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Wizards and Rogues of the Realms



Advanced
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Wizards and Rogues of the Realms

by
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Advanced Dungeons & Dragons



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Wizards and Rogues

Before I begin this accounting of my travels throughout and beyond the Heartlands of Faerûn, it would seem only proper to introduce myself. In most places I am called by the name Athanial, although I've had a few other epithets added over the years. Many of these were less than flattering, so I've done my best to forget them. Somewhere over the years, I've also come to be called *The Wind* or *The Breeze* because of my tendency to drift from place to place without ever pausing long.

The years have been kind enough to me, but I'm not as young as I used to be. The young men who used to try their best to make me pause in my wanderings don't give me a second glance now, and the scars of far too many narrow escapes have left this once-pristine skin wrinkled and creased. I've a good many years left in me, but there's more behind than ahead, as they say.

When these truths became apparent to me, I decided that it was probably a good time to pick up my pen and tell the world my story. After all, I've seen more than a few books devoted to telling the tales of people whose lives have been a lot less interesting than mine. I don't know that the great sages in Candlekeep or the arcane masters of Thay will see any need to add my writings to their collections of lore, but I've a good deal to say and I think the casual reader will find it interesting enough.

To begin with, I was born many years ago in the mercantile section of Procampur. My mother was a good-hearted woman, but she had a touch of larceny in her past that I guess I must have inherited. Dad was a hard-working potter who made a fair living practicing his craft. I suppose that my life might have been pretty average if they hadn't gotten themselves killed in a kiln explosion. After the funeral, I was sent to live with a woman who claimed to be my aunt. I quickly found that I didn't like her any better than I knew her. Within a year, at far too tender an age, I found myself wandering the countryside.

Eventually, I began to practice a wee bit of larceny in order to get by. At that time, I wasn't very good at it, for I was quickly arrested. In short order, however, I came to be a member of what I took to be a common thieves' guild. Several years later, I found that the folk I was living with were more than the usual collection of cutpurses and burglars, but that's a tale for another day.

As you read the pages that follow, I encourage you to remember that I'm not an expert on any of the people or places that I describe. No one who spends their life on the road can become a master of any subject, except for walking and riding, perhaps. I do know a good deal about a great many subjects, however, and I've done my best to pass on the most interesting of that here.

Let's begin with wizards, some of the most fascinating (in my opinion) of Faerûn's people.

— An excerpt from the journals of Athanial the Wind



The FORGOTTEN REALMS® campaign setting is nothing if not magical. It is a world of dragons and monsters, heroes and villains, elves and goblins. More importantly, however, it is a place of enchantment and wizardry, where the supernatural is commonplace. Never in the history of our world—even in the Dark Ages, when belief in the supernatural was at its peak—has there been an era when the populace was so affected by the arcane.

In a world like this the practitioners of magic are often at center stage. Is the weather unusually bad this season? No doubt the influence of some wizard. Is a neighboring country arming for war? Probably some power-hungry magician has managed to gain influence at court. Was an approaching enemy fleet suddenly becalmed or assailed by sea monsters? We must be under the protection of a powerful warlock. The truth of the matter may be very different, of course, but wizards are often something of a catch-all for blame, suspicion, and credit.

To the common man, the term *wizard* is often applied, along with words like *necromancer*, *sorcerer*, and *witch*, to describe anyone who is able to harness the powers of magic. The average person can't tell you the difference between an abjurer and an illusionist or an enchanter and a summoner. Those with a little more education might be able to identify the general fields of a necromancer or an enchanter, but beyond that they are usually at a loss.

Sages (and players) know better than that. They know that the people of Waterdeep are very different from the people of Halruaa and that the people of Halruaa have little in common with the inhabitants of Rashemen. If this is the case, how can the wizards of those places be assumed to be any less dissimilar? The answer is obvious: They can't.

Using This Book

Wizards and Rogues of the Realms isn't meant to be read from front to back like many other accessories in the FORGOTTEN REALMS line. Rather, it's a reference book. The entries in this book have been arranged geographically, following the path traced in the book *A Grand Tour of the Realms*, included in the FORGOTTEN REALMS Campaign Setting boxed set.

This book presents players and DMs alike with a great many kits designed to give the many wizards of a

FORGOTTEN REALMS campaign their own identity. When a player or a Dungeon Master (DM) needs to create a new wizard character, he need only flip to the section of the book that describes wizards from the region of the character's birth to find a kit that will make his character unique.

In some cases, the changes to the standard wizard or mage character required by a given kit are minor; in others, they're much more severe. In all cases, however, the important thing to remember is that a kit is designed to promote role-playing, not *rules lawyering*. Players should select kits based on how much fun it will be for them to assume the role of that character and the subsequent contribution their actions will have to the enjoyment of everyone in the game group. Picking a kit because it allows the character extra spells or better saving throws shouldn't be a player's first consideration.

Author's Note

In addition to the numerous kits included in this book, a new class of wizard is presented for use by Dungeon Masters and player characters (PCs). The spellsingers have long been a part of the background lore of the FORGOTTEN REALMS setting, but never have their secrets been fully revealed.

When I started work on this book, I was asked to include this character class, the details of which had been created by Ed Greenwood many years ago. I was glad to do so, for these characters are among the most intriguing in *any* campaign setting I know of.

Dusting off the rules for spellsingers, I found that they predated the release of the AD&D® 2nd-edition game. In updating these characters, I made a few changes to simplify the mechanics and bring out the flavor of the class as I perceived it.

William W. Connors
February, 1995



Spellsingers



here are some who call them by other names – not all of them complimentary. In the many realms east of the Heartlands, I've heard them cursed as witches and accused of being the foulest consorts of fiends from the dreaded Abyss. In the far north, they are looked upon with distrust, but at least they aren't instantly assumed to be evil or threatening. In Waterdeep and the Dales, they're known as spellsingers—a translation of *valantra*, the name they give themselves—and that's what I'll call them in this writing.

While I'll admit that my time among these people has been brief, I must say that I've always found them to be a thoroughly charming folk. In addition to being as graceful and charismatic a group as one is likely to meet on Toril, they're learned and wise beyond their years. Even the greatest of bards would be hard pressed to match the stories they tell, the songs they sing, or the gentle, evocative movements of their dances.

Spellsingers are the most unorthodox magicians I've ever encountered. They don't seem to keep spellbooks or use the material components that other wizards do, and yet their magic is every bit as potent—perhaps even more so, considering the effects that I've seen young spellsingers create. Beyond that, they seem to be able to cast a much greater variety of spells than other magicians. How they manage it is beyond me. When I ask them about it, they smile and tell me that it all has to do with mental relaxation and a dozen words or phrases in their own language that I'm convinced can't be translated into our tongue. It's my guess that some sort of trance is involved, for they certainly look as if they're out of touch with the world when they work their magic.

Well, whatever the power behind their spells, it seems unlikely that I'm ever going to master it. As friendly and charismatic as spellsingers are, they suddenly fall silent when the conversation drifts toward their secret rituals.

It's also fair to warn travelers that these people are the most emotional and passionate folk I've ever met. They take no steps to hide their feelings from anyone. Make one angry and you'll hear about it—maybe at the point of a knife. Capture the attention of one of their young men and you'll be the subject of a whole symphony of romantic overtures.

—An excerpt from the journals of Athanial the Wind



Valantra is the name that the magic-wielding *spellsingers* call themselves, but the *valantra* are actually a nomadic folk found throughout the Heartlands and neighboring regions. Furthermore, a *valantra* could fit into any AD&D character class. Therefore, they will be called simply “*spellsingers*” here in order to identify and discuss *valantra* wizards in specific.

Spellsingers are an unusual variant of the standard Wizard class. As a rule, this subclass should not be available to the inexperienced player. More often it should be used by a Dungeon Master to add diversity and an air of mystery to his FORGOTTEN REALMS campaign. DMs are not only encouraged to restrict the PC *spellsingers* to experienced role-players, but they should have a fair amount of experience, themselves, in order to maintain control with this fascinating character in an adventuring group. Aggressive *spellsingers* can find numerous ways to unbalance a campaign without an alert and mechanics-savvy DM to prevent it. This kit is intended to bring a long-familiar feature of the Realms into the campaign and spur exciting role-playing—use it with that in mind.

Restrictions

Not everyone has the natural talent to become a *spellsinger*. Only the most exceptional people can master their exotic rituals and passionate magic.

Ability Scores

To become a *spellsinger* a person must possess unusual grace and intellect. To reflect this, all such characters are required to have a score of 15 or better in Dexterity, Intelligence, and Wisdom. No matter how high their ability scores, however, *spellsingers* do not receive a bonus to their earned experience points.

Racial Requirements

Spellsingers must be human or half-elf. While many say the unusual magic they employ was first harnessed by the fair elves long ago, there are no known examples of elfish *spellsingers* today.

Characters of this type can be of either sex, but females seem to outnumber males by about ten to one. The reasons for this are unknown, but many sages speculate that

The sounds of bells, drums, and strings sifted through the forest. What had at first sounded like a rambling cacophony was now growing into a frenzied rhythm. The animals and birds of the forest, instead of being panicked or stilled by the music, joined in, adding their chirps and howls to the thunderous melody. Indeed, something in this wild music touched my own heart, entreating me to move quickly forward and join in whatever celebration or ceremony lay beyond the edge of sight.

Doghin, our halfling scout, slipped ahead of us. I know that he was quiet, for he always is, but any sounds he might have made would surely have been smothered beneath the music. Gently, with the same care that one might take when opening a trapped chest, he parted the bushes slightly and peeked through them. After a second, he motioned for the rest of us to come forward. With a crooked smile, he indicated the peephole and I bent down to see what he beheld.

Beyond the wall of brambles lay a wide, circular clearing. Ornate wagons, decorated with gold and painted all the bright colors of the rainbow, were arranged in a sweeping arc. Gleaming lanterns hung from each vehicle, spilling a warm, golden light across the span between the wood and wagons.

From our vantage point, we could see between two of the wagons to the huge bonfire at the center of the camp. Musicians clad in bright clothes with plumed hats worked feverishly over their instruments as a half-dozen incredibly beautiful women whirled and danced in a circle about the fire. With every sweeping motion of their arms or leaping kick of their legs, they seemed to fan the fire into greater intensity.

From behind me, the wizard Aurin tugged at my arm. I started to pull my eye back from the aperture but found myself unable to do so. There was something about the music and the dance that was irresistible to me. I had to watch. I had to listen. Nothing else in the world mattered.

I vaguely remember hearing Aurin say something like “He’s entranced!” and the hands of my companions pulled me sharply away from the opening. Everything fell dim and hazy as the music washed over me and drained away. Then I drifted off into a light sleep. In my slumber, I dreamed of fires and drums and dancers.

— From the journal of Andreas Vanderslyke



there is some element of the female psyche that makes them better suited to this type of magic. Whether this is true or not, no one can say. Even the spellsingers themselves seem reluctant to comment on the matter.

Alignment Restrictions

Spellsingers can be evil, a fact demonstrated by such nefarious individuals as the Dancing Witch of the Vilhon Reach and “Mad Athla” of Tashluta, but fortunately, the majority of them are good, for they can be terrible if they become corrupted. With their powers they can break hearts as easily as heads, destroying an enemy and leaving him alive and healthy, all the longer to suffer. Obviously, player character spellsingers should not elect evil alignments.

The passionate and emotional natures of the valantra are evident in that few if any spellsingers are of lawful alignment. Most characters who pursue this class are neutral, with about 20% being chaotic.

Dual- and Multi class Characters

The ability of a spellsinger to open her mind to the cosmos and tap into the vast magical powers that it holds is very unusual. Unlike all other classes of characters, which require a great deal of devotion to structured and organized learning, the art of the spellsinger is a natural talent. Once someone adopts the thought patterns and emotional ways of the valantra magicians, all other styles of learning and action are impossible to follow. The reverse is also true. As a result, there are no multi-class or dual-class spellsingers on Toril.

Level Advancement

Spellsingers advance at the same rate as other specialist wizards. They receive no bonus to experience point rewards for exceptional ability scores.

Hit Dice and Hit Points

Spellsingers use six-sided dice to determine their hit points, not the four-sided ones traditionally employed by

wizards, because of the vigorous exercise such characters regularly get when dancing.

Spellsingers are entitled to the same maximum bonus to their hit points for exceptionally high Constitution scores as are other wizards; +2.

Proficiencies

Spellsingers begin play with the same number of proficiency slots (both weapon and nonweapon) as other wizards and acquire additional slots at the same rate as a rogue character.

All spellsingers must be, as the name implies, talented vocalists. If the alternate nonweapon proficiencies rules are being used, a player must allocate space to both the dancing and singing skills. Many spellsingers spend additional proficiency slots to learn the use of a musical instrument as well, although this is not required.

Combat

Spellsingers make all attack rolls using the same table that normal wizards do. Similarly, they save as normal mages in all situations. Unless a DM chooses to rule otherwise in a specific situation, spellsingers are always considered to be a specialist mage class.

Spellsingers are unable to wear any type of armor or employ a shield. Like other wizards, they lack the training to employ such defenses effectively. Spellsingers are able to employ the same sorts of magical defenses that other wizards can such as *rings of protection*.

Because their main power lies in the magical songs they chant and the intricate dances they perform, these characters are reluctant to enter physical combat. When they are pressed into such confrontations, their choice of weapons is extremely limited. Spellsingers are therefore able to employ only daggers or knives, darts, slings, and staves.

Magical Abilities

Spellcasting

The magic employed by spellsingers is unlike that used by any other type of magician known on Toril. While other wizards must focus their minds carefully and harness their



power only by exact control of rituals and gestures, the spellsinger finds power in the exact opposite. The wild dance of a spellsinger serves to free the spirit and open up the character's mind to the unending power of the cosmos. Only when an absolute state of mental freedom and conscious release is attained can this mystical energy be transformed into the magician's desired effect.

Selecting a Spell

Spellsingers are not restricted by the level of the spell they wish to cast as other wizards are. A 1st-level spellsinger could theoretically attempt to cast a 9th-level spell at any time. In practice, a player who is running a spellsinger simply informs the Dungeon Master that his character is attempting to cast a spell in the *Player's Handbook* at any time during play. In reality, however, the chances of failure and the risks associated with working magical spells beyond one's own level makes this a rare occurrence at best. While the range of spells open to them is great indeed, spellsingers do not have unlimited access to the schools of magic. No spellsinger can cast spells from the schools of Necromancy or Invocation/Evocation.

Just as the normal rules governing spell levels do not apply to these unusual magicians, so too are they unaffected by the traditional limitations on the number of spells that may be memorized and cast in a single day. The only restriction on the number of spells that one of these characters can cast is the rest period required between each dance. Lower-level spellsingers can typically cast more spells in a day than their counterparts. At higher levels, however, this tends to become more equal or even reverse itself.

The Magical Dance

The unusual song and dance of the spellsinger allows the character to slip into an altered state of consciousness. While in this magical trance, the mystical powers of the cosmos flow through the wizard and respond to her wishes.

The maximum number of rounds that a spellsinger can dance is equal to her Constitution score. This is an important consideration, as longer dances have a greater chance of producing useful magical effects.

All spells invoked by a spellsinger require verbal (the spellsinger's song) and somatic (the dance) components.

Spells that normally require a material component are generally somewhat easier for a spellsinger to employ. However, spells that normally require only a verbal or somatic component are slightly more difficult for a spellsinger than for a normal mage.

While dancing, a spellsinger is oblivious to all that transpires around her. This can make the character vulnerable to attack, as enemies can walk right up to her without being seen. Anyone attacking a dancing spellsinger automatically has surprise.

However, the frenzied motion of the dance makes a spellsinger harder to hit. When dancing, a spellsinger's base Armor Class is reduced by -1 point for every two levels of experience that the character has attained, so a 6th-level spellsinger would have a -3 bonus to her Armor Class when dancing.

In addition to the physical bonus to a dancer's Armor Class, the altered state of a spellsinger's mind during this ritual provides protection from psionic intrusion as well. Anyone attempting to make mental contact with a dancing spellsinger will find that she has a psychic defense roughly equivalent to the infamous *tower of iron will*. This defense remains active for as long as the spellsinger continues to dance her magical dance, but collapses the moment her spell is cast and her mind snaps back to reality.

Chance of Spell Failure

This same unorthodox method of spellcasting makes the magic of these characters less than wholly reliable. No matter how talented a spellsinger might be, there is always the chance that her magic will fail her when the final note is sung.

Whenever a spellsinger wishes to cast a spell, she must make a check against her dancing proficiency. Several modifiers are applied to this roll, however, because of the unusual nature of the spellsinger's magic:

A -4 penalty is applied to this roll for each level by which the spell exceeds the level of the spellcaster. For example, a 3rd-level spellsinger attempting to invoke a 5th-level spell would suffer a -8 penalty to her proficiency check.

The minimum number of rounds that a spellsinger must dance to invoke magic is equal to the level of the spell being attempted. For every two additional rounds the character dances, a +1 bonus is applied to the roll.



Thus, a spellsinger attempting to cast a 5th-level spell must dance for at least five rounds before attempting her proficiency check. If she dances for seven rounds, she gains a +1 bonus to her proficiency check.

Interrupting the Dance

Breaking the concentration of a dancing spellsinger, either by attacking her or by simply halting her dance, is a dangerous thing to do. The moment the spellsinger stops dancing, she must make her proficiency check to see if the spell she was attempting to cast worked or failed. Because of the sudden halt to the dance, an automatic -4 penalty is applied to the check.

If the spellsinger has not yet danced a number of rounds equal to the level of the spell, an additional -4 penalty is applied for each round that was not danced. If, for example, a spellsinger is interrupted on the 4th round of her attempt to cast a 6th-level spell, she suffers a total penalty of -12 on her proficiency check (-4 for being interrupted and -8 for the two rounds she did not dance).

Results of Spell Failure

Usually, the only thing that happens when a spellsinger character fails her dancing roll is that the magic simply doesn't take effect. While this can be somewhat anti-climactic, it isn't harmful.

If, however, the modified roll is a 0 or less, the character suffers a catastrophic failure. When this happens, the exact results of the accident are left to the Dungeon Master. The die roll should determine the severity of the failure. A modified roll of 0 or -1 shouldn't result in an overly hazardous failure, while a roll of -9 or -10 ought to indicate disaster.

If the spell was being used as an attack, failure indicates it struck the caster or one of her allies. If the spell was defensive in nature, the DM can assume that it had either the opposite effect (hence, it made the caster more vulnerable to attack) or served to protect the caster's enemies from harm. The exact results of other spells will have to be judged based upon the conditions at the time of the failure and the need of the adventure.

Rest and Fatigue

After an attempt to cast a spell (either successful or unsuccessful), the spellsinger must rest for a number of rounds equal to the level of the spell she was attempting before



she can dance again. A spellsinger who attempted to cast a 3rd-level spell must rest for three rounds before she can cast another spell. If the spellsinger wishes to attempt a 9th-level spell, she must rest for nine full rounds afterward.

During this time, the spellsinger is considered to be fatigued. If she is forced to defend herself in this condition, she suffers a -2 penalty on all attack rolls and saving throws. Her Armor Class is unaffected.

Multiple Dancers

From time to time, spellsingers attempt to pool their efforts and channel their energies into the casting of a single spell. By attempting this difficult, dangerous exercise, the spellsingers can often work magic that is beyond that of any single one of them.

The sight of these dancers cavorting in a seemingly uncoordinated blur of motions is utterly hypnotic. At first glance, there appears to be no common element to the moves of the various dancers. If one takes the time to watch for a few minutes, however, a subtle pattern of repetitions and echoes appears in their movements.

When spellsingers opt to dance together, there must be no fewer than three and no more than eight of them. The level and proficiency rating of the spellsingers are assumed to be equal to the least of the dancers. It is for this reason that spellsingers who dance together are almost always of roughly equal level and proficiency.

Of course, all the dancers must be aware of the spell to be cast, its target or desired effect, and other important elements. Prior to dancing, they must spend one turn (10 minutes) for each level of the spell preparing their dance. As soon as they begin dancing, all normal rules governing the working of their unusual magic apply. This includes fatigue and the possible results of a failed casting attempt.

The effort of the additional dancers awards the group a +1 bonus per dancer beyond the first to their roll for the success of the spell. For example, a group of five dancers receives a bonus of +4 when checking for spell success or failure.

Magical Items

Spellsingers can employ any of the magical items normally available to wizards, but they are unable to create such wonders for themselves. Even magical scrolls, the

simplest of mystical creations, is beyond their knowledge, for the spellsingers' study of sorcery is very different from that of their wizardly cousins.

Special Abilities

Like many other types of characters, spellsingers have several special abilities that reflect the unique advantages their unusual expertise gives them. The higher a spellsinger advances in level, the more powerful these unique talents become.

Evasion

Even when a spellsinger is not attempting to cast a spell, her exotic dancing ability can be useful. A dancer can become an almost impossible target when her attention is fixed on avoiding injury instead of weaving magic. To employ this ability, the spellsinger must be aware that she is under attack and have at least a 20-foot-diameter area in which to dance.

When attempting to evade an attack, a spellsinger is able to reduce her Armor Class by 1 point per level of experience. For example, a 4th-level spellsinger can reduce her base Armor Class of 10 to 6 just by employing her evasion ability.

This dancing is every bit as taxing as spellcasting. Because the spellsinger is unable to lose herself in the dance, she feels the fatigue of her frenzy even more so than when in the throes of magic. Hence, the maximum number of rounds a spellsinger can evade attacks is equal to half her Constitution score, rounded down. So a spellsinger with a Constitution of 11 can evade for no more than five consecutive rounds.

After evading, the character must rest just as after attempting a magical spell: a number of rounds equal to the number of rounds the character has been dancing. During this time, the spellsinger is considered to be fatigued. If she is forced to defend herself in this condition, she suffers a -2 penalty on all attack rolls and saving throws.

Enthralling

Upon attaining the 6th level of experience, a spellsinger can use her exotic dancing and seductive singing to en-



thrall onlookers. This effect is similar to the casting of the 2nd-level priest spell of the same name. The spellsinger cannot use this power while attempting to cast a spell or use another special ability such as evasion.

Anyone watching the dancing spellsinger when she is attempting to *enthrall* her audience must make a successful saving throw vs. spell or be unable to do anything but watch the dancer for the duration of her performance. This trance continues for a number of rounds equal to half the spellsinger's level, rounded down, following the dance.

Because of the haunting nature of the spellsinger's motions and sounds, the audience need not understand the language that she sings in to fall under her spell. However, if her words *are* understood, the victim suffers a -4 penalty to his saving throw.

Other modifiers apply to the check as well. If the character attempting to resist becoming *enthralled* is of the same gender as the dancer, a +2 bonus is allowed. If the onlooker is of the opposite sex, the die roll is subject to a -2 penalty. If the subject knows and dislikes the spellsinger or is aware that she is attempting to *enthrall* him, a +4 bonus is allowed on the save (not cumulative).

After attempting to *enthrall* her audience, the spellsinger must rest for a number of rounds equal to the length of her dance. During this time, the spellsinger is fatigued and, if she is forced to defend herself, she suffers a -2 penalty on all attack rolls and saving throws.

Sleep

A spellsinger who has attained the 10th level of experience can use her dances and songs to soothe her audience, effectively weaving a *sleep* spell over them. To fall victim to this enchantment, a character must be able to clearly hear the song and see the dance of the spellsinger. Further, the victim must have fewer Hit Dice than the spellsinger. Those of an equal or greater experi-

ence level are immune to this effect. If these conditions exist, an onlooker must make a successful saving throw vs. spell or fall asleep for a number of *10-minute turns* equal to the level of the spellsinger. This sleep is not magical, so the victims can be awakened normally.

The duration of this dance can vary with the situation. However, the maximum number of rounds the spellsinger can sustain this dance is equal to the level of the dancer. The first round of dancing, all onlookers with up to 1 Hit Die must make their saving throws. On the second round, spectators with 2 Hit Dice must make their saving throws. This pattern continues until either everyone in the audience has made a saving throw, successful or not, or the spellsinger halts her dance.

Onlookers who feel they are in danger or are otherwise uncomfortable (for example, in pain from a wound) make their saving throws with a +4 bonus. Those who understand the words of the spellsinger's song suffer a -2 penalty.

After using this ability, the character must rest for a number of rounds equal to the length of her dance. The spellsinger is considered to be fatigued while resting. If she is forced to defend herself during this time, she suffers a -2 penalty on all attack rolls and saving throws.

A Word of Warning

Once more, there are bound to be a few players who will attempt to abuse the powers of the spellsinger kit. For example, such a PC might spend hour after hour of noncombat time attempting to cast *wish* and other potent spells. The DM must determine the limits of such liberties with the kit and create suitable instances of retribution for those whose ambitions outstrip the bounds of reasonable role-playing. (Of course, a "career-ending injury" has forced many dancers to pursue other vocations.)



Faerûnian Wizard Kits



I've traveled throughout more of the Realms than I care to remember. I've sat and listened to the singing of the valantra, looked out on the splendid harbor of Waterdeep in the company of Elminster himself, and spent more than one unnerving night wishing I were anywhere but in the dreadful expanses of the Battle of Bones. I've even spent time among the strange cultures one will find in the Jungles of Chult or the eastern cities of Kara-Tur.

I suppose I'll probably die somewhere on a road that is as far from where I was born as it is possible to get. Of course, since I don't know exactly where it was that I did come into this world, I don't really know where that road is. I guess I'll figure it out when I get there.

Well, with all these miles at my back, there are some who'd say that I must have seen it all. As it happens, there's been a time or two when I'd have said such a thing myself. One of the first things that I learned in my travels, though, is that I'm not likely to live long enough to see even half of what there is on old Toril. Everywhere I go I see things that I would have called anyone else a liar for describing. As you might expect, I'm slow to accuse anyone of prevarication these days.

I guess the greatest diversity I've encountered occurs among the spellcasters of the world. To some, a wizard is a wizard is a wizard. I'm afraid, however, that it just isn't that simple.

The workers of magic run the gamut of personalities. On the one hand, you have old book worms who can't be coaxed out of their libraries and demented warlocks who wouldn't dream of leaving their often ill-fated experiments behind. On the other, you have nomadic researchers born with wanderlust in their hearts, and well-traveled adventurers who spend so much time out and about that they don't have much opportunity for research at all.

This is true, even among already specialized practitioners of the art. I know of at least one necromancer who gets faint at the sight of blood and dead bodies. He insists that the true magic of necromancy involves the incorporeal undead—spirits and ghosts and the like—and not messy things such as graveyards and corpses. He's even a pretty good dinner companion, although his conversations tend to be a bit depressing.

Well, let's get on with our examination of the diversity found among wizards. After all, even the most educated and experienced of folk have been known to generalize and stereotype.

I should know: I've done it myself on occasion and almost found out exactly where that oh-so-distant road I mentioned earlier might have run.

—An excerpt from the journals of Athanial the Wind





A number of kits have been presented in other products that enable players to create specific types of wizard characters. The most frequently encountered of these were printed in the *Complete Wizard's Handbook*. While these are fine additions to any AD&D campaign, they are fairly general in character and don't have the unique flavor that players and DMs expect of a FORGOTTEN REALMS campaign. Here we'll examine many kits created especially for the world of Faerûn and its most wondrous citizens.

All the wizard character kits provided in this book are presented in a similar format. Much like the standard MONSTROUS COMPENDIUM® layout, this structure places the most important information about the kit first, in the form of an easy-to-read table. Following that is a brief description of the special abilities of the kit, its most interesting role-playing features, and the special abilities or restrictions that set this type of wizard apart from his peers.

Class Information

Once again, each entry begins with a description of the variations made to the normal abilities of the wizard class. While a kit resembles its parent class in most ways, it is the variations on the theme that give a kit its character and make role-playing it a challenging experience.

Racial Requirements

Not every kit is available to characters of every race. This is especially true in cases where a kit is intended to reflect the nature of adventurers from a specific region. After all, a wizard from Menzoberranzan isn't likely to be a dwarf or a halfling! If any restrictions of this type apply, they'll be listed here.

Ability Requirements

Just as some kits aren't open to all races, others require characters to be especially gifted in some mental or physical ability. Any minimum (or, rarely, maximum) ability score requirement is listed in this part of the table.

Prime Requisite

The most important ability score for characters using a given kit is listed here. It is this score that determines if

the character is eligible for bonus experience point awards, described in the *Player's Handbook*.

Advancement Table

This entry indicates which of the various experience advancement tables characters use when they are designed with the kit. Players are encouraged to pay careful attention to this when selecting a kit, as some kits advance in levels much more quickly than others.

Hit Die Type

In most cases, a character designed with these kits uses four-sided Hit Dice, just like traditional wizards. Exceptions exist, however, and these are noted here.

Attack Table

As with the "Hit Die Type" entry, most character kits will use the same attack tables as members of their parent class. In rare cases, however, the nature of a kit might result in the character receiving more or less martial training than his peers. When this happens, the effect is listed here.

Saving Throw Table

When kit-based characters are called upon to make saving throws, they almost always do so as their parent class. In some instances, however, a kit might be different enough to require that characters use the saving throw table of another class.

In very rare cases, a kit might indicate that some of the character's saving throws are made as one class while others are made as if the character belonged to a different class. This is the case with the shadow walker kit (described in the second part of this book).

Exceptional Strength?

The ADVANCED DUNGEONS & DRAGONS® core rules indicate that only members of the fighter class are entitled to exceptional Strength scores. In some cases, though, a nonfighter kit might indicate that characters designed with it *are* entitled to roll for exceptional Strength bonuses if they have a Strength score of 18.

Exceptional Constitution?

As a rule, most characters are limited to a maximum of +2 bonus hit points per Hit Die, regardless of their Con-



stitution score. Warrior characters, of course, can have higher bonuses if their Constitution score exceeds 16. In rare cases, members of other classes might be eligible to receive this benefit as well. If this is the case, it is noted here.

Spell Ability

If a kit allows its character to use spells, this is indicated here. Additional information is presented in the body of the information.

Starting Cash (x10 gp)

The starting wealth available to various characters varies according to the kit with which they are created. The entry here indicates the number and type of dice rolled to determine how much money a player has with which to equip his character when starting a campaign. The number rolled on the dice is multiplied by 10 to obtain an exact value in gold pieces.

Proficiency Information

If players are using the optional rules for proficiencies in the campaign, this section of the entry provides information about the number of slots that characters designed with a specific kit receive, the types of skills available to them, and the frequency with which additional proficiencies are attained.

Weapon Slots

This number indicates the initial weapon proficiency slots available to a character designed with the kit.

Additional Slot

As characters advance in level, they become more skilled in combat and experienced in the use of various weapons. This number indicates the number of levels that a character must advance in order to earn an additional weapon proficiency slot.

Nonproficiency Penalty

If a character is forced to use a weapon that he is not trained with, his attack rolls suffer. This entry indicates the exact penalty applied to the adventurer's attack roll.





Nonweapon Slots

This number indicates the initial nonweapon proficiency slots available to a character designed with a given kit.

Additional Slot

As characters advance in level, they become more skilled in combat and experienced in the use of various weapons. This number indicates the number of levels a character must advance in order to earn an additional weapon proficiency slot.

Available Categories

All of the nonweapon proficiencies in the AD&D game are divided into categories that reflect the skills generally available to members of a specific class.

Bonus Proficiencies

To reflect the experiences that characters designed with a given kit are assumed to have, many kits indicate bonus nonweapon proficiencies. Characters need not allocate slots to receive bonus proficiencies, although they can do so to raise the basic chance for success.

For example, a wizard from Archendale receives the herbalist proficiency automatically. The skill is recorded on his character sheet and it is noted that it fills "0" slots. If the character wishes to have a better knowledge of herbalism, he may allocate an additional slot for each +1 increase to his roll.

Recommended Proficiencies

These are similar to bonus proficiencies because they reflect the skills common to characters designed with a specific kit. To acquire recommended proficiencies, however, the character *must* allocate slots normally.

Overview

Following the table of information are a number of brief entries that further describe the character kit. The first of these simply provides a general definition of the kit, its abilities, and its place in the campaign. This summary

isn't meant to provide detailed information, only to give players a capsule description they can read when selecting a kit.

Description

Almost every type of character kit has a certain "look" associated with it. This might include favored types of armor, traditional garb, or unique ornamentation. Whenever such information is applicable, it is listed here.

Players and Dungeon Masters should be aware that there are exceptions to these guidelines. Of course, anyone who deviates too far from the established norm is going to stand out in a crowd and probably be shunned by his peers.

Role-playing

This entry presents the information that a player needs to make his portrayal of a given character seem realistic. As with the "Description" entry, it is important to remember there are exceptions. For the most part, however, players should follow these recommendations.

Special Abilities

Every kit lists some special ability that sets its characters apart from those designed with other kits. This might be a bonus to the character's proficiency checks, saving throws under certain conditions, or special talents like a ranger's tracking ability and a paladin's natural immunity to disease. Also, any of the advantageous entries on the table that need clarification are given here.

Special Disadvantages

Just as every kit bestows upon its characters some bonus, each one includes some drawback that makes characters of that type more challenging. This might be increased damage from some types of attack, penalties to saving throws, or even some action that the character must take before entering combat or casting a spell.



Wizards of The Dales

Class Information

Racial Requirements	Human, elf, half-elf
Ability Requirements	Intelligence 9, Constitution 12
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	1d4+1

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	See below
Recommended Proficiencies	Spellcraft

Overview

The Dalelands are noted for the brave and noble adventurers they produce. Wizards from these regions are expected to be no less responsible or intrepid than their warrior counterparts.

Description

As they tend to be adventurers and explorers, the wizards of these realms are noted for their casual manner and utilitarian dress. The flowing robes and fanciful dress of court wizards are not generally found among the spellcasters of the Dales. A wizard in flowing robes, with a long beard and wearing a pointed hat, is likely to be looked upon as something of a dandy or a fool. There



are exceptions to this, of course. After all, few are the folk who would call the oft-robbed Elminster of Shadowdale a fool.

One can expect the typical wizard of the Dalelands to be in comfortable clothes, often liberally sewn with pockets for spell components as well as a stout staff (that may or may not be enchanted) and ready access to a good assortment of traveling supplies.

Role-playing

Many of the wizards, whether mages or specialists, that call the Dales home are rugged adventurers who seek to understand the mysteries of the world by experiencing them firsthand. A player running a wizard from the Dales should be willing to take chances and risk all for a good cause.

As a rule, all folk of the Dales, wizards included, are slow to trust strangers. Once they do accept an outsider, however, they are warm and open friends. Prior to that time, a wizard designed with this kit should be slow to rely on those they do not know.



As with most folk of the Dales, wizards from these states are known to be steadfast companions and good allies. There are few of the Dales who would abandon a friend in need or give up on a quest that seemed impossible.

Special Benefits

Wizards of the Dales each receive a bonus proficiency and a special ability that reflects the land they call home.

Archendale

The proud traditions of the folk who live along the banks of the River Arken are not lost upon the wizards nurtured in that lush land. Spellcasters from this region are noted for their love of nature and, in particular, the ferns, flowers, and grasses that prosper along the banks of rivers and shallow streams. Because of this, wizards from Archendale may choose either the fishing or herbalist proficiencies. They need not allocate slots to these skills but can do so to increase their chances of success when using these talents.

Battledale

The history of this realm is, as its name suggests, one of warfare and conflict. Unlike the tortured lands of Sessrendale or Tarkhaldale, Battledale has not only survived its conflicts but grown strong from them. Those who live in the shadow of Aencar's castle are proud of their warrior heritage, and even the wizards of this realm have had military training. To reflect this, wizards from Battledale acquire weapon proficiencies as if they were rogues. That is, they begin play with two such skills and acquire a new one with every fourth level of experience. In addition, these characters can employ all "small" weapons normally forbidden to wizard characters.

Daggerdale

There is perhaps no surviving state in the Dales with as tragic a history as Daggerdale. Deceived and ruled by the cruel Malyk and his allies in the Zhentarim for many years, this land has felt the hand of tyranny and is not quick to forget that evil caress. The scars of this brutal past are evident in the distrusting, almost paranoid, wizards that come from this land.

Even with Daggerdale back under the rightful rule of Randal Morn, the wizards of that land have retained their ability to think quick under pressure. As such, Daggerdale wizards gain a bonus proficiency in etiquette. This ability once provided them with the means to talk their way out of trouble with Zhentarim agents. Now it serves as a reminder to how they once lived.

Whenever a Daggerdale wizard finds himself facing an authority figure, a successful proficiency check will allow him to say the right things and perform the proper kowtowing to escape the fate that might otherwise be assigned to him. The DM can assign penalties based on the situation, and the player is forewarned that some situations are inescapable.

Deepingdale

The folk of Deepingdale seem to get along better with the elves and half-elves of the world than they do with other humans. The mages of Deepingdale are so used to the comings and goings of the fair folk that they seem to have acquired an affinity for the magic of the elves. This is reflected in two ways. Whenever a spellcaster from Deepingdale is required to make a saving throw to escape the effects of a spell cast by any elf race (including the sinister drow), he is entitled to a +2 bonus to his roll. Conversely, any wizard who learned his craft in Deepingdale imposes a -2 penalty on the saving throws made by elves to resist his powers. Against half-elves, this bonus or penalty is halved.

Featherdale

Few wizards—and few heroes of any type—come from among the folk of Featherdale. This is not because of an absence of magical talent among the populace, only a lack of interest. The children of this region grow up tending the flocks and seeing to other chores that leave little time for the idle fancy of magic. Still, those spellcasters who do step forward from the ranks of the common folk of Featherdale have a natural instinct when it comes to the ways of farming and herding. They receive either the agriculture or animal handling proficiencies automatically (that is, without allocating a nonweapon proficiency slot to it). They can also allocate additional slots to their chosen skill to increase their chances of success when using it.



Harrowdale

The folk of Harrowdale are often said to be somewhat dimwitted and set in their ways. This might well be the case with many of the common folk. What some take for a lack of intelligence, however, is often only an introspective personality. This is especially true of the wizards of Harrowdale, who are noted as much for their acumen as their intellect. As a result, all wizards from Harrowdale receive a +2 bonus to their starting Wisdom score. The modified score cannot exceed 18, however.

The High Dale

Of all the folk in all the Dales, there are none more well-known or respected than the Flying Archers of High Dale. There is not a child in this land who didn't learn to use a bow as soon as he was strong enough to draw back an arrow. As a result, wizards from High Dale are able to use long and short bows normally in combat. Of course, they must still allocate weapon proficiency slots to them if they are to avoid a penalty to their attack rolls. Further, they can select the bowyer/fletcher

proficiency for its normal cost of one slot, just as if they were warriors.

Mistledale

Because of Mistledale's sprawling natural landscape, their folk learn to ride horses and drive wagons at a young age. They have a natural affinity for horses of all types except those trained for battle. In game terms, this is evident in that all wizards born in Mistledale (or at least who grow up there) receive either the land-based riding or animal handling proficiency at no cost. They can allocate slots to it to increase their chances of success when using the skill, but they need not expend a slot to receive the base proficiency.

Scardale

There are generally two types of wizards in Scardale now that Lashan has vanished and his attempts to dominate the Dales have ended. Although very different in some ways, the wizards are shockingly similar in others. A player who wishes to run a wizard from Scardale should





determine which of these groups his character belongs to.

Pro-Lashan: First, there are those who worked with Lashan and sought to help him in his war. They tend to be harsh, bitter folk who feel they were betrayed by Cormyr, the Moonsea, and the other nations Lashan had depended upon for aid.

Anti-Lashan: On the other hand, there are those who did not believe in what Lashan stood for. Whether they opposed him directly or covertly, they used their powerful personalities to persuade others to resist the war effort.

Wizards from Scardale, whether for or against Lashan, have had to exert a great deal of influence lately in order to attain the goals they desired. This has forced them to develop forceful personalities, so they have earned a +2 bonus to their Charisma scores. The character's Charisma cannot be raised above 18 by this bonus, however.

Shadowdale

Home to countless adventurers and to that most worthy of individuals, Elminster the Sage, Shadowdale is residence to far more than its share of heroes and, sadly, villains. Of course, the latter tend to keep a very low profile, often passing themselves off as champions of good while in the area. The children of this land grow up hearing tales of epic adventure and learning lore that those in other lands never hear of. It is only natural that children so raised would long to follow in the footsteps of the heroes they worship.

The wizards of Shadowdale have learned much from the countless heroes they grew up around. The cautionary tales these folk pass on, especially those with missing limbs and other proof of the importance of their lessons, tend to remain with a person throughout his life.

To reflect this, players running wizards born and raised in Shadowdale may adjust any two saving throw categories (*breath weapon* and *death spell*, for example). Whenever the character is called upon to make a saving throw of his chosen types, he gains a +2 bonus.

Tasseldale

There are many who say that Tasseldale is the most cosmopolitan of all the Dales. There are others who point out that such a statement is roughly equivalent to being the smartest kobold in the raiding party—that is, it's no great honor. Still, the folk here take pride in their reputation and make use of their position as a crossroads to

keep informed about the news of the world. It is for this reason, many have supposed, that Tasseldale produces more bards than any of the others.

The early exposure the wizards of Tasseldale have to world events does indeed make them more savvy than their peers in the other Dales. Hardly a day passes in this pleasant land when a body doesn't learn something new and fascinating about a faraway place. As a result, the wizards of Tasseldale begin play with two extra non-weapon proficiency slots.

Special Disadvantages

Wizards fashioned with this kit must be of lawful alignment. Also, the rugged nature of life in the Dales imposes upon them a minimum Constitution score of 12. Less hardy folk don't have what it takes to become adventuring wizards.

Each of the Dales produces wizards with a unique flavor. To reflect this, the following disadvantages apply to wizards from the various Dales.

Archendale

At times, the pride of these noble folk gets in the way of their common sense. This has led to a reputation for arrogance and vanity. Wizards seem to bear the brunt of these hard feelings, for the natural air of mystery that surrounds them makes common folk especially uneasy around spellcasters. Because of this, wizards from Archendale must reduce their Charisma score by 2 points when dealing with folk from outside their Dale.

Battledale

The time that a wizard from these regions spends on martial training is, of course, lost from the study of magic. To reflect this, characters from this region must reduce their chance to learn spells by 10%.

Daggerdale

The natural paranoia of Daggerdale's folk is both widely known and readily apparent. Their inability to trust others leads others to distrust them. In a sense, then, one might say that much of their suspicion is justified, for those who do not trust such characters may well betray them. To reflect this, the loyalty base and reaction adjustment modifiers established by the character's Cha-



risma score are always penalties, regardless of whether that ability score is high or low.

Deepingdale

The magic studied by the wizards of Deepingdale has been greatly influenced by the subjects of the Elven Court. This has resulted in a natural bias in their studies that reduces the effectiveness of their spells when cast at dwarves, gnomes, or other races with a natural resistance to magic. Therefore, creatures who must make a saving throw to escape the effects of a spell receive a +2 bonus against the incantations of a Deepingdale wizard.

Featherdale

While it is true that the wizards of Featherdale seem unnaturally sagacious, it is also true they tend to be quiet and rather lacking in presence. To be blunt, they are some of the dullest people a hero would ever want to spend time with. In game terms, such characters suffer a -2 penalty to their starting Charisma score. The modified value cannot fall below 3, however.

Harrowdale

The generally easy-going folk of Harrowdale don't see the adventures that others crave as anything worth seeking. They tend to be introspective and generally find understanding of the world by examining what events mean to them personally. They can be somewhat slow to react in a crisis situation. After all, acting in haste can result in unforeseen consequences. To reflect this, these wizards suffer a -1 penalty to their initiative rolls in combat or other dangerous situations.

The High Dale

Having been exposed to the bow at an early age, wizards of the High Dale favor it over all other range weapons. Because of this, they cannot be proficient with darts, thrown knives, or other range weapons. They can use these weapons in combat but suffer a nonproficiency penalty when doing so.

Mistledale

Having a natural affinity for animals in general and horses in specific, wizards from Mistledale are quick to anger when they see someone mistreating a mount or notice that a horse shows signs of neglect. Whenever

this happens, such characters are compelled to confront the owner of the animal with his misdeeds and seek to aid the abused animal.

While this may not seem to be a great disadvantage, such a confrontation can easily erupt into a brawl or worse. More than one wizard from Mistledale has found himself trying to explain to the city watch exactly why he lost his temper and launched a *magic missile* at one of the town's citizens.

Scardale

The same strength of conviction that allows both pro- and anti-Lashan characters to have forceful personalities and exert a great deal of presence when speaking can cause them to appear as fanatics and blind them to compromises and similar solutions. To reflect this, all such characters suffer a -2 penalty to their Wisdom scores. This penalty cannot lower a score to less than 3, however.

Shadowdale

While the wizards of Shadowdale have the advantage of hearing countless stories while growing up, they suffer somewhat from the fact that many of these are at least exaggerations and often outright lies. In game terms, this wealth of misinformation can be seen in a character's saving throws. Just as he receives a +2 bonus to two types of saving throws (player's choice), the wizard must also suffer a -2 penalty when checking two other categories of saving throws.

Tasseldale

The people of Tasseldale have a natural thirst for knowledge and information which rivals that of even the most inquisitive bard. This curiosity, however, has been the downfall of many adventurers from Tasseldale.

Whenever such a character wishes to avoid investigating a mystery or attempting to solve an intriguing puzzle, he must make an ability check of his Wisdom. Exactly what requires a roll and what doesn't will have to be decided by the DM, but a good rule is simply that a wizard from Tasseldale won't abandon a mystery without a very good cause. This doesn't mean that the first hint of an enigma will send the character racing into the night, only that once he begins an investigation of some sort, the wizard will be dogged and relentless in his efforts to solve it.





Wizards of The Elven Woods

Class Information

Racial Requirements	Elf, half-elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d6
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Exceptional Strength?	No
Spell Ability?	Wizard
Exceptional Constitution?	No
Starting Cash (x10 gp)	1d4+1

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Animal lore
Recommended Proficiencies	Spellcraft

Overview

Since the Retreat, there are few elves left in this region. The Elven Court has been all but abandoned, Myth Drannor is in ruins, and the peaceful glades of Semberrhome are still and empty. Only amid the Tangled Trees do the fair folk reside in great numbers.

Description

Elves of the Tangled Trees tend to reject all things human. They favor leather, fur, and wood in their clothing and weapons, shying away from metal. As a result, these wizards are easily mistaken for druids by those who are unfamiliar with them.



Role-playing

The elves of the Tangled Trees are generally young and somewhat rash. Their people have suffered much at the hands of men and they are quick to take offense at the actions of such folk. Players running these characters should show this in their play but must be careful not to let it interfere with the game.

Special Abilities

All characters created with this kit have the animal lore proficiency without having to expend a proficiency slot for it. In addition, the rugged nature of their lives over the past few years has made them more hardy than their fellows in other regions. Because of this, they have six-sided Hit Dice.

Special Disadvantages

Because of their distrust of mankind, elves of the Tangled Trees can be difficult for human men and women to get along with. They have short tempers, something very unusual among the fair folk, and always assume that humans are out to get them. This results in a -2 penalty to the character's Charisma score whenever he is dealing with humans.



Wizards of Cormyr

Class Information

Racial Requirements	Human, elf, half-elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	1d4+1

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	None
Recommended Proficiencies	Spellcraft

Overview

The nation of Cormyr requires that all mages of 5th level or higher register with the government. This and other regulations involving spellcasting have made Cormyr a fairly unpopular place among many adventuring wizards. This requirement has led to the evolution of two distinct types of mages—registered wizards and renegades.

A third group, the war wizards, comprise an important element of the nation's military. To be a war wizard, a wizard must spend a minimum of nine months each year on active duty with a detail of other war wizards. Players can be war wizards only with the approval of the Dungeon Master.

Description

Registered wizards tend to look exactly like the wizards one hears about in stories. They often wear long robes, grow lengthy beards, and can almost always be found in the company of a raven, cat, or similar familiar. It has been suggested that the wizards of Cormyr actually try to outdo each other in dressing the part of the magician. Whether this is an intentional action on the part of these characters or simply an outgrowth of the fact that they have been required to register themselves with the government is difficult to say.

Renegades, of course, are not so bold about their dress and mannerisms. By not registering, they have put themselves in danger of execution. If their secret is revealed, after all, the entire might of the war wizards can be brought to bear on them. For this reason, renegade wizards wear the clothes of a commoner. Spell components, magical trinkets, and such are secured in secret pockets or in a pouchbelt or small satchel.



War wizards, like the other registered spellcasters of Cormyr, take no steps to hide their profession. The black and purple robes they wear instantly identify them. These robes are laced with pockets and pouches but bear no glyph or other symbol of rank or office. Among the war wizards, none is needed.

Role-playing

Each type of Cormyrite wizard presents a different challenge for players. Care must be taken to express these unique traits during an adventure without going overboard and bringing the game to a halt.

Registered Wizards

Registered wizards tend to be proud of their station, even to the point of arrogance. They look upon the act of registering themselves as something of a status symbol and take pride in the fact they are so powerful the government fears them and wants to know where they are at all times. They also believe, whether they admit it or not, that the government wouldn't be able to stop them if they wanted to do something illegal, so registering themselves is of no concern. They look upon war wizards as government lackeys and renegades as shiftless upstarts.

Renegades

Renegades, of course, don't see themselves as villains or criminals. Rather, they think the government has no right to demand they register themselves. Why is it, they argue, that wizards must register but not other types of people? Isn't a high-level priest a potential danger to society? Or a powerful warrior? Renegades look upon the war wizards as tools of an oppressive government and see them as little more than a bunch of bullies and thugs with magical training. As for the registered wizards, they view these folk as misguided fools who don't realize they have put their lives in peril by allowing the government to keep such close watch on them. The renegades are certain that the king and the nobility are up to something, they just don't know what yet.

War Wizards

The war wizards think of themselves as the best of the best. Because of the benefits they gain, such as help in magical research, they don't understand why any wizard

in Cormyr wouldn't want to be a member of their unit. Because of this, they look down upon both registered wizards and renegades. They view registered wizards as inferior in talent, power, and intelligence. They view renegades as dangerous criminals who must be hunted down and destroyed for the good of society.

Special Abilities

As with the wizards of the Dales, each type of Cormyrite spellcaster has his own special advantages. While war wizards are generally not available for use as player characters, the following information will allow Dungeon Masters to create them for use in their campaigns. Players, on the other hand, will find the information they need to create either registered or renegade mages.

Registered Wizards

Registered wizards tend to be egotistical. They regard their special status as a reward for countless years of hard work spent in study of the arcane arts. While this attitude can easily irritate their companions, there is much to be said for the benefits of the registered wizard's way of life. Because of the study skills developed by these characters and the ample research materials they have available to them while within the borders of Cormyr, registered wizards receive a bonus to the number of experience points they receive for adventuring. Any such character who makes his home and spends at least half the year in Cormyr gains a 10% bonus to earned experience points. This is in addition to any bonus the character receives for exceptional ability scores.

Renegades

Renegades look at registered wizards as kept men and fools, though they don't deny that they envy the resources available to their cousins. One advantage, however, is the cunning nature that years of avoiding the authorities has given them. In game terms, this gives them normal access to the Rogue proficiencies.

War Wizards

War wizards train extensively in the use of combat magic. For that reason any damage-inflicting spell they cast, such as *magic missile* or *fireball*, inflicts an additional point of damage per die.



A deafening blast of thunder exploded in the tavern, hurling doors inward and stunning the assemblage of patrons. Even before the echoes of that terrible blast died down, a pair of city guards stepped quickly into view. Each of them wore black leather armor dotted with brass studs and held a wickedly curved sword at the ready. As soon as they had taken up a position inside the door, another figure stepped into the place.

Even as he did so, a great presence filled the room. Here was a man of untold mystical power. He wore the robes of the War Wizards, the government-sanctioned enchanters of Cormyr, and leaned on a gnarled wooden staff. Blue traces of supernatural power raced along the staff like scurrying insects swarming about a nest.

Three steps brought the wizened figure through the doorway, each accompanied by a crack as the tip of his wizard's staff struck the floor. His cold eye – for he had but one left in his face – swept across the room. When his gaze fell upon me, a wash of cold swept over me. I have faced ogres, trolls, and worse in mortal combat, but there was something about this old man that filled me with dread. If I was the one that he had come for, would I be able to resist him? I didn't think so.

Luckily, his scrutiny passed by me and settled on another. In this case, it was young Neran, the curious fellow who ran the herbalist shop across from my lodgings. The wizard tilted his staff, hardly making a discernable motion, but his intent was clear enough. The two soldiers stepped forward and flanked the lad.

Neran looked around, clearly trying to decide if he had any chance of escape. Apparently he concluded that he did not, for he stood and appeared to offer no resistance.

Suddenly, the young man's hands flashed to his belt and a pair of knives glinted in the air. So strong and true was Neran's throw that there was no arc to their flight; they traced perfectly straight lines from his hand to the wizard's chest – never have I seen a more swift or accurate throw! On the other hand, I have never seen a less useful one either. The knives struck the robes of the wizard and fell to the floor as if the cloth were made of stone.

The guards grabbed Neran and carried him away; it was the last I would ever see of him. It was not, however, the last I would see of the War Wizards of Cormyr.

– From the journal of Andreas Vanderslyke

Special Disadvantages

Just as the Cormyte culture gives its wizards some advantages, it also imposes certain handicaps.

Registered Wizards

The almost pampered life most registered wizards treat themselves to takes its toll on their stamina. To reflect this, all such characters must reduce their starting Constitution scores by 1. In addition, these characters are never entitled to bonus hit points for their Constitution score, no matter how high it is. They can still suffer a penalty to their hit points for unusually low scores.

Renegades

Renegade wizards have learned to live by their wits and cunning over the years. They know a little bit of paranoia goes a long way. Their paranoia and the other aspects of their secretive lives have made it difficult for them to accept companions. To reflect this, renegades may never have hirelings or henchman.

War Wizards

Because of their focus on combat spells, war wizards suffer from a slight disadvantage when employing all other spells. Whenever a character of this type invokes a spell that does not directly cause damage to an enemy (such as a *detect magic* or *web*), his effective level is halved (round up).

For example, a 3rd-level wizard casting a *hold portal* spell would normally be able to magically bar the doors and windows in a 60-square-foot area for three rounds at a range of 60 yards. A war wizard who employs the same spell affects only a 30-square-foot area for two rounds and has a range of only 30 yards. In the first case, a wizard of 7th level or higher could will the door open, while the war wizard's enchantment could be defeated by a magician of only 6th level.



Wizards of Sembia

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	4d10

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard, Rogue
Bonus Proficiencies	Appraise
Recommended Proficiencies	Spellcraft

Overview

Sembia is a land justly noted for its crafty merchants, hard-working folk, and political cunning. Few folk in this land grow up without learning the value of money and the skills of bartering. It is commonly said that all of Sembia's adventurers, whether they be warriors, priests, or wizards, are part rogue as well.

Description

There are two modes of dress typical of Sembian wizards. The first style is that of an unassuming adventurer. The character dons this style when he expects to be doing business and doesn't want to tip his hand by indicating that he is either very wealthy or somewhat in need. This usually means he wears a plain robe, often fitted with many pockets, and few other adornments.



Nothing in the wizard's possession will be of outstanding quality, but neither will it be poorly crafted or in need of repair.

The other mode of dress is much flashier. The wizard wears this style when he wishes to emphasize his wealth and make it clear that he is a man of importance and power. He wears abundant silks and other fine fabrics and jewelry and valuable trinkets to complement the ensemble. A wizard dressed in his finery is easily mistaken for one of the dandies who decorate the upper classes of Sembian society.

Role-playing

Sembian wizards, like most folk of their land, tend to judge people by their personal wealth and power. This can often lead them to misjudge someone's true character. By the same token, however, they expect to be judged this way themselves.

They apply the same standards to their travels and heroic exploits. They view an adventure as successful



only if they acquire treasure and a quest worth undertaking only if it promises monetary reward.

Any player running a Sembian wizard must take care to focus his attentions on the monetary aspects of an adventure without causing play to stop.

Special Abilities

As indicated in the kit summary, all Sembian wizards receive the appraise proficiency automatically. This reflects the emphasis their culture places on trade and commerce.

However, all Sembian wizards are skilled hagglers and merchants in their own right. This ability translates into an automatic discount on goods and services bought during the course of an adventure and an increase in the price they receive for treasures or other spoils of war they put up for sale.

To successfully engage in haggling, a character must make an ability check using his Charisma score. If the

check fails, the character must pay or receive only the normal price listed for the specific item. If the check succeeds, the character has managed to barter for a better price.

The extent of the character's negotiating ability is +/-2% for every level of experience he has attained. For example, a 10th-level wizard from Sembia can buy spell components for 20% less than other spellcasters. If the character sells a gem that he found while adventuring, he receives 20% more for it than another member of the party might.

This adjustment is applied whenever the character is buying items from the *Player's Handbook* or a similar source between adventures. It is not normally available to a player during the course of a game session, as the player and DM should roleplay any haggling done at that time. In the interests of faster play, however, the DM may opt to simply let the character use his haggling ability during play.

Special Disadvantages

Because wizards from Sembia are noted as masterful traders, many people are exceptionally wary of trading with them. To reflect this distrust, there is a chance that a potential buyer or seller will simply refuse to do business with a character from Sembia or demand unusually harsh terms just to ensure he isn't cheated.

As explained in "Special Abilities," the player of a Sembian wizard must make an ability check against the character's Charisma when attempting to haggle. If the result of this roll is a natural 20, the wizard has run into someone who is stonewalling him for one reason or another. The NPC either realizes he is dealing with a Sembian and is anxious to get the best of the deal, or he simply has the feeling that the PC would fleece him if he could. Therefore, if the PC attempts to buy an object, he must either pay double the listed price or go without the item. If the PC is selling something, the buyer offers only half the item's true value. No amount of additional bargaining will change the mind of the buyer/seller.





Wizards of The Moonsea Region

Class Information

Racial Requirements	Human, half-elf, elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	4
Additional Slot	4
Available Categories	General, Wizard, Rogue
Bonus Proficiencies	Move silently <i>or</i> hide in shadows <i>or</i> hear noise
Recommended Proficiencies	Spellcraft

Overview

The wizards of the Moonsea region reflect the intrigue and mystery for which that land is renowned. They are often sinister men and women who have mastered the mystical arts in an attempt to amass great personal power and force others to do their bidding.

Description

Wizards of the Moonsea stand out among their peers not in dress but in provisioning. While they often wear the comfortable clothes of an adventuring mage or the rippling robes of a court wizard, they almost always prominently display a weapon of some sort. In the case of wizards from Mulmaster, this is often a sword, mace, or other weapon not commonly used by magicians.



Role-playing

Like most of the Moonsea's folk, the wizards here are noted for their quiet nature and their tendency to keep their own secrets while rooting out the secrets of others. To these enigmatic folk, secrets are power, for they allow you to bargain from a position of strength. Outsiders might consider this a form of blackmail, but pointing this out to one of the Moonsea's wizards is likely to get you turned into a toad . . . or worse.

The stereotypical evil wizard who broods over dark secrets and contemplates foul mysteries that no man was ever meant to master may well be rooted in the stories of the Moonsea's enchanters. Even the wizards of this land who are good and just can easily be taken for sinister and malevolent by those who do not know them well.

All wizards of Mulmaster are "invited" to join the Brotherhood of the Cloak (or the Cloaks for short). Pressure to do so is constant, and those of 4th level or higher who refuse are run out of town at best and mur-



dered at worst. Hence, a wizard character from Mulmaster will either be a member of the Cloak, a former member, or an exile.

Special Abilities

The residents of the Moonsea region live in a land of despotic rulers, unending suspicion, and oppressive fear. The history of this land can be summed up in one simple phrase: only the strong—or the sneaky—survive. Since they generally lack the strength to survive (at least until they advance a few levels), wizards must be sneaky. Exactly how wizards from the various cities of the Moonsea region accomplish this varies.

Zhentil Keep

Over the years, the fortified Zhentil Keep has come to be identified with the Zhentarim or Black Network. If there is a more evil affiliation anywhere in the Realms, it would be difficult to find. Not every person who lives in the keep is a puppet, willing or unwilling, of the Zhentarim, but this is the case more often than not. To reflect that, the wizards described here are members of the Black Network.

Wizards of the Zhentil Keep tend to come in two varieties. There are those who act as spies or assassins and others who provide magical support in military campaigns. When a Zhentarim wizard is designed, the player or DM must decide whether his character's focus is subterfuge or battle.

Spies and assassins are experts in the use of magic from the school of Lesser/Greater Divination, casting all such spells as if their experience level were two higher than it actually is. For example, a 3rd-level mage casts these spells as if he were 5th level.

Those who provide magical support are masters of combat-oriented spells and can bring down even the mightiest enemies with their devastating magic. They cast all direct attack spells as if they were two experience levels higher than they actually are. A 5th-level wizard casts a *fireball* spell as if he has attained 7th level, for example. Direct attack spells cause damage immediately upon being cast, like a *magic missile*, *fireball*, or *lightning bolt*. In most cases, it's easy to tell if a spell falls into this category, but DMs may sometimes have to rule in the case of unusual magic.

In both cases, the experience level bonus applies to spells cast by the character, never to spell effects from magical items.

Hillsfar

Wizards of Hillsfar can select one of three thief skills: move silently, hide in shadows, or hear noise. These function in the same manner as the thief abilities of the same name but are employed as proficiencies. Move silently and hide in shadows are checked as Dexterity skills and hear noises is checked as a Wisdom skill. There is a -4 modifier to the base roll and additional slots cannot be allocated to improve the character's chances of success with the skill. Also, the character cannot allocate additional slots to acquire more than one of these thief skills.

Mulmaster

Another example of the paranoid nature of wizards in Mulmaster is the ability of their wizards to train with weapons generally unavailable to others of their class. When a player creates a character with this kit, he may select any one medium weapon and allocate both of his starting weapon proficiency slots to become skilled in its use. Most Moonsea wizards opt for skill with the broad sword or long sword, but it is not uncommon for a character to choose the morning star or footman's mace.

If the player doesn't take advantage of this option when his character is created, he may not do so later. This special ability reflects informal training received as the character grew up in Moonsea, not instruction at the hands of a skilled warrior, so it cannot be duplicated later on in life.

Special Disadvantages

The deceptive and competitive nature of Moonsea society has its negative influence on wizards as well. Just as they learn to use weapons not normally available to wizards and employ skills generally associated with thieves, they are also unable to trust others or to find someone who will take them into their confidence.

Zhentil Keep

The powerful wizards of the Zhentil Keep are known far and wide for their skill and the ruthless devotion they



show to their dark order. This is not to say that they are without weaknesses of their own. Most importantly, although this is seldom considered a weakness by the members of the Zhentarim, all characters designed with this kit must be of evil alignment. Therefore, a Zhentarim wizard should always be an NPC kit.

Those characters who choose to act as spies and assassins are limited in their ability to engage in magical combat. This is reflected by the fact they cast all direct-attack spells as if they were two levels lower in experience than they actually are. So a 5th-level wizard casts a *magic missile* or *fireball* spell as if he were only of 3rd level, for example. The level of the caster cannot fall below 1st, however.

Wizards who devote themselves to battle magic suffer a similar reduction in magical ability. When casting divination spells, all such spellcasters must lower their levels by two for the casting. However, their level can never fall below 1st because of this penalty.

In both cases, this reduction applies to spells cast personally or invoked with magical items.

Hillsfar

In Hillsfar, the primary effect of a wizard's lack of trust and general paranoia is evident in the reactions that others have to him. This distrust results in a -4 penalty to any rolls involving the character's maximum number of henchmen, loyalty base, and reaction adjustment modifiers (as determined by his Charisma score). This indicates the general air of suspicion that hangs around the wizard and his closely guarded secrets. Others, whether they know the adventurer well or not, tend to assume that any man with so many secrets cannot be trusted himself.

Mulmaster

This air of suspicion and paranoia that surrounds the wizards of Mulmaster has a major effect on the training of characters wishing to acquire new proficiencies or advance in level. The rules for such training are presented



in the "Experience" chapter of the *DUNGEON MASTER® Guide*. Instead of the usual average fee of 100 gp per level per week of training, wizards from the Mulmaster region must pay twice that amount.

In addition, their natural suspicion of others makes it difficult for them to put their trust in an instructor. This results in longer training times and a higher chance of failure. Normally, the minimum length of a training course is determined by subtracting the teacher's Wisdom score from 19. When teaching a wizard from the Moonsea region, the Wisdom score is subtracted from 23. If the character fails his first check to master the subject before him, he must wait 10 days before making another check instead of the usual seven days.



Wizards of The Vast

Class Information

Racial Requirements	Human, half-elf, elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	2
Additional Slot	5
Nonproficiency Penalty	-4
Nonweapon Slots	4
Additional Slot	4
Available Categories	General, Wizard
Bonus Proficiencies	Spellcraft
Recommended Proficiencies	None

Overview

Like the land they call home, wizards of the Vast are majestic and splendid people. To outlanders they often seem larger than life, glamorous, and charismatic. Each new dawn holds within its splendid pallet the promise of a new beginning and fortunes as yet undreamt of.

Description

Wizards of the Vast tend to dress in comfortable clothes that are as well-suited to traveling and adventuring as they are to an evening at the palace. They are fond of jewelry and other accessories, but never to the extent they become garish or violate the limits of good taste. In Calaut it is fashionable for wizards to clearly display their power with glowing gems and the like while those in Tantras often attempt to hide their true profession from the public.

Role-playing

Players running wizards of the Vast should recognize the upbeat nature of these folk. Even in defeat, they plan their next adventure and scheme to regain their lost status or wealth.

Special Abilities

The Vast is divided into many regions, each of which is characterized by its own unique breed of wizard. Following are descriptions of the special abilities of the most important or interesting of these wizards.

Calaut

Words like "oppressive" and "corrupt" don't even begin to describe the festering wound that is Calaut. With every passing year its evil masters, the Supreme Scepter Bellas Thanatar and the six Merchant Dukes who support him, grow more and more powerful.



The political decay of this city has infected every rank of its society, even the orders of wizards who study and practice their mysterious art here. It is said that no group of wizards anywhere has a better understanding of the deceitful and corrupting aspects of magic than those of Calaunt. As a result, all spells from the Illusion/Phantasm school cast by wizards of Calaunt impose a -1 penalty to the saving throws made by their targets. If the wizard is an illusionist, this penalty is in addition to the -1 penalty he would normally impose upon his victims.

Procampur

The social structure in the city-state of Procampur is as rigid and unchanging as Calaunt is decaying and corrupt. Wizards from this city are trained by their mentors not only in the ways of magic, but in the many codes of conduct that govern life in Procampur.

In game terms, all wizards of Procampur automatically receive the etiquette and heraldry skills as a result of this additional training. They need allocate no slots to receive these proficiencies at the time of character generation, although they can allocate additional slots to increase their chances of success.

Tantras

This city is marked by a large dead zone in which magic cannot be employed. It is for this reason that few wizards call Tantras home. Those who do are cunning and have developed a natural sensitivity to magic. Because of this, they are often able to detect the presence of magical auras, just as elves can often notice the location of secret doors. Whenever a wizard of Tantras comes within 10 feet of a magical item or ongoing spell effect, there is a 2-in-6 chance he detects the vibrations of a magical aura. This doesn't mean the wizard knows exactly what is enchanted or the nature of the magic, only that *something* near him is radiating magic.

Special Disadvantages

From the tainted land of Calaunt to the devastated realm of Tantras, various wizards of the Vast are noted for their exceptional abilities. However, they are also remarkable for their unusual handicaps.

Calaunt

The corruption and fey magic of Calaunt hangs about its wizards. Animals, and in some cases humans or demihumans, can sense this aura of decay. Domesticated animals, primarily horses and dogs, become skittish and uneasy when a wizard of Calaunt comes within 50 feet of them. If the wizard comes within 25 feet, horses begin to snort and whinny while dogs start to bark and howl. Other animals give out their own cries of alarm.

There is a 5% chance per level of the wizard that humans and demihumans sense something is amiss when a wizard of Calaunt comes within 25 feet of them. This sensation is vague and might be dismissed as nothing more than the jitters, but it does make it difficult for characters of this type to sneak past sentries or hide from search parties.

Procampur

The rigid structure of Procampur's society has its detrimental effects as well. Wizards from this city are expected to keep up appearances and otherwise live in the manner their peers expect of them. The result is that the character must devote a portion of his treasure to the giving of gifts, upkeep of a home, or donations to church and state. In game terms this means the character must give up a portion of his wealth equal to 3% per level of experience (60% max.). This fee is paid at the end of every adventuring session and applies to the gold-piece value of *all* treasure recovered during the game. It is impossible for a character to avoid this expense.

Tantras

Because of the difficulty of working magic in and around Tantras, the spellcasting techniques employed by the wizards of that realm are very precise and demanding. To reflect this, the initiative modifiers for all spells cast by wizards of Tantras increase by 1 (no spell cast by a wizard of Tantras has a casting time of 1). Spells with casting times of greater than one round are not affected by this disadvantage.



Wizards of The Dragon Coast

Class Information

Racial Requirements	Human, elf, half-elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d 4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d10

Proficiencies

Weapon Slots	1
Additional Slot	5
Nonproficiency Penalty	-4
Nonweapon Slots	5
Additional Slot	4
Available Categories	General, Wizard
Bonus Proficiencies	Swimming
Recommended Proficiencies	Spellcraft

Overview

Just as the cities of the Dragon Coast are proud and independent, so too are its wizards. They view the world from their own perspective, paying little attention to the interests of others. That which is to their advantage, they attend. That which is not, they ignore.

Description

The only way to adequately describe the dress and mannerisms of the wizards of the Dragon Coast is to say they are too varied to be described. "Each to his own" is the apparent rule here, with every manner of dress and demeanor being found along the south coasts of the Dragonmere and Sea of Fallen Stars.

If a single distinguishing characteristic were to be found among these folk, it would be that each wizard proudly displays his own mark. Whether this is on an amulet, a sash, or torc varies from person to person. All that is consistent is that each wizard will prominently display his own particular glyph somewhere.

Role-playing

Wizards of the Dragon Coast are independent folk. They tend to avoid committing themselves to long adventures unless there is an unusually valuable treasure at the end of the road. The first question from a wizard when presented with a proposition should always be: *What's in it for me?*



Special Abilities

There are three major cities in the region men call the Dragon Coast. These are, from west to east, Elversult, Teziit, and Westgate. Of these, the last is by far the greatest. In addition, the Pirate Isles are often grouped as a part of the Dragon Coast.

The wizards of each city (or isle) are as different and varied as the countless caravans that pass through this region. While all receive the swimming proficiency because of the popularity of water sports among the folk of the Dragon Coast, there are many other differences.

Elversult

Long a place of refuge for smugglers and similar thieves, the tide has begun to turn against the criminal element in this prosperous city. These changes affect wizards only slightly, but the long heritage of Elversult has had a more pronounced impact on the members of this class.

Over the years, the wizards of Elversult have been forced to deal with smugglers, privateers, and other shadowy characters on regular occasions. This has resulted in a familiarity with society's darker side that few non-thieves in the Forgotten Realms can match. To reflect this, all wizard characters from Elversult are familiar with the slang and jargon that composes a local thieves' cant.

Teziit

As residents of a fast-growing and prosperous town, the folk of Teziit pride themselves on the city they have built and the diversity of its citizenry. New ideas, including religions and ways of doing business, are freely considered when the many travelers that pass through this region introduce them. Those that prosper are embraced by the general population while those that falter are assumed to have been flawed to begin with.

This thoughtful nature is also seen in the wizards that dwell here. They are among the most resourceful and determined folk of the Dragon Coast. As a result, these characters reduce the amount of time and money they must invest in training by 3% per level. Guidelines for training are presented in the *DUNGEON MASTER Guide*.

Westgate

In many parts of the world, the word "trade" is synonymous with the name Westgate. The importance of caravans and merchant shipping is known by all inhabitants

of this great city, for it has served to make Westgate a powerful metropolis and has established a reasonably high standard of living for the people who live there.

The great wealth of goods that pass through the city brings with it an influx of cultures and knowledge the likes of which are unknown anywhere else on Toril. For this reason, the wizards of Westgate have the same ability to know "a little bit of everything" that bards do. This ability is somewhat less likely to succeed than that of the typical bard but is otherwise the same as that described in the *Player's Handbook*. In short, the wizard has a 3% chance per level to know something of the background of any character, object, or place that he encounters.

The Pirate Isles

While it would be wrong to say that every inhabitant of the Pirate Isles is a thief, murderer, and corsair, it wouldn't be completely wrong. To reflect this in game terms, wizards from this region are able to freely purchase proficiencies from the Rogue category as well as the General and Wizard groups.

In addition, wizards of the Pirate Isles receive the navigation skill as a bonus proficiency, so they need not expend a slot to purchase the skill. However, they can allocate additional slots to improve their chances of success when using it.

Special Disadvantages

Just as the unique nature of their homes gives the wizards of the Dragon Coast several advantages, so too are they slightly penalized by their heritage.

Elversult

Time that must be devoted to mastering the ways of traders is time that cannot be spent studying magic. As a result, wizards of Elversult receive only a 5% bonus to their earned experience points if their Intelligence is high enough to qualify for this reward.

Teziit

Though they are quick studies, wizards of Teziit tend to skip aspects of training they find dull or boring. This results in a flawed mastery of their skills. In most cases this doesn't show, but occasionally they are stumped by



Eleint 15

We are six days out of port and the crew is uneasy. The sky has grown dark and the winds shift back and forth as if uncertain where they came from or where they shall go. Lightning flashes in the distance, making the sky appear harsh and brittle yet producing no thunder or rain. I don't know what strange fate lies ahead of us, but I cannot help but feel certain that it is not good. I have asked Knolan, the ranger who is traveling with us, and his elf companion Glorin what they make of this strange weather. Neither of them has an answer for me. I suspect that they know more than they are telling me.

Eleint 16

As our clocks estimated that the sun had fallen behind the cloudy horizon, the storm broke. At that same instant, a distant shape rose from beneath the waves. So frightful was this thing that even now my hand shakes as I write.

The first cry of alarm was raised by the elf. His keen eyes seemed unhampered by the thick fog and torrential downpour. Following his outstretched arm, I saw the ghostly Grey Caravel cutting through the waves without the faintest trace of a wake. Her sails were torn and hung like rags from twisted, cracked masts. Great holes had been torn in the hull, but no water seemed to fill the spectral ship!

As the vessel drew nearer, I strained my eyes and beheld her crew: They wore the typical garb one associates with sailors of the Dragon Coasts, but their clothes were tattered and fluttered wet and limp upon their frames. To my horror, I realized that these tatters covered not men but living skeletons! Their eyes, pinpoints of crimson set in white skulls, seemed to burn into my soul. The Grey Caravel bore down upon us. I called the men to action stations and bade them make ready to repel borders. I braced for the crash. . . .

Just as it seemed impossible to avoid a collision, the phantom ship faded away! In its wake, only a wind as cold as the grave swept across us.

Eleint 17

I have little time to write now. The alarm has just been raised again. The Grey Caravel and the storm that shrouds it have returned. My heart is heavy, for I cannot help but feel that we will not be as lucky as we were yesterday. May the gods protect an old sailor and his crew.

— Excerpts from the log of the Scarlet Queen, found adrift near the Dragon Coasts

things others find challenging but not impossible to overcome. This is reflected in a -1 penalty to all proficiency checks the character makes.

Westgate

The great wealth of lore and legend the wizards of Westgate are exposed to makes them very knowledgeable individuals. In addition to the beneficial effects it has on the character of the wizards, this continuous barrage of information forces them to master certain skills in order to keep up with the world around them.

As a result, wizards of Westgate must allocate three of their initial nonweapon proficiencies to the mastery of foreign modern languages. The other two slots that the character begins play with must be spent on the purchase of the religion and etiquette skills. Additional slots, whether acquired from a high Intelligence score or through an increase in experience level, can be expended as desired.

The Pirate Isles

The Pirate Isles are a lawless and wild place. By most accounts, only the lowest of criminals and the most dangerous of cutthroats make their homes on these rocky outcroppings. Because of this, all wizards from the Pirate Isles must be either chaotic or evil in alignment. (Of course, evil kits are restricted to nonplayer characters.)

Dungeon Masters should also note that inhabitants of the Pirate Isles are constantly harassed by the law enforcers of the Dragon Coast. Whenever a crime occurs along the southern shores of the Sea of Fallen Stars or Dragonmere, travelers from the Pirate Isles are ready suspects. It may well be that more natives of the Pirate Isles have been wrongly convicted and executed than have actually been brought to justice for the crimes they did commit.



Wizards of The Western Heartlands

Class Information

Racial Requirements	Human, half-elf, elf
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Spellcraft
Recommended Proficiencies	None

Overview

The common folk of the eastern states (primarily Cormyr, Sembia, and the Dalelands) think of the Western Heartlands as a wild frontier that will eventually be settled and brought under the power of the great kingdoms. Accounts of the kingdoms that have risen and fallen in these virtually forgotten realms are dismissed as fiction. There are folk there, but they are no more than barbarians struggling to survive beyond the civilized world.

The truth of the matter, as those who have traveled in these lands know, is far grander. The Western Heartlands are a vast collage of good and evil, mystery and insight, wealth and poverty. To the people who live in these lands, the rest of the world is soft and tame. Why anyone would choose to live in those dismal lands of op-



pressive monarchs is impossible to imagine for them. In the Western Heartlands, a man is judged for his merit, not by the banner under which he marches.

Description

To call any single type of wizard of these sprawling, confusing lands "typical" would be tremendously unfair. However, there are some important similarities that unite the diverse magicians of the Western Heartlands.

First and foremost, the wizards who dwell here recognize the Western Heartlands as a place of adventure and intrigue. One never knows what the future, even the near future, holds. Because of that, the wizards (and most other adventurers) here are careful to make certain they cannot be caught off guard. The wizards carefully select a diverse mixture of spells that will ready them for almost anything they might encounter. And wizards are always armed in some fashion. The weapon might appear ornamental or be concealed, but it will always be easy to reach if the need to defend oneself should arise. Magical



items, poisons, flasks of Greek fire, and any number of other special provisions, often secreted in concealed pockets or a satchel, fill out the wizard's gear. Wizards in this region may seem paranoid to outsiders, but they're never caught unaware.

Role-playing

As mentioned in the general description, characters of this type always take care to be ready for anything. Players running these characters in a game should behave the same way.

This doesn't mean that the wizard is a paranoid worrier who peeks behind every curtain and assumes that every drink he's handed is poisoned. It does mean, however, that he won't travel far from his home without a pack of provisions. After all, you never know when a storm might make it safer to hole up somewhere instead of heading for home right away. The difference between paranoia and preparedness can be a fine line, but walking it is what makes running a wizard from the Western Heartlands fun.

Special Abilities

The diversity of cultural environments in the Western Heartlands makes it difficult to single out any specific special ability as being common to all wizards from these lands. The following list, however, describes those most commonly associated with spellcasters from the major cities of the region.

Baldur's Gate

Located on the Sword Coast, Baldur's Gate anchors the Chionthar River to the Trackless Sea. It is known for tolerance and quiet, unobtrusive lawfulness. The wizards of this city reflect the open-mindedness of their culture.

As a result, wizards from Baldur's Gate may purchase their starting proficiencies from any of the categories listed in the *Player's Handbook* without expending an additional slot for the skill. This bonus applies only at the time of character creation since it reflects the open culture in which the character grew to adulthood. When new proficiencies are purchased, the normal rules for buying those outside of the Wizard or General groups apply.

Elturel

There are few military forces as well-known and well-respected as the Hell Riders of Elturel. Every child in the region, even one who grows up to be a rogue or wizard, dreams of becoming a Hell Rider one day. Calling a child in Elturel a hellion, something taken as an insult in most other parts of Faerûn, is considered a blessing here. Hellions are simply those children with the drive and courage to ride the mighty destriers of this great region.

To reflect this, all wizards from Elturel receive the bonus proficiency of land-based riding. They need not allocate any of their starting slots to this proficiency but can spend additional slots to improve their ability with the skill if they desire.

In addition to this proficiency, all wizards of Elturel receive a +2 bonus to their attack rolls and saving throws when on horseback. This does not indicate any special training, only that they have been riding horses almost since they were born and have a natural affinity for the reaction their mount will have to any given circumstance.

Evereska

Only elves may opt for this kit, as Evereska is perhaps the last stronghold of the fair folk, more specifically of moon elves, in this part of Toril. Within the walls of this mountaintop citadel, the great lore and magic of the elf folk is cherished and enhanced with each passing season. Guarded by the magical gifts of Corellon Larethian and flights of ever-vigilant giant eagles, Evereska has never fallen before an enemy or been infiltrated by a spy or assassin. Few wizards from the High Valley ever leave its protected glades except on important missions or in search of knowledge that cannot be found there.

All wizards from Evereska have been trained to ride giant eagles, for this is a natural part of their education. To them, riding these great birds is as common as taking the saddle of a horse is to those in the lands below. As a result, all such characters begin the game with the airborne riding proficiency. They need not allocate any slots to receive this skill but may do so to improve their chance of success with it.

In addition, the magic of the moon elves is unlike that of those who dwell in the realms beneath their great citadel. Because their spells often draw power from the Ethereal and Astral planes, the wizards of Evereska have



a great affinity for the creatures and hazards of those strange dominions. To reflect this, a wizard of Evereska receives a +4 bonus to any saving throw that he must make when attacked by a minion of the Ethereal or Astral Plane. If the character is actually traveling in one of those mystical places, this bonus applies to *all* saving throws made there.

Iriaebor

It is said there is no height to which the towers of Iriaebor cannot reach and no depths to which the merchants who live in them will not sink. Each and every trading house in this great city tries to outdo the others in profits and stature, but the end result is that they only manage to drag each other down. Those who grow up in this majestic city cannot help but be influenced by the avarice and competitiveness that rule Iriaebor.

In game terms this is reflected by two proficiencies that are received by wizards from this kingdom. The first of these is appraising, which is acquired as the character grows and learns the worldly value of various items. The second is local history, for the merchants of Iriaebor have long memories and keep careful track of all who have crossed them or aided them in the past. Both of these skills are received without the expenditure of a proficiency slot. Additional slots may be allocated to increase the wizard's chance of success when using them.

Scornubel

Like Elturel and Iriaebor, Scornubel is a trading city. Its nickname, the Caravan City, more than adequately describes this place. Whether they come by land or by water, for Scornubel stands at the confluence of Chionthar and the River Reaching, the caravans arriving during caravan season bring a torrent of trade through this place.

The passing of wagons and barges through Scornubel leaves its impression on all the young of that city. It is not uncommon for children to earn a few copper pieces helping to drive animals or helping the sailors in their work. As a result, all adventurers who come from the city of Scornubel are skilled in both animal handling and seamanship. They receive both skills without expending a proficiency slot. Additional slots can be allocated to increase the wizard's chance of success when using them.



Special Disadvantages

There are drawbacks to every advantage, as the sages of Candlekeep say. One might also point out that the inverse is true, but the keepers of Candlekeep are noted for their pessimism and insist this is not the case. Nevertheless, each city of the Western Heartlands has some negative aspect.

Baldur's Gate

While growing up in Baldur's Gate makes it easy for a young wizard to pick up all sorts of knowledge that isn't normally associated with members of his class, it has its drawbacks as well. Perhaps the most serious of these is that all wizards from Baldur's Gate suffer a -5% penalty to their earned experience points. This reflects the tendency of the mage's inquisitive mind to wander even (or perhaps, especially) at the most serious of times. This isn't to say that the wizard is any less alert or attentive than his peers, only that he tends to take more time to



digest what he has heard and seen so that every experience might be savored to its fullest.

Elturel

Some folk say that the greatest disadvantage of coming from Elturel is always smelling like a horse. While this may or may not be true of individual wizards, it does have some basis in truth. The same natural affinity that gives these folk a bonus to their attack rolls and saving throws when they ride into battle makes it difficult for them to respond quickly when they are not on horseback. To reflect this, all mages from Elturel suffer a -2 penalty on any saving throw they are called upon to make when not on horseback.

Evereska

In the elvish language, Evereska means *fortress home* and none can argue that this last refuge of the fair folk is not rightly named. Never has the High Valley that rests along the border with Anauroch been defeated in battle. Most say that it will never happen, for the elves are blessed with the unending protection of Corellon Larethian. Despite the invulnerability of their homeland, however, those wizards who travel from Evereska must rely upon their own wits and sorcery if they hope to survive in the outside world.

Because they are a just and noble folk, all wizards from the High Valley must be of good alignment. This is well known to the world's evil, so travelers from Evereska are natural targets of petty villains when they allow their homeland to be known.

While they have many powers and abilities other folk do not, the wizards of Evereska are shackled with their own weaknesses. The most important of these stems from the unusual nature of their magical spells and the training they have received. It is impossible for any magician trained in Evereska to master any spell from the

school of Necromancy. Further, they have little natural resistance to such spells when attacked with them. Whenever a wizard of Elturel is called upon to make a saving throw against any spell from the school of Necromancy, he suffers a -2 penalty. The same penalty applies to any saving throw required because of an attack by an undead creature.

Iriaebor

There is something of the peddler in each and every person who makes his home in Iriaebor. Whether he calls himself a wizard or a warrior, it is impossible to escape the influences of one's society. Because of this, wizards of Iriaebor have normal access to the General and Rogue groups, but not to the Wizard group. They must allocate an additional slot when purchasing any skill from that group. So the spellcraft proficiency, which is all but indispensable to the average wizard, requires the allocation of two slots instead of its normal one. Astrology, herbalism, and several of the other skills in this group cost fully three slots for wizards of Iriaebor.

Scornubel

The people of Scornubel live all their lives in the company of merchants and travelers. They live among the constant hustle of the marketplace and know well the value of money and the hard work that earns it. Because of this, however, the wizards of Scornubel have justly acquired a reputation as misers.

To reflect this in game terms, characters of this type are required to cache 50% of all treasure that they acquire through the course of their adventures. This wealth is effectively lost, for the character never willingly parts with it, no matter how great the justification. Dungeon Masters should be warned that no justification by the player is sufficient to allow him to tap into his hoarded wealth.



Wizards of Waterdeep

Class Information

Racial Requirements	Human, elf, half-elf
Ability Requirements	Intelligence 9, Wisdom 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	4d6

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Reading/writing
Recommended Proficiencies	Spellcraft

Overview

There is no more cosmopolitan place in all of Faerûn than the City of Splendors. The people who count themselves among the natives of Waterdeep have come from every corner of the world and brought with them the traditions and religions of their original homes. This rich heritage makes the people of Waterdeep unique among all the folk of the Forgotten Realms.

Description

Wizards of Waterdeep reflect the great diversity of their environment. They mostly favor the robes and adornments of court wizards. For some, this is an expression of their arrogance, while others wear such garments only as a mark of their chosen profession.



Those of the former bent tend toward either dark and sinister or bright and showy colors. Jewelry and other adornments are not uncommon, especially if they are magical in nature. The same is true of staves, walking sticks, or similar things.

Role-playing

The divergent factors of Waterdeep's culture are shown in the personalities of its wizards. These folk, like most of the city's people, long for new experiences and unusual stories. They desire information above all else, and persons playing such characters ought to reflect this in their role-playing. When an opportunity to learn something new or investigate some mystery presents itself, wizards of Waterdeep should act quickly. This is not to say that such characters rush headlong into the sinister Underdark, only that they are more willing to mount expeditions into such realms than other folk.

Such characters should always be played as open-minded and accepting. Bigotry and other related emotions are unknown to these folk. While other men might



Aurin tapped his staff in a light, staccato pattern on the door. In answer, it glowed brightly and the shapes of three unusual runes became visible on its wooden surface. As the glow faded, a latch clicked and the door drifted open an inch or so.

"Sorry about the theatrics," he said. "I sealed it up before we left." He allowed his gaze to fall on Honus and smiled, "You never know what a thief might try to break into, 'eh?" We all grinned at the wizard's quip, but Hontis sneered. He pushed forward and gave the door a gentle kick, mumbling something about getting in anyway if he really wanted to.

As the door swung all the way open, a sudden gust of hot air rushed out. A puff of flame, not very large but intensely hot, swept over us and burned the hair from our exposed flesh. Honus, having been in the front, took the brunt of the blast and rolled backward. The smell of burning flesh was heavy in the air.

As Dasmus leapt to aid the fallen rogue, I seized my sword. Every movement was painful, for I was also badly burned. Fenix, his dwarven axe at the ready, was by my side. I saw that he too had been badly burnt, but his face showed no sign of the pain I knew he must feel.

"Put away your weapons, Andreas and Fenix," said the wizard, "it will have no effect upon that."

"Great!" I snarled, "but just what is that?"

"If I'm not mistaken," he replied, "we have the honor of standing in the presence of Pyrus, one of the princes of the Plane of Elemental Fire."

"You are correct, Aurin," came a hissing voice from within the searing column. "It has been far too long since last we spoke, and I believe that you remain obligated to me. The time has come for you to repay your debt."

Aurin nodded his head and stepped forward. "What is your bidding?" he asked. I was certain that I didn't want to hear the answer.

—From the journal of Andreas Vanderslyke

fear that which is different and strange, the people of Waterdeep see the unknown as an opportunity for learning and adventure.

Special Abilities

The people of Waterdeep are immersed from birth in the countless customs of a hundred different cultures. They know the music and songs of Cormyr and hear the stories of Sembia's heroes. They have a fascination for learning and that which is alien. This makes such characters the best of students. In game terms this is reflected by an increase in the character's ability to master proficiencies and spells, and in the requirement of a 9 or higher Wisdom.

Wizards from Waterdeep begin the game with two extra nonweapon proficiency slots. Such a character has six slots when first created, plus any bonus slots received for a high Intelligence score. As the character advances in experience, he receives an additional slot with every two levels, instead of every three as is normally the case.

The wizards also have an increased chance to learn spells. The normal chance that a wizard has to master any new spell he is presented with is defined by his Intelligence score, as given on Table 4 in the *Player's Handbook*. When determining his own chance to learn spells, wizards from Waterdeep may add 1 point to their Intelligence score. So a Waterdhavian wizard with a 17 Intelligence has an 85% chance to learn spells, instead of the 75% chance he would normally have.

Special Disadvantages

Waterdhavian adventurers are quite possibly the most diverse in terms of their cultural background. Nowhere in the world is one likely to find someone so immersed in the traditions, lore, and knowledge of so many different groups. The great diversity of these experiences, however, has its negative aspects as well.

All characters from Waterdeep suffer a -2 penalty when checking any proficiency. This doesn't reflect a lack of skill, only that such characters know so many different things they tend to have gaps in their knowledge. The minutia that another adventurer might have mastered has been known to slip through the cracks because of the informal nature of the training that most folk in Waterdeep receive.



Wizards of The Island Kingdoms

Class Information

Racial Requirements	Varies
Ability Requirements	Varies
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Navigation
Recommended Proficiencies	Spellcraft, seamanship

Overview

The term "Island Kingdoms" combines under one very general heading a number of highly diverse cultures and nations. Only the self-centered thinking of those who have never left the mainland to visit these wondrous places makes this unfair practice the accepted standard. In order to do justice to the divergent nations of the Island Kingdoms, each is discussed in its own separate section.

Evermeet

The isle of Evermeet is both splendid and tragic. It is a realm of unparalleled beauty and natural splendor. The woodlands that cover Evermeet, although thick with a rich diversity of flora, remain airy and delicate. From Elion in the north to the rolling meadows that surround Drelagara in the south, the elves of Evermeet live at peace with the natural world.



Originally, Evermeet was the home of the majestic gold (or sun) elves. Over the years, however, as mankind multiplied and drove the other elf races from Faerûn, the isle came to be the home of several races of the fair folk. To their credit, the gold elves welcomed these newcomers not as refugees but as kin who were in need of their help. Despite the cultural differences of the many breeds of elves that now inhabit Evermeet, there is little social strife.

The *Elves of Evermeet* book provides a great wealth of information, including a listing of character kits from the various *Complete Handbooks* that players creating characters from this land can use. For wizards, these are the militant wizard, mystic, and savage wizard from the *Complete Wizard's Handbook*. Included among these is the high mage, a new kit designed just for elf wizards from Evermeet. The high mages of Evermeet are powerful and majestic folk but far from common. The information presented here describes the common wizards who learned their craft on the isle of Evermeet.



Only players whose characters have ability scores of 12 or better in both Intelligence and Wisdom can use the wizards of Evermeet kit.

Moonshaes

To the west of the Sword Coast, the Moonshaes is a rugged cluster of islands populated by sturdy, seafaring people. The people are divided into two races, the warrior Northmen and the agrarian Ffolk.

The Northmen are a warlike people, and even their wizards are seldom without a weapon. They value personal combat above all other things. Even the traditional duel of wizards, a challenge of sorcery in other lands, is a wrestling match or other test of physical prowess among the Northmen.

Among the Ffolk, physical might is also highly prized. In their case, however, it is respected when put to peaceful pursuits rather than military ventures. Disputes among the Ffolk are often resolved by logging competitions, running obstacle courses, and other tests of stamina or athletic ability.

To reflect this unusual standard, only characters with a score of 12 or better in both Strength and Constitution can select the wizards of Moonshaes kit.

Nimbral

The wizards of Nimbral are an incredibly gifted school of spell weavers. Stories of their great powers have spread throughout Faerûn and formed the basis for countless tales of mystery and magic. Of course, not all of these are true, but if even a few of them are grounded in fact, the implications are staggering.

These folk are seldom encountered outside their homeland and DMs should strongly consider ruling that they are not available as player characters. If this kit is open to players, only human characters with a score of 16 or better in both Intelligence and Dexterity may select it.

Description

Evermeet

Wizards of Evermeet, whether gold, silver, green, or even sea elves, have much in common. First and foremost among these is their love of nature and all the living things of the world. They reflect this in their dress, which is always dominated by the colors of nature and often

fashioned without metals or other processed resources.

The individual tastes of the wizard, as well as the styles of his people, are reflected in the accessories he wears and the equipment he carries. A gold elf, for instance, dresses in the soft blues of Evermeet's flowers and the cool greens of its forest, with a belt or sash of flax woven in the intricate knotwork so often identified with that majestic race.

When traveling in Evermeet, elf wizards do not usually carry any sort of weapon. When encountered in other lands, however, these folk are as likely as anyone else to bear arms.

Moonshaes

The wizards of the Moonshaes have much in common, especially in their mannerisms and appearance. For example, no matter what type of magic the character employs, he always adorns himself with the bones of those animals he feels most akin to. Both types dress in animal furs. The type of hide worn is indicated by the alignment of the wizard as shown on the following chart.

Alignment	Type of Animal
Chaotic Good	Diurnal Carnivore
Lawful Good	Diurnal Omnivore
Neutral Good	Diurnal Scavenger
Lawful Neutral	Any Subterranean
True Neutral	Any Domesticated
Chaotic Neutral	Any Aquatic
Neutral Evil	Nocturnal Scavenger
Lawful Evil	Nocturnal Omnivore
Chaotic Evil	Nocturnal Carnivore

Nimbral

The wizards of Nimbral are unique among those of the world for many reasons. None of these mysterious folk are ever seen, but they dress in hooded robes woven of some unusual silver thread. These robes gleam and shimmer like moonlight and provide the wearer with a base Armor Class of 7.

The faces of these fantastic people are seldom seen, for they keep their cowls drawn forward and their countenances hidden. Those who have looked upon the face of one of Nimbral's wizards report that they have no eyes—or, rather, that their eyes are orbs of a bright metal that glisten like quicksilver.



Role-Playing

Evermeet

The racial attitudes of the fair folk are reflected in their wizards just as in other classes. Gold elves tend to be quiet and reserved in public but open and expressive in the company of their close friends. Silver elves are adventurous and filled with a wanderlust that often leads them into trouble. Green elves are territorial and aggressive when threatened but enjoy the splendors of the wild and a rollicking feast more than any of their kin when all is calm. And the reclusive sea elves, when they are encountered at all, are a gentle folk who want as little to do with the surface world as possible.

Moonshaes

Players who opt to run characters from the Moonshaes should bear in mind the importance that physical development has in their culture. Even those who have mastered the art of magic tend to judge others by their strength and stamina. As a result, these characters use

six-sided Hit Dice and fight as rogues. Of course, the Northmen place an emphasis on combat that the Ffolk do not, but both are impressed by someone who is strong of limb and courageous in the face of danger.

Both the seafaring Northmen and the farming Ffolk have a love of the world's oceans that cannot be suppressed. These people savor the crashing surf and salty spray in the air. When forced to travel inland or underground, they quickly become uncomfortable and begin to long for the sea.

Nimbral

Playing a wizard of this type is difficult, and DMs should only allow the most talented role-players to have such characters in their campaigns. Dungeon Masters may want to consider ruling that this kit is not available to PCs and make it an option only for non-player characters.

The wizards of Nimbral are an aloof and secretive lot. By the time they attain 2nd level, they know more about



magic than most of their peers in other lands could ever hope to. Their knowledge, however, is never passed along to outlanders. Players running such characters should simply assume a superior air and chuckle occasionally at the lack of knowledge displayed by other spellcasters in the group.

Special Abilities

Evermeet

Just as the temperaments of the various elf races differ, so too do the special abilities that set them apart from each other.

Gold Elves: The stoic nature of these elves makes them ideal masters for Evermeet. Their collective natures allow them to rule wisely, and their compassionate hearts make them receptive to the needs of those driven from the mainland.

Gold elves relish the warm embrace of the sun and the resplendence of its glorious fire. While all natural things are precious to them, those that share their love of a brilliant blue sky and a blazing yellow sun hold a special place in their hearts.

The relationship of these fair folk and the light of the sun is evident when they cast certain magical spells. Whenever a gold elf invokes a *light* or *continual light*

spell, he is tapping directly into the magical energies of the sun. The glow produced by these spells affects undead and other creatures of darkness just as if they were true sunlight. A gold elf can actually inflict damage on some undead creatures with the searing rays of his *light* spells. This applies only to spells cast by the wizard himself, not to those invoked with magical items. In addition, they are immune to the affects of *darkness* spells and are able to see normally when those around them grope blindly about.

Silver Elves: The silver elves embrace the silver radiance of the moon and find great peace in the shimmering light it spreads across the woodlands of Evermeet. The terrors of the night have no place in their world, for the darkness is theirs to command.

They have the ability to employ a magical spell that has exactly the same effects as the priest's or paladin's ability to turn undead. This magical ability to *turn undead* functions as a 1st-level spell with a range of 60 feet, an instantaneous duration, and a casting time of 1. This spell has both verbal and somatic components and allows its target (or targets) no saving throw. Like all spells, it must be memorized before it can be cast.

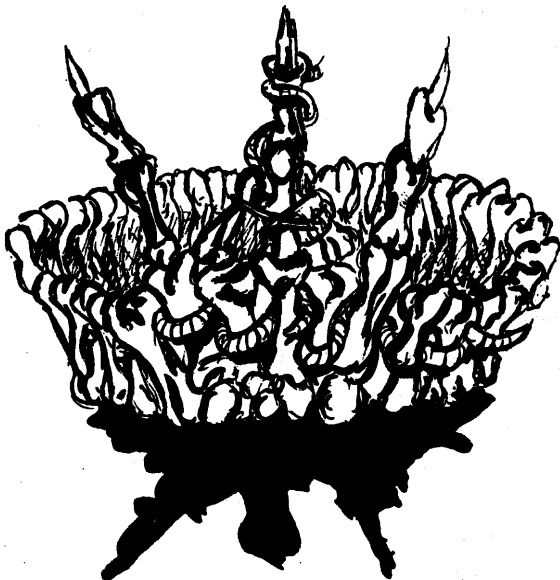
This spell has three levels of effectiveness. If cast when there is a new, crescent, or old moon in the sky, it does nothing. On those nights, the powers of evil are stronger than the magic of the silver elves. If cast under a half-moon or gibbous moon, the spell imparts the turning ability of a paladin (of the same experience level) to its caster. If the full moon hangs in the sky, the caster has the full turning power of a priest (of equal level to the caster). Use a d6 to determine which phase the moon is in, if necessary.

Green Elves: Although they are often called savage or wild elves, these folk are as noble and fair as any breed of fair folk. Only those who understand that their ways are natural without being feral can see the green elves as the wonderful creatures they truly are.

They are, in their own way, a sophisticated folk, and so is their magic superior in some ways to that employed by others.

When a green elf decides to pursue the practice of magic, he must follow one of two paths. Once he makes his selection, his methods of spellcasting are forever shaped and he cannot change his mind.

The first of these, known as the Flowered Path, em-





phasizes the importance of flora in the rituals of spell-casting. Characters who study magic from this perspective gain a +1 bonus on all attack rolls while in the forest and a natural ability to *pass without trace* and *entangle* (as the priest spells of the same names) once per day.

The other approach to magic, known as Life's Way, focuses on the inherent spell ability found in the creatures of the wilderness. As a result of his dedication and philosophy, wizards of this philosophy gain the ability to perform a *monster summoning*. The level of summoning is equivalent to one-half the wizard's level, rounded up. For example, a 5th-level green elf who follows the Life's Way can cast a *monster summoning III* spell. This ability can be performed once per day while the wizard is in a forest setting, or once per week if he is outside of his environment.

Moonshaes

Both the Northmen and the Ffolk benefit from the physical nature of their cultures. As a result, they use six-sided Hit Dice and attack as rogues. However, the wizards of each race are gifted with a unique ability that sets them apart from the other wizards of Toril.

Northmen: Northmen wizards are not as restricted in the use of weapons as other such characters. From the time they are born, children of the Northmen play games that are nothing less than combat training. Because of this, they can freely select any small weapon when allocating weapon proficiency slots.

Ffolk: The Ffolk do not train their young for war as the Northmen do. When the children of the latter play at war games, the sons and daughters of the Ffolk toil in the fields and learn the skills they will need to help their race survive in the rugged Moonshaes. By the time they begin to practice magic, they have an understanding of nature and the environment that few other races can equal. In game terms, all wizards of the Ffolk gain a bonus proficiency in agriculture and herbalism.

Nimbral

Wizards of Nimbral have mastered magical skills the likes of which no other culture has even contemplated. These skills involve illusions and spells of that type.

All wizards of Nimbral are specialist illusionists. They have the normal advantages of that class, including a +1 bonus to their own saving throws against illusions, a -1

"You won't need it." said the elf.

I stopped, my hand on my sword belt, and turned to face him. "Glorin, I know that Evermeet is your home and we probably have nothing to worry about, but I still remember what happened in Waterdeep when we decided to rest for a few days at Aurin's tower. All things considered, I think I'll keep my sword with me."

"That's an excellent way to offend our hosts," said Dasmius, stepping into my cabin. Between Glorin's angelic elf features and the gentle smile of the cleric, I felt foolish for even considering carrying a weapon on the elven isle. With a sigh, I dropped my blade and followed after them.

On deck, we met Fenix. He was surprised that I wasn't wearing my sword, so I explained the situation. He shook his head. "I wouldn't go into an unknown city without my axe."

"You never go anywhere without your axe," I pointed out. "Not even to bed." The dwarf smiled, obviously mistaking my sarcasm for a compliment. I should have expected that.

"That's just one of the reasons he's staying aboard ship," said Aurin as he emerged from a companionway. Without another word, he strode to the gangplank and left the ship. Indeed, so fast did he walk that Glorin, Dasmius, and I were almost forced to run to catch him.

On the dock, a carriage was waiting for us. We were quickly ushered aboard by the coachmen. Almost before the doors were closed, the wagon got underway, rolling smartly into the thick forests of Evermeet.

An hour later, we pulled up outside of an elaborate palace. Its construction was a fantastic display of elfish architecture. As our coach door opened, an ornate company emerged from the grand structure. At its head was the radiant Amlaruil, the oft-serenaded Sad Queen whose melancholy eyes scarcely detracted from the perfection of her features.

Glorin stepped forward and knelt before her. He seemed about to speak when the woman preempted him. "Glorin of Evermeet, it saddens us to see you again. We have heard of your travels and deeds in lands far and wide, but could scarce believe our ears. It is with a heavy heart that I must order your arrest for the heinous crime of treason. The headsman's axe will fall with the rising of the sun on the morrow."

I stood there stunned, wishing that I had brought my sword. So much for a peaceful retreat among the splendors of the wild.

— From the journal of Andreas Vanderslyke



penalty to the saving throws of those they employ their spells against, and the ability to memorize extra illusion spells each day.

Because of the great knowledge of these people, however, their powers go far beyond those of normal illusionists. These characters have full access to the spells of Necromancy, Invocation/Evocation, and Abjuration, schools normally closed to illusionists.

The wizards of Nimbral receive bonus spells, just as priests do, for high ability scores. The number and level of bonus spells they receive are determined by consulting Table 5 in the *Player's Handbook*. Instead of using their Wisdom score when reading this table, however, they use their Intelligence. As the minimum Intelligence score for a wizard of Nimbral is 16, even the lowest of these folk receive two bonus 1st-level and 2nd-level spells.

The quicksilver eyes that every such character hides beneath his hood are themselves magical. They grant the character *infravision* with a range of 120 feet and allow the wizard to see magical auras (eliminating the need for a *detect magic* spell) and *invisible* things.

Special Disadvantages

Evermeet

The gold elves believe the universe is one of balance. They say that for every act of good, there is always an act of evil. They also say that the sun never rises but that it sets. This is certainly the case with the wizards of Evermeet, for just as each race of elves is gifted with an enhancement to his magical ability, so too must every wizard endure some limitation of his powers.

Gold Elves: The power of the sun is reflected in the magic of the gold elves and is evident in the nature of their spells. Their magic is so tied to the fiery sun that it suffers greatly when it sets although it is never entirely eliminated. From sunset to sunrise, they must endure a chance of spell failure just like the lesser priests of the world.

This chance of spell failure is determined using the Wisdom table in the *Player's Handbook*, except that the value used to consult the chart is equal to half the wizard's Intelligence score, rounded up. For example, a wizard with an Intelligence of 17 would check the table as if

he were a priest with a Wisdom score of 9 and would have a 20% chance of spell failure.

Silver Elves: There are many who would say that the adventurous nature of the silver elves is their greatest weakness. No one can say for sure how many of these noble creatures are killed every year as they attempt to delve the ancient caverns of Undermountain or the forbidden recluses of the Underdark, but there is certainly no other race of the fair folk that suffers more at the hand of the world's unexplored reaches.

Just as the mystical power of the sun elves is tied to that fiery orb, so too do the moon elves draw upon the shimmering radiance of the moon to fuel their magic. When the moon is at its brightest, the magic of the silver elves is as powerful as that of any race on the planet. When the moon does not shine, however, their powers are greatly reduced, though never entirely eliminated. The following chart indicates the relationship between the phases of the moon and the effective spellcasting level of a silver elf wizard.

Phase of the Moon	XP Level Adjustment
Lunar Eclipse	-2 levels
New (unlighted)	-1 level
Visible in Sky	+1 level
Full Moon (100% illumination)	+2 levels

In unusual situations, Dungeon Masters may have to make judgment calls. For example, a group of adventurers from Evermeet who make their way to the scorched world of Athas, which has two moons, or the fertile Krynn, which has three, will find their powers are affected in unusual and unpredictable ways. In no case, however, can the level of the caster be reduced below 1st.

Green Elves: The spells of the green elf wizard, whether he chooses to pursue the Flowered Path or the Life's Way, are strongly based upon nature. As a result, green elf wizards are abnormally susceptible to spells from the necromantic sphere or school, suffering a -1 on any saving throw from spells based in those areas.

In addition, green elves tend to be claustrophobic, preferring the openness of the forest to the closed confines of the underground. While they do adventure in such areas, a green elf tends to freeze when suddenly trapped in a closed area.



If a green elf suddenly finds himself trapped in an enclosed space, he must make a saving throw versus paralysis or freeze for 1d6 rounds. During such time, the elf withdraws to himself, trying to overcome the claustrophobia that has overturn him.

Moonshaes

As is often the case, any deviation from the study of magic in its purest form results in aberrations. This is certainly the case with both the Northmen and the Ffolk, for they have limitations to their spellcasting that are unknown in the rest of the world.

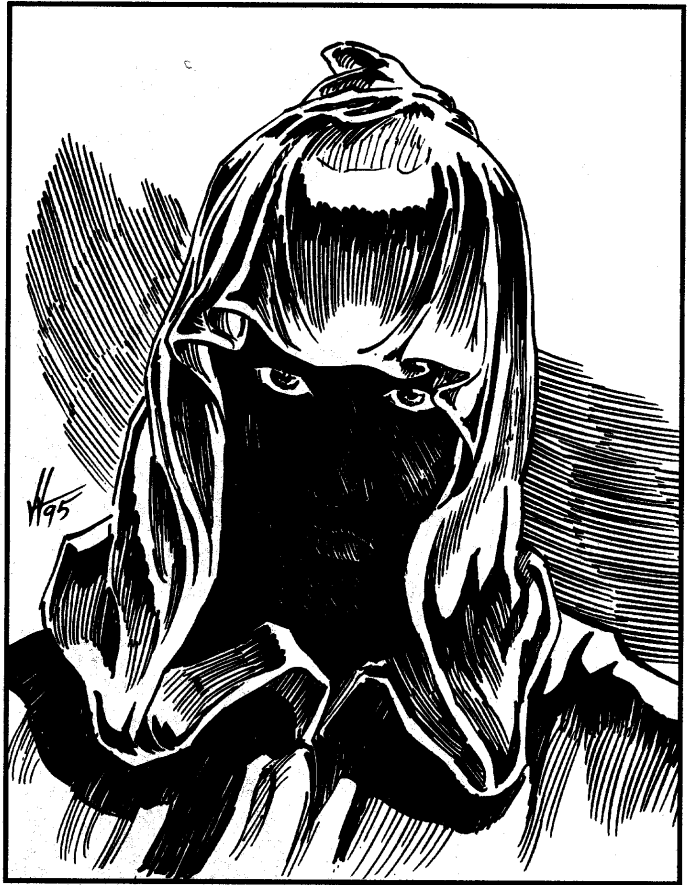
Northmen: There are probably no wizards better suited to physical combat than Northmen wizards. While this can be a life-saving blessing in combat, it makes them somewhat more vulnerable to the attacks of magic-using enemies. Whenever a Northman wizard is called upon to make a saving throw because of a magical spell directed at him, he suffers a -2 penalty.

Ffolk: The Ffolk are a rugged and stout people. However, the importance their culture places on physical strength and stamina does not extend to the importance of agility and dexterity. After all, one need not be very nimble to clear heavy rocks from a field or haul in a net full of fish. Spellcasters tend to be even less agile and dexterous because they try to focus their attention on intellectual development and they spend even less time undertaking activities that might sharpen their coordination. Because of this, all Ffolk wizards must reduce their starting Dexterity scores by 2 points. Only exceptional means (like a *wish*) allow a Ffolk wizard to increase his Dexterity higher than 16.

Nimbral

The intensive mental training that wizards of Nimbral receive leaves them physically atrophied. As a result, they employ three-sided dice ($\frac{1}{2}1d6$) when rolling for hit points. They never receive bonus hit points for exceptional Constitution scores.

Not only do Nimbral wizards begin play without any weapon proficiencies, they are never able to attain them later in life. As a result, they always suffer the nonproficient weapon penalty when engaging in any form of physical combat.



Although the quicksilver eyes of these unusual wizards do provide them with excellent eyesight, they have their weaknesses as well. The most important of these is because of their magical nature. If such a character is hit with a *dispel magic*, he must make a successful saving throw vs. spell or be blinded for a number of rounds equal to the level of the caster. If the character enters a magical dead zone, his eyesight instantly fails.

A secondary disadvantage associated with the unusual eyes of Nimbral's wizards involves attacks by creatures employing gaze weapons. Whenever a character makes a saving throw to avoid or lessen the effects of meeting another creature's gaze, he suffers a -4 penalty. Attacks of this type include the petrifying visage of a medusa or the *charm* ability of a vampire. Gaze attacks that do not require the victim to look into the eyes of the caster, such as the *deathray* that flashes forth from the eyes of a catoblepas, gain no advantage from the unusual eyes of the mage.



Wizards of The Savage North

Class Information

Racial Requirements	Human
Ability Requirements	Varies
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	1
Additional Slot	5
Nonproficiency Penalty	-4
Nonweapon Slots	3
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Survival
Recommended Proficiencies	Spellcraft

Overview

Although the Savage North is a vast area with a great diversity of races, it is generally thought of as a region of barbarians by residents of the Heartlands. To say the least, this is an unfair simplification of matters. Separate accounting is provided for each of the major states in the Savage North.

The Barbarian Kingdoms

The belief that the Savage North is full of barbarians has some basis in fact. There are numerous petty kingdoms that people would certainly call "barbarian." The people who live here, wizards included, are expected to be strong of limb and body.

To reflect this, wizards of the Barbarian Kingdoms must have Strength and Constitution scores of 12 or higher. Lesser individuals are considered worthless weaklings and seldom survive to adulthood.

The High Forest

One of the world's most majestic areas of woodland, the High Forest has become the home of refugee elves and half-elves from across Faerûn. Living in harmony with nature, they survive in a land noted for unnatural weather and ancient spirits.

Characters designed with this kit must be either elf or half-elf. Further, they must have Intelligence and Wisdom scores of 12 or higher.

Neverwinter

The wizards of Neverwinter embrace the craftsmen of the city as brothers. They see a special form of magic in the skillful execution of a difficult engineering project, the design of an accurate timepiece, or the graceful motions of a well-built machine. It should come as no sur-



prise that they have begun to incorporate elements of technology and craftsmanship into their sorcery.

All characters fashioned with this kit must have Intelligence and Dexterity scores of 12 or better.

Silverymoon

The culture of Silverymoon is perhaps the most openly accepting on Toril. Members of many races gather here to exchange knowledge and receive the advice of the local sages. The wizards here are among the most respected people in the world.

Description

The Barbarian Kingdoms

Wizards of the Barbarian Kingdoms dress in hooded robes fashioned from animal hides. Their culture requires them to make their clothes themselves, so those without much talent for such things can be dressed quite shabbily.

Each of these characters carries a medium-sized leather pouch with him at all times. The leather pouch is known as a *charm pouch*, and characters always wear them on a leather thong about the neck. The charm pouch is no mere ornament, for it holds a collection of items that have great spiritual importance to the wizard. What these items are or why they are important to the wizard, he alone knows. Whenever the character advances a level he selects a new item and places it in the pouch.

The High Forest

Supple buckskin tunics and skirts, generally dyed a deep green, are the rule among wizards of the High Forest. Facial tattoos are also common, generally stylistic designs that imitate the countenance of an animal. High Forest wizards often shave most of the hair from their head, leaving only a strip down the center of the scalp that falls in a tightly-braided cascade almost to the waist.

Neverwinter

Pragmatic and utilitarian dress is the rule for Neverwinter's wizards. Silks and other comfortable, elegant fabrics are favored, as these indicate the high status and wealth of their owner. Ornate patterns are often embroidered on their garb, sometimes imparting a magical property to the fabric.

Silverymoon

When one thinks of the wizards of Silverymoon, the image that first comes to mind is that of the scarlet-robed students of the College of Thaumaturgy. Carrying long staves of white birch festooned with raven's feathers and wearing flowing sashes of white, gray, or black to mark their rank, they are a common sight in Silverymoon. Those created with this kit are graduates of the college.

Role-playing

The Barbarian Kingdoms

These wizards are known for their willingness to face any challenge or hazard to attain what they want. Death holds no fear for them.

A barbarian wizard values nothing more than his *charm pouch*. He protects it at all times, for it is believed to contain a portion of the character's spirit. No barbarian wizard ever willingly parts with his *charm pouch* for even a minute.

The High Forest

The wizards of the High Forest respect nature and the creatures of the wilderness, seeing life as a precious thing that must be preserved and respected. Material possessions, wealth, and power have no importance to these people, for these are constructs of man. It is not difficult to see why these characters get along so well with the rangers and druids who also make their homes in the High Forest.

Neverwinter

Wizards of Neverwinter are a curious lot noted for their love of artistry and craftsmanship. Each begins the game with the artistic ability proficiency and must select a craft to pursue. Whatever medium the player chooses, his character should take every opportunity to explore its possibilities during an adventure.

Apart from this single avenue of self-expression, Neverwinter's wizards are often perceived as bland and almost mechanical people. They are slow to show emotion and examine every project or proposition with a most dispassionate eye. Only when discussing their particular medium do these characters show any emotion.



At such times, however, they tend to be quite frenzied and manic.

How people with such a fiercely structured mind are able to produce art work that can be among the most moving on Toril is a mystery. It may be that their focusing of creative and emotional energies into a single artistic medium frees the rational elements of the mind for the study of magic and science.

Silverymoon

Students of the college tend to be snobbish and proud. The courses they master are difficult and only the most talented individuals make the grade.

Special Abilities

The Barbarian Kingdoms

Among their own folk, wizards of the Barbarian Kingdoms are required to predict the weather and warn of coming storms or droughts. They all begin play with the weather sense proficiency.

Whether through a subtle magical power (which even a *detect magic* spell does not reveal) or simply because of the reassurance that it provides to the character, a barbarian wizard receives a +2 bonus on any saving throw while wearing his *charm pouch*.

The High Forest

The animals of the world can sense the inner harmony of the High Forest and know the inhabitants to be friends. As a result, all such characters are able to cast the priest's *animal friendship* spell. This spell is an innate ability and need not be memorized. The wizard may cast this spell once each day for every three levels of experience he has attained.

Neverwinter

The unusual nature of magic practiced by the wizards of Neverwinter cannot be overstated. Their spells combine elements of science and the supernatural in ways no other society of magicians has even contemplated. There are some who say such a fusion of technology and magic is unnatural and that only madness and evil can result from it.



This same devotion to accuracy and precision makes it difficult for the wielders of wild magic to affect these wizards. Whenever a wizard designed with this kit is forced to make a saving throw to escape the effects of a spell from the school of that name (described in the *Tome of Magic*), he receives a +4 bonus to the roll.

This same protection extends to all chaotic spellcasters. Whenever someone of chaotic alignment casts a spell at the wizard, the wizard receives a +2 bonus on any saving throws required by the spell.

Silverymoon

The College of Thaumaturgy specializes in the training of specialist wizards. All characters fashioned with this kit must be specialists.

Besides the normal advantages associated with their chosen specialty, students of the College of Thaumaturgy automatically receive a +5% bonus to any experience points awarded by the DM over the course of an adventure. This is in addition to any bonus for exceptional ability scores.

Special Disadvantages

The Barbarian Kingdoms

The so-called "civilized" magician finds the ancient rituals by which these characters invoke their magic to be primitive. Because they have not made a science of magic use yet, wizards of the North must undertake complex rituals to work their spells. This is reflected in a doubling of all casting times.

If the character is ever deprived of his *charm pouch*, he automatically suffers a -2 penalty on all saving throws until a new pouch can be created. This process requires one day of meditation and contemplation per level of the character.

The High Forest

Because of their devotion to life and the service of nature, High Forest wizards may not learn spells belonging to the school of Necromancy.

This same aspect of the character's personality makes him a natural magnet for the attacks of undead creatures. Whenever mindless undead encounter him, they direct their attacks at him if at all possible. Because of the increased ferocity these fiends experience in the presence of this character, they receive a +2 bonus to their attack and damage rolls.

Neverwinter

All of Neverwinter's wizards must be of lawful alignment because of the strict mental disciplines they have mastered in the study of their art. Whether good or evil, they see a structure in all things and recognize that without law there is only chaos.

As might be expected, the wizards of Neverwinter are unable to study spells from the school of Wild Magic. The very concepts of spells that draw their power from the chaos of the universe are impossible for the disciplined minds of these folk to grasp.

When a wizard of Neverwinter attempts to cast his spells at a being of chaotic alignment, that creature's warped thought patterns provide some measure of protection for it. Any saving throw the creature must make because of the wizard's spell receives a +2 bonus.

Silverymoon

The hours of work these characters put in makes them formidable spellcasters. However, this devotion retards their knowledge of more mundane factors. Because of this, they do not have free access to the General proficiencies available to all other characters. They must expend an additional slot for even these basic skills.



Wizards of The Cold Lands

Class Information

Racial Requirements	Human
Ability Requirements	Intelligence 9, Constitution 12
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	5
Nonproficiency Penalty	-4
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	None
Recommended Proficiencies	Survival

Overview

Damara

Once a powerful nation, Damara was recently attacked by the armies of Vassa. This war left both countries shattered and trying to regain some fraction of their former glory. The strife of recent times shows clearly on those who come from the region.

The Great Glacier

When most people think of the Iulutians who inhabit the Great Glacier, they don't envision spellcasters. However, those who know more of these rugged folk will nod knowingly and mention the Anagakok shamans (described in the *Complete Wizard's Handbook* or [FR14] *The Great Glacier*). Those who are even more familiar with the Iulutians and the Anagakok know that those unusual wizards represent the most potent spellcasters found on the Great Glacier. Actually, there are other wizards, perhaps not so powerful, but certainly more numerous. It is these generally ignored folk who, if they fully master the mystic arts, can one day graduate to the prestigious rank of Anagakok.

Sossal

The Sossrim, who inhabit the fabled Kingdom of Sossal, are a strange and wondrous people. Many folk who live in more hospitable climates wonder at their ability to survive in a land as hostile as the frozen North. Like the Iulutians, the Sossrim have adapted to life in a place where no other native of Toril would likely survive for even a few days.



Description

Life in this harsh climate breeds a particularly sturdy lot. The fragile of body and the easily sickened die young, and those who remained hardened against the elements most often survive and bear young. Hence, all people born in the Cold Lands have a minimum Constitution of 12.

Damara

The wizards of Damara generally wear heavy robes of white, beige, or gray wool. Runes traditionally decorate their cuffs and hems, and they don a dark red or blue hooded cloak when the weather is particularly brisk. Often they wear animal skins as accents to give them a more macabre look, but the true mark of a Damaran wizard is the elaborately carved bloodstone torc that encircles his shaved head.

The Great Glacier

Life amid the frozen expanses of the Great Glacier is not easy. The people there have spent centuries adapting to the frigid environment and learning to make do with the meager resources they have available. This spartan existence is apparent in the dress of the Iulutians, who clothe themselves in animal hides with hoods, fur mittens, and thick-soled boots.

The magicians of the glacier carry staves fashioned from the vertebrae of polar bears. From a distance these appear blackened and dirty, but a closer look reveals that they are covered with intricate designs carved into the bone and inked. The Iulutian believe these scrimshaw runes enhance the magical power of those who understand them.

Sossal

Even the Iulutian people have not adapted to the brutal environment of the north as well as the Sossrim. These folk have skin that is as pallid as snow and hair with the fine, silver tint of an icicle. So perfectly camouflaged are the Sossrim that they can throw themselves flat upon snow and virtually vanish from sight. Even so, the Iulutian do have pigment in their eyes and traces of color at the roots of their hair.

The Sossrim, whether wizards or not, dress in the white furs of polar bears. They often remove the hides of these

creatures in such a way that the head remains intact and attached to the rest of the skin. When such a robe is fashioned correctly, the bear's head is placed over that of the wearer. Seen from a distance, it is easy to mistake a hooded Sossrim hunter as an upright polar bear or some manner of lycanthrope.

Role-playing

Damara

The war with Vassa and its resulting chaos has left the wizards of Damara suspicious and careful. They never go about unarmed and seldom trust strangers. Even close friends are constantly watched for signs of betrayal. No one is so well-known as to be above suspicion in the eyes of a Damaran wizard.

The Great Glacier

Members of the Iulutian tribes are not comfortable when out of their natural environment. Some of this is physical, for they have adapted to the colder climate of the North so well that warmer regions are almost painful to them. On the other hand, much of it is mental. Even the wisest Anagakok does not understand or trust the strange devices and magic of outsiders. While a wizard from atop the Great Glacier might find these things interesting at first, he will soon come to loathe them and long to return to his home. Only the most pressing of emergencies will keep such a character away from his family and tribe for more than a month or so. This is not to say that he cannot be a member of a far-ranging adventuring party; rather he will have a specific and good reason for not going home.

Sossal

The Sossrim feel exposed and vulnerable when not in the arctic environment of their homes. At first, this merely makes them a bit edgy. Within a fortnight, however, a Sossrim traveler begins to become almost paranoid. The evolutionary traits that allow him to survive in the frigid north often work against him in warmer regions of the world.

This is not to say these folk are cowardly. The dangers they face in their daily lives would leave most citizens of Waterdeep or Dales merchants cowering and broken. The



Sossrim will certainly press on if he feels his reason for traveling is important enough. However, he'll take a direct approach to his business in the outside world and get it over with promptly so that he may return to his homeland.

Special Abilities

Damara

While some might expect that the war with Vassa would have caused the wizards of Damara to hone their fighting magic, the reverse has proven true. Through long hours of research, these mages have gained a bonus proficiency in healing and the ability to channel a single spell into a living creature.

The process of channeling their own spell energy serves to heal the affected creature one point per spell level channeled. Such a channeling can be performed but once per day.

The Great Glacier

To survive atop the Great Glacier, the Iulutiu have become strong and hardy souls. There is no place for the weak or lazy in a culture where every member of the clan is expected to pull his own weight. Even wizards are expected to put in a full day's work. Of course, their duties are generally magical in nature.

Iulutiu wizards must work with what is available to them, just as the rest of the tribe must. Hunters make do with bone-tipped spears because metal is very scarce in the frozen North. For the mages of the Great Glacier, this means enduring the bitter cold and surviving in the frozen wastes. Iulutiu wizards gain a bonus proficiency in endurance and survival in arctic conditions.

Sossal

The magic of the Sossrim is based partly on a natural understanding of the sparse life that manages to survive in the frozen North. In both the majestic polar bear and the stubble of lichen clinging to an outcropping of rock, there is a magical power. When a Sossrim wizard works his spells, he taps into this energy and channels it to do his will.

As he becomes more familiar with the frozen world's creatures, he gains more power. In addition, he acquires

the ability to assume the shape of the many animals that live around him. This power may be employed once in any 24-hour period, with a duration in turns equal to the level of the wizard. The transformation takes one round and functions much like the wizard's *shape change* spell. Unless the Dungeon Master rules against a specific animal, the wizard may become any creature whose natural climate (defined in the "Climate/Terrain" listing of its MONSTROUS COMPENDIUM entry) is arctic. The principle limiting factor of the wizard's ability is that the creature cannot have more than half his own Hit Dice, rounded up. For example, a 16th-level wizard can become an arctic creature of as many as 8 Hit Dice, like a polar bear, for as long as 16 turns.

Special Disadvantages

Damara

In mastering the healing arts, the wizards of Damara have attained an affinity for all living things. In game terms this means they suffer a -2 penalty to their saving throws against necromantic spells.

The Great Glacier

The nature of life atop the Great Glacier makes it difficult or even impossible for wizards to interact in society outside of their own. This manifests itself in game terms with a -2 reaction penalty whenever the wizard is dealing with cultures outside his own.

Sossal

The Sossrim are a magnificent people by any standard. The mere fact they are able to survive in the frozen land they call home proves their quality. Unfortunately, the physiological differences that enable them to survive leave them more vulnerable to certain types of magic than the other races of Toril.

Whenever a Sossrim wizard is attacked with a spell that employs fire or heat to inflict damage, he suffers an extra point of damage per die rolled. For example, a 5-HD fireball would cause an additional 5 points of damage to a Sossrim wizard. Any saving throw the wizard makes to resist the effects of such spells has a -4 penalty.



Wizards of The Unapproachable East

Class Information

Racial Requirements	Human
Ability Requirements	Varies
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	None
Recommended Proficiencies	Spellcraft

Overview

Aglarond

Despite its seeming unimportance, two facts about this tiny nation merit mentioning in this book. The first, and certainly the most important in a global context, is that Aglarond acts as a buffer and keeps the perfidious Thay from gaining major access to the Sea of Fallen Stars. The second is the existence of the Simbul. There are those who say this woman is the most powerful spellcaster on Faerûn today. The few wizard adventurers who have come out of Aglarond in recent years have all learned their magic at her hands.

No one knows how the Simbul does it, but this most unusual woman seems to be able to sense when someone



with magical talent is born in her kingdom. When this happens, she treats the child as her own and oversees its growth and education. These children quickly mature into some of the most powerful spellcasters to wander the Unapproachable East. Player characters built with this kit are all *the Simbul's Children*.

To qualify for this kit, a character can have no ability score below 9 and must have an Intelligence score of not less than 15.

Impiltur

Although they are often portrayed as military powers, the united city-states that compose this realm have little taste for war. They know that no country can long survive as a warrior realm, for it suffers as much as its enemies. Still, the rulers of Impiltur recognize they live on the frontiers of the civilized world and must maintain a strong military as a protection against the unknown. The true strength of Impiltur, however, lies in the savvy of its rulers and the vast resources upon which its economy is based.

The wizards of Impiltur are also shaped by this think-



ing and strive to balance their defense with their desire to master the power of sorcery.

Rashemen

Male spellcasters are almost unheard of within the borders of Rashemen. There are those who say that some great enchantment hangs over the region and steals the magical power from men and shunts it to the women. Whether this is true or not, no one seems to know. Still, it cannot be denied that the women here seem to be unusually gifted in the practice of magic. It is often said that even the least handmaid knows one or two magical spells.

Of course, the most prominent example of this land's magic are the Witches of Rashemen, whose power seems equal to that of the Red Wizards of Thay and who are sung of by bards and minstrels throughout Faerûn. All characters created with this kit are spellcasters of this type. They must be female and must have Intelligence, Wisdom, and Charisma scores of not less than 14.

Thay

When a bard or minstrel wishes to conjure up images of evil magic and darkest sorceries, he need only mention the much despised name of the Red Wizards of Thay. Over the centuries, the clever masters of this realm have combined powerful magic, espionage, and devious political maneuvering to forge a state of virtually unequalled might.

All wizards created with this kit are considered to be members of the Red Wizards, since those who do not count themselves among this brotherhood are quickly eliminated by the masters of Thay. To qualify for this base honor, a character must be of evil alignment and have Intelligence and Charisma scores of not less than 14. This kit is restricted to nonplayer characters, of course.

Description

Aglarond

The Simbul's Children forgo the common robes that many associate with wizards. Instead, they dress in elegant tunics and breeches sewn from an emerald green silk the likes of which cannot be found anywhere else in the world.

They favor emeralds and other green stones in their jewelry and, for some unknown reason, they never wear anything fashioned from silver. Some say silver burns these wizards as it does lycanthropes, but there seems to be little real evidence for this claim.

Impiltur

Wizards of Impiltur are generally not easy to pick out of a crowd. They favor the dress of the common man or that of the nobility if they are moving in such circles. So casual toward playing the part of the wizard are they that they have been known to wear swords and armor when traveling with military units, although they suffer non-proficiency penalties if they attempt to actually use swords in battle, and they cannot cast their spells while so attired. They aren't attempting to disguise themselves or otherwise hide their true profession; it is just that they are used to and appreciate the warrior culture of their homeland. Dressing as a warrior is a way of affirming one's allegiance to Impiltur.

Rashemen

The Witches of Rashemen dress in fairly simple hooded robes fashioned from black cloth. These are tied about the waist with a sash of orange, and fine gloves of the same material cover the hands and forearms. Over their faces they wear gray-white masks molded from a thick clay found only near the witches' stronghold of Urling. These are excellently made and, from a distance, might even go unnoticed. A closer look, however, reveals their fixed, dispassionate expression.

It is said that the Witches of Rashemen set aside their traditional garb when traveling outside their native land. However, since they also conceal their powers and identities when so doing, it is impossible to say if this is true or not.

Thay

The Red Wizards of Thay are called that because of the crimson robes they wear when meeting with others of their kind. At other times, donning these flowing, richly embroidered garments is optional. In any situation where a Red Wizard is attempting to make an impression or otherwise flaunt his station, he will wear such attire. If the wizard is attempting to conceal his identity, of course, he opts for less obvious dress.



Role-Playing

Aglarond

The folk of Aglarond may be few in number, but they are proud. This is especially true of those chosen by the Simbul to receive her training. From the moment they begin to walk and talk, their magical powers are nurtured toward perfection and their minds are guided toward self-confidence and personal pride.

This is not to say they are braggarts or boastful. The Simbul's teachings stress the duty that all of her chosen students have to the country of Aglarond and its people. If they are proud of themselves, they are even prouder of the common folk who struggle through their lives without the aid of magic. Those who have met one of the Simbul's Children all agree it is better to insult the wizard himself than to make a disparaging comment about even the lowest of his countrymen.

It is important to remember that these characters do not have the ability to call upon the Simbul for help in game situations (unless desired by the DM in a specific instance, of course). Once the Simbul decides they are ready to begin serving Aglarond (when they have mastered the spells of a 1st-level wizard), she sends them out into the world. From that point on, she expects them to act on their own in defense of her realm.

Impiltur

Wizards from this region tend to adopt the same no-nonsense approach to magic that their country takes toward foreign policy. If something seems to offer sufficient reward for the risk entailed, then they pursue. If not, the venture is deemed unworthy and is forgotten.

Some have described these spellcasters as unfeeling and cold. While this might seem to be the case on the surface, the truth is actually quite different. Wizards of Impiltur are very careful to base their decisions only on the logic of a given situation. In times of stress, therefore, they often seem cold and calculating. When with their friends and loved ones, however, they are warm and amiable.

Rashemen

The Witches of Rashemen are often referred to as aloof and snobbish. A more precise description might be com-

manding and domineering. In their homeland they are treated with reverence and respect. It is forbidden for any citizen of Rashemen (or outsider, for that matter) to refuse an order from one of these folk.

In combat, the Witches of Rashemen show their enemies no mercy. They take any attack against one of their countrymen or traveling companions as a personal affront. Such insults are often answered with the death of the offender.

This outlook is clear in all aspects of the witch's life. Either someone is a friend or an enemy, and a creature is either good or evil, with no middle ground.

Thay

Red Wizards tend to have dual personalities, which they employ with great skill. In all cases, however, the wizard's inner confidence and assertiveness comes through. There are those who say the tongue of a red wizard is more dangerous than any warrior's sword.

At times, a Red Wizard may be charming and eloquent. He may prove himself to be an ideal host, the perfect guest, or an amiable traveling companion. Those in the company of a Red Wizard at such times are advised to pay careful attention to their own words as well as those of the spellcaster. Many men have agreed to terms or revealed information in casual conversation with one of these folk that no inquisitor's rack could have torn from them.

If the wizard is unable to accomplish his goals with subterfuge, then a show of force is decidedly in order. It is said that no dragon has the temper of a Red Wizard, and this may well be the case. Even the most seemingly inoffensive Red Wizard can become a whirlwind of fury when things go against him.

Special Abilities

Aglarond

Aglarond invests a great deal of time and effort in the training of her children. She is not about to let them begin wandering the world without an ample supply of magical knowledge.

Any such character begins adventuring with a large number of magical spells in the pages of his spellbook. The exact number of spells is equal to the maximum



number of spells per level associated with his Intelligence score (as indicated on Table 4 in the *Player's Handbook*). For example, one of the Simbul's Children with a 17 Intelligence will start play with 14 spells in his spellbook. The player may select these spells freely from the *Player's Handbook* and *Tome of Magic*, with the DM reserving the right to veto any spell that he does not wish to allow in his campaign.

When the character gains the ability to cast higher-level spells, he need only seek out the Simbul to acquire a complete complement of new incantations. Provided that the character has not displeased the Simbul in some way (as determined by the Dungeon Master), the player may return to the *Player's Handbook* and *Tome of Magic* to select the spells he wishes to record for his new level. The same is true if the character's Intelligence ever increases.

Impiltur

The calm and rational nature of these characters is invaluable in times of crisis. When the front rank falls

back before an onslaught of magical creatures and fear ripples through the supporting troops, one can always count on a wizard of Impiltur to quickly assess the situation, shout orders, and rally the troops.

In game terms this is reflected in an adjustment to the Charisma score of the character. When a wizard of Impiltur advances to a new level of experience, the player rolls a 20-sided die. If the result of that roll equals or exceeds the Charisma score of the character, this ability increases by 1 point. In time, such a character's Charisma could rise as high as 20.

Wizards of Impiltur radiate such an aura of confidence and leadership that the Morale rating of any allies within 25 feet of their location is increased one step. In most cases, a base Morale rating is listed in the *MONSTROUS MANUAL*[™] or can be calculated based upon information presented in the *DUNGEON MASTER Guide*. Such a wizard at the head of a group of mercenaries would increase their Morale from Steady (11-12), as indicated in the *MONSTROUS MANUAL*, to Elite (13-14).

Rashemen

Over the centuries, the Witches of Rashemen have mastered a form of magic unlike any practiced outside that nation's borders. The advantages of their unusual art are incredible, and those who are familiar with the secrets of the witches are not surprised that these spellcasters have managed to quell numerous attempts by the nation of Thay to conquer Rashemen.

The most obvious difference between the magic employed by the witches and that woven in the rest of the world is simply that the witches do not need to select and memorize their spells in advance. All the magical spells known to these characters are available at any time. The normal limitations of spell level still apply, so that a 1st-level witch cannot cast more than one 1st-level spell per day. Still, this freedom of access to their spells makes the witches of Rashemen tremendously dangerous foes.

Thay

The power of the Red Wizards and their mastery of magic is second to none. Within the walls of Thay's many towers of sorcery lie countless volumes of ancient lore that hold dark secrets the rest of the world has long forgotten.



There are those who say all Red Wizards are specialists. In truth, all Red Wizards can be dual specialists; only zulkirs adhere to one school, giving up the second when they achieve that rank. When a DM creates a Red Wizard, he can select two schools of magic to specialize in. The only restriction to this choice is that neither of the selected schools can be an opposition school of the other. So a Red Wizard could be an abjurer/diviner, but not an abjurer/illusionist or an abjurer/transmuter.

In game terms this means they gain a +2 bonus to any saving throws they are required to make because of any spells that fall into either of their specialist schools. Any spell a Red Wizard casts from either of his chosen specialties imposes a -2 penalty on his target's saving throws.

Also, perhaps far more importantly, the character can memorize two extra spells per available spell level, provided that each spell comes from one of his two specialties. For example, an abjurer/diviner could memorize an extra abjuration spell and an extra divination spell. He could not memorize two extra abjuration spells or two extra divination spells, however. A Red Wizard must satisfy the ability score requirements for both his chosen specialties.

Special Disadvantages

Aglarond

For all their power, the Simbul's Children have some slight disadvantages. Mostly these are aspects of their dependence upon the Simbul, an understandable outcome of the cloistered environment in which they matured. But its importance cannot be downplayed.

Because they are able to return to the Simbul at any time to learn new spells, the desire to investigate and harness new magical spells is almost unknown in these folk. Further, they have never felt any compulsion to craft magical items of their own. This means these characters can never research new spells or create their own magical items.

Impiltur

The ease with which wizards from Impiltur cope with even the most stressful situation is one of their greatest advantages. It is also the source of their single most pro-

nounced weakness. Because they have devoted so much time to mastering their own fears and thoughts, they are unable to affect those of others.

This means that none of these wizards can cast spells that affect the minds or emotions of others and that all spells from the school of Enchantment/Charm are forbidden. This prohibition extends even to magical items, so no wizard of Impiltur is able to employ a *ring of human influence* or *drums of panic*.

Rashemen

As powerful as they are, even the mighty Witches of Rashemen are not without their weaknesses. The drawback to their unusual powers is in the length of time that it takes to cast spells. Since their magic is not memorized in advance, it takes considerably longer for them to summon up the words and complex gestures required to invoke a spell. In game terms, this means the casting time for every spell invoked by these characters is doubled. (This may be the reason why they have never dominated and lifted the cultural level of the somewhat barbaric people who populate Rashemen: A powerful defensive line is necessary to make them devastating in combat, which is an extremely desirable edge with a neighbor like Thay.)

All their spells require verbal, somatic, and material components. The exact nature of each of these, when not listed in the rule books, is decided by the Dungeon Master.

Thay

The normal disadvantages associated with specialist wizards applies to the Red Wizards as well. All the opposition schools listed for their specialties are closed to these characters. So an abjurer/diviner could not learn spells from the schools of Alteration, Illusion, or Conjunction/Summoning.

Spells from the wizards' opposition schools have an increased effectiveness against these characters. Whenever a Red Wizard must make a saving throw to escape or lessen the effects of such a spell he suffers a -2 penalty.



Wizards of The Old Empires

Class Information

Racial Requirements	Human
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Ancient history
Recommended Proficiencies	Spellcraft

Chessenta

This kingdom may well be the most chaotic of all human nations on Faerûn. There are those who argue this splintered collection of rival city-states and bickering rulers shouldn't even be considered a single nation. The wizards of this land, while no more or less powerful than their peers in many other kingdoms, are shaped by this background.

Mulhorand

Mulhorand is a land of great temples, powerful priest-kings, and ancient lore. It may well be the oldest kingdom on all of Toril, having been established some 3,500 years ago. Although the so-called *Great Kingdom* has been in a period of decline over the past several centuries, it seems to have stabilized now and is gradually rebuilding the power and prestige that once gave it sway over many distant lands and diverse people.

The people of Mulhorand see magic as a power that is given by the gods to those who must serve them well in return. This belief is evident in the power of Mulhorand's priests and that their ruling pharaoh is seen as the earthly incarnation of Mulhorandi, the god and master of their pantheon. Wizards are seen as usurpers who, by practicing magic without serving the gods, are lessening the power that keeps the heart of the Great Kingdom beating. They are looked upon as malefactors at best and, more commonly, as dark menaces who must be destroyed.

Unther

To refer to this realm as corrupt and decaying would be a gross understatement. The reigning god-king, Gilgeam, is a brutal and vulgar deity who has maintained his earthly presence for more than 2,000 years. During that



time he has taught the people of Unther that they must serve him without question or face his wrath. The seeds of revolution, long overdue by most accounts, have begun to sprout now and Unther is clearly headed for a period of political upheaval.

Unlike its neighboring Mulhorand, where wizards are perceived as suspect, the loathing most of Unther feels for Gilgeam is reflected in a great dislike of priests and paladins, no matter what deity they might honor. Wizards, on the other hand, are seen as potential allies in the upcoming revolt. While not venerated by any means, they are considered a potent force that may well be instrumental in ending Gilgeam's 2,000-year reign of tyranny.

Description

Chessenta

The traditional garb of the Chessentan wizard is a toga-like robe of soft cloth (called a *tegahn* and usually made of cotton), often worn with a tunic and breeches underneath when the weather is not good. Ornate brooches, generally fashioned in the shape of the character's favored mark, fasten the *tegahn* on both shoulders.

Mulhorand

The wizards of Mulhorand are not interested in being recognized as spellcasters. They tend to dress in the tunics and trousers or skirts often worn by most of their countrymen. They clothe themselves so as not to stand out in a crowd.

Unther

It would be hard to imagine a more distinctive individual than an Untherite wizard. The rich bronze of their skin, made all the more evident because they routinely shave off all body hair and employ oils or waxes to give their flesh an almost radiant appearance, contrasts sharply with their bleached white tunics and knee-length skirts.

Untherite wizards go to great lengths to appear powerful and majestic. They carry their heads high and throw back their shoulders so as to have the bearing of a king. It is easy to understand why the masses of this troubled nation have begun to look to the wizards among them for guidance.

Role-playing

Chessenta

Wizards of Chessenta are often described as self-absorbed and egocentric. While this might be a somewhat harsh assessment of their personalities, it is not inaccurate. The politically chaotic nature of life in Chessenta has taught their magicians that the friends they make today may turn against them tomorrow. This being the case, it is quite understandable that Chessentan wizards have learned to rely upon only their own talents and spells.

Mulhorand

The fact that most of society views them as criminals and deviants cannot help but have an impact on the personalities of Mulhorandi wizards. Because of their low standing in society, these spellcasters have come to think of themselves as rogues and scoundrels. Many of them live almost hermetic lives, venturing out only at night or when the crowds filling the streets can hide their actions.





Unther

Untherite wizards see themselves as powerful and majestic folk. The adoration heaped upon them by the rest of the Unther's inhabitants may not have gone to their heads, but it has certainly shaped their self-image. It is difficult to imagine a threat or challenge that can daunt one of these wizards, for they see every challenge as an opportunity to prove themselves anew.

Special Abilities

Chessenta

One of the first things that one learns in Chessenta is the importance of fast thought and even faster action. To a warrior, this means being able to get your sword out of its scabbard and into play before your enemy knows what's happening. For Chessentan wizards, it means streamlining the techniques required to cast spells so that their magic takes effect before that of their enemies.

Any spell cast by a Chessentan wizard has its casting

time halved, with uneven results being rounded up. For example, a *magic missile* spell still has a casting time of 1, but a *lightning bolt* has a casting time of 2 (instead of its normal 3).

Mulhorand

For many of Mulhorand's spellcasters, magic is a matter of life or death. Because of the way in which magic use is viewed by the populace of the Great Kingdom, these wizards have learned to protect themselves from the prying eyes of those around them.

Even when they are unable or do not desire to use their spells, these wizards can easily evade pursuers. Like rogues, the wizards of Mulhorand are able to *hide in shadows* and *move silently*. The percentage chance that they will succeed at such endeavors is 25% plus 5% per experience level. So a 5th-level wizard can hide in shadows 50% of the time while a 10th-level wizard is successful 75% of the time. The maximum chance of success is 95%, which the wizard reaches at 14th level.

Wizards of Mulhorand are also the masters of the spells





of concealment. At the very least, these include *blindness*, *blur*, *change self*, *improved invisibility*, *invisibility*, *invisibility (10' radius)*, *mass invisibility*, *mirror image*, *misdirection*, *mislead*, *screen*, *sequester*, *vacancy*, *veil*, *wraithform*. Other spells, including those listed in the *Tome of Magic*, can be added to this list as the DM desires. For the purposes of learning and casting these spells, Mulhorandi wizards treat them as if they were one level lower than listed in their spell descriptions. Thus, *wraithform*, normally a 3rd-level spell, is treated as 2nd-level magic. All 1st-level spells are unaffected.

Unther

Untherite wizards have spent years making ready for the day when they will lead the masses against the god-king and his assembled priests. Countless skirmishes have allowed them to study their future enemies, giving them an insight into priestly magic that few other folk can claim to possess.

As a result, they have limited magic resistance that applies only to spells cast by priests. Whenever such a spell is cast at an Untherite wizard, there is a percentage chance equal to his experience level that it will fail. This functions just like the magic resistance that some monsters and other creatures possess.

Special Disadvantages

Chessenta

It is said that only a fool trusts a Chessentan. While this may be a harsh overstatement, it does have some basis in truth. The rival city-states that make up this land make and break treaties so fast that only the most astute politicians can keep track of who is working with whom at any given time.

The stigma associated with Chessentans is reflected in the wizard's inability to acquire a henchman. No matter how high the character's Charisma score, no henchman will ever agree to follow or serve him. In addition, the character's loyalty base and reaction adjustment scores (as determined by his Charisma score) are always negative. So, a Chessentan wizard with a 15 Charisma will have a loyalty base modifier of -3 and a reaction adjustment of -3.

Mulhorand

As fugitives, the wizards of Mulhorand have been forced to deal with the criminal elements of society in their efforts to obtain spell components and the other materials required to practice magic. Even lawful good wizards have little choice but to swallow their pride and deal with the black market.

In game terms this is reflected in a "tax" that must be paid for the use of magic. Rather than requiring the player to keep careful track of everything that his character purchases and expends, each spell has a set fee associated with it. At the end of each game session, the player must deduct from his character's monetary wealth a number of gold pieces equal to 50 per spell level cast during the adventure times his own experience level. For example, if a 3rd-level wizard cast two 1st-level spells (50 gp each) and one 2nd-level spell (100 gp each), he would owe 200 gold pieces times his level (3), for a total of 600 gp.

If the wizard does not have enough money to cover his spellcasting debts, the remaining liability is paid with experience points. This is a last resort, however, and the player cannot opt to substitute XPs for gold. Dungeon Masters should be careful to veto any attempt by the player to circumvent this requirement.

Unther

The role Untherite wizards have set for themselves has its disadvantages. In becoming heroes of the soon-to-be revolution, they have made themselves easy targets for martyrdom. Hardly a day goes by in Unther that one of the land's wizards isn't attacked or killed. The god-king has offered a generous reward for anyone who kills one of these popular heroes, and the knives of assassins lurk everywhere.

Another handicap these characters suffer is directly related to their resistance to priestly magic. Unlike normal magic resistance, which can be suppressed when desired, this effect is constant. As a result, magical healing and other beneficial priestly magic has a chance of failing when cast upon Untherite wizards. This applies even to potions and devices, so a *potion of extra healing* may fail to have any effect on an Untherite imbiber.



Wizards of The Vilhon Reach

Class Information

Racial Requirements	Human
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	None
Recommended Proficiencies	Spellcraft

Overview

Chondath

Once a powerful trading empire, a series of mishaps involving warfare, disease, and rampaging magic have left Chondath a faint shadow of its past glory. Because of the role that spellcasters played in its downfall, there is little interest in magic here. Those who want to learn the sorcerous ways must do so without the aid of a mentor or formal training.

The City-States

The Vilhon Reach is dotted with scattered city-states. The largest and most powerful of these are Nimpeth, Reth, Hlath, and Iljak, although there are several smaller city-states as well. These strong-willed states have battled for generations.

Only within the last 50 years have they come to see the futility of war and attempted to settle their differences peacefully. However, this process has proven so successful that the city-states are a model all Faerûn would do well to follow.

Hlondeth

The fabled *City of Serpents*, Hlondeth, is a majestic place that has grown wealthy through overland and maritime trade. Over the centuries, however, the yuan-ti have spread themselves through the city, infiltrating even the bloodline of the ruling family. All wizards from this realm have also been touched by the spread of the yuan-ti, although they are still quite human.



Sespech

The Barony of Sespech is a young nation with a government that is unstable and chaotic. The current ruler, Baron Thurgar Foesmasher, is struggling to hold his nation together. Life is tense in Sespech, a condition that has left its mark on the people of the barony.

Turmish

The mahogany-skinned Turms are a splendid and graceful people. If their blood does not have a long-forgotten elfish component, it certainly should. The average Turmish male stands between 6½ and 7½ feet tall and weighs between 180 and 200 pounds. The rest of his musculature and features are slender and well-defined, as his height and weight might suggest.

Turmish wizards are easy to spot, for they decorate themselves with tattoos, always in the shape of various animals. Among themselves, the Turms believe that such tattoos give the spellcaster power. The tattoos glow brightly whenever they cast a spell, so it seems likely there is at least a modicum of truth in this.

Description

Chondath

The typical garb of the Chondath adventurer, who is almost always a fighter or rogue, is a unique form of supple leather armor. The use of this leather is so common that even the few wizards who come from these city-states wear it. Of course, this isn't the rigid leather armor typically worn by military troops; it is much more like buckskin and provides an Armor Class of 9 to those who wear it without affecting wizard skills in any way. A Chondathian mage can wear such leather or even studded leather armor (AC 8).

The City-States

Residents of the city-states of the Vilhon Reach dress very uniformly, favoring simple white tunics. It is traditional for the many priests of the city temples to dye their togas blue, while wizards generally dye theirs red. There is no law enforcing this custom, but it has become a standard over the years.

Hlondeth

The architecture of Hlondeth is rich and extravagant, often featuring murals and mosaics that venerate the snakes and serpents of the world. The flowing colors of these masterpieces are depicted in the dress of the wizards there. They favor flowing silks of bright scarlet, rich emerald, and deep azure.

Jewelry, primarily gold, is commonly worn by the folk of Hlondeth. Bracelets, necklaces, and torcs of serpentine gold links are favored above all else, especially those items with magical properties.

Sespech

The people of Sespech commonly wear full-length, dresslike robes rather like a toga. The wizards of Sespech wear hooded capes with these. In most cases, these hoods are overly large and drawn forward to hide the spellcaster's visage. This custom arises from an ancient Sespechi belief that it is bad luck to look upon the face of wizard.

Turmish

The Turms are perhaps best noted for their ornate armor, which is embossed with intricate patterns and decorated with spires and graceful fluting. This love of beauty is also evident in the clothing worn by members of other classes.

Turmish wizards wear light robes, generally fashioned of fine black and green cloth and tied with intricately woven sashes. Gold jewelry, especially earrings and chokers, is also common.

Role-playing

Chondath

While those few spellcasters who ascend from the mire of Chondathian society might claim to be true mages and wizards, the truth is that their powers seldom match their egos. Without proper instruction in the practice of magic, they have had to learn much from trial and error or from ancient, often greatly distorted, stories. But eager as they might be to assume their place among the great magicians of the world, it will be centuries before Chondath produces its own Elminster or Simbul.



Mikal strode ahead of us, drinking in the sights and sounds of the city. I have to admit that I was impressed too, but I've always been a bit more reserved than the paladin.

"Ahhh," he smiled, looking around the marketplace, "I can't believe that we've finally reached the City of Serpents. Isn't this place incredible?"

"You're right, I've never seen its like," I agreed.

"Maybe I'll come back here and settle down in a few years. What do you think? How does Mikal of Hlondeth sound to you?"

Before I could answer, we came around a corner and discovered a most unfortunate sight: A pair of young women, obviously from the Heartlands, stood atop two sturdy gallows. Each had a black hood over her head and her arms bound behind her back. An officious looking man was reading from a scroll, telling of the great crimes that "these outlander wizards have committed in the service of a heathen god." As his words drifted over the eager crowd, I noticed that each prisoner wore a silver medallion around her neck. These disks bore the bound hands of Ilmater, the same symbol that graced the shield of my companion. With a sinking feeling, I knew what was about to happen.

Mikal let out a great cry of rage and sprang forward. He sent a dozen onlookers tumbling to the ground and took everyone in the area by surprise. Even I, who had realized what was going to happen a few seconds before it did, wasn't ready for the paladin's furious outburst.

By the time anyone else could react, Mikal had leapt upon the gallows. He swept his sword in a great arc, neatly severing the ropes that threatened to claim the lives of the two wizards.

A pair of crossbowmen were among the first to recover from their surprise. They swung their weapons about and took aim on the rash paladin. I threw myself at them, bringing them both down.

As the guards struggled to regain their footing, I vaulted to Mikal's side. He had removed the hood from one of the women, revealing a wise, gentle face, and was in the process of cutting the thongs that encircled her wrists. As soon as her hands were free, she began to gesture and speak in the arcane language of wizards.

Someone grabbed for me and I whirled about. At that instant, the enchantress completed her spell and the world around us faded away. A second later, we stood atop a tower that looked out over the sparkling sea.

—From the journal of Andreas Vanderslyke

The City-States

The people of the Vilhon Reach's many city-states are attempting to adjust to a way of life their ancestors never knew. In most cases, this is far easier for the intelligencia than for the common man. The wizards of the cities, who fall into the former category, try to find a peaceful solution to every problem they are presented with. Combat, whether magical or mundane, is always considered a last resort.

Hlondeth

The wizards of Hlondeth are considered by many to be a cunning and predatory lot. Like all wizards, these folk recognize the value of intelligence and careful thought. When confronted with a difficult situation or a potential enemy, the Hlondeth wizard will spend as much time as possible in quiet contemplation of the subject. No action is taken rashly unless circumstances absolutely dictate otherwise. "Careful and calculating" might be a better way to describe these wizards, for they are predatory only when eliminating their enemies. As allies, they are true and loyal.

Sespech

The wizards of Sespech have suffered much from the changes of government and constant reshuffling of society that has taken place over the last several decades. Under one ruler, wizards might be prized as a valuable national resource. Under another, they might be looked upon as worthless slackers too lazy to pick up a sword. And under a third they might be considered dangerous outlaws who must be hunted down and destroyed.

Because of this, Sespechi wizards have no use for government and so cannot be of lawful alignment. This does not mean they cannot be considered trustworthy; as friends and companions they are noted for their loyalty.

Turmish

The Turms look upon spellcasters with respect and some degree of admiration, just as they do any learned individual. Turm wizards do their best to live up to the high standards their countrymen have for them. They attempt to maintain high ethical and moral standards in all their affairs and give generously of their time and advice. All wizards created with this kit must be of good alignment.



Special Abilities

Chondath

The magic of Chondathian wizards is not nearly as effective as that used by spellcasters from other lands. Because of the informal way in which they master their spells, however, these wizards are not subject to many of the normal restrictions placed on magicians.

These characters are far better able to defend themselves than their peers from other lands. They can make use of any small or medium weapon, including both melee and missile weapons. They can attack as if they were rogues, not wizards, so a 5th-level Chondathian wizard has a THAC0 of 18 instead of 19, for example.

The City-States

The wizards of these diverse cities begin the game with a number of bonus proficiencies to reflect the political training they have received. These are etiquette, heraldry, and ancient history (Vilhon Reach). No proficiency slots need to be allocated for these spells. Additional slots can be allocated to increase the character's chance of success.

Over the course of recent decades these wizards have turned away from offensive magic and mastered the more subtle and defensive elements of spellcasting. As a result, they can gain an additional spell from the abjuration school (and the can gain additional spells based on their specialization). A specialist wizard whose opposition school is abjuration loses this bonus.

Hlondeth

Close contact with the yuan-ti, whether intentional or inadvertent, has tainted the human wizards of Hlondeth. They have acquired an affinity for the magical and psionic powers of the yuan-ti.

In campaigns that use the *Complete Psionics Handbook*, all Hlondethian wizards also have a wild psionic talent. If that sourcebook is not part of the campaign, this power can be simulated by randomly selecting a 1st-level spell and allowing the character to use it three times per day as a special ability.

The wizards of Hlondeth have learned something of the yuan-ti spellcasting methods. They automatically

learn the *cause fear*, *darkness* (15' radius), *polymorph other*, *suggestion*, and *charm person* spells as soon as they attain a level high enough to cast them.

Sespech

The fiery, independent spirit common to the wizards of Sespech makes it difficult for others to influence their thoughts and actions. So any magical spell from either the Enchantment/Charm or Illusion/Phantasm school is less effective when used against these folk. Any saving throw that a wizard of Sespech makes to resist such powers is made with a +4 bonus. This also applies to the priestly sphere of Charm and any other magical spells the DM judges to be an intrusion upon the wizard's mind and free will.

This unique ability carries over to psionics as well. In campaigns using the *Complete Psionics Handbook*, these characters all have a continually operating tower of iron will.





Turmish

Turmish wizards, like their merchants, are noted throughout the Vilhon Reach for their honesty and fairness. They are seen as wise and noble souls who use their magic and intelligence to protect their friends and keep their enemies at a distance. As might be expected, their magical abilities reflect this.

All wizards of this type are especially skilled at the casting of information-gathering spells. These include the spells of the Greater Divination school. When they cast these spells, the listed duration, range, and area of effect is increased by half. For example, a 4th-level wizard who casts a *detect magic* spell will find that it affects an area 15 feet wide by 90 feet long, instead of the usual 10-foot by 60-foot area, and that it remains in effect for 12 rounds instead of the normal 8.

In addition, a Turmish wizard who uses a scrying device (such as a *crystal ball*) automatically gains use of *clairaudience* when using that device. This is in addition to any other abilities the particular magical item possesses.

Special Disadvantages

Chondath

Chondath wizards master spells at the same rate bards do. Also, they cannot opt to be specialists. Therefore, a 1st-level Chondathian wizard is actually unable to cast a spell and no such character can ever learn spells above 6th level.

The City-States

While these wizards have mastered the art of protective magic to a degree unheard of by other wizards, they have not accomplished this feat without a cost. The most obvious impact this has had on spellcasters from the Vilhon Reach's city-states is that they have become less proficient when using magic to inflict damage on their enemies.

In game terms this means that any spell that directly

harms an opponent has a -1 penalty for every die rolled for damage. The minimum roll on any given die is 1, so a 4d6 *fireball* will never cause less than 4 points of damage. It is up to the Dungeon Master to decide which spells are included in this category, although some obvious examples include *magic missile*, *fireball*, and *lightning bolt*.

Hlondeth

The yuan-ti have not been idle in Hlondeth. Over the years they have gradually been working to assume control of the city. While the wizards of this city have learned something of the magic of the yuan-ti, so too have the yuan-ti learned something of humanity. They have focused this knowledge toward making the people of the city mentally pliable and receptive to psionic domination.

In game terms this weakness manifests itself whenever the character is attacked with any spell from the Enchantment/Charm school or the priestly Charm sphere. In either case, the victim suffers a -4 penalty on any saving throw that he is allowed to make. His magical defense adjustment, as dictated by his Wisdom score, still applies.

Sespech

The same independent streak that makes wizards of Sespech resistant to mind-affecting spells makes the use of such spells on others repugnant to them. These characters are unable to cast spells from either the Enchantment/Charm or Illusion/Phantasm school.

Turmish

While the peaceful and sagacious nature of these wizards is impressive, they are not without their weaknesses. The most pronounced of these is an almost complete lack of combat experience.

Turmish wizards do not begin the game with any weapon proficiencies. Afterward, however, they attain them normally. The nonproficiency penalty for such characters is -8.



Wizards of The Empires of The Sands

Class Information

Racial Requirements	Human
Ability Requirements	Intelligence 9
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	1
Additional Slot	6
Nonproficiency Penalty	-5
Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Varies
Recommended Proficiencies	Varies

Overview

Amn

Known across Faerûn as the Merchant Kingdom, this land is renowned for its skilled traders and master craftsmen. Even the wizards who come from Amn know more about trade and commerce than the best peddlers in most other nations.

Calimshan

The nation of Calimshan is a land of merchants and traders, but it is not a unified state. Internal squabbles between rival merchant princes weaken the overall



power of the state, which might otherwise dominate the Empires of the Sands. The wizards of Calimshan understand this chaotic nature as well as the importance placed upon economic matters.

Tethyr

The other Empires of the Sands have forged trading empires that span Faerûn, but Tethyr is a nation that has turned inward. Endless warfare between squabbling city-states makes it chaotic and dangerous. The governments of Calimshan and Amn watch for any chance to bring peace to their troubled neighbor—and acquire its land and resources at the same time.

Description

Amn

The wizards of Amn dress in light-colored robes with turbans covering their heads. They wear wooden sandals on their feet and wrap wide belts around their waists. Usually they have a fair number of gold coins at hand.



Beards are predominant, for the better a man's beard, the more powerful his spirit is believed to be.

Calimshan

The wizards of Calimshan, like most other folk from that land, favor silks and other soft fabrics. The typical outfit is a loose-fitting, undecorated shirt, with an ornate vest and occasionally a tightly wrapped turban. Beneath a silk belt or sash, loose-fitting, knee-length pants hang down to glossy, soft leather boots.

Tethyr

It is commonly said that only a fool travels far from his home in Tethyr without a dagger in his hand. It's hard to say whether this is true or not, because most of the folk who try to test it are killed.

Most Tethyrians are armed. The traditional weapon of these people is a long, hooked dagger carried in a black sheath that serves as the buckle for a wide, leather belt. This belt gathers a loose robe that is often worn over armor. Wizards do not wear such protection, but tend to wear tunics and a garnache.

Role-playing

Amn

The wizards of Amn, like any of the folk from the great Merchant Kingdom, are skillful dealers. Every situation is viewed from a profit-and-loss standpoint. If a proposal offers good return with minimal risk, it is considered worthwhile. If it doesn't, then negotiation is in order. Failing that, the proposition is discarded as worthless. Amnian wizards have extremely conservative economic attitudes.

Calimshan

Like the wizards of Amn, these spellcasters pay very close attention to the potential profits that an investment of time or effort will bring them. However, they do not see things in the absolute terms their neighbors do. Life in Calimshan is chaotic and these wizards have learned to accept that.

Calishite mages are also heavily influenced by their ancestral traditions that their people immigrated from the Elemental Plane of Air. They are generally very respectful toward natives from this plane, such as djinn.

Tethyr

One expects combat when one grows up in Tethyr. Even the wizards of that realm have a great respect for the power of the sword, so they tend to surround themselves with bodyguards and loyal followers.

Tethyrians aren't paranoid. They don't expect every one to betray them or for every encounter to be an ambush. A Tethyrian's promise is taken quite seriously, so there are few acts of betrayal within that nation. One expects one's enemies to attack whenever the opportunity presents itself, but not one's allies.

Special Abilities

Amn

In addition to the General and Wizard groups, wizards from Amn are free to select proficiencies from the Rogue group. They also receive the appraising skill as a bonus proficiency, so they do not need to allocate slots to receive the skill but can expend additional slots to improve their chance of success when using it.

When the character must expend money, he reduces the amount spent by 25%. This reflects the character's business acumen and trading savvy.

Calimshan

In learning to assess the odds for and against success in any given situation, Calimshite wizards have mastered magic that other spellcasters have not.

Calishite wizards gain a bonus proficiency in appraising and etiquette to reflect their calculating business sense and their desire to do exactly what would most profit them in any situation. Because of their familiarity with creatures from the Elemental Plane of Air, they gain a +1 bonus on all saving throws versus attacks from such creatures. This same bonus also applies to all spells cast against them from the Elemental Air school or sphere.

Tethyr

Honor in battle and pride in triumph are important aspects of the Tethyrian culture. This is readily apparent in that nation's wizards as well, as all Tethyrian wizards must be of lawful alignment.

Tethyrian wizards have a natural ability to use the spells of the school of Greater Divination, so they are



valuable elements of any deal made between rival merchant factions. Wizards on both sides watch the other for signs of betrayal, so such treachery is almost unheard of in this land.

In game terms this is reflected by reducing the level of spells in the Lesser/Greater Divination school. These spells are one level lower than listed in the *Player's Handbook* or *Tome of Magic*. For example, *magic mirror* is normally a 4th-level spell. When a Tethyrian wizard researches, memorizes, or casts it, it is only a 3rd-level spell. No spell can be reduced below 1st level by this special ability.

Special Disadvantages

Amn

Amn's merchants are noted as being crafty and devious. This makes it difficult for anyone to trust an Amnian, even another Amnian, so the starting Charisma score of these characters is reduced by 2 points.

Calimshan

Because of their ties with the Elemental Plane of Air, Calishite wizards suffer a -1 on all saving throws from spells in the Elemental Earth school or sphere. Attacks made by creatures native to the Elemental Plane of Earth are made with a +1 bonus versus such wizards.

Calishite wizards are also viewed as cold and calculating by people from other societies. This equates to a -1 reaction penalty whenever the wizard encounters people from outside Calimshan.

Tethyr

Tethyrian wizards devote much time and effort to mastering spells of detection but not those of concealment. In game terms this means that all spells listed under the school of Illusion/Phantasm are one level higher than listed in the *Player's Handbook* or *Tome of Magic*. For example, *phantasmal force* is a 2nd-level spell for Tethyrians. Spells listed as 9th-level are impossible for these wizards to master.



Wizards of Halruaa

Class Information

Racial Requirements	Human
Ability Requirements	Intelligence 12, Wisdom 12
Prime Requisite	Intelligence
Hit Die Type	d4
Attack as	Wizard
Save as	Wizard
Advance as	Wizard
Spell Ability?	Wizard
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	5d4

Proficiencies

Weapon Slots	1
Additional Slot	6

Nonproficiency Penalty -5

Nonweapon Slots	4
Additional Slot	3
Available Categories	General, Wizard
Bonus Proficiencies	Spellcraft, ancient history
Recommended Proficiencies	None

Overview

The nation of Halruaa is a place noted for its floating castles and flying ships. Merchants from this place buy and sell magical items from around Faerûn and, at least according to rumor, far beyond. The wizards here have an unusual affinity for magic of all sorts and cannot be matched for their knowledge of such things.

Description

The wizards of Halruaa are noted for flashy dress and richly ornamented costumes. Feathers, sequins, and gleaming gems dominate their clothing and accessories. If it were not for the fact that they are among the most powerful spellcasters on the planet, they might easily be dismissed as nothing more than fops.

Role-playing

Wizards from this nation are very much of the opinion that magic can overcome any obstacle and solve any problem. They look upon warriors, even the most noble knights, as nothing more than barbarians and rogues. Priests, who practice their own mystical art, are brothers of a sort.

Special Abilities

So potent is the magic of the Halruaan wizards that few can resist their spells. Anyone making a saving throw to escape a spell cast by a Halruaan wizard does so with a -4 penalty. If a Halruaan wizard must make a saving throw to escape the effects of a magical spell, he receives a +4 bonus.

Special Disadvantages

Halruaan wizards are seldom strong, agile, or resilient. They suffer a -2 penalty to their starting Strength, Dexterity, and Constitution scores.





Shadow Walkers

It is with some trepidation that I begin this chapter of the book. Long ago, I swore an oath of loyalty and secrecy to what is known by outsiders as the Guild of Shadows, and there are doubtless some among that order who will consider this essay treasonous. Still, no accounting of the rogues of Toril would be complete without the inclusion of the shadow walker. Of their general abilities I believe I can speak without placing a price on my head, and some of their most fascinating and special powers too. Beyond that, I shall make it a point to reveal none of the secrets of the shadow walkers: of their other identities or their political agendas or places where they may be found. Doubtless they keep many other secrets than I shall reveal, for their powers are not altogether apparent, and I am not one of them (as far as you know).

The shadow walkers take their name from the eldest of their order who called himself the Living Shadow. He is said to have been sired by a creature from the Demiplane of Shadow, but none can say for certain if that is true. Indeed, only those shadow walkers who are indisputably loyal to the Living Shadow have laid eyes upon him, so he may be nothing more than a fabrication. For my part, I think he is quite real, but I may be prejudiced in the matter.

What is it that makes the shadow walkers most different from the rest of the world's rogues? On the surface, one might say that it is their use of magic, but in truth there is much more. The shadow walkers are an unusual people who have sworn to use the talents of the thief and the magic of darkness to avenge the wronged and to battle evil. Under cover of darkness, they act as a vigilante force and strike at criminals and wrongdoers who, for one reason or another, have escaped traditional justice.

This is not to say that they are without flaw. No, the history of the shadow walkers includes several who have attempted to use the powers that we possess for evil, and great destruction followed them wherever they went. These are thankfully rare, however, for the mental disciplines required to master the shadow walker's talents are found only among those of strong will and good character.

—From the journals of Athanial the Wind



Shadow walkers are an optional class intended for use in a FORGOTTEN REALMS campaign. They are closely related to both the rogue and wizard classes, but generally suffer the restrictions of the rogues. Each Dungeon Master must decide for himself whether to include them in his campaign. Alternatively, they might be added, but only used as nonplayer characters.

Class Requirements

Not everyone has the right mental and physical composition to become a shadow walker. Only the most exceptional individual can learn their tricks and harness their powers. Those who are found wanting simply do not survive the training.

Ability Scores

Shadow walkers are noted for both their keen intellects and their natural agility. To reflect this, any character who pursues this class must have natural Dexterity and Intelligence scores of not less than 15.

The greatest of shadow walkers advance in level much faster than their counterparts. As a result, any such character with a score of 17 or better in both Dexterity and Intelligence is entitled to a +10% bonus on experience point awards received from the Dungeon Master.

Racial Restrictions

Shadow walkers are generally human, although members of certain demihuman races have received the training of this exclusive order on rare occasions. Dwarves, gnomes, and halflings are naturally resistant to magic, so they are not able to master the arcane aspects required by this class and are therefore prohibited from becoming shadow walkers. Elves and half-elves, however, are sometimes accepted into the ranks of this elite group. The dark and macabre elements of this class generally keep such fair folk at a distance, however.

Alignment

One might think that the disciplines of shadow walker training would require them to have a lawful outlook on life. In fact, this is not so. Because of the importance shadow walkers place on self-reliance and personal dedication, the members of this class are always neutral or chaotic. Shadow walkers are always of good alignment, never wholly neutral or tinted with evil (except for the occasional nonplayer character).

From time to time, a shadow walker undergoes an involuntary alignment shift and becomes either lawful or chaotic. Such characters do not lose the abilities of their class but are spurned by their peers. In cases where a character becomes evil or threatens to reveal the secrets of the order, he is certain to be hunted down by his fellows and slain.

Weapon and Armor Restrictions

Shadow walkers are not well trained in the art of combat. Even the most lowly thief is probably more skilled in the ways of battle than the average shadow walker. For that reason, these characters are restricted to the use of one-handed, small weapons. They are forbidden to employ bows or crossbows but may learn to use slings (though not staff slings) and throw darts.

Recognizing their vulnerability in combat, shadow walkers allocate some of their early training to the mastery of armor. As a result, they may wear leather, studded leather, or padded armor. Heavier types of armor, even the delicate *elven chain*, are forbidden to them. Similarly, shadow walkers are unable to employ shields to defend themselves.

Using Magical Items

Shadow walkers devote a great deal of time to the mastery of magical devices. They can use any item intended for thieves but not those fashioned specifically for bards. They can use magical items intended for wizards as well but must always take care when doing so. Because of this, they suffer a -4 penalty to their initiative roll when using magical items intended for wizards in combat.



Dual- and Multi-Class Characters

The dedication required to master the skills of a shadow walker makes it impossible for a character of this type to be a multi-class character. If one is to become a shadow walker, one has no time to give even a passing thought to the arts of the other classes.

Dual-class shadow walkers are not unknown, but such characters must always begin their adventuring careers as shadow walkers. They may then turn their attentions to the mastery of another craft. It is impossible for a character who is not created as a shadow walker to ever become one later in life.

Level Advancement

Shadow walkers advance according to the normal table for rogues and bards. For ease of reference, this table is presented in the next column.

HIT POINTS

Like other members of the rogue class, shadow walkers roll six-sided dice when determining their hit points. They continue to roll for additional hit points until they attain 10th level. Upon reaching the 11th or subsequent levels, they receive 2 hit points with each level increase. In addition, they no longer receive hit point bonuses for high Constitution scores after passing the 10th level.

ATTACK ROLLS

The strict regimen required to master the mystical aspects of the shadow walker class leaves little time for combat training. Characters of this class make all attack rolls using the same table as wizards. While this can be a serious detriment to the combat ability of the class, their powers of concealment and subterfuge often make up for any disadvantage.

Saving Throws

Depending upon the type of special attack directed at them, shadow walkers make their saving throws as either rogues or wizards. DMs and players alike must take special care to make sure the correct saving throw number is determined in each situation.

Shadow walkers make their saving throws vs. paralysis, poison, or death magic, petrification or polymorph, and breath weapons as rogues. They make saves to resist attacks by a rod, staff, or wand, and those vs. a magical spell as if they were wizards.

Shadow Walker Experience Levels

Level	XP Total	Hit Dice
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,110,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16
19	1,980,000	10+18
20	2,200,000	10+20

Shadow walkers require 220,000 experience points for every level after 20th.



Proficiencies

Of course, not all campaigns use the optional proficiency rules from the *Player's Handbook* and *DUNGEON MASTER Guide*. If the DM and players are using these rules, shadow walkers have access to the General, Rogue, and Wizard categories. In accordance with the standard rules, they can purchase nonweapon proficiencies from the Priest category but must expend an extra slot for each such skill they wish to acquire. The same is true for the Psionicist group if players are using such characters in the campaign. Because of their utter lack of combat experience, though, shadow walkers must expend two additional slots to acquire proficiencies from the Warrior category.

Weapon Proficiencies

When first created, a shadow walker has only a single weapon proficiency slot. If a shadow walker must use a weapon with which he is not proficient, he receives a -4 penalty to his attack rolls.

As he advances in level, he acquires a new slot with every 4th experience level he attains, so his second slot becomes available at 5th level and his third at 9th level.

Nonweapon Proficiencies

Shadow walkers receive four starting slots for nonweapon proficiencies, just as other rogues do. This total can be modified normally for characters with unusually high Intelligence scores.

As shadow walkers advance in level, they receive a new nonweapon proficiency with every fourth experience level, so a new slot becomes available to the character at 5th level and another at 9th level.

Thief Skills

Not all the skills available to the typical rogue can be mastered by shadow walkers. This isn't because of any natural deficiency in the physical or mental composition of the character, only in the training that he has received.





Of the eight thief skills, only five are available to shadow walkers. These are open locks, find/remove traps, move silently, hide in shadows, and detect noise. The pick pockets, climb walls, and read languages skills are not available to shadow walkers, although they are often able to master magical spells that duplicate or even improve upon these talents.

When the character is first created, all of these skills have a 5% chance of success. The player has 40 points to distribute among his character's various skills as he sees fit. No more than 20 points can be applied to any single skill.

With each experience level the character advances, the player receives an additional 25 points to distribute among his thief skills as he sees fit. These points must be allocated to the character's skills at once and cannot be saved for later use. No more than 10 of these points can be applied to any single skill and no skill can ever have a chance of success greater than 95%.

When a shadow walker uses one of these skills, the normal adjustments for race (Table 27, *Player's Handbook*), Dexterity score (Table 28, *Player's Handbook*), and type of armor worn (Table 29, *Player's Handbook*) apply. Of course, the Dungeon Master is free to apply other modifications as called for by the situation.

Backstabbing

Although they might lack some of the other abilities of traditional thieves, shadow walkers are highly skilled at the art of backstabbing. This is especially true at higher levels, when their magical powers make it almost impossible to spot them lying in ambush (see "Special Abilities").

Shadow walkers gain the traditional +4 bonus to their attack rolls when making a backstab attack. In addition, the backstab damage modifiers listed on Table 30 in the *Player's Handbook* apply just as they would for thieves.

Thieves' Cant

Shadow walkers are able to learn the secret language of thieves but must allocate a proficiency slot to do so. A single proficiency slot allows the shadow walker to use thieves' cant in conjunction with any other languages that he speaks.

Spell Abilities

Much of the shadow walker's early training is in the magical arts. Where other thieves might be learning how to make the best use of minute cracks and protrusions to scale a seemingly impassible wall, novice shadow walkers are mastering the *spider climb* and *jump* spells that allow them to do the same.

The ability of a shadow walker to cast spells is greatly restricted compared to a true wizard. They never gain the ability to learn spells of higher than 4th level. In addition, they are restricted to memorizing no more than four spells from each level. So a 20th-level wizard has the ability to cast no fewer than 37 spells per day, but a shadow walker of the same level is limited to 16 enchantments.

Shadow walkers are only able to learn spells from the Abjuration, Alteration, Illusion/Phantasm, and Lesser/Greater Divination schools. If the additional

**Shadow Walker
Spell Progression**

Caster Level	Spell Level			
	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	3	-	-	-
4	4	-	-	-
5	4	1	-	-
6	4	2	-	-
7	4	3	-	-
8	4	4	-	-
9	4	4	1	-
10	4	4	2	-
11	4	4	3	-
12	4	4	4	-
13	4	4	4	1
14	4	4	4	2
15	4	4	4	3
16	4	4	4	4
17	4	4	4	4
18	4	4	4	4
19	4	4	4	4
20	4	4	4	4



magical spells provided in the *Tome of Magic* are used in the campaign, characters can use only the spells from that book that fall into one of the above schools. Shadow walkers cannot employ spells from the Wild Magic or various Elemental schools.

Shadow walkers do not have the ability to research new magical spells or create magical items. While they are able to master the art of magic when another teaches them its finer points, the subtle refinements required to experiment with the supernatural remain forever beyond their reach.

Special Abilities

In addition to their other powers and limitations, shadow walkers benefit from their understanding of the mystical nature of shadows and darkness. They are able to employ this knowledge to great effect, especially as they advance to higher levels.

Night Vision

A shadow walker's eyes are naturally attuned to darkness and are able to register more subtle illumination sources than normal humans can. They can see normally in all but absolute darkness. The range of their night vision is equal to 10 feet per experience level.

Shadow Aura

Upon reaching the 3rd level of experience, a shadow walker is able to raise a semimagical aura of darkness about his body. This increases his ability to hide in shadows by 25% if the character has at least one round to prepare himself. Once the shadow aura is erected, he can maintain it for a number of rounds equal to his level. This power can be used three times each day.

Shadow Cloak

When a shadow walker attains the 8th level of experience, he can assume a shadowy form. This makes him *invisible* (as the spell) in dimly lighted areas and increases his chance to hide in shadows by 50% in other places. As with the shadow aura, this requires one round to manifest and can be maintained for a number of rounds equal to the level of the character. This ability may be employed three times in any 24-hour period.

When wrapped in his cloak of shadows, the character is uncommonly vulnerable to light-based attacks. Any weapon or spell that causes damage via light has a +2 bonus and causes normal plus half damage. Saving throws the character makes as a result of light-based special attacks have a -2 penalty.

Shadow Form

After he reaches 12th level, a shadow walker becomes truly attuned to shadows and darkness. If he has one round to mentally prepare himself, the character may totally transform himself into an animate shadow. The effects of this power are similar to those of the *wraithform* spell, except the character is also invisible in all but the brightest light. As with the lesser abilities of this class, the character can maintain this power for a number of rounds equal to his level and can employ this power three times in any 24-hour period.

When in this form, however, the character is very vulnerable to light-based attacks. Any saving throw the character makes against such an attack suffers a -4 penalty. Any attack against the character that causes damage with light inflicts double damage and has a +4 bonus on any applicable attack roll.



Faerûnian Rogue Kits

Of course, the Guild of Shadows is a unique and fascinating order. It is not, however, the only variation on the traditional rogue's theme. In my travels through the world I have had the fortune and misfortune to encounter a great many people, all of whom were classed as rogues by the locals but who had very different skills and abilities.

There are many in the world who feel that all rogues are thieves. Not only is this untrue, it's an injustice to both rogues and thieves. After all, there's not a confident man in the world who would appreciate being likened to a common thug or street ruffian, and few pickpockets have the hearts to be professional killers. Rogues range from the swashbuckling merchantmen of Lantan to the skillful elf woodsmen of Evermeet. Some are good, some are evil, but all are cunning and more than capable of taking care of themselves in a pinch.

I have heard some sages say that all adventurers can be grouped into four or five different classes. This may be true. I can certainly see where one could consider paladins to be more or less the same as rangers and druids to be much like the other clerics of the world. There are differences of course; that's what this book is about, after all, but there are more similarities.

Among the world's rogues, though, there is more variance than among any of the world's other classes. In some realms, these folk are practically as skilled at combat as the more traditional fighters of Faerûn. In Thay, a country I hope I never have the misfortune to visit again, the rogues are even able to cast spells. Indeed, even the shadow walkers are generally considered to be a subclass of the rogue by the sages and scholars who attempt to classify such things.

—From the journals of Athanial the Wind



In the pages that follow, dozens of kits present some of the many varieties of rogue that one will encounter in the typical FORGOTTEN REALMS campaign. These are formatted in the same way that the wizard's kits presented earlier in this book are. See pages 14-16 for a brief overview of the presentation, if desired.

Past publications, especially the *Complete Thief's Handbook*, have included kits for members of the Rogue class. The ones presented here are not meant to replace those or make them obsolete. Rather, this collection of kits should complement those previous works, giving FORGOTTEN REALMS DMs and players a wealth of material to choose from.

It's worth noting that some of the rogues presented in this section, especially from regions like the Zhentil Keep or Thay, are almost always very evil. As this is the case, they really aren't very well suited for use by players. On the other hand, a campaign where one of the characters was a renegade thief who had turned upon his evil peers and was constantly attempting to avoid capture or assassination could be quite fun.

Before selecting one of these kits, a player should always clear his choice with the campaign's Dungeon Master. After all, if a DM has based his campaign in the city-states of the Vilhon Reach, he might think that characters from, say, the Old Empires are inappropriate. Players shouldn't be put off if a DM rejects their first choice for a character kit. After all, there are dozens of others from which to choose.

Lastly, it should be remembered that the purpose of these kits is to promote role-playing. The actual differences between any two kits aren't largely significant from a game mechanics point of view. One will be better skilled at some things or have access to a different set of proficiencies, but both are still rogues. The importance of a kit is to establish for players and DMs a basic model upon which they may elaborate to create a new and exciting character. A kit is something like the character description one might find in the notes of a playbill. It tells the audience a little bit about the character, but it's up to the actor to bring him to life.





Rogues of The Dales

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

It seems only natural that a land as sprawling and rugged as the Dales should produce more than its fair share of rogues and adventurers. And yet, there is a great diversity among rascals and thieves.

Description

Light clothing and traveling supplies are the standard garb of rogues from the Dales. Regardless of the exact place they dwell they seem always ready to go somewhere else. To find a rogue from the Dales who is not dressed and equipped for at least a short excursion is unusual in the extreme.

Role-playing

Rogues who make their homes in the Dales are noted for their interest in adventures and travel. They are often heard to say that the reason for their wandering is a simple lack of anything to do within the confines of their own nation. Of course, this is seldom truly the case. It might be more accurate to repeat the old saying that *the grass is always greener on the other side.*

Rogues from almost anywhere in the Dales are quick to see the advantages of traveling to lands where their faces are unknown by the local constabulary and the treasures of the unsuspecting citizens are all but lying around for the taking. Many who have noticed this fact have commented that such characters always seem happiest when they aren't where they are, if that makes any sense.



Special Benefits

Archendale

Rogues of Archendale are noted for their skill as traders and businessmen. It is rare for one of these folk to actually admit to being anything other than a peddler of some sort.

Because of this emphasis on what many would consider legitimate business, all Archendale rogues begin play with the appraise proficiency. They need not expend any initial proficiency slots to obtain this skill but can allocate additional slots to increase their chance of success.

All characters of this sort begin play with twice the rolled amount of starting cash. If the player rolls a 7, indicating 70 gold pieces, the character actually has 140 gold pieces with which to purchase starting equipment.

Rogues from Archendale are noted for the traps they create to guard their treasures. Because of this, they are also adept at defeating the safeguards others create to protect their own wealth. As a result, these characters receive a +15% bonus to the find/remove traps skill.

Battledale

The citizens of Battledale have been raised in an environment of warfare and conflict. Their heritage is one of military action that has left even the most timid shopkeeper with an understanding of combat.

Because of the warfare, all rogues from Battledale gain a +1 attack bonus. They are entitled to exceptional hit point bonuses for high Constitution scores. They are also able to purchase skills from the warrior proficiencies group without expending an extra slot.

Daggerdale

This region is one of turmoil and conspiracy. Once under the control of a stooge in the service of Zhentil Keep, it is largely an open and lawless region. Rogues of all kinds prosper here. There are those who have said this whole region is nothing more than a giant thieves' guild.

The result, as might be expected, is that thieves from Daggerdale are among the most adept of their kind. Whenever one of these characters makes a backstabbing attack, he receives a +6 bonus to his attack roll instead of the normal +4. In addition, whenever the modified attack roll is a 20 or better, his weapon inflicts its maximum damage.

Deepingdale

The large number of elves and half-elves living within the borders of Deepingdale have influenced the techniques and style employed by the rogues who dwell here. There are few thugs and ruffians who fill the back alleys of big cities like Waterdeep. Instead, thieves of Deepingdale pride themselves on the subtle artistry of their profession.

As a result, all such characters receive a +25% bonus to their pick pockets, open locks, and find/remove traps skills. They also gain twice the normal bonus to any skill when they are not wearing armor. For example, the normal +10% increase to an unarmored thief's move silently skill becomes a +20% for these characters. (Note that no chance of success can rise above 95%.)

Featherdale

The folk of Featherdale are stoic and, by some standards, simple. They favor their rustic lifestyle and have little fondness for cities and the many ills that such places breed. Among the things they dislike most about urban areas is crime, a fact that is apparent to the rogues who call this land home.

Featherdale's rogues are something of a cross between the yeomen who hunt in the Dale's woodlands and the scouts or explorers that are often hired to investigate the area ahead of a convoy or army. They are not really thieves at all and take great exception to being referred to as such.

Because of their skill as hunters and scouts, all Featherdale rogues receive the fire-building, fishing, and tracking skills. They need not expend any starting slots to obtain these proficiencies, although they can do so to increase their chances of success.

The ability of these characters to move silently and hide in shadows is also well known. All characters designed with this kit receive a +15% bonus when using either of these skills (to a maximum 95% chance of success).

Harrowdale

Harrowdale is a land of farms and farmers. Its people are skilled agrarians and have little interest in the outside world or "life in the big city." The rogues of this land are not generally larcenists but tend to be drifters and layabouts who have no taste for work, thieving included.



“Thirty feet more,” whispered Honus. “Try to hold the lantern higher.”

I strained to obey, standing on my toes so that the sputtering bullseye would throw its yellow light a little farther down the dank stone tunnel. Behind me, I heard Fenix grumbling that his dwarfish eyes could see more without the light than we could with it. He was probably right, as both he and Glorin the elf had the most amazing eyesight, but there was no way to avoid it without the rest of us being blind.

Suddenly, a sharp click echoed in the stillness of the stone corridor. Honus threw his hand up and hissed for us to stop. Everyone froze. “I’m standing on a pressure plate,” he grimaced. “If I move, I’ll trigger whatever it’s connected to.”

“Any idea what that might be?” I asked.

“Something really unpleasant,” he answered. “I want all of you to work your way back down the tunnel thirty or forty feet. Take the lantern with you and try to block the light. Fenix, you stay with me.”

We did as he said and, when we were a good distance away, dropped the shutters on the lantern so that it shed no light at all. After a minute or so, Glorin’s elfish eyes adjusted to the darkness and he kept us informed about the actions of our dwarf and thief.

“He has Fenix examining the walls and floor. No doubt looking for panels or other signs of a trap. I don’t see any myself, but the dwarf’s a good deal closer and much better at these things than I.”

A sudden shout of triumph echoed down the tunnel. Fenix had found something, but even Glorin could tell what it was from our position.

“Honus has fished out his picks now. He’s given them to Fenix, who’s starting to work on a section of wall. He’s removed a small panel and is reaching inside. It appears to be some manner of spear or arrow trap. Ahhh. He’s waving for us to come ahead now. You may unshutter the light.”

I pulled back the metal plates that had been holding back the yellow light of the bullseye. Honus let out a shriek and I sprang forward. My hand went to my sword as I saw what he had seen. In the darkness, dozens of zombies had surrounded us. Moving silently, as the undead often do, they also gave off no body heat and were invisible to both the dwarf and elf. Now, they were upon us. . . .

—From the Journal of Andreas Vanderslyke

Because of this, Harrowdale rogues have managed to master a very slight bit of magic that they employ to make their share of any task easier. Each day, a character created with this kit may employ the *cantrip* spell a number of times equal to his level. Although the effects of this spell are severely limited, as described in the *Player’s Handbook*, many rogues use it to impress the simple folk of the Dales. This alone is often enough to evade many labors.

The High Dale

The High Dale, a land noted for pleasant terraces and gentle farms, is also remarkable because some of Faerûn’s most skilled assassins have grown up there. This is not because of any cultural emphasis on violence or crime but rather a result of the skill that its citizens traditionally have with the bow.

When a rogue from this region employs a bow of any sort in combat, he is able to add his missile attack adjustment (as dictated by his Dexterity score) to both his attack and damage rolls. For example, a character with a 16 Dexterity would cause an extra point of damage with such weapons.

These characters make excellent snipers. Whenever they fire on an unsuspecting target with a bow, the attack is a “backstab”: The character receives a +4 bonus to his attack roll and is able to apply the damage multiplier appropriate to his level. When making this sort of attack, the character does not have to be behind his target to gain the benefits of a backstab.

Mistledale

The towns of Mistledale are rustic places with a reputation for hauntings and other macabre goings-on. As dismal as this sounds, it is actually taken quite lightly by the inhabitants and often romanticized to a great extent. The ghosts of Mistledale are actually few and far between. The area’s reputation for such things comes, like its name, from the mists that rise out of the Ashaba to cover the area in rippling, white vapor.

The true ghosts of this region might be the rogues who have become as adept at concealing themselves as anyone anywhere. Such characters move about in fog and darkness as if they were spirits themselves, materializing to pick a pocket here or shoplift a valuable trinket there. All these characters gain a +25% bonus to their hide in



shadows and move silently rolls. They have also become quietly adept at using their hearing to augment their sight when fog and darkness make the latter useless. This is reflected in a +15% bonus to their detect noise skill (to a maximum 95% chance of success).

Scardale

Scardale is a land held by a consortium of military garrisons. Although Scardale is officially under the leadership of a local governor, few believe that he holds any true power. Instead, the people of Scardale live their lives under the control of one occupying garrison or another. For some, this condition is insulting, for others it is almost intolerable.

Because of the competing forces that hold Scardale, the rogues of this area have become spies and traitors. With so many foreign military units in such close proximity to each other, secrets are an excellent commodity to deal in.

As a result, all Scardale rogues begin play with the disguise and read lips proficiencies. Both skills, invaluable to spies, do not require the character to allocate proficiency slots for them. Additional slots can be allocated to increase the character's chances of success when using these proficiencies, however.

In addition to these abilities, all Scardale rogues have a +15% bonus to their climb walls and read languages abilities (to a maximum 95% chance of success).

Shadowdale

Shadowdale has been the home of countless adventuring rogues, many of whom have gained great fame (or infamy) through their deeds. Because of this, there is something of a heroic streak that runs through these characters. Even the most villainous of Shadowdale's rogues does his dirty deeds with as much style as he can muster.

This aplomb makes it easy for such characters to build reputations for themselves and attract followers. As soon as someone learns that a given rogue is from Shadowdale, his impression of that character is immediately improved. All characters created with this kit receive a +2 bonus to their Charisma score.

Tasseldale

Tasseldale is a major crossroads and the folk who dwell there are exposed to a great diversity of cultures and religions. To make the most of this situation, usually by

stealing as many things from as many people as possible, the rogues of this region have been forced to become familiar with the ways of many nations.

To reflect this, all such characters begin play with the heraldry and etiquette proficiencies. The character need not allocate any of his starting slots to obtain these skills, although he can do so to increase his chances of success. In addition, characters receive two extra non-proficiency slots, both of which must be used to purchase modern languages.

Special Disadvantages

Archendale

Because these characters spend much of their time studying fairly legitimate business practices, they are less adept at some of the traditional criminal skills. These characters suffer a -25% penalty to the pick pockets, hide in shadows, and move silently talents.

Battledale

To master the art of combat, the rogues of Battledale have been forced to sacrifice some of their more subtle combat training. As a result, they receive only the standard +2 attack roll bonus when striking from the rear, not the usual +4 that other rogues are entitled to. They never receive bonuses to their thieving skills for exceptionally high Dexterity scores either.

Daggerdale

Since these characters favor a more direct approach to thieving, some of the more subtle skills of the trade suffer. Characters designed with this kit suffer a -15% penalty to their pick pockets, open locks, and read languages skills. Also, they are unable to master the use of scrolls as higher level thieves are able to do.

Deepingdale

Because of their lack of combat experience, the rogues of Deepingdale must make all attack rolls with a -1 penalty. They also lack the backstabbing ability so common to their peers from elsewhere on Faerûn.

Featherdale

The rogues of Featherdale are not thieves. They have no use for the pick pockets, open locks, or find/remove



traps skills and so suffer a -25% penalty when using these talents.

Another drawback of not being true thieves is the difficulty for such characters to master a thieves' cant. While they do not begin the game with this skill, they can expend a nonweapon proficiency slot attained later in life to learn it.

Harrowdale

The lackadaisical rogues of this region work so hard at not working that they tend to also escape physical fitness. As a result, they suffer a -1 penalty to their Strength and Constitution scores.

The High Dale

The rogues of High Dale are among the most skilled archers and assassins in the world. Because they try to avoid close combat, however, they lack the ability to wear any form of armor. This applies not only to leather and padded armors but also to *elven chain*. Further, they are restricted to small melee weapons, making it impossible for them to employ arms like the long sword.

Mistledale

Mistledale thieves are used to working under cover of darkness, fog, or some other concealing factor. When such protection is not available, they feel exposed and vulnerable. This is especially true in melee combat, where they must face their enemy on even terms and, therefore, suffer a -2 penalty to all attack rolls when not *invisible* or in fog or darkness. The only exception to this is a backstab attack, which is made with the normal chances of success.

Scardale

There is little room for the rogues of Scardale to make a mistake in their early careers. After all, the standard penalty for captured spies does not allow for the possibility of repeat offenders. Because of this, such characters

strive to avoid combat, which often results in capture. When forced to defend themselves, they seek to escape from their enemies rather than defeat them.

In game terms this means that rogues from Scardale make all their attack rolls as if they were wizards of equivalent level. In addition, they receive no attack or damage bonuses for a high Strength score and no missile attack adjustment for a high Dexterity score. Penalties for low scores in these ability ratings are still recorded normally.

Shadowdale

With all their style and panache, rogues from Shadowdale tend to make themselves obvious targets for persecution by the local authorities. After all, anyone who rides into town claiming to be the greatest burglar or most slick-fingered pickpocket in the world is likely to get himself in trouble.

This isn't to say that characters of this type are dumb—they just tend to forget when to shut up. More than one of Shadowdale's most notorious thieves has found himself in a cell after a visit to the local public house found him slightly tipsy and bragging about breaking into the local tax collector's office. In game terms this bravado is reflected in a -2 penalty to the character's Wisdom score, but a PC Shadowdale rogue is encouraged to role-play with bravado.

Tasseldale

The thieves and rogues of Tasseldale move easily about in the bustle of activity that surrounds a caravan or off-loading ship. The need for concealment is minimal when so many people, and hence targets for larceny, are right out in the open. Because of the prey-filled environment in which these urban hunters move, Tasseldale's thieves seldom devote much attention to skills like move silently, hide in shadows, or climb walls. As a result, all such characters suffer a -15% penalty to their chances of success with such talents.



Rogues of The Elven Wood

Class Information

Racial Requirements	Elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d 6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

Following the Retreat, the once-richly inhabited lands of the Elven Wood were almost depopulated. Only the Tangled Trees have any noteworthy number of the fair folk. These are younger elves, often somewhat temperamental, and not very fond of human beings.

Description

The rogues among the Elven Wood's populace wear supple, green leather armor. It is more like buckskin and offers only AC 9 protection, but it does not impose any penalties on the rogue's thieving skills.

Role-playing

Most of the elves in this region have at least some dislike of humanity. These feelings range from moderate to ex-



treme. When forced to tolerate the company of humanity, they are coldly polite. Only humans who show themselves to be of exceptional character can ever earn the trust of these folk.

Special Abilities

The rogues of the Elven Wood are intimately familiar with the forests around them and begin play with both the tracking and animal lore proficiencies. They need not expend any slots to obtain these skills but can do so to improve their chances of success when using them.

When they are in a wilderness environment, rogues of the Elven Wood can make excellent use of natural cover to conceal themselves. In such a setting, they receive a +25% bonus to their hide in shadows skills.

Special Disadvantages

Even in the best of circumstances, these characters can be short-tempered when dealing with humans. As a result, they suffer a -2 penalty to their Charisma score when in the company of humans.



Rogues of Cormyr

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

The nation of Cormyr is a land of honorable knights, landed lords, and civilized folk who see little need to undertake harrowing adventures or explore the world. Rogues are few and far between in this land. Even those that do appear from time to time are more likely to be swashbucklers than actual thieves or curs.

This is not to say that Cormyr has not given birth to its share of criminals. Some of the world's most infamous smugglers and jewel thieves, for instance, were born and raised in the city of Arabel. Even the most predatory of these, however, has a certain style and panache that makes him a hero to the masses even as he is hunted by the constabulary.

Description

The dress of Cormyre rogues reflects their social status. The children of nobles and rich merchants favor silks, fine cotton, and other expensive garments. As they are more heroic than others of their ilk in distant lands, they take no steps to hide themselves and instead tend to wear bright colors, exotic jewelry, and plumed caps. Cormyre rogues favor light, highly ornamented weapons and seldom wear armor, though they are not forbidden to do so.

Role-playing

Rogues of Cormyr are noted for their great exploits and daring. When in a tough predicament, one can always count on a Cormyre rogue to crack a joke or notice the humor in the situation. Some call them fools, for they don't seem to know fear or common sense. Still, when



morale is low, there's no better traveling companion than a Cormyite rogue.

Special Abilities

Arabel

Arabel is a fortified city that some people consider to be Faerûn's largest marketplace. Within the walls of this municipality, a buyer can purchase almost anything his heart desires—for a price.

The rogues of Arabel tend to have ties—informal ones at the least—to the black market. In particular, there is an extensive jewel smuggling trade that operates from within this metropolis. For this reason all rogue characters fashioned with this kit begin play with the gem cutting and appraising proficiencies. They need not expend any slots for the initial purchase of these skills but can do so to increase their chances of success when using them.

Arabel's rogues are skilled burglars. For this reason they gain a +15% bonus to their climb walls and open locks skills (to a maximum 95% chance of success). Their talent in such matters is so widely known that a common saying advises those who have misplaced the key to a safe or lock box to simply carry it through the streets of Arabel. By the time you reach your destination, the parable goes, it will have been opened for you.

Immersea

As Cormyr's most famous river port, Immersea is a great crossroads for trade of all sorts. In the past this city has produced a number of privateers who have set sail on the Wyvernwater and other seas in search of new lands, undiscovered treasures, and fame (or infamy). Such individuals have also been known to raid the shipping of Cormyr's adversaries—strictly on their own, of course, and certainly without the consent of the Cormyite crown.

Immersea's rogues begin play with the seamanship, navigation, and rope use proficiencies. They need allocate no slots to purchase these skills but can do so to improve their chances of success with them.

These characters have learned much about shipboard combat. Where the rolling and pitching of a deck might cause another character to miss his mark when making an attack, the rogues of Immersea have managed to turn

such things to their advantage. Because of their skilled sea legs, all such characters gain a +1 bonus to their attack rolls when at sea and gain a +2 bonus to their Armor Class to boot.

Marsember and Suzail

These twin metropoli are jewels in the Cormyite crown. Few places on all of Toril are as urban as these great cities. Both are major centers of trade, important sea ports, and have numerous schools and other social institutions. Because of the nature of life in these cities, the rogues who make their homes here have a certain style that lends itself to the acquisition of unique skills and talents.

Because both of these cities must, by virtue of their size and population, have large governments, there is a certain degree of political corruption. This is greater in Marsember, of course, for the ruler of that city is himself weak and of questionable morals. Even Suzail is not exempt from such shortcomings. In both cities the rogues have taken it upon themselves to strike at the corrupt and deficient members of society, so they are able to





gather a comfortable amount of wealth while keeping the support of the general public.

To reflect the adoration the common man feels for these charming scoundrels, all rogues from either Marsember or Suzail gain a +2 bonus to their starting Charisma scores. They also tend to attract bands of followers who are eager to help them in their work. This is reflected in a doubling of the maximum number of henchmen that such characters are permitted to retain.

Waymoot

Operating from hideouts nestled deep within the King's Forest, Waymoot's rogues have learned much about the ways of the wilderness. These skills translate into natural bonuses to some of their thieving skills. Whenever a Waymoot rogue attempts to move silently, hide in shadows, climb walls, or detect noise in a wilderness environment, he gains a +15% bonus to his chance of success (to a maximum 95% chance of success).

Wheloon

The craftsmen of Wheloon are known far and wide for the quality of their work. The attention they pay to fine details and the patience they display while working is mirrored in the great number of thieves who delight in helping themselves to the finished goods.

Because of their eye for detail and natural aplomb, rogues from Wheloon are allowed to make a second attempt at disarming traps or picking locks when their initial roll fails. If this second roll also fails, the character must wait until he has advanced another experience level before he tries again. In the case of traps, a roll of 96-00 on either attempt still indicates that the device has been triggered.

Special Disadvantages

Arabel

The rogues of Arabel, for all their skill at breaking and entering, lack the combat ability that many of their peers have. As a result, they progress in their THAC0s as wizards do.

Immersea

The rogues of Immersea are among Faerûn's most skilled sailors and privateers. In becoming masterful seamen, however, they have forgotten some of the talents their landlocked brethren depend upon. For example, Immersea rogues suffer a -15% penalty when they attempt to hide in shadows, move silently, or detect noise.

Marsember and Suzail

The rogues of Marsember and Suzail seldom make their identities known until the moment they strike at a potential victim. They accomplish this in many ways, both with disguises and, in the cases of the more flamboyant souls, by wearing masks, hoods, or veils. As a result, all characters designed with this kit are required to purchase the disguise proficiency. This is not a bonus proficiency, so a slot must be expended for it.

Also, these characters are too focused on the mundane aspects of their craft to master the use of magical scrolls as rogues normally do upon reaching 10th level. This same facet of their personality imposes a -15% penalty on the character's read languages skills.

Waymoot

The rogues of Waymoot are certainly masters of the wild. When it comes to setting up ambushes along twisting forest roads or stalking victims in the wilderness, few can match the skill of such characters. In the city, however, they are out of their element. When confronted with locks and traps, something one does not commonly encounter in the King's Forest, they are at a disadvantage. To reflect this, these characters suffer a -20% penalty to any open locks or find/remove traps roll.

Wheloon

More than one adventurer has voiced concern and irritation over the fact that Wheloon rogues are often too methodical for their own good. The same patience that makes them better able to pick locks or disarm traps than others causes them to take more time in the actual attempt. As a result, rogues from Wheloon require 2d10 rounds of effort (twice the normal time) to attempt to disarm a trap or pick a lock.



Rogues of Sembia

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	4d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	Appraising

Overview

Sembia is a nation of traders, merchants, and businessmen. While the Sembian people are no more or less crooked than their peers in other lands, the reputation of these merchants and rogues is not good. To hear some people tell it, the entire country is packed with thieves, pickpockets, and swindlers.

Description

The typical Sembian rogue generally passes himself off as a common trader, seldom appearing to be so prosperous as to arouse suspicion. He avoids dressing in such a way as to imply poverty or need, however. After all, this might lead others to believe that he is an inept trader who can't be trusted to supply quality merchandise. There are exceptions of course, but these are usually undertaken by



swindlers and confidence men looking to create a false impression in the minds of their potential victims.

Role-playing

Sembian rogues keep careful track of the exact worth of what they own and the precise location of their valuables at all times. Among these folk there is a saying; *a price for every thing and everything for a price.*

This isn't to say they are all misers and skinflints who will do anything for a sack of gold. Rather, they believe that money is only as good or bad as what you buy with it. Therefore, these folk are more than willing to lend money to their friends in time of need or bankroll the activities of a young rogue out to make a name for himself. (On the other hand, such expenditures are expected to be repaid, often with interest, and anyone who dares to default on their loan runs the risk of a knife in the back.)



Special Abilities

Daerlun

Lying close to the border of Cormyr, this city has gained much from commerce with that nation over the years. There are many who say that Daerlun would be just as happy to fly the Cormyite flag as that of its current monarch. This may be true, but the rulers of Daerlun deny such rumors adamantly. Still, one has to give credence to the idea when one sees just how much of Daerlun's commerce is conducted using Cormyite coins.

Of all the cities in Sembia, Daerlun has the most "honest" thieves. This is not to say they commit fewer crimes, but rather that they are quite up front about how they make their living. They don't pretend to be merchants or traders, pulling off clever scams and confidence games, or otherwise seeking to bluff people out of their money. They pick pockets, cut purses, and sap the money changer as he locks up his shop—just ask them, they'll tell you.

The ability to lay a sap along the back of a traveler's skull is something of a trademark associated with the thieves of Daerlun. The normal sapping rules are detailed in the *Complete Thief's Handbook* and also in the next column for ease of reference. Furthermore, whenever a rogue from Daerlun attempts to make such an attack, his great skill in the matter allows him to add his missile attack bonus (as determined by his Dexterity score). So a thief with a 17 Dexterity gains not only his +4 bonus for a backstabbing attack but also a +3 bonus for his great agility.

Ordulin

While Ordulin, the capital of Sembia, has its share of thieves, confidence men, and pickpockets, it is best known for its thieves' guild, the Rot Grubs. Unlike many other such organizations, the Rot Grubs have a purpose above and beyond making a profit and protecting its members. The Rot Grubs have vowed to see the current government of Sembia torn down and a "true monarchy" finally brought to power—one which recognizes that government is best run by *expedient* leaders.

Within the ranks of the Rot Grubs are warriors, wizards, and even priests. The rogues who compose the Rot Grubs have been forced to learn a fair bit of the warrior's

Sapping Attacks

When a thief is eligible to make a traditional backstabbing attack (as described in the *Player's Handbook*), he can opt to attempt to knock out his victim instead. To make a sapping attack, the thief must employ a blunt weapon (usually a blackjack or sap, hence the name of the tactic). In addition to all of the normal requirements for a backstabbing attack, the target cannot be more than twice the height of his attacker.

Such an attack is always assumed to be at the back of the target's head. As a result, those without helmets are assumed to have a base Armor Class of 10. While magical AC adjustments may apply to the attack, those for Dexterity and the like are lost because of the nature of the assault.

If the thief's attack roll succeeds, his weapon inflicts its normal damage and the victim is required to make a saving throw vs. petrification. If the save fails, the victim is knocked unconscious for 2d8 rounds. The saving throw is modified by 1 point per difference in the Hit Dice of the attacker and defender, so a high-level attacker has a much better chance of knocking out a low-level victim.

craft to survive. Even from childhood they practice at arms. In game terms this knowledge is reflected in a unique way: The thieves of Ordulin are able to specialize in the use of weapons, just as fighters do. They are the only rogues of Faerûn able to do so. The weapon they opt to specialize in must be a small-sized melee arm, they cannot specialize in the use of a missile or thrown weapon, and they can only specialize in the use of *one* weapon. Furthermore, a thief of Ordulin can never opt to renounce his specialization in one weapon and then begin practicing in another.

Saerloon

The underworld of Saerloon is a great collection of small, medium, and large-sized thieves' guilds. The most famous of these are the Night Knives, who must compete with a great number of other guilds, many of whom are supported by outside interests like the Red Wizards, the Zhentarim, and the Cult of the Dragon.



To survive in this predator-rich environment, the Night Knives have learned the art of concealment. They have become so skilled at this that there are those who say the members of this guild move about the city under cloaks of *invisibility* spells, revealing themselves only when the time has come to strike. While this is something of an exaggeration, it is not completely untrue. Whenever a rogue attempts to hide in shadows in a city he has knowledge of, he gains a +25% bonus to his skill (to a maximum 95% chance of success). In addition, there is a +2 bonus to the attack roll of any backstabbing attempt the character makes in such a city.

The members of the Night Knives have among their numbers sages who claim to know more about the city of Saerloon than the men who built it or the officials who govern it. There is little doubt this is true. Their knowledge of dark alleys, hidden cul-de-sacs, and the city's rooftops makes it all but impossible to find them when they do not wish to be found. They have passed on this knowledge to other members of their group.

Members of the Night Knives are able to allocate their nonweapon proficiency slots to a skill best called *city knowledge*. All characters designed with this kit begin play with a city knowledge of Saerloon. This is considered a bonus proficiency and does not require the expenditure of any slots. For the purposes of game use, this proficiency is based on Intelligence and has a check adjustment of +0.

Selgaunt

The proud (most would say conceited) nature of Selgaunt's ruling merchant class makes travelers from this city unwelcome in many parts of the world. Such folk never seem to tire of extolling the virtues of their own lives and native land, even to the point of insulting their hosts. Still, for all their arrogance, the merchants (and rogues, though most won't admit it) have made Selgaunt the most prosperous city in Sembia.

Many of the numerous "big money" trades that take place in Selgaunt are paid for with gems rather than gold. The advantages of this type of currency are many, but the most obvious is simply that gems are a great deal easier to transport and guard than coins.

As a result, a large black market has grown up around cutting, setting, and reselling stolen gems. To reflect this, all rogue characters designed with this kit begin play with the gem cutting proficiency. These characters have so keen an eye for gems that even those without the appraising skill can make a routine Intelligence check to estimate the value of jewelled object just as if he had the appraising skill.

Selgauntian rogues who purchase the appraising skill receive a +4 bonus to any proficiency check that involves a jewelled object. Perhaps even better, such characters are not subject to the risks normally associated with rolling a natural 20 when making an appraising check.

Urmlaspyr

This bustling port town is located to the south of Daerlun. Many of the commodities that pass through the ports of Urmlaspyr are bound not for the cities of Sembia but for Cormyr and the lands to the west.

There are those who say the merchants of Urmlaspyr never sleep. To do so, after all, would require them to chance missing an important cargo going up for sale on the docks. Even a brief cat nap might cost the merchant hundreds of gold pieces.

Of course, this isn't true, though it does speak well of the almost indefatigable nature of Urmlaspyr's people. The rogues of Urmlaspyr share this characteristic and are noted for their ability to go without sleep during stressful or important situations. While most normal men (including half-elves) must sleep roughly eight hours out of 24, Urmlaspyrians can get by on half that amount.

This same ability carries over to magical effects, such as those brought on by a *sleep* spell, or physiological shocks like being knocked unconscious. In all cases, the amount of time one of these characters spends asleep (or unconscious) is halved. Further, any saving throws the character makes to resist sleep, either in the form of a spell or because of a sedative, are made with a +2 bonus.

This reduced need for sleep does not mean the character can naturally heal wounds in half the time that others require. It is simply an unusual aspect of the rogue's training and lifestyle.



Special Disadvantages

Daerlun

Most rogues of Daerlun think of the thieves of neighboring areas as amateurs. Anyone, they will tell you, can smack somebody on the head and make off with their valuables. An artist, on the other hand, will persuade the victim to willingly hand over his money. A real *virtuoso* will not only do that but receive the heartfelt thanks of his victim as well!

As a result, these rogues tend to ignore the skills needed for straightforward, breaking-and-entering types of activity. In game terms, they suffer a -15% to their open locks, find/remove traps, hide in shadows, and climb walls skills.

Ordulin

While they can be nearly as deadly in combat as a warrior, there are some ways in which these characters lag behind their counterparts in other lands. The most pronounced of these is their virtual inability to use missile weapons. So important is their training in melee combat that they must all but renounce the use of bows, crossbows, and the like. While they may use such weapons, they are unable to become proficient with them and always suffer a -3 penalty when using them. They may also never apply their Dexterity missile attack bonus to their missile attacks.

Saerloon

To acquire their unmatched knowledge of a given city, rogues spend a fair amount of time in its seamier districts and making contacts in the underworld. While this is going on, of course, the character is also making enemies of the local police and, as an outsider, quite possibly offending whatever thieves' guild might have unofficial jurisdiction of the place.

The result of this unwanted popularity is that a rogue of the Night Knives is quite likely to find himself in trouble when in one of these cities. The Dungeon Master makes a secret city knowledge proficiency check

at the start of every day the character spends in a city he has knowledge of. If the check *fails*, the character's shadowy past has not caught up with him. If the check *passes*, however, someone has spotted the rogue and recognized him for what he is. This witness will alert the constabulary, a bounty hunter, or possibly the local thieves' guild—whichever is best suited to the needs of the current adventure. It might even be as simple as a surly city guard "not liking the look of him." The Dungeon Master must determine the exact results of this encounter, as they will vary.

In addition, Saerloonian rogues forfeit the ability to master the use of magical scrolls at 10th level as they spend their time researching their own surroundings, not arcane lore.

Selgaunt

The people of Selgaunt are a haughty and arrogant people. They are not well-loved in the lands beyond the confines of their city. However, the importance of trade with Selgaunt is so great that even the most irritating of people must be tolerated. Tolerated, however, does not mean accepted, loved, or trusted.

As a result, the loyalty base and reaction adjustment scores (generated by the rogue's Charisma) of a Selgantian rogue always carry a -3 penalty, unless a charisma would normally impose a worse penalty. If so, the normal loyalty base and reaction adjustment penalties supercede this penalty.

Urmlaspyr

The seemingly sleepless rogues of Urmlaspyr are not without their disadvantages. Although they are not aware of it and certainly would deny any allegations to this affect, the reduced amount of sleep they have programmed themselves to get by on takes its toll on their bodies. In game terms this forces them to take a penalty of -1 to the hit points the roll upon gaining a new Hit Die. After 10th level, when no new Hit Dice are gained, this penalty no longer applies to further hit-point gains.



Rogues of The Moonsea Region

Class Information

Racial Requirements	Human
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	Blind-fighting

Overview

The lands surrounding Moonsea are a collection of harsh kingdoms ruled by despots, madmen, and inhuman creatures of the most evil nature. It is no wonder that the people who live in these places are grim, paranoid, and secretive. With this being the case for the average man, one can imagine that rogues (who tend to be grim, paranoid, and secretive anyway) from that region are as dark and sinister a lot as one is likely to find anywhere on Faerûn. Because of their generally evil alignments, Moonsea rogues should always be nonplayer characters.

Description

The typical rogue or assassin, dressed in a black cloak and moving through the shadows with a dagger in hand, is almost laughably stereotypical. However, it is also exactly



what those who stalk Moonsea nights tend to look like. Such a character would seem to vanish if placed in a room full of his peers from the harsh shores of the frigid Moonsea.

Role-playing

Moonsea rogues are very much the typical thief in the night. They tend to come and go with no warning or trace, strike without mercy, and care little for the harm they cause their victims. While it would be an overstatement to say that all Moonsea rogues are murderers and cutthroats, it wouldn't be a great one.

Special Abilities

Hillsfar

The rogues of Hillsfar have learned their craft well, for failure to do so results in death. The city in which they live is one of constant repression and strife. Xenophobia runs rampant and criminals, except for those who have



paid their protection money to the constabulary, are hunted down ruthlessly and thrown into the Hillsfar Arena to amuse the public.

The ability to instantly see an enemy for what he is and strike quickly makes rogues from Hillsfar among the most dangerous assassins in the world. So skilled are these brigands that they can turn any encounter in which they attain surprise into a gory bloodbath from which their enemies are unlikely to emerge alive.

Whenever one of these characters makes a successful backstab attack, he adds 1 to his damage multiplier. Thus, a 1st-level Hillsfarian rogue would have a backstab multiplier of x3, and a 13th-level Hillsfarian rogue would have one of x6.

Melvaunt

The endless smoke of Melvaunt's countless forges darkens even the brightest summer sky, making shadows deeper and nights as black as pitch. When the sun sets on this industrious city, dark figures flit among the bottomless shadows looking for purses to cut, secrets to sell, and enemies to murder.

Of all the rogues on Toril, it is doubtful there are any more skilled at the art of blackmail than those who make their home in Melvaunt. To these oft-cursed folk, there is no treasure more valuable than information, especially that of a compromising nature.

All rogues designed with this kit begin play with a small pool of individuals who pay them money to keep some secret hushed up. This results in a monthly income equal to 25 gp per level of the character. For example, a 3rd-level Melvauntian rogue receives 75 gp at the start of each month. The player running the rogue is free to seek out other sources of income, including other "customers," but this base is always available without any role-playing on the player's part.

Another benefit of the character's ability to find information quickly is that all Melvauntian rogues begin play with the local history skill. This is a bonus proficiency and no slots need be expended to purchase it. Additional slots can be allocated to increase the character's chance of success when using the skill.

Mulmaster

Mulmaster is a city of spies, treachery, and intrigue. Blackmail is so common as to be more of a pastime than

a crime. Hardly a week goes by without the assassination of one petty official or another, which has shaped the rogues of Mulmaster, turning them into assassins of the highest expertise.

The assassination method of choice in Mulmaster is poison. Whether injected, ingested, or inhaled, any rogue who claims a place among the ranks of Mulmasters' most infamous must be a master at the fashioning of poisons. If he happens to know a little about antidotes as well, so much the better.

The *DUNGEON MASTER Guide* lists the poison types in the Special Damage section of the Combat chapter. As rogues from Mulmaster advance in levels, they are able to create these toxins for themselves if they have the herbalism proficiency. When a character gains a level, the DM rolls percentile dice and refers to the following table to determine the exact type of poison he is now capable of creating.

1d100 Roll	Poison Type	1d100 Roll	Poison Type
01-06	A	55-60	J
07-12	B	61-66	K
08-18	C	67-72	L
19-24	D	73-78	M
25-30	E	79-84	N
31-36	F	85-90	O
37-42	G	91-96	P
43-48	H	97-99	*
49-54	I	00	**

Unusually high results ("*" or "**" on the table) indicate the character has stumbled upon an unusually potent type of poison. The DM should roll again to determine the exact type of poison indicated (ignoring further special rolls). Anyone making a saving throw to resist one of these toxins suffers a -2 penalty (a "*" result) or a -4 penalty (a "**" result).

As the character advances in level, he eventually rolls and gets a toxin that he already knows how to make. When this happens, it indicates that the character has created an antidote for that type of poison. Antidotes are injected if the percentile die roll is odd; even rolls indicate the antidote is ingested. Antidotes are fast-acting and neutralize the poison they are created for instantly if administered during the onset time of the toxin.



Phlan

Phlan is a city that has been hammered by fate for as long as anyone can remember. It is only because the ruling council spends most of its time attempting to recover from the latest in a seemingly endless string of disasters, raids, and catastrophes that allows the thieves of Phlan to prosper. Acting overtly, this group of thieves would be easy to identify, root out, and destroy (something the rulers of Phlan would love to do) if not for the endless distractions that nature and the surrounding lands seem to provide.

There are some who say that many of the disasters that have befallen Phlan were engineered by the thieves to enable them to loot or pillage. While this may be true, it seems a bit beyond the powers of this fairly small assemblage.

The thieves of Phlan are master planners, however. They stress education above all except their thieving talents. To reflect this, characters designed with this kit have ready access to any of the nonweapon proficiency groups in the *Player's Handbook*. They need not expend an extra slot when selecting a skill from the Warrior, Wizard, or Priest group.

Zhentil Keep

A more insidious power than the Zhentarim would be hard to imagine. Like some terrible beast from the depths of the oceans, the masters of the Zhentil Keep spread their tentacles to all corners of the world, seeking to bring everything they touch under their control. There is perhaps no more important element in their diabolical scheming than the legions of rogues they send out into the world to do their bidding.

As deadly as individual rogues can be, they become a true nightmare when organized with the efficiency and skill that marks all Zhentarim operations. The Zhentarim maintain training facilities to help their agents master the skills of rogues. Where most rogues are forced to learn the tricks of their trade through experience or informal training, these academies provide the Black Network with some of the most skilled rogue agents on the planet.

The formal training acquired in these facilities allows Zhentarim rogues to begin play with 75 discretionary points to be divided among their thieving skills. Also, when one of these characters advances in level, he gains



45 points (not the usual 30) with which to increase his thief skills. Further, Zhentarim rogues are not limited in the number of points they can allocate to any single skill. So a starting character could place all 75 of his initial points into his pick pockets skill. (Note that no chance of success can exceed 95%.)

Special Disadvantages

Hillsfar

The xenophobic nature of Hillsfar's natives is known far and wide. A rogue can earn a fair living simply by dragging demihumans back to the Hillsfar Arena for the weekend matinees. As a result, rogues from Hillsfar suffer a -4 modifier to their Charisma score whenever they must deal with demihumans (or with any nonhumans) who know of Hillsfar and its reputation for bigotry and exploitation.

Melvaunt

Although these characters are quite able to survive by putting the touch on their customers, they do not make many friends by doing so. At the start of every month, immediately after he receives his "hush money," a character of this type must make an ability check on his Charisma score. If the character passes the check, there are no harmful side effects of the rogue's "business" of thieving. If the character fails the check, one of the "customers" has decided to do away with the rogue.

There are two ways to resolve this crisis. The first and easiest is simply to have the rogue make a saving throw vs. paralysis. If the save fails, the character is severely wounded by his attacker and suffers 1d6 points of damage per his experience level. So, for example, a 10th-level thief suffers 10d6 points of damage. If this is enough to kill the rogue, the player must create a new character. Otherwise, the character simply begins or continues play wounded.

The other method, which is preferred, is to role-play the encounter. A skillful Dungeon Master could turn the affair into a complete adventure. The important things to remember in setting up such a scenario, however, are that the rogue will be the target of an assassination attempt and that his life must be placed in serious jeopardy

during the game. Blackmail is not a very pretty business to be in, but that's one of the risks that those who practice it have to live (or die) with.

Mulmaster

As assassins and poisoners, the rogues of Mulmaster are not well-liked around the world. They are quickly hired when an enemy must be eliminated, but they are never trusted nor retained permanently. Even the forces of the Zhentarim and the Red Wizards eschew prolonged contact with these deadly folk.

In mastering the poisons that have given them their infamy, however, the rogues of Mulmaster have allowed their skills in other areas to degenerate. When attempting to employ pick pockets, open locks, or find/remove trap skills, these characters suffer a -15% penalty to their rolls.

Phlan

Members of the Thieves of Phlan, the aptly if not imaginatively named thieves' guild of that city, are instantly recognizable. To show their loyalty to the order they are joining, all members of this guild must have one ear cut off. While this mark of loyalty makes spies or moles in the order a rarity, it has its drawbacks too. In addition to hampering the character's ability to detect noise (-25% modifier), it makes the proficiencies of ventriloquism and disguise harder to master (-4 modifier to any checks).

Zhentil Keep

The greatest disadvantage thieves designed with this kit suffer is simply that they are not their own bosses. As skilled as they may be, they must do the bidding of the Black Network. Failure to do so results in the issuance of a death warrant that few can escape.

There is a more material restriction placed upon those working for Zhentil Keep as well. Much as a paladin is required to turn over a goodly portion of the treasure that he acquires through his adventures, these characters are forced to funnel 50% of their funds (before expenses) back to Zhentil Keep. To save time during play, players should simply halve the value of any treasure they acquire. Dungeon Masters should make sure that those playing Zhentarim characters pay this fee.



Rogues of The Vast

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

Many view the Vast as a wild and lawless place. Having once been a land of orcs and goblins, it is certainly true that the unexplored caves and forgotten corners of this realm are infested to this day with the fecund descendants of those beasts.

There is, however, a spirit of heroic exploration and daring in the Vast that many might associate with the Dales. With luck, the lowliest beggar can undertake an adventure, discover some ancient treasure horde, and become a respected man about town. No man's past is held against him in these lands unless he takes no steps to improve his condition.

Description

Rogues of the Vast tend to favor a dandy sort of garb that makes them stand out from the common man. At the



same time, they are careful to avoid garb that will encumber them or reduce their ability to defend themselves. Bright colors, flowing capes, feathered caps, and extravagant frills are the marks of a rogue of the Vast.

Role-playing

Rogues of the Vast are noted for a can-do attitude that as often as not gets them into trouble. They are generally brave to the point of foolishness and retain their good spirits even in the shadow of disaster. It has been said that if these adventurers did not invent graveyard humor, they certainly perfected it.

Special Abilities

Calaunt

The city of Calaunt has been described as a place heavy with the oppressive burden of dark magic. From the massive stone golems that guard the city to the reputed mag-



It all started when I dropped a silver piece – and luckily so. The coin landed on the table, rolled to the edge, and then toppled over and fell to the floor. As I bent forward to pick it up, a black-bladed dagger suddenly embedded itself in the back of my chair, right where my head had been moments before!

Honus, the only one of our company to be out with me on that rainy night, dove to the floor as I dropped out of my seat. I motioned him toward the door and stood up sharply, upsetting the table as I did so. Another three daggers buried themselves in it, thrown with such force that the tips of the blades protruded from the underside.

By the time the table had crashed to the floor, I was following Honus out the door and into the rain-washed streets of Calaunt. We heard the sounds of pursuit behind us, but we were more interested in putting some distance between us and our attackers than in turning to see who they were.

After running for a block, we saw a trio of dark figures emerge from the shadows ahead of us. The merciless rain made it impossible to see them clearly, but they obviously intended to cut us off. Rather than investigating them further, we spun to the side and darted down an alley.

We ran for fifty or sixty feet, flanked on both sides by featureless brick walls and piles of debris dumped here from first- and second-floor windows. The rain mixed with the run-off from those heaps to create an inch of sewage beneath our feet. “Slippery” doesn’t begin to describe it, nor does “malodorous.”

The end of the alley, obscured by the rain and shrouded in darkness, came upon us suddenly. I thought at first that it might be a dead end, but Honus grabbed my sleeve and spun me toward a small door. We dashed to it, swung it open, and sprang into the room beyond.

“Ah, excellent. Right on time,” said a soft, venomous voice. In the dim light I could make out a dozen or so figures, all dressed in identical hooded cloaks made of an unnatural gray fabric. Directly before us stood a tall woman with jet black hair and green eyes. Fear rose within me when I recognized her as Shartana of the Greycloaks.

“Brothers and sisters,” she said to the assemblage, “I present to you the renegade thief Honus and his ally Andreas Vanderslyke. The time has come for them to make amends for their crimes and for the justice of the Greycloaks to be meted out. Prosecutor, let the trial begin.”

I looked around, but there was no sign of a council for the defense.

–From the journals of Andreas Vanderslyke

ical treasure hordes of the Merchant Dukes, there is a sort of malaise that hangs over Calaunt and its stoic, almost grim, buildings.

Amid this environment, the colorful rogues of the Vast would certainly be out of place. It is probably why they have taken to wearing the bland, gray capes that give their thieves’ guild its name: The Shadowcloaks. When these voluminous mantles are drawn about the wearer, little trace of the flamboyant garb beneath can be seen. All characters created with this kit are members of The Shadowcloaks.

What most people do not realize is that there is more to the *shadowcloaks* that these rogues wear than meets the eye. Upon joining this order, an ordeal that requires the undertaking of some dangerous mission assigned by the Night Hood (the mysterious leader of the guild), each rogue is gifted with his own *shadowcloak*.

Shadowcloaks have the same properties as a *cloak of elvenkind*. Those who wear them can move about almost invisibly as described in the *DUNGEON MASTER Guide*. However, they also grant the wearer infravision to 90 feet and act as a *cloak of protection +2*.

It is the duty of every guild member to guard his *shadowcloak*. Should someone allow his cloak to fall into the hands of an enemy, he must recover it within three days or be expelled from the guild. To keep the secrets of the society safe, of course, expulsion usually involves a knife in the back.

Procampur

Procampur is a proud city with a long heritage and a strong army. Long before the institution of Dale-reckoning, Procampur was a powerful city-state, built and sustained by trade but more than able to defend itself when challenged.

Noted for the precision and skill of its craftsmen, Procampur is especially famous for the quality of jewelry manufactured there. Nowhere on Toril can one find better goldsmiths or gem cutters than those who have set up shop in Procampur.

Of course, with so many people skilled at the manufacture of such things, it seems only logical that an equal number of people would practice the art of taking it away from them. These are the rogues of Procampur, the most notorious cat burglars in Faerûn. In game terms this means that Procampur’s rogues receive a +15% bonus to



their climb walls, open locks, and find remove/traps skills (to a maximum 95% chance of success).

Tantras

The majority of thieves and rogues in Tantras are members of the Greyclaws. Those who do not join this organization or come to some understanding with it don't live long. All characters created with this kit are Greyclaws.

The Greyclaws take their name from the unusual weapons they wear in combat. These resemble leather gauntlets with brass knuckles from which razor sharp blades project. They are called greyclaws and are similar to the *bagh-nakh* worn by certain eastern peoples. In combat these slashing weapons have a speed factor of 2 and cause 1d3 points of damage to a small- or man-sized target. Against larger foes, they inflict only 1d2 points of damage. While they are not generally available for purchase on the open market, a set of greyclaws would probably cost 3 gold pieces. The standard issue ones worn by the Greyclaws weigh only 1 pound.

When one of the Greyclaws makes a backstabbing attack with these weapons, he increases his damage multiplier by one. For example, a 5th-level Greyclaw, who would otherwise have a damage multiplier of x3, causes x4 normal damage.

The members of this guild are also able to use these unusual gauntlets to aid in their climb walls skill. Whenever one of these rogues attempts to use that skill while wearing his greyclaws, he gains a +15% bonus (to a maximum 95% chance of success). Also, the rate at which the rogue can climb is doubled while wearing greyclaws.

Tsurlagol

This port is often referred to as "the Gateway to the Unapproachable East" by merchants or as "Pirate's Haven" by the brigands who sail the Inner Sea. Both statements are certainly true.

Many of the rogues who live in Tsurlagol either aspire to or have retired from a career of piracy and smuggling. For this reason, all characters designed with this kit begin play with the seamanship and navigation proficiencies. These are bonus skills and the character need not expend any slots to purchase them. Additional slots can be expended to increase the character's chances of success with these skills.

Optional Skill: Hide Objects

With this skill, the rogue is able to hide small objects (about the size of a ring or coin) on his person and in his clothing. So well concealed are these objects that a casual search, like a guard's pat-down or frisk, does not reveal them. A more dedicated search requires the character to make a skill check for each hidden object. Success indicates that the object remains undiscovered; otherwise it is found. A skill check need only be made when a search is conducted, not when the object is concealed.

The number of objects that a rogue with the conceal objects skill can hide is equal to half his level, rounded up. This assumes that the character is dressed in normal clothing. Loose robes and other forms of voluminous garb doubles the number of objects that may be hidden (if the DM agrees). Even if stripped naked, however, the character can still hide a few small items. These are generally palmed, kept under the tongue, or clenched in the toes. A stripped character can conceal half the normal number of items.

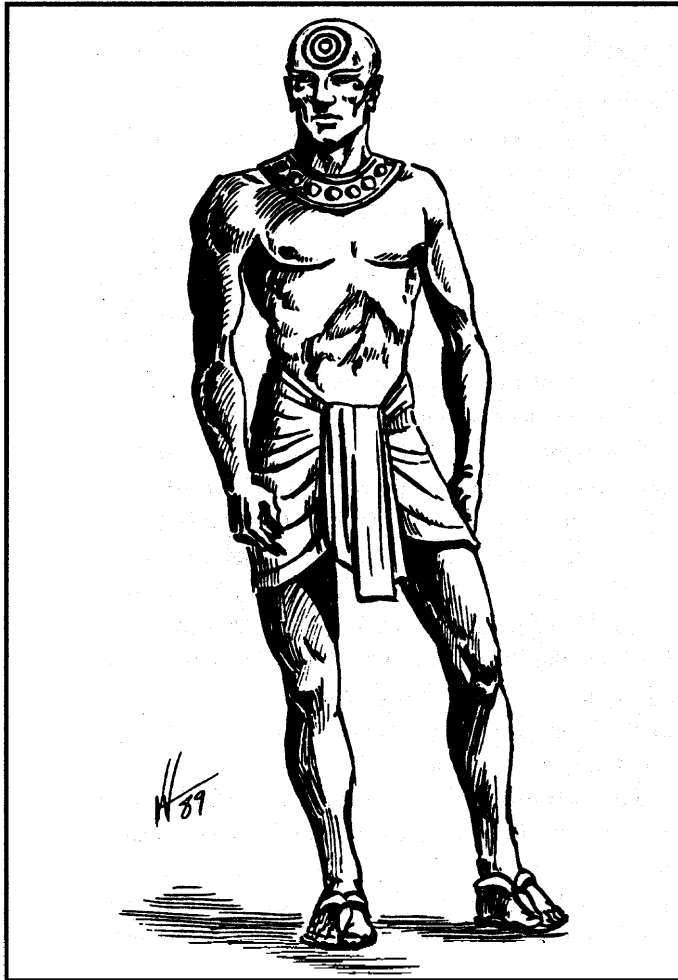
For example, a 5th-level rogue can hide three things in the folds of his clothing. If he opts to wear a hooded robe, he can hide six things (twice the usual number). If strip searched, he can still manage to hide two things (half his normal allowance, rounded up).

Rogues from Tsurlagol have all of the normal thief skills except hide in shadows. Such a talent has little use on the high seas. Instead, their mastery of the smuggler's art gives them a unique "thief ability:" *hide objects* (see box above). The character's chance of success begins at 10%, although additional points can be added according to the rules for distributing the rogue's discretionary points. This skill is unaffected by armor or the character's race.

Special Disadvantages

Calaunt

The *shadowcloak* that all new members are issued is a mixed blessing. In addition to the powers that it bestows upon them, it also serves to ensure their loyalty to the



guild. The *shadowcloak* cannot be removed (except to bathe and change clothes) without the blessing of the Night Hood himself. A *wish* would allow one to be removed, but lesser spells do not work.

Those who leave Calautn lose 1 hit point per day while wearing the cloak. These points cannot be healed in any fashion except by returning to the city. The Night Hood does not worry about any of his followers fleeing as a result.

Although the *shadowcloak* grants its wearer infravision, it does so at the cost of hampering the wearer's normal vision. Anyone wearing a shadowcloak suffers a -1 initiative penalty in a well-lighted area (such as places illuminated by a *continual light* spell) and a -2 penalty in a brightly lighted place (such as areas exposed to direct sunlight).

Procampur

As cat burglars, Procampur's rogues are unequalled. They have no taste for combat, however, and are not able to employ the backstabbing skill associated with their peers. They also seldom wear armor because of the effects it has on their skills, although there is no strict prohibition against them doing so.

Tantras

Although a skilled user of the greyclaws can wield them very effectively in combat and scamper up walls with cat-like agility, there are drawbacks to wearing these gauntlets.

First and foremost, the rogue's skills suffer all of the normal penalties associated with wearing padded or studded leather armor. For example, the rogue's pick pockets skill suffers a -30% penalty while his greyclaws are in place.

In addition, the straps that fasten one's greyclaws into place are not easy to get in and out of. It takes a full round to put them on or take them off. While doing this, the character can neither defend himself nor undertake any action.

Lastly, members of the Greyclaws are less skilled at backstabbing than other rogues when they are forced to wield a weapon other than their greyclaws. Whenever this is the case, their damage multiplier is reduced by one. For example, a 5th-level rogue, who would otherwise inflict x3 damage when backstabbing, inflicts only x2 damage. A rogue of less than 4th level, therefore, has a damage modifier of x1.

Tsurlagol

Rogues from Tsurlagol do not attempt to master the hide in shadows ability. Although they receive the hide objects skill instead, there are those who consider this trade-off uneven.

Rogues from Tsurlagol do not attract followers upon reaching 10th level. In addition, their almost nomadic lifestyle limits them to half the normal number of henchmen.

These characters never master the use of scrolls like other rogues do. This is not because of any disability on their part but only a product of their personalities. Mages don't pretend to be pirates, so why should they attempt to pass themselves as mages?



Rogues of The Dragon Coast

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9, varies
Prime Requisite	Dexterity
Hit Die Type	Varies
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	Varies
Exceptional Constitution?	Varies
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

The Dragon Coast is a collection of city-states that dot the southern shores of the Dragonmere. No single power dominates this region, for each of the city-states is an independent entity. The people of the Dragon Coast value their independence above all else. Governments are important for the provision of basic services and defense of the city, but any ruler who sticks his nose too far into the business of the citizens is asking for trouble. It is often said in these parts that a good leader is invisible.

Description

Rogues from the Dragon Coast can best be described as free-spirited individuals. This is reflected in their dress,



for the only common theme among them is probably that there isn't a common theme. A traveler to these parts is likely to meet (and be robbed by) almost any type of rogue imaginable. So determined are these folk to be unique that members of the many thieves' guilds in this region carry some form of identifying item so they can be readily identified by others of their band.

Role-playing

Dragon Coast rogues like action, adventure, and freedom. They are often reckless in their pursuit of treasure, love, or whatever it is that attracts their attention at any given time. This frenzied approach to life results in a high death rate among young rogues but guarantees that those who live to attain higher levels of experience will be among the most crafty of their kind on Toril.



Special Abilities

Elversult

Elversult is often thought of as a den of smugglers, narcotics dealers, and assassins. Much of this is true, for the Cult of the Dragon has spent many years forging an underworld network in Elversult from which they can spin their foul web of corruption, death, and larceny. In recent years, however, an upstart group known as the Purple Masks has begun to challenge the power of this network. All characters designed with this kit belong to the Purple Masks.

Members of the Purple Masks wear such things when undertaking criminal activity. These masks serve to both identify the rogue as a member of that order and conceal his identity from his victims.

Members of the Purple Masks are extremely well connected within the city. As a result, they begin play with the local history skill.

All members of the Purple Masks are expected to be in excellent physical condition. To survive their undeclared war with the Cult of the Dragon, they are often called upon to exert themselves to the limit. These characters also receive the blind-fighting, jumping, and tumbling skills. These are bonus proficiencies and the character need not allocate any slots to obtain them. Slots can be expended to improve the character's chance of success when employing these skills if desired.

The Pirate Isles

Whether they operate out of the Dragonisle itself or are based on one of the many smaller islands that poke above the waves of the Inner Sea, the rogues of the Pirate Isles are a menace to shipping and commerce throughout the region.

Nearly as talented at fighting as they are at thieving, these characters use eight-sided Hit Dice when rolling for hit points and are entitled to the bonuses for both exceptional Strength and high Constitution.

Characters designed with this kit also receive the seamanship and rope use proficiencies. These are bonus skills and the character need not allocate any slots to obtain them. Slots can be expended to increase the character's chance of success when using them.

Because they spend so much time on the high seas, the pirates of the Inner Sea are exposed to a number of skills not normally open to characters of their class. As a result, they need not expend an extra slot to gain proficiencies from the Warrior group.

Teziir

One of the most active and rapidly expanding groups of thieves one is likely to encounter along the Dragon Coast is the Astorians of Teziir. Not as powerful or expansive as the Night Masks of Westgate, this group of felons specializes in protection and extortion rackets. All characters designed with this kit are members of the Astorians.

To join the Astorians, a character must have Strength and Constitution scores of at least 12. This is because that group tends to solve its problems with a show of muscle. Arson, beatings, and kidnappings are everyday parts of the Astorian operation.

Because the Astorians are so fond of hitting things (usually people), they gain a +1 bonus to all melee attack rolls.

Characters created with this kit are highly skilled in unarmed combat. Usually, this doesn't involve formal training but simply indicates the character is a skilled street brawler. Occasionally, more experienced characters may have had some formal martial arts training. Whatever the source of this skill, its game effects are the same. Whenever one of the Astorians makes an unarmed melee attack, he gains a +4 bonus to his attack roll and causes twice the normal damage indicated on Table 58: Punching and Wrestling Results in the *Player's Handbook*. This bonus applies to punching or wrestling attacks, but not to overbearing attempts.

Westgate

The free-city of Westgate is one of the most important trading centers in Faerûn. Located opposite Cormyr on the shores of the Dragonmere, it is possible that more wealth passes through Westgate than through any other city on the planet. This delights the merchants of the city immensely, of course. It doesn't exactly upset the thieves' guild, either.

Although the legal government of Westgate is a council of wealthy nobles and merchants, the true power in the city rests in the hands of The Faceless, an unknown individual who dominates the city's thieves' guild.



Known as the Night Masks, this band of rogues controls every aspect of crime in the city.

The Night Masks make no secret of their existence (at least not as a group), although they hide their individual identities behind domino masks. These same masks are often left as calling cards to warn those who have offended the guild.

Like the Astorians of Teziir, the Night Masks are noted for their tendency to use violence to solve their problems. They are, however, somewhat more subtle than their peers to the west. Where an Astorian would break a victim's legs or beat him to a pulp, a member of the Night Masks would simply administer an unhealthy dose of toxin or slip a knife into the offender's back. Their skill in such matters imposes a -2 penalty on an opponent's surprise roll if the Night Mask is acting alone or in the company only of other Night Masks.

In addition to their surprise advantage, the Night Masks train their members to anticipate an opponent's combat style. All members of this guild receive a -2 bonus to their own initiative roll in combat, in addition to any other bonuses that might apply.

Special Disadvantages

Elversult

The hoods that members of the Purple Masks wear do an excellent job of hiding the identity of their wearer. They have the disadvantage, though, of reducing the character's detect noise skill by 15% when worn.

The physical demands of this guild are not without their costs. Members of the Purple Masks devote so much time to their daily exercises that they neglect less material pursuits. As a result, they suffer a -15% penalty to their read languages skill. They also suffer a -1 penalty when making a proficiency check on any skill that is based on Wisdom or Intelligence.

The Pirate Isles

Many of the skills commonly associated with rogues and thieves have little value on the high seas. Because of this, the pirates of the Inner Sea spend little time mastering the pick pockets, hide in shadows, climb walls, or detect noise skills and so suffer a -15% penalty to their chance of success when using them.

Teziir

The thugs and ruffians that compose the Astorians are not noted for subtle plans or deep thinking. Their most commonly executed scam consists of telling a shopkeeper to give them some money. If he refuses, they beat the stuffing out of him, possibly setting fire to his store in the process, and move on to the next shop. Before long, merchants are more than willing to pay this protection money.

Because this sort of operation doesn't attract the most intelligent men and women to join the Astorians, all characters designed with this kit must reduce their starting Intelligence and Wisdom scores by 2 points.

Westgate

The Night Masks have all sworn oaths of loyalty to their master, whom they know only as The Faceless. For the most part, the guild is operated by a pentad of individuals who answer directly to this master. The Faceless himself seldom interferes with their decisions, and they seem to respect or fear him so much that his direct orders are never questioned. From time to time, orders from this pentad, or from The Faceless himself, may require the players to undertake risky missions in the name of the Night Masks. The percentage chance of this happening is equal to the rogue's Charisma score. The DM makes this check at the start of each month to see if this happens.

In addition, Westhavian Night Mask rogues never gain the ability to use magical scrolls at 10th level. They are too busy pursuing their more mundane talents to acquire the arcane knowledge needed to develop this talent.



Rogues of the Western Heartlands

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Varies
Recommended Proficiencies	None

Overview

The Western Heartlands is a wild region of bold frontiersmen and unclaimed wilderness. However, it does have great cities and established trade routes. The existence of cities like Elturel and Scornubel show quite clearly that mankind has established a solid footing here. Beyond the walls of these cities, though, monsters and fey magic are encountered with unsettling regularity.

Description

Because of the unpredictable nature of life in these regions, rogues of the Western Heartlands take great care to avoid being caught off guard. Encountering an unarmed rogue is almost unheard of. The weapons they carry are often displayed prominently. This serves as a warning to potential attackers.

Beyond their weaponry, these characters generally dress in a most utilitarian fashion. They shun clothing or ornamentation that might interfere with one's combat ability and almost always wear armor.

Role-playing

Rogues of the Western Heartlands, while not outright paranoid, are slow to trust others. This is especially true of people from other lands. Once someone has proven his loyalty, though, he is as fine a companion as one could hope for. Until that time, however, the rogue is coolly hospitable and is often perceived as rude.



Special Abilities

Elturel

Generally considered the second most economically powerful city in the Western Heartlands, the people of Elturel are determined to surpass the wealth of their rivals in Scornubel. While many folks believe the merchants of Elturel are the driving force in this pursuit, few recognize the role the city's rogues play in the effort. When it comes to slick bargains and subtle negotiations, no one can beat the rogues of Elturel. To reflect this, all characters created with this kit receive a +2 bonus to their Charisma score. They also begin play with the appraising skill as a bonus proficiency.

Like most of the children from this city, those who grow up to be rogues learn to ride a horse almost as soon as they learn to walk. As a result, they all begin play with the land-based riding skill as well. This is a bonus proficiency and the character need not expend a slot to obtain it. Additional slots can be allocated to this skill to increase the character's chance of success with it, however.

Evereska

Evereska is quite possibly the last refuge of the silver elves on all Faerûn. Here, separated from the rest of the world by thousands of vertical feet, the fair folk practice the crafts and magic that have sustained them for so many centuries. Only elf or half-elf characters can be created with this kit and all of these must be of moon elf blood.

It is said that the elf wizards here know magic long forgotten by the outside world and that the warriors here employ fighting styles taught to them by the elf god Corellon Larethian. Perhaps the most well-known skill here, however, is the archery practiced by Evereska's rogues.

In addition to the natural advantages that all elves have when employing bows, as well as any bonuses that the character might have for a high Dexterity score, rogues from Evereska are entitled to a +2 bonus on their attack rolls when using a bow. Also, any bonus they receive on their attack roll because of a high Dexterity score is applied to the character's damage roll.

Greycloak Hills

Characters from the Greycloak Hills must all be elves or half-elves. These are mostly moon elves, although there are wild elves here and, with the DM's approval, a character can be of that race.

All characters from this region begin play with a *cloak of elvenkind*, as described in the *DUNGEON MASTER Guide*. The character also receives a suit of *elven chain mail* upon reaching 5th level. If the character's *cloak* or *mail* is lost or destroyed, it can be replaced at a cost of 500 gold pieces. Dungeon Masters should take care to ensure that the previous special ability is not abused. For example, an unscrupulous player might want to sell these valuable magical items or purchase them for other members of his party. Such behavior simply will not be tolerated by the elves of the Greycloak Hills.

Iriaebor

Living in a city of towers, the rogues of Iriaebor have naturally become skillful climbers. Any attempt they make to climb walls is made with a +15% bonus (to a maximum 95% chance of success).

In addition, these characters all receive the mountaineering and tumbling proficiencies. These are both bonus proficiencies and the character need not expend a slot to obtain them. Additional slots can be expended to enhance the character's ability with either skill.

Scornubel

Often called the Caravan City, Scornubel is the wealthiest and most powerful city in the Western Heartlands. During the peak trading season in the summer, the population of this city skyrockets to five or six times normal. Because of this transient population, the children of Scornubel grow up hearing stories from different lands and learning about heroes and gods that people in neighboring cities have never heard of.

In game terms this has a number of effects. The rogues of Scornubel learn how to handle animals at a young age. After all, with so much caravan traffic passing through the city, they'd have to work hard *not* to learn at least a little bit about animals. Because of this, all characters created with this kit begin play with the animal handling and animal training skills. These are bonus proficiencies and require no allocation of slots.



Just as they can't help but encounter many pack and riding animals in the course of their lives, young rogues are forced to deal with the press of people that crowd Scornubel's marketplace. With so much bumping and jostling, what rogue wouldn't take the opportunity to pick a few pockets? The result of this, predictably, is that such characters become highly skilled at the practice of this art, gaining a +25% bonus to any pick pockets check they make (to a maximum 95% chance of success).

Special Disadvantages

Elturel

As skilled traders and merchants, the rogues of Elturel are less suited to combat than other thieves. After all, fighting is bad for business. Because of this, all characters designed with this kit attack as if they were wizards and must take a -1 penalty to their result when they roll for new hit points after gaining a level. (This never causes the hit points gained to fall below 1.) This penalty is no longer applied after the 10th level, since no new Hit Dice are gained after then.

Evereska

The altitude at which the elves of Evereska spend their lives has required them to adapt to life in a significantly thinner atmosphere than that found in the other cities of the Western Heartlands. When adventuring at lower altitudes, the oppressive atmosphere reduces their effective Constitution score by 1 point.

Because outsiders are rare in the city of Evereska, the rogues who live there have little use for the pick pocket or backstabbing skills that others of this class have. They suffer a -25% penalty to their pick pocket skill and are unable to employ the backstabbing skill at all.

Greycloak Hills

The elf rogues who live among the mists that continually hang over this region suffer from something of a curse. Long ago, a guild of elf thieves was hunted down

and destroyed here. Their spirits, taking the form of banshees, haunted the region for centuries. Only in recent years have the elves of this region been able to drive away these undead. The banshees, however, were not defeated without cost. As they were eliminated, they wove a dreadful curse upon all the rogues who would come to call this region home. Any character who attempts to turn undead within 60 feet of a rogue from the Greycloak Hills suffers a -2 penalty. Attempts by evil priests to control undead or the use of magical spells like *invisibility to undead* are unaffected.

Iriaebor

Life in Iriaebor is a never-ending storm of chaotic politics and cutthroat mercantile practices. Betrayal and subterfuge, especially in the business world, is unending. Rogues from Iriaebor expect no less from the world around them and behave accordingly. All characters designed with this kit must be of chaotic alignment.

In the hustle and bustle of this city, which some say never naps—let alone sleeps—rogues have little chance to hone their detect noises skill. The quiet conditions needed to successfully employ this skill are almost unheard of anywhere in Iriaebor. As a result, they suffer a -15% penalty to that skill whenever they attempt to use it.

Scornubel

The comings and goings of people in Scornubel require everyone in the city to be bilingual or multi-lingual. This is especially true of merchants and the rogues who often mingle with them. To reflect this, all rogues created with this kit must expend at least two proficiency slots to learn modern languages. The Dungeon Master is free to say which of Faerûn's many dialects the character has been exposed to.

Scornubel is a sprawling place, and those who live here see little or no need to build the tall towers that one sees in more confined cities like Iriaebor. As a result, rogues who learn their art here are less proficient with the climb walls skills than others of their class. This is evident from the -15% penalty applied to this skill.



Rogues of Waterdeep

Class Information

Racial Requirements	Any
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

In many of the world's cities, travelers must be constantly on guard lest they fall prey to some manner of formal thieves' guild. In Waterdeep, however, the last organized thieves' guild was swept out of existence in 1300 DR. Since that time, a number of master criminals have sought to forge a new thieves' guild, always to fall before the Lords of Waterdeep in the end. This level of policing has left its mark on all Waterdhavian rogues, who recognize the constant peril of being discovered.

Description

Waterdhavian rogues adopt two primary strategies to hide their identities from the police. Most simply dress like common folk, move about in crowds or shadows, and do as little as possible to draw attention to them-



selves. Others—those with more extroverted personalities—don unusual garb and often assume flamboyant identities and pseudonyms under which to commit their crimes. Past examples of these folk have included the ebon-clad *Stalker* and the comely but egotistical *Madame Beautiful*. The greatest problem this second type of thief suffers from is the need to lead a double life.

Role-playing

The only characteristic that one can describe as universal among Waterdhavian rogues is a minor case of paranoia. This isn't unreasonable, of course, given the history of their treatment by the Lords of Waterdeep. Rogues created with this kit should assume a careful and suspicious attitude at all times. After all, even the most trusted friend might turn out to be an agent of the constabulary.

One is as likely to meet a money-greedy Shylock as a heroic swashbuckler on the streets of Waterdeep. The same person might display both of these character traits in different circumstances. A visitor to Waterdeep should remember that the City of Splendors is awash with people from throughout Faerûn and around Toril.



I kept my back to the door while Honus set to work on the lock. Behind me, I heard the clicks and scrapings of his picks. As always, I was curious about his subtle craft, but I dared not turn away from the darkened hallway. We had left a good many creatures dead or injured in our wake and the odds were far too good that someone—or something—was going to be tracking us. Even Glorin, the imperturbable elf, seemed jittery as he held his bow at the ready. “How much longer?” I whispered to the thief.

“I’m not sure . . . this is an amazing lock. I’ve never seen its better!”

“Try not to sound so pleased,” remarked Glorin. “We’re certain to have a whole cadre of Xanathar minions on us any time now. If you don’t get that door opened . . .”

“I know,” mumbled Honus. “It’s always up to me to perform delicate work at times of great danger. I’d like to see you try this, even without monsters breathing down your neck.”

As if called by his comment about monsters, a group of orcs suddenly whirled around the corner some fifty feet away and began to charge toward us. They held wickedly curved scimitars in their hands and howled like elf spirits. I dare say that I was stunned by their abrupt appearance, but Glorin responded instantly. Before they had crossed half the distance to us, three of them had fallen to his bow. Another flurry of feathers felled two more, but then they were upon us.

By then, fortunately, I had recovered my wits. My sword swept back and forth, doing little real damage to the foul creatures, but driving them back slightly. If nothing else, it bought Glorin the time to bring his eleven blade into play—as was always the case when evil humanoids were near, it glowed bright blue in the darkness of the tunnel.

One of the orc leaders sprang forward, impaling himself on my blade. Two more followed him, but I took a step back, pulled my sword free of the corpse, and removed their heads with a powerful lateral stroke.

Thinking better of this attack, the remaining orcs turned and fled. Glorin slipped the blade back into its scabbard and let out a heavy sigh.

“Got it!” said a satisfied Honus and the door rolled open behind us. I turned my head and forgot about the orcs and other creatures that were certain to come pouring out of the darkness in a few minutes. Never had I seen so much gold or so many gems. If we managed to escape with only a fraction of Xanathar’s horde, we’d be set for life.

—From the journal of Andreas Vanderslyke

Special Abilities

The City of Splendors fosters a great diversity among its people, even those of the same alignment and class. Nowhere, however, is this divergence so pronounced as among the rogues of the city.

When a player creates a character with this kit, he is entitled to select proficiencies from the Rogue and General groups, but also the player should select one of the other proficiency groups for his character to have ready access to. If the campaign uses the *Complete Psionics Handbook*, the player may select from the Psionist group. This expanded choice of proficiencies reflects the great range of experiences a person growing up in Waterdeep is likely to have.

In addition to his encounters with the common folk of Waterdeep, a young rogue is likely to have dealings with others of his kind. It is a unique individual who doesn’t find himself taken in hand by a more experienced rogue and taught the intricacies of the thieves’ trade. To reflect this training, the player creating a Waterdhavian rogue should select one of the standard thief skills (pick pockets, read languages, etc.) as his area of expertise. Whenever the rogue attempts to use this skill, he receives a 15% bonus (to a maximum 95% chance of success).

Special Disadvantages

The great tide of humanity that washes through Waterdeep leaves its mark on every citizen of the city. A person who grows up there has the chance to make friends from all over the world. Unfortunately, the same chance exists to make enemies.

When a player wishes to create a character with this kit, he must create a second persona who is that character’s nemesis. The DM is free to dictate any special requirements that will be imposed upon the villainous character, but the player should do the majority of the work involved in creating him.

After the player creates the character, the character is turned over to the Dungeon Master and becomes a regular NPC who frequently torments the PC. There is a 5% chance per level of the PC that his rival appears in any given adventure. The rival should advance in level at roughly the same rate as the PC.



Rogues of Evermeet

Class Information

Racial Requirements	Elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

Far from the shores of the Trackless Sea, the elfish refuge of Evermeet rises above the waves. Here, far from the saws and plows of human frontiersmen, the fair folk have found a secure refuge. Only the drow and half-elves are not permitted on Evermeet.

Description

The rogues of Evermeet might be classed as foresters. They wear buckskin and decorate themselves with eagle feathers. To move without detection through the wilderness, they often don *cloaks of elvenkind*.

Role-playing

Evermeet's rogues are introspective, thoughtful people. They are at home in the wilderness and comfortable with animals. Except for druids and rangers, there are probably no more rustic people anywhere on Faerûn.



Special Abilities

These rogues begin play with the animal handling, animal lore, hunting, and tracking proficiencies. These are bonus proficiencies and no slots need be allocated to them. Slots can be expended to increase the character's chance of success when using them.

When in a wilderness setting, these characters gain a +15% bonus to their hide in shadows, move silently, and detect noise rolls (to a maximum 95% chance of success). They also gain a +2 bonus to their initiative and surprise rolls.

Special Disadvantages

The rogues of Evermeet are not used to the hustle and bustle of city life. They seldom venture there and so suffer a few disadvantages when they do so. They suffer a -15% penalty when they make a pick pockets, find/remove traps, or open locks check in an urban setting. Also, the distractions of the city cause these characters to suffer a -2 penalty on all proficiency checks made there.



Rogues of The Island Kingdoms

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The Island Kingdoms are a collection of outcroppings that break the surface of the Trackless Sea like struggling plants clawing their way through the topsoil. Home to merchants and pirates alike, they are fascinating and often dangerous places visited only by the most intrepid of travelers.

Description

When people think of the Island Kingdoms, they see images of seafaring pirate captains with leather vests, plumed hats, cutlasses, high boots, and wide belts. Whether one refers to the privateers who set sail from the Pirate Isles or the skillful trader based out of the ports of Orlumbor or Lantan, that image is nearly accurate.

The only real difference between the two groups is that the pirates tend to have more scars than the merchants. Of course, since the merchants spend a great deal of time repelling attacks by those same pirates, they have scars of their own.

Role-playing

No one who sets sail upon the Trackless Sea would get far without a bold and adventurous spirit. A sense of daring and desire for profits is typical of either the merchants or pirates of this region.

As one might expect, the pirates are a good deal more violent than their trader-cousins. Still, anyone who has tried to swindle a Lantan merchant knows that those folks possess a volatile temper as well. They're just better at keeping it in check.



Special Abilities

Lantan

The merchants of Lantan are an interesting people. Their culture is peaceful and they do whatever they can to avoid conflict. These high standards do not apply to the goods they trade, however, and the Lantan are more than willing to deal in armaments. It was this island kingdom that introduced the deadly arquebus to the world.

Lantanna rogues are noted for their use of that unusual firearm, even though it is hardly a subtle weapon. If such a character is proficient in the use of the arquebus, he receives a +2 bonus on all attack and damage rolls made with it.

In addition to this bonus, these characters receive twice the normal amount of starting money and can purchase any manner of ocean-going vessel at 75% of the listed price. This discount applies only if the craft is constructed or purchased in Lantan or is from a Lantanna national.

These characters all begin play with the seamanship and appraisal proficiencies. These are bonus skills and the character need not expend any slots to obtain them. Additional slots can be allocated to increase their chances of success with them. They can purchase the naval combat proficiency (see this page) but must allocate an extra slot when doing so since it is in the Warrior group.

Mintarn, the Pirate Isles, and Ruathym

Although the most infamous corsairs on the Trackless Sea harbor in the Pirate Isles, the islands of Mintarn and Ruathym are certainly worth noting for their buccaneers. These rogues are known far and wide for their cunning and cruelty.

These characters all begin play with the seamanship, navigation, and rope use proficiencies. In addition, they can purchase the naval combat proficiency without paying the additional slot required for buying skills outside their primary groups.

The Moonshaes

Although the people of the Moonshaes are actually divided into two races, the Northmen and the Ffolk, all characters created with this kit are Northmen.

The traditions of naval combat run strong among the

Northmen. All characters created with this kit begin play with the seamanship and naval combat proficiencies. These are bonus proficiencies and no slots need be allocated for their purchase. Additional slots can be used to enhance the character's ability with these skills, however.

The harsh conditions under which the Northmen have lived for the past few centuries have hardened even the rogues of that land until they are very nearly as tough as the warriors of many cultures. All characters created with this kit are entitled to the warrior bonuses for exceptional Constitution scores.

Special Disadvantages

Lantan

The merchants of Lantan are well known for their desire to avoid violence at all costs. In the minds of many enemies, this translates to cowardice. Because of this, any force battling a Lantan-led group gains a +2 bonus on its Morale checks.

Naval Combat

1 Slot/Int/+0

Characters who possess this skill are able to direct the fire of ship-mounted siege engines and respond quickly to the rapidly changing demands of ship-to-ship combat. In addition to the many uses a thorough knowledge of this skill grants the character in any given situation, it has specific uses.

When the character assumes command of a ship-board weapon like a catapult or ballista, he should make a proficiency check. If the check passes, the accuracy of that weapon substantially improves. The weapon always makes attack rolls using the Warrior table, no matter what class of character is operating it. The weapon also receives an additional +2 bonus applied to the attack roll.

If the character is called upon to lead a boarding party or to repel such a force for his own ship, he is entitled to make a proficiency check whenever his side is called upon to make a Morale check. If he passes the check, the morale of his forces increases by 2 points.



The first impact threw me out of my bunk and sent me sprawling across the deck. The second lifted me off the deck, but I crashed back down when Mikal lost his grip on the upper berth and fell on top of me. My right arm was wrenched badly by the impact, causing me to cry out in pain. A later examination revealed that it was broken, but at the time I just assumed it was sprained.

We grabbed our weapons, although I could barely hold mine, and ran onto the deck. I had no idea what to expect and prepared myself for anything . . . or so I thought.

As soon as I came through the door that opened onto the deck, a sharp blow fell across my legs. I toppled forward, dropping my sword, and slid several feet across the spray-slick deck. Mikal, who was close on my tail, must have received a similar greeting, for he fetched up at my side.

The next second, a rugged looking dwarf stepped into view. He looked very much like the typical dwarf one pictures digging in the mines and working the forges of the world, but he wore leather armor and had but one eye. From our vantage point he also looked very tall, and the short sword that he held to Mikal's throat seemed very large.

"I'd not be movin' if I were ye," he said smugly. We took his advice and soon realized that the majority of the crew was in a similar predicament. Even Fenix, our dwarf companion, was being treated no better than we.

In less than fifteen minutes the fighting was over and the Scarlet Queen had been taken by the dwarf raiders of Ruathym. They numbered but half of what our crew did, yet so fierce was their attack that we had little choice save to surrender. It took them only six hours to completely empty our hold. They left our provisions and fresh water, but nothing of value remained in our hold. They then proceeded to shred our sails so that we couldn't pursue them when they left. Eight hours after the attack had begun, they set sail again and left us adrift.

The captain ordered his crew to set about repairing the sails and Knolan began to fashion a splint for my arm. Fenix just shook his head in disgust at the idea of seafaring dwarves. . . .

—From the journal of Andreas Vanderslyke

These characters are not accustomed to wearing armor. Not only is it uncomfortable, but they believe that armor puts off customers and lowers the price they receive for their merchandise. With the exception of *elven chain mail*, they cannot wear any form of armor. Magical defenses, like *cloaks of protection*, are acceptable, however.

Mintarn, the Pirate Isles, and Ruathym

The sight of a pirate ship drawing near is more than enough to send shivers down the spine of even the most experienced seaman. Because of the sordid lives they lead and the harsh conditions that they must endure at sea, the sight of many a pirate himself will also do the same. As a result, a character designed with this kit suffers a -2 penalty to his Charisma score when dealing with any character from another area. Among other pirates, of course, there is no effect.

These characters are not noted for their great education or knowledge. To reflect this, all pirates suffer a -25% penalty on any read languages checks they must make.

The Moonshaes

The Northmen are thought of as barbarians of the waves by both the pirates and merchants who sail the Trackless Sea. So brutal are these folk that they do not even employ the traditional cutlasses and scimitars of the sailor. The Northmen wield great axes. All characters designed with this kit must allocate at least one weapon proficiency slot to mastering the use of the battle axe and another to the hand axe. (Obviously, this means that these characters are able to use a weapon normally forbidden to characters of the Rogue class.)

These characters are also forbidden to master the use of missile weapons. To fire arrows at an enemy or strike him down with the thunderous fire of an arquebus is hardly fitting to someone with a warrior's blood in him, after all.

These characters suffer a -25% penalty to their read languages skills and are never able to master the use of magical scrolls. Like the use of missile weapons, they just aren't a part of the Northmen's culture.



Rogues of The Savage North

Class Information

Racial Requirements	Varies
Ability Requirements	Dexterity 9, Constitution 12
Prime Requisite	Dexterity
Hit Die Type	d8
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	1d6

Proficiencies

Weapon Slots	3
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue, Warrior
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

From one corner of Faerûn to another, the Savage North is known as a land of fierce warriors and uncivilized barbarians. Even the rogues from this region cannot escape the myrmidon's ways. And even the rogues of Silvermoon, one of the most civilized places on the surface of Toril, are not immune to the effects of this harsh climate.

Description

The people of the Savage North dress in hides, thick robes, or other less sophisticated garb. Whatever they wear is always chosen for warmth and protection. They are rarely without armor. The only exception to this rule are the citizens of Silvermoon. Although they still



favor furs and hides, theirs are much more sophisticated in design and far more stylish.

Role-playing

Harsh and unsophisticated are among the most commonly used words to describe these people. They seldom employ the subtle tactics most commonly associated with rogues. The simple pleasures are all these folks want: a warm meal, a safe place to sleep, and a little gold for spending. Folks from more hospitable regions of Toril are soft, weak people to be pitied and avoided . . . or beaten and robbed.

Special Abilities

The Barbarian Peoples

This description actually includes not only the Barbarian Peoples but also the inhabitants of the Icewind Dale and Sundabar.



The most obvious talent of these people is a natural ability to survive in the deadly cold of the north. In game terms this takes the form of the fire-building and survival (arctic) proficiencies. These are bonus proficiencies, so the character need not allocate any slots to their purchase. Additional slots can be expended to increase the character's chances of success when using these skills, however.

These characters have become acclimated to conditions of extreme cold. Whenever a rogue from among the Barbarian Peoples must make a saving throw because of any cold-based or ice-based attack, he gains a +2 bonus whether this attack is magical or natural in nature.

Citadel Adbar

This dwarven stronghold is a massive, subterranean complex. Once a part of the now defunct kingdom of Delzoun, this great fastness is but an echo of the glory that once was. While rogues are not common among these folk, warriors are by far the most common type of adventurer found in Adbar. All characters created with this kit must be of dwarf stock.

Among the things that mark the rogues of Adbar is their proficiency with stoneworking and other mining skills. These characters begin play with the mining, stonemasonry, and gem cutting skills. These are bonus proficiencies, and no slots need be expended to obtain them. Slots can be allocated to increase the character's skill with these talents, though.

In addition to these abilities, rogues from Citadel Adbar are unusually adept at the traditional skills associated with dwarves. The normal +1 bonus that dwarves receive when battling enemies like orcs, half-orcs, and goblins is doubled to +2 for these characters, as they have become experts in the weaknesses of those creatures.

The dwarf rogues of the Citadel Adbar are more highly skilled at detecting sliding/shifting walls or rooms (discover 5 out of 6 times) and detecting stonework traps, pits, and deadfalls (discover 4 out of 6 times).

High Forest

This wild and heavily wooded land is home to druids, treants, and many other sylvan races. Among these, only the elves of the High Forest produce enough rogues to be addressed in this text.

The elves of the High Forest all begin play with the

weather sense and survival (woodlands) skills. These are bonus proficiencies, so the character need not allocate any of his proficiency slots to them. Additional slots can be expended to increase the character's chance of success when using these skills.

High Forest rogues are even more stealthy than their peers in the outside world. This is reflected by an increase in the natural ability that all elves have to surprise opponents (as described in the "Races" section of the *Player's Handbook*). While normal elves impose a -4 penalty to their enemy's surprise rolls, these delicate folk increase that to a -5. If the elf is required to open a door or similar portal to reach his opponents, this penalty is only a -3.

Neverwinter

The great craftsmen of Neverwinter are known throughout the world for their artistry and the precision skill with which they work. All these characters begin play with the engineering skill. This is a bonus proficiency and no slots need be allocated to its purchase, but slots can be expended to increase the character's chance of success when using it.

This same affinity for fine mechanisms spills over into the character's work with locks and similar devices. Whenever one of these characters makes a find/remove traps or open locks check, he receives a +25% bonus to his chances of success (to a maximum 95% chance). In addition, the time it requires to attempt these tasks is half that normally taken. So a rogue from Neverwinter requires only ½d10 rounds to attempt either of these tasks.

Silverymoon

Of all the cities on Toril, there is none more cosmopolitan than the Gem of the North. Humans, elves, dwarves, and countless other races live in harmony here. The lessons they learn from each other make these folk among the most sophisticated people in the world.

For the rogues of this great city, who seem to have a knack for listening and learning, this has had some tremendous effects. The most important of these is that the skills in all of the proficiency groups are open to them at their listed cost. A rogue from Silverymoon need not allocate an extra slot to purchase skills from any proficiency group. This includes such esoteric categories as the Psionicist group, if such rules are being used in the campaign.



Special Disadvantages

The Barbarian Peoples

Life in the frozen lands of the North is as harsh as can be imagined. Between the terrible weather, the deadly predators, and the generally primitive nature of the Savage North's cultures, death is a frequent visitor to these people. Still, the Barbarian Peoples are accustomed to these hardships and think little of them. To them, survival in other regions would be a nightmarish impossibility. For example, how anyone can survive in the jungles of Chult is beyond them. The same acclimation that makes these folk more resistant to cold-based and ice-based attacks makes them vulnerable to fire and heat. Whenever such a character is attacked with fire or heat, he suffers a -2 penalty to his saving throws.

The primitive nature of the Barbarian Peoples is seen in their lack of skill with sophisticated technology. This is most obvious in their attempts to find and remove traps or open locks. They suffer a -25% penalty when using these skills.

Citadel Adbar

The dwarf rogues of Adbar are not as resistant to magical attacks as their peers. For some reason, the hardy nature of other dwarves has been diluted in these folk. Although no exact cause has been found, the effect is undeniable. Their normal saving throw bonus associated with their Constitution score is reduced by 2. So an Adbarian rogue with a Constitution of 12 has only a +1 bonus, not the usual +3. This penalty does not reduce the bonus to less than 0, however, so it is impossible for a really low Constitution score to result in a saving throw penalty.

This handicap is not the only one associated with these characters. Because they do not have the same exposure to the normal activities that other rogues do, they do not have ready access to the proficiencies of the Rogue group. Therefore, they must allocate an extra slot when purchasing any of these skills.

High Forest

The elves of the High Forest are greatly distanced from their kin in other elfish fastnesses. The result of all these miles is that the elves of High Forest are often thought of as a distant off-shoot of the elf race but not a pure example of the fair folk. In game terms this means that all of these characters have a -2 penalty applied to the reaction adjustment and loyalty base rating (as generated by the character's Charisma score) when dealing with elves and similar sylvan folk from other realms.

These folk are less able to receive the training that other rogues take for granted. This means that none of these characters, no matter how high their Dexterity score, are eligible for an increased rate of experience point acquisition.

Neverwinter

Although they are experts at the finer points of thieving, the more direct approaches of their trade leave them at something of a loss. Because of this, they never receive more than a x2 damage bonus when making a backstabbing attack. The bonuses to their attack rolls remain unchanged.

Silverymoon

The overall aura of truth and justice that pervades this city has an effect upon the rogues of Silverymoon. Most importantly, characters designed with this kit cannot be of evil alignment. Even the most diabolical of Silverymoon's rogues is only neutral.

Although they are exposed to a great variety of people and experiences, the rogues of Silverymoon are still called upon to learn some of life's hardest lessons on their own. Unlike the dark lands of the Zhentil Keep, there are no great schools for assassins, pickpockets, or spies within the magically held borders of Silverymoon. This is especially the case in a city like this one, which is ruled by someone as powerful and as incorruptibly good as the High Lady Alustriel. Because of this, these characters suffer a -10% penalty to every one of their thief skills.



Rogues of Anauroch

Class Information

Racial Requirements	Human
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	Yes
Starting Cash (x10 gp)	2d4

Proficiencies

Weapon Slots	2
Additional Slot	4

Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Riding, land-based
Recommended Proficiencies	Survival (desert)

Overview

Recent incursions to the Great Desert have proven this is not a forsaken land. The Bedine, who inhabit Anauroch, are a proud and independent people who have resisted Zhentarim expansion.

Description

The Bedine wear long robes to protect them from the fierce desert sun and stinging sand. Women often go veiled in public while men wear wide sashes. Warriors of both sexes wield wickedly curved scimitars.

Role-playing

The people of Anauroch are proud and stoic. The Bedine stand firmly against evil and chaos, especially the Zhentarim. Heroes from this region bravely face even the mightiest of evils.

Special Abilities

Rogues of the Bedine are entitled to the hit point bonus for exceptional Constitution scores and also receive the land-based riding proficiency without the need to allocate a slot to that skill.

The traditional weapon of the Bedine is the scimitar. All rogues from this region are proficient in its use and need not allocate a weapon proficiency slot to it. These characters receive a +1 bonus to their attack and damage rolls with these weapons.

Special Disadvantages

All Bedine rogues must be of lawful alignment. Whether good or evil, these people have grown up in a region that places personal honor above almost every other aspect of life.

Wearing armor in the harsh environment of the Great Desert is almost unthinkable. These characters are completely unaccustomed to this practice and can never wear armor.



Rogues of The Cold Lands

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9, Constitution 12
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	3
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Survival (arctic)
Recommended Proficiencies	None

Overview

The diverse cities of the Cold Lands have much in common. Beyond the harsh demands of the climate, this is a vicious land of dragons, orcs, and monsters.

Description

Those who don't dress to meet the rigors of the climate in the Cold Lands don't survive long. Heavy robes, fur or hides, and other cumbersome but warm clothes are the rule here. This does not rule out intricate or elegant costuming but sets the tone that is reflected in the clothing worn in this tortured land.

Role-playing

The people of the Cold Lands are skeptical realists. They have seen their cities attacked by countless evils



since the dawn of time and see no reason that life in the future should be any better. Many call these people pessimists, but it might be that the word "realist" is more fitting.

Special Abilities

Rogues from the Cold Lands are very well adapted to their climate. They have a +2 bonus on any saving throw they must make to escape or lessen the effects of a cold-based or ice-based attack. Any damage they suffer from such attacks is made with a -1 penalty per die rolled.

Special Disadvantages

Rogues of the Cold Lands suffer greatly from heat-based or fire-based attacks. Any saving throw made to escape or reduce the effects of attacks like this suffers a -2 penalty. These rogues also suffer an extra point of damage per die rolled from any such attack whether or not they successfully save against it.



Rogues of The Unapproachable East

Class Information

Racial Requirements	Human, half-elf
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	3
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The Unapproachable East could perhaps be called the Inscrutable East. This land of contrasting cultures is best known for its powerful magicians, especially the dreadful Red Wizards of Thay and the indomitable Witches of Rashemen. With so much attention focused on these almost god-like people, rogues are often overlooked—which is just how they like it.

Description

The fashions worn by people in this region are varied. Among the city-states of Impiltur, rogues take the dress of laborers and merchants. In Rashemen, the rogues wear ominous black clothes similar to that of oriental ninja, except that they are fashioned from the ebony hides of the deadly panther. In Thay, a land ruled by fey magic, rogues tend to ally themselves with a single Red Wizard, adopting whatever garb their master mandates for his stable of thieves and assassins. In Aglarond they wear garb of the common peasant to avoid undue notice or don clothing in forest hues when traveling near the Yuirwood.

Role-playing

The mindsets of rogues in this region vary as much as the clothing they wear. The contrast is so shocking one might assume that it was intentionally adopted.

In Impiltur, rogues have adopted a no-nonsense approach to their trade. To them, stealing is nothing more than a profession, no more or less honorable than a merchant or a fighter.

Rashemi rogues are noted for their unusually feral natures. They see the panther as something of a totem animal, for it moves through the night unseen until it strikes. Rogues from other realms often have difficulty finding common ground with these folk.

The rogues of Thay may once have been noble masters of their craft. It is said there was a time when young footpads came from around the world to learn the skills these thieves might teach them. Any such glory, however, vanished with the ascension of the Red Wizards. The rogues of this region are now nothing more than toadies and thugs who obey their masters blindly out of fear and intimidation.

Rogues of Aglarond tend to be either light-hearted cut-purses and burglars or almost like forest scouts, depending on whether they work in Aglarond's cities or the Yuirwood. Either type of rogue is even-tempered and holds no malice toward those he makes his living from.

Special Abilities

Aglarond

Aglarond rogues are always on the lookout for covert foreign activities (primarily the Red Wizards), and so they tend to monitor others' conversations unconsciously. As well, since they often find themselves on the road throughout the countryside and the woods, they have become familiar with nutritious plants, berries, and fungi to supplement their meals with for free. Because of these two factors, rogues from Aglarond receive the reading lips and the foraging nonweapon proficiencies as bonus proficiencies.

Impiltur

The rogues of Impiltur have a pronounced fondness for precious metals. Even the most radiant fire opal or scintillating diamond hasn't the appeal of a finely wrought piece of silver or gold jewelry. These characters begin play with a unique form of the appraising skill. It functions exactly as described in the *Player's Handbook* except when they evaluate the worth of an item made from precious metal.



Then, the character receives a +2 bonus to his roll. When appraising anything else, they suffer a -2 penalty

The knowledge and affinity these characters possess for things made of precious metals allows them great insights into the nature of such objects. By simply examining an item made from precious metals, these characters can sense if it has magical properties. Any attempt to do this requires the character to make a successful saving throw vs. breath weapon. If the roll succeeds, the results are just as if the character had cast a *detect magic* spell on the object.

Rashemen

The rogues of Rashemen, while far less renowned than the witches of that realm, do have unusual abilities. Most of these abilities are based upon the panthers these characters venerate. For example, because of their emulation of the panther's hunting and tracking techniques, these characters begin play with those proficiencies. Also, their study of the panther grants them a +15% bonus to their move silently, hide in shadows, and detect noise skills (to a maximum 95% chance of success).

Thay

The power of the Red Wizards not only overshadows the rogues of Thay, it cows them. A smart rogue allies himself with the most powerful wizard he can and then rides his coattails to wealth and power. When a rogue enters into the service of a Red Wizard, he is branded with the mark of his master. This brand is magical in nature and contains spells the rogue can then cast once per day. The brand can contain a number of spells equal to half the level of the rogue (rounded down). The maximum number of spell levels that can be contained is equal to the level of the rogue. The exact spells stored in the brand are determined by the Dungeon Master, based upon the wizard to whom the rogue has sworn fealty.

Each time a Thayan rogue rises in level, he must return to his master to have his tattoo elaborated upon in order for additional spells to be castable by the rogue.

Special Disadvantages

Aglarond

Because of their desire to help protect their country from the ever-ambitious Thayans and other foreigners bent on

conquest, Aglarondan rogues must devote at least two of their three initial nonweapon proficiency slots to modern languages so that they can understand what suspicious foreigners are saying.

Impiltur

Impiltur's rogues believe that knowledge is power. To increase their own power, they seek to assemble as great a store of skills and talents as possible. They believe this wealth of information is far more useful than any specialization in a single area could be. As a result, these characters cannot allocate proficiency slots to skills beyond those needed to purchase them in the first place. If a skill requires two slots, that is the most such a character can spend on it. Additional slots cannot be used to increase the character's chances of success with the skill.

Rashemen

The rogues of Rashemen are noted for their almost animalistic natures. This is apparent not only in their graceful movements and hunting skill but also in the bestial rages they have been known to display.

When one of these characters is injured in combat, there is a chance his feral side will come to the fore. To avoid succumbing, the character must make a successful saving throw vs. paralysis. The magical defense adjustment that he receives for his Wisdom score, if any, applies to this roll. If the save fails, the character becomes obsessed with the battle and cannot stop voluntarily. From that point on, it becomes a fight to the death. Anyone who attempts to halt the combat, whether friend or foe, becomes an enemy and is subject to attack.

Thay

In addition to carrying a magical spell, the brand a rogue receives when he enters into the service of a Red Wizard ensures his loyalty. Whenever a spell is cast upon one of these characters by the wizard who branded him, no saving throw is allowed. By accepting the wizard's brand, the rogue agrees to waive any saving throws he might be entitled to.

If the rogue ever flees his master's service, the Red Wizard he served takes out a contract to have him captured and his tattoo forcibly removed.



Rogues of The Old Empires

Class Information

Racial Requirements	Varies
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	3
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	Ancient history
Recommended Proficiencies	None

Overview

The Grim Empires, as these states are often called by both the inhabitants and outsiders, were once great and noble powers. But the passing of years has left them clinging to their many past glories and living in the dark shadows of what once was.

Description

Each of the Old Empires is marked by a unique style of dress. The people of Chessenta commonly dress in long togalike wrap-arounds. In Mulhorand the most popular mode of dress is a loose tunic and ankle-length skirt or half-robe. Within the corrupt confines of Unther the residents don broad belts and knee-length kilt-like skirts that are commonly worn with spartan shirts or tunics.

Role-playing

The rogues of the Old Empires recognize that they live in places long past their prime. This tends to give them a bitter, sardonic outlook on life. The rogues of the Old Empires believe they must take what they can now, for the future is far from a certainty.

Special Abilities

Chessenta

The rogues of Chessenta have a more conservative outlook on life than their peers in Mulhorand or Unther. They fully understand that theirs is a twilight empire, but they are less tied to the glories of the past than the rogues of the other Grim Empires. They are often able to turn to their knowledge of the past for solutions to the



problems of the present. This insight takes the form of a +1 bonus to the character's starting Wisdom score.

Mulhorand

The traditions of Mulhorand are rooted in ancient lore and rituals that seem to date back almost to the dawn of time. There are those who say the Mulhorandi were forging their empire even before the elves and dwarves had become civilized. Obviously this isn't true, but it is a popular belief in Mulhorand.

In the land of the Pharaohs, rogues are looked upon with great disfavor, for they are often perceived as grave robbers and defilers of temples. The rogues feel that they would probably be accused of these crimes whether they committed them or not, so they do. It's something of a vicious circle.

Their familiarity with graves and tombs brings with it a knowledge of the dead and undead. An unusual aspect of this is that these characters have mastered the art of turning undead. What is most striking about this is that these people do not use the power of their faith to drive off the walking or spectral dead. Rather, they have mastered certain minor incantations, long forgotten in the rest of the world, that serve the same purpose. In game terms the rogues of Mulhorand turn undead as if they were paladins of the same levels.

Unther

Most of the servants of Gilgeam (the god-king of Unther) are his dark and evil priests. A more sinister and diabolical clergy would be hard to imagine. The great hatred everyone in Unther feels for these minions of evil is most prominent among the rogues of this city. There is hardly a rogue alive in that nation who has not run afoul of the priesthood at one time or another. Most have witnessed one or more of their friends taken before Gilgeam's Inquisition, never to be seen again.

As might be expected, this hatred extends to priests of other faiths. As a result, all Untherite rogues receive a +2 bonus to their attack and damage rolls when attacking any priest, regardless of his religion.

Special Disadvantages

Chessenta

Chessentan rogues hold such a reverence for the past that they often overlook the problems of the present. When confronted with a pressing situation, the character is likely to spend a great deal of time searching his memory for past events that might have a bearing on it. While this might be beneficial in certain circumstances, it has its drawbacks as well. The most obvious drawback is that these characters suffer a +2 penalty to every initiative check they make because they do not always react in a reasonable amount of time.

Mulhorand

These characters often find themselves associating with the dead and undead. This frequent exposure has made the rogues of Mulhorand especially vulnerable to the foul art of necromancy. These characters suffer a -4 penalty whenever they must make a saving throw against a spell from the school or sphere of Necromancy.

Unther

Of all the Grim Empires, none is more suited to that name than the tortured land of Unther. Struggling under the oppressive fist of the despotic god-king Gilgeam, the people of Unther long for a revolt that may never come.

For the rogues of that city, who long ago learned that the sentence for any violation of Gilgeam's law is a painful death, existence is bleak at best. The air of oppression that hangs over the city rests most heavily on them.

The aura of fatalism that surrounds these characters is readily apparent to anyone in their company. Every NPC associated with an adventuring party that has one or more Untherite rogues has his Morale lowered by 2 points as a result.



Rogues of The Vilhon Reach

Class Information

Racial Requirements	Varies
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	3
Additional Slot	4

Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The various city-states that dot the coasts and islands of the Vilhon Reach have much in common. They are ruled by tyrants or despots who hate the other petty rulers of the other city-states. A clever rogue can play upon the fears and ever-changing alliances of these regions to turn a healthy profit in a short time. Of course, there's always the risk of choosing the wrong side in any given battle and being killed as a collaborator or spy.

Description

The typical rogue of these parts wears nondescript clothing, attempting to vanish into the general populace as much as possible. Cassocks and cannons are among the most popular forms of dress, as cassocks can be lined with hidden pockets, and cannons are not encumbering.

Role-playing

The rogues of the Vilhon Reach are noted for their "what's in it for me?" attitude. They are seldom loyal to any cause that can't keep them in food, drink, and comfort for the foreseeable future.

Special Abilities

The rogues of the Vilhon Reach are so skillful at predicting the outcome of political struggles, military conflicts, and other contests that they have acquired quite a reputation for soothsaying. This knack gives them an ability similar to the astrology proficiency. It also gives them a -2 bonus to all initiative rolls.

Special Disadvantages

The inability of these folk to commit to anything other than a quest for more profits requires that these characters be of chaotic alignment. They can be good, evil, or neutral, as permitted by the DM, but they suffer a -1 penalty to their starting Charisma scores.



Rogues of The Empires of The Sands

Class Information

Racial Requirements	Varies
Ability Requirements	Dexterity 9
Prime Requisite	Dexterity
Hit Die Type	d6
Attack as	Rogue
Save as	Rogue
Advance as	Rogue
Spell Ability?	No
Exceptional Strength?	No
Exceptional Constitution?	No
Starting Cash (x10 gp)	2d6

Proficiencies

Weapon Slots	3
Additional Slot	4
Nonproficiency Penalty	-3
Nonweapon Slots	3
Additional Slot	4
Available Categories	General, Rogue
Bonus Proficiencies	None
Recommended Proficiencies	None

Overview

The three kingdoms that compose the Empires of the Sands are similar to the distant realms of Zakhara. These are realms of djinnis, magical lamps, and young adventurers on flying carpets.

Description

Silks and colorful robes are the trademark of the Empires of the Sands as are embroidered vests, turbans, and thick, curving swords tucked into wide belts.

Role-playing

The rogues of the Empires of the Sands are proud and adventurous folk. They love gold and gems as much as



anyone else in the world, but they have a special love for magical items. It is said that one of these rogues will let no barrier keep him from a magical item once he vows to have it in his hand.

Special Abilities

Rogues from the Empires of the Sands have a natural affinity for languages and magical items. They receive a +15% bonus to attempts to use their read languages skill (to a maximum 95% chance of success).

Rogues of this type are able to employ magical scrolls upon reaching 5th level instead of 10th. In addition, they have only a 20% chance of misreading a scroll instead of the standard 25% chance.

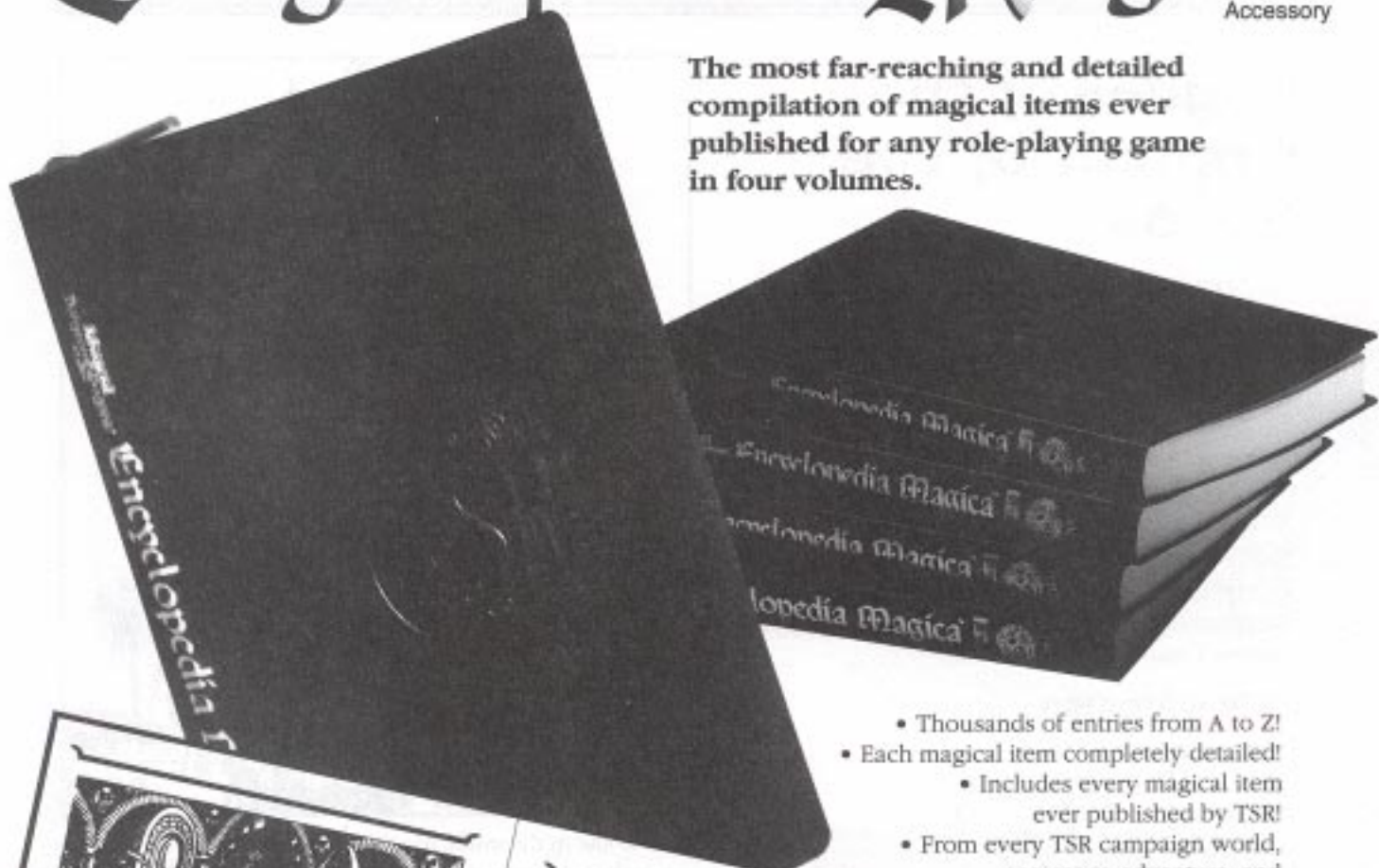
Special Disadvantages

These characters are, by their very nature, somewhat rash and reckless. They have a hunger for adventure that makes it difficult for them to avoid attracting attention to themselves. As a result, they suffer a -15% penalty to their hide in shadows and move silently skills.

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