

DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

FORGOTTEN REALMS[®] PLAYER'S GUIDE PREVIEW

WHAT'S IN HERE?

Welcome to a glimpse into the future! What you're seeing here is a special preview release of material that will be available in the *Forgotten Realms Player's Guide*, due out on September 16, 2008. Included in this document are four different playable options for *Living Forgotten Realms* or your own home game. For your perusal, we present the drow, genasi, swordmage, and select character backgrounds!

What we've provided here was done for two reasons: to give you a taste of the great new character options that the *Forgotten Realms Player's Guide* will have inside, and as a way to give *Living Forgotten Realms* players a way to play the character that they want right from the start of the campaign (rather than having to wait an extra month).

WHAT'S NOT IN HERE?

When we created the preview list, we drew the line at what would be essential for *Living Forgotten Realms* players from the kickoff of the campaign in August at Gen Con Indy. Missing from this document are racial feats, about half of the swordmage powers from levels 1-3 (and all the rest of the class powers), and most of the character backgrounds (the ones chosen are the 12 regions in *Living Forgotten Realms*).

There's still plenty of other material waiting for you when the book releases. New feats, paragon paths, and many more backgrounds are but a few of the options that await you when the *Forgotten Realms Player's Guide* hits the shelves!

HOW DOES THIS WORK WITH LFR?

If you're playing in the *Living Forgotten Realms* campaign, you may use the material in this document when the campaign launches in August. Once the *Forgotten Realms Player's Guide* is available, you may retrain out any feats, powers, or skills you've selected if you chose to play a drow, genasi, or swordmage. This is a one-time only retrain, similar to the way in which playtest characters get a retrain when the final published source is released. After that, you have to retrain as per the normal rules.

WHAT IS LIVING FORGOTTEN REALMS?

Living Forgotten Realms (or LFR for short) is a new regionalized RPGA Living campaign, and the first to utilize the new 4th Edition Dungeons & Dragons rules. Players create characters and assign them to a specific region set in the FORGOTTEN REALMS. Characters can be played in any LFR adventure that supports their levels of play, anywhere. All LFR adventures will be available for play no matter where you live in the world. As your character plays adventures, it earns experience points, gold, and magic items which stay with you from game to game. There are dozens of unique adventures each year!

DROW

Graceful and deadly, at home in the depths of darkness

RACIAL TRAITS

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

Average Weight: 130-170 lb.

Ability Scores: +2 Dexterity, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Elven

Skill Bonuses: +2 Intimidate, +2 Stealth

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

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

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

Cloud of Darkness Drow Racial Power

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

Encounter

Minor Action **Close burst 1**

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

Darkfire Drow Racial Power

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

Encounter

Minor Action **Ranged 10**

Target: One creature

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

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

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

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

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

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

Play a drow if you want . . .

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

GENASI

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

RACIAL TRAITS

Average Height: 5' 7"–6' 2"

Average Weight: 130–225 lb.

Ability Scores: +2 Strength, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Primordial

Skill Bonuses: +2 Endurance, +2 Nature

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

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

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

Firesoul: You gain a +1 racial bonus to your Reflex defense, resist 5 fire, and the *firepulse* power.
At 11th level, the resistance improves to 10 fire.
At 21st level, the resistance improves to 15 fire.

Stormsoul: You gain a +1 racial bonus to your Fortitude defense, resist 5 lightning, and the *promise of storm* power.
At 11th level, the resistance improves to 10 lightning.
At 21st level, the resistance improves to 15 lightning.

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

Windsoul: You gain resist 5 cold and the *windwalker* power.
At 11th level, the resistance improves to 10 cold.
At 21st level, the resistance improves to 15 cold.

Earthshock Earthsoul Genasi Racial Power

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

Encounter

Minor Action **Close burst 1**

Target: Enemies in burst that are touching the ground

Attack: Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude
Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: The target is knocked prone.

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

Firepulse Firesoul Genasi Racial Power

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

Encounter ♦ **Fire**

Immediate Reaction **Melee 1**

Trigger: An enemy hits you with a melee attack

Target: The triggering enemy

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

Reflex, or Dexterity +2 vs. Reflex

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

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

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

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

Promise of Storm Stormsoul Genasi Racial Power

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

Encounter ♦ **Lightning, Thunder**

Minor Action **Personal**

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

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

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

Swiftcurrent Watersoul Genasi Racial Power

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

Encounter

Move Action **Personal**

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

Windwalker Windsoul Genasi Racial Power

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

Encounter

Move Action **Personal**

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

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

Play a genasi if you want . . .

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

SWORDMAGE

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

CLASS TRAITS

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

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

Key Abilities: Intelligence, Strength, Constitution

Armor Proficiencies: Cloth, leather

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

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

Bonus to Defense: +2 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 8 + Constitution modifier

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

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

Build Options: Assault swordmage, shielding swordmage

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

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

skills. You mastered the fundamentals of arcane magic and combined this academic study with endless hours of physical training. You might be a young eladrin in search of your fortune, a stranger to the wider world outside the seclusion of your homeland; a self-trained genasi sellsword, gifted with an affinity for elemental magic; the scion of a disgraced noble human family, taught by the finest tutors in your youth but now a footloose expatriate; or a half-elf arcane champion, rigorously trained in a war magic academy to serve in the armies of your homeland.

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

CREATING A SWORDMAGE

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

ASSAULT SWORDMAGE

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

SHIELDING SWORDMAGE

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

SWORDMAGE OVERVIEW

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

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

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

SWORDMAGE CLASS FEATURES

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

SWORDBOND

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

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

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

SWORDMAGE AEGIS

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

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

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

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

SWORDMAGE WARDING

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

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

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

SWORDMAGE POWERS

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

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

CLASS FEATURES

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

Aegis of Assault Swordmage Feature

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

At-Will ♦ Arcane, Teleportation

Minor Action Close burst 2

Target: One creature in burst

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

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

Aegis of Shielding Swordmage Feature

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

At-Will ♦ Arcane

Minor Action Close burst 2

Target: One creature in burst

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

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

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

LEVEL 1 AT-WILL SPELLS

Booming Blade Swordmage Attack 1

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

At-Will ♦ Arcane, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

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

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

Greenflame Blade Swordmage Attack 1

Each blow ignites your blade in deadly green fire.

At-Will ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

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

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

Lightning Lure Swordmage Attack 1

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

At-Will ♦ Arcane, Implement, Lightning

Standard Action Ranged 3

Target: One creature

Attack: Intelligence vs. Fortitude

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

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

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

Sword Burst Swordmage Attack 1

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

At-Will ♦ Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage.

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

LEVEL 1 ENCOUNTER SPELLS

Chilling Blow Swordmage Attack 1

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

Encounter ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

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

Flame Cyclone Swordmage Attack 1

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

Encounter ♦ Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

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

LEVEL 1 DAILY SPELLS

Burning Blade Swordmage Attack 1

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

Daily ♦ Arcane, Fire, Weapon

Standard Action Melee weapon

Attack: Intelligence vs. AC

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

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

Frost Backlash Swordmage Attack 1

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

Daily ♦ Arcane, Cold, Weapon

Immediate Interrupt Melee weapon

Trigger: An adjacent creature hits you

Target: The creature that hit you

Attack: Intelligence vs. Reflex

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

Miss: Half damage.

LEVEL 2 UTILITY SPELLS

Dimensional Warp Swordmage Utility 2

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

Encounter ♦ Arcane, Teleportation

Minor Action Close burst 3

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

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

Eldritch Speed Swordmage Utility 2

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

Daily ♦ Arcane

No Action Personal

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

LEVEL 3 ENCOUNTER SPELLS

Blastback Swipe Swordmage Attack 3

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

Encounter ♦ Arcane, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. Fortitude

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

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

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

Transposing Lunge Swordmage Attack 3

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

Encounter ♦ Arcane, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

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

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

BACKGROUNDS

When you create your character, select a region that defines your cultural heritage. You can choose only one region (and its attendant benefit).

Regional benefits are granted only to player characters from a region, not to all residents of that area.

AGLAROND

Aglarond is a nation balanced on a knife edge, surviving in spite of the odds. Elves, half-elves, and humans call it home. They dwell along Aglarond's broad, sweeping coastline and in the boughs of the expansive central forest known as the Yuirwood.

Regional Benefit: You add Elven to your list of languages known, you add Perception to your class skill list, and you gain a +1 bonus to Perception checks.

AKANÛL

Akanûl is a land defined by extreme geography, eldritch beasts, and genasi. A new nation formed in the devastated and warped lands between Chessenta and Chondath, Akanûl has overcome great adversity and is now a name to be respected and feared.

Regional Benefit: You gain resist 2 cold, resist 2 fire, and resist 2 thunder (or your existing resistance to these damage types increases by 2).

At 11th level, these values improve to resist 3 (or increase by 3), and at 21st level, they improve to resist 5 (or increase by 5).

BALDUR'S GATE

Baldur's Gate is a city of opportunity and fair laws. By some accounts, it has swelled to become the most populated city in all of Faerûn.

Regional Benefit: You know one additional language of your choice, you add the Streetwise skill to your class skill list, and you gain a +2 bonus to Streetwise checks.

CORMYR

The Forest Kingdom of Cormyr lies at the western end of the Sea of Fallen Stars, nestled between the Storm Horns and the Thunder Peaks and stretching from the Stonelands to the Dragonmere. Dominated by humankind, Cormyr has been ruled by House Obarskyr for over fourteen centuries, with the strong backing of an army of heavily armored knights on Cormyrian destriers and magically potent war mages.

Regional Benefit: You add Insight to your class skill list, you gain a +2 bonus to Insight checks, and you gain a +2 bonus to saving throws against fear effects.

DALELANDS

Along the periphery of the elf-ruled forest of Cormanthor lie the Dalelands, a group of loosely allied communities that share common cultures and traditions. Linked by winding trade roads and their alliance against the encroaching powers to the north, west, and south, the Dales are known for their lush forests, fertile farmland, and fierce independence.

Regional Benefit: You can reroll any Nature check, but you must keep the second result, even if it is worse. You also gain a +1 bonus on initiative checks.

DRAGON COAST

Mention of the Dragon Coast evokes images of dark alleys and underhanded dealings, of thieves' guilds and pirate ships. The Dragon Coast summons adventure to it as few other places in Faerûn do. As a result of recent changes, the traditionally safe places of this region have grown a little safer, but the dangerous parts have grown much deadlier.

Regional Benefit: You can reroll any Insight check, but you must keep the second result, even if it is worse. You also gain one additional language of your choice.

EAST RIFT

Huddled on the eastern shelf of the yawning Underchasm, East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed into the bowels of the Underdark. Protected by enormous towers connected by a high curtain wall, the gold dwarves are ready to defend themselves against the drow or any other horror that rises from the depths.

Regional Benefit: You gain Deep Speech as an additional language, you add Dungeoneering to your class skill list, and you gain a +2 bonus to Dungeoneering checks.

IMPILTUR

The star of Impiltur has fallen. The retreat of the sea, coupled with widespread corruption, has led this region into decline. The people of this once-great nation huddle in fear as their kingdom unravels around them.

Regional Benefit: Add the higher of your Wisdom score or your Constitution score to your starting hit points (instead of automatically adding your Constitution score). Your number of healing surges is still based on your Constitution score.

LURUAR

Luruar is a land of friendship and safety, a defensive league of strong, independent cities. It offers a new start for people with ruined lives, welcoming those of all races and backgrounds, as long as their intentions are noble.

Regional Benefit: You can reroll any History check, but you must keep the second result, even if it is worse. You also gain one additional language of your choice.

MOONSHAE ISLES

Off the western coast of Faerûn lies an archipelago known as the Moonshae Isles. Home to two human cultures, the druidic Ffolk and the seafaring Northlanders, the Moonshae Isles are beset by encroaching threats from the Feywild and Amnian mercenaries bent on conquest.

Regional Benefit: You know Elven as an additional language, and you gain a +2 bonus to saving throws against charm and fear effects.

TYMANTHER

The interloper nation of Tymanther squats atop the ruins of Unther, dominated by the citadel-city of Djerad Thymar. The dragonborn citizens of this new nation are a proud race of warriors, known for their hatred of dragons and their ilk.

Regional Benefit: You add Athletics to your class skill list, and you gain a +2 bonus to Athletics checks.

WATERDEEP

Waterdeep, the City of Splendors, is a center of commerce, where representatives of every race, creed, and nation come to trade, spread rumors, and make their fortunes.

Regional Benefit: You know one additional language of your choice, you add Diplomacy to your class skill list, and you gain a +2 bonus to Diplomacy checks.