

Neverwinter Nights: Storm Of Zehir

V1.0 by Songless

The great city of Neverwinter is still recovering, the recent battle against the King Of Shadows having taken a massive toll on its people. Its greatest hero, known simply as the *Knight Captain*, is missing. Though few are willing to consider them dead, none know they have been whisked away to far-off Rashemen to face a terrible crisis of their own.

It is a turbulent time, Neverwinter's instability and (temporary) weakness bringing out crises both big and small, from roving gangs of bandits and monstrous tribes to renewed aggression by its Luskan neighbors to the North.

Further South, in the hot and humid jungles and plains of Chult, the people are growing increasingly wary of both outsiders and their own citizens (insofar as that is even possible), seeing spies and collaborators for the reptilian Yuan-Ti lurking in every shadow. Whispers of a dark threat rising in the deepest jungles echo across Samarach, and those of dark intent speak of a name: *Zehir* is coming, and he has set his sights upon not just Samarach but all of Faerûn.

It is a dangerous time, but then... the Forgotten Realms are rarely safe, are they?

This story is not about those things - or at least not entirely. No, this jump focuses on an epic story of mercantilism, corporate intrigue, and a whole lot of adventuring by people seeking to build the greatest trading house on the Sword Coast.

Dealing with the merchant house headed by the enigmatic Sa'Sani of Samargol, conspiracies threading their way through the Realms, and the pursuit of wealth and power by both Sa'Sani and her unlikely band of allies, it's a story as gripping as any written by the (in)famous Volothamp Geddarm himself... unsurprising, given that said writer will almost certainly be the one doing the writing - possibly even with an unprecedented lack of embellishment!

Starting with the suspicions of sabotage of a recent shipwreck near the Chultan city of Samargol, this bizarre tale will deal with everything from corporate warfare to bandit hunting and Yuan-Ti politics to safeguarding the production of Harvest Mead from a pair of now-alcoholic dragons. And if someone were to save the entirety of Faerûn from destruction by killing a whole lot of snake-men (and one divine avatar), well... that's just good for business, isn't it?

Of course, whether you get involved in such things or go off to do your own thing is up to you. Opportunities for adventure, intrigue, profit and stories to tell can be found across the Realms, and who knows where your path may lead you?

You begin with **1000 Commerce Points**. Invest them wisely.

Background

Your starting location may be chosen freely from any major city, town or center of civilization in Samarach (such as Samargol, Taruin or Rassatan), or any similar location along the Sword Coast south of Luskan (such as Neverwinter, Conyberry or Crossroad Keep).

So, that's the 'where' of how our story begins. Now... what about the 'who'?

Regardless of your background, you may choose your gender for free. Your age may be chosen from any suited for a young adult of your race. Your race may be chosen from any available to characters in the Storm Of Zehir campaign - see the 'Notes' section for details if you are unfamiliar with the options available to you. Do note that certain races are more powerful, and sacrifice a certain amount of experience as a consequence.

Aside from this, any option may be taken as a Drop-In or the more classic 'reincarnation' style background, whichever you prefer.

First you may choose, obviously, to be an **Adventurer**. Ranging from explorers to mercenaries and all manner of... well, *adventurous* folk from countless walks of life, no two adventurers are alike. Still, all make their fame and fortune by heading out into the world and dealing with problems others cannot. It's a dangerous life, but the rewards are great indeed, in both wealth and power. If you're hoping for the classic Neverwinter Nights experience, look no further.

Of course, you could also be a **Merchant**, handling coin and contracts like others might familiarize themselves with blades or magic. You're no slouch when it comes to fighting (trade can be dangerous, after all), but your talents definitely lie more in the realm of commerce than they do monster slaying. All that money's pretty useful for *hiring* people to solve problems though. With enough time and effort, your talents could both claim and revitalize the economy of an entire region - all while making a very tidy profit.

You can also be a **Conspirator**. Though most would think of the monstrous half-snake creatures more accurately known as Yuan-Ti Abominations, pureblood Yuan-Ti can pass as human with little effort. Whether you are a Yuan-Ti pureblood, or simply someone using their methods and tactics, in all cases you are a master of infiltration, subterfuge and long-term manipulation. The patient path is the path that leads to eventual victory, and you have internalized this philosophy well. Your goals are your own, and few know who you truly are... but should anyone ever find the mask coming off, it'll likely be far too late to stop your machinations.

You are not required to be a part of the Sauringar or Se'Sehen plots, mind you - perhaps you've got your own plans for the Sword Coast or Samarach?

And of course, *someone* has to keep track of all these stories - and as a **Storyteller**, that'd be you. But much like Volo himself, the fact you're there to witness events of importance doesn't mean you can't make a few changes... and who's to say *your* account is not the more accurate in the end? Nobody's going to go back and check if the avatar of Zehir had four arms or six, after all.

Perks

- Campaign Capable (Free for all)

It wouldn't do to set you off into the Realms without at least *some* ability to take care of yourself - it's a dangerous world out there. You receive enough experience to grant you the equivalent of up to four 'Class Levels', spread around if you wish, out of any choices available to a starting character in Neverwinter Nights 2. Do note, however, that certain races are canonically slower to gain power, so being such a race will reduce the amount of skills and abilities you gain here just as if you acquired them normally.

You may, for these levels only, ignore any normal restrictions on attributes, alignment, etc. For example, you could become a Warlock despite having a very disciplined and benevolent outlook on life (while Warlocks may not normally be Lawful Good). You are not *restricted* to only using whatever classes you choose here, you can learn other methods much like anyone else in this world - though you'll have to do so on your own and you are not exempt from the limitations or requirements for any further training you might do during your time here.

Prestige Classes, which are only available to individuals who are already quite experienced and who possess certain abilities or talents, are not available here *unless* you already possess all the appropriate requirements from other sources (such as other Jumps).

See the 'Notes' section for a list of Classes and Prestige Classes that are available in Storm Of Zehir.

- Grizzled (50CP)

Setting out on your adventures (literal or metaphorical) with grand goals and dreams is all well and good, but unless you get out there and improve a bit, you'd still start out with a lot of potential but, ah, still rather limited experience. Well, unless you take this purchase, anyway. With every purchase, you instantly increase the potency of *Campaign Capable* above by granting you an additional load of experience - equivalent to another three levels or so. You may purchase this option any number of times, obeying the same advantages and restrictions as outlined above. That said, do keep in mind that in Storm Of Zehir, characters can't (normally) progress beyond level thirty: once you reach this point, further purchases of *Grizzled* will have no effect. Not that you'd need it anymore.

- Talented (50CP, first free)

Skill and experience are more important than almost anything - but that doesn't mean your innate potential is meaningless. No matter how dedicated to the study of the Art, only those gifted with a mighty intellect will ever become truly great Wizards, for example. With each

purchase, you are granted top-tier talent in a single 'attribute', chosen from Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma - enough to make you the top one percent of your race (or a 'natural 18' before adding racial modifiers such as an Elf's innately higher Dexterity).

You may purchase this option any number of times, but the first (free) purchase applies to whichever attribute is most important for your chosen Class and background: Wizards would receive a heightened intellect, Bards would become more charismatic, and so on.

If you purchase this option multiple times for the same attribute, or if you already possess greater abilities (perhaps due to your experiences from other worlds), this will instead provide you with a noticeable increase to this ability score (roughly equivalent to '+4' on the attribute scale used in Storm Of Zehir).

- The Perfect Build (100CP)

Tabletop game rules might be an entertaining approximation of reality in a fictional high-fantasy realm filled with wonders and adventure, but in the end it's just that - an approximation. But somehow, somewhere... your otherworldly nature lets you make the simulacrum of 'gameplay' into something *much* more real than it normally would be.

This Perk grants you complete control over every aspect of your 'character' insofar as it applies to the abilities and skills you gain that are native to Storm Of Zehir, including an 'experience point' based system of accruing power if you so choose. This means you could pick and choose which Class Levels you gain, which Feats to master, or how to allocate your Skill Points and any other such choices that would otherwise make no sense outside of a video game.

In short, so long as it's a character build you could have made in the game, it's what you can become now. You *will* learn the exact things you want or need - no doubts or uncertainty, no need for convoluted justifications like only becoming a Monk after having learned under a master of the Sun Soul or only becoming a Wizard after spending days with your nose in the books, etc.

This power continues to work in future jumps, should you still have further levels to gain by the time your adventures here are finished, but it does not apply to any similar 'gameplay abilities' you might encounter in the future, only those from Storm Of Zehir. It comes with a built-in toggle - you may freely adjust how much (or how little) it applies to your activities at any time. Likewise, it does not prevent you from learning things the 'normal' way, though it doesn't speed things up or let you learn 'extra' options either.

- Made For Glory (200CP)

Whatever purpose in life you've dedicated yourself to, it can be difficult to figure out how to *achieve* the goals you've set yourself. However, just because events might be confusing or the more immediate paths to success unavailable to you, doesn't mean you should just give up.

This Perk grants you the uncanny ability to shift your focus away from your main goal to pursue temporary jobs like side quests or hobbies, and somehow still make (minor) progress towards your more major efforts. Perhaps talking to the local merchant cartels and hunting down some bandits for them might just get you new insight into a local conspiracy, for example. So long as you keep busy, you're practically guaranteed to never get completely 'stuck' and always get a

new lead to follow up on, a new bit of inspiration to make use of, or a new piece of the puzzle that reveals further terrors to oppose.

- Tymora's Chosen (200CP)

No, not *that* kind of Chosen... at least, not yet, who knows what you might get up to? No, this Perk represents something a bit more subtle than being the foremost champion of the Lady Of Luck. Fortune and chance can have a big effect on a person's life, to the point that a single event could make or break a career... or a life. You are not made any *luckier* than you otherwise were, per se, but you'll find that you are practically untouchable by catastrophically bad luck. Curses of misfortune fail to find purchase on your being, games of chance will never see you lose it all on one big bet, and any severely adverse event less likely than one-in-twenty or so will simply... well, never occur. Yes, this includes things such as automatic failures on 'saving throws' or 'attack rolls', though asking someone in-setting about such things will probably lead to some confusion.

- Coined Craftsman (400CP)

The crafting of magical items is an important part of Storm Of Zehir; far more, perhaps, than it might have been during other adventures you will (or have) come across in this world. It's no surprise, really - when one gains the kind of financial infrastructure inherent in a region-spanning trade network, acquiring the right materials and ingredients to create potent magical items is quite easy. So why not eliminate the uncertainty entirely?

This Perk allows you to substitute raw financial power for any kind of rare, hard-to-acquire or simply inconvenient components such as precious gemstones, furs or blood from magical beasts that would otherwise be needed for magical crafting, enchanting, warding or other such activities. So long as you have the necessary skills to make a magical item, alchemical elixir, or whatever else you want to make, you can substitute cold, hard cash for everything except the most base components (such as that longsword you want to set ablaze with mystical fire) with no detriment to the process. Throw enough gold, trade bars, or other currency at the project and you *will* be able to complete it, no matter how much Dragon Blood or Drider Silk you might be missing.

This is not an all-or-nothing affair - you could spend only half the 'normal' ingredients for a magical potion and use gold coins for the remainder as easily as you could craft the entire thing out of money.

- The Calling (100CP, free for Adventurers)

Adventurers above all need, well, *adventure*. It's right there in the name and all. Fortunately for you, you've got a sixth sense for finding places to go or things to do - especially those that will turn out to be rewarding in some way. Whether it's hearing rumors of an abandoned ruin in the mountains that might hold some treasure or arcane lore or being hired to investigate some suspicions by the owner of the region's largest trade group, you'll never need to look for long if you're ready to get out there and make a name for yourself.

- Travel Expert (200CP, discounted for Adventurers)

It's a sad fact that much of an adventurer's life is spent going to wherever you need to be, rather than... y'know, actually getting into all those heroic deeds people keep talking about. But the more experienced adventurers know that the journey can *easily* be as rewarding as the destination - literally, in this case. You're a master of long-distance travels, possessing all the skills to spot (and avoid) danger on the road like roving bands of bandits or orcs, as well as how to traverse difficult terrain with ease. Beyond that, it seems that good fortune doesn't merely *follow* in your footsteps - you're far more likely to find useful goodies, lost bits of treasure, or interesting locales than you otherwise would be. Keep your eyes and ears open, and even an 'ordinary' trip between two cities could put a tidy bit of coin in your pocket by the end.

- Together As One (400CP, discounted for Adventurers)

Each adventurer is unique, an eclectic mix of talents wedded to a (usually) somewhat eccentric outlook on life... but no matter how singular they might be, one truth remains evident: stand alone, and die alone. Working together as a team comes naturally to you, and whether it's as a leader or in more of a support role, you excel at getting the best out of a group. Even something as simple as efficiently preparing campsites can make a profound difference, and that's before you get into the kind of terrifying battlefield maneuvers a well-practiced team of combat specialists can unleash. Under your guidance, you'll truly be more than the sum of your parts. Whatever you and your allies can do, you're all but guaranteed to come up with a few ideas for extra synergies and improved effectiveness.

- Tipping The Scales (600CP, discounted for Adventurers)

Adventurers are a strange thing when you think about it, really. Three to six half-mad wanderers show up with little warning, solve problems that have plagued entire towns for months or years, cause a few more when they leave, and oh - did they just save the Realms by killing the divine avatar of a monstrous snake god?

For you, it's just another day on the road - even without trying, you'll find that everything you do seems to have an impact on the setting *far* greater than one would normally expect. You're the kind of person who could make, remake or doom half the Sword Coast as a side-effect of their actual goals. Maybe it's just being in the right place at the right time, but coincidences and fortune seem to begin aligning in your favor so frequently that setting up domino effects or unraveling villainous plots with one well-aimed strike become commonplace.

These knock-on effects will never go entirely against your interests, and indeed tend to be solidly beneficial *somewhere* down the line in most instances. The exact consequences will vary from event to event, but while it can be hard to predict the details (especially for your enemies), you *do* have a faint sense of where things are going to have an impact.

This perk comes with a built-in dimmer or 'toggle', allowing you to reduce or disable its effects if you don't want to *yet again* become 'the pebble that sets off the avalanche' for whatever reason.

- Silver Tongue (100CP, free for Merchants)

The art of buying and selling lies at the heart of a merchant's life, even though that life must inevitably include a whole lot of other things as well. You're talented at haggling, bartering, and

finding the right items at the right time - wherever they might be sold at any given time. As a side effect, you're also fairly adept at diplomacy. After all, bribing and gifts are basically just you 'buying' people, and though 'everyone has a price' isn't quite true, you're pretty good at figuring out who *would* be convinced by a suitably large bag of gold.

- Financial Fortitude (200CP, discounted for Merchants)

Trade is a matter of risk and reward: though profits can be astronomical, there's also the chance that things go disastrously wrong, like being made a persona non-grata in an entire region due to (suspected) dealings with a mortal enemy. You're capable of weathering the bad times though. Whether it's having a few more resilient company aspects that will remain untouched and allow you to recover, or you're simply that good at bouncing back from adversity, you'll find the result is the same. You and your enterprises will be able to survive through disasters sufficient to bankrupt or destroy your peers, and lesser dangers and crises are handled nigh-effortlessly.

- Master Of Mercantilism (400CP, discounted for Merchants)

Of course, the flip-side to that is the fact trade is about *money*. Specifically, about *making* money - nobody's going to care about people running caravans at a loss, after all. You've got it sorted, though, as every financial endeavor you engage in will somehow end up being twice as profitable as it otherwise would have been. Mind you, this doesn't mean you have to personally get involved in every little detail - it could just as easily involve having the right people in the right job, your trade routes being just that bit safer or simply having the luck to always carry the goods most desirable at any given time. So get out there and find those riches!

- Lord Of Coin (600CP, discounted for Merchants)

Any schmuck with a decent amount of money can call themselves a 'merchant', but it takes a different kind of person to become the owner of an entire *mercantile house*. You're the kind of businessman (or woman) that others would look to with awe or envy in their eyes. Your gift for finding the right business opportunities is nothing short of supernatural, your ability to unite heaps of coin and goods, vast numbers of employees and a dozen different trade outposts into an economic behemoth the stuff of legends. Yours is the kind of financial genius that could start with a few thousand gold and a single warehouse, and end with a mercantile company that outmatches a good number governments in terms of sheer financial power and influence... and though it'll be hard work, you could do it in one or two years at most if you really put yourself to it.

- The Slow Path (100CP, free for Conspirators)

Haste merely leads to mistakes, careless flailing in *reaction* rather than deliberate, thoughtful *action* to pursue your goals. You possess a great deal of patience and discipline, abilities which are arguably more critical for spycraft than even the most gilded tongue. After all, you're well aware that few would be wary of the brutish lout who couldn't talk his way around a wooden pole... yet compared to a charmer who would lose his calm under interrogation, that 'brute' would be the far better spy. Your poker face is all but unreadable, and people would need to pay

very close attention to you to spot your reactions to even the most dangerous surprises that could blindside you.

- Unremarkable (200CP, discounted for Conspirators)

The conspiracy, above all else, must not be discovered. Establishing control over those around you is far easier when they don't know who and what you are. You're up to the task, however, possessing immense skill at blending in, bluffing, and matching other people's expectations of you. You could belong to what your enemies consider their *single-most hated faction*, and not only would nobody realize that fact, but you'd actually become a trusted ally in time. After all, anyone who behaves like you do *can't* possibly be anything other than what they claim to be, right? Add in some talent at illusory magics or some anti-scrying wards, and you could be a Yuan-Ti in the heart of Samargol, the fact that mere *suspicion* of involvement with Yuan-Ti is already grounds for exile or execution little more than a quaint detail to keep track of.

- Mirage (400CP, discounted for Conspirators)

Everyone knows some people simply aren't to be trusted. Drow are wicked, Tieflings are literally hellish, and Yuan-Ti... well, the only good snake is a dead snake, right? Well, not entirely. See, there's always the exceptions that prove the rule, and somehow, you always appear to be one. Though your race or organization could be the most hated group in all of existence, should your involvement ever be discovered, you'll find that people start to... well, doubt. Maybe they should give you, and to a lesser extent your associates, a second chance? There might be more to consider, since if *you* are one of them and *you* are trustworthy after all... what do you do? Somehow, your background, heritage or even chosen associations are never enough to fully damn you in the eyes of others no matter how great your differences. There's always that crack in their conviction, the path you could use to show you're different - and that your friends and allies are likewise worthy of respect. Of course, whether you use this second chance to redeem (some) of your people in the eyes of such outsiders or if you use the temporary uncertainty to plunge your dagger in their backs after all... well, that's up to you - some snakes *do* bite in the end.

- Sseth's Favor (600CP, discounted for Conspirators)

Being a spy is no easy task - but being a spymaster is an order of magnitude worse. Still, perhaps the Serpentlord truly *does* smile on your efforts, for the network of agents and infiltrators you might command is vast indeed. You are a master at setting up hidden masquerades, forming conspiracies and secret societies so subtle and far-reaching they might grow to control entire nations. Yet despite the subtlety and lack of internal communication such organizations must obviously employ, those who follow you will never actually be penalized for this level of care - rather, it would seem that a mere glance and hidden gesture from your operatives can tell their allies as much as an entire written letter might to ordinary people. Furthermore, the opacity of your conspiracies is so absolute that anyone who tries to infiltrate *your* followers will find themselves standing out without even realizing it - the perfect chance to feed them false information or track down *their* masters in turn.

- Volo's Fortune (100CP, free for Storytellers)

If there's one thing Volothamp Geddarm is known for, it's for writing books and guides about just about everything in the Realms (some of them even accurate!). If there's a *second* thing he's known for, it's getting into far more trouble than he should - and surviving to tell the story against all odds. Like the man himself, you are a passable writer and, more importantly, you are similarly blessed with good luck when it comes to your survival. So long as you're not trying to get involved yourself (say, by actually helping some adventurers take down the avatar of an evil snake god) and instead actually try to stay alive, your ability to get away from whatever the danger happens to be is increased to frankly unreasonable levels.

- Front-Row Seat (200CP, discounted for Storytellers)

Oh, it just wouldn't do for you to travel so many miles, following clues, intuition and some good old fashioned luck to the site of a climactic confrontation between good and evil... only to be *late*? Oh no. So long as you're at least *somewhat* trying to reach places or events of importance, you'll find that it's quite likely you'll at the very least arrive just in the nick of time. It's almost as if the entire world waits for you before continuing with whatever suitably dramatic events warranted your attention. The more important the event (and hence, your presence) is, the more leeway you'll have in making detours or experiencing delays, but even relatively minor things could probably be shuffled around by a day or two. Anything to make sure you're there to see the spectacle unfold, eh?

- Don't Change The Ending (400CP, discounted for Storytellers)

A less frequently spoken-of problem regarding those who wish to see history as it happens is that... well, if you're *there*, you might actually become *part* of said history. Or worse, somehow break it. This power seems to be the innate ability to do the exact thing adventurers across the Realms dread - to make all efforts pointless. Unless you wish it, none of your actions will ever meaningfully change events as they would have unfolded without your presence or interference. Furthermore, 'fate' seems to become highly resilient and capable of repairing any changes that might still have occurred by an errant mistake or two - over time, coincidences and random chance will align just so to ensure that whatever would have happened still does. That said, this *does* have limits - the greater the change, the more difficult and time-consuming the restoration of the original story will be. Something as world-changing as a total victory by the followers of Zehir or the King Of Shadows? Or even the death of the beautiful Sa'Sani herself? Well... your story better have room for a *lot* more chapters before Faerûn is recognizable again.

- Suitable Embellishments (600CP, discounted for Storytellers)

People, places, challenges and triumphs... stories can be found anywhere one cares to look. But for all that everyone knows about the Knight Captain, or the protectors of Sa'Sani's Merchant Company, or countless others - how much is *really* known about them? Sometimes, the details just aren't there. Sometimes, you need to fill in the blanks, and in your case... those details *matter*.

You can retroactively change almost any detail of the world you're in, provided such changes have no serious 'impact' on the larger picture. For example: Sa'Sani is a gifted trader - however,

very little is known of this mysterious lady's personal life. If you say her favorite dish is spiced beef with rice... well, then it not only *is*, but it *always was*. Likewise, the adventurer (or adventurers, even) that would become her second(s)-in-command could have been any combination of race, background, skills and more... but if you say their leader was, for example, a Lawful Good Sun Elf Wizard with a penchant for evocation magic, then that's how history will know them. They'll still follow the same story, achieve the same successes and failures, just... slightly differently.

This power will *not* let you make significant changes, however. Changing the Herald Of Zehir's weapon from a terrifying falchion to an equally horrific scimitar or katana would not be a problem... but giving them an allergy to choking powder, severe enough to kill in a manner of seconds, is certainly *not* the kind of alterations you should expect to make.

Items

All items provided here slowly repair to pristine condition, and are restored after one week if they are ever lost or destroyed. Backgrounds only receive the 50CP version of their 'first free' items for free, but may upgrade this item normally if they wish (paying 50CP extra as normal).

- Basic Gear (One free for all)

It's not much, but hey - everyone's gotta start somewhere! This purchase grants you a decent but unexceptional collection of equipment suitable for your chosen profession. It'll include a suit of armor such as Scale Mail or Padded Armor, a plain but serviceable weapon such as a spear or longsword, and maybe a few tools like an inkwell and pens for a Storyteller or a financial ledger for Merchants.

- Import (50CP)

This option allows you to import an existing item you possess to grant it the abilities of a purchased item in addition to its original effects. For example, you could apply the bonuses from 'Enchanted Equipment' to an existing blade you acquired in a previous jump. This upgrade, *Heirloom* and *Relic* may be purchased for a single item if you wish, merging the effects as appropriate.

- Heirloom (50CP)

Not a specific item per se, this option instead strengthens your claim on a different item you purchase here, such that none but you can use it without your explicit permission. In the hands of any who would use it against your will, the item's magical enchantments will remain dormant, a blade's razored edge becomes dull and ineffective, etc. You can even include a minor curse effect to further dissuade others from (mis)using your item, like weakening their strength so long as a blade is held.

- Relic (50CP)

The final upgrade option for other item purchases, this option allows your chosen item to provide any and all supernatural benefits merely by being carried on your person (or in a suitable personal container or extra-dimensional space such as a Bag Of Holding), rather than requiring it to be directly worn as is normally the case with, for example, enchanted rings or apparel. Mundane advantages such as the protection of armor are not retained, though the item may, if you wish, gain the ability to restore its shape to the worn design with a simple command word in case you want to keep the original functionality as well.

- Enchanted Equipment (50CP, one free for Adventurers)

A (rather large) step up from the mundane pieces of gear you might find scattered around, these items are the bread-and-butter of adventuring parties across the Realms. Each purchase grants you a single item, which carries up to three moderately effective enchantments. Examples include weapons that do additional cold damage on each hit, armor that allows one to resist or ignore a sizable amount of electrical damage from each source, or rings that offer magical protection against physical attacks through a magical shield of sorts. Creating your item out of a rare and powerful material (such as armor crafted from Mithral or a battleaxe made from Adamantine) takes up one 'slot' for this variant.

You may also choose to gain only a single magical effect instead, but this effect will be top-of-the-line, being one of the most powerful effects available to adventurers on the Sword Coast. Examples of this level include boosting a person's strength from 'average' to 'superhuman' (or similar improvements at higher strengths), weapons that have a chance to instantly destroy a single type of enemy (such as Constructs or Undead), or rings that allow the user to become entirely immune to a single type of elemental damage.

Alternatively, for an additional 50CP, you may instead receive an item with *three* of these top-tier effects instead of one.

See the 'Notes' section for examples if you need any inspiration.

- Signet Ring (50CP, first free for Merchants)

Primarily a sign of status and trust rather than fashion, rings such as these typically carry the crest of a powerful organization, such as a government, mercantile house, or religious sect. Frequently carrying a minor enchantment similar to that of the Enchanted Equipment purchase seen above (such as making the bearer a decent bit healthier), these rings are used as proof of identity and authority by those who wear them. Consequently, these rings act as personal identification, access pass, and even as proof of membership in secret societies. The ring does not, by itself, ensure you possess each of these rights. However, it will always be able to act as a basic 'passport' of sorts for your starting location.

For an additional 50CP, the ring will automatically incorporate any further authorisations, access codes and other such I.D. you might acquire at a later time. This upgrade also ensures that the ring can be locked to a specific individual's mental status, making it impossible to use the ring against your wishes - be it through coercion or having someone else try to use the ring without your permission.

- Silent Death (50CP, first free for Conspirators)

Poison is one of the most vital tools in the assassin's trade, and like so many countless others you have your tried and tested favorites. This unassuming case comes filled with a wide variety of vials, containing such crowd-pleasers as Choking Powder as well as the 'personal touch' of poisons such as Giant Spider Venom and even a few samples of Dragon Bile. There's enough variety here to suit just about any need you might have. Non-lethal or deadly, targeting a person's physical wellbeing or ravaging their mind with sanity-destroying toxins, even area-of-effect versions (though those tend to sacrifice potency for ease of distribution). There's also a single dose of *Chokemist*, though you should really, really be sure you know what you're doing before you unstopper that particular vial...

For an additional 50CP, this supply seems to gain a number of additional vials, each of which has the exact same effects as their more 'standard' counterparts... except these improved variants are completely undetectable by divination, alchemy, or any other method victims might try to use. Not only will this make them far more useful for subtle murder, but actually *curing* the effects is similarly difficult as healing magic will not be able to trace and eliminate the cause as it would for more mundane poisons.

- Stack Of Books (50CP, first free for Storytellers)

Volo has written guides to just about everything under the sun (and some things that aren't), and while he might occasionally get the details wrong, his work is expansive indeed. You gain a full set of not only his published works (even his most recent, ah, *nymph*-focused book) but also his various notes and supporting documentations. They're all annotated by Elminster, of course, and in future worlds you'll find yourself in possession of a similar collection of useful and in-depth guides to whatever might strike your fancy in that particular realm. If knowledge is power, these volumes will make you mighty indeed.

For an extra 50CP, this information becomes decidedly more in-depth... and as Volo himself has shown in the past, sometimes one can't help but write about things others might *really* not want known by the wider public. Expect a lot more secret or hidden knowledge in these expanded texts, including refutations of the more widespread lies you might otherwise have fallen for.

- Waukeen's Intervention (200CP)

A moderately common sight in areas where trade and money are of great importance, the divinely blessed items known as 'Coins Of Life' are frequently used by adventurers as well as traders looking to keep experienced caravan guards or personal protectors alive. Each coin represents the purchase of a life from the goddess Waukeen, who will intervene with Kelemvor, the god of death, on the subject's behalf. Consequently, each Coin Of Life allows a user to restore a recently-slain subject to life, even if they themselves are not a cleric or cannot wield divine magic of any kind.

This particular coin serves a similar purpose, though it appears to have been granted a more substantial level of Waukeen's favor. Not only can this coin be used to undo *any* recent death,

even those that might otherwise leave a victim beyond the reach of resurrective magics, but it is even capable of self-activating if the bearer were to meet an untimely end - and if said bearer is you, this death will not end your chain. The downside, of course, is that you must actually be *carrying* it with you at the time - even these blessed items have their limits.

The coin can be used by anyone, meaning it can be given away if you wish, though each coin only works once before its power is spent. You receive one coin every ten years.

- Artisan's Supplies (200CP)

With the recent troubles along the Sword Coast and Samarach's tendency towards extreme xenophobia, acquiring powerful magical items is easier said than done. In most cases, enterprising adventurers (or others who need some enchanted assistance) are better off making their own. This large crate contains a varied and remarkably useful supply of reagents suited for the creation of enchanted items. From Worg Furs and Drider Silk to precious gemstones of numerous types, you'll be able to make more than a few magic items using the materials inside... well, assuming you know *how*, anyway. It restocks fast enough you'll be able to craft a few thousand gold worth of items per week at the very least, though the rarer and more expensive the materials you use are, the longer they'll take to replenish.

- The Master's Notes (200CP)

Of course, merely having the necessary materials or arcane reagents is only the first step. Crafting and enchanting items requires a lot of skills and often a good deal of insight into the underlying nature of magical effects and how to apply or modify them. Fortunately, these thick tomes contain just about everything you might need to get started. Including every recipe seen in Storm Of Zehir as well as detailed notes on a variety of common and uncommon magical items not ordinarily crafted by hand, you'll find few sources of information more thorough than these.

As an added bonus, they even include suggestions on how to modify the recipes here to work with other kinds of reagents and even entirely different systems of magic - ensuring they'll remain usable no matter what world you find yourself in.

- Tempest's Legacy (300CP)

The magnum opus resulting from research into the binding and controlling of elemental forces, this beautiful silver ring is far more potent than the Ring Of Genie Summoning you might find in Tempest's Fury. Unlike its weaker cousin, this ring is capable of binding the spiritual essence of *any* enemy you kill, enabling the bearer to summon this being at full power, yet still bound and entirely loyal to the summoner. Though the ring only functions for up to one hour per day, the potential advantages can not be understated. The ring can only hold a single being at a time, but binding a new servant is instantaneous.

Trading Company

Given the importance of trade and commerce in Storm Of Zehir, you'll get the chance to set up a mercantile house or trading company of your own using this section. All further options here require you to possess, or at least found, a trading company of your own. As such, you must purchase either *Sa'Sani's* or *A New Trading House* before you may acquire any other options in this section. Any options bought here will slowly recover to full functionality over time (lost or destroyed caravans are eventually replaced, for example), though depending on the extent of the damage this may take anywhere from a week to three months.

- *Sa'Sani's* (Free, requires *Victim Of Circumstance*)

The mercantile house owned by Sa'Sani of Samargol has no official name and is instead identified by its symbol, but is usually referred to as 'Sa'Sani's Merchant Company'. One of the more powerful and influential trading organizations in Samarach, the company will soon experience a number of severe setbacks - forcing Sa'Sani to start over anew. Fortunately, the company has recently expanded to the Sword Coast (setting up a headquarters and warehouse in Crossroad Keep), giving them a new place to expand from.

This option does not make you the owner of Sa'Sani's company - at least, not straight away. Rather, it guarantees that you will become an important part of the company as you progress through the storyline of Storm Of Zehir. Eventually, you will have the chance to either become co-owners with Sa'Sani... or even take control of the company entirely. Any other upgrades you purchase here will not be present right from the start - rather, you'll find that you can acquire them far more quickly and easily than you otherwise might have.

Once your time in this jump comes to an end, this option otherwise functions the same as *A New Trading House* below.

- *A New Trading House* (100CP)

With this purchase, you become the proud owner of your very own trading organization. It comes with a headquarters and warehouse, competent staff, and enough resources and money to establish one or two further trade outposts and caravans (or, if you prefer, one already established trade route). You don't need to get personally involved if you don't want to, your subordinates are more than capable of handling the day-to-day business on their own. That said, there's probably quite a few ways you can get busy yourself, organizing new trade routes, directing supplies or materials, or investing in upgrades or improvements for the organization as you see fit.

This organization automatically adjusts itself to any future worlds you might find yourself in. Where trade in the Forgotten Realms mainly uses merchant caravans or trade ships, you might find yourself the owner of a profitable freighter fleet in a modern world, or even direct an interstellar cargo network in a sci-fi setting. Any upgrades you purchase are likewise modified - Rapid Transport might become an exclusive, private airline provider, for example.

- Jumper Conglomerate (200CP)

Of course, just because you can set up a trade organization in the Forgotten Realms doesn't mean that's *all* you have... after all, you're a Jumper. This option allows you to import any suitable companies, organizations or other such things that follow you from jump to jump, making them part of your trade organization and creating a single, unified corporation in your name. These imported options benefit from all other purchases you might have made in this section, including those outlined in *A New Trading House* above.

- Trading Post (50CP)

Forming the core of trade networks in Samarach, the Sword Coast, and elsewhere in the Realms, dedicated Trading Posts are the most important assets of any trade organization. Allowing for more direct access to a town's trade than working through subcontractors and other merchants, each Trading Post represents a high level of authority and financial access to the area it is located in. Indeed, the sheer economic influence outposts such as these can have on local society is such that many cities will expect substantial investments or other forms of support before they even permit the construction of these mercantile strongholds. Once built, however, a Trading Post can generate immense profits for its owners, making them well worth the investment.

Each Trading Post comes with a dedicated staff of merchants to handle trade with the local population, along with caravan masters, clerks and administrators, and all the other employees you might expect in such a place.

With every purchase, you gain a single Trading Post in a nearby town, city, or other region of interest. Most outposts can have between two to five caravan routes available, averaging to about three caravan routes per Trading Post. The post you gain here comes with a single, basic level, caravan route established for free. Do remember: you will need Trading Posts at both ends of the route to establish a full caravan route, though your merchant headquarters also acts as one so you effectively get one 'free'.

Establishing more caravans or improving the existing route with larger trade ships or carts, better protection and other such advantages will be up to you - assuming you don't buy further upgrades below, at any rate.

- Market Saturation (50CP or 300CP)

Setting up a basic caravan route is, all things considered, not that difficult. Provided you've got Trading Posts at both ends of the route, all you really need is some reliable employees, a few horse-drawn wagons, and a suitably large pile of gold to get things going. But that's just the basics. By further investing into a trading route, you can greatly improve its profits. Larger cargo capacity, better protection through hired guards, improved networking so your traders know just which goods to sell at any given time... a fully improved trade route can be half a dozen times more expensive to set up. Of course, the resulting route will *also* be half a dozen times as profitable as one only given the bare minimum of support.

With each 50CP purchase, you may fully upgrade a single trading caravan to its highest level, vastly increasing both its profitability as well as providing a decent increase to its safety while 'on the road'. Alternatively, you may pay 300CP to extend this benefit to every trading route and

caravan in your employ, sufficient to make your mercantile house the kind of economic power few could hope to match.

- Exclusive Access (100CP)

Though the majority of trade in the Realms involves common trade goods like lumber and ore or household items to be sold in more wealthy regions, some towns also have access to more exotic materials, typically representing some manner of rare and highly valuable resource like Mithral or Zalantar wood. Trading such commodities can be *highly* lucrative... and you've got an edge no competitor can beat. With each purchase, you gain a near-total monopoly over a single resource available in one of your trade outposts. For example, in gratitude for saving the town of West Harbor from a pair of Black Dragons, you might be made the only trading company with permission to trade the town's famous Harvest Mead.

Resulting from being the sole supplier of this kind of rare and valuable commodity, you can expect whichever Trading Post to be the supply center for this commodity to become *vastly* more profitable.

- Propaganda (100CP)

In a world where a merchant's word is their bond, reputation and fame are exceedingly important to become successful. So why not help things along? Through hiring bards and artists to extol the virtues of your trading company, it's possible to spread your fame far and wide until even those who've never even *seen* one of your mercantile houses or bazaars have at least heard of you. And of course, being well-known is the first step towards being well-off, because if people know you sell the goods they need, yours will likely be the first group they check. You can expect a solid increase to your organization's overall number of customers, and the more widespread familiarity might even be useful for making new connections and negotiating with other organizations, governments, or even individual traders.

- Blessing Of Waukeen (100CP)

Few will be surprised that many merchants, tradesmen and caravan guards worship the goddess of coin. However, it *is* possible to gain more substantial boons through the construction of temples and religious sites dedicated to her service. This temple, built from expensive and high-quality materials and staffed by a dedicated priest or priestess, serves as a center of worship to the Golden Lady. Through the efforts of its servants to propitiate the goddess, you'll find your organization quite a bit more fortunate in matters of trade. It's not so much that you buy lower and sell higher (Waukeen supports *fair* trading practices, after all), but rather that you and your employees happen to come across lucrative opportunities more often than they normally would. Surplus stock can be sold off to someone who needs them whom you otherwise might not have found in time, shortages and deadlines are mitigated with a timely intervention by a passing merchant who just so happens to have what you need, and so on.

- Military Contracts (100CP)

Patrols and military forces are critical to maintain a safe territory, something which is vital for trade - roaming orc warbands or pirate vessels haunting the sealanes can be a crippling threat

to mercantile endeavors. However, trading companies such as yours have a unique opportunity to not only ensure greater safety for their caravans and ships, but to also make even greater money from doing so. Using your economic power, you've acquired reliable sources of military equipment (such as swords and armor), as well as contracts for supplying these materials to the local government, law enforcement agencies, or whatever other form of protection might exist in your area. Consequently, you'll not only enjoy remarkably profitable ties to the local powers, but also a safer trading environment *and* additional military gear for your own caravans and convoys.

Obviously, heavily investing into combat fear is most useful in areas that are rather hazardous and, consequently, high-risk, but given that large swaths of Faerûn are still lawless wastes filled with monstrous beasts and bandits, it won't take much to see a profit from these changes.

- Rapid Transportation (100CP)

The majority of trade in the Forgotten Realms uses fairly standard transportation - either land-bound caravan groups or transport ships for sea-based trading routes. However, while too expensive for large-scale trade and transportation of goods, there *are* options for substantially faster travel. Your trading company now possesses such a method, taking the form of a one-way teleportation portal, a breeding and training facility for Wyverns used as flying messengers and carriers of high-value goods, or some other system that's wholly superior to the standard method of 'walk until you're there'. Aside from having access yourself (in case you need to get somewhere in a hurry), this service will also cater to the wealthier and more influential kind of clientele - an excellent source of income and further investments.

- Friendly Bargaining (100CP)

The Circle Of Friends are one of the three largest trading cartels in the Neverwinter region, and this group is easily the most benevolent and charitable out of all three. That being said, they are not fools - and like them, your trading company has learned how to use compassion and the gratitude of the common man to support your financial endeavors. Not only do all your employees benefit from greater diplomatic skills, you'll find that your trading company is far better at acquiring a loyal customer base and, consequently, greater influence with any governments. Although reliant on long-term advancement and, consequently, requiring a stable economy and society, this advantage allows you to gain a far larger market share than any otherwise-equal competitors, making you an unbeatable powerhouse in times of surplus and prosperity.

- Lords Of Hagglng (100CP)

The Forgotten Lords are some of the most well-connected and shrewd businessmen operating in Neverwinter, their trading cartel dedicated to the principles of fair but ambitious mercantilism. Preferring to maintain a cordial neutrality with powers in the region, the Forgotten Lords rely on a keen insight into economic forces to gain an edge over their competitors. Like them, your trading company has internalized these lessons well, becoming notably more skilled at the appraisal of trade goods. Though only a relatively minor effect, ensuring your merchants never overpay for their goods provides a highly reliable improvement to the overall efficiency of your

operations - and unlike the more specialized talents of the Circle Of Friends and the Fated Winds, this advantage is largely independent of the overall status of the local economy.

- The Winds Of Profit (100CP)

Profit is the name of the game, and the Fated Winds cartel understands that follies such as charity and fair play are pointless - in the end, what matters is the coin in your purse. Like this group of ruthless traders, your trading company has become highly capable of taking advantage of any shortages and other such issues your trading partners might experience. After all, if a city is low on food, that just means they'll pay extra for your grain and imports, right? Your employees are also good at intimidating any customers who aren't quite paying what they promised. Where other companies might struggle merely to survive in the more chaotic, unstable areas of the Sword Coast where the... ah, less scrupulous prefer to make a living, your trading company will *thrive*.

- Specialized Supplier (Variable cost)

You're going to be trading with merchants and businesses great and small, buying and selling everything from household items to timber supplies and jewelry to Adamantine. But though the number and kind of items flowing through your trading posts and ships is vast indeed, that doesn't mean you can't also focus on more niche markets. With each purchase of this upgrade, your trading company gains access to a dedicated supply chain focused on a single type of goods. This market, while less immediately profitable than more generic upgrades to your trading company, nonetheless expands your markets among more discerning clientele. Furthermore, it gives you much cheaper, personal access to a wide variety of items as well, making them a perfect source of whatever goods you need for your own adventures or goals. You may pay 50CP for each option individually, or pay 200CP to acquire all of them at once. The six available options are provided below.

- Specialized Supplier: Resources (50CP)

First, you may focus on exotic raw materials, involving the trade of potent metals such as Mithral and Darksteel, as well as exotic woods such as Zalantar. Suitable for crafting items of the highest-quality, like Mithral Full Plate or Adamantine weapons, this market is particularly good for those seeking connections with small but powerful groups such as adventurers and mercenary companies. In future worlds, this market could include a variety of mundane but high-end military equipment or even unrefined fissionable materials.

- Specialized Supplier: Knowledge (50CP)

Second, you may instead choose to expand into the market focusing on arcanist gear. Comprising a variety of spellcaster equipment such as scrolls and wands, as well as more incidental supplies like (enchanted) robes and miscellaneous items, it is obviously most suited to those seeking to involve themselves in the highest tiers of magical society. In future worlds, this market will likewise focus on magical gear, or high-tech items and technology (favoring schematics and prototypes-on-demand over large-scale production) if magic is not relevant in the setting.

- Specialized Supplier: Equipment (50CP)

Third, you could focus entirely on adventuring gear. This market includes a wide variety of enchanted items, ranging from swords that burn all those they strike to amulets that increase one's wisdom while worn. Though these items will mostly cover the 'lower end' of such items, even weaker enchantments can be very popular, and give you more than a few customers of interest. In future worlds, this focus will lie entirely on best-in-the-market specialist gear, like state-of-the-art power armor and plasma weaponry in a sci-fi setting.

- Specialized Supplier: Thievery (50CP)

You may also focus on the more subtle markets. Lockpicks, knockout gasses and smoke bombs, and a wide variety of tools for the thieves' trade are all governed by this upgrade. Your trading company will be discreet enough you won't draw undue attention from any authorities, though you may wish to establish some vetting procedures if you have any lingering worries. In future worlds, this trade network will likewise remain focused on the quasi-legal and illegal markets, from thievery and assassination to hacking and espionage.

- Specialized Supplier: Support (50CP)

Another option is to focus on alchemical supplies, potions, and other such consumable items. One of the largest markets in the Realms, a reliable supply of healing elixirs and other medication can make your company a cornerstone of society. However, while demand is effectively inexhaustible, profit margins are fairly small due to the limited funds available to most commoners (who would form the largest part of this market).

- Specialized Supplier: Luxury (50CP)

Finally, one can also aim one's mercantile efforts towards the affluent and powerful. Jewelry, gemstones, fine art and more are all very profitable when made available to those of wealth and influence. Though profits are quite limited due to the small number of such customers, there is no better way to expand one's influence in the upper echelons of polite society.

Companions And Followers

- Comrades And Co-Founders (variable cost)

Though individuals of great vision and power can shape and reshape the Realms, sometimes it's smarter to work with a group of like-minded people you can trust. Whether it's a spy to watch your back or a group of adventurers to help you beyond the confines of civilization, this option allows you to create new Companions or import existing ones. You may create or import one Companion for 50CP each, or create a team of eight at once for 200CP. Each receives a free race, background, and 300CP to spend on whatever they feel is worthwhile. Furthermore, each Companion may take up to 600CP worth of Drawbacks, though some are restricted to the Jumper only.

- New Employees (50CP)

Of course, while there's all manner of people you might want to bring along for adventure and excitement in Storm Of Zehir, there's also a wide variety of interesting people to meet. With each purchase, you may recruit a single individual from this setting to come along on your chain as a Companion. You may ask any number of people to join you until one of them says yes. Your new Companion may purchase up to 300CP worth of options from this document, but only once your time here is over. Apply discounts based on whichever background best matches their identity.

- Fuzzy Company (One free for all)

Pets can be fun, interesting conversation starters, or... very foul-mouthed parrots spouting dwarven profanity? Regardless, this option allows you to acquire some manner of small but (usually) pleasant pet, like a ferret, a Feathered Glacier Snake, or even said foul-mouthed parrot. Volo probably won't much mind giving him away, after all. They're not really good for anything beyond personal enjoyment and a certain amount of curiosity from others, but they'll always be considered somewhat exotic by people you meet - if nothing else, it lets you stand out from the crowd. If killed, it will reappear with no explanation after about a week, alive and well.

- Teeth And Claw (50CP)

Many people in this setting bind animals, magical or otherwise, to serve as compatriots and protectors. From a Wizard's *Familiars* to the beasts that accompany Rangers and Druids, numerous options abound. But unique to Chult are the immensely powerful Deinonychus, raptor-like dinosaurs that eclipse even bears and panthers in terms of raw power. Now, you gain one such beast as a faithful ally - or, if you prefer, any other variant of Familiar or Animal Companion which has been magically boosted to comparable might. It is an extension of your personal power, and can be re-manifested any time you wish, though you can only do so once between each rest, similar to how other limited-use abilities function. It will grow in strength and power as you grow more experienced with the use of the powers you learn in Storm Of Zehir (i.e. your total 'class level').

The creature is permanently bound to its owner, but this option may be purchased by Companions. It does not count as a Companion itself, nor can it be made into one.

Scenarios

You may take any number of Scenarios, though you will not be able to leave the jump until you've completed all Scenarios you've chosen to do. Should you take more than ten years to complete a Scenario, this means your stay in this world is extended automatically. Note that you will *not* face the Spellplague and its accompanying calamities without taking a specific Drawback, though you are otherwise not guaranteed a 'status quo' of the setting. Taking your time may be as risky as hurrying to the finish as fast as you can.

Perks on offer as a reward for completing Scenarios do not come with additional discounts - only discount those from the background you already had. All rewards are granted at completion, you need not wait until your time here is over. However, you may, if you choose, leave CP unspent to save up for a more expensive purchase.

- Victim Of Circumstance

Ah, the classic. How better to experience the world of Storm Of Zehir than... well, experiencing it as it was originally intended? This Scenario changes your starting location to being aboard the *Vigilant*, a large trading vessel en-route to Samarach from the Sword Coast.

Before long, you'll find the ship crashing upon the shores a distance south of Samargol, one of the largest cities in Samarach. Though you are guaranteed to survive the impact unharmed, the danger is far from over. The shipwreck is beset by a large number of Batiri, Samarach's indigenous goblins. From there... well, it's a story like few others, no?

This Scenario ensures you (and your Companions) become the protagonists of the Storm Of Zehir storyline, coming into contact with Sa'Sani, working with the trading house, uncovering conspiracies of the vile Yuan-Ti and more, with all the dangers and rewards that might imply. Note that unlike the other Scenarios, this challenge is one you can't take your time for. Should Zehir unite the Yuan-Ti entirely and bring ruin to the civilized races, he will grow powerful enough that it will become impossible to complete the storyline. This result will count as a *failure condition*, ending your chain as if you died (which you quite possibly will, given the fact Zehir will almost certainly seek your death).

Victim Of Circumstance does not grant any rewards for its completion. Rather, merely choosing to participate in this Scenario at all will unlock the *Trading Company* section of this jump - see there for further details.

- Legendary Epic

Fame, power, wealth... adventurers might take to their career for a variety of reasons. For you? Your goal is to become one of the greatest that ever lived, be it hero or villain. You will not rest or relent until you are the equal of some of the greatest individuals in the Realms, being at the very least the peer of the Knight Captain *after* their adventures in Rashemen and beyond.

This Scenario requires that you become the equivalent to a level thirty character in Neverwinter Nights 2, in both ability *and* deeds. Even if you already possess sufficient power to trivially match these mighty adventurers yourself, you will still need to explore, do quests, and probably save the world a time or two before you'd match them in terms of reputation and impact.

It's going to be a long road... but at the end, you'll know a greatness few could even imagine. Completing this Scenario grants you an additional 300CP you may spend on Perks from the Adventurer background, purchases from the Items section, or any combination thereof.

- Empire Of Wealth

If money is power, yours is the dream to be almighty - or at least as close as possible. This Scenario sets to you the challenge to expand your financial influence, using a trading company or whatever other methods you prefer, across a vast swath of Faerûn. The minimum level of power and wealth you need to acquire to complete this challenge is to have employees and coin

going into your coffers from areas as far North as Mirabar, as far South as Baldur's Gate, as far East as Evereska... and most places in between as well. These locations are not strict requirements - you could expand your influence anywhere you might want to a comparable size (even trading across the planes if you wish), though the end result must be of comparable impact on the regions you operate in. As a rough estimate, assume that your holdings must be as powerful and widespread as the Dutch East India Trading Company was on Earth at the height of its power.

For completing this daunting task, you are rewarded with a great investment: 300CP to spend on any Perks from the Merchant background, the Trading Company section, or any combination thereof.

- The Hidden Hand

Power, information, desires and blackmail... controlling a nation is not an easy feat, especially if one cannot allow themselves to be publicly known as the one pulling the strings. But you do not seek to control an entire country from behind the scenes, oh no. You seek to control *three*.

For this Scenario, your goal is to achieve sufficient control over at least three large-scale governments, such as those of Neverwinter, Luskan, or Waterdeep, that at your command any of these three nations would go to war (or sue for peace) even if they otherwise never would have. Yet despite this power, the common people living in these three nations must not believe you are the one in charge - not even as merely an 'advisor' to the throne, or other such position. You must be the master in the shadows, the one directing and controlling things without being seen, using spies and assassins, subtlety and manipulation to control the ebb and flow of society.

Should you succeed, the sheer scope of the conspiracy you have built will have left you with a keen insight into how to control others... as well as how to ensure you yourself appear the way you need to, even if that means impersonating someone with wildly different skills or backgrounds. You receive an additional 300CP, which you may spend on any Perk or combination of Perks from the four backgrounds.

- Name Recognition

A hero needs a monster to stop, an actor needs an audience to cheer him on, a god needs servants to worship them... and a writer needs people who read their works. Yours is a lofty goal indeed, for with this Scenario you hold yourself to a standard few others can match: to become the most famous writer in all of Faerûn. Perhaps you'll focus on more common topics such as local history and cuisine, or weave fictional tales about good and evil to grace every playhouse on the Sword Coast? You could even craft informational guides like your greatest competitor, but one thing remains the same: you will only know true success once your name is *at least* as well known as that of Volothamp Geddarm himself - and preferably with a greater measure of respect, too.

For penning your name (possibly literally) into the history books, you receive a reward of 300CP, which you may spend on any Perk (or combination Perks) from the Storyteller background as well as any Perks that receive no discounts by background.

Drawbacks

There is no limit to the number of Drawbacks you may take - challenge yourself, fall to your hubris, or avoid unnecessary risks as you see fit. Companions may take Drawbacks as well, though certain options are unavailable to them. Any Drawbacks that are taken by multiple people *stack*: with three different individuals taking *Forktongue Troubles*, for example, there will be three times as many assassins at any given time. Consider thyself warned.

- Neverwinter Legacy (+0CP)

What do you *mean* you've already visited the Realms before? You certainly didn't show up in Volo's... oh, wait, there you are. Nevermind, carry on, we forgot about the appendices and revised editions of his guides.

This Drawback acts as a continuity toggle, allowing you to enter the same world you visited during the standard Neverwinter Nights jump - with all that implies. Just... try not to think too hard about what it might mean if you did Mask Of The Betrayer last time around, okay?

- Ambitious Pauper (+100CP)

You've got plans, my friend. Big plans. Plans that will need a frankly stupendous amount of investment, and you're determined to see it through. Every bit of wealth you can get your hands on, you'll invest in whatever company, scheme, or other ambitious plan you might have, leaving you with the bare minimum of funds for everything else. Somehow, the money never really seems to make a difference, no matter how many thousands (or millions, or...) gold coins you sink into the bottomless pit of your ambitions. But you'll keep doing it either way.

Mind you, this doesn't mean your financial endeavors are doomed to fail - merely that you'll rarely have more than a few thousand gold. If your plans needed ten thousand gold to succeed, they'll still succeed... you'll simply invest fifty thousand gold instead (if you have it) with no noticeable improvement. And before you ask, giving all your money to someone else (such as a Companion) so they can spend it more sensibly wouldn't work - after all, why would you give it to them when *you* found something better to spend it on?

- Rib! Smash! Ahahahaha! (+100CP)

Ribsmasher! The most brazenly insane berserker monk to ever grace the Sword Coast is back! Again. And again. And *again*. And somehow, he keeps getting tangled into your activities at the absolute worst possible moments. Loudly. You'll find it a remarkably common sight that when you're sitting at a negotiating table or trying to infiltrate a secret hideout or whatever else you're up to, you get sidetracked by a lunatic going Smash! All! The! Ribs!

Of course, after a good deal of rib-smashing (be it yours, your enemies, those of nearby bystanders, chests, crumbling walls, or anything else that may or may not have ever had ribs) he'll just run off to smash some more ribs elsewhere. He's hardly a great and terrible threat... but nothing you do will get rid of him for long. Imprisoned, killed, banished beyond the maddening vistas of the Far Realm, doesn't matter. *Nothing* stands between Ribsmasher and

his one true love: smashing ribs. Well, except you. You're kind of in the way, and that's kind of the problem right there.

- Forktongue Troubles (+100CP)

Zehir's followers are spreading across Faerûn, establishing hidden conclaves and bases of operations to do their master's will. Chief among these wicked ones are the Forktongue cults, drawn from the countless poor and downtrodden, and shaped into merciless assassins and fanatics through indoctrination, Yuan-Ti poisons, and dark rituals. Knowing no fear or hesitation, they are tasked with seeking out places to spread Zehir's influence... and the elimination of any who stand against their dark lord's ascension. You've been targeted by these madmen, singled out as a foe to be eliminated at every opportunity. As a result, a seemingly endless number of Forktongue servants will hound you, tracking you wherever you go and seeking to kill you whenever you are vulnerable. Though they prefer to ambush you out in the wilderness, some might be desperate enough to try and engage you even in the larger, well-defended cities of the Realms.

No matter how many you kill, more always seem to emerge from the shadows, needing at most weeks or even days to re-establish themselves and begin hunting you again. Watch your back.

- Random Encounters (+100CP)

The world of the Forgotten Realms is a dangerous place... doubly so, now. This Drawback makes the wilderness outside of the civilized cities and towns far more hazardous for travelers, be they adventurers, merchant caravans, or scholars looking for interesting news. You'd better make sure you're prepared to handle all the various orc bands, wyvern packs and Waukeen knows what else lurks along the roads.

This Drawback may not be taken by Companions - it already affects the entire setting (though the locals are used to it).

- Untrustworthy (+200CP)

Where were you two days ago? Have you been to the jungle? Is that dirt on your face, or are you hiding *scales*? No? Well, don't take it easy - we'll be *watching* you, outsider.

Paranoia is rampant in Samarach, its people and governments worried about Yuan-Ti sympathizers and conspiracies both great and small. Whether you live there or make your way elsewhere in the Realms, the fact remains: people will not trust you. They might not be able to *prove* anything (unless you actually *do* the things they suspect you of, anyway), but rampant mistrust and distancing will be the norm anytime you interact with people outside your closest friends and allies. You'll be an outcast, a pariah - and sometimes, not even innocence will keep you safe.

- Untrusting (+200CP)

Where were they two days ago? Have they ever been to the jungle? Is that dirt on their... well, you know. You *know*. They're traitors, spies, Yuan-Ti sympathizers (or at least, sympathizers for the *wrong* kind of Yuan-Ti). Treachery lurks behind every corner, hides in every shadow, and it seems you're the only one who sees it...

You distrust just about anyone you haven't worked with for a long time, always assuming they're part of some conspiracy or otherwise out to get you, even if you have no proof. You'll be able to remain polite about it, so no need to worry about ranting accusations at the local storekeep, but you'll always be watching. Waiting. Planning for when they inevitably stab you in the back... even if that day never comes.

At least your paranoia might make it easier to find the (far fewer) *actual* traitors and Yuan-Ti spies you might run across?

- Adventurer's Curse (+200CP)

Ah, adventure. To go out into the world, righting wrongs (or wronging rights) and making off with heaps of loot liberated from less deserving owners. Is there anything better in the world? Well, you better hope not, because you'll be adventuring *all the damn time* while you're here. Of course, adventuring involves more than just wilderness exploration and bandit hunting and the like, but somehow, there's always a reason for you to get on the road and 'get out there' before long. Things like teleportation or scrying only have a very limited effect in reducing the... ah, need to trudge through the mud, so you'll rarely ever spend more than a few days in actual civilization at a time.

I recommend investing in some good camping equipment at the very least, and possibly some Stones Of Alarm.

- Draining (+200CP)

Enchanted items are an expensive but popular method to improve one's skills and abilities, and whether you buy them in a store, recover them from ancient tombs or fallen foes, or simply craft your own, you'll likely want to be decked out in the most potent magical gear available. Except... your otherworldly nature means that you're not quite *compatible*. The longer you use any item more exceptional than mundane steel, the more it will weaken. Enchantments fade away, metals such as Adamantine lose their luster and superior properties, and before long you'll find yourself without those precious advantages you once held. You'll have to get by with just your own abilities... or, if you're truly determined, set up ways to acquire replacements for any depleted items you've 'used up'. You could always craft some more, I suppose?

- Economic Intricacies (+200CP)

Life is not a game, where you can just throw a few hundred trade bars at a city and get a trading post in return. Economies involve countless interlocked parts, complex relationships between supply, demand, risk, reward, profit margins and expenditures. You'd better bring your accounting notes with you, because with this Drawback any form of trade becomes far more complex than even ordinary economics would demand. It will be far more difficult to find what you need, and making your way through byzantine trade laws and traditions will become a well-practiced skill for you if you're looking to set up a larger company. And if you're looking to take control of trade over an entire region? Well, you might want to invest in some intelligent support staff, because keeping track of all the various intricacies involved would drive even the most brilliant archmages insane before long.

This Drawback may not be taken by Companions - it already affects the entire setting (though the locals are used to it).

- Person Of Interest (+300CP)

If you're any kind of ambitious, you'll probably piss off a variety of powerful and well-connected individuals... or simply put a target on your back, given that someone with your skills and abilities might need taking out 'just in case'. Whatever their reasons, you'll find that there's pretty much always some enemy of great power after you, seeking your death through whatever means they employ best. Perhaps an old and greedy dragon has heard of your exploits and seeks to claim what is yours? Or an old Lich desires to study your corpse, that he might develop a new and more potent type of undead servant? You might even find One Of Many, the horrific amalgamation of spirits from far-off Rashemen, stalking you in the night until he can add your spirit to the Many. You'll never lack for challenge, but these are not your average bandit gangs or Yuan-Ti fanatics. Each will be skilled, experienced, powerful and utterly ruthless... make a mistake, and you might not get the chance to make another.

- Prophesized (+300CP)

Between Samargol and Rassatan, a shady underground market can be found, occupied by a number of beings from the dreaded Underdark. One of the Mind Flayers here has seemingly gone mad after seeing into the mind of a god - witnessing a future catastrophe of unimaginable danger and devastation. Some might dismiss this as beyond their interests - after all, there's no telling when, or even *if* such a calamity might befall Faerûn. Except... well, it will, and before too long.

With this Drawback, your stay is automatically extended beyond your normal ten years. You will remain here, doomed to witness what would eventually be called the *Spellplague*, unable to end your time here until the world has stabilized again... or at least whatever shreds of it remain after the cataclysm that marked the beginning of D&D's Fourth Edition. Nothing you do will be able to stop or delay the disaster to come - all you can hope for is to weather the apocalypse. This Drawback may not be taken by Companions - it affects both you and your Companions equally.

- Realms Native (+300CP)

The Forgotten Realms is a world of mystery and power, of majesty and skill... why would you need any more? With this Drawback you lose access to any powers, items or other advantages you might have brought with you from other worlds, and are for all intents and purposes reduced to your Body Mod plus whatever you purchased for this jump. Your memories are not affected. This Drawback may not be taken by Companions - it affects both you and your Companions equally.

Ending

Your time in this jump has come to an end, much like any other story must come to an end. But what, exactly, shall we write for the epilogue?

Was the journey too long, and do you wish to **go home**?

Or perhaps you lived happily (and richly) ever after, choosing to **stay here** and continue your adventures or your ambitions in this world?

And of course there's always the option for a sequel, where you **move on** to the next jump using whatever method your chain uses.

Of course, some endings must always come with a note of sadness - if you died during your time here, you may only choose to go home or stay here - and in the latter option, you'll do so by moving on to the appropriate afterlife. Nothing's stopping you from being resurrected with some timely clerical intervention, of course.

Notes

In the setting of the Forgotten Realms, various classes require external support for a number of their abilities. For example, Clerics receive their divine spells and other powers from the deity they are dedicated to, Warlocks draw upon the power granted them by pacts made with one or more eldritch, fey or infernal beings, and so on. You will likewise be limited during your time in this jump, but once you move to future jumps any such external forces will be supported by 'fiat' instead. As such, you won't need to worry about your Paladin powers suddenly ceasing to work just because Tyr no longer bolsters them as part of your service. If you choose to be a Drop-In, any such requirements you might need at the start of your time here are handled in whatever manner you feel are suitable (perhaps a dying Warlock transfers his pact to you the moment you arrive, or a deity notices you and, confident you will be a worthy servant, makes you a Favored Soul despite your lack of history or accomplishments to date).

For an estimate on what the Trading Company can get you: by the story's end Sa'Sani's trading company could have ten trade outposts, fifteen (upgraded) caravans, one choice out of *Friendly Bargaining*, *Lord Of Hagglng*, or *Winds Of Fortune* and some (or all) company-wide upgrades like the teleportation portal. By this point, her company was powerful and influential enough it could legitimately be considered the ruling power in the region around Neverwinter - though only unofficially, as Sa'Sani prefers subtlety over overt power.

The Perfect Build allows you to make yourself any 'character build' you can get in the game, but do remember that it's limited to 30 character levels by default. If you want to improve yourself beyond this limit (which would already put you *deep* into Epic levels), you'll have to find ways to do so on your own.

Suitable Embellishments cannot be used to make 'minor' adjustments that you can then take personal advantage of. If you're tracking a group of interstellar pirates to an asteroid belt, you would not be able to use the perk to specify which asteroid their hidden base is on ('it's only a minor change that they're *there* instead of wherever else!') just so you can immediately blast it to pieces without looking anywhere else. After all, doing so would be a pretty big change from the normal series of events (which has you searching the asteroid field for some time). Likewise, saying that Harry Potter's Voldemort obsessively visits a specific London pub at a specific time each week (so you can prepare a bomb or other form of attack) would also run into issues. The Perk is meant for adjusting the overall feel of a setting or filling in multiple-choice protagonist details without seriously interfering with events, not giving you loopholes to cheat your way to victory/wealth/unlimited power. Please use it responsibly.

Taking *Prophesized* does not change how your powers and abilities from this jump work - you are not 'translated into Fourth Edition' or anything like that. Unless you really want to, for some reason.

All else fails, fanwank responsibly and have fun. So long as you're not trying to find loopholes to 'unlimited power for cheap' or anything like that, I'll be unlikely to really disapprove.

The Races found in Storm Of Zehir:

- Humans are the most common and widespread of the civilized races. Though lacking in some of the natural advantages of other races, Humans have an edge in versatility. Through hard work and the ability to learn faster than longer-lived races, Humans tend to have a broader skillset and mastery of one additional talent or ability (i.e. one additional 'Feat').
- Elves come in various subraces such as the Sun Elf and Wood Elf, and are commonly found in many civilizations across the Realms. Elves are long-lived and possess keen senses, though most rely on their superior agility to make up for the fact they are also somewhat frail. Elves are resistant to certain magical effects such as sleep, but the dark-skinned, subterranean Drow are one of the few races who boast an innate resistance to *all* magic.
- Dwarves are known as a proud and disciplined race, gifted in combat and crafting. They are tough and resilient, though many Dwarves are not very personable. Many can be found working as smiths or soldiers, though they are common in many other professions as well. The Duergar, or 'Grey Dwarves', are rarely seen outside of the gloomy depths of the Underdark where their natural resistances to poisons and talent at stealth give them an edge against the horrors of the underground.
- Halflings are small humanoids known to be clever and resourceful, being hard workers and kind-hearted, though they are sometimes also stereotyped as rogues and thieves. Halflings are naturally agile thanks to their small stature, but likewise lack physical strength.

- Gnomes are small, industrious people who frequently find themselves in the roles of alchemists, inventors, craftsmen and explorers. They tend to be somewhat eccentric, but are also driven and resilient with a love of jokes. The recluse Svirfneblin, or 'Deep Gnomes' break from this mold by being cautious and distrusting, their home in the dark depths of the Underdark having forced them to become exceedingly talented at stealth and protection, to the point a Deep Gnome has some of the greatest natural defenses - including innate resistance to all magics.
- Half-Elves, as the name implies, have both a measure of Elf and Human blood. They possess a measure of the keen senses of their Elven heritage, but also a measure of Human versatility and resourcefulness.
- Like Half-Elves, Half-Orcs possess a measure of both of their bloodlines. They are inhumanly strong, but often lacking in more intellectual prowess and tend towards impatience. Nonetheless, many Half-Orcs become valued members of society where full-blooded Orcs would be considered enemies to be attacked on sight.
- 'Planetouched' include those whose bloodlines are derived from creatures from different planes. They include Aasimar, who are descended from celestial beings, Tieflings, who possess devil or demon ancestry, as well as Genasi, whose lineage can be traced to various elemental or quasi-elemental beings. Each tends to possess a number of supernatural abilities and resistances tied to their planar heritage, and many have personalities and drives which are (subtly or more overtly) influenced by their unusual bloodlines.
- Grey Orcs are powerfully built and unusually strong much like Half-Orcs, though they also have a more spiritual outlook on life. Consequently, they are more likely to favor the life of a Cleric or Shaman than the more barbaric Orc tribes commonly encountered in the Realms. Furthermore, they are taller than most other humanoids and can travel more quickly as a result.
- Finally, Pureblood Yuan-Ti are the only kind of Yuan-Ti that don't possess any immediately obvious serpentine features. Though many pureblood have faint scales, forked tongues or other physical details that might reveal their nature, all can blend in to appear as ordinary humans - requiring at most the use of appropriate clothing, make-up or minor illusionary magics. Pureblood Yuan-Ti are agile, charismatic and cunning, and each also possesses an innate resistance to hostile magics.

Note that some races are more powerful than others, and suffer from a reduced ability to learn and improve their power as a result, known as 'Level Adjustment'. Any person belonging to a race with a Level Adjustment would need sufficient experience to advance between one to three more levels than normal for the same results. For example, a Drow would become a third level Wizard after the same amount of training, studying or adventuring that might see a human become a fifth level Wizard. All Grey Dwarves, Grey Orcs, and all Planetouched have a Level Adjustment of one. Drow and Pureblood Yuan-Ti have a Level Adjustment of two. Finally, Deep Gnomes have a Level Adjustment of three.

Furthermore, do keep in mind that your chosen race affects more than just your ability scores or supernatural abilities: many races experience certain amounts of social pressures or racism.

Half-Orc, Grey Orcs and Tieflings can all expect to be treated with a certain distaste due to their association with typically hostile or evil races, while Drow should remain very careful not to give anyone reason to attack them in the first place. Finally, while Pureblood Yuan-Ti will not experience any problems so long as others believe them to be human, the revelation of their true nature can have severe repercussions - certain regions such as Samarach will immediately and enthusiastically lynch any discovered Yuan-Ti.

The Base and Prestige Classes seen in Storm Of Zehir:

Base classes may be taken at any time, though some have alignment restrictions: Barbarians, Bards and Warlocks may not be 'Lawful', for example, while both Paladins and Monks *must* be. Prestige Classes represent further specialization by those who have already mastered certain skills, and have further requirements that must be met before one can choose their Class.

Base Classes:

- *Barbarians* are the rough, mighty warriors that typically make their home in the wilderness far from civilization. Tougher and hardier than almost anyone else, perhaps their most famous talent is the ability to enter a terrifying berserker rage, vastly increasing their physical might and combat prowess... if, perhaps, at the cost of cautious defense.
- *Bards* are singers, entertainers, storytellers and historians dedicated to collecting knowledge and sharing it with others. Theirs is a fairly versatile career, possessing a variety of 'rogue-ish' talents as well as limited spellcasting and a variety of supernatural, musical powers. However, Bards lack the kind of specialization that more focused Classes have.
- *Clerics* are servants of the deities of the Forgotten Realms, spreading the faith of their patron deity through word and deed. Though moderately capable combatants, they can draw on a wide variety of divine powers to heal and support their allies, destroy undead, and more.
- *Druids* are divine spellcasters who draw their power from the natural world. Living in tune with the forests, swamps and mountains of the wild, they can cast powerful spells that manipulate the elements, strike their foes with magically animated plants, and more. For direct fights, Druids can even alter their physical self, engaging enemies in the form of massive bears and other animals of the wild.
- *Favored Souls* are somewhat similar to Clerics in that they draw upon a divine patron's powers, but unlike Clerics their abilities are innate rather than gained through dedicated service. As such, Favored Souls only manifest a very limited number of divine spells, but they can cast any spell they know as often as their abilities allow (Clerics must pray in advance for every spell they believe they will need).
- *Fighters* make up the majority of combat specialists, from mercenaries to soldiers and everything in between. Unmatched in terms of sheer combat skill, Fighters can master a variety of combat techniques - either acquiring a broad range of tricks and moves or dedicating themselves to mastery of one or two weapons.

- *Monks* are spiritual martial artists who prefer to fight without the use of weapons or armor. Channeling inner spiritual power known as 'ki', Monks will develop a variety of supernatural abilities to bolster their physical and mental prowess, infuse their fists with magical power, and more.
- *Paladins* are divinely-blessed warriors in service of various Good-aligned deities and churches. Dedicating themselves to a code of conduct, they are the classic 'knight in shining armor', and excel at taking the fight to evildoers and monsters. They learn a variety of divine abilities, but they are primarily a warrior, not a spellcaster.
- *Rangers* are those who choose to become hunters, trackers, and woodsmen of all kinds. Often specializing in either archery or combat using two weapons at once, Rangers are at home in the wilderness and can eventually learn a variety of nature-empowered magics not unlike Druids - though at nowhere near the same power.
- *Rogues* are the stereotypical thieves, scouts and other characters who focus on subtlety and stealth over raw power. Masters of getting where they shouldn't be, regardless of locks, guards or deadly traps, they are some of the most skilled people you might encounter in the Realms. Though lacking in combat talents for direct fights, Rogues can use so-called Sneak Attacks to do substantially more damage to distracted or unaware targets.
- *Sorcerers* are arcane spellcasters who manifest their magic innately rather than through study. Relying on personal confidence rather than intellect, Sorcerers only learn a very limited array of spells but can cast the spells they know as often as their powers allow (unlike Wizards which must prepare each spell ahead of time).
- *Spirit Shamans* are spontaneous, divine spellcasters that could be considered a blend of Druids and Favored Souls at first glance. Spirit Shamans are endowed with abilities revolving around spiritual entities in the world around them, gaining a variety of boons from benevolent spirits while simultaneously honing their skills against hostile ones. They can become potent spellcasters with a variety of esoteric abilities, though the number of spells they know is limited similar to Favored Souls and Sorcerers.
- *Swashbucklers* are skilled combatants that are also capable in social interaction and more subtle skills. Favoring agility and reflexes over the more 'brute force' approach taken by many other combat Classes, they excel at evading enemy attacks and staying mobile during fights.
- *Warlocks* are unusual spellcasters who draw upon the power of their bloodlines or various 'pacts' made with powerful devils, fey, or other such beings. Possessing an exceedingly limited number of powers, most famously their *Eldritch Blast*, they can use their abilities without limit unlike all other spellcasters seen in this world. Because their powers are easier to use than normal spells, most Warlocks possess greater combat skill than other spellcasters.
- Finally, *Wizards* are the classic arcane scholar Class, mastering the power of magic through rigorous study and experimentation. Capable of learning any number of spells but requiring access to scrolls or other sources of arcane lore to do so, Wizards are the most versatile arcane spellcaster available. Some Wizards choose to specialize in one

particular school of magic (such as Evocation), gaining greater spellcasting abilities but sacrificing access to a different school of magic entirely.

Prestige Classes:

- *Arcane Archers* are elves and half-elves who combine spellcasting abilities with extensive training in archery. Capable of infusing their arrows with arcane power, they can launch arrows with a lethality and accuracy unmatched by less dedicated long-range attackers.
- *Arcane Scholars Of Candlekeep* are a specialized type of arcane spellcaster (typically wizards), who have learned extensively about the underlying nature of magic. Honing their skills further allows these knowledgeable individuals to alter their spells with metamagic with far greater ease than other spellcasters might, and their skill at magic enables them to provide their closest allies with improved magical defenses.
- *Arcane Tricksters* are individuals who possess both spellcasting talents and certain skill at 'fighting dirty', and are most commonly those who combine the skills of a Rogue and a Wizard. Honing this unity of magic and stealth, Arcane Tricksters can become some of the most versatile and hard-to-catch individuals in the Realms.
- *Assassins* are a specialized type of stealth specialist, most commonly Rogues with a propensity for cold murder and wickedness. Capable of attacking from ambush with devastating power, Assassins can debilitate or cripple victims with a variety of effects, including deadly poisons and paralysis, before ending their lives outright.
- *Blackguards* are often considered 'anti-Paladins', these cruel, wicked men and women have dedicated themselves to evil in return for dark power. Capable at subterfuge and assassination but equally willing to employ brutality and even raising the dead to serve them, few take these mighty champions of darkness lightly.
- *Divine Champions* are warriors who decide to dedicate themselves to a deity's service later on. Though somewhat comparable to Paladins, Divine Champions are mainly focused on combat prowess and lack most of a Paladin's divine magic - and the blessings they gain for their service reflect this heavier combat focus.
- *Doomguides* are clerics who have sworn themselves to Kelemvor, the god of death and the judge of the afterlife. Their divine powers are geared almost entirely to hunt zombies, wraiths, vampires and other forms of undead, making them the undisputed masters of bringing peace those who linger after death... voluntary or otherwise.
- *Duelists* are nimble, graceful combat specialists who excel at one-on-one combat. They are exceedingly mobile, and their great reflexes lend themselves both to devastatingly accurate attacks as well as defensive advantages.
- *Dwarven Defenders* are mighty dwarven warriors who focus on survivability and defenses over offensive power. Capable of rooting themselves to a single spot to bolster their already impressive resilience, an experienced Dwarven Defender can shrug off lesser blows entirely.
- *Eldritch Knights* are those who decide to combine their magical prowess and combat skills into a deadly, versatile career. Training their martial prowess to match dedicated

warriors such as Fighters or Barbarians, Eldritch Knights nonetheless manage to maintain their progress on arcane magic as if it were a full-time focus.

- *Frenzied Berserkers* dedicate themselves to combat and the fiery anger within to an extent that even Barbarians rarely reach. Capable of entering a devastating 'Frenzy' that turns them into immensely powerful killing machines, Frenzied Berserkers excel at mowing down vast numbers of weaker enemies while wielding heavy, two-handed weapons.
- *Harper Agents* choose to join the covert organisation known as the 'Harpers' - dedicated to uncovering ancient secrets and fighting evil in equal measure. Though Bards are the most common to take this path, many others might also find a purpose here. Further honing their magics, Harper Agents are especially difficult to affect with any kind of hostile magics.
- *Hellfire Warlocks* push their mastery over eldritch power to a more dangerous, volatile specialization: wielding the deadly, infernal powers of the Lower Planes directly. Channeling this hellfire grants them immense power for their Eldritch Blasts, but wielding this energy also comes with substantial risk to their physical wellbeing.
- *Invisible Blades* are rogue-ish types who like to use small, light weapons like daggers and kukri while taking advantage of enemies underestimating them. Favoring 'fighting smart' over brute force, they frequently feint and misdirect enemies, targeting vulnerable areas in their confusion to leave wounds continually bleeding wounds as dangerous as any ordinary 'Sneak Attack'.
- The *Neverwinter Nine* are the dedicated protectors of Lord Nasher himself, though others have learned their talents as well. Dedicated to protecting their allies, the Neverwinter Nine are combat specialists who can move across a battlefield with great speed to intercept enemies, and who possess the ability to supercharge their attacks for devastating damage - as often, seconds can mean the difference between life and death for their liege.
- The *Pale Master* is a Prestige Class for arcane spellcasters who wish to delve deeper into the power of necromancy and undeath. Though less experienced with magic in general, their studies of death grant them great power over undead and necromantic energies, and an experienced Pale Master will eventually gain many of the advantages of undeath himself - becoming more akin to a Lich than a living being.
- *Red Dragon Disciples* are innate spellcasters such as Bards or Sorcerers who delve into their bloodline, awakening their draconic heritage for immense physical advantages, fiery breath, and even transforming them into a half-dragon.
- *Red Wizards Of Thay* are hyper-specialized human spellcasters from the distant land of Thay, though others have also mastered their teachings. Their focus on a single school of magic surpasses that of even other arcane specialists, making their magic exceedingly powerful and hard to resist. However, this comes at the price of abandoning an additional school of magic, limiting their choices.
- *Sacred Fists* are devout warriors who favor the use of unarmed attacks, similar to Monks, though they are also servants of the divine similar to Clerics. Blending together

these styles of life grants them what could be considered the 'best of both worlds', but they also renounce the use of *all* weapons, rather than merely lacking training in them.

- *Shadow Thieves Of Amn* are the members of the titular criminal cartel, masters of theft as well as manipulation. Be it through cunning insights or sheer, intimidating presence, few are wholly untouched by their reputation - and Shadow Thieves take full advantage of this fact and how their infamy can make otherwise stubborn men yield to their wishes.
- *Shadowdancers* take to stealth as a fish takes to water, and are the undisputed masters of hiding. Though rarely using this stealth for combat directly, they can 'hide' from others even when directly observed! As their powers grow, Shadowdancers can draw upon increasingly complex and potent abilities relating to darkness, both to hide themselves even more thoroughly and even to absorb some of the damage from incoming attacks.
- *Stormlords* are divinely empowered warriors whose powers focus on the infusion of magical and electrical energies into a handful of weapon types. An experienced Stormlord can strike with devastating effect, mowing through enemies with weapons that seem made of living lightning - and should their weapons fail, their magic remains a potent alternative.
- *Warpriests* are martial clerics who sacrifice a measure of the divine potential of ordinary Clerics to instead serve as front-line leaders, bolstering their allies while simultaneously weakening enemies. They are some of the best at teamwork and group battles, making them a valued addition to any battlefield.
- The *Weapon Master* dedicates themselves to the study of a single weapon over all others. Although a high number of combat talents is required to merely become a novice Weapon Master, these individuals have tremendous offensive potential. Though they can unleash special attacks that are guaranteed to deal the most damage possible, perhaps their most famous power is their ability to strike even the most well-defended vulnerable areas with ease, dealing critical hits with a frequency and intensity no other combat specialist can match.

Examples for magical enchantments available on items:

These lists are not restrictive - feel free to use your own effects where desired, provided they are of a similar level of power and effectiveness. Use responsibly.

Magical effects of the standard level of power, such as those used for the basic level of Enchanted Equipment or the Signet Ring:

- Granting a weapon increased accuracy and damage equivalent to a +2 Enhancement bonus.
- Granting a suit of armor or a shield improved defensive power equivalent to a +2 Enhancement bonus.
- Granting a weapon an additional 1d6 damage (equivalent to a hit from a shortbow) in any common form of damage (elemental damage such as fire or electricity, sonic damage, negative energy or a physical damage type such as piercing or slashing).
- Improving physical wellbeing, reflexes and willpower by the equivalent of +2 to all Saving Throws, or +3 to one of these three options.

- Granting any item any bonus described above at twice the power, but which only applies against specific types of enemies or attacks (an additional 2d6 damage against 'Evil' targets, +4 to armor against all Undead, +4 to all saving throws against diseases, etc.).
- Providing a +3 enhancement bonus to a single attribute, such as Strength or Wisdom.
- Reducing damage from one of the three physical damage types (piercing, slashing or bludgeoning) by 5, similar to a Swordsman's Belt.
- Reducing damage from one of the common elemental damage types or sonic damage by 10, similar to a Cape Of Winter, or half this value to four elemental damage types at once.
- Providing complete immunity to all poisons or all diseases.
- Allowing the item's bearer to rapidly heal from injuries at a speed comparable to that provided by a Lesser Vigor spell (1 hit point per round).
- Allowing a weapon to heal the wielder every time it successfully strikes an enemy (+3 Vampiric Regeneration).
- Improving a single skill by a substantial amount (+5), or improving *all* skills seen in Storm Of Zehir by a small amount (+1).
- Once per day, cast any spell of up to fourth level (or equivalent) at its minimum caster level.
- Apply a resistable, moderately effective magical effect every time a weapon strikes a foe (dispel, daze, sleep, stun, blindness or a similar effect for up to 2 rounds, with a Difficulty Check of 14).
- Provide a level of resistance against all hostile magic that will greatly impede novice mages and remain somewhat effective against more skilled spellcasters (Magic Resistance 14).
- Generate unlimited ammunition such as arrows or bolts, either on a ranged weapon itself or in the form of a quiver or other storage medium. These projectiles will be mundane wood or steel by default, though they may incorporate further magical effects (such as elemental damage) if this item possesses other enchantments as well.

Magical effects of the standard level of power, such as those used for the upgraded level of Enchanted Equipment:

- Any standard effect shown above at twice the power (2d6 elemental damage, +10 to a single skill, etc.)
- Any two standard effects at normal power (poison *and* disease immunity, 1d6 fire damage *and* a +2 enhancement bonus, etc.)
- Reducing damage from one of the three physical damage types (piercing, slashing or bludgeoning) by 20, similar to a Greater Archer's Belt.
- Reducing damage from one of the common elemental damage types or sonic damage by 30, similar to a Ring Of Major Fire Resistance, or half this value to four elemental damage types at once.
- Permanently coat a weapon with Wyvern poison (or an equivalent other type of malady), to be delivered with every successful blow against an enemy.
- Rapidly regenerate wounds on par with a Ring Of Regeneration (4 hit points per round).

- Grant immunity to a fairly narrow range of harmful effects, like all mind-affecting spells or all spells using death magics and similar draining effects.
- Eliminate all localized physical vulnerabilities held by the wearer, so as to make them immune to critical hits, sneak attacks, and any effects that rely on such blows to function.
- Apply a more potent supernatural effect on every blow, including the chance to instantly destroy a single type of enemy (Disruption DC20 or Slay Racial Group DC20), cause wounds that will not naturally heal (Wounding DC20), or comparable effects of your choosing.
- Cast a Touch-range spell of second level or lower each time an enemy is struck (such as Inflict Moderate Wounds), at a Caster Level of four, provided a fourth-level spellcaster could use this spell.
- Permanently grant the benefits of a single beneficial spell of up to third level, provided the effects last for at least five rounds (such as Death Armor or Protection From Evil), at a Caster Level of six. Spells that end after certain conditions (such as Invisibility or Resist Energy) are restored ten minutes after the effects end.

Change Log:

- V0.2 - added Grizzled, Made For Glory, Tymora's Chosen. Changed Tipping The Scales. Miscellaneous clarifications and tweaks.
- 1.0 - first complete version, put on the drive