eldritch Speed

Swordmage Utility 2

Eldritch power flows in your blood, and when battle is joined, the power speeds you on.

Daily ♦ Arcane

No Action **Personal**

Effect: Use this power before rolling initiative. You gain +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

Fear No Elements

Swordmage Utility 2

The elements of the universe are yours to command, and they do not easily damage you.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 5 + your Constitution modifier to that damage type.

Mythal Recovery

Swordmage Utility 2

You focus your warding inward to bolster yourself against the onslaught.

Encounter ♦ Arcane

Minor Action **Personal**

Effect: Make a saving throw against an effect that a save can end.

LEVEL 3 ENCOUNTER SPELLS

Blastback Swipe

Swordmage Attack 3

Your sword rings against your foe like a clap of thunder, sending your enemy careening away.

Encounter ♦ Arcane, Thunder, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier thunder damage, and you push the target 2 squares.

Special: When charging, you can use this power in place of a melee basic attack.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Corrosive Ruin

Swordmage Attack 3

You spin your blade in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.

Encounter ♦ Acid, Arcane, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier acid damage.

Sloth Strike

Swordmage Attack 3

As your blade sinks into the enemy, his blood turns to leaden ice, and he staggers about heavily.

Encounter ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

Transposing Lunge

Swordmage Attack 3

You thrust at your enemy, a flash engulfs it, and it suddenly appears elsewhere.

Encounter ♦ Arcane, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you teleport the target into a space adjacent to you.

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power against the target as part of the interrupt, even if the target is beyond your reach.

LEVEL 5 DAILY SPELLS**Deep Freeze**

Swordmage Attack 5

Driving your blade home, you hiss a word of power, and white bone-chilling mist begins to seep from your foe's body.

Daily ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier damage.

Effect: Until the end of the encounter, any enemy takes 1d10 cold damage when it moves adjacent to or starts its turn adjacent to the target.

Elemental Foible

Swordmage Attack 5

You weave a deadly symbol in your foe's flesh. This hateful glyph leaves your enemy's body fragile to the elements.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage.

Effect: The target gains vulnerable 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder. The vulnerability lasts until the end of the encounter.

Lingering Lightning

Swordmage Attack 5

Tendrils of bluish white lightning course from your blade to electrocute your enemies.

Daily ♦ Arcane, Implement, Lightning

Standard Action Ranged 5

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex, one attack per target

Hit: 1[W] + Intelligence modifier damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

LEVEL 6 UTILITY SPELLS**Armather's Step**

Swordmage Utility 6

Arcane power speeds you into battle.

Encounter ♦ Arcane, Teleportation

Move Action Personal

Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

Dimensional Warding

Swordmage Utility 6

Your warding warps the flow of magic around you, preventing enemies from sneaky escapes or attacks.

Daily ♦ Arcane, Stance, Zone

Minor Action Close burst 2

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it.

Special: The zone remains centered on you, even if you move.

Fate-Spurned Foe

Swordmage Utility 6

Forces beyond your enemy's comprehension work against it at your command.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, any effect that a save can end that you place on an enemy causes a -2 penalty to saving throws against the effect.

Silversteel Veil

Swordmage Utility 6

You raise a magical ward of thin, wispy silver mist. It seems no more tangible than warm breath on a frosty morning, but it gathers under enemy blows and turns them aside.

Encounter ♦ Arcane, Force

Minor Action Close burst 1

Targets: You and each ally in burst

Effect: All affected creatures gain a +2 bonus to AC and Reflex defense until the end of your next turn.

LEVEL 7 ENCOUNTER SPELLS**Electrified Lash**

Swordmage Attack 7

You point your sword into the air, and cruel talons of white lightning reach out toward your foes.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier lightning damage.

Flamewall Strike

Swordmage Attack 7

With a mighty sweep of your blade, dancing tongues of arcane fire rise from the ground at the feet of your foes.

Encounter ♦ Arcane, Conjunction, Fire, Implement Standard Action Area wall 3 within 1 square

Effect: You conjure a wall of contiguous squares filled with leaping flames that lasts until the start of your next turn. The wall can be 3 squares long and no more than 1 square high. Only 1 square of the wall must be within 1 square of you.

Any creature that enters the wall's space or starts its turn there takes 1d8 + Constitution modifier fire damage.

Isolating Slam

Swordmage Attack 7

As your blade slices into the enemy before you, a tide of magical energy slams into nearby foes and rocks them back like ships on a stormy wave.

Encounter ♦ Arcane, Weapon Standard Action Melee weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Fortitude, one attack per target

Hit: You push the secondary target away from the primary target a number of squares equal to your Constitution modifier.

Spikes of Agony

Swordmage Attack 7

Your strike leaves shards of pure force piercing your enemy's flesh, rending it if it moves.

Encounter ♦ Arcane, Force, Weapon Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier force damage. If the target moves before the end of its next turn, it takes force damage equal to 5 + your Strength modifier.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

LEVEL 9 DAILY SPELLS

Beacon Blade

Swordmage Attack 9

As you slash at your foe, your sword glows with a blinding light, banishing the gloom around you.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and the target is blinded (save ends).

Effect: The target is illuminated until the end of the encounter, shedding bright light within 10 squares around it. Even if it turns invisible, its location can be pinpointed automatically, though the normal -5 penalty to the attack roll still applies.

Be Gone

Swordmage Attack 9

Your backhanded strike sends your enemy elsewhere.

Daily ♦ Arcane, Reliable, Teleportation, Weapon Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you teleport the target 5 squares.

Glamor Blade

Swordmage Attack 9

As you cut into your foe, the air shimmers around you for a split second, and then two of you stand before the enemy.

Daily ♦ Arcane, Conjunction, Weapon Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage.

Effect: You conjure a duplicate of yourself in any unoccupied square adjacent to the target. The duplicate can be attacked and damaged normally. (It has the same game statistics as you do.) You and the duplicate share the same pool of hit points.

Your duplicate can do anything that you can do. However, any actions taken by your duplicate come from your normal allotment of actions. (It doesn't grant you any extra actions.) You can divide your actions between you and your duplicate as you see fit.

For example, on your turn you could shift into a flanking position (a move action) while the duplicate draws a weapon (minor) and uses a standard action to attack with one of your powers. If you make an opportunity attack against a creature, your duplicate can't also make an opportunity attack during that creature's turn.

If you end any turn more than 5 squares away from your duplicate, the duplicate disappears. Otherwise, the duplicate lasts until the end of the encounter or until you drop to 0 hit points or fewer.

LEVEL 10 UTILITY SPELLS

Arcane Awareness

Swordmage Utility 10

Arcane power guides your defensive posture, guarding you even from attacks you can't see coming.

Encounter ♦ Arcane Free Action

Personal

Effect: Until the end of your next turn, you do not grant combat advantage to any of your enemies.

Dimensional Dodge

Swordmage Utility 10

As the enemy prepares to riddle you with arrows from afar, you vanish and reappear right next to it.

Daily ♦ Arcane, Teleportation

Immediate Interrupt Personal

Trigger: An enemy within 20 squares of you hits you with a ranged attack

Effect: You teleport adjacent to the enemy.

Impenetrable Warding Swordmage Utility 10

The air shimmers about you and thickens against enemy assault. The mythal protects you, always.

Daily ♦ Arcane, Stance

Minor Action **Personal**

Effect: Your warding provides its bonus to all your defenses, not just AC.

LEVEL 13 ENCOUNTER SPELLS**Acid Burst Blade**

Swordmage Attack 13

Your blade turns into acid mid-swing, splattering against your foe and splashing a flesh-searing spray on nearby enemies.

Encounter ♦ Acid, Arcane, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier acid damage, and enemies adjacent to the target take 1d6 + Strength modifier acid damage.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Dimensional Slash

Swordmage Attack 13

As you slash your foe, your blade cuts a tear in reality, which drags you and your foe to a new location nearby.

Encounter ♦ Arcane, Teleportation, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage. Teleport yourself and your target a number of squares equal to 1 + your Constitution modifier. You must appear in a square adjacent to the target.

Seed of Fire

Swordmage Attack 13

Your attack leaves a glowing mote of arcane power in your enemy's wound. You kick your foe free of your blade and watch it erupt in a blossom of hellish flames.

Encounter ♦ Arcane, Fire, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier + 2. Make a secondary attack.

Secondary Target: Each creature within 2 squares of the primary target's new location

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Aegis of Shielding: The secondary attack affects only enemies.

LEVEL 15 DAILY SPELLS**Acid for Blood**

Swordmage Attack 15

As your blade bites into your foe, you whisper a fell word of power and watch as your enemy's flesh begins to sizzle.

Daily ♦ Acid, Arcane, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and ongoing 10 acid damage (save ends).

Miss: Half damage, and no ongoing damage.

Inferno's Sword

Swordmage Attack 15

With a daring flourish of your blade, you unleash a blast of fire that dances madly about, setting your foes aflame.

Daily ♦ Arcane, Fire, Implement

Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

Free the Storm Within

Swordmage Attack 15

You focus your fury, unleashing a storm around you that threatens retreating foes.

Daily ♦ Arcane, Lightning, Stance, Thunder, Weapon

Minor Action **Personal**

Effect: An enemy that starts its turn adjacent to you and moves away takes 2d8 lightning and thunder damage.

LEVEL 16 UTILITY SPELLS**Bolstering Warding**

Swordmage Utility 16

The warding around you emits a soothing glow, restoring your vitality.

Daily ♦ Arcane, Stance

Minor Action **Personal**

Effect: At the end of each turn, before making saving throws, remove one effect on yourself that a save can end.

Elemental Protection

Swordmage Utility 16

You wrap layers of arcane protection into your warding, keeping elemental energy at bay.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 10 + your Constitution modifier to that damage type.

Ironskin

Swordmage Utility 16

Your skin takes on a silvery sheen, and your muscles grow dense as steel.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, you gain resist 5 to all damage.

Sudden Escape

Swordmage Utility 16

In the blink of an eye, you're somewhere else.

Daily ♦ Arcane, Teleportation

Immediate Interrupt Personal

Trigger: You would be hit by an attack

Effect: Teleport 2 squares.

LEVEL 17 ENCOUNTER SPELLS

Ice Cage

Swordmage Attack 17

As your blade lances into your foe, ice erupts from the wound, winding around your enemy's limbs in a crushing embrace.

Encounter ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier damage, and the target is weakened until the end of your next turn. If the target attacks while it is weakened, it takes cold damage equal to 5 + your Constitution modifier.

Spidersilk Slash

Swordmage Attack 17

You spin your blade impossibly fast, creating silvery strands of silk that bind nearby enemies.

Encounter ♦ Arcane, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Swordshock

Swordmage Attack 17

Electric death pulses from your sword as you plunge it into the enemy.

Encounter ♦ Arcane, Lightning, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier lightning damage.

LEVEL 19 DAILY SPELLS

Bane Blade

Swordmage Attack 19

Attuning your blade's arcane might, you launch a devastating barrage of cuts and thrusts against your foe.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage.

Effect: Choose a creature type that the target has (animate, beast, humanoid, or magical beast). Until the end of the encounter, your attacks against creatures of that type deal 2d6 extra damage.

Hell's Own Blade

Swordmage Attack 19

You hurl your sword, and it buries itself into the chest of a distant foe. Your sword explodes, sending waves of roiling flame out in all directions, before reforming in your hand.

Daily ♦ Arcane, Fire, Weapon

Standard Action Ranged 10

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier fire damage.

Effect: Make a secondary attack.

Secondary Targets: The primary target and each enemy within 2 squares of it

Secondary Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier fire damage.

Miss: Half damage.

Lightning Rod

Swordmage Attack 19

Thrusting the point of your sword into your enemy, you channel a kernel of deadly power into it. Dark clouds seep from the wound and lightning lashes out, shocking nearby foes.

Daily ♦ Arcane, Lightning, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and ongoing 10 lightning damage (save ends). When the target takes ongoing damage from this power, enemies adjacent to the target take 10 lightning damage.

Miss: Half damage, and no ongoing damage.

LEVEL 22 UTILITY SPELLS

Eyes of the Mage

Swordmage Utility 22

Your eyes take on an otherworldly sheen—you see all, even gaining a glimpse of the future.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you gain a +5 power bonus to Perception checks, you ignore attack penalties for targets that have concealment or total concealment, and you can see invisible targets as if they were visible.

While this power is active, you can force an enemy within line of sight to reroll an attack roll made against you or an ally, with a penalty equal to your Constitution modifier. The enemy must use the new result. Using this benefit ends the power's effects immediately.

Giant's Might

Swordmage Utility 22

Soaking up ambient arcane power, your body swells and grows. You stand as tall as a giant and are blessed with awesome power.

Daily ♦ Arcane**Minor Action Personal**

Effect: Your size category becomes the next larger one, such as from Medium to Large. You gain a +5 power bonus to Strength ability checks, a +2 power bonus to melee attack rolls, and a +5 power bonus to melee damage rolls.

If this power increases your size to Large, Huge, or Colossal, your space increases to match the new size and your reach also increases by 1. If there is insufficient room for your space to increase, this power automatically fails.

This transformation persists until the end of the encounter or until you choose to end it as a minor action.

Shackled Warding

Swordmage Utility 22

A nimbus of energy cascades from you and surrounds your foes, sealing their avenues of escape.

Daily ♦ Arcane, Stance, Zone**Minor Action Close burst 5**

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it. Enemies who begin their turn within the zone are slowed until the end of their turn.

Special: The zone remains centered on you, even if you move.

LEVEL 23 ENCOUNTER SPELLS**Acid Fountain**

Swordmage Attack 23

Your blade changes into a whirling geyser of acid.

Encounter ♦ Acid, Arcane, Implement**Standard Action Close blast 3****Target:** Each creature in blast**Attack:** Intelligence vs. Reflex**Hit:** $3d10 + \text{Intelligence modifier}$ acid damage.**Meteor Strike**

Swordmage Attack 23

Your blade transforms mid-swing into a searing meteor that explodes against your enemy, then careens into other nearby foes, immolating them in a fiery shroud.

Encounter ♦ Arcane, Fire, Weapon**Standard Action Melee weapon****Primary Target:** One creature**Attack:** Intelligence vs. AC**Hit:** $2[W] + \text{Intelligence modifier}$ fire damage. Make a secondary attack.

Secondary Targets: One or two other creatures within a number of squares from the primary target equal to $2 + \text{your Strength modifier}$

Secondary Attack: Intelligence vs. Reflex, one attack per target

Hit: $2d6 + \text{Intelligence modifier} + \text{Strength modifier}$ fire damage.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Thunder Riposte

Swordmage Attack 23

You reply to an enemy attack by unleashing a devastating blast of thunder from your blade.

Encounter ♦ Arcane, Thunder, Weapon**Immediate Reaction Close blast 3****Trigger:** An adjacent creature hits you with an attack**Target:** Each creature in blast. The creature that triggered this power must be in the area of the blast.**Attack:** Intelligence vs. Fortitude

Hit: $1[W] + \text{Intelligence modifier}$ thunder damage, and the target is knocked prone and dazed until the end of your next turn.

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power as part of that action. The blast can originate from an ally targeted by the marked attacker. The marked attacker must be within the blast.

LEVEL 25 DAILY SPELLS**Bounding Lightning**

Swordmage Attack 25

As you hurl your blade, it flashes into a bolt of lightning, leaping from foe to foe before returning to your hand.

Daily ♦ Arcane, Implement, Lightning**Standard Action Ranged 10****Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** $3[W] + \text{Intelligence modifier}$ lightning damage.

Effect: If a second enemy is within 5 squares of the target, make a secondary attack against that enemy.

Secondary Attack: Intelligence vs. Reflex**Hit:** $2[W] + \text{Intelligence modifier}$ lightning damage.

Effect: If a third enemy is within 5 squares of the target, make a tertiary attack against that enemy.

Tertiary Attack: Intelligence vs. Reflex**Hit:** $1[W] + \text{Intelligence modifier}$ lightning damage.**Icy Shackles**

Swordmage Attack 25

As you drive your blade home, glowing frost courses through your foe, encircling its limbs and anchoring it to the ground.

Daily ♦ Arcane, Cold, Reliable, Weapon**Standard Action Melee weapon****Target:** One creature**Attack:** Intelligence vs. AC

Hit: $4[W] + \text{Intelligence modifier}$ damage, and ongoing 10 cold damage (save ends). Each time the target takes a move action before it has saved against the ongoing cold damage, the target takes extra cold damage equal to your Constitution modifier.

Quicksilver Blade

Swordmage Attack 25

Arcane power courses through your veins and grants you unearthly speed with your biting blade.

Daily ♦ Arcane, Stance**Minor Action Personal**

Effect: Once per round, you can make a melee basic attack as a minor action.

Thundering Heart

Swordmage Attack 25

You send your enemy reeling toward other foes as its heartbeat builds to a thunderous crescendo, which explodes with waves of power.

Daily ♦ Arcane, Reliable, Thunder, Weapon

Standard Action Melee weapon

Primary Target: One enemy

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier damage, and you push the target a number of squares equal to 1 + your Strength modifier. Make a secondary attack.

Secondary Target: Each creature within 2 squares of the primary target, one attack per target

Secondary Attack: Strength vs. Reflex

Hit: 3d8 + Strength modifier thunder damage.

LEVEL 27 ENCOUNTER SPELLS

Maelstrom Blade

Swordmage Attack 27

Weaving threads of arcane power into a mighty storm with the movements of your blade, you unleash elemental fury on your foes.

Encounter ♦ Arcane, Fire, Lightning, Thunder, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier fire, lightning, and thunder damage.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Circle of Devastation

Swordmage Attack 27

Whirling your blade about you, you throw off rending surges of arcane power, shredding foes and sending them flying.

Encounter ♦ Arcane, Force, Weapon

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier force damage, and you push the target 3 squares.

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power as part of that action. Instead of you being the center of the burst, choose an ally targeted by the attack that triggered your *aegis of shielding*. That ally is the center of the burst.

Dimensional Charge

Swordmage Attack 27

Your blade opens a rift in reality, and you leap through to attack your enemy.

Encounter ♦ Arcane, Fire, Lightning, Teleportation, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Effect: Before making the attack, you can teleport 10 squares to a space adjacent to the target. If you do, the attack is a charge.

Attack: Intelligence vs. AC

Hit: 4[W] + Intelligence modifier fire, lightning, and thunder damage.

LEVEL 29 DAILY SPELLS

Astral Thunder Blade

Swordmage Attack 29

Your blade crashes down on your foe, and a noise like a god's fury bursts out of your enemy toward its allies.

Daily ♦ Arcane, Thunder, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier thunder damage.

Effect: Make a secondary attack.

Secondary Target: The primary target and each enemy within 2 squares of it.

Secondary Attack: Intelligence vs. Fortitude

Hit: 2d8 thunder damage, and the target is stunned until the start of your next turn.

Miss: No damage or stun, but the secondary target is dazed until the start of your next turn.

Obliterating Blaze

Swordmage Attack 29

With a vicious thrust of your sword, you set off a flaming chain reaction within your foe.

Daily ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 5[W] + Intelligence modifier damage.

Effect: Arcane fire continually burns in your target's veins.

When the target is reduced to 0 hit points or fewer (if this happens before the end of the encounter), make a secondary attack.

Secondary Target: Each enemy within 2 squares of the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: 4d10 fire damage.

Miss: Half damage.

Vorpal Doom

Swordmage Attack 29

Your weapon becomes razor-sharp and takes on a silvery sheen.

Daily ♦ Arcane, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 7[W] + Intelligence modifier damage.

Effect: Until the end of the encounter, your melee attacks with this weapon, including this attack, can score critical hits if your attack roll is a natural 19 or 20.

WARLOCK (DARK PACT)

Drow who are drawn to arcane power frequently follow the path of the warlock rather than that of the more scholarly wizard. As a manipulative race whose society is based on crafting carefully weighted deals with dangerous powers, the drow found it natural to shape their own form of warlock pact magic. The dark pact created in the drow cities of the Underdark has gradually moved toward the surface, gaining refinements from warlocks of the surface races. The most powerful dark pact warlocks are most often drow, but humans, dragonborn, dwarves, and even eladrin have been known to master the dark pact and use it against its creators.

The warlock class is defined in the *Player's Handbook*. This section describes a new warlock eldritch pact available to choose from when you create a warlock.

DARK PACT

You have forged a pact with the dark beings that lurk in the shadows of the drow civilization. Spells of darkness, poison, madness, and spite fill your mind. You might turn your powers to noble ends, but you always face the temptation to enhance your spells by hurting your friends—just a little.

Spiteful Glamor: You know the *spiteful glamor* at-will spell.

Darkspiral Aura: You have the Darkspiral Aura pact boon. As your cursed enemies fall in battle, your Darkspiral Aura grows in power. You can unleash it on an enemy, blasting its mind and body.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, add 1 to your Darkspiral Aura. Your Darkspiral Aura has a starting value of 0, and it resets to 0 when you take a short rest or an extended rest.

Once per round as a free action when an enemy makes a melee attack or a ranged attack against you, you can use your Darkspiral Aura as an immediate interrupt, dealing 1d6 necrotic and psychic damage to that enemy for each point of your Darkspiral Aura's current value. If this attack deals less than 12 damage, the value of your Darkspiral Aura becomes 0. If this attack deals 12 damage or more, you can cause the enemy to be weakened for its attack (which means the attack deals half damage), and the value of your Darkspiral Aura becomes 1.

At 11th level, the damage you deal increases to 1d8 per point of your Darkspiral Aura's current value, and at 21st level the damage increases to 1d10 per point of your Darkspiral Aura's current value.

LEVEL 1 AT-WILL SPELLS

Spiteful Glamor

Warlock (Dark) Attack 1

The mere sight of you is anathema to your enemy.

At-Will ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points.

Increase damage to 2d8 + Charisma modifier at 21st level, or 2d12 + Charisma modifier to a target at maximum hit points.

LEVEL 1 ENCOUNTER SPELLS

Cursebite

Warlock (Dark) Attack 1

The shadowy aura of your curse grows teeth long enough to take a deep bite.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Close burst 20

Target: Each creature in burst under your curse

Attack: Charisma vs. Fortitude

Hit: 2d8 necrotic damage.

Dark Pact: The attack deals extra damage equal to your Intelligence modifier.

Flickering Venom

Warlock (Dark) Attack 1

You deliver a dagger-shaped dose of magical energy that wounds and infects your unsuspecting foe.

Encounter ♦ Arcane, Force, Implement, Poison

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier force damage, and if you have combat advantage against the target, you also deal poison damage equal to your Intelligence modifier.

Dark Pact: The range is 10 instead of 5.



LEVEL 1 DAILY SPELLS

Contagion

Warlock (Dark) Attack 1

With a word, lesions and angry boils rise on your foe's flesh. Its blood clouds with putrid juices and boils away through the air, snaking into the eyes and ears of your other enemies.

Daily ♦ Arcane, Implement, Poison
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: Ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 2 squares of the target takes ongoing 5 poison damage (save ends).

Dark Pact: On a failed saving throw, the ongoing damage instead spreads to each enemy within a number of squares equal to 2 + your Intelligence modifier.

Miss: Ongoing 5 poison damage (save ends). This ongoing damage does not spread.

Your Glorious Sacrifice

Warlock (Dark) Attack 1

Your true friends understand the sacrifices they need to make for your power.

Daily ♦ Arcane, Implement, Necrotic, Poison

Standard Action **Ranged 10**

Target: One creature

Effect: Before the attack, you can deal damage to an ally adjacent to you equal to your Charisma modifier. If you do so, you gain a +2 bonus to the attack roll.

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier damage. If you dealt damage to an ally as part of this power, the target takes ongoing poison damage equal to your Charisma modifier (save ends).

Dark Pact: The ongoing damage is instead equal to your Intelligence modifier + your Charisma modifier.

Miss: Half damage, and no ongoing damage.

LEVEL 2 UTILITY SPELLS

Spider Scuttle

Warlock (Dark) Utility 2

As you casually scale the wall, onlookers catch glimpses of hundreds of shadowy legs and pieces of spider-selves that couldn't possibly match the real you.

Encounter ♦ Arcane

Free Action **Personal**

Effect: Until the end of your next turn, you have a climb speed equal to your speed and can move at your normal speed even while prone.

LEVEL 3 ENCOUNTER SPELLS

Upsetting Onslaught

Warlock (Dark) Attack 3

Your attack leaves your enemy reeling, unable to get its bearings without harming itself further.

Encounter ♦ Arcane, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage, and the target is dazed until the end of its next turn. The target can negate being dazed by using a free action to deal 2d8 damage to itself.

Dark Pact: You can attack the target's Fortitude defense instead of its Will defense.

Your Delicious Weakness Warlock (Dark) Attack 3

The voices whisper of the cold between stars, between lives. You smile, and the spell that surges out against your enemy bites with the teeth of glaciers down into boiling blood.

Encounter ♦ Arcane, Implement, Psychic
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.

Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

LEVEL 5 DAILY SPELLS**Forceful Assault**

Warlock (Dark) Attack 5

You wound your unwary foe with the sheer force of your nature, and on the heels of that assault you deliver a debilitating bolt of energy.

Daily ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier force damage, and the target is dazed (save ends).

Miss: Half damage, and no daze.

Dark Pact: The power's range is 15 instead of 10.

Twilight of the Soul

Warlock (Dark) Attack 5

A gray aura withers your foe, quelling not only light but the will to live.

Daily ♦ Arcane, Implement, Necrotic, Reliable
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier necrotic damage, and ongoing 10 necrotic damage (save ends).

Dark Pact: The target has a -2 penalty to saving throws against the ongoing necrotic damage.

LEVEL 6 UTILITY SPELLS**Shadowslip**

Warlock (Dark) Utility 6

They wanted blood. You give them shadow.

Encounter ♦ Arcane, Teleportation

Immediate Reaction Personal

Trigger: An enemy misses you with a melee or a ranged attack

Effect: Teleport a number of squares equal to your Charisma modifier.

LEVEL 7 ENCOUNTER SPELLS**Deathboon**

Warlock (Dark) Attack 7

At your bidding, a Shadowfell patron extends a thread through the target's lifeline. If the line snaps, some of the power returns to you. The rest goes to your patron.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Charisma + 2 vs. Reflex

Hit: 2d8 + Charisma modifier necrotic damage. If this attack drops the target to 0 hit points or fewer, you deal 1d8 extra damage with an attack you make before the end of your next turn.

Dark Pact: If this attack bloodies the target, you deal 1d8 extra damage with an attack you make before the end of your next turn.

Death's Commands

Warlock (Dark) Attack 7

To a living foe, your dark speech foreshadows your enemy's own death rattle. To the undead, your words sound like commands.

Encounter ♦ Arcane, Charm, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d12 + Charisma modifier necrotic damage, and the target is dazed until the end of the target's next turn. If the target is undead, it also cannot move closer to you on its next turn.

Dark Pact: You gain a +1 bonus to attack rolls with this power against undead creatures.

LEVEL 9 DAILY SPELLS**Death's Fond Caress**

Warlock (Dark) Attack 9

This lazy tendril of corpse-yellow energy seems almost gentle as it caresses your foe, because all beings secretly yearn for death.

Daily ♦ Arcane, Implement, Necrotic, Reliable

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d10 + Charisma modifier necrotic damage.

Dark Pact: This attack ignores resistance to necrotic damage.

Ring of Pain

Warlock (Dark) Attack 9

You slam your fists together and a resonating circle of darkness engulfs your foe, crushing its will until the darkness leaps to a stronger target.

Daily ♦ Arcane, Implement, Psychic
Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage.
Effect: The target takes ongoing 10 psychic damage (save ends). The first time the target fails a saving throw against this ongoing damage, you choose a second creature within 10 squares of you and deal ongoing 5 psychic damage to it (save ends)

Dark Pact: Add your Intelligence modifier to the ongoing damage.

LEVEL 10 UTILITY SPELLS

Darkest Mirror

Warlock (Dark) Utility 10

A dark membrane snaps shut over your eyes. They reflect another world now, filled with shadows and spectral foes.

Encounter ♦ Arcane
Minor Action **Personal**

Effect: Until the end of the encounter, you can see invisible creatures as if they were not invisible. All other creatures, including your allies, are invisible to you. You can end this effect as a minor action.

LEVEL 13 ENCOUNTER SPELLS

Cursegrind

Warlock (Dark) Attack 13

You whisper, and the bones of all those you have cursed wrench in time with each haunted syllable.

Encounter ♦ Arcane, Implement, Necrotic
Standard Action **Close burst 20**

Target: Each creature in burst under your curse

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage.

Dark Pact: The attack deals extra damage equal to your Intelligence modifier.

All Must Sacrifice

Warlock (Dark) Attack 13

The spell cuts with a jagged black ray—and if your allies donate their pain, it punches deeper.

Encounter ♦ Arcane, Implement, Necrotic
Standard Action **Ranged 20**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier necrotic damage. You can choose to deal 1d8 damage to each ally within 3 squares of you to deal 1d8 extra damage with this power for each ally who takes damage.

Dark Pact: You instead deal 1d10 extra damage for each ally who takes damage.

LEVEL 15 DAILY SPELLS

Kimmeriel's Smile

Warlock (Dark) Attack 15

His victims remember only this great assassin's sardonic smile. This smile.

Daily ♦ Arcane, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed until it hits with an attack.

Miss: Half damage, and the target is not dazed.

Dark Pact: The power's range is 20 instead of 10.

Dark Lady's Gift

Warlock (Dark) Attack 15

With an evil word, you bless your foe with an ancient shadow's kiss. Your foe looks on in horror as its nearby allies succumb as well.

Daily ♦ Arcane, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage.

Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target fails a saving throw against this ongoing damage, each enemy within 3 squares of the target takes 5 psychic damage.

Dark Pact: Enemies within 5, instead of 3, squares take the psychic damage.

LEVEL 16 UTILITY SPELLS

Ruinous Resistance

Warlock (Dark) Utility 16

You steel yourself against the threat of harm, but your ally feels strangely exposed.

Daily ♦ Arcane
Minor Action **Close burst 5**

Targets: You and one ally in burst

Effect: Choose a damage type: acid, cold, fire, lightning, necrotic, psychic, radiant, or thunder. Until the end of the encounter, the targeted ally has vulnerable 5 to that damage type, and you gain resist 15 to it.

LEVEL 17 ENCOUNTER SPELLS

Unholy Glee

Warlock (Dark) Attack 17

Your mystic gesture pushes your foe into inflicting murderous pain on itself.

Encounter ♦ Arcane, Implement, Poison
Standard Action **Ranged 20**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier damage, and ongoing 10 poison damage (save ends). The target can end the ongoing poison damage by using a free action on its turn to deal 4d6 damage to itself.

Dark Pact: You can choose to attack the target's Fortitude defense instead of its Will defense.

Your Delectable Pain Warlock (Dark) Attack 17

The weaknesses of your foe are obvious, singing forth from your enemy's soul in tongues only you can hear.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d8 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.

Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

**LEVEL 19 DAILY SPELLS****Explosive Contagion** Warlock (Dark) Attack 19

Black and purple or greenish energy erupts from each of your foe's orifices.

Daily ♦ Arcane, Implement, Necrotic, Poison

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage, and ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 5 squares of the target takes ongoing 5 poison damage (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Miss: Half damage, and ongoing 5 poison damage (save ends). This ongoing damage does not spread.

Passionate Betrayal Warlock (Dark) 19

Dark promises overwhelm your enemy's sense of self. Those who were your foe's friends are now threats.

Daily ♦ Arcane, Charm, Implement

Standard Action Ranged 10

Target: One bloodied enemy

Attack: Charisma vs. Will

Hit: The target is dominated (save ends). The target's saving throw takes a -2 penalty for each unbloodied enemy (in other words, its allies) in the encounter, not counting minions. The target immediately makes a saving throw against being dominated if it is the target of an attack by you or your allies.

Dark Pact: All of the target's basic attacks while dominated add your Intelligence modifier as a power bonus to attack rolls.

Miss: The target is dazed (save ends).

LEVEL 22 UTILITY SPELLS**Expedient Sacrifice**

Warlock (Dark) Utility 22

The sapped essence of your friend's soul speeds you on like quicksilver in the darkness.

Daily ♦ Arcane

Minor Action Melee 1

Target: One ally

Effect: Until the end of the encounter, the target is slowed, and you gain a +4 bonus to speed.

LEVEL 23 ENCOUNTER SPELLS**Dreadtheft**

Warlock (Dark) Attack 23

A purple ray from your hand rips into your enemies' life forces.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 20

Targets: One or two creatures

Attack: Charisma + 2 vs. Reflex, one attack per target

Hit: 3d8 + Charisma modifier necrotic damage. If this attack drops a target to 0 hit points or fewer, the power is not expended.

Dark Pact: You gain one type of resistance possessed by the target until the end of your next turn.

Blades of Vanquished Armies

Warlock (Dark) Attack 23

Foully animated darkness swirls around you, becoming a bodyguard of shadowy blades crafted in ancient styles long vanished.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Close burst 1

Target: Each creature in burst

Attack: Charisma vs. Will

Hit: 2d6 necrotic damage, and the target is weakened until the end of your next turn. In addition, until the end of your next turn, all creatures that hit you with a melee attack take necrotic damage equal to your Intelligence modifier.

Dark Pact: If you hit with this power, until the end of your next turn creatures you hit with a ranged attack take necrotic damage equal to your Intelligence modifier.

LEVEL 25 DAILY SPELLS

Invisible Death

Warlock (Dark) Attack 25

Lethal force applied from a distance spells doom for your adversary.

Daily ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d8 force damage, and if the target grants combat advantage to you, the target also takes ongoing 10 force damage (save ends).

Dark Pact: Add your Intelligence modifier to the ongoing damage.

Miss: Half damage, and no ongoing damage.

Ring of Torment

Warlock (Dark) Attack 25

Your will compresses a tiny fragment of the hells into a ball of darkness, madness, and torment. Then you share.

Daily ♦ Arcane, Implement, Necrotic, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier necrotic damage, and ongoing 10 psychic damage (save ends).

Aftereffect: You choose a second creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends). The first time that creature fails a saving throw against this ongoing damage, you choose a third creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends).

Miss: Half damage, and ongoing 10 poison damage (save ends). This ongoing damage does not spread.

Dark Pact: Add your Intelligence modifier to the ongoing damage.

LEVEL 27 ENCOUNTER SPELLS

Inevitable Undercut

Warlock (Dark) Attack 27

All strength is doomed to crumble. Your spell's shrieking assault demonstrates the point.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Fortitude. If the target has more hit points than you do when you attack, you gain a +2 power bonus to the attack roll.

Hit: 4d8 + Charisma modifier psychic damage.

Dark Pact: The power bonus to attack rolls against a target that has more hit points than you do is +4.

LEVEL 29 DAILY SPELLS

One Final Sacrifice

Warlock (Dark) Attack 29

You siphon life force from your allies to add pain and suffering to the attack you make against your common foe.

Daily ♦ Arcane, Implement

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d8 + Charisma modifier damage.

Miss: Half damage.

Effect: Each ally within 5 squares of you takes 10 damage.

For each ally damaged, the target takes 1d8 damage.

Dark Pact: For each ally damaged, the target instead takes 1d12 damage.

Spread the Corrosion

Warlock (Dark) Attack 29

You dart around the battlefield, leaving sizzling torment in your wake.

Daily ♦ Acid, Arcane, Implement

Standard Action Melee 1

Effect: Before the attack, you can shift 5 squares.

Targets: One, two, or three creatures you were adjacent to as you shifted

Attack: Charisma vs. Reflex, one attack per target

Hit: 4d12 + Charisma modifier acid damage.

Dark Pact: You can use this power to attack a number of creatures equal to three or your Intelligence modifier, whichever is higher.

SPELLSCARRED

SPELLSCARRED

When the changes the Spellplague induce in a creature lie under the skin, concealed by a facade of normalcy, that creature is called spellscarred. Although many folk see spellscars as marks of abomination, dooming those who have them to exile, others have learned to master the abilities granted by their spellscars.

GAINING A SPELLSCAR

Any creature can be spellscarred. Exposure to the Spellplague in any form can cause the condition, and some individuals become spellscarred without ever going near a dangerous land or creature. If you want your character to have a spellscar, you can choose this option when you create your character—or you can add a spellscar later, after consulting with your Dungeon Master.

Spellscarred Susceptibility: A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.

Spellplague Sense: A spellscarred creature knows when an area of Spellplague, or a plaguechanged or spellscarred creature, is within 5 squares of him or her.

CREATING A SPELLSCARRED

Many creatures have spellscars that don't provide them with special abilities—they're simply disfigured as the result of the Spellplague or its aftermath. In contrast, a spellscarred character, as described here, is someone who has learned how to harness the energy contained in his or her spellscar.

To master a spellscar, you need rigorous mental discipline and the courage to experiment with the energy of the Spellplague and wield it as a tools. The first step is to take the Student of the Plague multiclass feat. This feat grants you a specific trait of your spellscar (see the Student of the Plague feat below). By taking the Novice Power, Acolyte Power, or Adept Power power-swap feats (see page 209 of the *Player's Handbook*), you can then exchange powers of your class for one or more of the powers in this section.

Although being spellscarred is sometimes a physical abnormality, most often it manifests as an intangible mark that appears only when you use a spellscarred power. An active spellscar might appear as jagged cracks of blue light racing across the forearms and hands, a corona of azure flame, a blazing blue glyph on the forehead, or even wings of cobalt flame. In all instances, blue fire is a sure indicator of the presence of a spellscar.

Spellscarred Multiclassing Paragon Path: The paragon path for spellscarred multiclassing is the spellscarred savant (see page 64). Do not use the regular paragon multiclass rules in the *Player's Handbook* for spellscarred characters.

STUDENT OF THE PLAGUE [MULTICLASS SPELLSCARRED]

Prerequisite: You have a spellscar

Benefit: You gain the ability to focus your spellscar to useful ends. You qualify for the Novice Power, Acolyte Power, and Adept Power feats (PH 209), treating spellscarred as the class into which you have multiclassed. You also choose one trait from the following list. (Your DM might create other traits to add to this list, or allow you to devise one of your own.)

- ◆ **Sight of the Unseen:** You have darkvision extending 1 square in all directions that you can turn on and off at will. When your darkvision is on, your eyes are backlit with a dancing blue flame.
- ◆ **Flamespeed:** Once per encounter as a minor action, you gain a +1 bonus to speed or a +2 bonus to speed if you charge or run. The bonus lasts until the end of your next turn. Blue flame momentarily licks the ground where your feet touch it.
- ◆ **Larger than Life:** Once per day as a free action, your hands flare with a blue glow and you add 1 to the reach of an attack you make.

SPELLSCARRED POWERS

Spellscarred draw on the taint of their contact with the Spellplague within them—their spellscars—to fuel their powers. Creatures who master the Spellplague within them use a variety of abilities to force its essence into the channels they desire. Some spellscarred powers are not tied to a single particular ability (see Powers with Selectable Ability Modifiers, page 22).

LEVEL 1 ENCOUNTER POWERS

Horrific Maw Bite

Spellscarred Attack 1

Your jaw distends, and your teeth glow with blue flames.

Encounter ♦ Arcane

Standard Action Melee 1

Target: One creature

Attack: Strength + 2 vs. AC, Constitution + 2 vs. AC, or Dexterity + 2 vs. AC

Increase the bonus to attack rolls to +4 at 11th level and +6 at 21st level.

Hit: 1d12 + Strength, Constitution, or Dexterity modifier damage.

Plague Lash

Spellscarred Attack 1

A whip of flickering blue light passes through your foe's chest and takes away something vital.

Encounter ♦ Arcane, Implement, Necrotic, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

Hit: 1d6 + Intelligence, Wisdom, or Charisma modifier psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.

LEVEL 1 DAILY POWERS

Burning Focus

Spellscarred Attack 1

Blue flame washes around you before you focus it down your blade.

Encounter ♦ Arcane, Fire, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 2[W] + Strength, Dexterity, or Constitution modifier fire damage.

Miss: Half damage.

Effect: All creatures adjacent to you take 1d6 + Strength, Dexterity, or Constitution modifier fire damage.

Spellmirror

Spellscarred Attack 1

The space around you reflects your enemy's attack.

Daily ♦ Arcane, Implement

Immediate Reaction **Close burst 20**

Trigger: A creature misses you with an attack

Target: The triggering creature in burst

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier damage; this damage is of the same type (or types) as the attack that missed. The target also gains any effect (and its duration) that its attack would have inflicted on you.

Miss: Half damage, and the attack does not produce any effects.

LEVEL 2 UTILITY POWERS

Spelleater

Spellscarred Utility 2

The magic burned away to nothing before it could strike you.

Encounter ♦ Arcane

Immediate Interrupt **Personal**

Trigger: An attack targets you

Effect: Add 4 to your Fortitude, Reflex, and Will defenses against this attack.

If the attack misses, you regain hit points equal to one-half the level of the attacker or effect.

Plague of Rooted Majesty

Spellscarred Utility 2

Thick roots ground you in the earth at your feet.

Encounter ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, you reduce pull, push, and slide effects by 1 and cannot be knocked prone. Your speed drops by 2, and you gain a climb speed equal to your adjusted speed.

LEVEL 3 ENCOUNTER SPELLS

Scar-Carving Blade

Spellscarred Attack 3

Blisters rise on your sword hand and burst, spilling forth red-blue burning blood that crawls up your blade as you strike.

Encounter ♦ Arcane, Fire, Necrotic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 1[W] + Strength, Dexterity, or Constitution modifier damage, and the target is smeared with your burning spellscarred blood. Your next successful attack against the target before the end of your next turn causes 5 extra fire and necrotic damage.

Call of the Plague

Spellscarred Attack 3

An intangible force pulls enemies close before a wave of flame washes over them.

Encounter ♦ Arcane, Fire, Implement

Standard Action **Close burst 5**

Primary Target: Each creature in burst

Primary Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

Hit: You pull each target 1d6 squares.

Effect: Make a secondary attack.

Secondary Target: Each creature within 2 squares of you

Secondary Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Hit: 1d10 + Intelligence, Wisdom, or Charisma modifier fire damage + 1d10 damage, and you push the target 1d6 squares.

LEVEL 5 DAILY POWERS

Blurring Blade

Spellscarred Attack 5

Your blade seems to become one with your body as you move it around you with incredible speed.

Daily ♦ Arcane, Fire, Necrotic, Stance

Minor Action **Personal**

Effect: Any enemy that starts its turn adjacent to you takes ongoing 5 fire and necrotic damage (save ends).

Terrible Imposition Spellscarred Attack 5

You step inside your enemy and burn it from within.

Daily ♦ Arcane, Fire, Teleportation

Standard Action Ranged 10

Target: One creature of your size or larger

Attack: Intelligence + 2 vs. Fortitude, Wisdom + 2 vs. Fortitude, or Charisma + 2 vs. Fortitude
Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.

Hit: You disappear into a distortion of space you create inside the target. You have line of sight and line of effect only to the target, and no creature has line of sight or line of effect to you. The target is slowed and takes 10 damage at the start of its turn. On your next turn, you can deal 5 fire damage to the target as a minor action, and you can attack the target as though you were adjacent to it (though it cannot make opportunity attacks against you). At the end of that turn, you appear in a space of your choice adjacent to the target.

Miss: 5 damage, and the target is slowed until the end of its next turn.

LEVEL 6 UTILITY POWERS**Haunting Reception** Spellscarred Utility 6

The blow seems to rend your body completely, and the remnants burn with blue flame. Then you strike your enemy from behind.

Daily ♦ Arcane, Teleportation

Immediate Reaction Personal

Trigger: You take damage from an attack

Effect: You disappear. At the start of your next turn, you reappear in any unoccupied space within 5 squares of the creature that attacked you, and the creature that attacked you grants combat advantage to you until the end of your next turn.

Plaguefire Body Spellscarred Utility 6

You feel your bones burning with an inner fire, and those around you see the faint outline of your skeleton glowing through your skin.

Encounter ♦ Arcane

Free Action Personal

Effect: End one poison, disease, charm, or fear effect that currently affects you.

LEVEL 7 ENCOUNTER POWERS**Reach of the Doomed** Spellscarred Attack 7

Your arms elongate to reach your enemy, as your drying skin cracks and falls to the ground, where it burns away with blue flame.

Encounter ♦ Arcane, Poison, Weapon

Standard Action Melee weapon (reach 3)

Primary Target: One creature

Primary Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 2[W] + Strength, Dexterity, or Constitution damage.
You can spend a healing surge to make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude, Dexterity vs. Fortitude, or Constitution vs. Fortitude

Hit: 2d10 poison damage, and the target is dazed until the end of your next turn.

Cursed Grasping Air Spellscarred Attack 7

Bands of twisting force grasp your enemies and pull them toward one another.

Encounter ♦ Arcane, Implement

Standard Action Ranged 15

Targets: Two creatures

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex, one attack per target

Hit: 2d6 + Intelligence, Wisdom, or Charisma modifier damage. If you hit both targets, you slide one target to be adjacent to the other.

Venomous Bloodfang Spellscarred Attack 7

Your blood runs up your blade toward your foe, becoming tinged a sickly green as it inches toward your foe's wound.

Encounter ♦ Arcane, Necrotic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 1[W] + Strength, Dexterity, or Constitution damage + 2d6 necrotic damage. You regain hit points equal to twice the necrotic damage you dealt.

LEVEL 9 DAILY POWERS**Burning the Plagued Bellows** Spellscarred Attack 9

Your blue flamebreath infuses your targets with the essence of the Spellplague.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Hit: 3d8 + Intelligence, Wisdom, or Charisma modifier fire damage.

Miss: Half damage.

Sustain Minor: Each target you hit burns with arcane fire (save ends). Until a target saves, you can repeat the attack against it when you sustain the power. On a hit, the attack instead deals 1d8 fire damage to the target and to each creature adjacent to it.

Submission of the Earth Spellscarred Attack 9

You drive your foe into the flaming maw that has opened in the earth at your command.

Daily ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 3[W] + Strength, Dexterity, or Constitution damage, and ongoing 5 fire damage and the target is immobilized (save ends both).

Miss: Half damage, no ongoing fire damage, and the target is not immobilized.

LEVEL 10 UTILITY POWERS

Scar of Blue Wings

Spellscarred Utility 10

Wings of blue flames manifest, rolling outward from behind your shoulder blades like unfurling sails.

Encounter ♦ Arcane

Move Action Personal

Effect: You gain a fly speed of twice your speed for this move action.

Tears of Fire and Blood

Spellscarred Utility 10

Tears of blood and blue fire roll down your cheeks, and the smell of your cooking flesh fills the air.

Encounter ♦ Arcane

Free Action Personal

Trigger: You miss with an attack

Effect: You take fire damage equal to your level. If the missed attack would have hit with a +4 power bonus, the attack hits instead.

LEVEL 13 ENCOUNTER POWERS

Lines in Burning Sand

Spellscarred Attack 13

A cage of blue fire springs from the ground around your enemies.

Encounter ♦ Arcane, Fire, Implement

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. AC, Wisdom vs. AC, or Charisma vs. AC

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier fire damage.

Effect: The burst creates an area of fire until the end of your next turn. A creature must spend an extra 3 squares of movement to go from a square in the area to one outside it. When a creature leaves the area, it takes 1d10 fire damage.

Spellmother's Embrace

Spellscarred Attack 13

Your arm becomes gelatinous and stretches to engulf a nearby foe.

Encounter ♦ Acid, Arcane, Polymorph

Standard Action Melee 1

Requirement: You must have an empty hand.

Target: One creature

Attack: Strength + 2 vs. Fortitude, Dexterity + 2 vs. Fortitude, or Constitution + 2 vs. Fortitude

Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.

Hit: You grab the target. It takes 5 acid damage at the end of each of its turns until it is no longer grabbed by you.

LEVEL 15 DAILY POWERS

Infliction of the Flamemist

Spellscarred Attack 15

Where your magic flows, your enemy dissolves into a burning mist.

Daily ♦ Arcane, Fire, Implement, Polymorph

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

Hit: 2d10 fire damage, and the target becomes insubstantial, deals half damage with its attacks, gains vulnerable 10 fire and ongoing 5 fire damage (save ends all). Fire damage ignores the target's insubstantial quality.

Miss: Half damage, and the target is not insubstantial, does not deal half damage, is not vulnerable to fire, and takes no ongoing fire damage.

Rabid Chain of Steel

Spellscarred Attack 15

Your spellscarred fervor infects your enemies.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 3[W] + Strength, Dexterity, or Constitution damage.

The target makes a melee basic attack against an adjacent creature of your choice that has not been attacked this turn. On a hit, that creature does likewise, and so on until an attack misses.

Miss: Half damage, and no additional attacks.

LEVEL 16 UTILITY POWERS

Body, No Body

Spellscarred Utility 16

You fade in and out of existence for a moment.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain insubstantial and phasing until the end of this turn.

Healing Flesh of the Infected

Spellscarred Utility 16

A hunk of flesh torn from your body infuses an ally with life.

Encounter ♦ Arcane, Healing

Standard Action Melee touch

Target: One creature

Effect: You spend a healing surge but regain no hit points from it. Instead, the target can regain hit points as if it had spent a healing surge and gains an equal number of temporary hit points.

LEVEL 17 ENCOUNTER POWERS

Iron Tooth of Bloodlust Spellscarred Attack 17

Your blade tints red as it draws your enemy's blood to strengthen you.

Encounter ♦ Arcane, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: $2[W] + \text{Strength}$, Dexterity, or Constitution modifier damage + $2d6$ necrotic damage. You regain hit points equal to twice the necrotic damage you dealt.

Mask of Midnight Spellscarred Attack 17

Your face twists into a horrifying rictus of pure suffering.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Close blast 4

Target: Each creature in blast

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: $1d10$ psychic damage, and the target is blinded until the end of your next turn.

LEVEL 19 DAILY POWERS

Spellcurse Spellscarred Attack 19

Your attack conveys more than just steel.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: $2[W] + \text{Strength}$, Dexterity, or Constitution modifier damage, and the target is immobilized and dazed (save ends both).

Miss: Half damage, and the target is not immobilized or dazed.

Gravity of Moment Spellscarred Attack 19

You bend the laws of the universe before letting them snap back into shape.

Daily ♦ Arcane, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: Slide the target 15 squares.

Miss: Slide the target 10 squares.

Sustain Minor: If the target is in range of the power, slide the target 10 squares.

LEVEL 22 UTILITY POWERS

Donning the Mudflesh Spellscarred Utility 22

Your body ripples and flows, allowing weapons to slice right through you with little harm.

Daily ♦ Arcane, Polymorph, Stance

Minor Action Personal

Effect: You become insubstantial. This stance ends if you are bloodied.

Spellplague Guardians Spellscarred Utility 22

You conjure entities of oil and flame that shape the battlefield to your will.

Daily ♦ Arcane, Conjunction

Standard Action Ranged 10

Effect: You conjure five human-shaped creatures. Each occupies 1 square. When you take a move action, you can move each conjunction 3 squares. Enemies can't enter a square occupied by a conjured guardian, but allies can move through the guardians' spaces as if the guardians were allies. The conjured guardians grant cover to allies but not enemies.

LEVEL 23 ENCOUNTER POWERS

Hideous Tether Spellscarred Attack 23

A black, fleshy goop keeps your enemy from escaping you.

Encounter ♦ Acid, Arcane, Weapon

Standard Action Melee touch

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: $1d10 + \text{Strength}$, Dexterity, or Constitution modifier damage, and the target takes ongoing 10 acid damage and cannot move more than 3 squares from you (save ends both).

Tongues of the Earth Spellscarred Attack 23

Ropes of earth drip an unsettling ichor as they apprehend your foe.

Encounter ♦ Acid, Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Hit: $2d10$ damage + $1d10 + \text{Intelligence, Wisdom, or Charisma modifier}$ acid damage, and the target is immobilized until the end of your next turn.

LEVEL 25 DAILY POWERS

Malignant Growth

Spellscarred Attack 25

A sickly light from your wand bathes your foe, causes it to sprout gnashing, hungry mouths.

Daily ♦ Arcane, Implement, Polymorph

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier damage, and two devouring mouths sprout on the target. At the start of the target's turn, the mouths attack two creatures of your choice adjacent to the target. The attacks use the target's melee basic attack bonus and deal 1d10 damage. One save by the target reduces the number of mouths (and attacks) to one, and a second save ends the effect.

Miss: Half damage, and one mouth attacks one creature of your choice adjacent to the target at the start of the creature's next turn.

Contagion Flame

Spellscarred Attack 25

You set your enemy afire. The flame won't go out, and it licks outward toward your enemy's allies.

Daily ♦ Arcane, Fire, Necrotic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 2d10 + Strength, Dexterity, or Constitution damage, and ongoing 10 fire and necrotic damage (save ends). At the start of the target's turn, any creature adjacent to the target takes ongoing 10 fire and necrotic damage (save ends). Creatures that take ongoing damage from this power communicate it in the same manner.

Miss: Half damage, and ongoing 10 fire and necrotic damage (save ends). This ongoing damage is not contagious.

LEVEL 27 ENCOUNTER POWERS

Shifting Wave

Spellscarred Attack 27

A wave of pain washes over you at your foes. It teleports your foes and friends.

Encounter ♦ Arcane, Fire, Implement, Psychic, Teleportation

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 3d10 + Intelligence, Wisdom, or Charisma modifier psychic and fire damage, and you teleport the target 4 squares. You can teleport each of your allies in the burst 4 squares.

Impossible Flurry

Spellscarred Attack 27

You move so quickly and strike so fast that none can see or stop you.

Encounter ♦ Arcane, Weapon

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 2d10 + Strength, Dexterity, or Constitution modifier damage.

Effect: Shift to any square in the burst.

LEVEL 29 DAILY POWERS

Echoes of Valor

Spellscarred Attack 29

This attack will be remembered, because it repeats itself.

Daily ♦ Arcane, Reliable, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: 5d10 + Strength, Dexterity, or Constitution modifier damage.

Sustain Minor: Repeat this attack against the target. You need not be within melee reach of the target. You can continue to sustain this attack until you miss.

Metamorphosis of Spellflame

Spellscarred Attack 29

Words only the spellscarred can speak change your foe into maddening blue fire.

Daily ♦ Arcane, Fire, Implement, Psychic

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. Fortitude or Will, Wisdom vs.

Fortitude or Will, or Charisma vs. Fortitude or Will

Special: If the attack hits either Fortitude or Will, it hits.

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier fire and psychic damage, and ongoing 10 fire and psychic damage (save ends). Each time the target fails its saving throw against this power, the ongoing damage increases by 10. If the ongoing damage kills the target, it dissolves into a mass of blue fire.

PARAGON PATHS

Ancient treasures and great renown await adventurers who survive to become paragons in their practice. A character that advances beyond 10th level gains access to paragon paths that bestow new powers and abilities upon the character.

ANARCH OF SHYR

"This blade is older than your entire civilization, and so too is the power with which I wield it."

Prerequisite: Swordmage, *aegis of assault*

You have studied the ways of the anarchs of Shyr, an order of genasi swordmages who developed their arts thousands of years ago in Abeir. Students of this school harness the power of the Elemental Chaos to unleash devastation against their enemies.

For centuries the anarchs defended the genasi realm against the draconic empires. They also served to check the power of Shyran lords when the rulers of that land veered toward tyranny. The order fell apart when the anarchs lost their way and turned to meddling and kingmaking. A handful of masters who remained true to the order's ancient purpose preserved the anarchist teachings. When Abeir and Toril merged briefly during the Spellplague, anarchist disciples brought this ancient tradition to Faerûn.



CORAN JOSIC

In the decades since, the way of the Shyran anarchs has spread slowly across Faerûn. Schools devoted to this path can be found in Akanûl, Aglarond, Calimshan, and the Dragon Coast. The anarchs of Shyr are no longer a unified society, and no longer serve Shyr—but a few still honor the old ways.

ANARCH OF SHYR FEATURES

Blade Flurry Action (11th level): When you spend an action point to take an extra action, you can also make a melee basic attack after you resolve that action.

Empowered Aegis of Assault (11th level): When you use your *aegis of assault* immediate reaction, you gain a +2 bonus to your melee basic attack roll.

Extended Aegis (16th level): The range that the attacker must be within for you to use your *aegis of assault* immediate reaction increases to 20 squares (from the normal 10 squares).

ANARCH OF SHYR SPELLS

Lightning Clutch

Anarch of Shyr Attack 11

Tendrils of lightning course from your hand into your blade, linking you and your foe. For the rest of the battle, your enemy must beware your *aegis*.

Encounter ♦ Arcane, Lightning, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier lightning damage, and you can use your *aegis of assault* power on the target of the attack as a free action. The target remains marked by your *aegis of assault* for the rest of the encounter, even if you use that power against a new target. It is still superseded by other marking effects.

Stance of Chaos

Anarch of Shyr Utility 12

You invoke the fury of elemental chaos, attacking wildly. Frost, fire, or lightning dances along your blade as you lunge at your foes.

Encounter ♦ Arcane, Stance, Weapon; Cold, Fire, or Lightning

Minor Action Personal

Effect: Until the stance ends, you take a -2 penalty to attack rolls but your weapon attacks deal an extra 1d12 cold, fire, or lightning damage (your choice). You can end this stance with a minor action.

Shyran Cataclysm

Anarch of Shyr 20

You slice a rift between the planes. An elemental maelstrom explodes from the rift, searing and burning all in its path.

Daily ♦ Acid, Arcane, Cold, Fire, Lightning, Thunder, Weapon

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. AC

Hit: 5d8 + Intelligence modifier acid, cold, fire, lightning, and thunder damage.

Miss: Half damage. Choose one damage type for the half damage: acid, cold, fire, lightning, or thunder.

CORONAL GUARD

"Perfect clarity, perfect control—these are the keys to true power. To know yourself is to gain victory."

Prerequisite: Swordmage

Since the days of the Crown Wars, the eladrin have studied the swordmage's art, seeking to fuse arcane mastery and martial skill into a single seamless style. You are a student of this exclusive tradition. Where the genasi traditions of Abeir are known for their spectacular fury and flamboyant style, you have mastered the graceful and reserved elven battle arts. You sow your arcane magic into your wardings and armor, unleashing it only when your enemy least expects you to strike.

Several traditions of eladrin sword magic exist in Faerûn. The Coronal Guard tradition is a style perfected in the realm of Cormanthyr more than a thousand years ago. In those days, the armathors were the elite guards of Myth Drannor's coronals. Despite their skill and valor, Myth Drannor fell during the Weeping War more than seven hundred years ago, and most armathors were slain. However, a few survived to pass on their lore. With the refounding

of Myth Drannor, the armathors live again as the Coronal Guard of the City of Song.

The eladrin of Myth Drannor do not teach the armathor's art to just anyone. However, this tradition is known in other places as well—for example, Evereska, Evermeet, and Silvermoon. Even in the absence of formal instruction, skillful swordmages of other races have been known to imitate the armathor style.

CORONAL GUARD FEATURES

Swordshield Action (11th level): When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the start of your next turn.

Improved Silver Shield (11th level): When you use your *aegis of shielding* immediate interrupt, you also gain temporary hit points equal to $10 +$ your Constitution modifier. At 21st level, this value increases to $15 +$ your Constitution modifier.

Improved Swordmage Armor (16th level): Your Swordmage Warding bonus increases by 1, becoming a +2 bonus to AC, or a +4 bonus if you have one hand free.

CORONAL GUARD SPELLS

Countering Thunderclap Coronal Guard Attack 11

You interrupt an enemy attack with a clap of thunder, driving the foe back from your friend before the enemy can strike.

Encounter ♦ Arcane, Implement, Thunder

Immediate Interrupt Close burst 5

Trigger: A creature hits your ally with a melee attack

Target: The triggering attacker

Attack: Intelligence vs. Fortitude

Hit: $1d6 +$ Intelligence modifier thunder damage, and you push the target 1 square. If the target can no longer reach your ally, the attack misses..

Dragon Scales

Coronal Guard Utility 12

You guard yourself with a cascading aura of lambent shards of energy. The diamond-shaped shards ripple and flex like the scales of a dragon.

Daily ♦ Arcane, Force

Minor Action **Personal**

Effect: You gain a +2 bonus to AC until the end of the encounter, or until you are knocked unconscious.

Avaunt Foe

Coronal Guard Attack 20

You hurl your foe through the dimensions with your attack.

Daily ♦ Arcane, Teleportation, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: $5[W] +$ Intelligence modifier damage, and you teleport the target 5 squares. The target must end its movement on a surface that can support it.

Miss: Half damage, and you teleport the target 2 squares.

The target must end its movement on a surface that can support it.



DARKWALKER

"In your next life, stay out of my way."

Prerequisites: Warlock, dark pact

All warlocks make dangerous bargains with powers far beyond mortal understanding. Most do so cautiously, closing off portions of their soul to whatever fell entity they made a pact with. They fear what they might become if they get too close. They fear they might become you.

Few are willing to grapple with dark forces as closely as you are, to look the deranged visages of unholy entities squarely in the eye. You are strong enough to control the darkness inside you. You wager your very soul daily, risking utter damnation in exchange for a dark reward. Your body is but a fetter now, anchoring you to a world that no longer seems to be yours. You walk toward a darker place now, a few steps farther every day, leaving the light at your back.

You stand between worlds, a wraithlike shadow who wrestles with greater evil than most will ever know. The dark forces within you cry out for your soul, and so far you've denied them, harnessing their unearthly power for your own purposes, but every day it grows harder to step back into the light.

DARKWALKER PATH FEATURES

Deadly Absence (11th level): While you are insubstantial, you gain a bonus to damage rolls with warlock powers equal to your Intelligence modifier.

Darkwalker Action (11th level): Instead of spending an action point to take an extra action, you can spend an action point to become insubstantial until the start of your next turn.

Ghostken (16th level): Your attacks against insubstantial creatures deal normal (not half) damage.

DARKWALKER SPELLS

Ghostly Bane

Darkwalker Attack 11

You fade slightly from the world, dragging a tendril of your enemy's soul with you.

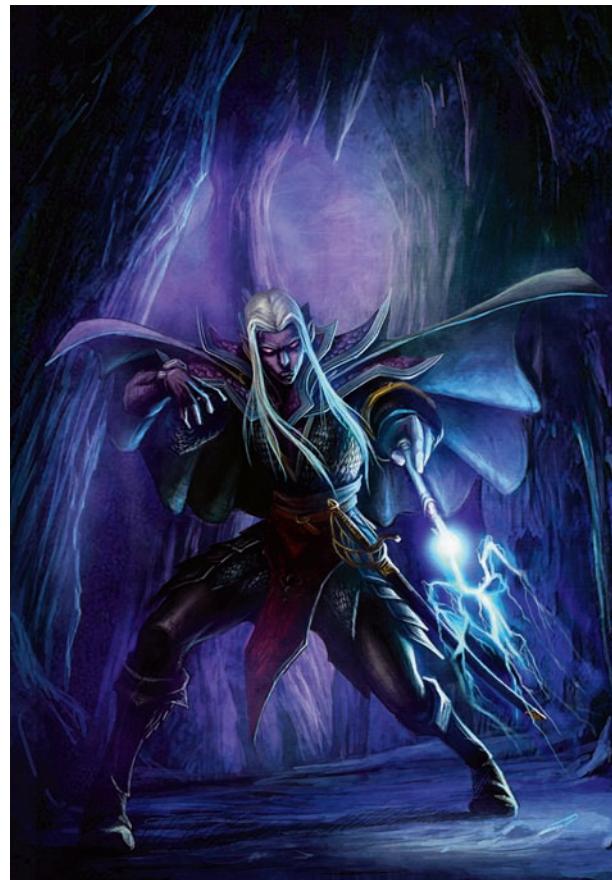
Encounter ♦ Arcane, Implement, Necrotic

Standard Action **Ranged 20**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier necrotic damage, and you become insubstantial until the end of your next turn.



Fading Spiral

Darkwalker Utility 12

As a spiral of dark energy slams into your attacker, you phase out of reality.

Encounter ♦ Arcane

Free Action **Personal**

Effect: Use this power when you use your Darkspiral Aura. You become insubstantial until the end of your next turn.

Wraithform Blast

Darkwalker Attack 20

You allow yourself to slip deep into the dark, summoning a blast of soul-crushing menace against your foe.

Daily ♦ Arcane, Implement, Necrotic, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic and necrotic damage, and ongoing 10 psychic and necrotic damage (save ends).

Effect: You become insubstantial and gain phasing. These benefits last until the end of the encounter or until you become bloodied.

DOOMGUIDE

"You have delayed your end, unclean spirit, but Kelemvor's judgment awaits."

Prerequisites: Any divine class, must worship Kelemvor

Undeath—the most blasphemous of abominations. Demons are born what they are, but to tether the spirit of the departed to a rotting shell or anchor it in the world with hate and misery—there is no greater evil in the world. It is up to you to set the souls of the wretched undead free, and send them on to Kelemvor's waiting judgment. You send these wayward souls to their final reward, so they can pass into eternity as Kelemvor intends.

Your divine patron aids you in your quest. You are tireless, bathed in his grace. Kelemvor's own strength flows through your sword arm and smites the undead. His power over death grants you incredible vitality and the ability to stave off death's cruel and icy clutch. The undead fear your sword and your steely sense of purpose.

Some mistake Kelemvor's single-minded focus on destroying undeath as a doomed obsession. As a doomguide, you might be willing to grant that your focus is obsessive. But doom? Doom is reserved for the undead and for those who prevent the spirits of the dead



from seeking their proper destinations. If there is one foe more deserving of your wrath than the undead, it is one who seeks to pervert the souls of others with this deathless curse. Those who dabble in the necromantic arts do so at their peril, for your sword never sleeps.

DOOMGUIDE FEATURES

Blessings of Kelemvor (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to all defenses until the end of your next turn.

Doomguide's Geas (11th level): If you use a power that has the healing keyword, you restore an additional 2 hit points. While there are undead opponents within 10 squares of you, this benefit increases to 5 hit points.

Doomguide's Resolve (16th level): When you drop an enemy to 0 hit points or fewer, you can immediately make a saving throw against one effect that a save can end. If you drop an undead enemy to 0 hit points or fewer, you can instead immediately make saving throws against all effects that a save can end.

DOOMGUIDE PRAYERS

Kelemvor's Circle

Doomguide Attack 11

You throw your arms wide to fling out a circle of holy radiance. Foes nearby burn, and undead creatures explode into white motes, but your allies are soothed by holy warmth.

Encounter ♦ Divine, Healing, Implement, Radiant Standard Action Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier radiant damage.

Effect: Your allies in the burst regain 5 hit points, or 10 hit points if your attack hit at least one undead enemy.

Unsullied Heart

Doomguide Utility 12

Kelemvor wards those whom you call friend. With his name you purge your ally of a baleful effect before it takes hold.

Daily ♦ Divine

Immediate Interrupt Ranged 10

Trigger: You or an ally is hit by an attack against Fortitude or Will defense

Effect: The target of the attack gains a +5 power bonus to Fortitude or Will defense until the end of your next turn.

Kelemvor's Sword

Doomguide Attack 20

You hold your blade high, and a holy fire envelops its length. Your strike is charged with dazzling, radiant power, and you and your allies are healed by Kelemvor's grace.

Daily ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Attack: Strength vs. Reflex

Hit: 4[W] + Strength modifier radiant damage, and the target is dazed (save ends).

An undead creature hit by this power is stunned (save ends) rather than dazed.

Effect: You and each of your allies within 10 squares regain 15 hit points.

DROW WANDERER

"This darkness is my home, and you should not have come here."

Prerequisites: Drow, trained in Dungeoneering

The Underdark is a terror to most surface folk. Flesh-eating fungi carpet the walls, bizarre monstrosities lurk in the dark, and whole civilizations of evil flourish in the sunless depths. To you, this is home. You know the twisting tunnels of the Underdark intimately. Every bend in every cavern and every corner in every dungeon is your ally, allowing you to creep close to your foe. You are the hunter in the dark, and you strike from the shadows before your foe ever senses danger.

You have little use for the rest of your kind. While you test your skill in the wilds of the dark, other drow wallow in decadence and cruelty in their cities. You've honed the magical abilities of your heritage with long practice, and now the power that flows through your blood is far greater than theirs. You walk the darkness free, while they remain ensorcelled in Lolth's slavish snares.

Life is a journey. You live to see what wonders and heart-pounding adventures await you just out of sight. The darkness is an unforgiving mistress, but you know her all too well. Choose your path across or beneath Faerûn. No one can stop you.

DROW WANDERER FEATURES

Ambusher Action (11th level): Whenever you spend an action point to take an extra action to attack, you gain a +2 bonus to your attack roll if your target is unaware of you.

Stone Sense (11th level): When underground, you gain a +2 bonus to initiative checks and to Dungeoneering and Perception checks.

Firemotes (16th): You gain a +5 bonus to damage rolls against targets currently affected by your *darkfire* power.

DROW WANDERER POWERS

From out of Nowhere Drow Wanderer Attack 11

You launch an attack. If your foe doesn't know you're there, your blow dazes your enemy for a short time.

Encounter ♦ Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: $2[W] + \text{Strength}$, Dexterity, or Constitution modifier damage.

Special: If the target grants combat advantage to you, the target is also dazed until the end of your next turn.



Strength in Darkness Drow Wanderer Utility 12

The cold embrace of darkness flows into your wounds, replacing your life's blood with its ebon power.

Daily ♦ Healing

Minor Action **Personal**

Effect: Spend a healing surge.

If you are inside darkness, add your Constitution modifier to the number of hit points you regain.

Darkblade Drow Wanderer Attack 20

You fix your cloud of darkness to the foe you strike, shrouding your enemy in gloom. It remains in place, obscuring your foe's sight.

Daily ♦ Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC

Hit: $5[W] + \text{Strength}$, Dexterity, or Constitution modifier damage.

Effect: As a free action, use your *cloud of darkness* power centered on your target instead of you. The power otherwise behaves as normal.

Sustain Minor: The cloud persists, and you can move it 3 squares.

EARTHEART DEFENDER

"The stone is strong. It does not yield. Nor do I."

Prerequisites: Dwarf fighter or dwarf paladin

Evil festers everywhere, and the earth needs defenders to keep back the tide of corruption. You are the shield against the onslaught, the hammer that breaks the tyrant's blade, the axe that sunders the slave's shackles, and the fist that crushes evil wherever it shows its vile face. For the source of your power, you look to the stone beneath your feet. You draw upon its sacred power to scatter your foes, and throw off the pain of a hundred wounds.

Implacable as the earth itself, you cannot be broken. A boulder might be sundered, but it cannot be destroyed, and even if it is ground to sand it has merely traded the one for the many. You and your allies are all hewn from the same rock. You are one, even if you are many, and their life is your own. You never allow another to harm an ally unanswered, and you would gladly give yourself to death to keep a friend from danger.

The power of stone is in your heart, allowing you to fight harder than any foe could ever anticipate and stay standing long after lesser heroes would have fallen. With your feet firmly on the ground you cannot be bested. All who tread upon the sacred stones of this

world best do so lightly, for if they sully the earth with evil, you'll find them and make them pay.

EARTHEART DEFENDER FEATURES

Eartheart Determination (11th level): When you use an action point to take an extra action, you can immediately make saving throws against two different effects that a save can end.

Heart of Earth (11th level): When you use your second wind while bloodied, you gain a +2 bonus to melee attack rolls until the end of your next turn.

Great Heart (16th level): When you use your second wind while bloodied, allies within 4 squares of you gain a +1 bonus to melee attack rolls until the end of your next turn.

EARTHEART DEFENDER POWERS

Gain Heart

Eartheart Defender Attack 11

You draw on the power of the earth to heal your wounds and lend weight to your attack.

Encounter ♦ Divine, Healing, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] damage.

If you are bloodied when you use this power, you regain hit points equal to one-half your level + your Constitution modifier.

Earthsgight

Eartheart Defender Utility 12

The earth speaks silently to you, telling you when a foe draws near no matter what might deceive your eyes.

Encounter ♦ Divine

Standard Action **Personal**

Effect: Until the end of your next turn, so long as you are touching the ground, you gain a +5 bonus on Perception checks and can see invisible creatures.

Earthsgurge

Eartheart Defender Attack 20

You bring your weapon crashing down on the ground at your feet. The earth answers, roiling like a storm-tossed sea and hampering nearby foes.

Daily ♦ Divine, Weapon, Zone

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Strength vs. Fortitude

Hit: 5[W] damage.

Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that begins its turn within 3 squares of you, or that moves to within 3 squares of you, is slowed.

Special: The zone always remains centered on you, even if you move after casting the spell.



ELEMENTAL TEMPEST

"Kill me? You would better be served trying to cleave the wind, or quell a volcano's fury. Can you slay a mountain?"

Prerequisites: Genasi, Extra Manifestation feat

You are as inconstant as the wind on the sea, and yet you burn with passions to match a dragon's ire. You embrace the chaos from which your people were born. Fire to blacken adamantine, water to wash away an armada, wind to freeze a dragon in flight, and lightning to blast a castle to rubble all flow through your spirit. You are a force of nature incarnate.

ELEMENTAL TEMPEST FEATURES

Dual Manifestation (11th level): You can use two elemental manifestations at the same time. You choose which elements you are presently manifesting after each short rest or extended rest. You can use the encounter powers for both of these manifestations in the same encounter. Your appearance corresponds to one manifestation or the other (it is not a hybrid).

Elemental Attacks (11th level): Your elemental tempest attack powers deal a type of damage based on your current elemental manifestations. The earthsoul manifestation deals force damage, firesoul deals fire damage, stormsoul deals lightning damage, watersoul deals acid damage, and windsoul deals cold damage.

Elemental Surge (11th level): Whenever you spend an action point to take an extra action, you can choose to adopt any one of the five elemental manifestations. If you cannot normally manifest the element you choose, you gain the benefit of that manifestation until the end of the encounter. If you choose a manifestation that you can normally use but are not currently using as a Dual Manifestation (see above), you can immediately change which two manifestations you are using.

Tempest Lord (16th level): If you have resistance to fire, cold, or lightning, increase each of those resistances by 5.

ELEMENTAL TEMPEST POWERS

Tempest Burst

Elemental Tempest Attack 11

You flood your surroundings with the force, fire, lightning, acid or cold that manifests within you.

Encounter ♦ Acid, Cold, Fire, Force, or Lightning

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. Reflex, Dexterity vs. Reflex, or Constitution vs. Reflex

Hit: $2d10 + \text{Constitution modifier}$ acid, cold, fire, force, or lightning damage.

Special: See the Elemental Attacks path feature for determining the type of damage this power deals. This power has the appropriate keyword or keywords for the manifestation or manifestations you are using.



Absorb Elements

Elemental Tempest Utility 12

An enemy assails you with elemental power, and you absorb it and use it to strengthen your own attacks.

Encounter

Immediate Reaction Personal

Trigger: Your resistance to fire, lightning, or cold damage prevents damage to you.

Effect: Once before the end of the encounter, you can deal damage of the same type (of one of those three types) equal to your resistance value. You must choose to gain this bonus to damage after the result of the attack roll is known, but before damage is dealt.

Elemental Fury

Elemental Tempest Attack 20

With a thought, you bring your ancestors' elemental fury to bear, obliterating your foe with acid, cold, force, fire, or lightning.

Daily ♦ Acid, Cold, Fire, Force, or Lightning

Standard Action Ranged 20

Target: One creature

Attack: Strength vs. Reflex, Dexterity vs. Reflex, or Constitution vs. Reflex

Hit: $5d10 + \text{Constitution modifier}$ acid, cold, force, fire, or lightning damage, and all resistances you have increase by 10 until the end of the encounter.

Miss: Half damage, and your resistances are unchanged.

Special: See the Elemental Attacks path feature for determining the type of damage this power deals. This power has the appropriate keyword or keywords for the manifestation or manifestations you are using.

EVERMEET WARLOCK

"Bright lands cast strong shadows."

Prerequisite: Warlock

The beacon that is Evermeet shines gloriously bright, even in the darkest of hours. You have tempered your warlock pact by communion with the ancient powers that dwell in the forests of the eladrin home island. The spirits of Evermeet have the most to offer to warlocks who are already bound to other fey (those of the fey pact), but any warlock, regardless of his or her pact, can discover advantages of allying with Evermeet's pact-makers.

The almost-forgotten, gossamer spirits of Evermeet offer great boons to those who call upon their secret names, which have not been uttered by mortal lips for millennia. The fey of Evermeet move freely to and from the Feywild. With their aid you can wield powers that mere mortals were not meant to wield.

You are a light against the blackness, a beacon of hope in the coldest depths of night.

EVERMEET WARLOCK FEATURES

Feywild Wake (11th level): When you leave a square by teleporting, you become invisible to all enemies adjacent to the square you left until the start of your next turn.



Mercurial Action (11th level): When you spend an action point to take an extra action, you also gain a move action and your speed increases by 1 until the end of your turn.

Mastery of Passage (16th level): When you teleport 10 squares or less, you can take one adjacent ally with you. Your ally appears in any square of your choice adjacent to your ending location.

EVERMEET WARLOCK SPELLS

Blinding Beacon

Evermeet Warlock Attack 11

Blinding light erupts around your foe, searing your enemy in a flood of wild energy.

Encounter ♦ Arcane, Implement, Radiant

Standard Action **Ranged 20**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier radiant damage, and the target is blinded until the end of your next turn. While blinded, the target also shines, giving off bright light in a 5-square radius.

Feylights

Evermeet Warlock Utility 12

Spheres of silver flame dance around you, driving back shadows and revealing hidden foes.

Daily ♦ Arcane, Zone

Minor Action **Close burst 3**

Effect: You create a zone of bright light until the end of your next turn. All insubstantial creatures lose that quality while in the zone. All effects of concealment (including invisibility) are negated within the zone.

Sustain Minor: The zone lasts until the end of your next turn, but its radius shrinks by 1 square (to a minimum of burst 1).

Sustain Standard: The zone lasts until the end of your next turn, and its radius increases by 1 square.

Moonflower

Evermeet Warlock Attack 20

Inspiration

Shafts of moonlight streak from above, seeping into the minds and bodies of all of those around you. Your allies are healed, and your enemies are tormented.

Daily ♦ Arcane, Healing, Implement

Standard Action **Area burst 2 within 20 squares**

Target: Each enemy in burst

Attack: Charisma vs. Fortitude, Reflex, or Will (your choice for each target)

Hit: If your attack was vs. Fortitude, the target is weakened (save ends).

If your attack was vs. Reflex, the target is immobilized (save ends).

If your attack was vs. Will, the target is dazed (save ends).

Effect: Each ally in the burst regains hit points equal to your Intelligence modifier.

Each time an ally ends his or her turn adjacent to an enemy that has not yet saved against this power, he or she regains that number of hit points again.

GHOST OF EVENTIDE

"Netheril means to enslave us. I have something to say about that. I think I'll let my blade do the talking."

Prerequisites: Rogue from Cormyr, the Dalelands, Elturgard, Evereska, Gray Vale, Luruar, or Sembia

You thrive in the time between sundown and night. The shadows of twilight are all that keep you alive. They are a shroud even the Shadovar cannot pierce, from which you strike at their foul hearts. And long before the Netherese can find you, you've returned to the twilight shroud.

You are a silent blade in the mists, a trained killer whose skill at stealth foils even those foes who live in shadow and illusion. You are a ghost of eventide, a vengeful spirit fighting against an ancient foe whose tyranny has long laid a crushing yoke upon your race. It is only through wit, skill, and perseverance that anyone could survive against such dread foes. You repay their evil with death, and your training makes you the very best and bravest of any knife-wielding rogue or shadow warrior. You live on the knife's edge, tempting fate and inviting the wrath of some of the most powerful and vile enemies in all of Toril.

GHOST OF EVENTIDE FEATURES

Shadowed Action (11th level): When you spend an action point to take an extra action, you also become shrouded in shadows, gaining concealment until the start of your next turn.

Twilight Accuracy (11th level): Your melee attacks deal 1d6 extra damage when you have concealment or total concealment from the target.

Twilight Vision (16th level): Your melee attack rolls against targets that have concealment don't take the normal -2 penalty.

GHOST OF EVENTIDE EXPLOITS

Shadow Hand Attack Ghost of Eventide Attack 11

Your blade is everywhere and nowhere at once, and your enemy dies without knowing what hit it.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Special: When you make this attack, also roll a Thievery check opposed by the target's Perception check. If either the opposed check or the attack roll is successful, you hit.

Hit: $2[W] +$ Dexterity modifier damage. If both the attack roll and the Thievery check succeeded, increase the damage to $4[W]$.



Twilight Escape

Ghost of Eventide Utility 12

The enemy approaches you, but only shadows await its murderous blow. You're long gone.

Daily ♦ Martial

Immediate Reaction **Personal**

Trigger: When an enemy enters a square adjacent to you

Effect: Shift up to your speed.

Robed in Shadow

Ghost of Eventide Attack 20

You summon a cloak of velvet shadow to hide you from sight. To your foes, you seem to disappear like a wisp of smoke in the wind.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: $4[W] +$ Dexterity modifier damage.

Effect: Until the end of the encounter, whenever you end your turn adjacent to an enemy, you become invisible to that enemy until the start of your next turn.

HEARTWARDER

"What higher calling is there than the preservation of beauty, and the defense of love?"

Prerequisites: Any divine class, must worship Sune

You are a champion of Sune, goddess of love and beauty. You delight in art, music, dance, poetry, and all other pursuits that lend beauty to mortal lives. Romance is certainly at the forefront of these, but you are no simple hedonist—to you, a courtship marked by chivalry and gallant gestures is the highest expression of true love.

You oppose cruelty, callousness, and tyranny in all their forms. Evil creatures often seek to hoard or destroy things of beauty, and hold no love in their hearts. You seek to protect love wherever it exists and set right any wrongs that interfere with love's intended course. Daring quests and long-nurtured hopes stir your heart, especially those that lead to the flowering of beauty in a place where evil once held sway. Although you do not take pleasure in combat, sometimes evil can be checked by no other means. Through your devotion and loyalty to your companions, Sune's divine love shields them from harm and lends courage to their hearts.

Heartwarders are most often wandering knights, poets, and gallants who roam Faerûn's cities and courts. Most can't resist a little matchmaking, and gladly advise young suitors in the arts of romance.

HEARTWARDER FEATURES

Tears of Evergold (11th level): When you spend an action point to take an extra action, all foes within 10 squares of you who are vulnerable to a type of damage take damage equal to that vulnerability. If a foe is vulnerable to more than one type of damage, use the highest value.

Sune's Touch (11th level): When you spend a healing surge, you can restore hit points equal to one-half your level + your Charisma modifier to an adjacent ally.

Instinctive Remorse (16th level): After an enemy attacks you, it takes a -4 penalty to attack rolls against you until you attack that enemy, you mark that enemy, or the enemy attacks a different creature.

HEARTWARDER PRAYERS

Siren Voice

Heartwarder Attack 11

Your words inflame the passions of your adversary, mesmerizing your enemy for a short time.

Encounter ♦ Divine, Implement Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: The target is dominated until the end of your next turn or until the target is attacked.

Sune's Shield

Heartwarder Utility 12

With divine compassion, you ward your ally from harm at your own expense.

Daily ♦ Divine

Minor Action **Ranged 10**

Targets: Two allies within 5 squares of each other, or an ally within 5 squares of you and yourself

Effect: Until the end of the encounter, any time one of the targets takes damage, the other target can choose to take half that damage in the first target's stead.

Sune's Kiss

Heartwarder Attack 20

Your touch plants a seed of love in your foe's heart, overwhelming your enemy. Harm that befalls you injures your foe as well.

Daily ♦ Divine, Implement

Standard Action **Melee touch**

Target: One creature

Attack: Charisma + 2 vs. Will

Hit: You push the target 4 squares, and the target is dazed (save ends). In addition, until the end of the encounter or until you are reduced to 0 hit points or fewer, each time you take damage, the target takes half as much damage as you took.

Miss: You push the target 2 squares, and the target is dazed until the end of its next turn.



MICHAEL SASS

HIGH FOREST SCOUT

"Far more dangerous things than wolves and bears prowl these ancient woods, friend. Keep silent and keep behind me, and you might pass through here in one piece."

Prerequisites: Ranger, archer fighting style

In the High Forest, the secrets of the deep, old woods are closely guarded, and few know of the many wild things that walk amid the shadowed boles. Silver stags, wise hares, unicorns, butterflies the size of hawks, and tree owls that have survived a hundred winters roam through the gloom. Living, bark-wrapped pillars hold aloft layers upon layers of a mounting canopy that filters sunlight into a hundred hues of emerald and gold.

But the High Forest shelters deadly danger, too. Wild forest creatures, tattooed savages, and haunted barrows are common threats that travelers face. But worse lies farther in. Hideously disfigured and powerful plaguechanged creatures lurk in shadowed vales, forgotten demon servitors of Netheril wake to their masters' return, and yuan-ti from Najara search for something they will not name. Many threats trouble the shadowed thickets of your home.

These enemies do not pass unmarked. You are the ghost in the trees, the arrow on the wind, and to monstrous creatures who haunt the woods, you are swift and merciless death. The forest is your country, and you do not take kindly to uninvited guests. Neither serpentfolk nor demon can hide from your arrows.

HIGH FOREST SCOUT FEATURES

Binding Sight (11th level): Whenever you spend an action point to take an extra action to attack, your targets cannot use teleport effects until the end of your next turn.

Plagueslayer (11th level): You are stronger against creatures changed by the Spellplague. You gain a +2 bonus to attack rolls and deal extra damage equal to your Wisdom modifier on attacks against plaguechanged or spellscarred creatures. (If you make multiple attacks against one target, the extra damage applies only to the first attack.)

Forest Walk (16th level): You ignore difficult terrain if that terrain is the result of trees, underbrush, plants, or natural growth.

HIGH FOREST SCOUT SPELLS

Argent Arrow

High Forest Scout Attack 11

You whisper a magic word over the arrow nocked on your bow, and it glows with a silver radiance. When you loose it, the arrow throws your target a short distance through the Feywild.

Encounter ♦ Arcane, Teleportation, Weapon

Standard Action **Ranged weapon**

Target: One creature



Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you teleport the target 1 square.

Special: This attack ignores cover, including total cover. (You must still have line of sight to attack the target.)

Unrestricted Movement

High Forest Scout Utility 12

You whisper to the wind, and the trees silently twist to ease your path. You and those under your care enjoy safe and swift passage for a time.

Daily ♦ Arcane

Minor Action **Close burst 10**

Targets: You and each ally in burst

Effect: Until the end of the encounter, the targets ignore difficult terrain.

Binding Arrows

High Forest Scout Attack 20

Your arrows suddenly sprout vines and roots after they strike, latching onto nearby trees and burrowing into the earth at your enemy's feet.

Daily ♦ Arcane, Weapon, Zone

Standard Action **Ranged weapon**

Target: One, two, or three creatures and/or unoccupied squares

Attack: Dexterity vs. Reflex (or Dexterity vs. 10 if square is unoccupied), one attack per target

Hit: If a creature is hit: 3[W] + Dexterity modifier damage, and the target is slowed (save ends).

If a square is hit: Creates a 1-square-radius zone centered on the square until the end of the encounter. A creature passing through the zone or starting its turn in the zone is slowed until the end of its turn.

IMPILTURAN DEMONSLAYER

"Spew fire and acid if you must, thing. This day I shall claim your blackened skull for my collection."

Prerequisites: Ranger, two-blade fighting style

Impiltur is a land under siege. Once it was a thriving bastion of civilization looked up to by the surrounding kingdoms, its coffers full of gold and the sparkle of priceless gems. Now demons haunt its wilds, and every day more plaguechanged and spellscarred nightmares emerge from the Earthspur Mountains.

As a demon slayer, you fearlessly hunt the foul abominations prowling your homeland. Demons are the stuff of most adventurers' nightmares, but your training and fierce devotion to their destruction grants you the power to lay low these otherworldly horrors. You hunt demons as lesser rangers hunt wolves or bears, running these revolting monstrosities to ground and cutting them to pieces. Your death-dealing abilities even grant your allies the power to circumvent a demon's prodigious defenses. Your twin blades are the bane of demons, cutting a swath through their foul legions and purging their dark influence from your once-great kingdom.

IMPILTURAN DEMONSLAYER

FEATURES

Demonlayer Blade (11th level): Your Hunter's Quarry class feature deals 1d6 extra damage against demons.



You also gain a +5 bonus to Arcana checks to discover knowledge about demons.

Demonlayer's Wrath (11th level): When you spend an action point to take an extra action, all enemies adjacent to you take a -1 penalty to AC until the end of your next turn.

For demons, this penalty is -2 instead of -1.

Demon's Misfortune (16th level): When you damage a demon, the demon loses all resistances until the end of your next turn. When you score a critical hit on an enemy that is not a demon, that creature loses all resistances until the end of your next turn.

IMPILTURAN DEMONSLAYER POWERS

Demonlayer's Hindrance

Impilturan Demonlayer Attack 11

You deal crippling blows to two different adversaries.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength modifier damage per attack, and the target is slowed until the end of your next turn.

If the target is a demon, it takes 2[W] + Strength modifier damage per attack, and it is immobilized until the end of your next turn.

Demonward

Impilturan Demonlayer Utility 12

You quickly adapt to the energy your attacker is using against you.

Encounter ♦ Arcane

Immediate Interrupt Personal

Trigger: You take damage of a specific type, such as radiant or fire

Effect: You gain resist 15 against damage of that type or types until the end of your next turn.

Demonbane

Impilturan Demonlayer Attack 20

Flurry

Your weapons work in deadly concert to unravel the very essence of your foe and singe its nearby allies.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 3[W] + Strength modifier damage per attack, and the first attack that hits also deals ongoing 10 damage (save ends).

If the target is a demon, in addition this damage ignores all resistances, and until the end of this encounter, when the demon takes ongoing damage, its allies within 2 squares take the same amount of damage.

MORNINGLORD

"Where our god's light shines, there is hope. Where there is no light, we quest."

Prerequisites: Any divine class, must worship Amaunator

In the years following the Spellplague, Lathander, the eternally young god of new beginnings and hope, transfigured into his ancient incarnation Amaunator. Although Amaunator dropped the youthful mask he had worn for centuries, his experiences as the Dawn Lord shook him from his ancient mindset. Amaunator is still a dignified god of immense age, but he remembers his youth, and he encourages his followers to do the same.

As a Morninglord, you are the champion of your god's youth. The optimistic spirit of Lathander guides you as you seek to master the chaos of the new world. The fires of your god burn within you and lend you the inexhaustible energy of youth. You are tireless, fierce, rebellious and full of hope. You shine like a beacon in the darkest hours of night, inspiring those around you to greatness they never dreamed possible.

To your enemies you are the searing sun itself, shedding scorching brilliance from your form. Evil is confronted by fiery annihilation in your wake, for



WARREN MAHY

though you walk with Lathander's carefree spirit, your heart burns with the all-consuming fire of Amaunator.

MORNINGLORD FEATURES

Militant Dawn (11th level): When you use any channel divinity power, you can also choose an enemy within 5 squares of you to take radiant damage equal to your Charisma modifier.

Unflagging Energy (11th level): When you spend an action point to take an extra action to make an attack, that attack is a critical hit on a roll of 18 or higher

Burning Radiance (16th level): Whenever you hit with a power that has the radiant keyword, the target gains vulnerability 10 to radiant damage until the end of your next turn.

MORNINGLORD PRAYERS

Pure Glow

Morninglord Attack 11

With a whispered prayer, a warm, white radiance spreads from you in waves that burn your foes with holy energy.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 5

Targets: Each enemy in burst

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 2d8 + Intelligence, Wisdom, or Charisma modifier radiant damage.

Effect: Until the end of your next turn, enemies that begin their turn in the burst take 10 radiant damage.

Rising Sun

Morninglord Utility 12

Radiance emanating from you soothes the spirits and wounds of your allies, knitting rent flesh and granting them the strength they need to continue the fight.

Daily ♦ Divine, Healing

Minor Action Close burst 5

Targets: You and each ally in burst

Effect: You and your allies regain hit points equal to 5 + your Charisma modifier.

Sustain Minor: Bloodied allies within 5 squares regain hit points equal to your Charisma modifier.

Lance of Dawn

Morninglord Attack 20

With eye-burning brilliance, a nimbus of radiant power streaks into your foe, filling your enemy with holy energy.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 3d10 + Intelligence, Wisdom, or Charisma modifier radiant damage.

Effect: Ongoing 5 radiant damage (save ends). Each time the target fails the saving throw against this ongoing damage, increase the ongoing damage by 5.

PURPLE DRAGON KNIGHT

"For crown and country!"

Prerequisites: Fighter, paladin, or warlord; affiliated with Cormyr

You live only to serve the Crown of Cormyr and defend its people from the menacing evils of the world. Cormyr's armies are thick with pikes and blades, but you are among the finest in the nation's mighty military machine. Evil is everywhere, preying on those who cannot defend themselves, but you are the sword and shield that stand for justice.

As a knight of Cormyr, your honor is everything. You do not bend it, for to do so would sully the memory of your fallen comrades. You do not compromise with evil, nor can you ignore it as so many people do every day. Your oath is to combat iniquity, avarice, and wickedness wherever they rear their ugly heads. Wherever cruelty and sin fester, wherever corruption takes hold, and wherever enemies of your great kingdom thrive is where you are needed most.

Your training is second to none, and your fierce determination has seen you through death's door and back again on more than one occasion. You cultivate martial prowess that far exceeds that of your foes, but this is not your greatest strength. Your most impressive skill is as a commander on the battlefield. You are an anointed knight, and a born leader whose presence inspires those who share your worthy cause.

PURPLE DRAGON KNIGHT FEATURES

Cormyrian Knight Training (11th level):

Whenever you use your second wind, you gain a +1 bonus to attack rolls until the end of your next turn.

Purple Dragon Focus (11th level): When you spend an action point to take an extra action, until the end of your turn you can use your second wind as a free action. You do not gain this benefit if you have already used your second wind.

Purple Dragon Aura (16th level): All allies adjacent to you gain a +2 bonus to saving throws.

PURPLE DRAGON KNIGHT POWERS

Rallying Attack

Purple Dragon Knight Attack 11

As you lay into your foe with another powerful swing, the ring of steel and your mighty war cry show your allies that victory is yours for the taking.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and your allies gain a +2 power bonus to attack rolls against the target until the end of your next turn.



Rallying Cry

Purple Dragon Knight Utility 12

You shout an inspiring war cry, and your voice rings above the din of battle. Your allies surge into the fight.

Encounter ♦ Martial

Minor Action **Close burst 5**

Targets: You and each ally in burst

Effect: Until the end of your next turn, all targets gain a +2 power bonus to speed and a +1 power bonus to saving throws.

For Cormyr!

Purple Dragon Knight Attack 20

Your battle cry becomes a chant as one after another of your allies join in. The enemy recoils in fear.

Daily ♦ Fear, Martial

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Charisma +5 vs. Will

Hit: You push the target 2 squares. The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Miss: The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Effect: Each ally in the burst gains 25 temporary hit points.

SILVERSTAR

"Only the Goddess can hear your prayers, but I will do whatever I can to champion them."

Prerequisites: Any arcane or divine class that can use an implement; must worship Selûne

You follow the sometimes radiant and sometimes shadowy path of the mistress of the skies, Selûne. Through the world's many changes, one story remains eternal: Selûne's vigilant opposition to the machinations of her dark sister, Shar. Silverstars carry the light and hope of their goddess into the darkness, championing causes others think lost.

Unlike many of the other gods and goddesses, Selûne is willing to share some of her power with worshipers who are not solely devoted to studying her will. Wizards, warlocks, bards, and sorcerers can become silverstars of note.

Before the Spellplague, Selûne's mortal concerns often centered on lycanthropes: werewolves, wereboars, werebears and other worshipers who could change into animal shapes governed by the moon. After the Spellplague, lycanthropy spiraled beyond Selûne's benevolent control. She does what she can for its victims, but sometimes all she can do is offer a swift silver blade.

SILVERSTAR FEATURES

Goddess of Changes (11th level): You are immune to diseases carried by lycanthropes. All your weapon and implement attacks count as if they were made with silvered weapons.

Moonsparked (11th level): When you spend an action point to take an extra action, all enemies within 5 squares of you cannot benefit from concealment or invisibility until the end of your next turn.

Open Discipline (11th level): The ability used for attack powers associated with this paragon path is the highest of your Charisma, Intelligence, or Wisdom. Characters who use the arcane power source can use their implements as normal with these powers.

Moon Oracle (16th level): When you hit with an attack on your turn, all allies within 20 squares of you gain a +2 bonus to saving throws until the end of your next turn.



SILVERSTAR PRAYERS

Tears of Selûne

Silverstar Attack 11

You conjure a small orb of luminescent silver light that streaks to your enemy. Its power is unpredictable, but so are the moods of the moon.

Encounter ♦ Divine, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: While you are bloodied, deal $3d10 +$ Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.

Moonglow

Silverstar Utility 12

Where you walk in the power of your goddess, darkness yields to silvery splendor.

Daily ♦ Divine
Minor Action **Personal**

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

Moonfire

Silverstar Attack 20

From overhead a spiraling column of cold, white light descends against your foe. Even as it consumes the wicked, your allies are soothed by its cool glow.

Daily ♦ Divine, Healing, Implement, Radiant
Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Hit: $4d10 +$ Intelligence, Wisdom, or Charisma modifier radiant damage, and all allies within 5 squares of the target regain hit points equal to one-half your level + your Charisma modifier.

Miss: Half damage, and all bloodied enemies within 5 squares of the target take radiant damage equal to your Charisma modifier.

SIMBARCH OF AGLAROND

"I have studied under mages who learned from the Simbul herself. Her lore and power have not been forgotten yet."

Prerequisite: Wizard

During the long years of her rule, the mysterious Simbul—Witch Queen of Aglarond—took on many apprentices and schooled them in her secrets of power. Although she no longer rules in Aglarond, the apprentices of her apprentices form an elite cadre of spellcasters known as the simbarchs. They keep alive many of the Simbul's arts and take on new apprentices of their own. You have studied with mages who in turn studied with the Simbul herself.

Although the ruling council of Aglarond is made up of simbarchs, a few of the Simbul's magical "descendants" are not members of the council and prefer to practice their magic privately. You fall into this group. As a simbarch, you have the right to claim a seat on the council, but doing so entails assuming many serious responsibilities, and there are political considerations. If you decide to join the council, it can take months or even years before you are formally recognized.



Whether or not you join the leaders of Aglarond, you wield your magic with a wild abandon that terrifies your enemies. Your arcane power sustains and strengthens you, granting you seemingly superhuman reserves of vitality and health. You practice compassion and restraint, but when the time comes for wrath, you are a terrible enemy indeed.

SIMBARCH OF AGLAROND FEATURES

Sorcerous Vitality (11th level): You gain two additional healing surges per day.

Arcane Healing (11th level): Whenever you spend an action point to take an extra action, you can also spend a healing surge as a free action.

Determined Mage (16th level): When you spend a healing surge while you are bloodied, add 1d10 to the amount of hit points you regain.

SIMBARCH OF AGLAROND SPELLS

Silver Fire Simbarch of Aglarond Attack 11

You summon a jet of pure magical power that burns through all defenses and empowers your other spells.

Encounter ♦ Arcane, Implement

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence + 8 vs. Reflex

Hit: 1d6 + Intelligence modifier damage, and until the end of the encounter, each subsequent time you hit the target with an attack, it takes additional damage equal to one-half your level.

Synostodweomer Simbarch of Aglarond Utility 12

You heal yourself with the ethereal silver fire of pure magic.

Encounter ♦ Arcane, Healing

Minor Action **Ranged 20**

Target: You or one ally within 20 squares

Effect: Spend one of your own healing surges but regain no hit points. The target of the spell can then spend a healing surge. (If you are the target, you will have spent two healing surges to regain hit points for one surge.)

Simbul's Tempest Simbarch of Aglarond Attack 20

You create a powerful telekinetic storm to pummel your foes.

Your arcane wrath transports you in a blaze of silver fire, burning away your mortal frailty.

Daily ♦ Arcane, Force, Implement

Standard Action **Area burst 3 within 20 squares**

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 5d10 force damage. After you finish all attack rolls for this power, for every enemy you hit, you can immediately roll one saving throw against an effect that a save can end. You can roll multiple saving throws against a single effect that a save can end if your first attempts fail.

Miss: Half damage, and you gain no extra saving throws.

SPELLGUARD WIZARD

"If we measure up to the heroes who've gone before us, no one in Silverymoon has to know the mythal is gone."

Prerequisite: Wizard

Silverymoon's mythal was nearly the equal of that which protected Myth Drannor. Unlike Myth Drannor's magical shield, Silverymoon's mythal weakened and eventually fell during the Spellplague. The city's survival and continued prosperity owes much to the efforts of the Spellguard, Silverymoon's coalition of arcane protectors.

The Spellguard guards Silverymoon vigilantly, hunting threats to the city, defying death, and intercepting mortal foes before they reach the heart of Luruar. Considerable latitude exists for adventurous members of the Spellguard to operate beyond the city limits, so long as they comport themselves as effective representatives of Silverymoon.

All arcane heroes are welcome in the Spellguard's ranks. Warlocks, swordmages, and others serve with distinction, but as a wizard your arcane power is the heart and soul of the organization. Just as in the days of Mystra, the wizards of today serve as offensive weapons in defense of their beloved city. The shield might be broken, but it is not forgotten, and the vestiges of its power are yours to command against the enemies of Silverymoon.

SPELLGUARD WIZARD FEATURES

Spellguard Training (11th level): When you use an area burst power, you can opt to instead turn it into a close blast. The radius of the blast is the same as that of the burst.

When you transform a power in this manner, you gain a +1 bonus to attack rolls with that power.

Spellguard Action (11th level): When you spend an action point to take an extra action, you can add your Dexterity modifier to the damage dealt by any close burst power you use during that extra action.

You also gain a +2 bonus to AC against melee attacks until the start of your next turn.

Spellguard Combat Toughness (16th level): You gain two additional healing surges per day.

SPELLGUARD WIZARD SPELLS

Spellguard Force Lash Spellguard Wizard Attack 11

Harnessing the shards of the mythal about you, you hurl them like razors against your foe and knock your enemy off its feet.

Encounter ♦ Arcane, Force, Implement

Immediate Reaction Ranged 3

Trigger: A creature moves into any square within range

Target: Triggering creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier force damage, and the target is knocked prone.



Mythal Splinter

Spellguard Wizard Utility 12

Your command of mythal energy allows you to twist reality and magic alike.

Daily ♦ Arcane, Zone

Minor Action Close burst 5

Effect: You create a zone that lasts until the end of your next turn. No enemy in the zone can use a power that has the healing or teleportation keywords.

Sustain Minor: The zone persists.

Mythal Spark

Spellguard Wizard Attack 20

The raw power of the mythal resonates through you, creating a wave of silver light that tears into foes and quells their powers.

Daily ♦ Arcane, Force, Implement

Standard Action Area burst 5 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 3d10 force damage.

Effect: Until the end of your next turn, targets cannot use powers that have the healing or teleportation keyword.

SPELLSCARRED SAVANT

"I am not a monster."

Prerequisites: Must have at least one spellscar, Student of the Plague multiclass feat

Since the Spellplague struck, all manner of terrible abominations have spread across the face of Toril. Creatures that have spellscars riddle the world now, sowing madness and fear wherever they appear. To a select few, though, the spellscar that mars their flesh is no curse, but rather a powerful boon. You are one of these few, a spellscarred savant. You wear your scar as a badge of power and a fell warning to your foes.

You have learned to harness the dark gift of your spellscar and channel its disrupting power. The erratic forces behind your spellscar are yours to command now. Your mastery of your spellscar allows you to tap into the raw magical energy known as spellfire, either to heal yourself with its sizzling power or invigorate your body in combat. As your power grows, you can wield the fury of spellfire as easily as a warrior does a blade, calling down the untempered essence of magic gone mad to burn foes to ash.

SPELLSCARRED SAVANT FEATURES

Plague Familiarity (11th level): You no longer take a -2 penalty to all defenses and saving throws against the Spellplague and plaguechanged or spellscarred creatures. Instead, you gain a +2 bonus to all defenses and saving throws against them.

Plague Mastery (11th level): This paragon path acts as a paragon path for spellscarred multiclassing. At 11th level, choose a spellscarred encounter attack power of level 7 or lower.

At 12th level, you gain the *spellfire healing* power.

At 20th level, choose a spellscarred daily attack power of level 19 or lower.

Spellfire Action (11th level): Instead of taking an extra action when you spend an action point, you can regain one spellscarred encounter power you have already used.

Spellfire Mastery (16th level): As a free action, you can use a spellscarred encounter power to no effect to grant yourself or an ally within 5 squares of you a second use of an arcane encounter power already used in this encounter.



SPELLSCARRED SAVANT POWERS

Spellfire Healing

Spellscarred Savant Utility 12

You are a master of spellfire. You hold mundane fire in contempt.

Encounter

Free Action

Personal

Trigger: You take fire damage

Effect: You can spend a healing surge.

If the fire damage was caused by an ongoing effect, that effect ends.

STEELSKY LIBERATOR

"Death to all tyrants."

Prerequisite: Dragonborn, genasi, half-orc, or human

For ages your folk fought against the mighty dragon lords of Abeir. Although the catastrophe of the Spellplague broke the power of the draconic tyranny in some lands, others still suffer under the cruel talons and fell magic of dragonkind, both in Faerûn and Returned Abeir. You have vowed to free all those still enslaved by dragons, and to vigilantly defend free lands from the great wyrms.

Steelsky liberators draw upon the power of an ancient divine blessing granted to the mortals who suffered under dragons long ago. No one knows what god or being created this blessing, but over time it has grown stronger and stronger. Each mortal soul that suffers under draconic oppression lends the weight of its sorrow and outrage to this mystic force; the harder the Abeiran dragon lords tried to eradicate the liberators, the stronger they made their enemies.

Most steelsky liberators hail from Returned Abeir, since the oppression of ages of draconic rule still weighs heavily on those lands. However, some of these crusaders were among the dragonborn and



WAYNE ENGLAND

genasi of Akanûl, Tymansher, and other lands transferred into Faerûn during the Spellplague. In the decades since, heroes from lands threatened by dragons have come to these Abeiran kingdoms to learn the secrets of defeating such powerful foes.

STEELSKY LIBERATOR FEATURES

Draconic Enemy (11th level): You gain a +2 bonus to all your defenses against attack rolls by dragons.

Steelsky Heritage (11th level): When you spend an action point to take an extra action, you regain the use of a racial encounter power if you have already expended it this encounter. If you are human, you gain a +1 bonus on all d20 rolls until the end of your next turn.

Liberator's Resolve (16th level): You gain a +5 bonus to saving throws against charm and fear effects.

STEELSKY LIBERATOR PRAYERS

Liberator's Blow

Steelsky Liberator Attack 11

The spirits of generations of slaves who chose to fight and die free guide your righteous blade.

Encounter ♦ Divine, Weapon

Standard Action **Ranged 10**

Target: One creature

Attack: Strength vs. AC

Hit: $2[W] + \text{Strength modifier}$ damage. If the target is Large or larger, any ally adjacent to the target can shift 1 square.

Steelsky Stance

Steelsky Liberator Utility 12

Focused into your blade, the ancient power that shaped Abeir's skies shakes Abeir's would-be masters.

Daily ♦ Divine, Stance

Minor Action **Personal**

Effect: If you hit a dragon or an elemental with a melee attack, that target is weakened until the end of your next turn.

Break the Chains

Steelsky Liberator Attack 20

Wild energy plays along your blade. The strike of your sword disrupts the enchantments that dragons and other monsters use to enslave mortals to their will.

Daily ♦ Divine, Reliable, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: $4[W] + \text{Strength modifier}$ damage, and any allies within 10 squares of you under the influence of a charm or fear effect created by the target can make a saving throw, even if the effect is not normally one that a save can end.



SWORD COAST CORSAIR

"From Luskan to Nelanther, there isn't a ship I can't outrun or a monster I can't beat."

Prerequisite: Any martial class

The sea is an open road, and adventure calls to you from a dozen strange shores. You are always on the lookout for the next big prize or daring escapade. Whatever it might be—a lost hoard in a sea demon's cave, a legendary shipwreck haunted by drowned ghosts, the fat treasure ship of a villainous merchant lord, or a misty isle wreathed in magic and mystery—you are determined to seek it out and test your cunning and courage against any obstacle in your path. You mean to blaze a path of fame or notoriety that they'll be talking about a hundred years from now.

Even though you prowl the seas as a reckless freebooter and fierce predator, you are not necessarily a bloody-handed murderer. You would rather steal the ill-gotten gains of others than plunder the weak and poor. The Sea of Swords is dangerous enough without making yourself the enemy of all civilized folk, after all. It's better to let honest folk pay for your protection. And if you can drive the truly murderous scum from the seas, then you'll have less competition for the prizes that do catch your eye.

SWORD COAST CORSAIR FEATURES

Expert Mariner (11th level): You gain a +2 bonus to initiative checks while aboard a ship, and you are considered trained for any skill check pertaining to movement, navigation, ship handling, or avoiding hazards aboard a ship. If you are already trained in the skill, you gain a +2 bonus to such checks. Examples include:

Acrobatics checks to balance on a yardarm or a wildly rolling deck.

Athletics checks to climb a ship's hull or scale a mast.

Perception checks to spot approaching enemies or hazards.

Intelligence checks to determine your position or chart a course.

Dexterity checks to steer through dangerous waters.

If you are in command of the vessel, you provide these bonuses to all crew members who can see or hear you.

Sea Legs (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to speed and ignore difficult terrain until the end of your next turn.

Bold Attacker (16th level): When you hit with a melee attack, you gain a +2 bonus to your Will defense until the end of your next turn.

SWORD COAST CORSAIR EXPLOITS

Strike Terror

Sword Coast Corsair Attack 11

You attack with a bloodcurdling cry. Your enemy gives ground in fear.

Encounter ♦ Fear, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex or Dexterity vs. Reflex

Hit: 2[W] + Strength or Dexterity modifier damage, and you push the target 5 squares.

Nerves of Steel

Sword Coast Corsair Utility 12

You are irrepressible. When others would fold up, you shake off your despair and fear.

Encounter ♦ Martial

Free Action Personal

Effect: Make a saving throw against a condition affecting you that a save can end. If it is a fear effect, you gain a +5 power bonus to the saving throw.

Keelhaul

Sword Coast Corsair Attack 20

You staple your foe with your weapon and drag the creature behind you as you bull your way across the battlefield.

Daily ♦ Martial, Weapon

Standard Action Melee 1

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and you shift 3 squares while pulling the target 3 squares. The target must remain adjacent to you.

Miss: Half damage, and you do not shift, nor do you pull the target.

UMBIRI

"Keen are the blades of shadow."

Prerequisite: Swordmage

Netherese swordmages are masters of shadow and steel, blending the ancient Netherese warrior arts with their wizards' dark arcana. You have trained in the swordmage arts practiced in Netheril, and you have become one of the deadly umbriri. Your skill with a blade blends darkness, magic, and the subtle techniques of the shadowy masters into the perfect killing art.

The Netherese do not appreciate their secrets of combat being turned against them. You are hunted by the Shadows within the shadows. They would see you dead before you pass the fell secrets of your art to outsiders. Umbriri loyal to the Netherese wizards despise you, feeling that you dishonor those who spent millennia perfecting this ancient art.

Most umbriri are human Netherese, the descendants of those shadowborn humans who returned to Faerûn over a hundred years ago. They serve as the champions and elite guards of the city of Shade Enclave. Others are Sembians who showed promise enough to warrant instruction and were invited to train in the umbriri art. Some of these are secretly loyal to the memory of a free Sembia and hide their disloyalty from their overlords. The most powerful umbriri are ancient shade swordmasters, native-born



CORAN JOSIC

Shadowars rewarded with transformation into deathless shadows for their skill and loyalty.

UMBIRI FEATURES

Shadowy Action (11th level): When you spend an action point to take an extra action, you and all adjacent allies gain concealment until the start of your next turn.

Shadow Defense (11th level): You gain resist necrotic equal to $5 + \text{one-half your level}$.

When you use any swordmage aegis power, this resist value increases by 10, and your melee basic attacks deal 5 extra necrotic damage. These benefits last until the end of your next turn.

Shadow Shroud (16th level): You gain combat advantage against an enemy if you also have concealment from that enemy.

UMBIRI POWERS

Assassin Shadow

Umbriri Attack 11

As you strike, shadows congeal into a solid figure at your foe's flank. The silhouette looks like you, only its features are shrouded in blackness, and its sword is made of inky gloom.

Encounter ♦ Arcane, Conjuration, Shadow, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: $2[W] + \text{Strength modifier}$ damage.

Effect: You conjure a shadowy manifestation of yourself.

This conjuration can appear in any square adjacent to the target. This creature can be used to set up a flanking position and can make opportunity attacks (as though you were making the attacks), but it can take no other actions. The manifestation disappears at the end of your next turn.

Concealing Umbra

Umbriri Utility 12

You exert your will over the stuff of shadow and conceal an ally in pure darkness. No light reveals your friend now.

Encounter ♦ Arcane, Illusion, Shadow

Standard Action **Close burst 5**

Target: One ally in burst

Effect: The target becomes invisible until he or she attacks, or until the end of your next turn.

Shadowed Psyche

Umbriri Attack 20

You veil your enemy's senses in shadowy phantasms. Your foe strikes at imaginary opponents and moves as a puppet on your strings.

Daily ♦ Arcane, Charm, Reliable, Shadow, Weapon

Standard Action **Melee touch**

Requirement: You must have combat advantage.

Target: One creature

Attack: Intelligence vs. Will

Hit: At the start of its next turn, the target is dominated by you until the start of its following turn. You cannot cause it to take any action that will obviously harm it (such as walking off a cliff or into a trap the creature is aware of). You must be within line of sight of the creature at the start of its turn or you can't dominate it.

WANDERING SWORDMAGE

"Words of magic, words of steel. My story is written with both."

Prerequisite: Swordmage

Though all swordmages are students of both arcane arts and combat, you take this diversity of interest to its ultimate expression. Strict adherence to a single style or formal school of combat doesn't interest you. Instead, you build an eclectic fighting style from techniques gathered from far corners of every land. Spells created by masters whose styles don't fit into normal swordmage schools are your best weapons.

Your knowledge spans a great number of topics. You could know tales of ancient Cormanthyr, recent events in the Moonshaes, and legends about brave dragonslayers who lived in Abeir long before it returned. You can learn something new from anyone you talk to. Even conflicting views of the same event show you how peoples' biases can affect their awareness—a weakness you can exploit when fighting. The folklore of each region carries lessons that any warrior can use. In every fable, bit of trivia, or snippet of news, you learn a philosophical lesson that guides you in battle.

WANDERING SWORDMAGE FEATURES

Aegis Insight (11th level): When you use the *aegis of assault* power or *aegis of shielding* power, you add your Wisdom modifier to the power's burst radius.



People's History (11th level): Add your Wisdom modifier to your History checks.

Teleportation Action (11th level): When you spend an action point to take an extra action, you can teleport 5 squares as a free action before taking the extra action.

Learn from Experience (16th level): When an enemy scores a critical hit against you, you gain a bonus equal to your Wisdom modifier on your next attack roll and damage roll against that creature during this encounter.

WANDERING SWORDMAGE SPELLS

Four Corners Attack

Wandering Swordmage Attack 11

You are everywhere at once, your blade cutting into your foe from high and low, and from all sides.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier + Wisdom modifier damage. Make a secondary attack against the target.

Secondary Attack: Intelligence vs. Fortitude, Intelligence vs. Reflex, or Intelligence vs. Will

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 1[W] damage and is knocked prone.

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 1[W] damage and is slowed until the end of your next turn.

Hit (Will): If the attack hits the target's Will defense, the target takes 1[W] damage and is dazed until the end of your next turn.

Arcane Tanglestep

Wandering Swordmage Utility 12

A swirl of your blade creates a magic snare and two entangled portals. You step through your portal as the enemy feels the yank of the snare.

Encounter ♦ Arcane, Teleportation

Immediate Reaction Personal

Trigger: An enemy you have marked hits an ally with an attack that does not include you

Effect: Instead of using your normal *aegis of assault* immediate reaction or *aegis of warding* immediate interrupt, you teleport yourself to any location within a number of squares equal to 5 + your Wisdom modifier, and you teleport the enemy that triggered the power to a square adjacent to you.

Heritage of Blades

Wandering Swordmage Attack 20

Iridescent blades of force surround you. They parry for your allies and cut your foes.

Daily ♦ Arcane, Force, Stance

Standard Action Personal

Effect: Your allies within 2 squares of you gain a +1 power bonus to AC and Reflex defense.

You can use a minor action once on your turn to deal force damage to an enemy of your choice within 5 squares. You deal force damage equal to 2d6 + your Wisdom modifier.

WAR WIZARD OF CORMYR

"I've dueled the shadow adepts of Netheril. You'll have to do better than that to impress me."

Prerequisites: Wizard, affiliated with Cormyr

You belong to the elite order of battle mages who have laid their staffs before the Crown of Cormyr. You and your comrades are the sword and shield that protect the kingdom from the insidious sorceries of Netheril and other more subtle threats. The War Wizards work in concert with the army of Cormyr, guarding the realm from attack. In battle they march alongside the Purple Dragons, launching surgical strikes and raining lightning, frost, and fire down upon the enemy.

As a War Wizard, you are a master spellcaster whose powers are focused not on study or the secrets of the universe, but rather on the art and artifice of battle. You would prefer a peaceful world unblemished by the forces of evil, but wishing will not make it so, and therefore each day you hone your mastery of magic to throw back the tide of darkness and achieve victory. Your powers are focused on controlling the field of battle and wreaking arcane fury upon as many enemies as possible.

Most War Wizards are Cormyrians, but a few folk of other lands study in Cormyr's War Wizard academy and then swear fealty to the crown. A War Wizard who wants to pursue his own interests and adventure



LUCIO PARRILLO

in other lands is free to do so—as long as he keeps an eye open for matters of import to the crown and never acts against the Forest Kingdom's best interests.

WAR WIZARD FEATURES

War Wizard's Training (11th level): When you spend an action point to make an attack, any ranged or area powers that you use in that attack do not trigger opportunity attacks.

Arcane Fundamentals (11th level): Select one of your wizard at-will or encounter powers that has a target of one creature. That power counts as a basic attack. When a power allows you to make a basic attack, you can use that power. (If you use an encounter power in this way, it is still expended.) If you retrain and decide not to keep this power, you can choose a new power to be affected by this feature.

War Wizard's Decimation (16th level): When you score a critical hit with a close or area attack, you deal 5 extra damage with that attack against all targets of the attack.

WAR WIZARD OF CORMYR SPELLS

Lightning Ripple War Wizard of Cormyr Attack 11

Thunder claps as you bring your fists together before you. Waves of coursing blue lightning cut a wide swath in the enemy ranks.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Close blast 6

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: $3d8 + \text{Intelligence modifier}$ lightning damage. You gain a +2 power bonus to your next Intelligence-based attack roll on your next turn if you hit any targets with this power.

One-Way Barrier War Wizard of Cormyr Utility 12

You erect an impenetrable wall of shimmering force, capable of turning aside a charging giant or a storm of ballistae.

Daily ♦ Arcane, Force, Conjunction

Standard Action Area wall 4 within 10

Effect: You conjure an invisible wall of contiguous squares that is permeable to your arcane abilities. The wall can be 4 squares long and 4 squares high. The barrier does not prevent movement, but instead blocks line of effect for ranged and area attacks. However, your ranged and area attack powers ignore this barrier.

Sustain Minor: The wall persists.

Storm of Victory War Wizard of Cormyr Attack 20

You unleash the fury of the heavens. Thunder, lightning, and driving razored sleet sear flesh, melt shields, and blast armored plates to shards.

Daily ♦ Arcane, Implement, Thunder

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: $4d6 + \text{Intelligence modifier}$ thunder damage.

Effect: Each target grants combat advantage to your allies until the end of your next turn.

WHIRLWIND GENASI

"Only a fool fights against the wind."

Prerequisites: Genasi, windsoul elemental manifestation

The wind is immortal. Air moves and flows around us all, it is a source of life, and yet it is capable of wreaking terrible destruction. Hurricanes and windstorms can bring a castle down around a king's ears, or hurl even the greatest hero off a cliff to rocky death below. Your race is connected to the currents of air as you are to all the elements, but for you air is not just a part of your soul; it is a source of incredible power. You are a whirlwind genasi, and your supremacy over wind is the stuff of legend.

Flight, the ability to send your foes sprawling with gale-force wind, or the power to sweep the field of battle with a boulder-crushing, tree-splintering tornado are all as commonplace to you as a casual wave of your hand. You control the flow of a fight, using your power over air to move your foes like pawns around a chessboard.



WHIRLWIND GENASI FEATURES

Whirlwind Action (11th level): When you spend an action point to take an extra action, you gain the use of the windwalker encounter power one additional time in this encounter.

Whirlwind Breeze (11th level): When you use the windwalker encounter power, you gain a fly speed of 8 until the end of your next turn.

Whirlwind Counterforce (16th level): When you are pulled, pushed, or slid, you can either decrease the distance by 1 square or increase it by 1 square. If you choose to increase it, you decide the last square you move into. If a creature pulls you into a square adjacent to it, you can increase the pull by 1 as long as you end in another square adjacent to it.

WHIRLWIND GENASI POWERS

Tumbling Gale

Whirlwind Genasi Attack 11

With a mere thought, you direct a surge of punishing wind to assail your foes and drive them back.

Encounter

Standard Action **Area burst 2**

Target: Each creature in burst

Attack: Intelligence + 4 vs. Fortitude, Wisdom + 4 vs. Fortitude, or Charisma + 4 vs. Fortitude
Increase the bonus on attack rolls to +6 at 21st level.

Hit: 5d4 + Intelligence modifier, Wisdom modifier, or Charisma modifier damage, and you push the target 3 squares.

Windsoul Zephyr

Whirlwind Genasi Utility 12

You whisper to the wind, and currents of air gently lift you and your allies off the ground.

Encounter

Move Action **Close burst 5**

Targets: You and one or two allies in burst

Effect: You fly 8 squares. Each ally targeted by the power can fly 8 squares as a free action.

Windsoul Whirlwind

Whirlwind Genasi Attack 20

A twisting cyclone of rending winds forms around you, flinging foes into the air. The whirlwind moves at your command, wreaking havoc on the enemy.

Daily ♦ Conjuration, Zone

Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: Intelligence + 5 vs. Fortitude, Wisdom + 5 vs. Fortitude, or Charisma + 5 vs. Fortitude
Increase the bonus on attack rolls to +7 at 26th level.

Hit: 3d10 + Intelligence modifier, Wisdom modifier, or Charisma modifier damage, and you slide the target 2 squares.

Effect: The zone lasts until the end of your next turn.

Sustain Minor: You can move the burst 3 squares, then slide each target in the burst 1 square.

WILDFIRE GENASI

"Sheath your sword fool, or I'll melt it to slag in your hands."

Prerequisites: Genasi, firesoul elemental manifestation

They say a fire rages in the heart of all genasi, but if this is so, it's nothing compared to the inferno raging within you. You are the master of flame and smoke, reducing all who defy you to burnt cinders and piles of ash. Fire is a tame thing in your hands, dancing in your palm and answering to your every whim.

Your igneous heritage grants you the power to hurl flames upon the enemy or shield your allies from the searing heat of Hell itself. You are the center of a constant whirlwind of fire, and anyone who dares attack you gets burned.

Fire is in your life's blood, and though it destroys others, it grants you greater vitality. Pity those who must face you in combat, for they do not face a mortal foe, but rather the force of a volcano, with lava for blood and the promise of burning agony to any who raise their weapons against you.

WILDFIRE GENASI FEATURES

Fiery Surge (11th level): When you spend an action point to take an extra action, all enemies adjacent to you take fire damage equal to one-half your level + your Strength modifier. In addition, you gain a +1 bonus to attack rolls with the fire keyword until the end of your current turn.

Control the Flames (11th level): When manifesting firesoul, you share your racial fire resistance with any allies within 2 squares.

Firesoul Aura (16th level): You are surrounded by a flickering shroud of flame at all times. If an enemy hits you with a melee attack, it takes 5 fire damage.

WILDFIRE GENASI POWERS

Firesoul Combustion

Wildfire Genasi Attack 11

Searing gouts of flame roar from your body, rolling over nearby foes.

Encounter ♦ Fire

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Strength + 4 vs. Reflex, Dexterity + 4 vs. Reflex, or Constitution + 4 vs. Reflex

Increase the bonus on attack rolls to +6 at 21st level.

Hit: 3d6 + Strength modifier or Constitution modifier fire damage, and the target gains vulnerable 5 fire until the end of your next turn.



Embers of Life

Wildfire Genasi Utility 12

Within your wounds, a lively flickering flame glows and surges. Ribbons of fire seal your wounds.

Daily ♦ Healing

Immediate Interrupt **Personal**

Trigger: You take damage that would reduce you to 0 hit points or fewer

Effect: Spend a healing surge.

Firesoul Conflagration

Wildfire Genasi Attack 20

You reach out with your power and set an enemy's blood aflame inside its body.

Daily ♦ Fire

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Strength + 5 vs. Reflex, Dexterity + 5 vs. Reflex, or Constitution + 5 vs. Reflex

Increase the bonus on attack rolls to +7 at 26th level.

Hit: 4d6 + Strength or Constitution fire damage, and ongoing 10 fire damage and the target is dazed (save ends both).

Miss: Half damage, and ongoing 5 fire damage (save ends).

Special: This attack ignores fire resistance and fire immunity.

EPIC DESTINIES

Epic destinies are the stuff of legends, for it is from these adventuring paths that tools of extraordinary power are attained. Epic destinies represent the pinnacle of accomplishment.

CHOSEN

Your deity makes you the living vessel of his or her power in the mortal world.

Prerequisite: 21st level

Your deity chooses you to serve as his or her proxy in mortal affairs. You protect your deity's worshippers, battle your deity's enemies, and champion your deity's causes. To suit you for this task, your deity breathes into your soul a spark of divine energy that grants you powers comparable to those of a demigod.

As with the Demigod epic destiny detailed in the *Player's Handbook*, a divine spark increases all your powers. Unlike the Demigod, you are sworn to the service of a particular deity. While operating as an epic hero, you can function as a worldly exarch,



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receiving advice and commissions from your deity. Alternatively, you could be left on your own, advancing your deity's cause as you see fit.

Not all deities have the power or the inclination to elevate a Chosen of their own. Some deities can elevate several Chosen at the same time, although this circumstance is quite rare. Deities most often seek out mortals who are especially faithful for this task, but a few gods seem to take pleasure in selecting undeserving or fickle mortals for their earthly agents. Those around you will probably refer to you using the name of your deity, calling you "the Chosen of Selûne" or "the Chosen of Moradin."

DIVINE ALLIES BRING DIVINE ENEMIES

You're a hero. It's not bad news that your deity's enemies want to eradicate you before you can achieve full divinity. Their efforts make your god's enemies easier to find. If other characters in the adventuring party are not happy about having a cosmological target painted on you, that can be up to the party or the DM to account for in the campaign's final tier.

ROUTE TO IMMORTALITY

Many Chosen can live for centuries. However, as a Chosen grows more powerful, the divine fire placed in his or her soul inevitably transfigures the mortal shell. When no vestige of the mortal life remains, it is time for the Chosen to ascend to the celestial court of his or her deity and champion the deity's cause in the immortal realms. No Chosen remains long in the mortal sphere once he or she has reached the pinnacle of divinely sponsored power.

CHOSEN FEATURES

All Chosen have the same class features as the Demigod epic destiny.

Divine Spark (21st level): Increase two ability scores of your choice by 2 each.

Divine Recovery (24th level): The first time you are reduced to 0 hit points or fewer each day, you regain hit points equal to half your maximum hit points.

Divine Miracle (30th level): When you have expended your last remaining encounter power, you regain the use of one encounter power of your choice. In this way, you never run out of encounter powers.

CHOSEN POWERS

Each Chosen has a specific level 26 utility power granted by his or her deity. The powers associated with the eleven greater gods who are either good, lawful good, or unaligned are described below.

Renewing Dawn Chosen of Amaunator Utility 26

A glimpse of the true sun flashes above the battlefield, sending flares that lance down into your foes.

Daily ♦ Healing, Radiant

Minor Action **Personal**

Effect: When you or one of your allies spends a healing surge, this power deals radiant damage equal to one-half your level + your Charisma modifier to an enemy within 5 squares of the creature that spent the healing surge.

Sustain Minor: The effect persists.

Horn of Life Chosen of Chauntea Utility 26

As a foretaste of the feasts in Chauntea's dominion, her cornucopia spills its blessings upon you.

Daily ♦ Healing

Minor Action **Close burst 20**

Target: You or one ally in burst

Effect: The target can spend a healing surge. At the start of each of your subsequent turns, until the end of the encounter, your ally with the fewest number of hit points above 0 gains regeneration 20 until the start of your next turn. The effect ends if you become unconscious.

High Arcana Chosen of Corellon Utility 26

Corellon's mastery of the arcane allows you to choose between empowerment or defense for you and all your allies in the battle.

Daily

Minor Action **Close burst 10**

Effect: Choose one of the following: Until the end of your next turn, you and all of your allies in the burst gain a +2 power bonus to attack rolls; or until the end of your next turn, you and all of your allies in the burst gain a +2 power bonus to all defenses against arcane attacks.

True Death Chosen of Kelemvor Utility 26

Your gesture strips the undead of their tricks. Only death is left to them.

Daily ♦ Healing

Minor Action **Close burst 10**

Target: Each undead creature in burst

Effect: You regain 2d20 hit points for each target.

Each target loses all its resistances, the insubstantial quality, and the ability to recharge powers (save ends all).

Aftereffect: Target loses all its resistances, insubstantial abilities, and ability to recharge powers (save ends all).

Forge of Creation Chosen of Moradin Utility 26

The fervor of Moradin's ancient workshops of creation inspires you and your allies as you hammer upon your foes.

Daily ♦ Healing

Minor Action **Personal**

Effect: Until the end of your next turn, you and any of your allies who hit with at least one attack regain their second wind if they have already used it in this encounter, regain one healing surge, and gain the use of another daily magic item power.

Supreme Knowledge Chosen of Oghma Utility 26

In the divine view, to understand is to control.

Daily

Immediate Interrupt **Personal**

Trigger: You are hit by an attack against Fortitude, Reflex, or Will

Effect: Make a monster knowledge check that corresponds to the creature that is attacking you. If your check result exceeds the monster's attack roll, the attack misses.

Waxing Fortune Chosen of Selûne Utility 26

Your battle fortune swells like the moon waxes toward full.

Daily

Minor Action **Personal**

Effect: Until the end of the encounter, on each of your turns, you gain a bonus to attack rolls equal to the number of bloodied, conscious creatures that are within 10 squares of you at the start of your turn.

Divine Regeneration Chosen of Silvanus Utility 26

You ignite the divine spark that glows within you, unleashing a wave of regenerating energy for a short time.

Daily ♦ Healing

Minor Action **Personal**

Effect: You gain regeneration equal to your highest ability score until the end of the encounter.

Sune's Censure Chosen of Sune Utility 26

Your power forces your enemies to share their weaknesses.

Daily

Minor Action **Close burst 20**

Targets: Two creatures in burst

Effect: Choose two targets. Extend the vulnerabilities of one target to the other until the end of the encounter, so that they are both vulnerable until the end of the encounter, even if the original ability was only temporary. If neither targets is vulnerable to a damage type, then both targets gain vulnerable 5 all until the end of the encounter.

Tempus's Glare Chosen of Tempus Utility 26

You call this battle to the attention of the Lord of Battles. His divine glare hastens the fall of the incompetent.

Daily

Minor Action **Personal**

Effect: Until the end of the encounter, every creature that attacks you and fails to hit takes damage equal to one-half its level.

Battle Judgment Chosen of Torm Utility 26

You have learned to emulate Torm's decisive timing.

Daily ♦ Healing

Free Action **Personal**

Trigger: Your melee attack drops an enemy to 0 hit points or fewer

Effect: You regain hit points equal to the damage you dealt with the attack.

BACKGROUNDS

THE CORE of the FORGOTTEN REALMS campaign setting is the continent of Faerûn. Surrounded to the west and south by enormous oceans known as the Trackless Sea and the Great Sea, to the north by cold arctic wastes, and to the east by vast steppes, Faerûn is a place of many extremes. From frozen wastelands to blistering deserts, from high alpine peaks to great chasms into the Underdark, Faerûn has every type of terrain.

Nearly a century ago, the continent was transformed by the Spellplague, which radically altered the landscape and unleashed a wave of magical devastation. Although the effects of this cataclysm linger, the survivors have moved on and rebuilt. Faerûn has a long tradition of building empires atop ruins.

For adventurers, Faerûn is a land of opportunity. The survivors of the Spellplague seek to understand and explore their new world. Much of what once existed is lost, unless brave adventurers can reclaim it, and much of what currently exists is new, ready to be explored.

This chapter presents the most interesting lands of Faerûn from the perspective of adventurers, focusing on the areas from which such characters are likely to hail. Each section contains the following information:

- ◆ **Regional Benefit:** A benefit granted to player characters who come from the region.
- ◆ **Common Knowledge:** General facts about the place that every resident of the region knows, including an overview of the region's notable features, both civilized and natural.
- ◆ **People of the Region:** A look at the region's populace, along with possible backgrounds and motivations for player characters who call this region home.

REGIONAL BENEFITS

When you create your character, select a region that defines your cultural heritage. You can choose only one region (and its attendant benefit). Regional benefits are granted only to player characters from a region, not to all residents of that area.

EVA WIDERMANN





AGLAROND

Aglarond is a nation balanced on a knife edge, surviving in spite of the odds. Elves, half-elves, and humans call it home. They dwell along Aglarond's broad, sweeping coastline and in the boughs of the expansive central forest known as the Yuirwood.

AGLAROND REGIONAL BENEFIT

You add Elven to your list of languages known, you add Perception to your class skill list, and you gain a +1 bonus to Perception checks.

COMMON KNOWLEDGE

The Simbul, a mighty sorceress, once ruled Aglarond, serving as a bulwark against Thay's expansion. However, in the Simbul's absence, the renewed ambitions of that menacing nation constantly test Aglarond's defenses.

Elves, half-elves, and humans populate the coast and portions of the Yuirwood, earning a living from the bountiful natural resources. Some portions of the Yuirwood are shunned, for strange magic lingers in its depths.

Aglarond faces threats from beyond and within its borders. Many residents maintain hope that the Simbul will return to deliver Aglarond from its enemies, but such hopes grow increasingly dim as dangers accumulate.

REGIONAL FEATURES

Aglarond's major cities lie on the coast near the nation's most valuable resource, the sea. Many old Yuirwood roads are untraveled for fear of the forest's inhabitants. Most of Aglarond's towns rely on ships for travel and trade.



Veltalar: Formerly Velprintalar, the capital city of Aglarond is now a divided place, where anarchy and civilization seem at war. Veltalar is the seat of Aglarond's politics, but it is also a breeding ground for thieves and cutthroats. Although the Simbarch Council maintains law in New Veltalar, Old Veltalar has only a thinly constructed pretense of order.

Yuirwood: Territorial elves and half-elves have claimed sections of the Yuirwood without regard for the edicts of the Simbarch Council. Violent clashes have yet to arise, but many suspect that a spark soon might ignite a wildfire of human-elf conflict.

Glarondar: Glarondar's population has swelled from an influx of humans and tieflings fleeing Thay. The population now extends beyond what can be defended easily, and the Simbarch Council increasingly commits Aglarond's military strength to Citadel Dantalien in the north, leaving the south vulnerable to beasts and undead.

Fey Portals: Deep within the Yuirwood, the ruins of the Yuireshanyaar elves stand, as do their menhirs, the portals once connected to Sildëyuir. These portals have malfunctioned, substituting sections of the Feywild for pieces of the Yuirwood. The result is a dangerous and bizarre environment filled with the mingled plants and animals of both realms.

Delthuntle: This city has emerged as a commercial power, extending enormous piers to follow the ocean's retreat. Much of the city's wealth comes from trade with Airspur, the capital of Akanûl. Delthuntle is host to one of the largest genasi populations living peaceably with humans and half-elves. However, a rising population of pirates patrolling the surrounding coast threatens the city's peace and prosperity.

PEOPLE OF AGLAROND

Although some elves and half-elves in the Yuirwood have grown more xenophobic, the remainder of Aglarond welcomes visitors.

The nation seeks allies against Thay's ambitions. Tieflings and dragonborn are now counted among the citizenry of Escalant, Glarondar, and the Citadel Dantalien, whereas genasi and halflings live along the coastal cities of Delthuntle, Veltalar, and Furthinghome.

Still, Aglarond remains predominantly a nation of half-elves. Some prejudice toward tieflings and Thayan refugees remains—a result of the long-standing conflict between Aglarond and Thay—but most people have put aside such differences.

ADVENTURERS

Adventurers from Aglarond are more likely to focus on internal perils or Thay's threat rather than on the broader dangers facing the world. Most citizens of Aglarond are fiercely protective of their homeland and are eager to act in its defense. Adventurers from the region often harbor a deep hatred of undead and the Red Wizards of Thay as a result of the stories they have heard (or the proof they have seen firsthand) of the malign nature of that land.

Aglarond Defender: Aglarond's enemies grow bolder each year, and you recognize the danger the nation faces. As one of Aglarond's defenders, you grew up listening to tales of the nation's glory days, when the Simbul kept the Red Wizards in check. You have battled skeletons and zombies, and you know the dismal fate that awaits Aglarond if you and your comrades fail to defend the nation. Your background might be of humble origins, but you are determined to have a glorious future.

Roleplaying Tips: You carry duty like a badge on your chest. You speak vehemently against Thay and loathe the undead. Despite terrible odds, you never give up.

Thayan Refugee: Your parents fled Thay as undead replaced the living. You feel shame at what has become of that nation, and you hope to rid Thay of its pestilence and restore it to its former status. You're reluctant to speak of your background because many are still suspicious of you and your kinsmen, perhaps with good reason. You owe no allegiance to Aglarond, but for now, you have the same cause, and that makes you allies.

Roleplaying Tips: Tight-lipped about your origin, you act as though your hatred of Thay and undead is the same as that of any other Aglarondan. You care little for the rest of the world, but you are strongly devoted to your allies and kinfolk.

Yuirwood Ranger: The Yuirwood offers wonder and mystery, yet its tangled trees and wending paths hold mortal dangers as well. However, you are undaunted by such threats. As a Yuirwood ranger, you have delved into the forest beyond the reaches where most dare to venture. You grew to adulthood in a town on the wood's edge, and though you believed the mysterious tales of the forest, you never heeded their warnings. Now, you feel most at home among the trees.

Roleplaying Tips: You're generally a loner, but you take up any cause to destroy the profane or unnatural. You act as a defender of nature and refuse to partake in the "civilities" of townsfolk.

CHARACTER MOTIVATIONS

Whether an adventurer believes in the noble defense of Aglarond's people or a virtuous crusade against an

unholy enemy, he's likely to find Aglarond ripe with motivations and opportunities. Although the population is diverse, the people are generally united and strong believers in a good cause.

The Truth about the Simbul: Mystery shrouds the Simbul's ultimate fate. Rumors say that she sought the body of Velsharoon in the Astral Sea and was destroyed in a conflagration that annihilated the god's remains, but tales persist that she somehow survived. You are consumed with a desire to discover the truth for yourself, because if she did survive, you must know why she has not returned to help your people. Regardless of whether the Simbul lives, you hope to find something to aid your fellow Aglarondans in the fight against Thay.

Roleplaying Tips: You have an inordinate preoccupation with the pantheon and fates of the gods. You blame the Spellplague for your nation's ills and hate those responsible for Mystra's death, especially Cyric.

Divine Order: The world is full of evils, but many suspect that none is greater than the malevolence stirring in Thay. You believe that the gods of good demand action against the world's evils, and your focus has fallen on Thay. Aglarond is an enemy of Thay, so that makes the half-elf land your ally. You might consider the nation weak, but it is your best hope for aid in thwarting the evil that festers to its east.

Roleplaying Tips: You are filled with righteous purpose and hold a strict view of good and evil. You regard Aglarondans as friends, though you believe that they are not doing enough to fight Thay.

Exploring the Feywild: The Feywild is a strange and exotic place, though few noneladrin ever find their way onto the plane. You crave to explore the Feywild, and you believe that the Yuirwood holds the key. Tales circulate of the Yuireshanyaar elves, who are said to have come from the Feywild. You have become preoccupied with these stories, and now you're prepared to search for a way to enter the Feywild, starting with the Yuirwood.

Roleplaying Tips: You are an ardent explorer and undaunted adventurer. You are not always sure of the best way to achieve your goals, but you remain open to many possibilities.

AKANÛL

Akanûl is a land defined by extreme geography, eldritch beasts, and genasi. A new nation formed in the devastated and warped lands between Chessenta and Chondath, Akanûl has overcome great adversity and is now a name to be respected and feared.

AKANÛL REGIONAL BENEFIT

You gain resist 2 cold, resist 2 fire, and resist 2 thunder (or your existing resistance to these damage types increases by 2).

At 11th level, these values improve to resist 3 (or increase by 3), and at 21st level, they improve to resist 5 (or increase by 5).

COMMON KNOWLEDGE

Genasi of Returned Abeir crafted a nation out of the severe geography left in the Spellplague's wake. Many of Faerûn's widely dispersed genasi flocked to Akanûl after its formation, but genasi of Abeiran descent make up most of the nation's populace.

REGIONAL FEATURES

With chasms that sink into the bowels of the world and spires rising to touch the clouds, Akanûl is daunting and treacherous. Despite the challenges of simple travel, civilization has prospered, taking advantage of trade routes along the Sea of Fallen Stars and of newly revealed resources.



Airspur: Built from sea to sky, Airspur is a city of wondrous sights and inventions. Earthmotes and mountains are connected by means of bridges, flying steeds, magical teleportation, and a system of pulleys and counterweights. The result is a sprawling city of mechanical and magical marvels.

New Breen: Rising up above the Bay of Akanûl, this city stands on an earthmote and is inhabited almost entirely by genasi. The city was created in the image of an Abeiran genasi city called Breen. Waters flow from an unseen source deep within the earthmote, spilling in a perpetual mist into the sea below. The falls encircle an island neighborhood known as Lower Breen, which is a rich and thriving trading port. The island prospers as a gateway between the east and west.

Deepspur: Although most genasi of Akanûl have the windsoul manifestation, those who manifest other elements gravitate to Deepspur, a city built into the sheer cliffs that sink into a chasm in the Akanapeaks. The precious gems and metals found in the caves surrounding this city have made Akanûl rich, but of late, many genasi and other humanoids have disappeared from Deepspur without a trace.

PEOPLE OF AKANÛL

Akanûl is populated almost entirely by genasi, with the exception of a few coastal pockets of traders and merchants of other races. The nation's seat of power is Airspur, where Queen Arathane rules along with the Stewards of Earth, Fire, Sea, and Sky.

Much of Akanûl's population consists of merchants who act as go-betweens for traders on the Sea of Fallen Stars. Akanûl prospers from a constant influx of foreign trade, resulting in a large middle class.

Akanûl is an enemy of the Abolethic Sovereignty and has offended Cormyr by allowing a Netherese embassy. The nation also has a rivalry with Tymanther and views Calimshan as morally bankrupt. Otherwise, Akanûl maintains positive relations with Faerûn's inhabitants.

ADVENTURERS

Genasi youth sometimes travel abroad to seek adventure. However, they need not journey thousands of miles to find excitement, for a bountiful supply of wealth and secrets lies in the caves and chasms that speckle Akanûl's landscape.

Rebellious Youth: Your family wasn't wealthy, but your childhood was comfortable—if boring. You've lived a middle-class existence in Lower Breen for many years now, and you've heard countless stories from the lips of sailors. Your parents are training you to become a merchant so that you can take up the family business, but you have other plans. Leave the bookkeeping to your siblings; when you make



your fortune, it will come as a result of swordplay or sorcery.

Roleplaying Tips: You have no patience for books, knowledge, or numbers. You bring excitement wherever you go, usually because you’re causing trouble.

Airspur Mercenary: Although you have taken up the sword for pay, you have not forgotten your roots. Years ago, your grandfather served as a soldier in Akanül’s battle with the Abolethic Sovereignty, and you are determined to earn your own fame, even if your nation currently enjoys peace. Your exploits earn decent coin, but you’re tired of serving as a caravan guard or as private security, so you’ve set your eyes on Akanül’s former enemy, the aboleths.

Roleplaying Tips: For a mercenary, you have an inflated sense of pride and dignity. You don’t mind coin—in fact, you invite it—but if you can earn it through a noble cause, all the better.

CHARACTER MOTIVATIONS

Reputation and wealth are the motivations for most people in Akanül, but exceptions exist. Many still remember the war of decades past, and they look to the future with skepticism. Others in Akanül see the world as a place that teems with adventure, not just chances for commercial gain.

Wealth: Akanül has no shortage of opportunities to earn wealth and renown. You have dreamed up a venture to win the capital needed to start your own business, but first you must find those who can help you succeed. Despite your ambitions, you are determined to maintain morality and dignity in

your conduct, and you balk at those who are not so inclined.

Roleplaying Tips: You’re high-minded in speech and action, and that behavior leads some people to consider you naïve. You’re not, though, and you don’t mind taking advantage of those who underestimate you.

Freedom and Fate: You have no motivation, and in fact you need none. You want to go wherever the wind takes you. Others view you with curiosity, perhaps even disdain, but you don’t care. You’re not opposed to material wealth, but it’s not a necessity. You intend to leave your life to the fates, for better or worse.

Roleplaying Tips: You will try almost anything and are rarely opposed to a course of action. Some consider you flighty and easily distracted. They’re probably right, but you likely weren’t paying attention to them anyway.

Insurrection: Many of Akanül’s citizens live comfortably at the expense of others, or so you believe. Although not morally corrupt, the region’s merchants and traders demonstrate greed and apathy, and it offends you. You are determined to see a fundamental change in the nation’s culture and society. Most who know you consider you a radical, but few disagree outright with your opinions.

Roleplaying Tips: Greed and apathy disgust you and sometimes drive you to speak out or take action against offenders. You’re unpredictable and rash, but you’re proud of those qualities.

AMN

In Amn, everything has a price. From assassins and slaves to art and artifacts, the nation offers an indulgence or a vice for everyone. The laws can be strict for those without a coin or two for the right bribe at the right time. Around every street corner and bend in the road, Amn might hold the opportunity of a lifetime—or a cutthroat waiting to end your life.

AMN REGIONAL BENEFIT

You add Streetwise and Thievery to your class skill list, and you gain a +1 bonus to Streetwise checks and Thievery checks.

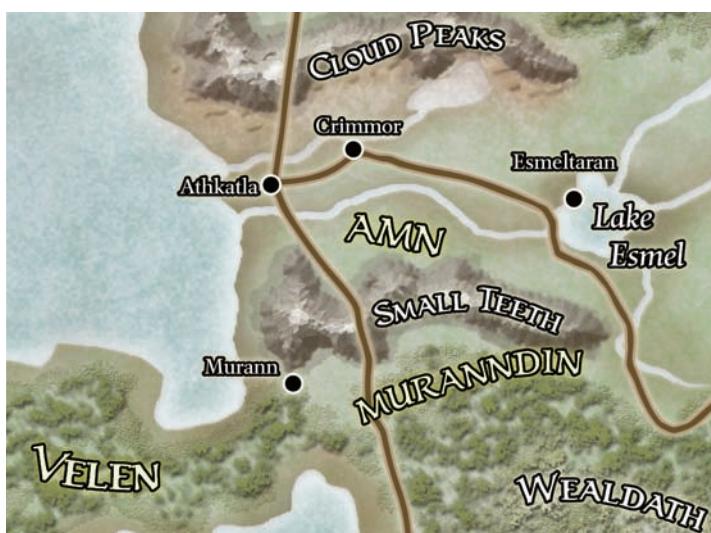
COMMON KNOWLEDGE

Five wealthy and powerful merchant houses control Amn. These so-called High Houses form the governing Council of Five, which has complete authority over the nation and keeps a close check on all mercantile and military activity. Through the efforts of the council, Amn has amassed a formidable fleet of ships to guard and transport goods across western Faerûn.

Amn is widely disliked, but it has avoided major conflicts through a combination of scheming, intimidation, and pragmatism. Many foreign nobles and merchants have made fortunes through dealings with Amn. It is a land where luck counts for little, and where shrewdness and acumen determine one's success and survival.

REGIONAL FEATURES

Despite its harsh reputation, Amn is a civilized and developed country. The High Houses ensure that roads are maintained and kept safe for commercial



use. However, Amn also contains a few places that even the High Houses avoid.

Athkatla: This capital city is the golden heart of Amn, though only insofar as the country's wealth goes. Athkatla might be home to some of Faerûn's richest citizens, but the city's core is rotten. In a place with enough coin, morality dies.

Crimmor: This city attracts wealth, opportunity, and danger. Northerners are constantly coming and going, making the city one of Amn's more diverse. Bandits and pickpockets who do not ally with the guild known as the Shadow Thieves face a grave threat from the domineering organization.

Esmeltaran: In recent years, halflings have become the dominant portion of Esmeltaran's population. Many displaced halfling refugees fled to this city and began new lives. Under their influence, the city is now thriving and has become home to a renowned adventuring company known as the Blazing Swords.

Spellhold: Once a Cowled Wizard detention center for outlaw and insane spellcasters, the Spellhold is now an anathema to Amn's otherwise ordered nation. The Spellhold lies abandoned on the island of Brynnlaw, and it has gained notoriety in recent decades after groups of adventurers traveled there and never returned.

The Snakewood: Mystery surrounds the disappearance of the green dragon Ringreemeralxoth, who once called the Snakewood home. Some suspect that the dragon left for a new territory, but many wonder if the creature was slain as a result of the encroachment of savage humanoids.

PEOPLE OF AMN

Humans and halflings comprise most of Amn's population, which has given rise to the supposition in other lands that the nation is a country of opportunists. In Amn's eastern cities, the halfling population has grown dramatically, and many humans resent this change, especially as members of the smaller race gain increasing wealth and power.

Nonetheless, Amn is a place where respect and reputation can be bought, regardless of race. The exceptions are many of the monstrous races, which have become reviled since the rise of Muranndin, a monster kingdom that lies to the south. The High Houses maintain a bounty on the heads of trolls, ogres, and giants.

Although Amn as a nation is distrusted, the majority of the population is honest, seeking only to carve out a small piece of the land's fortune. Because strict laws work against the people who can't afford to purchase justice, many in Amn resent the corrupt rule of the High Houses.

ADVENTURERS

Amn is a favorite springboard for travelers heading into southern Faerûn toward wild and dangerous lands such as Muranndin and Calimshan.

Many adventurers come to Amn seeking wealth and reputation. Groups such as the Blazing Swords have seen their ranks inflate in recent years, and the lure of merchant bounties on bandits and monsters inspire many to take up the sword. However, spell-casting adventurers must conceal their talents or face the wrath of the Cowled Wizards, the only “legal” wizards allowed in the region.

Blazing Sword Recruit: Your great-grandfather was an adventurer, and you grew up listening to stories of his group’s exploits. You’ve turned to the Blazing Swords, one of the many new adventuring companies, in the hope that they will become as renowned and well respected as those adventurers of old. You intend to help extend their influence beyond the boundaries of Amn. You welcome any opportunity that earns the attention and admiration of others.

Roleplaying Tips: You don’t need more than one reason to adventure; the promise of fame is enough. You are determined to earn a reputation that rivals the members of your grandfather’s illustrious group.

Enigmatic Vigilante: As a child of a lower merchant house in Athkatla, you grew up in the lap of luxury. However, you have seen the corruption and immorality that permeates Amn’s plutocracy, and you’re dedicated to changing the system. You believe in fundamental laws that supersede the regulations of mortals. Now, despite your position of privilege, you act covertly to unravel merchants’ plots and see justice done upon the miscreants and wealthy criminals of the land.

Roleplaying Tips: You maintain a facade of dignity that befits your background, but in private, you speak with loathing of the wealthy. You have little regard for the law, believing it to be an impotent artifice constructed by the rich.

Hunter of Monsters: Amn might be a seat of civilization in the west, but you see it as a land of opportunity. With Muranndin to the south and the Snakewood to the east, you’ve made Amn a base from which to track down all manner of creatures. Sometimes you lead wealthy nobles on hunts into the wild lands, and other times you venture alone to collect specimens to sell. Although you call Crimmor home, you feel most at ease in the solitude of “uncivilized” regions.

Roleplaying Tips: You’re not opposed to material wealth, but you find the lavish indulgences of Amn’s merchants repulsive. Time spent alone in the wilderness has left you a bit wild, and most regard you as rash and unpredictable.

CHARACTER MOTIVATIONS

Although many in Amn hope to make fortunes and rise in the merchant ranks, some pursue different paths. Amn’s wealth offers plenty of opportunities to recover priceless artifacts, thwart corrupt plots, or offer aid to rich benefactors.

Merchant House: The shadow of Amn’s wealth darkens the lives of the nation’s impoverished population, and you have always looked upon those riches with envy. You dream of rising out of obscurity and destitution to create your own merchant house and carve out a piece of that wealth for yourself. You have had limited success in commercial endeavors, and now you have turned your eye to the dangerous but profitable adventuring trade.

Roleplaying Tips: You realize the challenges of trying to create a merchant house from nothing, but you’re willing to dirty your hands if necessary. Your morals are gray at best.

Halfling Solidarity: You recognize the issues that increasingly divide humans and halflings in Amn. You sympathize with halfling refugees, and you seek to help them unite and gain greater influence over eastern Amn. You believe that the key to Amn’s governmental reform lies in halfling solidarity, and you intend to spearhead a movement to bring political power to that race.

Roleplaying Tips: You consider all halflings your friends and are encouraging of them. You are charismatic and always seek to make friends and avoid enemies, at least for now.

Arcane Freedom: The Cowled Wizards keep a tight grip on arcane activity in Amn, and you’re determined to bring their tyrannical activities to an end. You are a member of the secret Emerald Cabal, and you support its activities to oppose the Cowled Wizards and other injustices; you believe that the key to overturning the Cowled Wizards lies within the Spellhold. You suspect that arcane power and esoteric secrets represent the best chance to overcome the group, and you are willing to venture into perilous sites to find what you need to achieve your goals.

Roleplaying Tips: You detest the misuse of arcane power, and you speak and behave in a way that actively encourages a positive view of magic. You make enemies of any who abuse their power.

BALDUR'S GATE

Baldur's Gate is a city of opportunity and fair laws. By some accounts, it has swelled to become the most populated city in all of Faerûn.

BALDUR'S GATE REGIONAL BENEFIT

You know one additional language of your choice, you add the Streetwise skill to your class skill list, and you gain a +2 bonus to Streetwise checks.

COMMON KNOWLEDGE

Baldur's Gate has seen a recent restructuring of its government. After the city nearly fell to Grand Duke Valarken and an external force of lycanthropes called the Band of the Red Moon, surviving Grand Duke Portyr instituted a parliament to better balance city power. One can hardly spend an hour in the city without seeing one or more members of the Flaming Fists. This mercenary band is so ensconced in the city that it now serves as Baldur's Gate semiofficial patrol.

REGIONAL FEATURES

Although Baldur's Gate is a self-encompassed city-state that thrives on trade, it has many nearby features that make it a prime location from which to

launch adventures. The city stands on the edge of the Sword Coast, halfway between Faerûn's other two western hubs of commerce, Waterdeep and Athkatla.

Branestria: This amphibian city rises out of the waters and onto the western island of the Cimarine Isles. The isles lie between the southern Sword Coast and the Moonshae Isles, and they are settled by genasi and Amn trade colonies. The Branestrians are water-manifesting genasi who have



recently expanded their cities onto land and initiated trade with Baldur's Gate and other nearby settlements.

Candlekeep: This well-defended fortress preserves a great library of lore, learning, and prophecy. Its presence in the area is well known, and it is often sought out by those who wish to learn more about a particularly vexing problem. It is said that visitors are allowed so long as they are civil and pay the fee of one book.

Cloak Wood: The expansion of Baldur's Gate created a tremendous demand for timber. Numerous villages and logging camps arose along the perimeter of the Cloak Wood, but recently production has come to a halt. At first, only those who ventured into the forest disappeared, but now, townsfolk are vanishing in the night to some unseen menace that most people assume lurks in the forest.

The Sword's Teeth: The sheer cliffs of the Sword Coast extend for miles. Sailors who pass near these daunting shores tell tales of enormous caves that lead deep into the ground, perhaps even into the Underdark. Many folk believe that Baldur, the founder of Baldur's Gate, hid a cache of his enormous wealth in one of these sea caves.

Werewoods: Formerly the Wood of Sharp Teeth, this forest is reviled by all in the region. It is said that after Grand Duke Valarken's failed coup, he and his lycanthropic mercenaries fled into this forest. Many believe that the group has begun rebuilding the city of Vehlarr in an attempt to refashion the former were-wolf nation.

PEOPLE OF BALDUR'S GATE

As long as one obeys the laws, anyone is free to walk the streets of Baldur's Gate. The city prides itself on being an open place where anyone can become a citizen or start a new life, regardless of race or background.

Still, one is unlikely to see many trolls, orcs, ogres, or drow walking the streets. The city's population is mostly human, with significant numbers of eladrin and elves as well. The city's rapid expansion has given rise to several new neighborhoods, though the older neighborhoods persist. Many of the newer neighborhoods are organized around the inhabitants' original region or their race, whereas the older boroughs remain composed of racially mixed original citizens.

Baldur's Gate has an active thieves' guild, though it is kept in check by the Flaming Fists, mercenaries who act as city guards. Ultimately, the true power in Baldur's Gate lies with the merchants.

ADVENTURERS

In Baldur's Gate, an adventurer need not seek out opportunity, for it spills from every ship and hangs on the coattails of every traveler. Adventurers from all corners of the world convene in Baldur's Gate, each waiting for the next treasure map or whispered secret that could lead to excitement, fame, or wealth.

Orphaned Mercenary: The Flaming Fists mercenary company has long held a position of power and respect in Baldur's Gate, and you enjoy sharing a piece of that renown. You hail from the crowded city, from a long line of people who worked in the service of the Fists. Your parents were killed in the attempted coup by Grand Duke Valarken, and ever since, you have devoted yourself to gaining the power, skill, and knowledge to track down the Band of the Red Moon and see justice done.

Roleplaying Tips: You are driven to achieve perfection in all aspects of life. You are not content to settle for second best, because you believe doing that won't help you to avenge your parents and achieve your dreams.

Worldly Swashbuckler: You have left and returned to the city more times than you can count. Even though you have seen the world, Baldur's Gate holds a special place in your heart. Your beginnings were humble, but you have made the best of life and experienced wonders and horrors that most couldn't imagine. You'll take any job that holds the promise of visiting a new place or serving as the springboard of a new adventure.

Roleplaying Tips: You are loud and outspoken, and you have a flair for the dramatic. Not everyone likes you, but you're too busy enjoying the world to notice.

Malcontent Refugee: You grew up in a newer neighborhood, and though Baldur's Gate is a good city, you're ready to find a place where you don't feel like a second-rate citizen. Everyone around you might seem happy with the way things are, but you know that the world holds something more. Your family doesn't approve of your attitude and often regards you as a black sheep. Sometimes you regard yourself the same way, but the difference is that you see it as an asset.

Roleplaying Tips: You're defensive of your heritage, and you revile those who display prejudice based on race or class. You're proud of who you are, but you're discontent with a simple life.

CHARACTER MOTIVATIONS

Many people in Baldur's Gate are content to lead provincial lives, claiming their own small piece of the city's prosperity. However, even simple folk can be enticed by tales of pirate kings, dragon hoards, and lost treasures. From cobbler to king, anyone in Baldur's Gate might succumb to the temptation of adventuring, setting sail on the next tide or riding out with the next caravan.

Balduran's Treasure: When Balduran returned to this area with his treasure, he created Baldur's Gate. However, accounts differ on how much wealth he invested in Baldur's Gate and how much he stowed away. The explorer never returned from his second voyage, though rumors of a hidden cache persist. You have heard tales from sailors traveling along the Sword's Teeth and have come to suspect that Balduran's true treasures remain hidden deep within the caves in those cliffs. Now, you need only determine where the treasure is and how you can reach it.

Roleplaying Tips: You are enthusiastic about all treasure but especially relics. You are devoted to finding Balduran's hidden wealth, and you feel annoyed when others assume you to be a simple treasure hunter.

Local Mysteries: Baldur's Gate is as much a hub of intrigue as it is of commerce. Plots and rumors consume you, and you are determined to unravel the mysteries of the world, starting with the closest. The fate of Grand Duke Valarken, the suspicious activities at Candlekeep, and the deaths in the Cloak Wood are starting points for your efforts to solve even greater mysteries.

Roleplaying Tips: Many say that you have an unhealthy sense of curiosity. You love a good mystery, but your determination to uncover truths sometimes lacks practicality and lands you in trouble.

New Homeland: For the last few generations, your family has lived in Baldur's Gate. However, you never really thought of it as "home" and have become preoccupied with your ancestral homeland. Having learned much about it, you now hope to return there to reclaim the land—or at least find out more about your heritage. You are motivated by a desire to visit the home you never knew, and you also seek to place blame on someone or something for your fate, even if it be the gods.

Roleplaying Tips: You have a strong sense of racial and national pride. You are quick to take offense if someone slights you, and you honor and respect other creatures' traditions.

CALIMSHAN

Calimshan's unforgiving desert can sear the skin and strip the bones of the unwary traveler, but its inhabitants pose the greatest danger. War has ravaged the landscape of the former human nation, leaving it even more desolate than before. Two forces contest the land: the genasi followers of Calim and those of his nemesis, Memnon.

CALIMSHAN REGIONAL BENEFIT

You gain resist 4 fire and a +5 bonus to Endurance checks made due to thirst.

At 11th level, your resistance improves to 7. At 21st level, it improves to 10.

COMMON KNOWLEDGE

When the *Calimemnon Crystal* shattered during the Spellplague, it released the djinn Calim and his rival, the efreet Memnon, to resume their millennia-old war, ushering in the Second Era of Skyfire. Calim and Memnon overthrew Calimshan's government and marshaled forces of efreets, djinns, genasi, and human slaves. What was once a prohibition against elemental races became an open invitation to any who would offer allegiance.

After many years of war, without warning or reason, the two great entities disappeared again. But strife between their followers did not end. Some outsiders refer to the contested area as the Skyfire Emirates.

REGIONAL FEATURES

Small groups of free humans live in the war-torn desert, but Calimport and the city of Memnon, greedy for slaves, always threaten.

Calimport: Calimport is known for exotic goods, black markets, and its thriving slave trade. Many slaves are slated for a short life in one of Calimport's two deadly arenas.

Memnon: Memnon has been transformed from a city of clay and stone into a magnificent metropolis of glittering palaces and verdant villas. The influx of exotic and valuable goods has made Memnon a tempting target for foolhardy thieves and bold adventurers.

Almraiven: Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition bolsters its defenses, and an arcane college recently founded by the WeavePasha assures the city's continued attraction for young apprentices.

Citadel of Sapphiraktar: Near the middle of Calimshan's great desert floats an earthmote that is

riddled with holes. This large piece of Abeir appeared at the advent of the Spellplague and was believed to be unoccupied. However, in recent years, many have attested to seeing a draconic form flying to and from the earthmote, giving rise to the belief that the blue dragon Sapphiraktar, who destroyed Calimport many centuries ago, has taken up residence there.

The Spires of Mir: Calimshan has changed in more than population and politics. This area, once a lush woodland known as the Forests of Mir, now stands as a stark reminder of the changes wrought by the Spellplague. The trees are gone, replaced by enormous stone spires rising hundreds of feet. Dangerous plaguechanged creatures roam this stone forest, but it is said that a clan of peaceful, earth-manifesting genasi also occupy the land.

PEOPLE OF CALIMSHAN

Genasi now comprise over half of Calimshan's population. The region's remaining inhabitants are either enslaved or scratching out a living in the remaining strongholds of freedom. The genasi of Calimport and Memnon are united in only two respects—their hatred for each other and their unrepentant practice of slavery. The genasi of Calimshan are fierce warriors, hardened by ongoing war. The few exceptions avoid attention.

Humans remain prevalent in Calimshan, though most serve as slaves. A microculture in which the strong humans rule over the weak has emerged under the bonds of enslavement. Genasi encourage this situation, preferring the brawny over the smart. But within the free humanoid population, intellect remains a valued trait. The magic-wielders of Almraiven, including its ruler, the WeavePasha, manage the city with acumen and wisdom.

A large number of tieflings have earned positions of respect and power among the ranks of Memnon's fire-manifesting genasi.

ADVENTURERS

Calimshan is an excellent source of adventurers, in spite of its many dangers. A gamut of characters, from freedom fighters and aspiring soldiers to bookish scholars and treasure hunters, are all likely to emerge from this nation.

A character from Calimshan, regardless of race or origin, has likely endured a life of constant threats. Strife saturates the sands, and one can no sooner ignore it than he can ignore the Spellplague's devastating repercussions on this ancient nation.

Genasi Dissident: Despite the swelling ranks of the cities' armies, a number of Memnon and Calimport citizens disapprove of slavery and war. As a dissident genasi of Calimport, you are working with Almraiven and the Janessar, a group of freedom-fighting humans



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in the Marching Mountains, to disrupt the slave trade. However, because your family is part of Calimport's ruling class, you are in peril from both sides of the conflict. If your actions were discovered, you would face disgrace and be condemned to live out your days as a warrior in the arena.

Roleplaying Tips: As a genasi dissident, you put forth a cool facade to cover your impassioned beliefs. Although at first you are likely to doubt the sincerity of an individual, your trust, once earned, is as strong as steel.

Human Gladiator: Only the strongest slaves survive in Calimport's arenas, and you have lived long enough to earn a reputation. With your influence and resources, you managed to escape enslavement and flee to free lands. However, a reputation is harder to escape, and the bounty on a slave of your renown is high.

Roleplaying Tips: As a gladiator, you are hard-hearted and suspicious. You stopped caring about others long ago because in the arena, it is necessary to kill innocents to survive.

Desert Explorer: You are a third-generation Calimshan resident and have grown up in Memnon under the veil of constant warfare. You aren't interested in war, though, and you are trying to escape the expectations of a family that assumes that you will join Memnon's military ranks. The mysteries of the desert call to you, its promised treasures drawing you to explore locations where others dare not travel. You need only to find brave souls to join you.

Roleplaying Tips: You are bold and outspoken, caring little about what others think. Yet complications with your family keep you taciturn when speaking of your people and Calimshan's citizens.

CHARACTER MOTIVATIONS

Calimshan is a region capable of creating steel-souled conquerors or kind-hearted heroes. Although some seek only to escape a life of blood and slavery, others hope to gain the strength to become true freedom fighters.

Lost Freedom: A land as rooted in slavery as Calimshan is bound to cultivate a desire for freedom and liberation. If your motivation is freedom, you might have been a slave or might resent the oppression of others, but regardless, you now hope to muster the strength to bring about change. You seek allies where possible and strive to take action against the injustices of the world.

Roleplaying Tips: Quick to take up a moral cause, you speak and act with conviction, expressing anger at injustice and compassion for the enslaved.

Lost Treasure: The sands of Calimshan hide treasures untold. If your motivation is wealth, you find Calimshan a cornucopia of opportunity. You yearn for the riches of the affluent genasi and dream of the desert's lost treasures, for you place your own welfare and success above that of the people around you.

Roleplaying Tips: You are focused, intent on your objective. Although you might feign indifference with regard to treasure, you know what you want, and you go to any lengths to achieve it.

Hidden Magic: Almraiven's Arcane Alcazar is an invaluable resource for those who pursue the study of magic, but for those wishing to avoid books and parchment, Calimshan contains arcane secrets aplenty. Rumors of the power of the shards of the shattered Calimemnon Crystal have circulated, drawing the greedy and the curious. Motivated by magic, you are likely to find Calimshan filled with whispers of arcane anomalies that demand investigation.

Roleplaying Tips: You are a quiet listener, attentive to the words of others. You are often reserved but can be stirred by anything related to magic.

CHESSENTA

A land of tenuous alliances and isolated pockets of civilization, Chessenta fights to remain stable and prosperous. The nation's existence hinges on the success of a few cities and settlements, and its people have been hardened by internal strife and external threats. Chessenta strives to set aside regional differences under a banner of mutual perseverance.

CHESSENTA REGIONAL BENEFIT

When you spend an action point to take an extra action, you gain a +1 bonus to all rolls made during the extra action granted.

COMMON KNOWLEDGE

Large pieces of Abeir fell in Chessenta, altering the landscape and setting off a series of devastating volcanic eruptions and earthquakes. Even today, much of the land remains impassable, and roads are few and far between. Chessenta ceded its western lands to the genasi of Akanûl. Nonetheless, out of crisis emerged a new, stronger Chessenta, united against a seemingly hostile world.

REGIONAL FEATURES

Since the cataclysmic events of the Spellplague and its aftermath, Chessenta's population has been confined to sparse pockets. Its communities are swollen



with immigrants from Chondath, Unther, and Mulhorand.

Luthcheq: Luthcheq is the self-proclaimed capital of Chessenta. The city sits against sheer cliffs, making its geography as abrupt and intimidating as its people. Luthcheq upholds the traditional Chessentan ideal of living by the sword, a tradition bolstered by the city's renowned War College.

Mordulkin Ruins: The ruins of Mordulkin lie northeast of Luthcheq, though the place has been so long devastated that few in the capital remember the city's existence. From time to time adventurers explore the ruins, hoping to uncover long buried treasures. From such disreputable sources comes the tale of a small refugee encampment composed of Luthcheq natives on the run, mostly arcanists who refused to bow to Luthcheq tradition.

Adder Swamp: Earthquakes in Chessenta caused the geography of the Adder Swamp to change, raising the long-forgotten ruins of ancient Untherian cities from the murky depths. Most in Luthcheq fear the ruins, nervous about the magic that they might contain.

Sky Riders: Volcanic activity beneath the Methmere has caused the mountain range known as the Sky Riders to become shrouded in a perpetual mist that rises from the lake at the base of its eastern slopes. In recent years, many have reported strange noises emerging from the mist—high, piercing keens that chill the blood.

Flooded City of Soorenar: Water has swept into the streets and buildings of Soorenar, erasing all trace of the city's inhabitants. Some of Soorenar's high rooftops rise above the water level, offering scarce pieces of solid land in the drowned city. Although much of Soorenar's mercantile wealth likely remains in the water's depths, a dragon turtle named Scyllmara also lies somewhere below.

Mount Thulbane: This once-dormant volcano has awoken, sending plumes of thick ash to blot out the sun in the surrounding countryside. One creature, the vampiric green dragon Jaxanaedegor, has welcomed this change, for he now has free rein to travel the nearby lands day and night.

PEOPLE OF CHESSENTA

Originally a human nation, Chessenta has grown diverse in the past century as refugees have flocked to the nation. Bordered on the west by the genasi of Akanûl and on the south and east by the dragon-born of Tymansher, Chessenta hosts many traders and warriors of both races. This racial diversity has only strengthened Luthcheq's traditional suspicion of arcane lore—a suspicion now focused on High Imaskar.

Spellcasters in Luthcheq can expect a swift execution unless they agree to have green tattoos applied

to their palms to mark them as practitioners of their craft. Luthcheq—and Chessenta as a whole—remains devoted to a tradition that honors the strongest and bravest warriors. The hero Ishual Karanok has gained a godlike status in the past century since his heroic actions united the Chessentans.

ADVENTURERS

Chessenta hosts many adventurers, whether they be students of the arcane arts from other lands or martial warriors from Luthcheq. Many adventurers of Chessenta are youths seeking to emulate the nation's heroes and write their own names into history. Similarly, Chessenta draws adventurers of all races to its shores, some looking to journey into the plaguelands and others seeking respite during their passage through the Sea of Fallen Stars.

Wandering Student: Luthcheq's War College is renowned for its study of the sword and military tactics. As a wandering student, you failed to protect someone dear to you in the past and now seek the knowledge and skill to find redemption. The college's reputation attracted you to Luthcheq, where you hope to master the martial arts before venturing back out into the world.

Roleplaying Tips: You are a quiet warrior, studying ally and adversary alike. You speak little of your past, but you talk of the future with a thirst for redemption.

Aspiring Hero: In Chessenta, a reputation is worth more than coin, and every child has grown up with stories of Ishual Karanok. As an aspiring hero, you have come from one of Chessenta's small farming villages and now hope to find your fortune. You have heard of the ruins of the Adder Swamp, the flooded city of Soorenar, and the green dragon Jaxanaedegor, and where others see peril, you see opportunity. Your family might not approve, but you're determined to make a name for yourself.

Roleplaying Tips: With so many opportunities in this dangerous world, you feel happily overwhelmed by the possibilities. You talk constantly of adventure and what you hope to do, sometimes at the exclusion of reality.

Arcane Mercenary: Few places in Chessenta offer a safe harbor for those who practice the use of magic. As an arcane mercenary, you have done things that you're not proud of, but you do what you must to survive. Your tattooed palms are proof of time spent in Luthcheq, but you never speak of the hostility you endured there. Instead, you hope to gain power so that one day you can return to Luthcheq and show the leaders of that city exactly why they should fear magic.

Roleplaying Tips: You speak freely but have a dark side that makes others uncomfortable. You're not cruel, but you are ambition's servant, following the promise of power and coin.

CHARACTER MOTIVATIONS

With the young nations of Akanûl and Tymanter at its border and the Sea of Fallen Stars at its shores, Chessenta is likely to tantalize even the timid adventurer with the promise of opportunity. The country's culture promotes the heroic ideal, so a character from any background is likely to find a motivation to carry her abroad.

National Unity: The temporary alliances of Chessenta's cities have begun to crumble, and with the loss of its major cities, the region risks vanishing from the map. If you are motivated by unification, you try to set a standard that the city of Luthcheq can appreciate. However, your greatest hope is that Chessenta eventually will grow strong enough to reclaim what was lost to the genasi in the west.

Roleplaying Tips: You realize the value of heroics, and no deed is too small to help your reputation. You are swift to act and are not opposed to talking up your reputation—for the sake of unity, of course.

Holy Wrath: As a hunter of vampires, you know that the crown jewel of your practice flies freely in the skies over Chessenta. It would be a great accomplishment to slay the vampiric green dragon Jaxanaedegor, ridding the land of a danger and earning great prestige. First, however, you must gain the strength and allies necessary to face such a formidable foe.

Roleplaying Tips: Surly and heavy-handed, you have no tolerance for necromantic practices. You believe undead to be undeniably evil, and your devotion to this belief sometimes leads you to a narrow view of good and evil.

Perilous Curiosity: You don't understand why everyone takes the world so seriously, for it holds an abundance of exciting opportunities. With plaguelands all around, groups on the brink of war, and clandestine organizations operating behind the scenes, you have so much to learn and discover. You're excited to explore new nations and mysterious plaguelands.

Roleplaying Tips: Oblivious to the big picture, you find fascination in your most recent discovery—whatever it is. Your curiosity is limitless, as is the trouble it brings you.

CORMYR

The Forest Kingdom of Cormyr lies at the western end of the Sea of Fallen Stars, nestled between the Storm Horns and the Thunder Peaks and stretching from the Stonelands to the Dragonmere. Dominated by humankind, Cormyr has been ruled by House Obarskyr for over fourteen centuries, with the strong backing of an army of heavily armored knights on Cormyrian destriers and magically potent war mages.

CORMYR REGIONAL BENEFIT

You add Insight to your class skill list, you gain a +2 bonus to Insight checks, and you gain a +2 bonus to saving throws against fear effects.

If you hail from the prison city of Wheloon, you instead add Thievery to your class skill list, gain a +2 bonus to Thievery checks, and gain a +2 bonus to saving throws against charm effects.

COMMON KNOWLEDGE

The Forest Kingdom emerged from the Spellplague largely unscathed but threatened from the north by the resurrected Empire of Netheril, whose agents (called the Shadovar) are suspected to lurk in every shadow, and from the east by their Sembian clients. In the past century, House Obarskyr has reclaimed its strong authority and reluctantly become an imperial power, conquering cities to the east and west. The populace has gained new freedoms and forms the backbone of the region's strength. Armed adventurers are still required to carry a written charter, but such charters are now granted by any herald upon request.

REGIONAL FEATURES

The heart of Cormyr lies in the great forested vale surrounded on three sides by the Storm Horns and the Thunder Peaks and bordered to the south by the shrunken Dragonmere. The reach of House Obarskyr extends north into the Stonelands, where Cormyr's

influence is contested by the Empire of Netheril; west into the Tunlands, where fierce bandit tribes harass trade moving south and west from High Horn to Proskur; and east into the Sembian cities of Daerlun and Urmlaspyr.

Arabel: This small city lies in northeastern Cormyr, at the crossroads of the main east-west and north-south trade routes leaving the Forest Kingdom. Over the past century, Arabel has evolved into a fortified military base, defending against the threat of the Empire of Netheril to the north and east.

King's Forest: House Obarskyr's hunting preserve is a relatively safe woodland largely free of fell creatures or ruins. In the wake of the Spellplague, small numbers of fey returned to this forest. Although most avoid contact with Cormyr's human population, a few malicious faeries use magic to lure lone travelers astray.

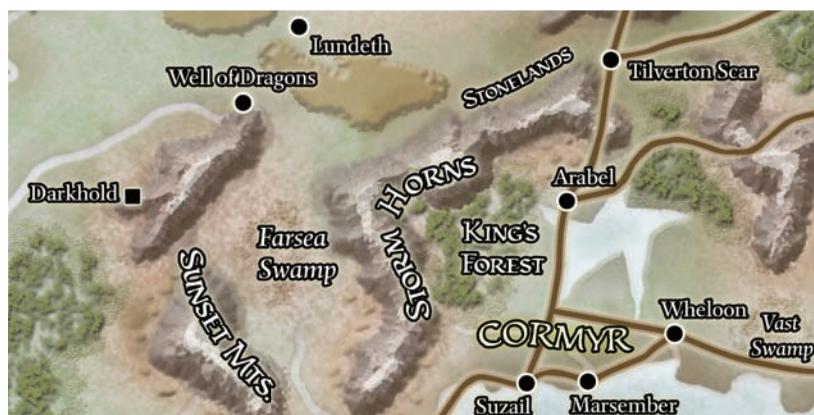
Marsember: Built atop an archipelago of marshy islands, Marsember grew rapidly in the wake of the Spellplague. The retreating waters of the Sea of Fallen Stars left many canals high and dry and forced the port facilities to move to keep pace with the water's receding edge. The City of Spices, as Marsember is now known, is dominated by local merchant companies that specialize in such wares. Residents whisper that the "Spice Lords" secretly traffic in banned substances as well.

Storm Horns: The sharp and massive mountains along Cormyr's western and northern borders form a high wall broken only by High Horn Pass, guarded by Castle High Horn, and Gnoll Pass, guarded by Castle Crag. Small tribes of orcs and goblins periodically cause trouble for passing caravans, thanks to the machinations of Shadovar operatives active in the region.

Suzail: Cormyr's capital is a wealthy city, home to the Forest Kingdom's noble families and merchant houses. The Purple Dragons and the War Wizards are ruthless in rooting out shadowy Netherese spies, but the machinations of disgruntled nobles provide constant fodder for intrigue. The Blue Dragons, Cormyr's navy, are based here as well, extending the nation's claim over the shrunken Dragonmere.

Thunder Peaks: This broad mountain range, named for the sudden and fierce storms that batter its peaks year round, guards Cormyr's eastern border and is home to hostile tribes of orcs and goblins.

Wheloon: This small city is no longer a hub for trade along the Wyvernflow. By royal decree, it has become a prison city of suspected worshipers of Shar and dominated by ruthless gangs of thugs.



PEOPLE OF CORMYR

The brave and noble folk of Cormyr are justly proud of their centuries-old kingdom, seeing the Land of the Purple Dragon as a redoubt of sanity in a world gone mad. Cormyr's citizens are fiercely loyal to House Obarskyr and tolerant of the machinations of the various noble houses. Although the majority of the population is human, elves and half-elves are not uncommon, and their numbers are increasing as commerce strengthens Cormyr's ties with Deepingdale and Myth Drannor.

ADVENTURERS

Many adventurers hail from Cormyr, having received a charter in the name of the king to extend the reach of the throne into the many hostile territories that surround the Forest Kingdom.

Escapee from Wheloon: You were raised in the gang-ruled streets of the prison city of Wheloon, and your extensive tattoos bear witness to the tribulations you endured on the path to adulthood. At your first opportunity, you escaped, leaving behind the prison city and also the hypocritical regime that turned its back on anyone suspected of worshiping Shar.

Roleplaying Tips: You are a survivor who holds a bitter grudge against your former homeland. Whether you hide your tattoos in fear of Cormyrian agents or display them proudly as a public rejection of House Obarskyr, you hope to build yourself a new home far from the Land of the Purple Dragon. You are suspicious of sanctimonious do-gooders who refuse to acknowledge the darkness that infects all creatures' hearts. You are fiercely loyal to your chosen companions but largely indifferent to anyone beyond your "gang."

Purple Dragon: You have served in the Forest Kingdom's famed army, battling orcs and goblins along the frontier and defending the realm's rich and relatively peaceful cities. Whether of noble birth or a proud free resident, you are now battle-tested and eager to make your way in the world by confronting the threats that encircle the Land of the Purple Dragon.

Roleplaying Tips: You are a proud and fearless cavalier, loyal to House Obarskyr and comfortable working side by side with Cormyr's famed

swordmages. You see your homeland as a bastion of strength and goodness and have little tolerance for those who toil in the shadows or for purely selfish reasons.

CHARACTER MOTIVATIONS

A strong belief in honor and justice motivates the brave heroes of Cormyr to sally forth against threats within and beyond the realm.

For King and Country: House Obarskyr has long encouraged chartered adventuring companies to tame the frontier, extending the influence of the throne and setting themselves up as lords in the newly settled lands.

Roleplaying Tips: Your sense of honor and duty influences your every decision. Your fierce loyalty to Cormyr gives you the strength and determination needed to face down any threat. However, you must guard against your keen sense of purpose becoming little more than arrogant superiority over the savages that live outside the borders of your enlightened realm.

Beyond the King's Writ: Whether unjustly accused of a crime or held back by the circumstances of your birth, you chafe under the strictures of Cormyr's laws and hereditary power structure. Beyond the borders of the Forest Kingdom, you see the opportunity to forge your own destiny unshackled from the stultifying grip of a centuries-old monarchy.

Roleplaying Tips: You instinctively reject authoritarian structures and sanctimonious displays of benevolence. You judge other creatures by their actions, not by their family history or the reputations that linger from their past.

TILVERTON SCAR

This century-old pit is a spiral of endless darkness and blue fire that taints all who draw too near. Legends speak of a monstrous thing known as the Shadow Shredder that lurks in the heart of the darkness and keeps even the Shadovar at bay.

THE DAELANDS

Along the periphery of the elf-ruled forest of Cormanthor lie the Dalelands, a group of loosely allied communities that share common cultures and traditions. Linked by winding trade roads and their alliance against the encroaching powers to the north, west, and south, the Dales are known for their lush forests, fertile farmland, and fierce independence.

DAELANDS REGIONAL BENEFIT

You can reroll any Nature check, but you must keep the second result, even if it is worse.

You also gain a +1 bonus on initiative checks

COMMON KNOWLEDGE

The northern Dales have largely prospered over the last century, thanks to a strong alliance with elf-ruled Myth Drannor and close ties with the kingdom of Cormyr to the south and west. The southern Dales have fallen under the sway of Sembia as that merchant kingdom continues its gradual, yet relentless, expansion northward.

REGIONAL FEATURES

The Dalelands generally lie in or near the valley carved by the River Ashaba and its tributaries.

Archenbridge: The heavily fortified capital city of Archendale lies on the border with Sembia and is increasingly becoming a marketplace where Cormyrians and Semblans can trade outside the scrutiny of their respective rulers.

Ashabengford: The seat of the Dales Council sprawls across the banks of the River Ashaba. Its relative security, far from the threats of surrounding lands, and its proximity to Myth Drannor have made this small city wealthy.

Essembrä: This ruined town lies at the heart of Battledale, astride Rauthauvyr's Road. Narrow lanes link the foundations of forest cottages, residences, and other structures.

Scardale Town: This once-proud coastal city lies at the mouth of the River Ashaba. Sembian merchant lords, red-robed wizards from Thay, and Moonsea warlords make this city a den of intrigue and illicit trade.

PEOPLE OF THE DAELANDS

Dalesfolk, who are predominantly human, believe strongly in individual freedom and collective responsibility. They are suspicious of expansionistic empires, and they reject those who seek power by sword or spell. Dalesfolk view their lands as a trust to be held and nurtured for future generations. Most human Dalesfolk live in harmony with elves, and many half-elves (particularly in Deepingdale) are the product of their unions. Some Dalesfolk remain suspicious of the imperialistic ambitions of House Obarskyr, but such sentiments have largely faded in the face of burgeoning threats from the Empire of Netheril, its Sembian client state, and the nations of the Moonsea. A typical inhabitant of the Dalelands would like nothing more than to live in peace to farm and hunt, but she keeps a sword and a bow at the ready and volunteers to serve in the local militia at the first sign of trouble.

ADVENTURERS

The hardy individualism of the Dalesfolk has long given rise to adventurers. The everpresent threat of invasion requires most able-bodied citizens to be able to defend their lands. In fact, some even seek out potential invaders, monsters, and other dangers, hoping to end the threats before the lands they hold dear are directly imperiled.

Battle-Tested Veteran: The Dalelands have been the target of conquest for centuries, but time and again, the hardy Dalesfolk have driven off invaders. You have been forced to lay down your plow and pick up your sword often enough that you have developed a real aptitude and zeal for combat.

Roleplaying Tips: Your bravery is unquestioned. You are quick to anger and to respond to threats in kind. You relish the blood rush of combat, and you seek out situations where your skills and mettle are tested in defense of the innocent.

Child of the Alliance: The longstanding friendly relationship between the elves of Cormanthor and the humans of the surrounding Dales persists. Many half-elves are the fruit of this intermingling, but some humans and elves also show affinity for each other's culture. Dalesfolk like you, who fit within both

GHOST HOLDS

Nestled amid the forested vales of Battledale are a host of long-abandoned manors built as country estates by Sembian merchant lords in centuries past. These crumbling ruins are collectively known as the Ghost Holds, though they share little in the way of common history, and many provide shelter to all manner of monsters and bandits. Rumors of lost treasure regularly draw adventurers to explore the Ghost Holds, but few return unscathed.



human and elven cultures, tend to seek out larger population centers such as Myth Drannor or Deepingdale and rarely settle down.

Roleplaying Tips: You enjoy the company of others and live more for the pleasure of exploration than to achieve any particular goal. The horizon always beckons as you seek out new lands, new people, and new experiences.

Unwilling Exile: Sembia's conquest of Featherdale, Scardale, and Tasseldale has forced many freedom-loving Dalesfolk to leave their native Dales and find new homes, far from what is comfortable or familiar.

Roleplaying Tips: You harbor a deep grudge against your former Sembian rulers and their Netherese puppet-masters. Your instinctive rejection of all forms of authoritarian behavior often gets you into trouble with the local constabulary.

CHARACTER MOTIVATIONS

The Dales have long given rise to self-sufficient individuals, many of whom become adventurers and wander far beyond the Ashaba River valley.

Commonborn Defender:

When mighty lords go to war, it's the farmers and townsfolk of the world who suffer. You've seen what happens when deadly magic and bloodthirsty monsters are turned loose against common people, and you've fought brigands and marauders from lawless lands. It's time to hold someone accountable.

Roleplaying Tips: You seek out small communities on

the frontier that are imperiled by monstrous threats or bandits or shackled under the fists of petty tyrants. You are quick to draw your blade or unleash a spell, always on behalf of the oppressed or threatened.

Revenge: Although some expatriates have settled in other Dales, you have taken to a life of adventure on the road. You hope to find a means of liberating your homeland from its Sembian overlords or at least forging a different destiny for freedom-loving peoples.

Roleplaying Tips: You seek out rumors of lost arsenals and potent magic in hopes of throwing off the shackles of tyranny. You feel a close kinship with other oppressed populations and willingly play the role of freedom fighter if given the opportunity. You instinctively rebel against authority, even when it is well intentioned, and prefer to operate through dialogue and consensus.

Wanderlust: Your wanderlust and natural affinity for other cultures has led you to the life of an adventurer, more by happenstance than by plan.

Roleplaying Tips: You seek out large settlements that have diverse populations and offer the interplay of multiple cultures. You are more apt to look for intrigue and to battle shadowy foes than to venture into dark holes in search of lost baubles. You are fascinated by magic and seek to unlock its mysteries.

DRAGON COAST

Mention of the Dragon Coast evokes images of dark alleys and underhanded dealings, of thieves' guilds and pirate ships. The Dragon Coast summons adventure to it as few other places in Faerûn do. As a result of recent changes, the traditionally safe places of this region have grown a little safer, but the dangerous parts have grown much deadlier.

DRAGON COAST REGIONAL BENEFIT

You can reroll any Insight check, but you must keep the second result, even if it is worse.

You also gain one additional language of your choice.

COMMON KNOWLEDGE

Westgate is among the freest and the most disreputable locations in Faerûn, a place where coin can purchase anything. However, other areas have seen change in the past few decades. With the receding of the Sea of Fallen Stars, Ilipur and Pros have withered away into ghost towns.

Nathlekh, Proskur, and Teziir, meanwhile, have seen a boom in trade. These cities have undergone transformations, emerging as law-bound centers of fair trade and honest dealings. Cormyr annexed Proskur in 1405 DR and later adopted Teziir as a protectorate. On the other hand, Nathlan (and its capital, Nathlekh) has emerged as a strong, independent country—the Eastern nation of the West, as some people say.

REGIONAL FEATURES

With Cormyrian influence extending into the Dragon Coast, the region offers a full range of venues, from the lawful streets of Proskur to the nefarious alleyways of Westgate to the deadly byways of a

pirate-infested sea. The Dragon Coast is a place to find anything and anyone, if the coin is right.

Westgate: A person of any race or religion can walk freely through the streets of Westgate, but that does not mean that the streets are safe. The two dominant groups are the Fire Knives, controlled by House Bleth, and the Nine Golden Swords, an organization influenced by power brokers from the land of Shou Lung, far to the east. Westgate is a den of thieves, but as such, it remains free of foreign influences and prejudices.

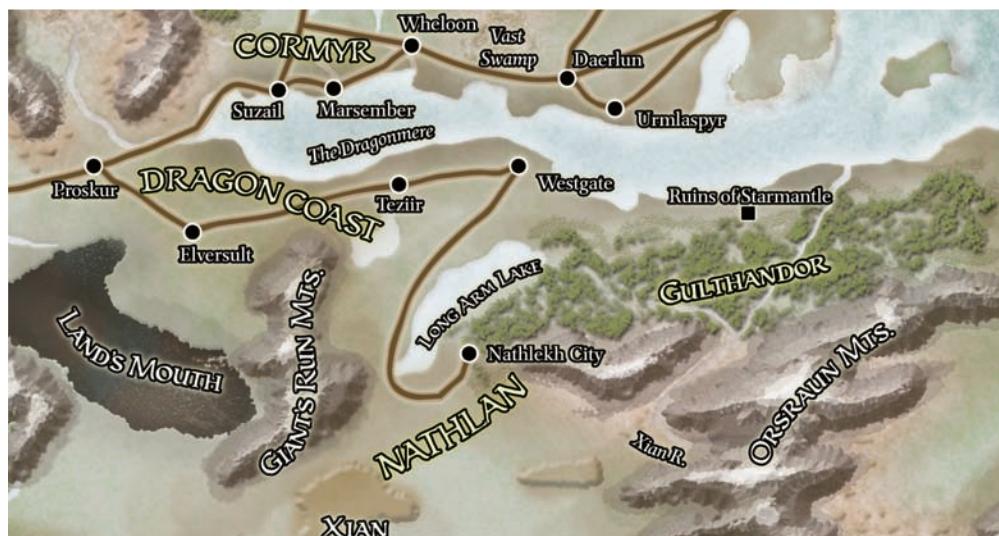
Nathlan: Nathlan is a new province that has grown up over the past century. The Shou (easterners) of Nathlan, particularly those of the capital city of Nathlekh, are suspicious of outsiders and keep a check on external influences. Nonetheless, Nathlan seems to welcome an extension of its own influence, and people speculate that Westgate's Nine Golden Swords receives coin from Nathlan's many Shou clans.

Ilipur: The barren seaport of Ilipur is littered with the skeletons of ships, but despite the loss of its shoreline, the city has not lost all inhabitants. Indeed, it is known to be under the control of a band of pirates called the Blue Dawn. Many speculate that the pirates can operate out of a landbound port because the group controls one of the few remaining skyships in Faerûn.

The Dry Dragonmere: The shrinking of the Sea of Fallen Stars has revealed centuries of lost history and wealth. Although the water's retreat has devastated many communities, it has also created opportunity. Those willing to brave the creatures that prowl the vast, muddy flats find abandoned underwater cities, dry sea caves, and ancient sunken ships waiting to be explored.

PEOPLE OF THE DRAGON COAST

Every race from every walk of life can be found along the Dragon Coast, but most of this diversity is confined to Westgate and the surrounding cities. Although many prejudices still exist, the citizens of the area's trade cities care more about the shine of your coin than the color of your skin. The surrounding lands, including the Gulthandor Forest, are welcoming of virtually any race. The regions to the west,



including the cities of Proskur and Teziir, have grown more averse to outsiders under the foreign influence of Cormyr. Although thieves now walk the streets of these cities less freely, the same restrictions apply to half-orcs, tieflings, genasi, drow, and members of other races. Nathlan is the most extreme example of these prejudices, limiting all but Shou to specific districts of the capital city of Nathlekh.

ADVENTURERS

As a wellspring of diversity, the Dragon Coast can produce adventurers of all races and backgrounds. An adventurer from this area typically has a humble origin, which might revolve around a dark past living on the streets, a simple monastic upbringing in a Shou clan, or the heritage of a modest merchant family.

Plucky Pirate: Despite a sea (and sky) fraught with krakens and aboleths, pirates still pillage the ships of the Dragonmire. A former member of the Blue Dawn, you had enough of plundering and decided to seek adventure afoot. You have gone on to find your own fortune, or perhaps you are escaping punishment from a captain whom you betrayed.

Roleplaying Tips: You were a pirate, and old habits die hard. You speak with great zest and have a liberal sense of morality, which you are not reluctant to demonstrate.

Ascetic Fighter: Nathlan's capital city, Nathlekh, is one of the pinnacles of the monastic and ascetic tradition in the West. As an ascetic fighter, you grew up with a deep bond to your people, though you know little of the outside world. However, you cannot dismiss a blossoming sense of wanderlust. With scarcely more than the clothes on your back, you have now ventured forth to learn of Faerûn.

Roleplaying Tips: You are astonished by the “wonders” of the world and often remark on things that seem commonplace to most. Your view of the world is tilted, yet you maintain optimism and a kind heart even in the face of adversity.

CHARACTER MOTIVATIONS

There's coin to be made on the Dragon Coast through heroic or criminal activities. Wealth is a common motivation of adventurers in the region, but it is not the sole factor in determining a character's actions. Many people, especially those from Proskur and Teziir, resent the Dragon Coast's unlawful activities and pursue an adventuring life simply to do good in the world.

Pirate Booty: Whether you are a pirate plundering hapless vessels or an adventurer hunting pirates, the high seas hold the promise of wealth. If you are after pirate booty, you take a keen interest in local rumors and tales of treasure. You laugh in the face of adversity, be it storm or sword. For you, the scariest prospect is a life without danger and adventure.



Roleplaying Tips: You speak about your personal knowledge and abilities with great confidence, regardless of the accuracy of your statements. You are an eternal optimist, daunted by nothing.

Mercantile Power: The Dragon Coast is a land of opportunity for anyone who has enough coin, and an adventurer whose motivation is mercantile power knows that. You don't care how you acquire wealth as long as you eventually build a network of contacts and allies. You might seek power through lawful means, or you might be willing to do anything to realize your ambitions.

Roleplaying Tips: You prefer to keep others talking, always being polite and diplomatic but never offering more than you take. You realize the value of long-term investments, and loyal allies offer the highest yield.

Lawful Order: The Dragon Coast is filled with lawless sorts, but those under Cormyrian influence have rejected a life of criminal activity. You have seen the accomplishments of a lawful society and want to do good where you can. You seek to root out criminals and miscreants and foster morality in others. You always take action to improve the state of things wherever you go.

Roleplaying Tips: You speak with moral authority and don't hesitate to act against injustice. Your vision of the world is black and white, and you aren't afraid to condemn what you see as black.

DURPAR

The kingdom of Durpar lies south of the Raurin Desert, in the southeastern corner of Faerûn. Long thought destroyed by residents of the rest of the continent, this coastal kingdom is beset by the menacing monsters of the Beastlands. The remnants of Durpar's once-wealthy chakas (merchant houses) survive through trade with Estagund and High Imaskar, while the ruling Datharathi chaka experiments with magic crystal inlays.

DURPAR REGIONAL BENEFIT

You gain a +2 bonus to all Perception checks.

COMMON KNOWLEDGE

Durpar consists of the city of Vaelan, the town of Assur, and a handful of scattered keeps. Although largely forgotten by the rest of Faerûn, the region survives under the rulership of the Datharathi chaka, despite the threat of the surrounding Beastlands. Goblins of the Iron Eye tribe patrol the streets of Vaelan, and whispers speak of bribes paid to the shadowy Beast Lords, so some people might say that Durpar has already become a monster-ruled land.

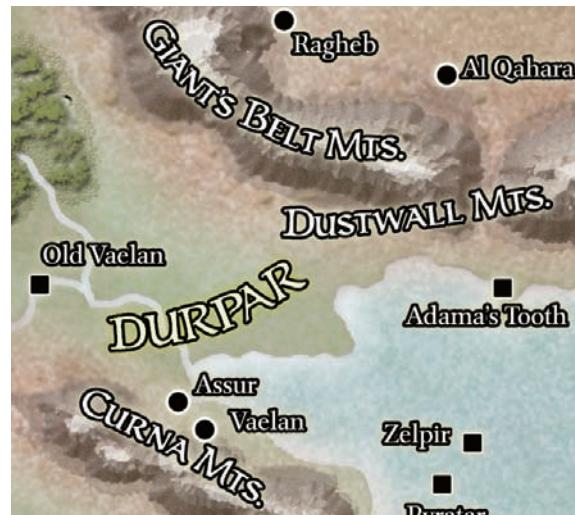
REGIONAL FEATURES

The kingdom of Durpar clings to the meandering coast of the Golden Water. Other than its two communities, the region consists of farmlands and a handful of keeps.

Assur: This small port town has a bustling market and a deep harbor. It serves as a military and naval encampment to defend Durpar's coastal traffic and farmlands. Assur is known for its tough human, halfling, and goblin warriors.

The Beastlands: The region north of Estagund and west of Durpar is known as the Beastlands. These beast-haunted reaches are home to monster-ruled city-states where humans, halflings, and birdlike people known as kenkus survive as slaves or cattle, and passing merchant caravans are preyed upon with impunity.

Vaelan: Durpar's capital city is the largest remaining settlement in the kingdom. It retains the grandeur of a once-proud trading city, but the conversion of rooftop gardens to subsistence farming—and the presence of goblins of the Iron Eye tribe on the streets—hint at how far the kingdom has fallen. Vaelan's chakas reside in slender spires that rise up from the central business district, and gangs of kenku thieves and halfling ruffians battle in the shadows of the outlying districts. The merchant houses still dominate the economy and culture, though none dare cross the ruling Datharathi chaka.



PEOPLE OF DURPAR

The inhabitants of Durpar are primarily humans, halflings, and kenkus, though goblins of the Iron Eye tribe dominate the armed forces of Vaelan. All manner of monsters able to assume human form are assumed to lurk among the population. With rare exceptions, visitors hail only from Delzim-mer, Estagund, or High Imaskar. Natives of Durpar nominally follow the Adama, a strict code of honesty and personal conduct, over individual gods. As a practical matter, however, most hope just to survive. Commerce still forms the backbone of the Durpari economy, though the chakas are much diminished in wealth and influence. The inhabitants of Durpar view the outside world with a mix of bitterness and longing. Most feel abandoned by the rest of Faerûn, yet they seek a better life far from the encroaching menace of the Beastlands.

ADVENTURERS

Durpar lies poised on the edge of savagery, all but cut off from the rest of Faerûn by the monsters of the Beastlands. Adventurers who hail from Durpar know that the barrier between civilization and the wild is easily breached. The dangers posed by sentient monsters are all too real, but it is possible to reach an understanding with even the most savage of beasts if one is willing to make the effort.

ADAMA'S TOOTH

This nearly vertical monolith stands near the mouth of the Raurin Gap between the Dustwall and the Giant's Belt Mountains. Soldiers of the Datharathi chaka and a perpetual cloud of darkness bar entry into this once-profitable mine, and rumors speak of horrors in the depths below.

Defender of Durpar: The kingdom of Durpar depends on chaka-funded adventurers to stave off the depredations of the monsters of the surrounding Beastlands.

Roleplaying Tips: You see the line between civilization and savagery as a thin one, with monsters lurking everywhere beneath the veneer of daily life.

Dormant Plangent: The Datharathi chaka continues to experiment with physical modification, replacing limbs and other body parts with a magically animate, violet-hued substance known as plangent crystal. Members of this chaka refine their techniques on criminals, who trade their bodies for a reduction in their sentences, and volunteers, who submit out of a desperate need to feed their families. Although a few subjects of these experiments gain new powers, the majority die or are permanently crippled. You are one of the exceptions—your plangent crystal prosthetic seems to function identically to your original limb, making you a perfect candidate for further experimentation. Who knows what secrets lurk within the core of your crystalline limb?

Roleplaying Tips: You do not trust your own body, and you feel vulnerable to magical control. You do your best to conceal your modification, fearing the reactions of those who might see you as little more than a mindless automaton.

CHARACTER MOTIVATIONS

Durpar teeters on the brink of savagery, beset by the encroaching Beastlands. Most inhabitants of the kingdom cower within walls, hoping to keep the beasts at bay, but some brave souls set out to stem the rising tide of monsters or to connect with the outside world.

Betrayed: Despite your noble ambitions to defend your homeland against the monsters of the Beastlands, you now believe that Durpar is already secretly under the sway of the Beast Lords and that you were deceived by those who claimed to appreciate your efforts. Lacking proof of your suspicions but convinced of their accuracy, you have fled the reach of Vaelan's chakas before you can be silenced.

Roleplaying Tips: You are slow to trust any people in authority, fearing that they reached their positions through an accommodation with the monstrous denizens of Faerûn.

Exploration: The blood of Durpar's once-wealthy merchant houses flows in your veins. You hope to stem the rising tide of brutality that threatens your homeland by forging new trade ties with the outside world. The first step is to travel, seeing what the rest of Faerûn has to offer and what you might offer it.

Roleplaying Tips: You have an entrepreneurial spirit, finding opportunity in every unmet need and value in every scarce resource. Your first instinct is to barter, for everyone has his price.

Monstrous Lineage: You are a child of the Beastlands, counting at least one “monster” among your ancestors. You are unwelcome in either the civilized world or the realm of monsters, seen variously as a savage beast or easy prey.

Roleplaying Tips: You find little difference between the civilized and uncivilized races and regard both groups with suspicion. You are quick to defend yourself and even quicker to take offense at those who would judge you based on appearance.

OLD VAELEN

The ruins of Old Vaelan, which lie on the frontier of chaka-ruled territory, are rumored to contain the lost wealth of old Durpar. However, few visit the grassy knolls and stone rubble that mark the location of the former city. The dead do not rest easy beneath the ruins, and packs of marauding beasts are said to roam the region.



EAST RIFT

Huddled on the eastern shelf of the yawning Underchasm, East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed into the bowels of the Underdark. Protected by enormous towers connected by a high curtain wall, the gold dwarves are ready to defend themselves against the drow or any other horror that rises from the depths.

EAST RIFT REGIONAL BENEFIT

You gain Deep Speech as an additional language, you add Dungeoneering to your class skill list, and you gain a +2 bonus to Dungeoneering checks.

COMMON KNOWLEDGE

The East Rift consists of a country-sized shelf overlooking a cavernous abyss. Waters from various seas spill down from the heights, forming rapids and sparkling falls that tumble into the darkness below. Suspended in the air are curious motes, clumps of earth and stone that are crawling with strange creatures, wormed with tunnels, and laden with relics from the not-so-distant past. The East Rift is a wondrous place, with cunningly crafted switchback stairs, twisting pathways, and trained griffon steeds that all serve to connect the tiny communities that cling to the wounded stone.

REGIONAL FEATURES

The formation of the Underchasm laid waste to many dwarven cities, a tumult of sliding stone and water washing them into the bowels of the Underdark.



Those who survived fled to the East Rift for protection and a chance to rebuild what they lost.

Earheart: The principal gold dwarf settlement in the East Rift, Earheart remains the spiritual and cultural center of these people. Before the great collapse, Earheart housed all the temples and shrines devoted to dwarven gods and heroes. Dwarves from the depths and from other countries made pilgrimages to behold the architectural splendor of this holy city.

When the city of Underhome was crushed beneath the weight of stone and sea, gold dwarf refugees escaped from that deeper location to take shelter in this far more secure settlement. The Deep Lords, the ruling body of the dwarven civilization, relocated here as well. These leaders retain their custom of masking their identities and communicating through intermediaries to thwart assassination attempts by drow infiltrators.

Earheart swelled with an influx of fleeing dwarves and other people displaced from the surface. Because the city in its current form was unable to contain them all, the enterprising dwarves set to work to expand Earheart in innovative ways. Wherever they found a level surface, they built a small community. Where no level surfaces existed, engineers excavated living spaces from the stone, allowing communities to bulge from the chasm walls.

To connect these communities, the dwarves make use of dizzying switchback staircases so narrow that traffic must pass in single file. In addition, specially bred griffons facilitate travel and carry messages to other parts of the city, though the cost of training and keeping such vicious beasts is steep in terms of both coin and life.

Sunlight bathes much of the upper levels, but perpetual darkness presses against the dim watch lanterns and magical light in the lowest levels of the city, which are maintained to drive off the vicious monsters and insidious drow that crawl up from below.

Rifedge Towers: A curtain wall surrounds the perimeter of Earheart, from which rises a series of massive edifices known as the Rifedge Towers. Each holds a band of warriors to guard against attacks from the Underdark. Lacking the means to watch the entire breach into the world below, the dwarves launch regular patrols into the darkness to sweep the immediate vicinity in the hope of detecting a new offensive before it reaches their walls.

Underchasm: East Rift occupies a mere sliver of the

Underchasm. Waters from the Sea of Fallen Stars, the Shining Sea, and even the Great Sea spill down from the surface, forming numerous lakes and streams and countless waterfalls. The flow constantly erodes the edges of the Underchasm, washing away stone and loose soil and slowly widening its imprint on the land in all directions. That the Underchasm has not flooded in the last century speaks to the size and depth of this enormous hole.

PEOPLE OF EAST RIFT

The appalling casualties that resulted from the formation of the Underchasm have forced the gold dwarves to reexamine their secluded ways. Although many remain prideful and arrogant, no gold dwarf would refuse help offered by other races. Thus, East Rift is home to humans, shield dwarves, subterranean gnomes, and a variety of other races, all of whom work together to safeguard their adopted home. In spite of the immigration of refugees from the surface and the Underdark, gold dwarves outnumber all the other races combined, leaving Eartheart and its lesser communities firmly in their grip.

ADVENTURERS

Situated at the edge of a yawning abyss that leads to the Underdark, East Rift is a common launching point for expeditions into the depths. One merely has to travel to sealed Underhome to find endless ruins to explore, filled with dire monsters and wicked villains plotting to destroy the dwarves that have reclaimed this land. The East Rift region is dangerous in the extreme, but it holds many opportunities for those in search of excitement.

Dedicated Archaeologist: The creation of the Underchasm destroyed much, but it revealed an equal number of fascinating sites. Lost cities and old civilizations filled with the promise of relics from the distant past draw many explorers to East Rift to plumb the depths and emerge with fabulous treasures. You are eager to explore the secrets of the Underdark to learn what caused the devastation and to preserve the cultures and societies lost to the ruin of this region.

Roleplaying Tips: You are obsessed with old stuff. Whenever you find a bit of carving or a scrap of text,

you spend time examining it, discussing its significance, and making a great show about protecting what very well could be a worthless relic.

Defender: The East Rift's innumerable enemies are poised to strike, readying a final assault to spell the end of the gold dwarves. You offer your life and power to the gold dwarf cause, fighting drow, grimlocks, and any other creatures that would threaten your chosen people.

Roleplaying Tips: Grim and humorless, you are fixated on fighting Underdark races. You might carry an old shirt, a scrap of armor, or some other trinket to remember someone who has been lost to the deprivations of those evil beings.

Refugee: After clawing your way out of the debris below, you climbed up out of the darkness and settled in East Rift. Whether you are a gold dwarf survivor, a drow refugee, or a lost explorer, you respect the depths and the dangers that lurk below.

Roleplaying Tips: You are a survivor, having endured a tragedy that claimed countless lives. You are restless and troubled, and specters of the past haunt your steps.

CHARACTER MOTIVATIONS

The lure of gold, the promise of reclaiming lost power, or the chance to spill the blood of dark elves can make heroes out of ordinary people.

For Those Who Are Lost: You have sworn an oath to your ancestors to venture forth and recover the bones of your kin, to find any survivors, and to put to rest the ghosts of your lost people.

Roleplaying Tips: Your drive when exploring borders on obsession, for you believe that each moment wasted is another moment that others must suffer under the sway of evil.

Vengeance: Because of vile deeds committed against you or your kin, you now find your life consumed by vengeance and the desire to right a terrible wrong perpetrated by a wicked race.

Roleplaying Tips: Choose one commonly known subterranean creature to be the source of your enmity. When you encounter creatures of this sort, you always charge into the fray, training your attacks against your hated foes before dealing with any other enemies present.

LOST UNDERHOME

Underhome was a massive metropolis, home to nearly 50,000 souls. In spite of its impressive defenses, the city was not spared in the collapse, and the destruction forced its citizens to flee upward for shelter. Into the vacuum moved refugee drow, scrambling up to escape the catastrophes plaguing their own communities. For a time, they held the ruined city, but a strike by the Eartheart defenders

ousted some of the squatters and sealed what was left of Underhome. Much of the ruined city remains unexplored, and it has opportunities aplenty for bold adventurers to reclaim lost treasures—if they have the mettle to stand against the terrible beasts and sinister drow creeping through its deep shadows.

ELFHARROW

Beneath the heights of the North Wall mountain range stretches windswept scrubland that marches to the Shining Sea. Home to tribes of intolerant wild elves and aggressive herds of centaur raiders, Elfarrow is as unwelcoming as it is mysterious.

ELFHARROW REGIONAL BENEFIT

You add Athletics and Nature to your class skill list, and you gain a +1 bonus to Athletics checks and Nature checks.

COMMON KNOWLEDGE

The Elfarrow badlands, known in prior days as the Bandit Wastes, extend as far north as the Dead Vale, as far west as the shores of the Shining Sea, and south and east to the North Wall.

REGIONAL FEATURES

Dust devils whip across the sweltering land. Parched plains are dotted with tough brush and thorny bushes. Rumped hills covered with harsh grass, gnarled shrubs, and the occasional hackberry tree border the region. In the distance rises the towering North Wall, a great barrier between Elfarrow and the vast plaugeland to the south (the former nation of Halruaa).

Water grows scarcer with each passing year. Rain, when it occurs, is brief and intense, flooding more than it quenches the land's thirst. The scant vegetation provides little in the way of nourishment and guards its seeds with poisonous thorns. Dead trees scoured white by blowing grit and dust are the only reminders of what this land once was. In spite of the punishing heat and extended dry spells, Elfarrow teems with life. Desert birds, snakes, coyotes, and other creatures subsist on tough fruits and isolated wells of murky water, scratching out a harsh but livable existence.

The Territories: Though the divisions are invisible to outsiders, Elfarrow is carved up into numerous tribal territories ruled by wild elf chieftains. Each territory extends for miles, and the tribes fiercely defend their domains, brooking no trespass from unwanted visitors. The elves mark the borders of their territories with small, rectangular stones etched with the flowing script of the Elven language. Often, these stones are all the notice that travelers have to go by when they cross from one territory into another.

Within each territory, the elves erect villages of stone culled from the ruined cities in the west. Perched atop the hills that ring the scrubland, they

gain a considerable view of the terrain for miles around, which allows them to watch for enemies.

Sheirtalar: When the confederacy of the Lapaliiyan city-states existed, Sheirtalar served as its capital. Now brought to ruin by flooding and calamity, Sheirtalar is one of the few places in this area that has managed to retain much of its general size and shape, despite being half sunk beneath brackish water and haunted by nightmarish creatures. The ruins of Sheirtalar and other cities supply the wild elves with stone, timber, and anything else they can carry off before drawing the attention of the many monsters lurking in the sodden buildings or beneath the oily water filling their streets.

The Dead Vale: Called the Misty Vale before the rains stopped and the River Talar shifted away from its bed, the Dead Vale remains a place of cultural and religious significance to the wild elves. Once a great forest bathed in the mists of rushing river waters and cultivated by mystics that dwelt alongside, the land is now a bleak graveyard, with dead and blackened trees, ashy soil, and only bones to show that anyone ever lived there. In spite of the melancholy atmosphere, elves explore the Dead Vale, some in search of lost relics, others to chase after their myths.

PEOPLE OF ELFHARROW

Elfarrow takes its name from the tribal groups of wild elves that laid claim to the wastes. Driven from the Misty Vale during its long death, the wild elves climbed into the hills in search of food, water, and a place to live. Although some argued in favor of moving on, most of the elves had little interest in mingling with other races and contented themselves with whatever good fortune they could find in their adopted wasteland. Although the wild elves are every bit as aggressive as rumor suggests, their violence and intolerance of outsiders stems from self-preservation. However, they have been known to relent on occasion, trading with travelers and even escorting pilgrims to the North Wall to behold the devastation of lost Halruaa.

Centaur herds also inhabit Elfarrow. They, too, are refugees, driven from distant regions and forced to hunt the wasteland for survival. The centaurs often venture north and south to raid nearby settlements,

CUIVANU

According to elf shamans, the Misty Vale once held a mystical tree named Cuivanu whose sap held potent curative powers. Wild elves cling to the possibility that the great tree survives to this day, lost in the ruin of what is now the Dead Vale. If the elves can find the tree, perhaps they can heal their ruined land and restore the Misty Vale to its former splendor.



but they rarely disturb the wild elves. Still, the peace between these peoples is tenuous, always in danger of shattering.

Other than the elves and the centaurs, Elfarrow is largely empty of civilized races. The threat of the plagues beyond the North Wall and the dangers posed by the haunted cities of Lapaliya usually keep unwanted people away. Intruders who persist are encouraged, at the points of spears and arrows, to explore elsewhere.

ADVENTURERS

Elfarrow promises much to the would-be adventurer. Sunken cities line the coast of the Shining Sea, and beyond the North Wall lie the plagues of old Halruua. Such places harbor terrible secrets, powerful magic, and treasure beyond imagining. Most adventurers in Elfarrow come from the ranks of the wild elves themselves, though occasionally a tribe can be convinced to allow outsiders into its lands.

Experienced Guide: Even before the fall of the Lapaliyan city-states, little of what would become Elfarrow was settled, and years of emptiness have erased even the feeble stamp of civilization from these lands. Having been born in Elfarrow, you have studied the lay of the land and know many of its secrets, learning what plants to eat, where water hides, and how to avoid the more dreadful denizens of the badlands.

Roleplaying Tips: You are most comfortable in the wilderness. Despite the dangers, you are visibly relaxed and at home in the swirling dust, amid the crawling scorpions and other desert inhabitants.

Tribal Hero: The people of Elfarrow hold you as an exemplar of their values, a true champion of

the people. Whether this glory was earned by birth and lineage or by a daring achievement in your past, you enjoy the respect of the wild elves wherever you go.

Roleplaying Tips: You might be a wild elf or a member of another race that aided a tribal group in a significant way. Your character might have extensive tattoos that recount her deeds, or, if you are not a wild elf, you might embrace some of the race's customs and beliefs.

Voice of the People: When foreigners visit your lands, it is your duty to accompany the warriors who meet them. Versed in the language and customs of other peoples, it falls to you to warn away unwanted visitors and to ease communication with the few who are welcome.

Roleplaying Tips: You adhere to the values of your people, but you are also worldlier and more familiar with a variety of other cultures than your kinfolk are.

CHARACTER MOTIVATIONS

The struggle for survival shapes the outlook of Elfarrow's people. Fleeting pursuits such as fame and fortune are meaningless in the face of thirst and hunger. As a result, characters from this region find themselves committed to objectives that not only reward themselves but also aid their people.

Answers: Having witnessed the horrors of the Spellplague, you seek reasons for the changes, explanations for the suffering and widespread devastation wrought by this magical catastrophe.

Roleplaying Tips: You are reluctant to trust anyone who employs arcane or divine power, and you are often suspicious of (or condescending to) such practitioners.

Honor: Whether striving to prove yourself worthy to lead your tribe or to erase a stain on your past, you set out to make a name for yourself. Your goal is to claim your rightful place as a hero among your people.

Roleplaying Tips: Serious and committed, you refuse any course of action that would shame you or your people.

Restore the Misty Vale: You seek to repair the damage to your people's lost homeland, hoping to find a way to resurrect life in the Dead Vale. You might explore every inch of the ruined landscape or venture even farther in search of powerful magic to bring back the rains.

Roleplaying Tips: Commitment to your cause means that you are always looking for some clue, some method to reverse the damage to the Misty Vale. You undertake any adventure that offers a chance of bringing you closer to that goal.

GRAY VALE

Beneath the mysterious Star Mounts, at the southern edge of the ancient High Forest, the Gray Vale straddles the river Delimbiyr in the North. A prosperous region thanks to river traffic, merchant caravans from distant lands, and other travelers looking for treasure amid the wreckage of lost kingdoms, Gray Vale is a land ripe for adventure.

GRAY VALE REGIONAL BENEFIT

You gain one additional language of your choice, you add Nature to your class skill list, and you gain a +2 bonus to Nature checks.

COMMON KNOWLEDGE

Gray Vale has grown into a trade center in the North in large part due to the success of Loudwater. This small town has an advantageous location at the confluence of the Delimbiyr and Grayflow rivers. Rich and arable farmland enables the community to thrive. Most merchants in the vicinity use the river to transport goods, making Loudwater an ideal nexus for nearly all commerce in this part of the world.

Although Loudwater and other small settlements enjoy some prosperity, the threat of danger checks their growth. Displaced savages from beyond the High Forest are a constant peril. Goblins infest the Southwood, snatching cattle, supplies, and the occasional child before retreating to the dim shelter of their foreboding forest. Whispers of Najaran serpent-folk fill the taprooms as locals peer suspiciously at strangers, ever watchful for these sinister infiltrators. All of these dangers and more cast a pall of fear and mistrust over Gray Vale.



REGIONAL FEATURES

Gray Vale's borders are soft, shifting with the ambitions of prospectors and settlers, but all who live in this rich valley regard the Star Mounts as its northern boundary, the rugged Graypeak Mountains as the eastern border, and the High Moor as its southern perimeter. The Vale stretches west, following the Grayflow out to the Sword Coast, though the influence of the area thins as one draws closer to the Western Heartlands.

Loudwater: Easily the largest settlement in Gray Vale, Loudwater is encircled by a wall of timber and stone more than 20 feet high. The fortifications and the determined but personable people living here make Loudwater an attractive stop for travelers of all kinds.

Llorkh: Ever an unsavory place, Llorkh has sharply declined in recent years. A string of incompetent rulers drove off most of the honest residents, and now the ruined city serves as a haven for a self-styled bandit king and his lackeys.

The Star Mounts: This ancient range of mountains marks the southern boundary of the High Forest and takes its name from the queer lights that shine from its heights. Legends claim that these mysterious mountains are home to dragons, elves, strange birdfolk, and more. Perhaps the most unusual story is that in the upper reaches, great crystal towers grow out of the rock. It is uncertain just who or what lives inside these towers (if they even exist), because clouds blanket the peaks year round and few have the courage to ascend the heights.

The High Forest: From the northern slopes of the Star Mounts and stretching for miles to the north is the High Forest, an ancient wood notoriously haunted by fey creatures, gnolls, and drow. Infrequently, wood elves of the forest trade with the people of Loudwater, but they are tight-lipped about what goes on in their sylvan homeland.

The Graypeak Mountains: Sheltering the people of Gray Vale from the distant doom of Neth-eril is a range of old, rugged mountains known as the Graypeaks. Barren and capped in ice and snow, these mountains are said to be home to giants and vicious wild and unnatural creatures. Adventurers who have braved the peaks report ancient dwarven ruins buried beneath the stone, and their claims are supported by old dwarven coins, weaponry, and other antiquities that have been recovered.

THE LOST PEAKS

Piercing the canopy of the High Forest north of the Star Mounts are the Lost Peaks, twin mountains as old as the world. Legend tells that these peaks hold the Fountains of Memory, whose waters reflect events of the ancient past.

Southwood: This young forest separates a portion of Gray Vale from the Highstar Lake and the serpent people of the High Moor. Local woodcutters occasionally take timber from this forest but do so at great risk, for a large tribe of goblins has staked its claim here.

PEOPLE OF GRAY VALE

Unlike other areas of the North, the people of Gray Vale are decidedly mixed, blending cultures from all over the region. But humanity has a slight edge, and most humans have fair skin, hair that ranges from blond to light brown, and the full range of eye colors (though hazel is dominant). A proud people, they are self-reliant, tough, and grizzled, accustomed to the hardships that press against them. Most folks are farmers, though plenty of miners try their hand at coaxing more out of the old mines of the Graypeaks.

Half-elves comprise another large group of the Gray Vale population. Like the humans of this area, the half-elves have fair skin and light hair. Although most retain signs of their elven heritage, years of human and half-elf marriages have diminished these traits until most half-elves could pass for human.

In addition, one can find a number of dwarves, drawn to Gray Vale to reclaim their lost holds. Half-ing fisherfolk work the river, living alongside their human allies. The region even has a smattering of eladrin and elves, though most members of those races encountered in the Vale hail from the High Forest to the north.

ADVENTURERS

Adventurers find Gray Vale an ideal place to launch their careers. With the safety and security of Loudwater nearby, heroes can strike out to explore the wilderness and battle goblins, giants, bandits, and more. Ruins of lost dwarven kingdoms lie buried beneath the Graypeaks, and stranger places with even more fabulous treasures lure many bold adventurers to the mist-shrouded heights of the Star Mounts.

Savage Youth: You hail from one of the Uthgardt barbarian tribes prowling the lands north of Gray Vale. As a rite of passage, you left your tribe to earn your standing as an adult, fighting the enemies of your people and bringing back treasures and tales of your exploits.

Roleplaying Tips: You are crude and uncultured, primitive in your habits and attitudes. You lack subtlety and use violence when politeness might suffice.

Heroic Scion: Your parents settled in Gray Vale to retire after a life of adventure. Weaned on stories of their exploits, you lived in their shadow, waiting for the chance to prove yourself in their eyes.

Roleplaying Tips: Ambitious and reckless, you are the resident expert on adventuring. You see it as your duty to share what you have learned from your parents, and you weigh in on nearly every topic.

Woodland Hunter: You are a skilled hunter and expert tracker. Because you are familiar with the trails and pathways weaving through the Southwood, your skills are in high demand as a guide. You also know the regular haunts of local bandits and goblin raiders, helping travelers steer clear of potential attacks.

Roleplaying Tips: Long periods spent alone in the wilderness can make you uncomfortable in large groups or in established communities.

CHARACTER MOTIVATIONS

The steady influx of travelers to Gray Vale and the threats weighing on the hearts and minds of the residents breed numerous adventurers. Some seem driven to explore, to plumb the depths of mysterious dungeons, while others seek only to defend their homelands from the enemies arrayed against them.

Mercenary: Like many others, you find Gray Vale pleasant enough, but the comforts of life here are not your main reason for sticking around. Glory and wealth are yours for the taking, for the world holds all sorts of places to explore, monsters to kill, and tombs to rob. Gray Vale suits your purpose for now, but you could easily move on if the well dries up.

Roleplaying Tips: Your mercenary nature reveals itself whenever you are presented with a possible job. You are always concerned with how much a mission pays and frequently haggle to obtain the best price possible.

Protect the Homeland: You grew up in Gray Vale, and it's your home. Each year, reports of attacks on farmers and settlers fill you with anger and no little fear. It's past time for someone to staunch the tide of darkness, and no one is better suited than you are.

Roleplaying Tips: You are fiercely protective of Gray Vale and leap at the chance to come to its defense.

THE SOUTHWOOD GOBLINS

The goblins in the Southwood have become especially aggressive, hitting isolated farms and waylaying merchant caravans. Plenty of work is available for caravan guards, and travelers regularly recruit from the local population to replace dead or injured warriors.

THE GREAT DALE

The Great Dale is the vast, windswept vale that divides two enormous forests, the Dunwood to the north and the Forest of Lethyr to the south. The druids and other folk who inhabit the great rocky tor of Yeshelmaar are all that stand between the sparsely settled, wild southern woodlands and the festering evils of the northern forest.

GREAT DALE REGIONAL BENEFIT

You add Arcana and Nature to your class skill list, and you gain a +1 bonus to Arcana checks and Nature checks.

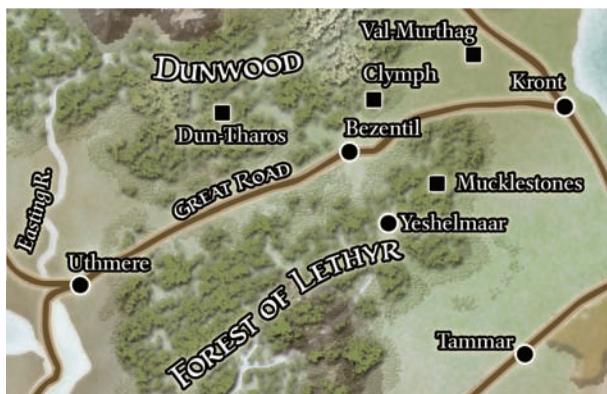
COMMON KNOWLEDGE

Trade has collapsed along the Great Road, leaving the defenders of Yeshelmaar as the last bastion of civilization in the Great Dale. Demons that were bound beneath the Dunwood by the long-fallen Empire of Narfell now stalk the northern forest and threaten to overwhelm the wild reaches of the Forest of Lethyr. The southern woods are home to hidden wood elf villages and a handful of human settlements along the border with Thesk.

REGIONAL FEATURES

The Great Dale is divided into three major regions: the Dunwood, the Forest of Lethyr, and the open lands between the two. The remnants of relatively recent settlements lie along the crumbling Great Road that runs west to east through the heart of the region. Centuries-old ruins harkening back to earlier eras largely lie beneath the boughs of the two great forests.

Bezentil: This walled village, which is under the protection of the druids of the Circle of Leth, serves as a way station along the Great Road. On nights of the full moon, packs of wolves assemble outside the walls in a gathering known to residents as the Great



Howling, which usually is followed by a series of attacks on travelers in the region.

Dunwood: The northern forest is a demon-haunted wilderness, blighted by centuries of spreading taint and the rites of dark druids. Fabled ruins in the depths include Dun-Tharos and Fortress Clymph.

Forest of Lethyr: The southern forest is a true wilderness, home only to secret wood elf villages. Forresters from the Great Dale and Thesk regularly visit the outer fringes of the forest, but the depths remain largely unexplored.

Kront: This rough frontier village at the eastern end of the Great Dale remains free, despite regular raids by warriors from Narfell. Kront is ruled by Lady Chinilvur, the scion of a minor Impilturan noble house.

Uthmere: A walled trading post surrounded by small farms is all that remains of this former port city, which once marked the western terminus of the Great Road.

Yeshelmaar: This outpost stands on a sheer-sided hill that rises from the southern forest next to a small lake. The stronghold is notable for its tall, elf-carved spires linked by curling stairs that seamlessly blend into the original stone of the volcanic plinth. Massive stone planters holding ancient trees line the hillside, giving the fortress the appearance of a graceful, protruding section of the forest floor. Yeshelmaar is now the seat of power of the Circle of Leth, ruled by the Nentyarch and his High Druids. The Nentyarch guards the wild Forest of Lethyr and seeks to reclaim his seat in the demon-haunted Dunwood.

PEOPLE OF THE GREAT DALE

Though few in number, the inhabitants of the Great Dale are hardy folk who respect and love wild expanses of nature. Most are humans or wood elves, though half-elves and shifters are not unknown. The trappings of civilization are viewed with scorn and a small amount of fear, as the detritus of ancient cultures still taints the land with a legacy of evil and despair. Because Yeshelmaar is largely cut off from the outside world, visitors to the stronghold are viewed with a healthy degree of suspicion. Anyone suspected of dealing with demonkind, or of the wanton destruction of nature, is summarily dispatched.

DUN-THAROS

In the depths of the Dunwood lies the forest-cloaked ruin of Dun-Tharos, former seat of the druids who ruled this area. Haunted by demons and wracked by blighted trees, this ruined city is said to hold the treasures of ancient Narfell.

ADVENTURERS

The Great Dale is a rough frontier, beset by the perils of the Dunwood and the variations of nature in a cold, northern clime. The few inhabitants of this region are resilient, unafraid to confront daily threats to their existence. A good number of those blooded in combat relish the chance to take the fight for their land to the enemy. More than one adventuring company has its roots in a band of friends determined to rescue a companion who was dragged into the Dunwood by a demon or who vanished while exploring an overgrown ruin.

Dunwood Foundling: The Dunwood is home to small bands of foundlings who wander beneath the boughs, many of whom count at least one fiend among their ancestors. As a child, you raised yourself, barely surviving by dint of your wits and cunning, and you acknowledge no master or friend.

Roleplaying Tips: Although you have learned the necessity of cooperation, you trust no one and expect betrayal at every turn. You cling to the hope that someday you might find a group of comrades whom you could trust to guard your back against the perils of an unforgiving world, but for now, you simply struggle to survive.

Howler of Bezental: From time to time, hirsute individuals with a lupine appearance stumble into the village of Bezental, wounded and bruised and mostly unable to remember their past. As one such “wolfling,” you have dim memories of bloody hunts beneath the forested boughs, but it is unclear if you were predator or prey.

Roleplaying Tips: You are wracked with hungers you do not understand, and your temper waxes and wanes with the phases of the moon. You value your friendships intensely, and you would do anything for a battle-tested comrade-in-arms.

Warden of Yeshelmaar: The druids and their allies who serve the Circle of Leth guard the length and breadth of the Great Dale. Some operate alone or join adventuring companies, and others form lesser circles that work in concert against the many threats to the region. You count yourself a proud member of the Circle of Leth and swear your allegiance to the Nentyarch who guards these lands.

Roleplaying Tips: You see yourself as a steward of the natural world. You thrive on the frontier, willingly taking risks to defend the natural order against the spreading taint of evil.

CHARACTER MOTIVATIONS

Perched on a dangerous frontier, the inhabitants of the Great Dale must make their own fate in the world while bravely facing down the horrors of ancient empires.

A Better Life: Frontier life is brutal and short, offering little hope of anything beyond mere survival. You have set out to seek your fortune and want to find a home that promises more than nature’s fury and the constant threat of evil.

Roleplaying Tips: You are tough and fiercely independent, but you crave the trappings of civilization and the chance to let down your guard, however briefly. You are strangely fascinated by cultures in all their varieties, but crowds and cramped quarters make you somewhat uncomfortable no matter how hard you try to fit in.

Demon War: The Circle of Leth needs new weapons against the spreading scourge of demons. In response, you have volunteered to brave the depths of ancient Nar ruins and other dungeons in search of potent magic to use in the battle against the bane of Dunwood.

Roleplaying Tips: Your hatred for demons and their ilk burns brightly. You see magic as both a boon and a curse. Used wisely, it can defeat horrors not of this world, but you can’t overlook the fact that the unbribled use of magic in centuries past has done Faerûn far more harm than good.

Wanderlust: The nightly wanderings of Selûne tug at your heart and whisper of paths not yet trod. Like the packs of wolves that wander the Great Dale, you rarely rest your head in the same place twice.

Roleplaying Tips: You hunger for things you cannot explain and regularly feel the pangs of wanderlust. You seek out new situations and new locales on a whim and never tire of the road.

ORACLE OF FORTRESS CLYMPH

In the depths of the Dunwood lies a ruin known as Fortress Clymph. Legends speak of a booming voice from the earth that greets anyone who dares to knock thrice on the fortress gate. The visitor then asks a question and hopes to receive an answer in kind without falling prey to the lure of the keep’s depths.

HIGH IMASKAR

Amid roiling clouds of purple dust rises the newly founded empire of High Imaskar, some 4,000 years absent from Toril. Its appearance marks the return of an ancient and much-reviled nation, a people whose stamp on history continues to foster fear and distrust. Although High Imaskar has broken with many of its former customs, its checkered past stoke the suspicions of times gone by.

HIGH IMASKAR REGIONAL BENEFIT

You can reroll any Arcana check, but you must keep the second result, even if it is worse.

You also know Deep Speech as an additional language.

COMMON KNOWLEDGE

High Imaskar stands on the ruins of ancient Mulhorand, a nation shattered nearly a century ago by the Spellplague, its people destroyed, its gods vanished. In the vast emptiness came the Imaskari, appearing as if they had stepped through millennia of history, untouched and unchanged. Beginning with the reemergence of the Palace of the Purple Emperor, the Imaskari extended their influence throughout the vacated lands and even farther. High Imaskar has been careful to break with its more sinister traditions, going so far as to abolish slavery in all forms. Yet its natural penchant for magic and its adherence to other old customs lead many to question the nation's true motives.

REGIONAL FEATURES

Mulhorand did not go peacefully into the night, and the Spellplague saw the land utterly transformed

into an unlikely fusion of motes of all types, yawning abysses, towering spires, rivers of earth tumbling across the lands, clouds of roiling fire, boiling yellow seas giving off brimstone bubbles, and other strange environmental phenomena. Such is the influence of wild magic on the region that travel is a challenge in itself. Instincts trump the senses because sights, sounds, and smells can't be trusted.

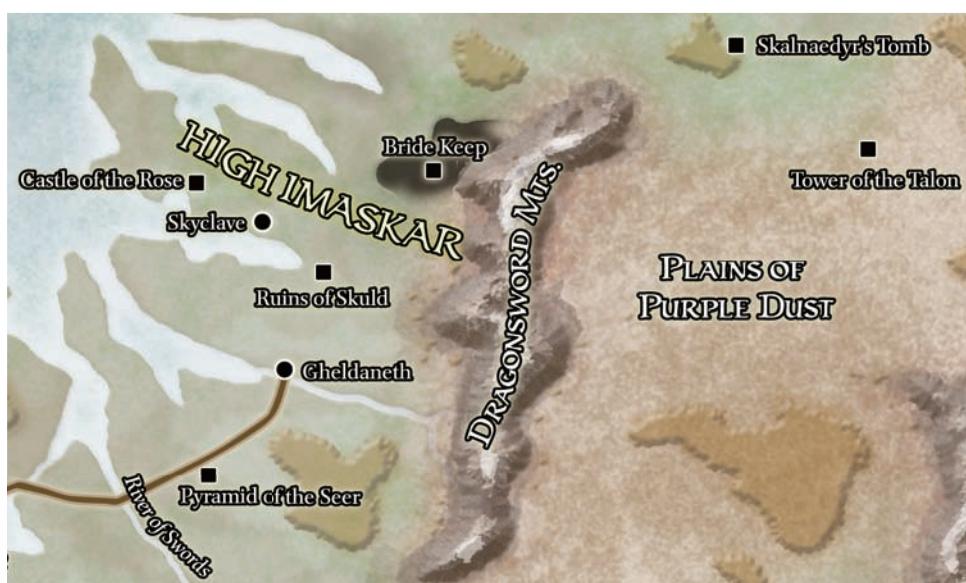
Pyramid of the Seer: The tumultuous magic responsible for annihilating Mulhorand exposed numerous tombs and old structures. The Pyramid of the Seer, easily the most infamous, contains a terrifying assortment of traps and monsters. Anyone who survives the trials and finds the pharaoh's tomb is supposed to be able to learn the answer to any mystery set before the spirit.

Plains of Purple Dust: In an everchanging land, one fact remains constant: A vast desert of purple dust creeps ever westward. Almost as if alive, the desert extends its tendrils beyond the Giant's Belt Mountains, blowing against the eastern slopes of the Dragonsword Mountains, and stretching toward the lands held by High Imaskar. As far as deserts go, the Plains of Purple Dust is every bit as inhospitable as other wastelands in Faerûn. However, the odd nature of the ubiquitous sand carries a magical taint that poisons the land wherever it flows. Thus, it destroys grasses and trees and drives off indigenous life, creating a vast realm of purple emptiness.

The Plains of Purple Dust might appear to contain little more than shifting dunes, but it does harbor life. Burrowing deep beneath the desert are massive purple worms, terrifying creatures noted for their ravenous hunger. If rumors can be believed, the purple worms sighted on the fringes of the Plains are small varieties, and far larger breeds hunt in the deep desert, snatching their prey from the air as they leap forth from the sea of dust.

Skyclave

From High Imaskar's capital, Skyclave, the Empress Ususi governs her people with the support of the Body of Artificers, Planners, and Apprehenders. Skyclave is essentially a single tower thrusting a mile above the ground. Like the branches of a tree, smaller secondary towers sprout from the neck of the central trunk, and festooned all along its height are staircases, balconies, portals, verandas, and more. Over half of the city's



population resides within the great tower, which (due to a magical effect) is larger inside than out. The rest huddle around it, supporting the city through agriculture, fisheries, and other industries.

PEOPLE OF HIGH IMASKAR

Humans dominate this region, descendants of the original Imaskari who fled into the Underdark, where they survived for thousands of years in exile. Although they share many similarities with other humans and indeed resemble them at a glance, close inspection reveals some curious features. For example, Imaskari have unusual skin striations, not unlike the marbling seen in some stones.

Imaskari prefer to wear dramatic and elaborate styles of dress, such as high-collared greatcoats that buckle up to the neck. Each coat is intricately patterned, woven with fine silver thread that seems to shift and writhe in the light. Beneath these outer layers, Imaskari of either gender favor black garb, from dark silken shirts to dull ebony boots. Rings decorate their flesh and fingers, and many of these accoutrements bear magical enhancements.

Aside from humans, only tieflings dwell here in any significant numbers, especially in the city of Gheldaneth, a remnant of ancient Mulhorand. Finding the magical traditions to their liking, they blend in as best they can. Few other races call High Imaskar home. The newness of the nation, its curious culture, and its deadly landscape dissuade many from settling here. A few bold traders sail the Sea of Fallen Stars to exchange goods at Skyclave, but they are infrequent visitors at best.

ADVENTURERS

Centuries of isolation in the Underdark have instilled in the Imaskari a fascination with the surface world and the changes wrought since the fall of their ancient society. Although the needs of the people in their fledgling empire temper the impulse to explore, many Imaskari spend at least a portion of their lives beyond their nation's bounds.

Collector: You are a member of the Collectors, a political group that sees to the acquisition of information and resources. You spend time away from Skyclave searching for much-needed materials to help sustain your people.

Roleplaying Tips: Your inquisitive nature can be exhausting to others as you press your companions for information, requiring explanations for things that others take for granted.

Enacter: You are a member of the Enacters, a political group charged with carrying out the will of the Empress. Part enforcer, part fixer, you have a variety of talents to help you ensure that your society functions in accordance with the laws of the land.

Roleplaying Tips: You are all business, all the time. You are utterly loyal to High Imaskar and would do nothing to endanger your homeland.

Redwing Guard: The Plains of Purple Dust and the shifting landscape of High Imaskar are notoriously difficult to navigate. To offset the challenges presented by the terrain, the Imaskari breed a species of large, flying insectlike beasts called redwings to ferry them through the air. Although much safer than traversing the surface, such travel is not without its dangers, and most expeditions bring along a guard or two for security.

Roleplaying Tips: Having spent a great deal of time in the air, you are fearless when it comes to heights and might perform risky stunts that leave your fellows cringing.

CHARACTER MOTIVATIONS

High Imaskar's civilization has existed for thousands of years, and though its people were driven from the surface for millennia, deeply ingrained values and ideals inform their attitudes and motivations.

Arcane Power: Imaskari culture is steeped in the arcane tradition, having produced some of the greatest wizards the world has ever seen. You seek to join their storied ranks and unlock the secrets of magic, no matter the cost.

Roleplaying Tips: Hunger for magical knowledge and power consumes your waking thoughts. You chase after rituals and magic items regardless of the risk involved.

Conquest: Officially, High Imaskar presents a peaceful front, assuring the world that it has moved beyond its tyrannical history. You, however, believe that such a stance is shortsighted and denies the superiority of your race. You want to expand High Imaskar's influence throughout the world, bringing culture and enlightenment to savage and backward people.

Roleplaying Tips: Your self-assurance borders on arrogance, and you are quick to sneer at others you deem to be primitive.

THE CITY OF THE GODS

High Imaskar contains numerous ruins from dead Mulhorand. Although many now lie plundered, the fabled City of the Gods proves elusive. The subject of legend, it is believed that this buried realm holds incredible treasures but also dire monsters and wicked traps.

IMPILTUR

The star of Impiltur has fallen. The retreat of the sea, coupled with widespread corruption, has led this region into decline. The people of this once-great nation huddle in fear as their kingdom unravels around them.

IMPILTUR REGIONAL BENEFIT

Add the higher of your Wisdom score or your Constitution score to your starting hit points (instead of automatically adding your Constitution score). Your number of healing surges is still based on your Constitution score.

COMMON KNOWLEDGE

Impiltur's fortunes failed when the Sea of Fallen Stars withdrew, drying up the vibrant ports of the cities that served as the heart of commerce. In addition, the death of the last royal, King Imbrar II, during the Year of Blue Fire ended the long reign of the monarchy and shifted power to the lords of the remaining cities. Now collectively called the Grand Council, the lords have proven to be inept at rule, impotent in the face of their nation's inexorable decay. They do nothing to combat the spreading stain of demon worship that holds Impiltur in the grip of terror.

REGIONAL FEATURES

Impiltur has grown since the days of old, but not from conquest or expansion. Instead, the Sea of Fallen Stars withdrew as the water level fell, striking a death blow to the nation's commercial power. Robbed of mercantile clout, cities such as Dilpur and Hlammach shrank, hemorrhaging citizens as the food supplies dwindled and prices rose. Some escaped to New Sarshel, the only city that proved adaptable enough to respond to the shifting climate.

The countryside beyond the ragged coast remains much as it did, consisting of rolling hills climbing toward the Earthspur Mountains, where tough humans and dwarves mine gems, gold, silver, and iron. The nation still sees some overland trade, largely with Vesperin, whose own fortunes seem to rise as Impiltur's fall.

New Sarshel: Of all the coastal cities that made up Impiltur's commercial centers, the one that thrives today once seemed doomed to banditry and piracy. Sarshel of old suffered terribly during a war that ravaged this region and never quite recovered from the conflict. Desperate to bounce back, the merchants struggling to make ends meet were better positioned to react to the Spellplague and immediately shifted to build structures to accommodate the new coastline.

Lyrabar: A former mercantile center of great power, Lyrabar has the dubious distinction of being home to one of the largest thieving communities in the known world. The city is firmly in the grip of gangs and crime lords, and the government does little

or nothing to address this situation. Such tolerance has called into question the motives of the rulers amid whispers of corruption. Regardless, Lyrabar is engaged in the process of recovery, erecting new dock facilities to give the city a chance to survive.

Earthspur Mountains: The imposing peaks of the Earthspur Mountains mark Impiltur's western border. Mining communities speckle its lower slopes, spread out and around the numerous tunnels worming into its heart. The mountains were never a safe place to begin with, and now the Great Glacier's withdrawal has led to a marked increase of monsters and humanoids drifting south. Reports of roaming undead freed from the glacier suggest that the monstrous activity is in fact a vanguard of some other, darker threat.

The Gray Forest: Spreading out from the southern slopes of the Eartheart Mountains is an old and haunted forest. The ancient folks in the area claim that it was once the home of eladrin, but a terrible war with goblinoids erased both populations from the region. Now all that stands to mark that anyone lived here are circles of strange trees with gray bark and dark leaves. Even after centuries, few dare to venture into the Gray Forest for long, and those who explore its depths report ghosts, weird creatures, and odd hills that seem to appear and disappear in the woods.

PEOPLE OF IMPILTUR

Impiltur remains a human nation. Most residents are of Chondathan or Damaran extraction, though years of intermingling have merged them into one people. Typically, Impilturan humans have tawny skin and brown or black hair. Blond hair is somewhat rare and exotic. Attractive and big-boned, Impilturans are taller and larger than humans of other lands.

In the folk who dwell farther inland, Damaran features assert themselves. People fleeing from Narfell found work here as miners and farmers, so western Impilturan people are slightly shorter than the city-dwellers and have somewhat darker complexions. The mining folk are a people of absolutes, seeing as an enemy anyone who does not fit neatly into their perspective.

Impiltur is also home to small pockets of shield dwarves and halflings. The halflings roam up and down the few waterways and trade with the tiny



settlements that huddle on the shores. The dwarves coexist with the western humans, finding the humans' rigid outlook and honorable customs much to their liking.

ADVENTURERS

Impiltur's once-teeming cities are battle zones, overrun with thieves and cultists. Those who fled the corruption and decay of the metropolises found little safety in the countryside, encountering monstrous threats there. Anyone born into this decaying land can find plenty of opportunities for adventure—a strong sword-arm or a skilled wand-wielder is a welcome presence in most communities.

Disillusioned Swordpoint: Impiltur has long had a tradition of hiring adventurers to serve as swordpoints, mercenary legions organized to combat monstrous threats and enforce the laws of the land. The practice continues to this day, but corruption and decadence make such service uncertain. One is never sure when a commission will come in, or what dangers lie in wait over the next hill.

Roleplaying Tips: Doubtful pay and increased dangers have given you a pessimistic outlook, shading all of your perceptions in the worst possible light.

Lyrabar Thief: Gangs and other criminal groups filled the vacuum left by fleeing merchants. Now in the thrall of thieves, Lyrabar and other southern cities groan under the weight of their insidious presence.

Roleplaying Tips: Life on the streets of Lyrabar taught you how to survive, even when food was scarce and shelter a distant dream.

Ruined Merchant: The loss of trade from the Sea of Fallen Stars destroyed many industries, driving merchants from the city in search of better prospects. Those who didn't leave the country altogether tried to restart their lives in New Sarsel, but since they were not the only ones who had this idea, competition was fierce. You are just another casualty of soured business, and because your investments were tied up in your trade, you have been forced to find other avenues to get by.

Roleplaying Tips: You might have fallen on hard times, but you have the skills of a merchant. Slick, fast-talking, and possessed of fine business acumen, you approach every situation as if it were a financial transaction.

MORTHAK THE EVERHUNGRY

The failing of the Weave loosed terrible demons upon the countryside. One, named Morthak, holds court in the northern hills of Impiltur over a legion of insane human servants who have betrayed their nation and race by swearing service to this dread monster.

CHARACTER MOTIVATIONS

Impiltur's circumstances breed a different sort of hero. Adventurers from this land are a hardened lot, accustomed to deprivation and loss. Grim, tough individuals emerge from the ashes of the ancient cities or from the pall cast over the tiny villages scattered across the country, ready to face whatever threat stands against them.

Escape: Adventuring promises an out, a means to escape the injustices and inequalities that pervade this struggling region. Many common folk abandon their families and lands in search of a life beyond feeding the altars of crazed cultists.

Roleplaying Tips: You harbor resentment and sorrow about the fate of your homeland, but you are relieved to be free from the terror that has ruined the place of your birth.

Fight Evil: Impiltur needs heroes, and you have risen to the call. You gladly serve your country, knowing that, in your own small way, you can make a difference.

Roleplaying Tips: The quintessential hero, you help others out of a sense of duty, out of a feeling of national pride, and above all, because it's the right thing to do.

To Find a King: The common folk have long held the belief that a leader would come and that the old line of kings would be restored. When this happens, Impiltur's ship will be steered back on its rightful course and the people saved from the evil that grips this ancient nation. You believe the tales and search to find the lost heir.

Roleplaying Tips: You are a fanatic about Impiltur, and its sorry state fills you with shame.

LURUAR

Lruar is a land of friendship and safety, a defensive league of strong, independent cities. It offers a new start for people with ruined lives, welcoming those of all races and backgrounds, as long as their intentions are noble.

LURUAR REGIONAL BENEFIT

You can reroll any History check, but you must keep the second result, even if it is worse.

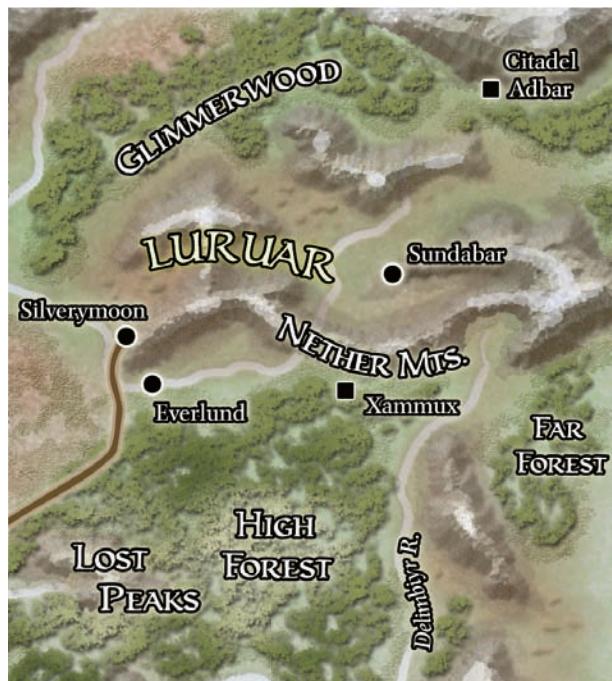
You also gain one additional language of your choice.

COMMON KNOWLEDGE

The past century saw several smaller forests merge into the Glimmerwood. Although the cities of Everlund, Silverymoon, and Sundabar remain strong and united, dwarven allies of old have withdrawn. The boundaries around Lruar have changed as well, with the formation of the orc nation of Many-Arrows to the north, the opening of the elven kingdom of Everska to the south, and the expansion of Netheril to the east.

REGIONAL FEATURES

The united cities of Silverymoon, Sundabar, and Everlund form a trinity of civilization at Lruar's core. Despite the safety of the region's cities and roads, its wilderness is dangerous, filled with murderous and hungry creatures.



Silverymoon: High Lady Alustriel's line carries on in the form of her son, Methrammar Aerasumé, who is High Lord of Lruar and dwells in Silverymoon. The Gem of the North, as the city is known, attracts travelers, adventurers, and scholars with its university, library, temples, and promise of opportunity. Silverymoon welcomes many races, but elves, half-elves, and humans comprise most of its population.

Sundabar: With the growing threat of Netheril to the east, Sundabar has expanded its defenses and added to its ranks warriors from the far reaches of the world. In the shadow of the Netherese threat, Sundabar has flourished and is no longer known only for its magic weapons. The city's reputation is built on its strong economy and fiercely independent people.

Glimmerwood: This single stand of trees is made up of formerly separate forests (the Moonwood, the Druarwood, the Cold Wood, and the Night Trees) that grew together. Orcs and Uthgardt barbarians dwell in the western and northern sections, but few dare venture into the eastern expanse, the home of a clan of lycanthropic skinchangers known as the People of the Black Blood.

Nether Mountains: The past decades have seen a rise in monstrous activity in the Nether Mountains, the focus of which has been on a figure known as the Mound King. This plaguechanged wight is only one threat, however, for shades and humans from Netheril grow increasingly bold, launching raids from these mountains.

The Evermoors: Dangerous as always, the Evermoors continue to represent an untamable blot on otherwise civil lands. The growing strength of the town of Nesm , as well as that of Lruar's Knights in Silver, has succeeded in quashing the former troll threat, but now hill giants have run amok. However, the giants avoid the center of the Evermoors, for something dwells there that makes meals even of them.

PEOPLE OF LURUAR

Humans, elves, and half-elves make up Lruar's dominant population. Dwarves, halflings, and eladrin are present in smaller numbers. Although viewed with some skepticism, dragonborn, tieflings, half-orcs, and genasi also appear on the streets of Lruar's diverse cities.

THE KINGDOM OF MANY-ARROWS

Many-Arrows is a nation of orcs located to the north of Lruar. Although orcs occasionally raid the southern lands, conflict between Lruar and Many-Arrows has thus far been averted. The Uthgardt barbarians who operate independently within Lruar are enemies of Many-Arrows and act as unintentional defenders against independent orc incursions.

Each city offers a differing degree of open-mindedness, but in general, the nation's cities have shrugged off the prejudices that plague much of southern Faerûn.

ADVENTURERS

In Luruar, folk often say that two kinds of people exist—adventurers and everyone else. It's not uncommon to find a tailor who once sailed the Sword Coast or a blacksmith who has explored ruins in the Delimbiyr Vale. Sometimes it seems that every person has a story. Luruar is a place where adventurers can walk the roads with freedom and explore the wilds on their own terms.

Worldwise Adventurer: Sure, everyone has a story, but you have dozens . . . no, hundreds! You've seen the world, evaded death, and accumulated a wealth of knowledge—some of which is accurate, most of which is not. You are always eager for a new opportunity to put your feet to the road. Your experience has taught you one undeniable lesson: When adventure calls, you had better heed its words.

Roleplaying Tips: You're a sucker for new experiences, but that doesn't stop you from relating old tales. You constantly recount your exploits, most of which are exaggerated if not wholly fictional.

Sheltered Student: You have spent your life in Silverymoon, learning of far-off lands, ancient mysteries, and exotic peoples. You have become the dignified, proper student that your parents hoped you would be, yet despite academic success, your life seems purposeless. You see strange travelers from distant lands that you have only read about and hear stories that no book could relate. It's time to change your life, and you simply need to figure out where to start.

Roleplaying Tips: You are a repository of history and stories but have no practical experience. You find amazement in simple wonders and are inordinately fascinated by the past.

Harper of Luruar: You grew up in a family of adventurers who told stories of the heroes of long ago known as the Harpers. When you came of age, you set about attempting to join the last remnant of the organization, which was based in Everlund's Moon-gleam Tower. You were required to prove yourself, which you did at great risk. You now count yourself among the organization's secret ranks. A protector by nature, you long to see Netheril's Shadovar driven back and the lands of Luruar tamed and civilized.

Roleplaying Tips: You are experienced and confident in your abilities, but secretive about your background. You speak of a greater purpose and act to protect those in need.

CHARACTER MOTIVATIONS

Luruar has a rich legacy of adventure, so its people are rarely surprised when one of their own sets off to uncover ancient secrets, battle terrible beasts, and achieve great wealth.

Everlund's Lost Elder: Among the great mysteries of Luruar is the fate of one of Everlund's elder mages, Idrahan Lightcusp. You grew up hearing rumors and stories of her disappearance, and now you hope to uncover the truth, earning a place of respect among your people—not to mention a sizable reward. You travel where fate takes you, hoping that if you visit enough of the world's dark places, someday you will find word of the lost elf.

Roleplaying Tips: You are focused on completing the task you have set for yourself, but because you don't know where to start, you're always open to adventure. You remain optimistic, shrugging off the dark rumors surrounding your quest.

High Lord of Luruar: Alustriel's son Methrammar Aerasumé is old, and the time to select a new High Lord of Luruar draws near. The position is meritocratic, but though you have dabbled in politics, you have not yet earned the necessary reputation or wisdom to have hopes for the position. Nonetheless, you are prepared to take steps, facing battles in the political arena and the wilderness to gain status and prove your worth as a potential candidate.

Roleplaying Tips: You know that reputation is a factor in the selection of a High Lord, so you are always eager to take action to improve your name. You enjoy social and physical contests alike, and you act against anyone who dares to impeach your character.

World's Safety: The world has grown increasingly dangerous, and you recognize that people must act to keep it safe. You are alarmed by rumors of skinchangers in the Glimmerwood, giants in the Evermoors, and shades in the Nether Mountains, and you are prepared to battle monsters to protect Luruar. From there, you hope to work toward making the roads of other nations safe again, whether that means eliminating brigands or battling the Abolethic Sovereignty.

Roleplaying Tips: You are ready to take action, regardless of the enemy. However, you lack an ultimate vision, which leads you to be eclectic in your adventuring choices.

LUSKAN

Dismal Luskan festers on the northern shores of the Sword Coast. Its days of glory and prominence far behind it, Luskan has sharply declined over the last few decades as ambitious gangs, ruthless pirates, and horrid monsters have laid claim to the city at one time or another. No group rules for long, but each one leaves an indelible stamp on the shattered cesspool that this once vibrant and active city has become.

LUSKAN REGIONAL BENEFIT

You add Stealth and Thievery to your class skill list, and you gain a +1 bonus to Stealth checks and Thievery checks.

COMMON KNOWLEDGE

A mire of despair, Luskan is a city of rotting buildings and filth-choked streets. Corpses lie where they fall, and packs of starving dogs prey on the living and the dead. For too long, aggressive villains have exploited the chaos of the city, enforcing their whims and taking what they wanted from its feeble population, while abominations from the great wilderness made slaves of the survivors. However, no one rules Luskan for long. The vile citizens always rise up from the slop to pull down anyone who reaches too far, preferring the squalor of their existence to the faint shred of hope promised by yet another feckless lord.

REGIONAL FEATURES

More than half a century ago, Luskan was a thriving city, a powerful commercial center. Home to more than 10,000 souls within its walls and twice that number in the fields and hamlets beyond, it stood as a shining example of strength in the North. But those days are long gone. The struggles of city leaders, the corruption of arcane cultists, and the failures of those who followed brought ruination to Luskan. Today, fewer than 4,000 people wallow in the grimy remains of this decomposing den of vice.

Mirar River: The Mirar River is a stinking bog, choked with the old hulks of partly sunken ships and topped with a layer of rubbish, waste, and worse. No one crosses the river if he can help it; dire things lurk in the water, and the bridges that spanned it are long since smashed, their remains still protruding from the murk. The odor is so profound that few can stand to walk its shores for long before fleeing for the relatively cleaner air of the city.

North Bank: A former thriving merchant district, the North Bank has become a favored haunt of vile gangs and twitching bands of undead. Here,

a necromancer reclaimed an old water tower called the Throat to serve as a laboratory.

South Bank: Sprawling out from the southern side of the Mirar River is the great slum known as the South Bank. Once the lifeblood of Luskan, it now is a graveyard of old dreams and bold ambitions. Between the rotting buildings, narrow streets twist through the shadows cast by the burned-out and collapsed structures on all sides. Gangs and pirates control much of the South Bank, but reports of more monstrous masters occasionally filter out from the city.

Blood Island: Aptly named, Blood Island holds the forces of a Shou criminal syndicate headed by a mysterious leader known to his cronies as the Dragon. From the ruined garrison, the gangsters traffic in slavery, drugs, and other unsavory commodities.

PEOPLE OF LUSKAN

Luskan is one of the most wretched cities in all of Faerûn. A magnet for freaks, castoffs, and fugitives, Luskan replenishes its dying population with a steady stream of exiles fleeing justice or persecution. People who have nowhere else to go can find a haven of sorts in this ruined city, living alongside despicable humans, goblin and kobold tribes, and the occasional horror that emerges from the sewers. Those who come to Luskan might find freedom from the gibbet, but many of them instead suffer an agonizing death from one of the dozen diseases sweeping through the community at any particular time. Murderers stalk the rubbish mounds, hunting for flesh to prick with their sharpened knives, while demon-worshipers round up sacrifices for ceremonies to honor the dark powers they serve.

ADVENTURERS

Most people who end up in Luskan soon look for a way out, a chance to escape a pointless death at the hands of madmen, fiends, or worse. Some initially embrace the life that Luskan offers only to find that they can't abide the stench and sorrow pervading the place. Others make the mistake of drifting too close and are swallowed by this city of sin. Outside of the few who exult in the horrible atmosphere, nearly all people struggle to find a fate better than the one in store for them here.

CUTLASS ISLAND

Purported to have been the home of a powerful cabal of wizards over a century ago, Cutlass Island today has a grim reputation as a place infested with undead. The island sits in the Mirar River, and the lure of lost magic and ancient power sometimes draws incautious explorers. But most avoid the place, lest they find themselves added to the ranks of the rotting servants.



Ex-Gang Member: You were a member of a small but dangerous group of thugs, but a friend or sibling betrayed you, leaving you for dead on the streets. You survived by sheer force of will and somehow broke free of Luskan. Now you cling to your hatred, vowing to return to this frightful place and kill those who turned against you.

Roleplaying Tips: You are never flinch when it comes to taking a life in order to keep from risking your own.

Luskan Bounty Hunter: Luskan is ripe with criminals, so a veritable fortune awaits bounty hunters who have the courage to brave the city's perils. But as much as Luskans are capricious and treacherous, they stand fast to protect their own, and none take kindly to a bounty hunter snooping around their haunts. Still, you managed to make a living at bounty hunting here, and having cut your teeth on the mean streets of the city, you have decided to venture farther afield to capture more lucrative prey.

Roleplaying Tips: You are a cold, calculating professional who is all business, all the time.

CHARACTER MOTIVATIONS

You must be strong to survive in Luskan. Those who fail—and many do—fill the bellies of twisted ghouls and packs of dogs that have escaped the butcher's knife. Flight is the surest way to continue living, but you might be crazy enough to carve out a place for yourself in this unforgiving city.

Hatred: Luskan taught you that nothing was sacred and revealed to you the true face of evil. After having witnessed too many acts of cruelty and violence, you finally escaped the city to find light in the world. Perhaps one day, you will return to cleanse Luskan of its corruption.

Roleplaying Tips: You are a zealous crusader of good and a champion of order. You have no room in your heart for mercy when it comes to the corrupt and use whatever tactics are needed to destroy your foes.

Safety: Growing up on the streets of Luskan, you were no stranger to suffering throughout your childhood and adolescence. You spent too many days hungry and too many nights hiding from thieves, beasts, and murderers. Free of Luskan at last, you now hone your abilities to gain an edge over those who would hurt you, exploit you, or try to kill you.

Roleplaying Tips: The last thing you want is to reveal a weakness. You are always pushing yourself, going to extremes to make sure that everyone respects or even fears you.

FANG ISLAND

During the Spellplague, Fang Island pulled itself from its moorings and lifted into the air in a spectacular display of dancing lightning and fiery shapes. From time to time, this earthmote spills acidic rain down on Luskan and gives birth to creatures of dread aspect.

MOONSHAE ISLES

Off the western coast of Faerûn lies an archipelago known as the Moonshae Isles. Home to two human cultures, the druidic Ffolk and the seafaring Northlanders, the Moonshae Isles are beset by encroaching threats from the Feywild and Amnian mercenaries bent on conquest.

MOONSHAE ISLES REGIONAL BENEFIT

You know Elven as an additional language, and you gain a +2 bonus to saving throws against charm and fear effects.

COMMON KNOWLEDGE

The Moonshae Isles are a land apart from the rest of Faerûn, marked by towering mountains, dark forests, and ancient rings of standing stones. The realm of House Kendrick, nominally the royal family of the entire archipelago, has been reduced to the isle of Alaron. The isle of Snowdown has fallen under the sway of Amnian mercenaries, while the Northlander kingdoms of Oman and Moray have been abandoned to fomorians (a race of giants from the Feywild) and savage lycanthropes who serve the bloodthirsty beast-god Malar.

REGIONAL FEATURES

The Moonshae Isles are dominated by six major islands—Alaron, Gwynneth, Moray, Norland, Oman, and Snowdown—and countless tiny isles. Small settlements of Ffolk or Northlanders are scattered across nearly all the isles, though the bulk of the population dwells on Alaron.

Caer Callidyr: The capital of the Moonshaes consists of a mighty castle built above a sprawling port city. Caer Callidyr has seen better days, as House Kendrick finds itself beset by the threats of the Feywild and Amnian mercenaries, but the city is still the largest and wealthiest in the Moonshaes. The population has soared as the Ffolk have been forced to relocate here from remote villages along the coast and from the depths of Alaron's forests, harried by cruel fey and packs of werewolves.

Caer Corwell: Once the heart of the Moonshaes, this small city is now in ruins. King Kendrick has vowed to see the ancestral home of his family restored.

Moray: Only a few small settlements of Northlanders remain on this island, which is now a wilderness where the servants of Malar hunt. The mountains of Moray are known as the Orcskulls, and several strong orc holds and giant dens lie in the barren vales.

Snowdown: Amnian merchant ships clog the harbor of this island, queuing up to transport lumber

and precious metals ripped from the land to feed Amn's economic engine. Taverns and brothels line the city's muddy streets, catering to Amnian mercenaries spending blood-soaked gold.

PEOPLE OF THE MOONSHAES

The Moonshae Isles are home to two distinct cultures, the Ffolk and the Northlanders. The Ffolk embrace the druidic faith and revere the wild, untouched reaches of the islands. The Northlanders embrace a more warlike creed and revere the violent, unrelenting sea. Both cultures are fiercely independent and reject the influence of mainlanders from Faerûn. Amnians are intensely hated because of their nation's conquest of Snowdown, while Baldurans and Waterdhavians are tolerated for the wealth their trade brings to the Moonshaes. The islands' inhabitants see themselves as stewards of the land and sea. They are apt to be superstitious, and all manner of traditions surround the large and growing presence of the fey. Followers of Malar are hunted without mercy, but even so the insidious threat posed by the Beastlord's lycanthrope followers continues to grow.

ADVENTURERS

Inhabitants of the Moonshae Isles live in small, isolated villages perched on the edge of brutal terrain. As a result, they are forced to rely on themselves and their immediate neighbors and do not look to outsiders for succor. This emphasis on individual responsibility and self-reliance breeds adventurers who seek to make their own way in the world and battle the many perils facing the Moonshae Isles.

Amnian Expatriate: Gold from Amn's coffers has bought the merchants of that region a strong hand in the affairs of the Moonshae Isles, along with a steady stream of Amnian immigrants seeking to make their fortune. Although most Amnians see only the wealth that can come from exploiting the islands, a few have fallen for the wild, natural beauty of the Moonshaes in all their glory.

Roleplaying Tips: Your world-weary cynicism has given way to a love of nature. You have mostly rejected the avaricious culture of your birth, but your desire to make something of yourself remains unchanged.

MYRLOCH VALE

Myrloch Vale lies in central Gwynneth and forms the spiritual heart of the Moonshae Isles. Home to a fey kingdom known as Sarifal, this is a land where humans venture only at their great peril. Sarifal's people are the Llewyr, eladrin whose nobles are mighty fey lords unconcerned with the troubles of any human kingdoms.



Ffolk Villager: Small villages of Ffolk are scattered across the southern Moonshae Isles. The Ffolk prize their independence, and in fact their isolation forces them to be self-reliant. Nature is harsh and unforgiving, requiring villagers to learn to work in concert to defend themselves and defeat external threats.

Roleplaying Tips: You are fiercely loyal to family and friends and distrust outsiders. You revere the wild, unrestrained reaches of nature, taking only what you need to survive and rejecting material excess.

Northlander Warrior: Northlanders traditionally grow up alongside the sea, venerating the endless winds and crashing waves. Known for their ferocious and warlike nature, Northlanders are brave warriors, unbowed by any threat.

Roleplaying Tips: You pride yourself on your personal strength and distrust the machinations of manipulators and merchants. You suspect outsiders for good reason, but your loyalty, once won, is unshakable.

CHARACTER MOTIVATIONS

The Moonshae Isles are wracked with strife, as outsiders attempt to enforce their claim over a native population that values its independence and traditional ways. All manner of threats have forced the archipelago's inhabitants to become adventurers.

Ffolk Rearguard: The twin threats of Amnian mercenaries and the encroaching Feywild have forced many of the Ffolk to flee their traditional villages. Although many uprooted Ffolk have resettled in the larger towns of Alaron, some choose to fight for their home islands, taking on the role of adventurers.

Roleplaying Tips: You consider yourself a freedom fighter battling to save your homeland. You reject material comforts, seeing them as the source of the avaricious plague of Amnian mercenaries that besets your land.

Endless War: Northlander culture reveres its warriors, who battle the sea and outside threats with axe and sinew. From this perspective, the current troubles that bedevil the Moonshae are simply the latest manifestation of the endless struggle that is life. Young Northlanders who desire to prove their mettle are encouraged to follow a life of adventure, seeking out new threats and challenges.

RUATHYM

This barren island, from where the seafaring Northlanders hail, lies two hundred miles north of the Moonshae in the midst of the Trackless Sea. Scattered settlements cling to the island's periphery, with the greatest concentration of population in the small city that bears the island's name. A long tradition of raiding has gradually faded away, and now the island is peaceful.



Roleplaying Tips: You are quick to anger and quick to forgive. You do not see physical combat as a horror to be avoided but as a crucible of testing. In your mind, there is no such thing as peace, but simply a lull between battles.

Fey-Cursed: The encroaching dangers of the Feywild have unleashed a plague of malicious fey on the Moonshae Isles. Ffolk, Northlanders, and outsiders all have fallen prey to the machinations of the fey. Although the fey can be violent, most prefer to sow havoc through magic and deceit. Such tricks have fractured familial bonds and torn lovers apart, leaving many individuals bereft of family and friends. Other residents have stumbled into the depths of fey-warped forests, only to emerge changed and otherworldly, unable to resume their former lives.

Roleplaying Tips: Given to strange visions and bouts of forgetfulness, you hold yourself apart from others. You are haunted by the darkness you have seen and are no longer content in the world you once happily inhabited.

MYTH DRANNOR

This ancient elven kingdom was once the foremost power north of the Sea of Fallen Stars before it fell into darkness seven centuries ago. It remained a monster-haunted ruin for hundreds of years until the sun and moon elves reclaimed the kingdom shortly before the Year of Blue Fire. Myth Drannor has flourished since its refounding.

MYTH DRANNOR REGIONAL BENEFIT

Once per encounter, you can reroll a failed saving throw against a charm effect.

COMMON KNOWLEDGE

Several elven realms have stood in the forest of Cormanthor for thousands of years. The current incarnation of Myth Drannor is merely the latest. It is built atop the ruins of the famous realm of Cormanthyr, whose capital was Myth Drannor, City of Song.

In 1374 DR, the sun elf lord Seiveril Miritar destroyed the invading daemonfey (demonic elves) and recaptured the ruins of Myth Drannor, at the cost of his life. His daughter, Ilsevele Miritar, took up leadership over the elven army. With her assistance, the high mage Araevin Teshurr sealed the portals of the city and repaired the mythal that had long lay damaged. Ilsevele Miritar assumed the long-lost title of coronal and reestablished Myth Drannor as an elven kingdom.

Myth Drannor claims sovereignty over the ancient woodland of Cormanthor, from the shores of Lake Sember to the River Lis. However, its people are few in number, and wide stretches of the land under the coronal's authority are empty wilderness. Many parts of the forest are still quite dangerous: monster-filled elven ruins dating back centuries, haunted manors and strongholds raised by long-forgotten human lords, and hidden caverns leading deep into the Underdark. The old kingdom of Myth Drannor was a bastion of goodness and might that kept the entire region safe, but the new Myth Drannor must rely on diplomacy, arcane lore, stealth, and vigilant scouts to protect its own borders.

The folk of Myth Drannor have forged strong ties with Cormyr. Myth Drannor has also resurrected the ancient compact with the Dalelands. The elven realm is a force to be reckoned with once more.

REGIONAL FEATURES

Myth Drannor is a lightly populated realm with vast stretches of wilderness between its few settlements. The city is safe and is the only real bastion of civilization in the region. The surrounding forest has grown

wild. Cormanthorian scouts do a brisk business hunting down threats and escorting visitors.

The Elven Court: This area of woodlands north and east of Myth Drannor is the most heavily populated portion of the realm. Many of the ancient manors from the days of Cormanthyr have been reclaimed by Myth Drannor's folk, though others still lie silent beneath the trees. This region was formerly held by drow, and skirmishing continued here for decades after Myth Drannor was reclaimed. The drow have retreated to the Underdark again, but they mount occasional raids into these woods, so Coronal Miritar has stationed a large number of the kingdom's guard here.

Sheshrinnam: Formerly known as the Temple Ward to outsiders, most of this area's cathedrals have been left to the forest, with the exception of a large temple devoted to Corellon. Many portals created by the daemonfey are now sealed but still carefully watched. Vigils of swordmages and wizards patrol here constantly.

Kerradunath: This district of the city is best known for Glrryl's Pool, a magical elven-wrought lake that provides the city with much of its fresh water and a bounty of fish. Kerradunath was once the principal residential district for the city's noble class. Today, many of the noble eladrin families have moved back to their ancestral estates. Deep vaults below some of these manors are still haunted by the evils of the kingdom's dark age.

Dlabraddath: The section of the city built most recently before its fall, Dlabraddath was formerly called the Common Ward or the Alliance Ward. It now resumes this former mantle, and Dlabraddath is the only area of the city where visitors are welcome. The city's opposition to the shadow-throned power of Netheril ensures that the Coronal's Guard is careful about newcomers. Visitors are closely watched at all times until they earn the trust of Myth Drannor.

Vale of Lost Voices: This sprawling valley of the dead is where elven ancestors are given their final rest. Ghosts, guardian spirits, and eladrin clerics tend the vale, and those who trespass here do so at their peril.

PEOPLE OF MYTH DRANNOR

Most of the residents of Myth Drannor are eladrin (sun and moon elves), though a large number of wood elves flock to this kingdom. They are a cautious folk, for the forest is still home to many enemies. Strangers might be spies from Sembia, drow infiltrators, or shadow-tainted wizards in disguise.

People of many races are drawn to Myth Drannor, and a good number of nonelves reside here. Humans are the most numerous of these, coming mostly from the nearby Dalelands or Cormyr. Contingents of Purple Dragons and War Wizards are always

welcome in Myth Drannor and often serve with the Coronal's Guard. Adventurers, too, are welcome, particularly if they assist in clearing out the remnants of earlier occupations.

ADVENTURERS

Adventurers in Myth Drannor are not likely to be bored. Peril is in high supply, whether from the haunted ruins of older realms, or spies and marauding monsters sent by hostile powers such as Netheril, Sembia, or Mulmaster.

Military Tradition: The commanders in Miritar's service fought bravely to reclaim the city, and the next generation of their scions is groomed to follow in their footsteps. Warlords train the sons and daughters of Myth Drannor's finest military families to excel in tactics and strategy. Swordmage academies prepare the next generation of defenders to continue the fight against the evil that remains contained (for now) behind the sealed portals of the city.

Roleplaying Tips: Discipline and duty are your heart and soul. Your people live under a constant state of siege, and you are the vigilant shield against the darkness. You take this role seriously and have little time for fanciful pursuits.

Descendant of the Coronals: You are drawn to Myth Drannor as a moth to a flame. It was the home of your family for centuries, and now you seek to reclaim your birthright as a scion of the city. You are imbued with the wisdom of past follies and victories and steeped in the history of your grand people.

Roleplaying Tips: You are a patriot of Myth Drannor and defend her against all attacks, whether physical threats or disparagement. The dark years of the city's abandonment are painful to reflect on, but the lessons of those who blindly let the city fall ring in your mind. You see history as a great teacher who points out the pitfalls and perils shrouded by the future.

Heart of Cormanthor: The forest of Cormanthor is not what it once was, but it remains majestic and beautiful. You intend to protect its secrets and defend its borders so that those who wish to withdraw from the machinations and trappings of civilization will have a pristine refuge to call their own.

Roleplaying Tips: You live to be attuned to nature and disdain those who prefer the choking throngs of cities. Freedom is everything to you, and those who seek to control others are your enemy. You are fiery and sometimes have trouble shackling yourself to other people and commitments.

CHARACTER MOTIVATIONS

Adventurers in Myth Drannor take up the city's cause for many reasons. Some believe in the glory of the city's past, and others see the city-state as an important shield against the dire foes surrounding it.

Secrets of the Elves: Treasures and weapons of great power lie forgotten in Myth Drannor's unclaimed reaches. Two such sites, the Citadel of Fungi and the Demon Estate, contain relics of the old kingdom that have powers exceeding any in the world today. You seek these treasures, for glory or to ensure that they do not fall into the wrong hands.

Roleplaying Tips: You are obsessed with Myth Drannor's past and driven to uncover its lost relics. You devour tomes of history and are quick to argue the finer points of kingdom lore with other sages. You also understand the power and dangers that the old kingdom hid from the world and have no wish to see these boons granted to evil forces. You dislike new customs, preferring to adhere to tradition in all cases.

Last Chance against the Darkness: Myth Drannor is the last, best hope against a rising tide of chaos and evil. The effects of the Spellplague continue to trouble the world. The Empire of Netheril grows more powerful. Demons and drow haunt the woods, preparing to strike. Myth Drannor must hold fast against a tidal wave of threats.

Roleplaying Tips: You are driven to see Myth Drannor survive. You are a curmudgeon who sees great evil and danger around every corner, but you are also a survivor who refuses to give up the fight for the soul of the grand city-state. You prefer pragmatism to idealistic whimsy.



NARFELL

Far north, well removed from the major byways that cross the more hospitable lands of Faerûn, lies frozen Narfell. The region is a desolate wasteland of ice and snow, buffeted by raging storms. Nomadic tribes prowl the countryside in search of resources and supplies, taken from the herds they follow or the people they meet.

NARFELL REGIONAL BENEFIT

You add Endurance to your class skill list, and you gain a +3 bonus to Endurance checks.

COMMON KNOWLEDGE

Wintry storms blow death into Narfell from the frigid north, and the temperatures plunge deeper each year, scouring the land of all but the hardiest flora (tough grasses that survive year round) and fauna (herds of reindeer and wild oxen being the most common).

Narfell was not always as it is today, as evidenced by the ruins dotting the landscape. Most scholars and historians recall an older empire, a mighty nation that claimed these lands and beyond but eventually fell to death and decay as the result of moral corruption and fell dealings with sinister agencies. The Nars do not linger in or explore these ancient monuments, which suggests that more is at work here than simple superstition. Many explorers share tales of vicious demons and other revolting creatures stalking the isolated remains of the region.

REGIONAL FEATURES

Narfell is mostly tundra blanketed under a thin crust of ice and snow. The windy conditions prevent too much snow from accumulating on flat terrain, allowing herds to feed on the tough brown grass that pokes through the crust. The dense Dunwood marks the land's southern border, and the Giantspire Mountains mark its western extent. To the east, rugged

Mount Nar scrapes the sky and reflects the pale sun on its blue glaciers.

Bildoobaris: For a few months each year, the temperatures climb enough for the snows to melt and wildflowers to bloom. During this time, the Nar tribes gather on a plain near Mount Nar in a makeshift tent city called Bildoobaris. There, they trade goods and news, settle feuds, resolve matters of law, and engage in religious ceremonies of all kinds.

Peltarch: Huddled on the southern shore of Icelace Lake, Peltarch is a rare permanent community that thrives in spite of the weather. The Peltarchs used stone harvested from older ruins to repair and construct buildings in their village. Some people believe that this usage is connected to the fact that the community has begun to revive the practices of old Narfell.

Mount Nar: This massive mountain towers over the open plains. It can be seen from just about anywhere in Narfell. Local legend holds that an ancient fortress rests somewhere near the top of the peak, though if it does, no one has ever found it. Many believe that a dracolich of great age destroys anyone who comes too close.

Giantspire Gap: Infested by goblins and their kin, Giantspire Gap is one of the few passes through the western mountains. The only other decent option for travel to the west lies across the Great Glacier, so a few heavily armed merchant caravans brave the gap each year.

PEOPLE OF NARFELL

Nars are short, stocky people with swarthy skin and black hair. Pureblood Nars have angular features and dark eyes, though many show signs of ancestry that traces to Damara or Rashemen. Nars are famed horsemen, more at home in the saddle than on their feet, and they breed exceptional horses whose strength, speed, and endurance are valued far beyond Narfell's borders.

The ancient nation that preceded this frozen waste was notorious for consorting with extraplanar beings. The results of these dealings left many Nars tainted by darkness, and some became tieflings as a result. In fact, tieflings have long lived among the tribes of Narfell, but in recent years, they have grown in numbers and influence. Some people speculate that a new interest in the ruins of Narfell has its origins among the tieflings and heralds the rise of that race to greater power, though no one can say with certainty what the results of such exploration might bring.



ADVENTURERS

The deadly climate, combined with the everpresent threat of yeti, goblinoids, and the occasional demon, makes Narfell a place that breeds many adventurers. Those who hail from this inhospitable land find that they have the mettle to face a variety of dangers. In addition, the numerous ruins and lost cities promise fabulous treasures to lure many would-be heroes to great fortune . . . or terrible doom.

Breaker of Tradition: Strange ruins exist throughout Narfell, and the stories and superstitions about them expressed by tribal shamans stop many Nars from exploring the sites. You, on the other hand, have thrown aside the misgivings of your kin to find what lies beneath the hard soil. Perhaps in these forlorn places, you will discover the power you seek.

Roleplaying Tips: Your dabblings in darkness have left their mark. You might stink of the grave, be uncommonly pale, or exhibit a facial tic. You surround yourself with the macabre, including items that were dredged up from one ruin or another.

Icelace Scout: The chill of Narfell worsens with each passing year, freezing tribes in their tracks and killing even the hardy aurochs native to these lands. Tough, grizzled scouts find service in ranging ahead to seek safe passage for their tribes. Such individuals are instrumental not only to find new herds but also to locate routes around particularly haunted or infested sites.

Roleplaying Tips: You bear the scars of long expeditions into the frozen wastelands and likely are missing a few fingers or toes.

Nar Horse Warrior: The Nars are accomplished at handling and riding horses. They act most often as hunters, but they also double as warriors, and when faced with a tough foe, they ride out to cover their people's retreat.

Roleplaying Tips: You have a deep connection with your steed and hold it in the same regard as you would a cherished sibling.

CHARACTER MOTIVATIONS

Narfell is merciless, and its incessant chill claims the lives of the weak, the infirm, and the foolish. Tested by this environment, the Nars are a tough people, accustomed to seeing their needs unfulfilled. Their difficult experiences breed a people as hard as the land, and their inner steel can reveal itself as unwavering dedication or heartless cruelty.

Duty: Many Narfell tribes require would-be warriors to undertake a dangerous rite of passage, proving that they are suitable candidates to serve as their tribe's defenders. Those who fail the initial test might spend the rest of their lives seeking to demonstrate their worth and choose the path of the adventurer to reclaim their status within the tribe.

Roleplaying Tips: You suffer under the burden of shame. When you set out to earn the title of warrior, you failed. Rather than spending your days with the sick and elderly, you left your people, hoping to find success in the world and prove your worth to your tribe.

Lost Power: Many come to Narfell in search of the fabled secrets of the Nar magic-wielders, eager to learn the methods of binding demons and exploiting their power. Word of such expeditions travels fast through the region, exciting the imaginations of many a young would-be wizard.

Roleplaying Tips: You believe that great arcane power lies hidden in your homeland, waiting to be unearthed. Your passion borders on obsession, and whenever you reach a city, one of your first stops is almost always a library.

New Lands: The fact that Narfell's climate grows less hospitable with each passing year is no secret to the Nars, and though they have made great strides in adapting to the adverse conditions, it is a losing struggle. If the Nars remain, eventually the cold will drive them to extinction. Some Nars lead raiding expeditions south to bring back food, clothing, and other supplies, while a scant few search for a new land to which they can lead their people when Narfell finally forces them out.

Roleplaying Tips: You have left Narfell in search of a better life. By exploring the world, you hope to gain the strength and notoriety needed to claim for your kin a new homeland.

NELANTHER ISLES

The Nelanther Isles spread outward from Amn and fade far out into the Trackless Sea, more than a thousand specks of land making up this archipelago. A noted haven for some of the most bloodthirsty pirates to sail the waters of the Sword Coast and beyond, these islands are no place for the unwary.

NELANTHER ISLES REGIONAL BENEFIT

You add Acrobatics and Athletics to your class skill list, and you gain a +1 bonus to Acrobatics checks and Athletics checks.

COMMON KNOWLEDGE

Born from the swelling trade routes between the Sword Coast and southern mercantile centers, the Nelanther Isles served as the perfect launching point for piracy. From these tiny islands, fleets of pirates worried the shipping lanes, striking without warning and leaving bloody seas choked with corpses, burned hulks, and sinking ships. The raiders also struck coastal settlements, small towns, and anyone and anything they wanted, flaunting their power and savagery in the faces of the nations that bore the brunt of their attacks.

If there was one boon from the horrors of the Spellplague, it was the sea swells that washed away

much of the pirates' presence from the isles. Towering waves and violent storms cleansed many islands of their settlements and dispersed or sank huge numbers of ships until only a few battered survivors remained. However, renewed trade between the continental nations has prompted new pirates to stalk the sea lanes once more.

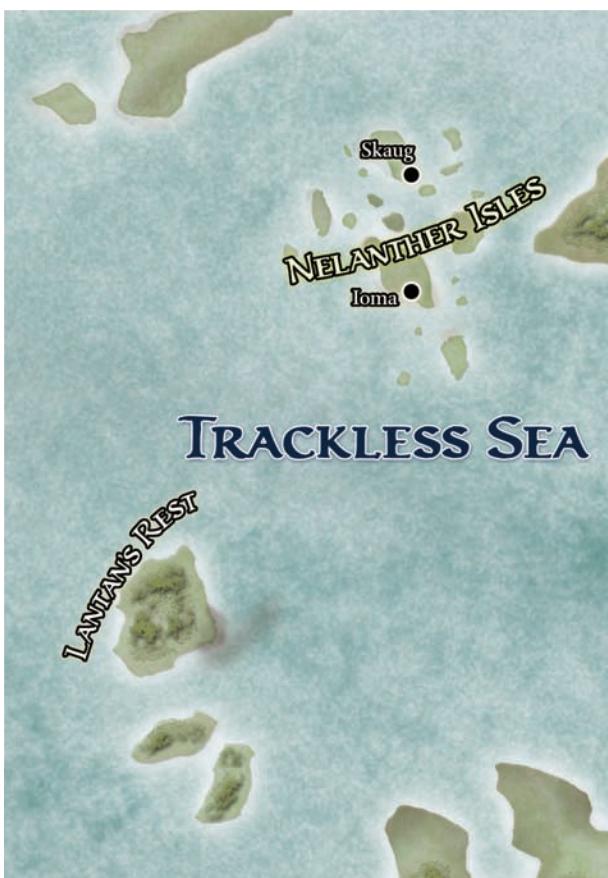
REGIONAL FEATURES

The Nelanther Isles lie sprinkled across the Trackless Sea. Few of these rocks are worthy of being called islands, for they are little more than jagged mounds of stone washed by the unruly seas and scoured clean by the near-constant winds. Nameless, these tiny islets cannot support life and are more hazard than haven, smashing ships blown off course or serving as grave markers for lost sailors. These visible dangers, combined with hidden shoals, vortices, and sunken wrecks, make navigating the region especially perilous.

Among the isles large enough to support life, two—Ioma and Skaug—hold the only communities of consequence. The rest, if settled at all, hold remnants of old wrecks, serve as shipyards for would-be pirate lords, or are the sites of small fortresses containing all manner of unsavory characters. For most who reside here, life is a constant battle, a war against the elements to scratch out an existence far from the comforts of civilization. One can go months without seeing another ship, let alone another person.

Ioma: The largest island in the chain, Ioma holds one of the major settlements in the region (known as Ioma Town). Dominating the island is a low, rugged mountain-spine whose heights hold deposits of strange purple crystal purported to safeguard those who wear it from the ravages of the Spellplague. Ioma's industry centers on mining this strange mineral. Stone cut from the slopes is set into amulets and talismans, which are exported to the mainland through Amnian brokers. Ioma dances to distant Amn's tune, for the town would surely die without the "generosity" of the merchants.

Skaug: A peril-filled port on the island of the same name, Skaug is a vestige of another time. It is a hodge-podge of sagging inns and lively taverns, a pirate city through and through. Filled with the leavings of other lands, Skaug serves as a retreat for exiles, outcasts, pirates, and worse. It is a reprehensible place where anything and everything goes. Pirate captains descend on the port to replenish crews and supplies,



BURIED TREASURE

Numerous islands still bear the stamps of the pirates who formerly claimed them. By any estimate, a host of hidden treasures lie buried beneath sand and stone, waiting to be found by some lucky scavenger.

spend their ill-gotten gains in disease-ridden bordellos, and swap lies over sour ale.

PEOPLE OF THE NELANTHER ISLES

The Nelanther Isles have long sheltered outcasts from the continent and housed a large population of savage humanoids. Orcs and humans fought for scarce resources, and the proximity of their races led to a small but important population of half-orcs. One can also find pockets of lizardfolk, ogres, and a variety of other humanoid groups huddled throughout the island chain.

The ferocious waves caused by the Spellplague cleared out much of the monstrous infestation, but an equally vile assortment of villains subsequently filled the vacancies. Criminals, exiles, and freakish outcasts came to the isles to escape justice, some finding refuge among the scum in Skaug or in the mines of Ioma. Renegade wizards and foul necromancers set up shop in vacated strongholds or amid the ruins of destroyed towns, where they conjure dread fiends or animate undead servants from the sodden remains of the drowned. Overall, the Nelanther Isles are not much better for the thinned population, and in some eyes, they are far worse.

ADVENTURERS

Adventurers hailing from the Nelanther Isles often walk the line between hero and villain, having been weaned on hardship and cruelty. For many, the pirate's life is the only one they have ever known, and adjusting to more civilized environs is challenging. After all, why ask when you can take? Even though most Nelanther folk are uncultured blackguards and cutthroats, they are a resilient lot and stand fast in the face of danger.

Far from Home: Few folks who wind up in the Nelanther Isles have impeccable pasts. Most are fugitives of some sort, having committed a crime or been accused of something they didn't do. Like the rest, you came to the islands from somewhere else to escape a fate, deserved or undeserved, that had been decreed for you.

Roleplaying Tips: You never bring up your past out of fear that someone with a score to settle might find

SEA TOWERS

A few islands bear old towers, slender spires rising from the rocks. Most are empty, but a few remain sealed, warded from intrusion by potent spells and guardians. Until recently, locals dismissed the towers as relics of another time, but rumors have spread about dark-cloaked figures snatching babes from their cradles and smuggling them back to these mysterious structures.

you. In fact, you spend half your time looking over your shoulder, waiting for the inevitable glimpse of pursuers.

Infamous Heir: Such was the wickedness and brutality of the Nelanther pirates that tales of their exploits still strike fear in the hearts of those who make their lives at sea. Even today, years after the pirates' reign of terror has abated, people still watch the horizon for their dreaded colors. As the descendant of one of the more infamous pirates, you are blessed—or cursed—with an unsavory ancestry. Whether you embrace your heritage or shun it, it could attract enemies who wish to settle old debts.

Roleplaying Tips: You might bear the mark of your ancestor in the form of a tattoo, a birthmark, or a distinctive feature. Alternatively, you might have an old possession for which your ancestor was famed.

Shipwrecked: Blown off course, your ship smashed against the rocks, and you were the only survivor. After washing up on one of the nearby islands, you managed to last long enough for a passing ship to pluck you from the rock. With your old life at the bottom of the sea, you are ready to embark on a new one.

Roleplaying Tips: Your brush with death left you with a fear of ever again taking to the high seas. You don't mind sailing from island to island, as long as you can always see land on the horizon.

CHARACTER MOTIVATIONS

Islanders are a singularly adventurous people, for they must be able to weather the squalls and storms that threaten their ships and settlements. Bloodthirsty corsairs and courageous buccaneers alike always look ahead to see what lies beyond the horizon.

Clear Your Name: Accused of a terrible deed, you have spent your life on the run, fighting to stay one step ahead of your pursuers. If you were actually guilty of the charged offense, you might turn yourself in, but you are innocent and not inclined to die for someone else's crime. You want nothing more than to get out from under the death sentence and resume a normal life.

Roleplaying Tips: The best way to remove the stain on your reputation is to bring the true criminal to justice. As such, you are always seeking clues to his or her whereabouts.

Fame or Infamy: Sure, the old pirates and raiders were a murderous lot of rogues and butchers, but they lived by their own rules and followed their own principles. The greatest of them are celebrated in legend, even as the fish pick the flesh from their bones. You hope to join their ranks and perhaps surpass them in your great deeds and bold adventures.

Roleplaying Tips: Courageous to the point of recklessness, you would sail through the aftermath of a volcanic inferno if it meant chalking up one more amazing accomplishment beside your name.

NETHERIL

The Empire of Netheril has risen from the desert sands of Anauroch, a land wreathed in shadow that dominates the northern reaches of Faerûn. The floating cities of Shade Enclave and Sakkors rule the great basin between the High Ice and the Stonelands, and hold the nearby land of Sembia in thrall.

NETHERIL REGIONAL BENEFIT

You add Arcana and History to your class skill list, and you gain a +1 bonus to Arcana checks and History checks.

COMMON KNOWLEDGE

The Empire of Netheril has been reborn, thanks to the return of its residents from their centuries-long exile in the Shadowfell. Under the strict rule of the Twelve Princes, the returned Netherese, now calling themselves Shadovar, are ascendant, having defeated old enemies and reclaimed what they see as their rightful place in Faerûn. The region is growing increasingly verdant with each passing year, and its enemies remain at bay, fearful of Netheril's potent magic but unable to contain the tendrils of shadow spread by Netherese infiltrators.

REGIONAL FEATURES

Netheril is a vast and sprawling land undergoing a rapid environmental transformation. Its borders stretch from the High Ice to the Stonelands and from the Graypeak Mountains to the Desertsouth Mountains. Four major cities have been refounded: Landeth, Orofin, Rasolith, and Oreme. Scattered through the empire are smaller settlements built atop ancient Netherese ruins or in regions with sufficient fertility to support a small population.

Oreme: The City of White Towers has been brought back to life. The serpentine coils of its spiraling towers suggest that its origins predate even ancient Netheril. The new Oreme is home to the descendants of Bedine tribesfolk and their Shadovar lords. A large underclass of asabis and krinths (see "People of Netheril") inhabits the warrens below the city. Rumors of mummified serpentfolk in the depths are given little credence by the Netherese.

Orofin: The City of Magicians consists of villas and orchards clustered around a central core of canals, parks, and a fortress with crenellated rampart walls. The descendants of Bedine tribesfolk now inhabit Orofin, and other races commonly encountered in Netherese cities, such as krinths and asabis, are relatively rare here.

Rasolith: This city is encircled by walls of thick gray stone. Inside the walls, alabaster towers ring a central fortress of more recent construction. At the center lies a great well of unfathomed depth. Rasolith has been reclaimed by the Netherese, with the descendants of Bedine tribesfolk claiming the upper reaches of the city and tribes of asabi servitors inhabiting the lower portions.

Sakkors: The city of Sakkors is built on a floating, inverted mountaintop. The skyline is dominated by clusters of thin spires stretching from the shadowy grounds of walled estates. The city's wide boulevards see little use except during the dim periods of dawn and dusk. The entire city is entwined in tendrils of shadow that cling like damp seaweed, and the walls have been worn by the city's centuries-long submersion beneath the Sea of Fallen Stars.

Shade Enclave: This floating city is the heart of the Netherese Empire. Home to the ruling Twelve Princes, this grim, foreboding city is located on an inverted peak that hovers above the Scimitar Spires. On the backs of flying, wormlike creatures known as veserabs, agents of the Shadovar fly to and from the farthest reaches of the growing empire, enforcing the writ of the Most High of the Princes of Shade.

PEOPLE OF NETHERIL

The Netherese proudly trace their ancestry back to ancient Netheril, though in truth their culture is the product of many influences. The ruling upper class consists primarily of Shadovar, descendants of the Netherese who spent centuries in exile in the Shadowfell. The middle classes include the commingled human descendants of Bedine nomads, Tunlar savages, tribesfolk of the Ride, and those not of Netherese stock. The lower classes consist of krinths (humanoids descended from mixtures of humans and shadow demons) and asabis (lizardfolk who favor hot, dry climates and cool, subterranean caverns).

The Netherese are proud of their accomplishments and feel that they are gradually reclaiming the land that was stolen from their ancestors. They have little sympathy for the savage tribes that overran their ancestral lands, and fear that those tribes seek to bring Netheril low again. The Netherese view Sembians with a measure of disdain, eyeing their commercial inclinations with suspicion but acknowled-

MINES OF DEKANTER

On the western edge of Netheril lie extensive mines that played out before Netheril's fall and were later used for magical experimentation. Rumors of twisted goblins, magic-wrecked gargoyles, and a mysterious Beast Lord have not deterred adventurers in search of Netheril's lost legacies.

edging their contributions to the Empire of Netheril. Elves and humans in Luruar, Evereska, Cormyr, and Myth Drannor are viewed with great distrust, if not outright hostility.

ADVENTURERS

As a young and vital empire whose borders continue to expand, Netheril produces an ever-growing host of adventurers who operate along the frontiers. Such persons tend to be fiercely proud of their heritage and the progress made by the refounded empire in a few short generations.

Netherese Underclass: Although most citizens of the empire consider the world to be split into Netherese and non-Netherese camps, divisions exist within Netheril as well. Descendants of the Bedine, krinths, and asabis are all firmly under the thumb of the ruling Shadovar elite. Many members of the lower classes rebel against the strictures imposed by this society and the limits it places on their potential.

Roleplaying Tips: You are intensely proud of your heritage, but at the same time you rebel against the arrogance of the Netherese elite. You seek your own place in the world where your skills are acknowledged and you are given your proper due.

Shadovar Elite: Netheril's ruling elite is dominated by Shadovar who can trace their ancestry back to the long exile in the Shadowfell and who today live in the soaring towers of the city of Shade. As a class, they form the backbone of the reconstituted empire and are consumed with maintaining its supremacy.

Roleplaying Tips: You are fiercely loyal to the empire and view its continued growth and success as a form of manifest destiny.

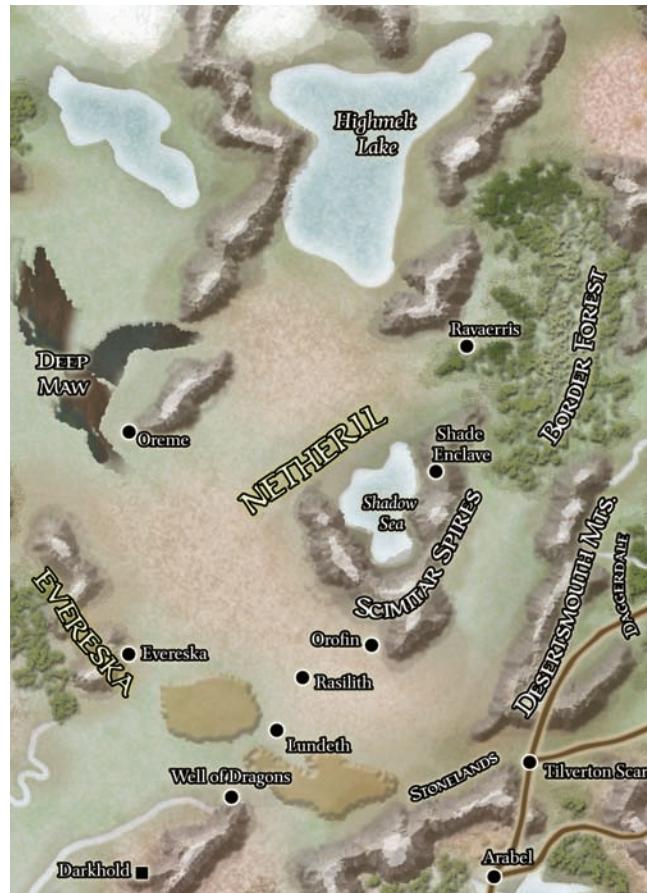
Sharran Scorned: You have grown up in the Church of Shar, seeing its teachings on loss and betrayal as a shield by which to insure yourself against life's inevitable pain. Still, you were shocked when the church turned against you, the result of the lies of your superiors and the complicity of your lessers.

Roleplaying Tips: You feel lost and adrift in the world, yet you continue to use the teachings of the church that rejected you as a shield against further pain. You are slow to trust and skeptical of all manner of faith.

CHARACTER MOTIVATIONS

Whether seeking a life apart from Netheril or venturing forth in service to the empire, many Netherese take up the adventurer's path for a season or more.

Exploration: Netheril's long absence from Faerûn has left the refounded empire in need of information about its neighbors. You have departed the comforting shadow of Shade Enclave to explore the world beyond the empire's borders.



NETHERIL

3

Roleplaying Tips: Although fully convinced of the greatness of the empire, you are nonetheless curious about the lands that surround Netheril. You view non-Netherese practitioners of magic with condescension, but you never underestimate the dangers posed by Faerûn's other cultures.

Recovery: For centuries, the magic artifacts of ancient Netheril have been buried in tombs or traded from one savage to the next. The Twelve Princes believe it imperative that the newly refounded empire recover all of its lost workings. You seek to recover such treasures to fortify the empire's defenses, to keep them out of the hands of savages that might use them against Netheril, and to learn from the potent weavings of your long-dead ancestors.

Roleplaying Tips: Although you give grudging respect to those who earn your trust, you serve the Netherese empire first and foremost and never pretend otherwise. Your loyalty is to the Twelve Princes of Shade and the Most High, who brought about the rebirth of the empire.

RAVAERRIS

This century-old Zhentarim stronghold vanished in an earthquake during the Spellplague. The buried outpost is said to contain treasures plundered from Netherese ruins, as well as Zhentarim magic that could be used to battle the Twelve Princes of Shade.

THAY

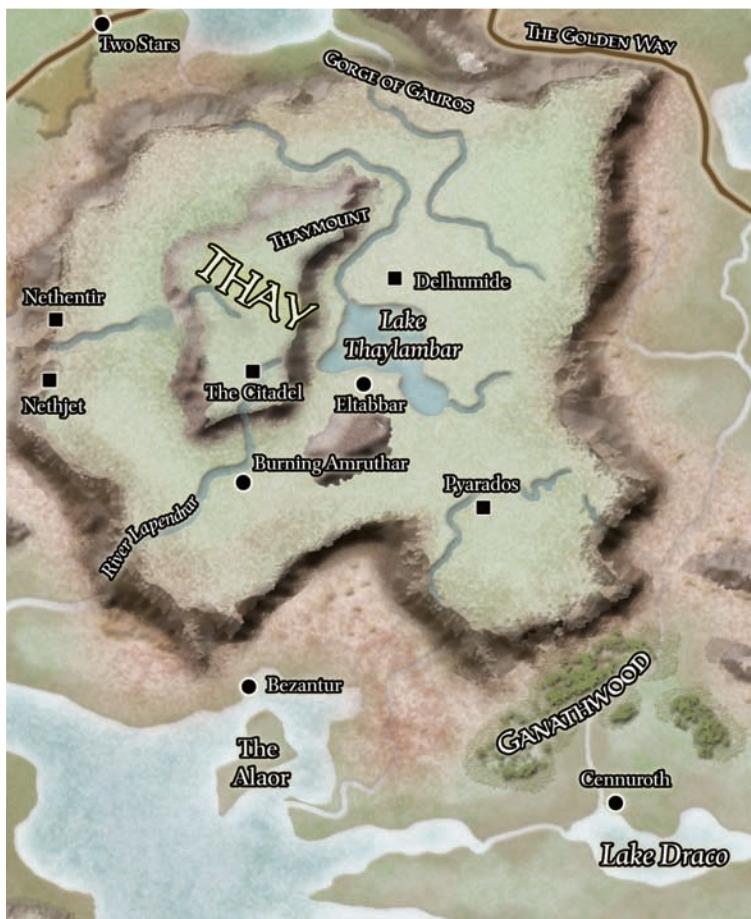
Beneath skies of ash and cinder lies the broken landscape of Thay. A forbidding place, much of Thay consists of badlands, deserts, rugged mountains, cinder cones, and active volcanoes that belch forth plumes of toxic steam and rain flaming debris on the lands below. Under the tyrannical rule of Szass Tam, the undead are the masters of Thay. Where life exists, it suffers terribly in the form of slaves, playthings, and chattel to be sacrificed, sold, or remade into undead thralls.

THAY REGIONAL BENEFIT

Add the higher of your Intelligence score or your Constitution score to your starting hit points (instead of automatically adding your Constitution score). Your number of healing surges is still based on your Constitution score.

COMMON KNOWLEDGE

Hardship and deprivation define existence in Thay. Undead roam the land, twitching legions of rotten flesh that wait for the day when the lich-lord sends them forth in the name of conquest. Slavers prowl ruined cities, searching for fresh meat to sell on the



auction blocks, while roaming bands of gnolls scour the rugged countryside for sacrifices to offer up to their masters.

REGIONAL FEATURES

The nation of Thay sprawls across a great plateau, thrust up from the ground. Its sharply defined borders are ragged ruins, tumbling falls of stone and debris where the raw earth bleeds poisonous gas and rivers of lava. The roads are lined with traitors who have been left to rot in crow cages or impaled on great spikes, their bodies writhing in agony as fell necromantic energy transforms them into dutiful servants. Rising above it all is the fiery Thaymount, a spine of broken peaks and volcanoes that ride the devastated landscape and house the lord of darkness.

The Citadel: Situated atop a high peak in the Thaymount is the festering black heart of Thay's evil. Here, the dread lich-lord Szass Tam and his vile cadre of sycophants and hangers-on oversee the whole of their despairing land, hatching grim plots and working dark magic to grind down the last few pockets of resistance.

Eltabbar: Sheltered from the raining cinders and toxic clouds by powerful magical wards, Eltabbar is one of the few remaining places in Thay that have living populations. Beneath a veneer of normalcy lies a deep and abiding fear among the residents that this situation won't last and that the living will soon join the ranks of the dead.

The Contested Lands: Along the western edge of the great plateau, the ground gives way to scree fields and badlands riddled with tunnels and twisting gaps. Here, Thayan murderers creep through the broken lands to test the borders of their long-hated neighbors, raiding villages and rounding up fresh batches of slaves to toil in Thay's deep mines.

The Alaor: A valuable island base off the coast of southern Thay, the Alaor tried to break away from its parent state during Szass Tam's rise to power. Thay's response was quick and lethal, and the body count has been appalling, even by Thayan standards.

PEOPLE OF THAY

Undead are the most numerous creatures in Thay, but the region also contains a fair number of gnolls, orcs, and humans. None of them has much love for the others, but all fear the wrath of the Citadel enough to set aside their petty squabbles. They all fill a variety of roles, from wretched slaves and

gladiators to selling their lives cheaply in the ranks of the Dread Legions.

Among the humans, the lowest classes—the laborers, farmers, and slaves—are almost wholly of Rashemi stock (from the nation of Rashemen to the north), whereas the ranking aristocracy, including the infamous Red Wizards, consists almost exclusively of the Mulan peoples. Rashemi slaves cleave to the same sorts of customs and beliefs found among their kin in other lands.

The Mulan humans are distinctive, being tall and slim, with sallow skin and no hair anywhere on their bodies. It is their custom to remove body hair and replace it with intricate tattoos depicting dragons and, more commonly, demons and devils.

One can also find tieflings, dwarves, halflings, and other races in Thay, but in almost every case, they serve as slaves. Their fate is grim and their lives short.

ADVENTURERS

Adventurers represent a threat to the status quo, so Thay viciously suppresses individuality and dissent, making examples of the most outspoken agitators through public executions. Such exhibitions are enough to cow the weak, but they instill fury in those who have the courage to stand against the tyranny of Szass Tam.

Ex-Slave: Dwarves, halflings, and other races are unknown in Thay outside the slave caste, and the life of a typical slave is harsh and short. But even death is no escape, for slaves who perish are reanimated as undead servitors. Few living slaves survive Thay's mines and fighting pits, and those who do are haunted by their experiences for the remainder of their days.

Roleplaying Tips: You bear the scars of servitude, but not the shame. You look to the marks left by your former masters as a reminder of the vengeance that you will one day attain.

Intelligence: Thay relies on an extensive spy network to assess political developments in other nations and identify potential weaknesses that might prove useful. You are one such spy, specializing in embedding yourself into the culture you have adopted. But in doing so, do you remain true to Thay, or has your time among your enemies changed your heart?

TAX STATIONS

Along the region's major routes stand the Tax Stations, foreboding keeps that house the Dread Legions—Thay's armies of undead, gnolls, and orcs. Each station monitors traffic for runaway slaves and intruders, while charging travelers a modest fee in order to pay for maintaining the roads.

Roleplaying Tips: You have multiple identities, different masks that you wear for different situations. Likewise, you have developed several false backgrounds for yourself to hide your true origins and motivations.

Red Wizard Apprentice: Outside Thay, the Red Wizards are notorious dealers of magic devices and equipment. Within this secretive land, the group remains a potent force and enjoys favored status. Arcanists who wish to join the Red Wizards must prove their worth through a series of grueling and humiliating tests. Those who succeed are welcomed into the order, and those who fail find undeath.

Roleplaying Tips: Red Wizards are known for their arrogance, cunning, and treachery, and you embrace those traits as virtues.

CHARACTER MOTIVATIONS

Few Thayans can see beyond the pursuit of power, the fulfillment of lust, and the acquisition of wealth, and as such they are not inclined to address the ills plaguing the land. Those at the height of the culture are too decadent to care what changes Szass Tam brings, and those in the dregs seldom live long enough to improve their lot. It is only in rare individuals that the horrors of Thay awaken the outrage needed to bring about change.

Freedom Fighter: For all the power that Szass Tam has accumulated, he has yet to fully stamp out the rebels who occasionally stage uprisings to oppose him. Many upstarts cause trouble on a small scale in their own bids to attain power, but small pockets of freedom fighters hope to break from Thay's inglorious past and guide the nation to a new future.

Roleplaying Tips: You are committed to removing Szass Tam from power and ending his reign of terror. Even though you have been driven from your homeland, you keep abreast of developments in Thay and gather resources to help others who continue the struggle there.

Power and Status: You appreciate the rewards of power. Looking up with envy at those who hold lives in their undead hands, you want that strength for yourself. Perhaps you have no love for the current regime, but it does offer opportunities for ambitious and cunning individuals to claim a place at the top.

Roleplaying Tips: You would do or try anything if it might improve your status. Old relics, dangerous rituals, and corrupted magic items are chances for you to expand your influence and move one step closer to claiming true power for yourself.

TYMANther

The interloper nation of Tymanter squats atop the ruins of Unther, dominated by the citadel-city of Djerad Thymar. The dragonborn citizens of this new nation are a proud race of warriors, known for their hatred of dragons and their ilk.

TYMANther REGIONAL BENEFIT

You add Athletics to your class skill list, and you gain a +2 bonus to Athletics checks.

COMMON KNOWLEDGE

The devastation unleashed by the Spellplague ripped a portion of the dragonborn-ruled nation of Tymanchebar from Abeir and deposited it on the dying remnants of Unther, wiping out the region's human population and replacing it with a large population of dragonborn. Under the leadership of the dragonborn army, the new immigrants constructed the citadel-city of Djerad Thymar and set about establishing their domination of the surrounding realm. Their new nation, Tymanter, is ruled by a dragonborn who is elected from the ranks of the military elite to hold the title of Vanquisher.

REGIONAL FEATURES

Tymanter lies on the western shore of the Alamber Sea, nestled between Chessenta and the Shaar Desolation and threatening landscapes such as the Black Ash Plain. To the east, across the waters, lies High Imaskar, and to the west is the gaping Underchasm. Tymanter's only significant settlement is Djerad Thymar, though small groups of dragonborn settlers have begun farming in the surrounding region and establishing small villages.

Djerad Thymar: The citadel-city of Djerad Thymar is a colossus that towers over the surrounding terrain. The lower third of the citadel is a massive block of granite over 200 feet tall, which houses the Catacombs. The middle third of the citadel is an open area that sits atop the granite block. This area, called the Market Floor, contains hundreds of massive stone pillars, each 50 feet in diameter, that support the upper third of the citadel—a great, flat-topped pyramid known as the City-Bastion. An enormous granite ramp leads up to the Market Floor from the ground below. Narrow spiraling staircases wind up around the pillars to reach the City-Bastion above.

The Catacombs are an immense labyrinth of tunnels and chambers that snake through the heart of the granite block. These warrens serve as crypts and storehouses, built to hold the bodies of the dead and the war engines of the dragonborn army.

The Market Floor is an open bazaar where the city's commerce occurs. Farmers regularly haul food-stuffs up the Great Ramp to be sold on the floor, and traders from other nations are permitted to sell their goods as well. Although taverns exist, the bulk of the establishments cater to the clientele with elaborate repasts and open dance floors where the dragonborn can perform their ritualistic dances.

The City-Bastion houses the bulk of the dragonborn population, whose frugal quarters encircle the central open hall on level after level. The apartments are dedicated to sleeping, food preparation, and martial training, though scattered centers of learning offer studies as well. Martial techniques are largely imported from Abeir, and studies make use of tomes that are purchased across Faerûn and brought back to Djerad Thymar so that the dragonborn can learn about their new world.

PEOPLE OF TYMANther

The inhabitants of Tymanter are descended from the dragonborn who were relocated to Faerûn during the Spellplague. Only a small percentage of the population still retain direct memories of their former homeland, and the stories of Tymanchebar are slowly passing into the realm of fable and myth. The dragonborn are fiercely proud of their heritage and their homeland, but they remain uncertain of their purpose in Faerûn. Tymanter's residents are relatively sheltered from the outside world and engage in regular trade only with the merchants of Chessenta and High Imaskar. The dragonborn place a great emphasis on the sanctity of personal property, a vestige of the avarice that consumes the hearts of most dragons, and the country's laws punish suspected thieves harshly.

ADVENTURERS

Most dragonborn are consumed with taming the environment of Tymanter and know little about what lies beyond the borders of their realm. Although many citizens are curious about their new world, only a few are sufficiently inspired by wanderlust to venture far and wide across Faerûn. Those who achieve renown abroad are seen as state heroes in Tymanter and emissaries of the race.

Ex-Lance Defender: Tymanter's army, the Lance Defenders, forms the backbone of the nation's

BLACK ASH PLAIN

The Black Ash Plain is a land of spiraling, interwoven spires of black ash that move and reshape themselves with the vagaries of the wind. The region is said to be home to black-skinned giants skilled in magic whose weavings twist and shape the surrounding ashscape.



military strength. Most dragonborn serve two years in the army, receiving training in the lance and other weapons.

Roleplaying Tips: After finishing your military obligation, you sought to return to civilian life but found that you had developed a taste for danger. You are a brave and loyal team player who relishes the opportunity to enter combat for a good cause. A firm believer in organization and tactics, you always focus on the mission.

Lance Scout: A minority of dragonborn who serve in the Lance Defenders go on to become career soldiers. A few are selected to serve as elite Lance Scouts. Members of this group are trained to work alone or as part of a small team. Lance Scouts are expected to go into Faerûn as the eyes and ears of Tymanter. The current Vanquisher has made it a strategic priority to learn about the new world, and Lance Scouts play a crucial role in that task. Scouts are also expected to track the movement and lairs of dragons across Faerûn, watching for signs of emerging dragon-ruled empires.

Roleplaying Tips: You are open and friendly with dragonborn and members of other races alike, hoping to draw those others out and learn more about Faerûn. However, you are careful to avoid divulging too much about Tymanter or your direct affiliation with its army. You take close note of power structures, military movements, and clandestine groups that might someday pose a threat to your homeland.

Platinum Cadre: The Platinum Cadre believes that dragonborn are children of Bahamut, the Platinum Dragon, and not servitors bred by the ancient wyrms of Abeir. As such, members of this group believe that “good” dragons exist, an idea that is met with ridicule and scorn by most dragonborn. In service to Bahamut, you seek out these dragons in hopes of bridging the divide between them and their distant cousins, the dragonborn.

Roleplaying Tips: You are a rebel, rejecting the prevailing orthodoxy of your race for a new faith. You strive to uphold the precepts of your deity and convert others to his church. Though it might take some time, you are confident that the worship of Bahamut will spread throughout the dragonborn race. You avoid overt displays of faith when wandering Djerad Thymar.

CHARACTER MOTIVATIONS

The inhabitants of Tymanter have been dropped into a world that they do not know and that does not know them. They have an opportunity to explore new realms beyond the reach of their ancient enemies and to seek a life of adventure.

Wanderlust: You hunger to learn more about Faerûn and its inhabitants. Like your distant ancestors, you want to travel beyond the horizon, taking wing and exploring the world.

Roleplaying Tips: Your free spirit keeps you moving, and you grow bored quickly if you remain in any one place. You enjoy the company of others and make friends easily, even among strangers.

Anger: You harbor a deep and abiding hatred for dragons, blaming them for the misery inflicted on your race. You see yourself as a hunter, patiently stalking the dragons of this new world, certain that they will seek to establish their dominion over the dragonborn.

Roleplaying Tips: You are cautious and slow to trust, suspicious of the dangers of your new world. Your profound loathing for dragons drives you to soak up every account of their misdeeds and see deception and cruelty in their every act.

VILHON WILDS

The untamed lands formed by the draining of much of the Vilhon Reach and the destruction of Chondath are known as the Vilhon Wilds. Wracked by the Spellplague and the continuing threat posed by the Plagewrought Land, the Vilhon Wilds is a true frontier.

VILHON WILDS REGIONAL BENEFIT

You can reroll any Dungeoneering check, but you must keep the second result, even if it is worse.

You also gain a +1 bonus to initiative checks.

COMMON KNOWLEDGE

The Spellplague drained much of the water of the Vilhon Reach and unleashed the Plagewrought Land upon the region. Like other frontiers, the Vilhon Wilds is an ungoverned wilderness. The only vestige of civilization is the small, near-lawless city of Ormpetarr, where merchants and thieves prey on pilgrims who seek something from a visit to the Spellplague-riddled land nearby.

REGIONAL FEATURES

The Vilhon Wilds lies in a verdant valley carved by the diminished Vilhon Reach. The Chondalwood has swallowed much of this region, as has the Plagewrought Land to the south and west.

Chondalwood: The vast and expanding forest is a riot of verdant plant life given unnatural vigor by the transforming Spellplague. Bands of spellscarred satyrs and elves roam the Chondalwood, as do all manner of horrific plant creatures spawned by the nearby Plagewrought Land. At the heart of the Chondalwood lies a small kingdom of wood elves known as Wildhome. Fiercely xenophobic, the elves do their best to destroy anyone who comes too near their homeland.

Ormpetarr: The self-described City of the Scar caters to the steady stream of pilgrims en route to the Plagewrought Land. This mostly lawless city provides for—and in many cases preys upon—travelers passing through the region, so the streets are filled with taverns, inns, and “storehouses” (little more than pawn shops) that offer to hold a pilgrim’s possessions until she returns. The unspoken rule of Ormpetarr: Crimes that might deter the steady influx of pilgrims are strictly forbidden, but confidence games that assume that the majority of pilgrims will find their deaths soon after leaving the city are permitted, if not encouraged.

Vilhon Reach: The brackish waters of the much-shrunken Vilhon Reach are shallow and choked with

reeds. Enormous water spiders skim over the surface in search of prey. The receding waters exposed ruins dating back to the ancient empire of Jhaamdash, whose spires now emerge from the Reach like fog-shrouded islands.

PEOPLE OF THE VILHON WILDS

The remaining inhabitants of the Vilhon Wilds are deeply affected by the Spellplague and its aftermath. For the plaguechanged and the spellscarred, the effect is readily apparent: The magic of the Spellplague or the lingering effects of the Plagewrought Land (or both) have transformed them into something else entirely. For the rest of the inhabitants, the effect is more psychological than physical. Some consider it an opportunity for insight and are drawn to the surreal landscape like a moth to a flame. Others find the aftermath of the Spellplague a nightmare to be suffered, battled, or fled.

Regardless, denizens of the Vilhon Wilds care little for events in the outside world, as the formidable landscape deters any thoughts of conquest by other nations. The residents change constantly; the dangers of the region inflict a significant toll on the population, which is replenished by the steady flow of pilgrims from other lands. In the Vilhon Wilds, it is an unwritten rule that you never ask where someone comes from, and everyone starts with a clean slate. For some, the region is a chance for a fresh start. For others, it is a place to hide.

ADVENTURERS

The Vilhon Wilds is a lawless realm where life is cheap and short, and those who survive are not afraid to take risks or develop their talents. Many such individuals become adventurers, more through circumstance than design.

Orphan of Ormpetarr: The unruly streets of Ormpetarr are home to large numbers of orphans left behind by so-called “scar pilgrims” who ventured into the Plagewrought Land and did not return (at least, not in any recognizable form). If these abandoned children survive at all, they do so by joining small gangs that support themselves as honest day laborers, pickpockets and thieves, or something in between.

CHONDATH

The once-proud nation of Chondath now lies in ruins along what was the southern shore of the Vilhon Reach. Wrecked cities warped by the Spellplague and left to rot—including Arrabar, Hlath, Iljak, Reth, and Shamph—beckon adventurers in search of lost riches.

Roleplaying Tips: You have lived a hardscrabble life, surviving only by your wits and the help of your closest friends. You are slow to trust others, but once that trust is given, it is absolute. You are deeply suspicious of those who are born into privilege and those who would throw it all away in search of knowledge or inspiration.

Scar Pilgrim: The Plaguewrought Land draws all manner of pilgrims, from artists, mystics, and shamans seeking inspiration or guidance to mages hoping to unlock arcane secrets. Some come to dwell on the border of this surreal terrain, whereas others pause on the fringe only long enough to muster the resources or courage necessary to plunge into the shifting landscape. Few return from the Plaguewrought Land, so many pilgrims bide their time, waiting for inspiration or insight to ease the peril of the journey that awaits.

Roleplaying Tips: You seek out experiences that are new and different, finding enlightenment where others see only a nightmarish landscape twisted beyond what is natural or right. You care little for society's norms but do not bother to rebel against its strictures. Instead, you view your path as a journey toward personal transformation, whatever the consequences.

Spellscarred Survivor: Despite the devastation wrought on the Vilhon Wilds by the Spellplague and the enduring Plaguewrought Land, a small fraction of the former population has survived and even thrived. These survivors might or might not be spellscarred, but they have been touched in more ways than one by the magical ruin of the region.

Roleplaying Tips: You are inured to the mutability of life and your environment. At heart, you are a survivor, concerned only with making it through the day and defeating that which threatens you directly. You do not embrace the dangers of the Plaguewrought Land eagerly, but neither do you avoid them. Despite its hazards, you see the Vilhon Wilds as a place of unmatched (albeit alien) beauty, and you draw strength from its volatility.

CHARACTER MOTIVATIONS

For better or for worse, the Vilhon Wilds is a region shaped by the Spellplague and its aftermath. Like other lawless parts of Faerûn, the Vilhon Wilds gives birth to more than its share of hardy individuals who fall naturally into lives of adventure. The region is unique in that most would-be adventurers are shaped one way or another by the proximity of the Plaguewrought Land and the mysteries it unleashes.

Student of the Spellplague: Although most people see the Spellplague and its consequences as a great disaster that ravaged Faerûn, you are obsessed with the potential it has unlocked and the mysteries



VILHON WILDS

3

that lie unresolved. You seek out the plaguechanged and the spellscarred in hopes of gaining new insights that might lead to your own transformation.

Roleplaying Tips: Although some might call you foolish or deranged, you see yourself as inquisitive. You seek out methods of personal transformation and judge others on what they have accomplished rather than on who they are or where they came from.

Spellplague Refugee: The Vilhon Wilds is a true frontier, kept untamed by the volatile terrain and threats emanating from the Plaguewrought Land. Your struggle to survive this nightmare has given rise to the hope that someday you might recover what was lost—a vestige of the normalcy that once was life in Faerûn. As such, you seek out the detritus of lost civilizations in search of answers long forgotten and tools that can reverse the effects of the Spellplague.

Roleplaying Tips: You are intrigued by ancient mysteries and the lost knowledge held by archaic cultures. You have a tendency to romanticize, balanced by your revulsion for all things tainted by the Spellplague.

PLAGUEWROUGHT LAND

The Plaguewrought Land is a region where active spellplague continues to transform the land, the magic, and those who dwell (or journey) within. The bizarre landscape is a riot of inconstant colors, terrain, and creatures that mutate with wild abandon.

WATERDEEP

The City of Splendors is a center of commerce, where representatives of every race, creed, and nation come to trade, spread rumors, and make their fortunes.

WATERDEEP REGIONAL BENEFIT

You know one additional language of your choice, you add Diplomacy to your class skill list, and you gain a +2 bonus to Diplomacy checks.

COMMON KNOWLEDGE

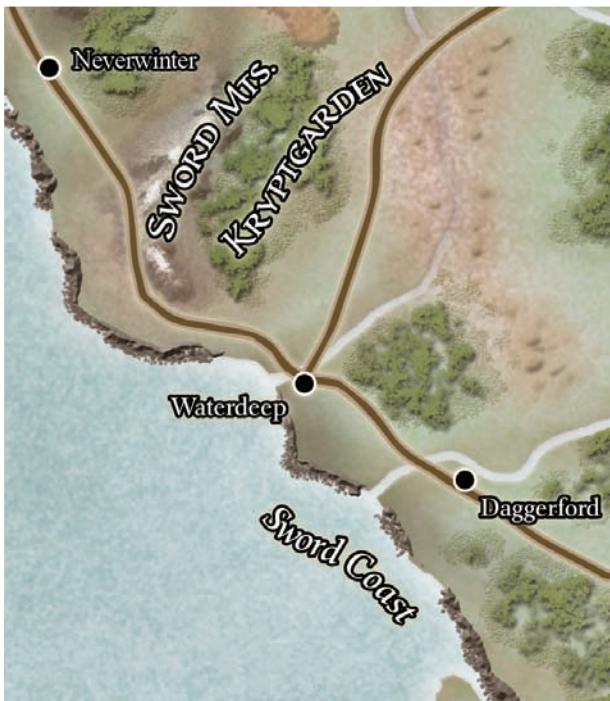
The Jewel of the North is a crossroads city hungry for coin and tolerant of outsiders. Long ago, the Lords of Waterdeep turned away from thoughts of empire and built a commercial powerhouse that dominates trade in western Faerûn. The city is famed for the legendary dungeon known as Undermountain that lies beneath its streets, holding all manner of monsters and treasure.

REGIONAL FEATURES

The City of Splendors has numerous wards, neighborhoods, and notable landmarks.

Castle Ward: This ward lies in the heart of the city, wrapping around the eastern slopes of Mount Waterdeep. It is home to the city's administrative buildings, including Blackstaff Tower, Castle Waterdeep, and the Lords' Palace.

City of the Dead: The city's graveyard sits along the eastern edge of Trades Ward, midway between North and South Wards. The place is used as a park



during the day, and the gates are locked at night in case the dead rest uneasy.

Dock Ward: This ward winds along the shore of Deepwater Harbor on the city's southern edge. The bustling district is legendary for its brawls, taverns, and fell magic.

Field Ward: This crowded, newly built ward lies between the North Trollwall and the outer city wall, anchored by Northgate. The noisy, lively area is home to poor and middle-class outlanders, including elves, dwarves, and half-bloods, descendants of the refugees who sought safety from the Spellplague in Waterdeep's embrace.

Mountainside: Waterdeep's wealthy merchants (including many dwarves) are slowly building new streets and homes on the northern and northeastern slopes of Mount Waterdeep, creating the neighborhood of Mountainside above the streets of Castle Ward.

The Mistshore: The violent, mostly lawless northern shore of the former Naval Harbor is a rotting scuttling-yard for abandoned ships.

North Ward: This quiet, wealthy ward lies in the northeast corner of the city, overlooking the Cliffwatch.

Sea Ward: The city's most affluent ward is home to the towers of powerful wizards, sprawling temples, and the great manses of rich nobles.

Sewers: Waterdeep has an extensive sewer system that underlies the entire plateau. Kept in good repair by the Cellarers' & Plumbers' Guild, the sewers form a clandestine highway system for those who need to move about the city in secret. The lower sewers and upper reaches of Undermountain have become Waterdeep's newest neighborhood, home to penniless adventurers who survive by making hasty forays into the city above or the dungeon below in search of wealth. The residents of this area, sometimes referred to as Downshadow, often operate outside the law.

South Ward: Southeastern Waterdeep is poor and humble, but it bustles with caravans and the activity they generate. Notable landmarks include Caravan Court and Waymoot, where merchants muster their caravans and recruit adventurers who are willing to ride along as hired guards.

Trades Ward: Home to much of the city's mercantile activity, this busy trade hub lies between Castle Ward and the City of the Dead. Notable landmarks include the Court of the White Bull, Caravan Court, and Virgin's Square, where the services of adventurers and mercenaries for hire are sought.

Undercliff: This sprawling, relatively lawless neighborhood grows out from the base of Waterdeep's eastern cliff, unprotected by the city's sheltering walls. It is home to most new arrivals in the City of Splendors.

The Warrens: This subterranean neighborhood lies beneath the northern half of Dock Ward and much of Castle Ward. Home to halflings, gnomes, and some dwarves, the Warrens is the site of busy craftwork and small gangs of roving pickpockets and cat burglars.

PEOPLE OF WATERDEEP

The inhabitants of Waterdeep are generally cosmopolitan, tolerant, and open-minded. Drawn from all manner of cultures and races, Waterdhavians are united in their hopes of bettering their lot in life. They love to gossip and spread rumors, with information rivaling coin as the chief currency of the city. Waterdhavians are generally distrustful of Amnians and “northern barbarians” and fear only hordes of orcs and trolls. The citizens buy, sell, and make all kinds of goods and services. Waterdeep is known for its guilds and noble families, but both groups have seen their share of setbacks in recent years.

ADVENTURERS

The City of Splendors is a magnet for adventurers, who are drawn from across Faerûn by the siren song of Undermountain, known to bards as Halaster’s Call. Likewise, native-born Waterdhavians of all sorts embrace the adventuring life in hopes of making their fortunes.

Impoverished Noble: The standing of many of Waterdeep’s noble houses has fallen far over the last century. Their numbers were ravaged by the Spellplague, and their distant holdings lost. More than one bright young blade has eschewed the life of a dandy of meager purse in hopes of rebuilding the family fortune.

Roleplaying Tips: You are justly proud of your family history and determined to reverse its current decline. You walk through the halls of rich manses and crumbling ruins with equal aplomb, projecting confidence and entitlement despite your empty purse.

Up-and-Coming Immigrant: Over the past century, Waterdeep has welcomed immigrants from across Faerûn. These new arrivals or their immediate

descendants have quickly embraced the cosmopolitan City of Splendors and now seek to propel themselves into the upper reaches of society through hard work and calculated risks.

Roleplaying Tips: You are open, friendly, and resolute. You relish new situations and meeting new people. You are confident in your abilities and sure that you can improve your fortunes through hard work, dedication, and a bit of chance-taking.

CHARACTER MOTIVATIONS

The inhabitants of Waterdeep are united in their common desire to improve their lot. For many, the life of an adventurer is a quick, if risky, way to earn both coin and status in a city that rewards the lucky, the daring, and the clever.

Halaster’s Call: A century ago, the Mad Mage of Undermountain sent forth a call that infected the hearts of would-be adventurers across Faerûn. Many were drawn to explore the depths of Undermountain. Although the magical echoes of this summoning have faded, the hunger to explore the notorious dungeon and other dangerous delves lingers in the culture of Waterdeep, continuing to attract many young blades.

Roleplaying Tips: The lure of ancient ruins, buried treasure, and fabled monsters haunts your soul, compelling you to explore Undermountain and other subterranean haunts. You are brave to the point of foolishness, living life fast and loose, with little concern for the long term.

Coin and Commerce: Many fortunes were lost in the Spellplague, but some quick-witted people saw opportunity in the chaos that ensued. More than a few wealthy merchants made their fortunes as adventurers, using the fruits of their plunder to build powerful trading operations. Others adventured in hopes of discovering new trading opportunities or untapped markets. This tradition continues as many young Waterdhavians pursue early adventuring careers as a springboard to later commercial success.

Roleplaying Tips: You embrace risk, coldly calculating your odds while taking chances in hopes of an even greater payoff. You are always alert for an opportunity and comfortable talking with anyone who crosses your path. However, your own drive to succeed makes you reluctant to trust the motivations of others and therefore slow to make true friends.

UNDERMOUNTAIN

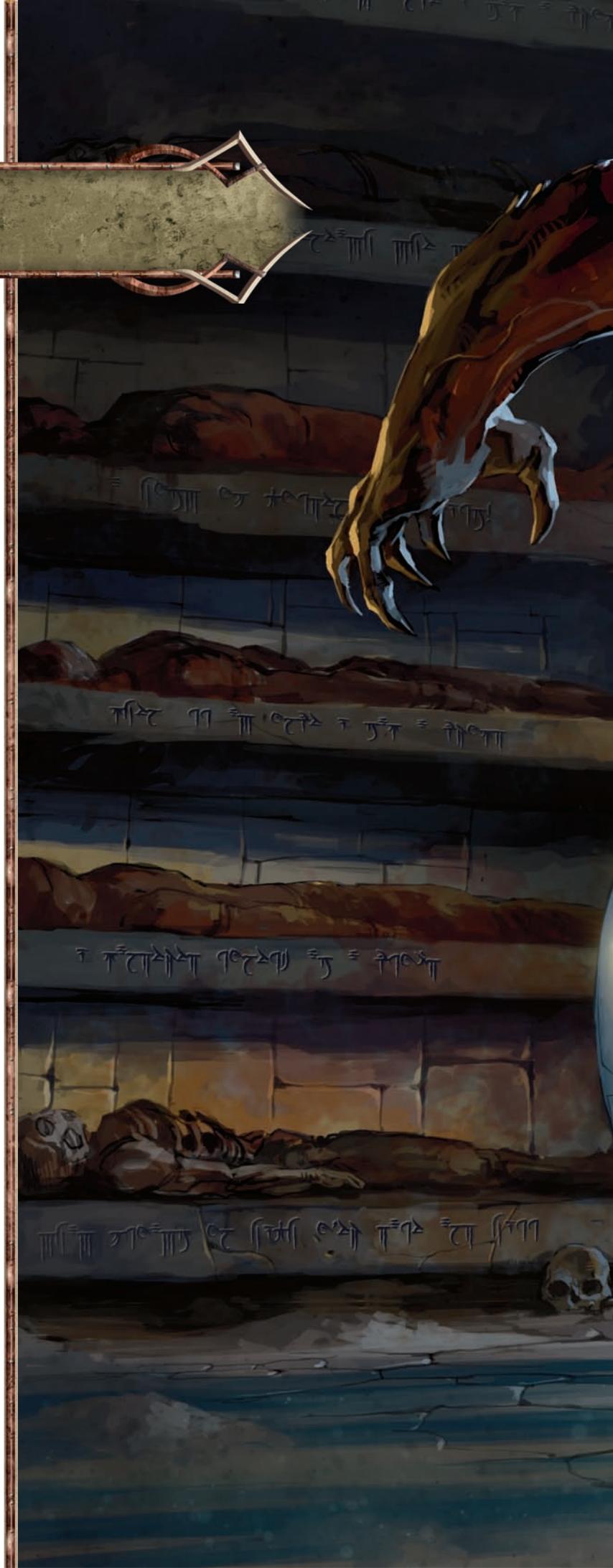
Constructed by Halaster the Mad Mage, the great dungeon of Undermountain survives thanks to ancient wards and the lingering magic of its builder. In the century since Halaster’s death, Undermountain has grown even more wild, drawing in all manner of monsters and outlaws, many of them scarred by the lingering effects of the Spellplague. It is said that the bowels of Undermountain contain an active pocket of Spellplague that continues to populate the upper halls with a stream of creatures heretofore unknown.

FEATS

YOUR CHARACTER is defined not only by your character's race but also by the feats you choose to augment his or her race and class. This chapter introduces a number of new feats based on the classes, races, and cultures of the FORGOTTEN REALMS campaign setting. These feats allow you to infuse your character with the unique mechanics of the setting. Certain racial feats, such as Extra Manifestation—which gives a genasi the ability to add another elemental manifestation—add new features to the FORGOTTEN REALMS campaign setting races.

This chapter includes the following types of new feats.

- ◆ **Swordmage Class Feats:** Feats specifically for the swordmage class and swordmage paragon paths.
- ◆ **Channel Divinity Feats:** For characters who have the Channel Divinity class feature, a selection of feats associated with eighteen of the deities in the FORGOTTEN REALMS pantheon. (The Channel Divinity feats for worshipers of Bahamut, Corellon, and Moradin are described in the Player's Handbook and not repeated here.)
- ◆ **Racial Feats:** Drow and genasi racial feats, plus racial feats for most of the Player's Handbook character races that reflect those races' special place and heritage in the FORGOTTEN REALMS campaign setting.
- ◆ **Multiclass Feats:** Multiclass feats for the swordmage and spellscarred.





FEAT DESCRIPTIONS

The feats in this chapter are presented in the same format used in the *Player's Handbook*.

Prerequisites: You must meet these specific requirements to select the feat. If you ever lose a prerequisite for a feat, you can no longer use that feat. If this entry is absent, the only requirement is that your character is high enough level to take the feat.

Benefit: The advantage you gain when you choose this feat.

Special: Any special rules or considerations that apply to the feat—for example, whether you can choose this feat multiple times.

HEROIC TIER FEATS

Feats in this section are available to characters of any level, as long as they meet the prerequisites.

ANGHARRADH'S FAVOR [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Angharradh

Benefit: You can invoke the power of your deity to use Angharradh's favor.

Channel Divinity: Angharradh's Favor

Feat Power

Angharradh blesses those who show resolve and determination in the face of evil.

Encounter ♦ Divine

No Action **Ranged 10**

Trigger: You or an ally within range succeeds on a saving throw

Target: One ally

Effect: The target gains a +4 power bonus to saving throws until the end of his or her next turn.

Special: You must take the Angharradh's Favor feat to use this power.

AVOWED DRAGONFOE [DRAGONBORN]

Prerequisite: Dragonborn

Benefit: You gain a +1 bonus to attack rolls against dragons. While you are bloodied, this bonus increases to +2.

Also, when you score a critical hit on a dragon with a melee or close attack, you gain temporary hit points equal to the dragon's level.

BERRONAR'S SALVE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Berronar

Benefit: You can invoke the power of your deity to use Berronar's salve.

Channel Divinity: Berronar's Salve

Feat Power

Berronar's merciful light shines down on a sorely wounded comrade, giving him or her the strength to continue.

Encounter ♦ Divine, Healing

Immediate Reaction **Ranged 10**

Trigger: An ally drops to 0 hit points or fewer

Target: The triggering ally

Effect: The target can immediately spend a healing surge.

Special: You must take the Berronar's Salve feat to use this power.

BLESSING OF SILVANUS [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Silvanus

Benefit: You can invoke the power of your deity to use blessing of Silvanus.

Channel Divinity:

Feat Power

Blessing of Silvanus

The deep vitality of the Oakfather wells up in your ally's heart. For a short time, his or her wounds close on their own.

Encounter ♦ Divine, Healing

Free Action **Close burst 5**

Trigger: An ally within 5 squares spends a healing surge

Target: One ally in burst

Effect: The target heals damage equal to your highest mental ability modifier (see "Powers with Selectable Ability Modifiers" on page 22).

Special: When you first take this power, choose Intelligence, Wisdom, or Charisma to determine the amount of regeneration this power grants.

Special: You must take the Blessing of Silvanus feat to use this power.

BROKEN SHACKLES [DRAGONBORN]

Prerequisite: Dragonborn

Benefit: You gain a +1 feat bonus to your Will defense, and a +2 bonus to saving throws against charm effects.

CHAUNTEA'S BLESSING [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Chauntea

Benefit: You can invoke the power of your deity to use Chauntea's blessing.

Channel Divinity:

Feat Power

Chauntea's Blessing

Chauntea shields those who fight in her cause. With a single word of encouragement, your comrade rallies.

Encounter ♦ Divine

No Action **Close burst 10**

Trigger: An ally within 10 squares fails a saving throw

Target: The triggering ally

Effect: The target rerolls the failed saving throw with a +4 power bonus.

Special: You must take the Chauntea's Blessing feat to use this power.

CLUTCH OF DARKNESS [DROW]

Prerequisite: Drow

Benefit: Your *cloud of darkness* power becomes a burst 2 instead of a burst 1. Your *darkfire* power becomes ranged 15 instead of ranged 10.

ELEMENTAL ASSAULT [GENASI, SWORDMAGE]

Prerequisites: Genasi, swordmage with *aegis of assault*

Benefit: When you make a melee basic attack granted by your *aegis of assault*, you gain a +3 bonus to damage of a type based on your current elemental manifestation.

Earthsoul: Force

Firesoul: Fire

Stormsoul: Thunder

Watersoul: Acid

Windsoul: Cold

If you are currently manifesting more than one element, choose one damage type when making the attack.

ESCALATING ASSAULT [SWORDMAGE]

Prerequisite: Swordmage with *aegis of assault*

Benefit: Each time you make a melee basic attack granted by your *aegis of assault* power, you gain a cumulative +1 bonus on future attack rolls made for the melee basic attacks granted by this power (up to a maximum bonus of +3). This bonus resets to 0 at the end of the encounter or if you are rendered unconscious.

EXTRA MANIFESTATION [GENASI]

Prerequisite: Genasi

Benefit: Select a new genasi elemental manifestation: earthsoul, firesoul, stormsoul, watersoul, or windsoul. When you take a short rest or an extended rest, you can adopt this new elemental manifestation instead of the one you had been exhibiting.

Special: You can take this feat multiple times, choosing a new manifestation each time. When you take a short rest or an extended rest, you can choose to switch between any of the elemental manifestations you know.

EYES OF SELÛNE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Selûne

Benefit: You can invoke the power of your deity to use *eyes of Selûne*.

Channel Divinity: Eyes of Selûne Feat Power

Selûne watches over you. When your foes overwhelm you, she grants a silver flicker of hope.

Encounter ♦ Divine

No Action **Personal**

Trigger: You fail a saving throw

Hit: You can immediately reroll the saving throw you just failed.

Special: You must take the Eyes of Selûne feat to use this power.

FLEETNESS OF MIELIKKI [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Mielikki

Benefit: You can invoke the power of your deity to use *fleetness of Mielikki*.

Channel Divinity: Fleetness of Mielikki Feat Power

Mielikki blesses you with the quickness of the sacred white hart of the High Forest.

Encounter ♦ Divine

Minor Action **Personal**

Effect: You gain a +2 power bonus to speed and ignore difficult terrain until the end of your next turn.

Special: You must take the Fleetness of Mielikki feat to use this power.

GHOSTWISE HERITAGE [HALFLING]

Prerequisite: Halfling

Benefit: After meditating for one minute, choose one ally you can see. Whenever that ally is within 10 squares of you, any time you are both required to make a Perception check, both of you can use the higher result of your two rolls.

By meditating again, you can change the ally to whom you are linked.

GLITTERGOLD'S GAMBIT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Garl Glittergold

Benefit: You can invoke the power of your deity to use Glittergold's *gambit*.

Channel Divinity: Glittergold's Gambit Feat Power

Time and again, Garl Glittergold turned misfortune into unexpected success. He helps one of your allies to do the same.

Encounter ♦ Divine

Immediate Interrupt **Close burst 10**

Trigger: An ally in burst makes an attack roll or skill check

Target: One ally in burst

Effect: The target immediately rerolls the attack roll or skill check he or she just made, but must keep the second result, even if it is worse.

Special: You must take the Glittergold's Gambit feat to use this power.

GOLD DWARF PRIDE [DWARF]

Prerequisite: Dwarf

Benefit: If you are reduced to 0 hit points or fewer and return to consciousness in the same encounter, you gain a +1 bonus to AC and attack rolls until the end of the encounter.

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Angharradh's Favor	Channel Divinity class feature, must worship Angarradh	Grant one ally a +4 power bonus to saving throws
Avowed Dragonfoe	Dragonborn	+1 bonus to attack rolls against dragons, +2 while bloodied
Berronar's Salve	Channel Divinity class feature, must worship Bahamut	Use Channel Divinity to invoke <i>Berronar's salve</i>
Blessing of Silvanus	Channel Divinity class feature, must worship Silvanus	Use Channel Divinity to invoke <i>blessing of Silvanus</i>
Broken Shackles	Dragonborn	+1 to Will defense, +2 to saving throws against charm
Chauntea's Blessing	Channel Divinity class feature, must worship Chauntea	Use Channel Divinity to invoke <i>Chauntea's blessing</i>
Clutch of Darkness	Drow	<i>Cloud of darkness</i> becomes burst 2, <i>darkfire</i> becomes ranged 15
Elemental Assault	Genasi, swordmage with <i>aegis of assault</i>	+3 to damage based on elemental manifestation
Escalating Assault	Swordmage with <i>aegis of assault</i>	Cumulative +1 to attack with <i>aegis of assault</i>
Extra Manifestation	Genasi	Select one new elemental manifestation
Eyes of Selûne	Channel Divinity class feature, must worship Selûne	Use Channel Divinity to invoke <i>eyes of Selûne</i>
Fleetness of Mielikki	Channel Divinity class feature, must worship Mielikki	Use Channel Divinity to invoke <i>fleetness of Mielikki</i>
Ghostwise Heritage	Halfling	You and ally both use higher result of your Perception checks
Glittergold's Gambit	Channel Divinity class feature, must worship Garl Glittergold	Use Channel Divinity to invoke <i>Glittergold's gambit</i>
Gold Dwarf Pride	Dwarf	+1 to AC and attack rolls if you regain consciousness
Gond's Craft	Channel Divinity class feature, must worship Gond	Use Channel Divinity to invoke <i>Gond's craft</i>
Ilmater's Martyrdom	Channel Divinity class feature, must worship Ilmater	Use Channel Divinity to invoke <i>Ilmater's martyrdom</i>
Improved Swordbond	Swordmage	Call bonded weapon with minor action from 20 squares away
Intelligent Blademaster	Swordmage	Use Intelligence instead of Strength on your basic attacks
Kelemvor's Judgment	Channel Divinity class feature, must worship Kelemvor	Use Channel Divinity to invoke <i>Kelemvor's judgment</i>
Manifest Resistance	Genasi	Add 5 to your resistance from elemental manifestation

GOND'S CRAFT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Gond

Benefit: You can invoke the power of your deity to use *Gond's craft*.

Channel Divinity: Gond's Craft Feat Power

Gond inspires you with an uncanny understanding of the device or weapon in your hand.

Encounter ♦ Divine
Minor Action **Personal**

Effect: You gain a +2 power bonus to any one attack roll made with a magic item power until the end of your next turn.

Special: You must take the *Gond's Craft* feat to use this power.

ILMATER'S MARTYRDOM [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Ilmater

Benefit: You can invoke the power of your deity to use *Ilmater's martyrdom*.

Channel Divinity: Ilmater's Martyrdom

Feat Power

You give of your own strength so that a wounded ally might endure.

Encounter ♦ Divine, Healing
Immediate Reaction **Close burst 10**
Trigger: An ally in burst is damaged by a critical hit
Target: The ally in burst damaged by a critical hit
Effect: The target can immediately gain one healing surge and immediately spend it. You lose one healing surge.
Special: You must take the *Ilmater's Martyrdom* feat to use this power.

IMPROVED SWORDBOND [SWORDMAGE]

Prerequisite: Swordmage
Benefit: You can call your bonded weapon to your hand from up to 20 squares away with a minor action.

INTELLIGENT BLADEMASTER [SWORDMAGE]

Prerequisite: Swordmage
Benefit: You can use your Intelligence modifier instead of your Strength modifier when making a basic attack with a melee weapon.

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Moon Elf Resilience	Eladrin	Spend healing surge as free action when using <i>fey step</i> in certain situations
Oghma's Recall	Channel Divinity class feature, must worship Oghma	Use Channel Divinity to invoke <i>Oghma's recall</i>
Power of Amaunator	Channel Divinity class feature, must worship Amaunator	Use Channel Divinity to invoke <i>power of Amaunator</i>
Retributive Shield	Swordmage with <i>aegis of shielding</i>	+2 to attack rolls against foe that triggered <i>aegis of shielding</i>
Righteous Rage of Tempus	Channel Divinity class feature, must worship Tempus	Use Channel Divinity to invoke <i>righteous rage of Tempus</i>
Ruthless Hunter	Drow	Your hand crossbow deals 1d8 damage, gains high crit property
Scion of the Gods	Tiefling	+1 to Fortitude and Will defenses
Sheela Peryroyl's Gift	Channel Divinity class feature, must worship Sheela Peryroyl	Use Channel Divinity to invoke <i>Sheela Peryroyl's gift</i>
Shield of Shadows	Drow	+2 to Reflex defense while within your <i>cloud of darkness</i>
Shield the Fallen	Dwarf	Grant bloodied, unconscious, or helpless ally +2 to saving throws and all defenses
Stubborn Survivor	Human	+2 to saving throws when you have no action points remaining
Student of Sword Magic	Swordmage	Gain a spellbook to hold your swordmage spells
Sun Elf Grace	Eladrin	+1 bonus to all defenses if you use <i>fey step</i> before becoming bloodied
Sune's Touch	Channel Divinity class feature, must worship Sune	Use Channel Divinity to invoke <i>Sune's touch</i>
Torm's Justice	Channel Divinity class feature, must worship Torm	Use Channel Divinity to invoke <i>Torm's justice</i>
Tymora's Coin	Channel Divinity class feature, must worship Tymora	Use Channel Divinity to invoke <i>Tymora's coin</i>
Versatile Resistance	Genasi	Gain resist 5 cold, resist 5 fire, and resist 5 thunder
Waukeen's Silver Tongue	Channel Divinity class feature, must worship Waukeen	Use Channel Divinity to invoke <i>Waukeen's silver tongue</i>
Wild Elf Luck	Elf	+1d4 bonus on reroll when using <i>elven accuracy</i>
Wood Elf Agility	Elf	On Acrobatics or Athletics checks, d20 roll of 2-7 counts as 8

KELEMVOR'S JUDGMENT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Kelemvor

Benefit: You can invoke the power of your deity to use *Kelemvor's judgment*.

Channel Divinity:

Kelemvor's Judgment

Feat Power

The undead exist in defiance of Kelemvor's will. You create a blast of brilliant light to burn these abominations into clean death.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close blast 5 (8 at 11th level, 10 at 21st level)

Target: Each undead creature in blast

Attack: Highest mental ability vs. Will (see "Powers with Selectable Ability Modifiers" on page 22).

Hit: 1d12 + Wisdom modifier radiant damage.

Increase damage to 2d12 + Wisdom modifier at 5th level, 3d12 + Wisdom modifier at 11th, 4d12 + Wisdom modifier at 15th, 5d12 + Wisdom modifier at 21st, and 6d12 + Wisdom modifier at 25th.

Miss: Half damage.

Special: You must take the Kelemvor's Judgment feat to use this power.

MANIFEST RESISTANCE [GENASI]

Prerequisite: Genasi

Benefit: Increase the resist value provided by your elemental manifestation (if any) by 5. For example, when manifesting firesoul at 1st level to 10th level, you gain resist 10 fire (instead of resist 5 fire).

MOON ELF RESILIENCE [ELADRIN]

Prerequisite: Eladrin

Benefit: If you use your *fey step* power when you are bloodied and no allies are within 5 squares of you, you can spend a healing surge as a free action.

Special: You cannot select this feat if you have the Sun Elf Grace feat.

OGHMA'S RECALL [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Oghma

Benefit: You can invoke the power of your deity to use *Oghma's recall*.

Channel Divinity: Oghma's Recall Feat Power

You call upon Oghma for a flash of divine inspiration. Nothing can remain hidden from you for long.

Encounter ♦ Divine

Minor Action Personal

Effect: Until the end of your next turn, you gain a +10 power bonus to all knowledge checks (made with the knowledge skills: Arcana, Dungeoneering, History, Nature, or Religion).

Special: You must take the Oghma's Recall feat to use this power.

POWER OF AMAUNATOR [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Amaunator

Benefit: You can invoke the power of your deity to use power of Amaunator.

Channel Divinity:

Power of Amaunator

Feat Power

Your radiant powers burn with the fury of the noontime sun.

Encounter ♦ Divine, Radiant

Free Action Personal

Trigger: You hit an enemy with a power with the radiant keyword

Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used.

Special: You must take the Power of Amaunator feat to use this power.

RETRIBUTIVE SHIELD [SWORDMAGE]

Prerequisite: Swordmage with *aegis of shielding*

Benefit: When you use your *aegis of shielding* power, you gain a +2 bonus to the next attack roll made before the end of your next turn against the foe that triggered the *aegis of shielding* immediate interrupt.

RIGHTEOUS RAGE OF TEMPUS [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Tempus

Benefit: You can invoke the power of your deity to use righteous rage of Tempus.

Channel Divinity:

Righteous Rage of Tempus

Feat Power

Tempus guides your arm and lends weight to your strike.

Encounter ♦ Divine

Minor Action Personal

Effect: If the next attack you make with a weapon before the end of your next turn hits the target, it becomes an automatic critical hit.

Special: You must take the Righteous Rage of Tempus feat to use this power.

RUTHLESS HUNTER [DROW]

Prerequisite: Drow

Benefit: When you wield a hand crossbow, its weapon damage die increases to 1d8, and it becomes a high crit weapon.

SCION OF THE GODS [TIEFLING]

Prerequisite: Tiefling

Benefit: Gain a +1 feat bonus to your Fortitude and Will defenses.

SHEELA PERYROYL'S GIFT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Sheela Peryroyl

Benefit: You can invoke the power of your deity to use Sheela Peryroyl's gift.

Channel Divinity:

Sheela Peryroyl's Gift

Feat Power

You invoke Sheela Peryroyl's blessing to free yourself or an ally from some harmful effect.

Encounter ♦ Divine

Minor Action Close burst 10

Target: You or one ally in burst

Effect: The target immediately rolls a saving throw.

Special: You must take the Sheela Peryroyl's Gift feat to use this power.

SHIELD OF SHADOWS [DROW]

Prerequisite: Drow

Benefit: You gain a +2 bonus to your Reflex defense while within the effect of your *cloud of darkness* power.

SHIELD THE FALLEN [DWARF]

Prerequisite: Dwarf

Benefit: When you are adjacent to a bloodied, unconscious, or helpless ally, that ally gains a +2 bonus to saving throws and all defenses. The benefit of this feat doesn't stack if more than one character with Shield of the Fallen is adjacent to the same ally.

STUBBORN SURVIVOR [HUMAN]

Prerequisite: Human

Benefit: You gain a +2 bonus to saving throws whenever you have no action points remaining.

STUDENT OF SWORD MAGIC

[SWORDMAGE]

Prerequisite: Swordmage

Benefit: You have a spellbook in which you record your swordmage spells.

When you choose this feat, select a second swordmage daily attack power for each level at which you already know a swordmage daily attack power, and add those powers to your spellbook. After an

extended rest, you can prepare a number of daily spells according to what you can cast per day for your level. You can't prepare the same spell twice.

Whenever you learn a new level of swordmage daily attack powers, add two different swordmage daily attack spells of that level to your spellbook.

If you retrain a daily swordmage attack power, you replace only one of your two choices for that level. If you replace the power with a power from a different class (through multiclassing) or a swordmage daily attack power of a higher level, you replace both spell choices with the new power or powers.

SUN ELF GRACE [ELADRIN]

Prerequisite: Eladrin

Benefit: If you use your fey step power before you first become bloodied in an encounter, you gain a +1 bonus to all defenses until the end of your next turn. Once you've become bloodied in an encounter, you can't gain this benefit even if you are healed later in the fight.

Special: You cannot select this feat if you have the Moon Elf Resilience feat.

SUNE'S TOUCH [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Sune

Benefit: You can invoke the power of your deity to use Sune's touch.

Channel Divinity: Sune's Touch Feat Power

Invoking Sune's name, you help an ally against a challenging foe.

Encounter ♦ Divine

Minor Action **Close burst 1**

Target: One ally in burst

Effect: The target gains a +2 power bonus to his or her next attack roll or skill check made before the end of your next turn.

Special: You must take the Sune's Touch feat to use this power.

TORM'S JUSTICE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Torm

Benefit: You can invoke the power of your deity to use Torm's justice.

Channel Divinity: Torm's Justice Feat Power

The sight of evil fills Torm with a cold, clear wrath. When you invoke his name, his just anger becomes yours.

Encounter ♦ Divine

Minor Action **Personal**

Effect: You gain a +2 power bonus to attack rolls against bloodied enemies until the end of your next turn.

Special: You must take the Torm's Justice feat to use this power.

TYMORA'S COIN [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Tymora

Benefit: You can invoke the power of your deity to use Tymora's coin.

Channel Divinity: Tymora's Coin Feat Power

Fortune begets fortune. Misfortune begets fortune. That is the blessing of Tymora.

Encounter ♦ Divine

No Action **Personal**

Trigger: You roll a natural 1 or natural 20 on an attack roll or saving throw

Effect: Once before the end of your next turn, you can roll d20 twice for an attack roll or a saving throw and use whichever d20 result you prefer.

Special: You must take the Tymora's Coin feat to use this power.

VERSATILE RESISTANCE [GENASI]

Prerequisite: Genasi

Benefit: You gain resist 5 cold, resist 5 fire, and resist 5 thunder regardless of your elemental manifestation.

WAUKEEN'S SILVER TONGUE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Waukeen

Benefit: You can invoke the power of your deity to use Waukeen's silver tongue.

Channel Divinity: Waukeen's Silver Tongue Feat Power

You silently invoke Waukeen's power to bestow eloquence and persuasiveness on your friend.

Encounter ♦ Divine

Immediate Interrupt **Close burst 10**

Target: One ally in burst

Effect: The target rerolls a Bluff, Diplomacy, or Intimidate check he just rolled, with a +5 power bonus. He uses the new result, even if it is lower than the original result.

Special: You must take the Waukeen's Silver Tongue feat to use this power.

WILD ELF LUCK [ELF]

Prerequisite: Elf

Benefit: When you use your elven accuracy power, you gain a +1d4 bonus to the reroll.

Special: You cannot select this feat if you have the Wood Elf Agility feat.

WOOD ELF AGILITY [ELF]

Prerequisite: Elf

Benefit: When you roll an Acrobatics or Athletics check, you can treat a d20 roll of 2 through 7 as if you had rolled an 8. A natural 1 is still treated as a 1.

Special: You cannot select this feat if you have the Wild Elf Luck feat.

PARAGON TIER FEATS

A character must be at least 11th level to select any of the feats in the following section.

DEMONWEB SPIRAL [WARLOCK]

Prerequisites: Warlock, dark pact

Benefit: Any creature damaged by your Darkspiral Aura is also immobilized until the start of your next turn.

DISTANT SWORDBOND [SWORDMAGE]

Prerequisite: Swordmage

Benefit: You can call your bonded weapon to your hand from up to 1 mile away as a minor action.

DOUBLE AEGIS [SWORDMAGE]

Prerequisite: Swordmage

Benefit: When you use your *aegis of shielding* power or *aegis of assault* power, you can choose to also mark a second target within the burst.

If both targets attack your allies, you must choose which of the targets to respond to. (You still have only one immediate action per round.)

IMPROVED DARKSPIRAL AURA [WARLOCK]

Prerequisites: Warlock, dark pact

Benefit: Your Darkspiral Aura deals 1d8 points of damage per point in the Darkspiral Aura (instead of 1d6).

At 11th level, the damage increases to 1d10 per point in the Darkspiral Aura, and at 21st level the damage increases to 1d12 per point in the Darkspiral Aura.

MASTER OF FIRE AND DARKNESS [DROW]

Prerequisite: Drow

Benefit: Your Lolithouched racial trait normally lets you use either *cloud of darkness* or *darkfire* as an encounter power. Now *cloud of darkness* and *darkfire* are two separate encounter powers. You can use each power once per encounter.

MERCILESS KILLER [DROW]

Prerequisite: Drow

Benefit: When a bloodied foe grants combat advantage to you, you gain a +5 bonus to the damage roll.

PARAGON TIER FEATS

Name	Prerequisites	Benefit
Demonweb Spiral	Warlock, dark pact	Enemies damaged by your Darkspiral Aura are immobilized
Distant Swordbond	Swordmage	Call bonded weapon from up to 1 mile away as minor action
Double Aegis	Swordmage	Mark two targets with <i>aegis of assault</i> or <i>aegis of shielding</i>
Improved Darkspiral Aura	Warlock, dark pact	Damage die of your Darkspiral Aura increases in size
Master of Fire and Darkness	Drow	Use both <i>cloud of darkness</i> and <i>darkfire</i> once per encounter
Merciless Killer	Drow	+5 damage if you have combat advantage against bloodied foe
Moongleam Oath	—	+1 to attacks and damage against shadow creatures
Shocking Flame	Genasi	+2 damage when manifesting firesoul or stormsoul
Stoneguard	Genasi	+2 AC against ranged attacks when manifesting earthsoul
Stormrider	Genasi	+1 speed when manifesting windsoul or watersoul
Venomous Heritage	Drow	Gain resist 5 poison and +2 to saving throws against poison
War Wizardry	—	Your arcane spells gain -5 to attacks, half damage when used against allies

EPIC TIER FEATS

Name	Prerequisites	Benefit
Double Manifestation	Genasi	Use two of your elemental manifestations simultaneously
Total Aegis	Swordmage	Mark any targets in burst with <i>aegis of assault</i> or <i>aegis of shielding</i>

MULTICLASS FEATS

Name	Prerequisites	Benefit
Blade Initiate	Int 13	Swordmage: Arcana skill, Swordmage Warding 1/day
Student of the Plague	Spellscar	Spellscarred: Qualify for power-swap feats, gain one spellscarred trait

MOONGLEAM OATH

Benefit: You gain a +1 bonus to attack rolls and damage rolls against creatures that have the shadow origin.

When you deal damage to a shade with an attack, its regeneration is negated as if you had dealt radiant damage to it.

SHOCKING FLAME [GENASI]

Prerequisite: Genasi

Benefit: When manifesting firesoul or stormsoul, your melee attacks deal an extra 2 fire damage or an extra 2 lightning damage, respectively.

At 21st level, the extra damage increases to 4.

STONEGUARD [GENASI]

Prerequisite: Genasi

Benefit: When manifesting earthsoul, you gain a +2 bonus to AC against ranged attacks.

STORMRIDER [GENASI]

Prerequisite: Genasi

Benefit: You gain a +1 feat bonus to speed when you are manifesting windsoul or watersoul. When flying, you hover.

VENOMOUS HERITAGE [DROW]

Prerequisite: Drow

Benefit: You gain resist 5 poison and a +2 feat bonus to saving throws against poison effects.

WAR WIZARDRY

Benefit: Your arcane spells take a -5 penalty on attack rolls against allies, and deal only half their normal damage to allies.

EPIC TIER FEATS

The following feats are available only to characters of 21st level or higher.

DOUBLE MANIFESTATION [GENASI]

Prerequisites: Genasi, Extra Manifestation

Benefit: You can manifest two different elements simultaneously (such as Firesoul and Stormsoul). This feat doesn't grant you any extra elemental manifestations, so you can only manifest elements that you already have access to.

TOTAL AEGIS [SWORDMAGE]

Prerequisite: Swordmage

Benefit: When you use your *aegis of shielding* power or *aegis of assault* power, you can choose to mark any number of targets within burst.

MULTICLASS FEATS

You can't select a multiclass feat for your own class. If you already have a multiclass feat, you can only select additional multiclass feats for that class.

BLADE INITIATE

[MULTICLASS SWORDMAGE]

Prerequisite: Int 13

Benefit: You gain training in the Arcana skill.

Once per day, when you are wielding a blade, you can invoke the Swordmage Warding class feature. Until the end of the encounter, you gain a +1 bonus to AC (or a +3 bonus to AC if you have one hand free).

STUDENT OF THE PLAGUE

[MULTICLASS SPELLSCARRED]

Prerequisite: You have a spellscar

Benefit: You gain the ability to focus your spellscar to useful ends. You qualify for the Novice Power, Acolyte Power, and Adept Power feats (PH 209), treating spellscarred as the class into which you have multiclassed. You also choose one trait from the following list. (Your DM might create other traits to add to this list, or allow you to devise one of your own.)

- ◆ **Sight of the Unseen:** You have darkvision extending 1 square in all directions that you can turn on and off at will. When your darkvision is on, your eyes are backlit with a dancing blue flame.
- ◆ **Flamespeed:** Once per encounter as a minor action, you gain a +1 bonus to speed or a +2 bonus to speed if you charge or run. The bonus lasts until the end of your next turn. Blue flame momentarily licks the ground where your feet touch it.
- ◆ **Larger than Life:** Once per day as a free action, your hands flare with a blue glow and you add 1 to the reach of an attack you make.

RITUALS

THE LANDS of Faerûn abound with arcane secrets, clandestine ceremonies, unbridled magic, and spellscarred lands and creatures. From the human farmer who wants better ground for his crops to the eladrin ranger who conspires to walk the crossroads to the Feywild, the people of Faerûn use rituals to make reality out of possibility.

One need not be a practitioner of spells and wizardry to perform rituals. Rituals, whether of an arcane, divine, curative, or natural aspect, are accessible to any individual who has the conviction to learn, the devotion to practice, and the resources to perform them.

The rituals in this chapter are listed on the table below. Some of them expand upon the key skills connected with certain ritual categories as described in Chapter 10 of the *Player's Handbook*.

RITUALS BY LEVEL

Level	Ritual	Key Skill
1	Amanuensis	Arcana
1	Arcane Mark	Arcana
1	Simbul's Conversion	Arcana or Heal
2	Seek Rumor	Arcana
4	Dark Light	Arcana
4	Feat of Strength	Nature
6	Clear the Path	Nature
6	Deathly Shroud	Arcana or Religion
6	Duplicate	Arcana
6	Tiny Lanterns	Arcana
8	Analyze Portal	Arcana
8	Shadow Bridge	Arcana
8	Share Husk	Nature
8	Status	Arcana
10	Trailblaze	Nature
14	Walk Crossroads	Nature
14	Waterborn	Arcana or Nature
14	Time Ravager	Arcana
18	Purify Spellscarred	Heal
20	Soulguard	Heal
22	Divine Sight	Religion
24	Purge Spellplague	Arcana
26	Shift Mote	Arcana
30	Raise Land	Arcana

MIGUEL COIMBRA





RITUALS

Rituals are complex ceremonies that create magic effects. Faerûn is rife with rituals, some ancient and powerful and part of secret lore known only to a few, while other rituals are widely known and usable by anyone who has the desire to learn them.

The following ritual descriptions use the words “character” and “creature” interchangeably.

AMANUENSIS

You touch the writing, tracing each character or glyph with a gently glowing crystal. As you do so, the words you flicker into existence onto the specially prepared parchment before solidifying into a near-perfect copy.

Level: 1

Category: Creation

Time: 10 minutes

Duration: Permanent

Component Cost: 10 gp

Market Price: 20 gp

Key Skill: Arcana (no check)

You capture the writing from one source (a book, scroll, or tablet) and cause it to appear onto a special prepared paper, parchment, book, or some other similar item. This ritual copies up to 250 words of text, enough to fill one page with text. A copied illustration counts as a number of words proportional to the amount of the page the illustration requires.

This ritual can be used to copy a ritual scroll, even if you have not mastered the ritual on the original scroll. Creating a ritual scroll in this manner takes twice as long as creating a ritual book but has the same cost (in addition to the component cost of this ritual).

ANALYZE PORTAL

Scintillating motes of color sparkle inside the portal and from their patterns and movements you discern its secrets.

Level: 8

Category: Divination

Time: 1 hour

Duration: Instantaneous

Component Cost: 250 gp

Market Price: 800 gp

Key Skill: Arcana

When you perform this ritual, choose a specific active and permanent portal you can clearly see. Analyze Portal causes the portal to erupt with faint lights that flicker and spin, letting you learn a great deal about its destination and function. Its most basic effect is to reveal the portal’s destination. Although a portal usually displays what its destination looks like, this ritual reveals the destination’s name and its general location in the world or the plane on which it is located.

When you learn the origin and type of the last creature to use the portal, you also learn any keywords associated with that creature.

Analyze Portal can also reveal the identity of the creature that created the portal. If no creature created it, you learn of the event that created it.

Arcana Check Result	Information Learned
29 or lower	The name of the portal’s destination
30 or higher	The origin and type of the creature to use it last
30 + one-half creator’s level	Identity of the creature that created it, if any

ARCANE MARK

Onto the object’s surface you etch a glowing rune, which shimmers for a moment before fading, marking the item as your own.

Level: 1

Category: Creation

Time: 5 minutes

Duration: Permanent

Component Cost: 10 gp

Market Price: 20 gp

Key Skill: Arcana (no check)

You set your personal arcane mark on an object. It manifests as a unique sigil of your devising. After the first moment, it is invisible and can be seen only by a creature using Arcana to detect magic. Ritual casters use arcane marks to identify their property and sometimes to designate places of great import.

CLEAR THE PATH

You cause the rocks and debris before you to shudder and come to life, scattering out and away from your approach.

Level: 6

Category: Exploration

Time: 30 minutes

Duration: Permanent

Component Cost: 70 gp

Market Price: 150 gp

Key Skill: Nature (no check)

You target an area burst 3 within 10 squares. Debris, rubble, and other detritus flattens to the ground, shifts out of the way, or otherwise ceases to be an obstacle. This ritual does not affect solid earth or rock; thus, it can be used to clear the wreckage of a collapsed tunnel, but not to create such a passage where one did not already exist. Its most common use is to flatten or smooth a path so as to eliminate difficult terrain. It does not affect manufactured walls, floors, or ceilings, traps, or magical barriers.

DARK LIGHT

An opaque ball of darkness forms in your hands, and a purple light shines forth from it, throwing everything around you into sharp relief.

Level: 4

Category: Exploration

Time: 1 minute

Duration: 1 day

Component Cost: 30 gp

Market Price: 150 gp

Key Skill: Arcana (no check)

You create a source of dim light that allows you and those around you to see without your being seen because of your light source.

The Dark Light ritual creates a ball of shadow that floats with you as you walk. It sheds dim light within 6 squares around it.

In its light, you can see everything clearly. Only creatures within the light's radius can see the Dark Light ball or the dim light it creates. Vision within the Dark Light effect is in black-and-white, and color variations appear in shades of gray.

DEATHLY SHROUD

The chill of death falls over your body, and your skin adopts the pallor of the dead.

Level: 6

Category: Deception

Time: 10 minutes

Duration: Special

Component Cost: 140 gp

Market Price: 600 gp

Key Skill: Arcana or Religion

When you complete this ritual, all creatures except for intelligent undead perceive you as undead. You are seen as having the undead type by any undead of Intelligence 9 or lower. Powers and wards that affect the undead type affect you as well.

Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours



DIVINE SIGHT

An hour of meditation and devoted prayer bestows upon

Level: 22

Category: Divination

Time: 1 hour

Duration: Special

Component Cost:

13,000 gp

Market Price: 65,000 gp

Key Skill: Religion

you a divine vision of the world.

You grant yourself the ability to discern deities and the servants of deities (such as exarchs and angels) who walk among mortals, limning those you see in a holy glow that is visible only to you. When you see such a creature, you also learn to what deity the creature serves. Objects, places, and creatures that are favored or cursed by the gods are likewise delineated, and this ritual allows you to intuit the relative importance of the object, place, or creature to its deity.

Religion Check Result	Duration
19 or lower	1 hour
20-29	3 hours
30-39	8 hours
40 or higher	1 day

DUPLICATE

From one, there are now two.

Level: 6
Category: Creation
Time: 10 minutes
Duration: Special

Component Cost: 70 gp
Market Price: 150 gp
Key Skill: Arcana

Prior to performing this ritual, you fashion a crude clay replica of a small, inorganic object you possess that weighs no more than 2 pounds, such as a key. When you complete this ritual, the crude replica transforms into an exact copy of the original. It performs identically to the original in all mundane ways and is not recognizable as a fake, even by someone using the Arcana skill. A copy of a magic item is nonmagical.

Once the duration expires, the object reverts to its original crude clay form.

Arcana Check Result	Duration
20 or lower	10 minutes
21-30	1 hour
31-40	1 day
41 or higher	1 week

FEAT OF STRENGTH

Your subject undergoes a profound transformation, bulking up as its body gains a layer of thick muscle.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 1 minute

Component Cost: 30 gp
Market Price: 75 gp
Key Skill: Nature

Nature Check Result	Bonus to Check
19 or lower	+1
20-29	+2
30-39	+5
40 or higher	+10

The Feat of Strength ritual confers to a single willing subject a significant boost of strength, enabling the target to make a single Strength check with a bonus to the check determined by your Nature check result. The increase to Strength does not affect any other aspect of the character aside from making Strength checks.

Typical uses of this ritual include boosting an ally's Strength check to break down a door, bend metal bars, lift a gate, or smash open a chest.

PURGE SPELLPLAUE

You extend the energy of your body and your magic outward into the land and living things around you, pulling from them the contaminated magic of the Spellplague.

Level: 24
Category: Exploration
Time: 30 minutes
Duration: Instantaneous

Component Cost: 25,000 gp
Market Price: 150,000 gp
Key Skill: Arcana

You remove the effects of the Spellplague from the land around you. Your Arcana check result determines the radius of the area affected. That region is cleansed of the Spellplague, though there is no guarantee it will remain so.

Arcana Check Result	Radius
24 or lower	50 feet
25-29	500 feet
30-34	1 mile
35-39	5 miles
40 or higher	10 miles

PURIFY SPELLSCARRED

Your healing touch expels the taint of the Spellplague from a living creature.

Level: 18
Category: Restoration
Time: 30 minutes
Duration: Instantaneous

Component Cost: 7,000 gp
Market Price: 20,000 gp
Key Skill: Heal (no check)

You remove all traces of the Spellplague from a willing spellscarred creature. A spellscarred creature reverts to its normal appearance and loses its spellscar as well as all beneficial or harmful effects the scar provided. A character who has gained the Student of the Spellplague feat, or any other feats that require a creature to be spellscarred, loses those feats and can choose others to replace them.

RAISE LAND

With an unsettling lurch, the land beneath your feet tears free, spilling rock, dirt, and debris on the terrain below as it climbs into the sky.

Level: 30
Category: Creation
Time: 1 hour
Duration: Permanent

Component Cost: 125,000 gp
Market Price: 600,000 gp
Key Skill: Arcana

Successfully performing the Raise Land ritual enables you to lift a specific quantity of ground into the air. The depth of the earth affected extends down to half the area's radius, thus a 20-square-radius section of land is 10 squares thick. The freed earth rises at a rate of 10 feet per round until it attains a height equal to the radius (or less, if

you choose). If this ritual is attempted indoors, the raised land stops once it hits a barrier.

Arcana Check Result	Radius
24 or lower	20 squares
25-30	200 squares (1,000 feet)
31-40	1 mile
41 or higher	10 miles

SEEK RUMOR

Noises fade away, replaced by the whispers of alleyways and clamor of taverns. Through the jumble of words, you hear a few choice phrases related to your purpose, and you feel a tug toward their source.

Level: 2	Component Cost: 20 gp
Category: Divination	Market Price: 50 gp
Time: 30 minutes	Key Skill: Arcana
Duration: Instantaneous	

You sit in meditation and let rumor drift into your mind, blown in on the wind of the community consciousness. Your Arcana check for this ritual counts as a Streetwise check for gathering information. Treat the Streetwise DC as 5 higher. You learn only information you could pick up by a normal use of the Streetwise skill.

SHADOW BRIDGE

You raise your hands, as if urging the darkness to rise and gather about you. Slowly, the shadows collect and take the form of a bridge, solid and seamless.

Level: 8	Component Cost: 135 gp
Category: Exploration	Market Price: 600 gp
Time: 5 minutes	Key Skill: Arcana
Duration: 10 minutes	

You call forth a bridge from solid shadow. Both ends of the bridge must connect to a solid surface. The Arcana check result determines the bridge's maximum length and width.

Arcana Check Result	Maximum Width × Length
19 or lower	1 × 10 squares
20-29	2 × 20 squares
30-39	3 × 30 squares
40 or higher	4 × 40 squares

SHARE HUSK

The world dims around you until blackness is complete and total. A moment later, light returns, but your perspective is strange, somehow off, as you peer through the eyes of your animal host.

Level: 8	Component Cost: 150 gp
Category: Exploration	Market Price: 400 gp
Time: 10 minutes	Key Skill: Nature
Duration: Special	

Nature Check Result	Duration
19 or lower	3 hours
20-29	6 hours
30-39	12 hours
40 or higher	1 day

You loosen your spirit from your body and inhabit that of an animal. You can use this ritual only on nonhostile, natural beasts whose level is equal to or lower than your own. The target of this ritual must be present for the entire time during which the ritual is being performed.

When the ritual is complete, you clearly perceive everything from the perspective of the animal host. You use the subject's senses and its Perception check modifier. While in the beast's body, you influence the host with simple commands, such as "Go there," "Wait," "Flee," and so on. If the host comes under attack, the ritual ends immediately as the animal's instincts take over.

While under the effect of this ritual, your body is helpless as if in a deep sleep. Your body is unresponsive to any stimulus that does not deal damage. If your body takes damage, your spirit immediately returns to your body.

SHIFT MOTE

You tap into the unseen arcane currents of the world and propel forward an enormous floating island.

Level: 26	Component Cost: 50,000 gp and five healing surges
Category: Exploration	Market Price: 300,000 gp
Time: 1 hour	Key Skill: Arcana (no check)
Duration: 1 day	

You seize control of an earthmote and influence its motions. It lurches forward and proceeds slowly across the sky, moving at 1 mile per hour in a direction you choose. You must be on the earthmote to perform the ritual and to direct it. If you leave while the ritual is still in effect, the mote slows to a stop within an hour, traveling one-half mile in that time.

You can also elect to change the mote's altitude up to 1 mile over the course of the duration.

Those who know this ritual keep it carefully guarded, for the ritual has devastating potential.

SIMBUL'S CONVERSION

Taking a moment to breathe and concentrate intently on your powers, you convert arcane energy into curing.

Level: 1

Category: Restoration

Time: 1 minute

Duration: Instantaneous

Component Cost: 25 gp

Market Price: 125 gp

Key Skill: Arcana (no check)

Favored by ritual casters accustomed to long battles and constant warfare, Simbul's Conversion allows an individual to convert powerful spells into healing reserves. The Simbul taught this ritual to many of her apprentices, and it has since become widely employed as an emergency resource.

After performing this ritual, you sacrifice any number of unused daily arcane powers and regain an equal number of healing surges. You cannot exceed your normal maximum number of healing surges per day.

SOULGUARD

You cradle a glow of energy inside you and stash it away, keeping it safe, just in case the worst should happen.

Level: 20

Category: Restoration

Time: 1 hour

Duration: 1 day

Component Cost: 5,000 gp

Market Price: 20,000 gp

Key Skill: Heal (no check)

You sequester a portion of a creature's life force for emergencies. The recipient of this ritual (which can be you) spends one healing surge. The next time the recipient is reduced to negative hit points equal to his bloodied value and would ordinarily die, he instead regains hit points equal to his healing surge value.

STATUS

You and at least one other individual consume the foul-tasting brew, dregs and all. At the end of the ritual, you feel uncommonly close, as if you shared some bond with your ally.

Level: 8

Category: Divination

Time: 10 minutes

Duration: 24 hours

Component Cost: 135 gp

Market Price: 250 gp

Key Skill: Arcana (no check)

You and up to eight ritual participants gain a powerful connection to one another. For the ritual's duration, you know the current hit point total, healing surges remaining, and the nature of any persistent conditions affecting any other ritual participant. The connection persists at any distance except across planes.

TIME RAVAGER

The dust particles you sprinkled on the object burrow into the material, leaving smoking holes in their wake until nothing remains but ruin.

Level: 14

Category: Creation

Time: 30 minutes

Duration: Permanent

Component Cost: 1,800 gp

Market Price: 3,200 gp

Key Skill: Arcana

Time Ravager magically accelerates the effects of time on an object, causing it to weaken, decay, and crumble into dust. This ritual affects only nonmagical inanimate objects such as gear, armor, weapons, food, and corpses. A single performance destroys a 5-foot cube of materials of a type based on the Arcana check result.

Unpreserved Organic Materials: This category includes any foodstuffs, liquids, uncured leather, plant materials, carcasses, and so on. A successful ritual results in transforming this substance into foul-smelling slime.

Preserved Organic Materials: These items include cured leather, specially preserved foodstuffs, wooden weapons, and specially treated plant or animal based objects. An item affected dissolves into a disgusting paste.

Metals: This category includes iron doors and bars, weapons, metal jewelry, cutlery, and metallic finished items. Such objects rust or corrode, becoming brittle or turning to dust.

Minerals: Minerals include gemstones such as rubies, diamonds, and similar precious stones, as well as all metal ore. Time Ravager reduces these items to dust.

Arcana Check Result	Type
19 or lower	Unpreserved organic materials
20-29	As 19 or lower, plus preserved organic materials
30-39	As 20-29, plus metals
40 or higher	As 30-39, plus minerals

TINY LANTERNS

The tip of your finger shines with purple light. When you pull your hand away, the light remains behind, suspended in the air.

Level: 6

Category: Exploration

Time: 1 minute

Duration: 1 hour

Component Cost: 60 gp

Market Price: 100 gp

Key Skill: Arcana

Arcana Check Result	Lanterns Created
20 or lower	1
21-25	2
26-30	3
31 or higher	4

You create one or more motes of shining light, each about the size of your fingertip. They hang stationary in the air in squares of your choice within 5 squares of you. You can also choose to bind a lantern to a creature (including yourself). The lantern then hovers over that creature's head wherever the creature goes. Each lantern sheds dim light within 2 squares around it (similar to a candle).

TRAILBLAZE

At a gesture, plants, trees, and rubble gently slide apart and form a straight road traveling into the distance.

Level: 10

Category: Exploration

Time: 10 minutes

Duration: 8 hours

Component Cost: 200 gp

Market Price: 500 gp

Key Skill: Nature (no check)

Natural wilderness moves aside so that you can pass, creating a clear path 4 squares wide that extends 10 squares ahead and behind you. As you travel, you ignore natural obstacles that would slow your overland speed. The natural terrain returns to normal once you pass, and the Perception check DC to track your party increases by 5 as though you had obscured your tracks.

WALK CROSSROADS

You raise your hand, holly and mistletoe wrapped around your fingers. Singing a song you hope the guardian finds pleasing, you notice a strange dark hole in the side of a nearby hill. You could swear that the hole wasn't there a moment before.

Level: 14

Category: Travel

Time: 30 minutes

Duration: Instantaneous

Component Cost: 850 gp

Market Price: 4,250 gp

Key Skill: Nature

Speckled across Toril are countless portals called fey crossroads. Each such portal forms at a place where the barrier between the Feywild and the world is especially thin.

This ritual allows you and your allies access to a fey crossroads of your choice, enabling you to use the Feywild as a conduit between two locations in the world. Completing the ritual conveys you and your allies a certain distance through the world. These crossroads are unpredictable means of travel, however, and walkers on these paths never end up exactly where they intend to go. You and your friends exit the crossroads a certain distance away from your intended destination, and the crossroads often deposit their travelers in precarious or interesting locations.

Your Nature check result determines the greatest distance you can travel. You can always choose for your maximum travel to correspond to a lower check result if you desire, and by doing so you can reduce the distance to your intended destination. For example, if you want to travel only 10 miles but your check result is 40, you can apply the outcome for a check result of 21-30. As a result, you end up 1d4 miles away from your intended destination instead of 1d10 miles.

Check Result	Maximum Travel (Distance from Target)
20 or lower	1 mile ($1d10 \times 100$ feet)
21-30	10 miles ($1d4$ miles)
31-40	50 miles ($1d10$ miles)
41 or higher	150 miles ($3d10$ miles)

WATERBORN

Level: 14

Category: Exploration

Time: 10 minutes

Duration: Special

You shiver as a cool, liquid sensation rolls over your body. Your skin adopts a blue cast, and water flows freely into your lungs as easily as a breath of air.

Component Cost: 850 gp

Market Price: 2,000 gp

Key Skill: Arcana or Nature

Targets of the Waterborn ritual can explore the ocean's depths at length and with leisure. Up to eight creatures (including yourself if you choose) gain the ability to breathe underwater. In addition to this ability, targets can speak normally and gain a swim speed equal to their land speed. Subjects are unaffected by the cold and pressure of the deep ocean.

This ritual does not negate the ability to breathe air or move on land. Equipment and possessions, such as books and scrolls, on a creature affected by the ritual remain undamaged by the water.

Check Result	Duration
19 or lower	4 hours
20-29	8 hours
30-39	16 hours
40 or higher	2 days

ALMANAC

THE FORGOTTEN REALMS campaign setting is a living, vibrant world, home to countless cultures and sentient races. Kingdoms, city-states, and empires sprawl across the land, separated by large tracts of wilderness. Magic reigns supreme, affecting climate, geography, travel, communication, and production. The devastating effects of the century-old Spellplague transformed the landscape, introduced heretofore unknown regions, eliminated other areas, and left pockets of uncontrolled magic across the land.

This chapter is a summary of basic facts about the continent of Faerûn and the setting in general, the sort of information that's known by most residents (including your character).

- ◆ **Deities of Toril:** Descriptions of many of the setting's divine entities and the precepts of their faiths.
- ◆ **Lore of the Land:** What Toril and Abeir have in common, and how they differ.
- ◆ **The Calendar of Harptos:** The months, seasons, and holidays.
- ◆ **The Roll of Years:** An ancient prophet gave names to the years of Faerûn. Here's a short list pairing the names and the numbers of recent and upcoming years.
- ◆ **Languages:** Most folk speak Common and one or more of several other languages.
- ◆ **Coin and Commerce:** What currency is in use and how the market and trade system works.
- ◆ **Class and Station:** Information on economic class and social status.
- ◆ **Families:** Common attitudes about family and relationships.
- ◆ **Learning:** Most people don't have formal schooling, but they are literate.
- ◆ **Adventurers:** How the rest of the world feels about adventurers.
- ◆ **The Spellplague:** What everyone knows about the Spellplague.
- ◆ **Cosmology:** The planes of existence.

FRANCIS TSAI





DEITIES OF TORIL

The inhabitants of Faerûn worship a large pantheon of gods, and visitors from other planes are also common.

GREATER GODS

At the top of the divine hierarchy are the greater gods, most of which reign over small groups of other divine beings, including lesser gods, exarchs, and primordials. The greater gods of Toril are described below.

AMAUNATOR

The Keeper of the Yellow Sun

Lawful Good Greater God

Amaunator is the god of the sun and time. His church teaches that he has died and been reborn time and again, like the turning of a great clock. He is revered by farmers, merchants, and nomads who follow the seasons and the turning of the celestial clock, as well as paladins who battle undead. His strict commands include the following:

- ◆ Obey the law and respect tradition.
- ◆ Always meet your commitments and never be late.
- ◆ Be organized in all pursuits.



ASMODEUS

Supreme Master of the Nine Hells

Evil Greater God

Asmodeus is the master of the Nine Hells and its legions of devils. He is served by those who have succumbed to greed and impatience. He can be a charismatic and generous god, but those who sign away their souls to Asmodeus are damned for all eternity. The pact each worshiper forges with the Master of the Nine Hells spells out the following:

- ◆ Asmodeus is your true master. Obey his commands absolutely.
- ◆ You can earn special favors by tempting new worshipers into serving Asmodeus.
- ◆ Indulge in the pleasures of life, but do not falter in word or commitment.



BANE

The Black Lord

Evil Greater God

Bane is the iron-fisted lord of tyranny, seeking dominion over everyone and everything. He is served by tyrants and organizations that seek to impose their will on others.

The Black Lord is not content to subjugate the mortal world, and seeks to dominate all other gods as well. Bane requires the following of his devotees:

- ◆ Strive ceaselessly to dominate your environment.
- ◆ Be merciless in the execution of your duties, and show no pity to the weak.
- ◆ Respect tradition and authority.



CHAUNTEA

The Great Mother

Lawful Good Greater Goddess

Chauntea is the mother of Toril, and she oversees the interaction of sentient mortals with the natural world. She draws worshipers from all who depend on the land for their livelihood, including farmers and villagers (who live close to the land) and druids (who tend the wild reaches). Chauntea is a kindly goddess who nurtures and feeds the world. She calls upon her worshipers to do the following:

- ◆ Preserve the cycle of growth and harvest.
- ◆ Live on and with the land.
- ◆ Be generous in sharing the land's bounty.



CORELLON**First of the Seldarine****Good Greater God**

Corellon is a skilled warrior and the father of the eladrin, who were born of the blood he shed in his epic battles with Gruumsh. Corellon is worshiped by eladrin, elves, and half-elves, as well as those who are long-lived and those who work magic. He is a benevolent protector of his followers and is focused on long-range goals. He asks the following of his worshipers:

- ◆ Protect the traditions and works of your race.
- ◆ Create great examples of magic and beauty.
- ◆ Be ever vigilant against the evil hordes.

**CYRIC****Prince of Lies****Chaotic Evil Greater God**

Cyric is the mad god of strife and lies. He is served by liars, the insane, and those who revel in mindless destruction. The Prince of Lies is given to wild rantings, paranoid delusions, and believing in the absolute truth of his own lies. Cyric gives different commands to every follower, but they share these common elements:

- ◆ Spread chaos, destruction, and insanity throughout the world.
- ◆ The world is mad, and everyone is out to get you.
- ◆ Slaughter anyone who stands in your way.

**GHAUNADAUR****That Which Lurks****Chaotic Evil Greater God**

Ghaunadaur lurks in the depths, from where he rules over the lowest forms of sentience. Although his cult once included drow and other creatures of the Underdark, Ghaunadaur is now served only by oozes, slimes, and abominations, including the denizens of the Abolethic Sovereignty. Ghaunadaur is an ancient, cowardly god tinged with madness who seeks only to consume the



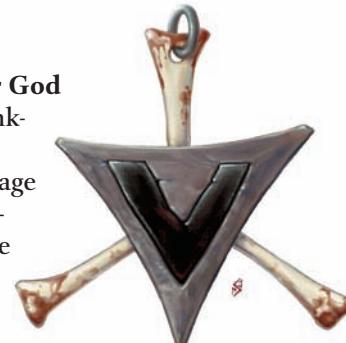
world. Ghaunadaur has no use for laws or traditions, requiring only the following of his worshipers:

- ◆ Destroy in the name of That Which Lurks.
- ◆ Consume all that you destroy.
- ◆ Be patient in your hunger, for time has no meaning.

GRUUMSH**The One-Eyed God****Chaotic Evil Greater God**

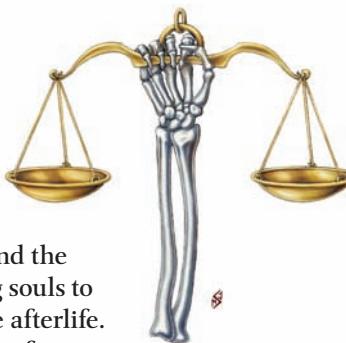
Gruumsh is the unblinking god of destruction who unleashes the savage multitudes against outposts of civilization. He is worshiped by orcs and half-orcs and has come to dominate some of the other savage humanoids as well. Gruumsh is a brutal god who loathes Corellon Larethian but denies that he lost an eye to the First of the Seldarine. Gruumsh tells his worshippers to do the following:

- ◆ Gather and breed, and your numbers shall flourish.
- ◆ Rise up in hordes and seize that which is rightfully yours.
- ◆ Raid. Kill. Conquer.

**KELEMVOR****Lord of the Dead****Unaligned Greater God**

Kelemvor presides over the passage from life to death, judging the faithless and the false and apportioning souls to their proper fate in the afterlife. His followers are drawn from those who find comfort in the natural transition from life to death and those who battle undead and the practitioners of necromancy, wherever they might be found. Kelemvor's absolute fairness, firm hand, and steady grace bring comfort to those who lose a loved one. The Lord of the Dead gives simple dictates to his followers:

- ◆ Do not fear death, for death is the natural stage that follows life.
- ◆ Give comfort to the bereaved.
- ◆ Destroy the undead, and oppose the use of necromancy.



LOLTH

Queen of the Demonweb Pits

Chaotic Evil Greater Goddess

Lolth is a capricious goddess who revels in betrayal and blood. The Spider Queen demands absolute obedience from the drow, presiding over their manifold schemes and betrayals, and is sovereign over all arachnids.

Lolth's favor is fickle, and she regularly pits her worshipers against each other, but the following dictates hold true for all her faithful:

- ◆ Exhibit absolute loyalty to the Spider Queen and no other.
- ◆ Honor Lolth through sacrifices of blood and that which you hold dear.
- ◆ Kill no spider, for to do so is to attack Lolth herself.



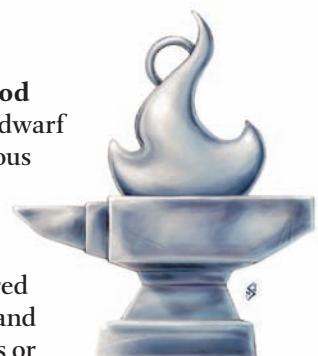
MORADIN

The Soul Forger

Lawful Good Greater God

The All-Father forged the dwarf race from gems and precious metals and imbued the dwarves with souls with the strike of his mighty hammer. Moradin is revered by dwarves, blacksmiths, and those who work with gems or metals. The Soul Forger is stern, stubborn, and uncompromising, but tireless and brave in the defense of his creations. He demands the following of his worshipers:

- ◆ Respect and honor your traditions.
- ◆ Do not flinch in the face of danger.
- ◆ Seek out the riches buried in the heart of the world, and forge them into great works of art.



OGHMA

The Binder of What Is Known

Unaligned Greater God

Oghma is the lord of knowledge and thought, both the spoken and the written word. The Binder is served by all who seek knowledge, including bards, lorekeepers, sages, scribes, and wizards. Oghma thrives on new ideas, regardless of their consequences, and the communication



of knowledge in all its forms. Oghma's strictures demand the following:

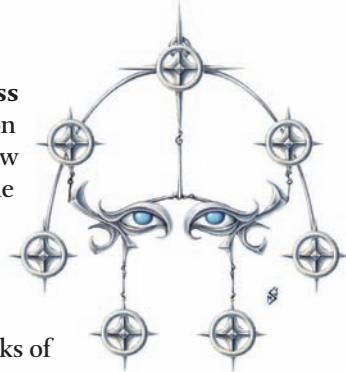
- ◆ Encourage innovation and new thoughts, wherever they might lead.
- ◆ Collect and preserve knowledge before it is lost.
- ◆ Disseminate knowledge as widely as possible so that all can benefit from its instruction.

SELÛNE

The Moonmaiden

Good Greater Goddess

The goddess of the moon governs the ebb and flow of tides and comforts the world with her silvery glow in the black of night. She constantly battles the darkness of her sister Shar. The ranks of Selûne's faithful include mariners, travelers, and those who seek comfort in the night. Selûne is kind, caring, and ageless, ever waxing and waning in power. She encourages her worshipers to do the following:



- ◆ Never lose hope or faith, for every force in the world ebbs and flows.
- ◆ Bring light to the darkness, and hold back the tide of evil.
- ◆ Seek out creatures who bear the curse of lycanthropy, curing those who hope to end their affliction and destroying those who have succumbed to the beast within.

SHAR

Mistress of the Night

Evil Greater Goddess

Shar is the goddess of the night and sister to Selûne. She is worshiped by souls consumed with bitterness and loss, who seek to turn sorrow into vengeance and exact suffering in kind. Shar resides in shadow, nurturing secret hatreds, unnatural desires, and a lust for revenge. She issues these commands to her followers:



- ◆ Place your trust in the Mistress of the Night, for she will lead you through the darkness.
- ◆ Never forget a slight or a loss, for those who have hurt you must suffer in kind.
- ◆ Never forget that the darkness is your friend, hiding your secrets and cloaking you from the suffering and pain of the world.

SILVANUS

The Forest Father

Unaligned Greater God

The Forest Father (or Tree-father) is the lord of nature in all its wild splendor. He is worshiped by druids, rangers, hermits, and others who dwell in the wilderness. Silvanus is wild and unpredictable, given to tender acts of mercy and wild bouts of savagery. He instructs his faithful to do the following:

- ◆ Preserve the balance of life and death, birth and decay.
- ◆ Respect nature in all its savagery, and revere the world in all its natural beauty.
- ◆ Protect the wild places from the further encroachment of civilization.



SUNE

The Lady of Love

Good Greater Goddess

Sune is the mistress of beauty and tender emotions. She is revered by artists, lovers, and gallants drawn from the ranks of humans, eladrin, and half-elves. Despite her flirtatious, loving nature, the Lady of Love holds herself aloof, pledging her heart only to her faithful. She teaches her worshipers the following:

- ◆ Seek beauty and love in all its forms.
- ◆ Follow your passions in love and art wherever your heart might lead you.
- ◆ Celebrate the creation of beauty, and share it so that all can revel in the joy of life.



TEMPOS

The Foehammer

Unaligned Greater God

Tempus is the god of battle and patron of martial prowess. He is revered by all warriors, from the lowliest soldier to the mightiest warlord. The fearless Lord of Battle views war as a force of nature that shapes and reshapes civilization. His orders to all combatants are simple and direct:

- ◆ Be fearless.
- ◆ Never turn away from a fight.
- ◆ Obey the rules of war.



TORM

The Loyal Fury

Lawful Good Greater God

The Loyal Fury is the god of law, dutifully upholding the strictures of civilization. Torm is served by paladins and other holy champions. Ever steadfast and true, he is consumed by his sense of duty. Torm requires the following:

- ◆ Respect and enforce the law, and honor your traditions.
- ◆ Demonstrate truthfulness, loyalty, and steadfast devotion to a rightful cause.
- ◆ Do not flinch in the execution of your duty, no matter what the consequence.



LESSER GODS

Just below the greater gods in the divine pecking order are the lesser gods, sometimes simply called gods. Each of these entities is subservient to a greater god and resides with that greater god on a particular plane of existence (see "Cosmology," page 159).

Of the nineteen entities generally recognized as (lesser) gods, ten are lawful good, good, or unaligned, and thus are potential objects of worship for adventurers and others who are not disposed toward evil. Each of these ten is briefly described below.

Angharradh: This good-aligned goddess is associated with Corellon, and as such many of her worshipers are elves.

Bahamut: The great and good Platinum Dragon, revered by many of his ilk, resides in the dominion overseen by Torm.

Berronar Truesilver: The wife of Moradin, lawful good like her spouse, is a popular choice for worship among female dwarves.

Garl Glittergold: The leader among the gnome deities, Garl resides in Corellon's dominion. He is good-aligned.

Gond: This unaligned god, favored by smiths, craftsfolk, and others who create items and devices, has a place in the dominion of Oghma.

Ilmater: This good-aligned god is the embodiment of compassion and an opponent of suffering. He resides with Torm.

Mielikki: A good-aligned goddess who cares for and protects forest realms, she makes her home in the domain of Silvanus.

Sheela Peryroyl: This good-aligned goddess is prominent among the halfling deities and renowned for her beauty. She resides in Chauntea's dominion.

Tymora: Those who seek good luck or want to express thanks for having received it pay homage to this good-aligned goddess. She resides in the domain also occupied by Selûne and Sune.

Waukeen: An unaligned goddess associated with commerce and wealth, Waukeen occupies a portion of the domain of Amaunator.

EXARCHS AND PRIMORDIALS

Many other individuals of divine aspect occupy places in the world's pantheon. Most of these beings are either exarchs (mortal servants of greater gods who have been elevated to divine status) or primordials (beings of elemental origin believed to be mortal but worshiped by some nonetheless). This group of low-ranking divine entities also includes the eight archdevils of the Nine Hells who pay homage to Asmodeus even as they sometimes plot to unseat him.

LORE OF THE LAND

At the center of the universe lie the twin worlds of Abeir and Toril, slightly out of phase with each other. Both revolve around the same sun and both have a large lunar satellite, Selûne, trailed by a line of moonlets known as the Tears of Selûne.

Toril is the body that folk refer to as "the world." In the aftermath of the Spellplague, it includes pockets of Returned Abeir that have replaced pockets of the old Toril. The planet's primary and "central" continent is Faerûn. To the north of Faerûn is the arctic north, home to the polar icecap. To the west of Faerûn is the Trackless Sea, and beyond that horizon lies Returned Abeir, which completely replaced a land known as Maztica. To the south of Faerûn is the Great Sea. To the east of Faerûn are the Hordelands. Other continents exist as well, but the folk of Faerûn and Returned Abeir know little about those far-off lands.

CLIMATE AND GEOGRAPHY

The geographic regions of Faerûn range from the frigid arctic to the steamy tropics, with all types of landscapes and climates in between. Travelers can find soaring mountain ranges, vast chasms, great lakes, and a large inland sea. Some climates and geographies can be explained by natural forces, whereas others are the result of (or at least influenced by) magic.

Climate is generally a function of latitude, altitude, and precipitation, with a great deal of regional variation due to changes in altitude, the proximity of bodies of water, and magic. Generally, Faerûn can be divided into five climatic zones.

- ◆ The northwest receives a great deal of precipitation and ranges from a frozen, blighted wasteland to alpine valleys that have short, fierce summers to a verdant, temperate region capable of supporting large cities.
- ◆ The southwest generally receives plenty of precipitation and ranges from temperate to steamy to desert.
- ◆ The southeastern coast is hot with long, humid summers and short, stormy winters.
- ◆ The southeastern interior is arid with hot, dry summers and perversely cold winters.
- ◆ The northeast is arid and cold, and few forests flourish here.

The Sea of Fallen Stars makes the interior wet and temperate and a generally pleasant place to live.

THE CALENDAR OF HARPTOS

Most cultures of Faerûn follow the Calendar of Harptos, named for the long-dead wizard who invented it. The Faerûnian year is 365 days long, marked by the passage of Toril around the sun. The year is divided into twelve months of thirty days, loosely coinciding with the waxing and waning of Selûne, and five annual holidays. In lieu of weeks, each month is divided into three tendays, also known as rides. Once every four years, Shieldmeet is added to the Calendar of Harptos as a “leap day” immediately following Midsummer night.

Particular days of the ride or month have no special names. Instead, days of the ride are denoted by counting from the beginning of the tenday. For example, “one-day, two-day, three-day,” and so on. Days of the month are noted as numbers followed by the month name. For example, sages might record a date as occurring on “1 Mirtul” or “27 Uktar” or “Midsummer.”

THE CALENDAR OF HARPTOS

Month	Name	Common Name
1	Hammer	Deepwinter <i>(Annual holiday: Midwinter)</i>
2	Alturiak	The Claw of Winter
3	Ches	The Claw of Sunsets
4	Tarsakh	The Claw of the Storms <i>(Annual holiday: Greengrass)</i>
5	Mirtul	The Melting
6	Kythorn	The Time of Flowers
7	Flamerule	Summertide <i>(Annual holiday: Midsummer)</i> <i>(Quadrennial holiday: Shieldmeet)</i>
8	Eleasis	Highsun
9	Eleint	The Fading <i>(Annual holiday: Highharvestide)</i>
10	Marpenoth	Leaffall
11	Uktar	The Rotting <i>(Annual holiday: The Feast of the Moon)</i>
12	Nightal	The Drawing Down

SEASONAL FESTIVALS

Every culture across Faerûn has its own special festivals and holidays whose occurrence is governed by the passage of the sun, the moon, or some other event. Five annual festivals and one quadrennial festival are observed in almost every civilized land:

Midwinter: Although this holiday is generally known as Midwinter, it is often celebrated under different names. For example, the High Festival of Winter is a feast day used by nobles and monarchs to mark or renew alliances. For commoners in northern climes, Deadwinter Day is a somber day noted

mainly as the halfway point of winter, with hard times still to come.

Greengrass: The start of spring is traditionally a day of peace and rejoicing marked by the display of flowers (even if they need to be grown in a hothouse during the winter months) that are worn or given as sacrifices to the gods who have brought life back to the world.

Midsummer: The midpoint of summer is a time of feasting and love, marked by dalliances, betrothals, and (traditionally) good weather. Bad weather on this night is seen as a sign of ill fortune to come.

Shieldmeet: This quadrennial festival follows Midsummer night. It is traditionally a day of open council between the ruled and their rulers, and the renewal of pacts. In addition to theatrical entertainment, many tournaments are held on Shieldmeet, allowing the brave and the foolish to try to prove themselves.

Highharvestide: The autumn harvest is marked by feasting and thanks. Many folk travel in the wake of this festival before the worst of winter’s bite makes the roads and waterways impassable.

The Feast of the Moon: This holiday celebrates ancestors and the honored dead. During the festival, ancestral tales are recounted, and the stories and myths that bind cultures are taught anew.

THE ROLL OF YEARS

Several kingdoms, regions, and cities throughout Faerûn have their own forms of annual reckoning. One of the most widely recognized (and the one used herein) is the Dalereckoning (DR) calendar. This calendar dates to the time, nearly 1,500 years ago, when humans were first permitted by elves to settle in the more open regions of Cormanthor—the event that led to the formation of the Dalelands.

Despite the various forms of annual reckoning used around the continent, most folk refer to births, deaths, weddings, and other events by the name of the year. For example, 1479 DR is the Year of the Ageless One. Children learn the order of the years from bards, artistic designs in temples, and their elders. Although the meanings of year names are often obscure, most years (until they arrive) are seen as mysterious portents of the time ahead.

The Roll of Years familiar to most folk was penned by Auguthra the Mad and expanded by the great sage Alaundo in the library of Candlekeep. A second Roll of Years, known as the Black Chronology, is said to

exist as well, penned in darkness by Auguthra and held in secret by the Church of Shar.

Below is a brief accounting of the recent Roll of Years and the years to come that would be known by most adventurers.

RECENT AND FUTURE YEAR NAMES

Year Number	Year Name
1477 DR	Year of the Purloined Statue
1478 DR	Year of the Dark Circle
1479 DR	Year of the Ageless One (current year)
1480 DR	Year of Deep Water Drifting
1481 DR	Year of the Thoughtless Suitor
1482 DR	Year of the Narthex Murders

LANGUAGES

The continent of Faerûn is home to many cultures and nations, and the inhabitants speak a multitude of languages and dialects. Many races speak their own languages, with regional differences in dialects, though some (such as hobgoblins and goblins) share a language, suggesting a mutual ancestry, a common history, or some other close relationship.

Modern sages recognize three primary groupings of active human languages in Faerûn. The first, Chondathan, is spoken mainly by people in the western regions. The second, Damaran, is spoken mostly by humans in the east. The third language, Untheric, is less widespread than the first two. Numerous other active languages exist on the continent, but they are even more limited geographically, sometimes to a single nation (such as the Thayan language).

THE COMMON TONGUE

Common is widely spoken across Faerûn, though sometimes with limited proficiency. It is a straightforward language best suited for trade and negotiation. Faerûn's common tongue is closely related to the human language Chondathan.

ALPHABETS

Despite the multitude of languages and dialects, only six sets of symbols are in widespread use as alphabets across Faerûn.

- ◆ Thorass is the alphabet of Common, Chondathan, and Untheric, and it has been adopted by other languages as well.
- ◆ Espruar is an eladrin moon elf alphabet adopted by gold elves, drow, and other elves and eladrin thousands of years ago. Its beautiful, weaving

LANGUAGES OF FAERÛN

Language	Region or Race	Alphabet
Abyssal	Demons, gnolls, sahuagin	Barazhad
Chondathan	Aglarond, Amn, Baldur's Gate, Cormyr, Dalelands, Dragon Coast, Elturgard, Erlkazar, Luruar, Moonshae Isles, Nelanther Isles, Sea of Fallen Stars (surface), Sembia, Tethyr, Velen, Vilhon Wilds, Waterdeep	Thorass
Common	Everywhere on the surface of Faerûn (trade language)	Thorass
Damaran	Damara, Dambrath, Great Dale, Impiltur, Moonsea Lands, Narfell, Rasemen, Thesk, Vaasa, Vesperin	Dethek
Deep Speech	High Imaskar, Underdark	Espruar
Draconic	Murghôm, Najara, Okoth, Returned Abeir, Tymanter	Iokharic
Dwarven	East Rift	Dethek
Elven	Elfarro, Everska, Evermeet, Menzoberranzan, Myth Drannor, Raurin, Sea of Fallen Stars (submerged)	Espruar
Giant	Kingdom of Many-Arrows	Dethek
Goblin	Goblins, hobgoblins, bugbears	Thorass
Netherese	Halruaa, Netheril	Iokharic
Primordial	Akanûl, Calimshan, Lake of Steam	Barazhad
Shou	Nathlan	Iokharic
Supernal	Angels, devils, deities	Supernal
Thayan	Thay	Thorass
Tuigan	Hordelands	Thorass
Untheric	Beastlands, Chessenta, Chult, Durpar, Estagund, Turmish, the Shaar	Thorass

script flows over jewelry, monuments, and magic items. It is also the alphabet used to scribe Deep Speech.

- ◆ Dethek is the Dwarven runic script, usually inscribed on metal sheets or carved in stone. It is notable for its straight lines and relative lack of punctuation (other than spaces between words and slashes between sentences). Words are given emphasis by adding a red hue. Dethek is also the script used for the languages of giants, orcs, and ogres.
- ◆ Barazhad is the script of elementals, efrets, archons, demons, gnolls, and sahuagin.
- ◆ Iokharic (also known as Draconic for the most famous language it is used for) is the script of dragons, dragonborn, kobolds, and many dragonlike, reptilian, or serpentine folk.

- ◆ Supernal is the language of angels, devils, and deities. It is sometimes written dialectically (as Celestial and Infernal) when used by angels and devils, respectively.

COIN AND COMMERCE

The disparate lands of Faerûn are knit by a common web of commerce and trade, much of it initiated by the sprawling ranks of humankind. Hard work is a way of life throughout the Heartlands. A day's labor might earn a single silver piece. Days off are few and far between, with most workers getting a respite only on festival days. Some folk have begun working nine days out of ten, but life for a typical peasant is hard and short. Slavery is not unknown in Faerûn, but it is traditionally associated with southern and eastern lands (especially Calimshan and Thay) or tyrant-ruled cities around the Moonsea. Indentured servitude and serfdom are practiced as well, and these practices approach the brutality and hopelessness of slavery.

Machines more complicated than a waterwheel are largely unknown across Faerûn, and technological know-how has notably receded in the wake of the Spellplague. Crop farming is common in the Heartlands. Animal husbandry is practiced in regions too steep, arid, or dangerous to farm. Mining and metalwork are widespread and traditionally dominated by dwarven clans. Papermaking and bookbinding is the tedious work of scribes who copy volumes by hand.

Most inhabitants of Faerûn rarely or never travel far from home, but merchants, peddlers, mercenaries, drovers, and adventurers travel widely, moving goods and services from one place to another along Faerûn's trade routes. Common forms of travel include river barges that sail inland waterways, steeds or devices that carry riders through the air, ships that cross large seas and lakes, horses and similar creatures that traverse the land, and, of course, simple walking.

Most of Faerûn's roads are dusty tracks between cities and outposts, wide enough for one wagon and a horse passing each other. Major trade routes can fit three or even four wagons abreast. Paved roads are nearly unknown. Wealthy trade cities tend to have streets paved with cobblestones. Most major trade routes have campgrounds, inns, or small villages spaced about a day apart along their length.

Trade in Faerûn is dominated by great merchant companies and small trading costers. The former control trade routes and markets, buying in one locale and transporting to another for selling. Merchant companies are largely ungoverned by trade laws

and are a power unto themselves. Costers are alliances of small, independent traders who band into shared caravans for safety in travel. They frequently hire adventurers traveling in the same direction to make up for a shortfall in guards. Adventurers can earn between 1 and 20 gold pieces per day for such duty, depending on their experience and ability to negotiate.

The baseline economy of Faerûn matches the coins and prices outlined in the *Player's Handbook*. Gold and silver coins are most common, although coins made of copper and platinum are employed as well. Paper currency is almost unknown. Coins come in a variety of shapes, sizes, and materials, but most are fashioned of a common weight for a particular metal. Merchants also employ trade bars in lieu of large numbers of coins, and other, more exotic forms of coinage are not unknown.

CLASS AND STATION

Matters of economic class and station vary according to culture and race. Nevertheless, a rough divide exists within most nations of Faerûn. The peasantry consists of common farmers and simple laborers, who make up the bulk of the population. Tradesfolk and merchants occupy the next rung above the peasantry, generating wealth and prosperity for their settlement. They protect themselves with strong guilds and companies of craftsfolk. The next rung is occupied by the low nobles and the clergy. The former are usually descended from warriors who won the right to rule through force of arms. The latter gained their position through the enduring wealth and influence of Faerûn's powerful churches. High nobles are related by blood or marriage to the ruling family and are owed allegiance by low nobles. They are usually landed and command great fiefs that could be considered kingdoms in their own right.

FAMILIES

Although few adventurers start families before they settle down, the common folk of Faerûn place great stock in strong families and familial ties. Marriage is common in most societies in Faerûn, though customs vary widely according to tradition. Arranged marriages are uncommon except among the nobility. Divorce is rare. Polygamy is also rare, occurring mostly among the wealthy. Children are regarded as a blessing, and large families are common in relatively safe and prosperous regions. The blessings of the gods and the interventions of priests and clerics spare the elderly of many of the ravages of old age, so most folks work until they die. Only the wealthy can afford to retire (or to not work at all).

LEARNING

Formal schooling is the exception rather than the rule in much of Faerûn, though the south and east once had a tradition of great academies of learning. The fall of Chondath, Halruaa, Mulhorand, Unther, and Var the Golden, along with the transformation of Thay, has greatly undermined this tradition. As a result, only the children of wealthy or highborn parents receive any real education. Nevertheless, most Faerûnians are literate, taught by their parents or by teachers to read, write, and appreciate the value and potential power of the written word. True scholarly learning is mainly the preserve of sages, scribes, clerics, and wizards. The greatest citadels of learning nowadays are found in High Imaskar, Luruar, Netheril, and Waterdeep, as well as in famed libraries such as Candlekeep.

ADVENTURERS

Adventurers break the molds of their home societies in many respects. They are expected to travel the world and absorb new ideas. They can advance their status rapidly in most societies, ignoring the strictures of class and station.

Most common folk envy the freedom enjoyed by adventurers, but their fear of Faerûn's many dangers holds them back. Nobles and wealthy merchants often view adventurers with great suspicion, rightly fearing their ability to overturn the established social order with a few well-placed spells or sword thrusts. Some react by employing adventurers and

sending them off on dangerous quests in which they are likely to die—or at least not pose a threat. Others surround themselves with bodyguards or spend coins to discreetly undermine the position held by powerful adventurers in society.

An adventurer who attaches himself to a wealthy or noble patron earns a place in society commensurate with the influence and station of the patron. Those who threaten or intimidate the local power structure invite all manner of trouble—legal, financial, and violent. Adventurers who abuse their power are seen as little more than bandits, whereas those who use their power to help others are blessed as heroes.

Groups of adventurers often assemble in formal companies, pooling their resources to share treasure, responsibility, and risk. These companies stand a better chance of receiving official recognition and licenses from governments or blessings from established churches, but individual members are more limited in their chances for advancement. On the other hand, informal adventuring bands take the greatest risks and offer the greatest rewards to individual members, but these freewheeling groups are often seen as lawless mercenaries in established kingdoms such as Cormyr.

THE SPELLPLAQUE

Nearly a century ago, Faerûn was ripped apart by an unfettering of wild magic now known as the Spellplague. Although sages and clerics might argue about the origin of the Spellplague, the effect was apparent to all. Huge swaths of the landscape were rent asunder. Entire nations were drowned, and large regions collapsed into the Underdark or were thrust up as spires of stone. The land became far more magical and fantastic in appearance, with islands of rock called earthmotes floating in the sky. The Spellplague infected everything: flesh, stone, magic, space and dimensional walls, and even the cosmology.

Another effect of the Spellplague was to breach the barrier between the twin worlds of Abeir and Toril. Portions of Abeir and Toril were swapped, leaving pockets of Abeir scattered across Faerûn. To the west, the entire continent of Maztica vanished, replaced by a new continent that many call Returned Abeir.

Although the Spellplague has largely run its course, its legacy lingers. Most creatures warped by the Spellplague have since died (of old age, sickness, or violent death), but a few, known as the plaguechanged, survive. Enduring pockets of unrestrained wild magic, known as plaguelands, lie

scattered across Faerûn. Those who visit such areas and survive exhibit physical marks known as spellscars and often manifest bizarre abilities.

COSMOLOGY

Toril lies at the center of multiple planes. Two of those planes—the Feywild and the Shadowfell—form reflections of Toril, the former enchanted and (to some) intriguing, the latter dark and sinister.

Beneath Toril lies the churning substance and energy of the Elemental Chaos, which holds numerous realms within its reaches. Below the Elemental Chaos is the Abyss, home to demons.

Above Toril lies a silvery void known as the Astral Sea, in which stars part to reveal dominions—homes of the gods. The dominions include the following:

- ◆ Arvandor (home to the elven and gnome deities)
- ◆ Celestia (an enormous mountain bathed in silver light)

- ◆ The Cynosure (where the deities meet)
- ◆ The Deep Wilds (a primeval woodland)
- ◆ The Demonweb Pits (a roiling terrain of spiders)
- ◆ The Dismal Caverns (an uncultivated area of powerful monsters)
- ◆ Dwarfhame (home to the dwarven deities)
- ◆ The Fugue Plane (where the dead go to be judged)
- ◆ The Green Fields (a pastoral region)
- ◆ The House of Knowledge (a vast repository of learning)
- ◆ The Nine Hells (where devils reign)
- ◆ Nishrek (a chaotic landscape where the orc gods rule)
- ◆ The Supreme Throne (the prison of a mad god)
- ◆ The Towers of Night (where darkness reigns supreme)
- ◆ Warrior's Rest (where battle ever rages)

ABOUT THE DESIGNERS

Greg Bilsland is a game editor and contract writer at Wizards of the Coast. His writing credits include this book and several *D&D Insider*™ articles. When he's not working, he spends much of his free time writing speculative fiction in one of Seattle's many coffee shops.

Logan Bonner traded the Great Plains of Kansas for Seattle when he landed a job at Wizards of the Coast. As a mechanical designer, he has created *Dungeon Tiles* and *D&D® Miniatures*, and worked on classes for the 4th Edition *Player's Handbook*®.

Eric Boyd has long loved to wander the highways and byways of the FORGOTTEN REALMS® setting, from wyrm-filled skies to the depths of the Underdark. His recent projects include *A Grand History of the Realms*™ and *Shadowdale: The Scouring of the Land*™.

Rob Heinsoo led the design of the 4th Edition D&D® Roleplaying Game, and currently serves as Lead Designer for Wizards of the Coast Roleplaying R&D. His other game designs include *Three-Dragon Ante*™ and *Inn Fighting*™.

Robert J. Schwalb works as a freelance designer for Wizards of the Coast. His recent credits include *Elder Evils*™ and *Exemplars of Evil*™. Robert lives in Tennessee with his incredibly patient wife Stacee and his pride of fiendish werecats. He is happiest when chained to his desk, toiling for his dark masters in Seattle.

Richard Baker is an award-winning game designer who has written scores of D&D adventures and supplements, including *Thunderspire Labyrinth*™, *King of the Trollhaunt Warrens*™, and *Manual of the Planes*™. Rich is also a bestselling author of FORGOTTEN REALMS® novels, including *Swordmage*, the first book in the new *Blades of the Moonsea* series.

Bruce R. Cordell is an Origins award-winning game designer for Wizards of the Coast, Inc. He is the coauthor of the new FORGOTTEN REALMS® *Campaign Guide*™. His long list of professional credits includes the *Expanded Psionics Handbook*™ and *Libris Mortis*™ supplements.

Philip Athans has been working behind the scenes as FORGOTTEN REALMS® novels line editor, first at TSR, then at Wizards of the Coast, for almost thirteen years. He's also the author of six novels set in Faerûn, including *The New York Times* best seller *Annihilation*.



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