



## BREGAN D'AERTHE SPY

No one owns a secret. Indeed, among my people, we say that secrets own their keepers.

## DUNGEONS & DRAGONS

GAME DAY

### Theme Traits

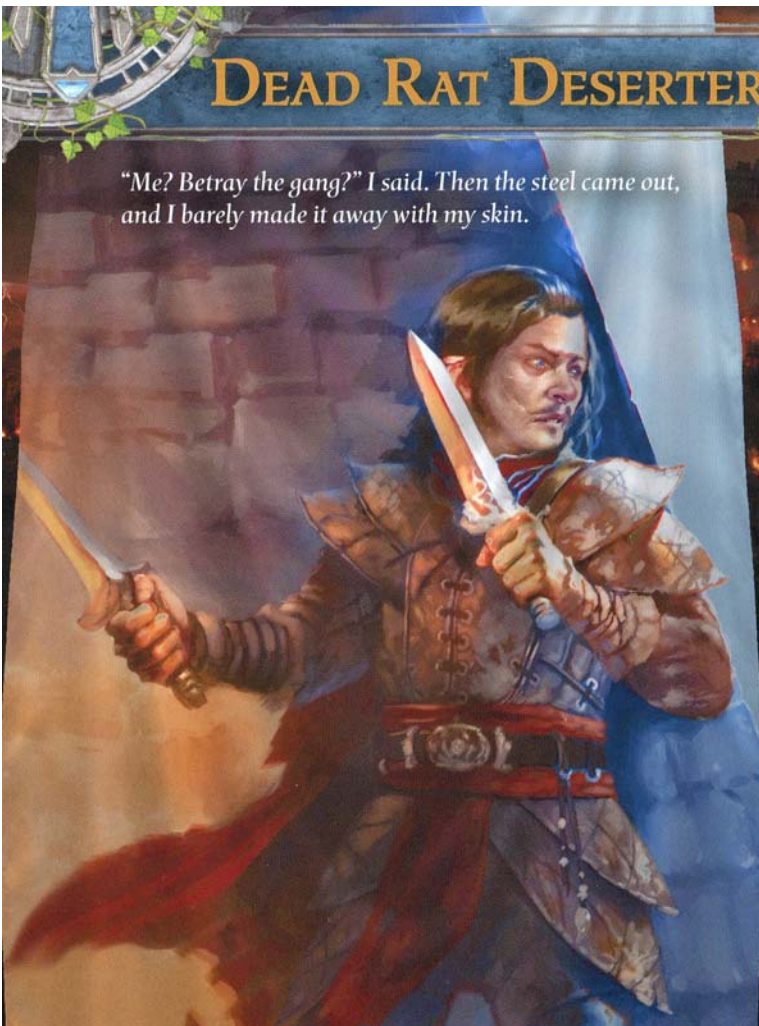
**Class Prerequisite:** None. Rogues and other characters well suited to spying make the best choice for this theme. Lolth's grip on her people is strong, and if you play a divine character dedicated to another god, you should determine how you found that faith and whether you keep it secret.

**Race Prerequisite:** Drow. All members of Bregan D'aerthe hail from the drow houses in the cities of Menzoberranzan and Ched Nasad.

Levitation	Bregan D'aerthe Spy Utility
Calling on the magic inherent in your bloodline, you rise into the air as lightly as a feather on the wind.	
Encounter	Personal
Move Action	
Effect: You can fly up to 4 squares vertically and 1 square horizontally, and hover there until the end of your next turn. You have an altitude limit of 4, but if some effect causes you to exceed this limit, you immediately descend to 4 squares above the ground after resolving the effect. When this flight ends, you descend to the ground, taking no falling damage.	


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# DEAD RAT DESERTER

"Me? Betray the gang?" I said. Then the steel came out, and I barely made it away with my skin.



## Theme Traits

**Class Prerequisite:** None. Many members of the Dead Rats are rogues.

**Race Prerequisite:** Human, half-elf, or halfling.

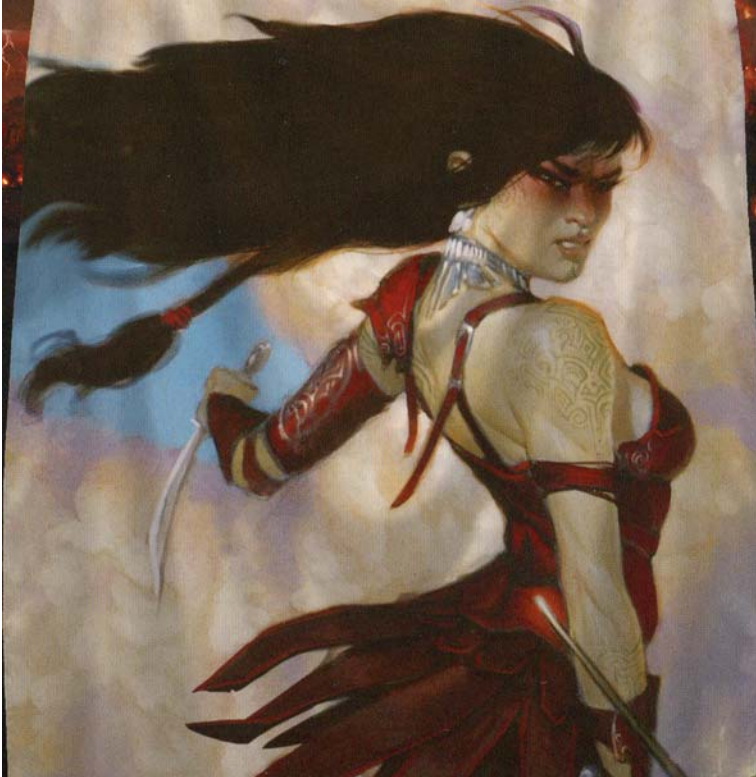
Body of the Rat	Dead Rat Deserter Utility
<i>Quick as thought, you transform into a more appropriate form.</i>	
<b>At-Will (Special) ♦ Polymorph, Primal</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> You change from your humanoid form to the form of a Tiny rat, or vice versa. When you change from rat form to humanoid form, you can shift 1 square.	
While in rat form, you cannot attack. You retain your statistics, but gain a climb speed equal to half your normal speed, and a +4 bonus to Stealth checks. Your equipment becomes part of your rat form, and you drop any other items you are holding. You continue to gain the benefits of the equipment you wear, except shields. While equipment is part of your rat form, it cannot be removed, and anything in a container that is part of your rat form is inaccessible.	
<b>Special:</b> You can use this power only once per round.	

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## DEVIL'S PAWN

What do you mean, those cultists seemed to know me?  
I don't know what you're talking about.



DUNGEONS & DRAGONS  
GAME DAY

## Theme Traits

**Class Prerequisite:** None. However, to make full use of this theme's potential, consider playing a warlock or another class known for its secrecy. This theme works well with the infernal pact warlock, enhancing that class's features and utility powers.

**Race Prerequisite:** None. However, you are the scion of a noble—if impoverished—Waterdeep family, so your race should reflect that heritage. Human, half-elf, elf, eladrin, and dwarf are your most likely options. As an interesting spin, you might play a tiefling whose heritage includes a devilish ancestor.

### Hellfire and Brimstone

### Devil's Pawn Utility

*Your brand burns, searing through clothing and flesh as hellfire springs up around you.*

**Encounter** ♦ Arcane, Fire, Zone

**Minor Action**

Close burst 2

**Effect:** Creatures in the burst take 5 fire damage. The burst creates a zone of foul stench that lasts until the end of your next turn. While in the zone, enemies take a -2 penalty to attack rolls and all defenses.

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# HARPER AGENT

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GAME DAY

You fight for your freedom?  
Well, I fight for the freedom of all.



## Theme Traits

**Class Prerequisite:** None. Although many Harper agents employ the stealthy combat skills of the rogue, ranger, or avenger, the group accepts members from a wide range of classes and backgrounds. Many a Harper is a multiclass character with the abilities of a bard, a rogue, a ranger, or a wizard.

**Race Prerequisite:** None. Characters of any race are eligible to join the Harpers.

### Harper Pin

Level 3 Rare

*This pin, depicting a crescent moon and a harp, bears the blessing of one of three goddesses.*

**Wondrous Item** 680 gp

**Prerequisite:** You must have the Harper agent theme.

### Lliira's Grace ♦ Encounter Utility

**Trigger:** You miss with an attack.

**Effect (No Action):** Roll 1d6 and add the result to the triggering attack roll.

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## HEIR OF DELZOUN

Yea, the blood of Delzoun flows in me veins! I come a'seeking Gauntlgrym, and I durn't care how many tried and failed! Well, of course I have me a plan! Buy the next round, and I'll tell ye all about it.

DUNGEONS & DRAGONS

GAME DAY

### Theme Traits

**Class Prerequisite:** None. Characters of any class can take up this path.

**Race Prerequisite:** Dwarf. The heir of Delzoun theme marks you as one descended directly from the purest bloodlines of that ancient dwarven kingdom.

### Starting Feature

As a sign that you do indeed possess the pure blood of your ancestors, one of the hallmark traits of your people is stronger in you.

**Benefit:** You gain resist poison equal to 5 + one-half your level.

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## ILIYANBRUEN GUARDIAN

You cannot escape the past.  
I won't let you.

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GAME DAY

### Theme Traits

**Class Prerequisite:** None. Any class can benefit from this theme's features, though characters who make use of extra mobility—such as rangers, rogues, and warlocks—do especially well as Iliyanbruen guardians. Likewise, characters who depend on avoiding damage or being hemmed in—including wizards and sorcerers—make better use of this theme's benefits than heavily armored defenders. The bladesinger class (*Neverwinter Campaign Setting*) also makes a good choice.

**Race Prerequisite:** Eladrin. Though other fey races such as elves and gnomes might be suitable for this theme, its features focus on improving the racial abilities of an eladrin character.

### Starting Feature

Your journey to the mortal realm by way of hidden pathways has given you insight into planar magic deeper than that of your kin.

**Benefit:** When you use *fey step*, you can take one adjacent ally with you.

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# NOBLE

I have a destiny and a birthright to claim—  
for the good of the people of the North.



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GAME DAY

## Theme Traits

**Class Prerequisite:** None. The character theme works best for a strong melee combatant such as a warlord, a fighter, or a paladin. However, you might have grown up on the streets or fascinated by the arcane arts.

**Race Prerequisite:** Human. The rulers of Neverwinter have always been human, and you follow in that tradition even if your heritage might be muddled by intermarriage. Mixed blood might make your quest more difficult, but if you're interested in this possibility, you could choose half-elf or half-orc.

### Take Heart, Friend!

### Neverwinter Noble Utility

*When all looks dark, you muster a cry of hope to carry your ally through.*

**Encounter ♦ Martial**

**Minor Action**

**Close burst 5**

**Target:** One ally in the burst

**Effect:** The target gains a +2 power bonus to all defenses until the start of your next turn and 5 temporary hit points.

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## OGHMA'S FAITHFUL

With Oghma's blessing, we will learn the truth.  
Have faith.



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GAME DAY

### Theme Traits

**Class Prerequisite:** None. Although anyone can follow Oghma, divine characters are the most appropriate for this theme. If you play a warpriest cleric, you can also use the Oghma domain presented in the *Neverwinter Campaign Setting*. Alternatively, a wizard or some other character drawn to ancient lore might be equally fitting.

**Race Prerequisite:** None. Oghma accepts all seekers of knowledge into his presence.

#### Understand Language

#### Oghma's Faithful Feature

*Oghma's guidance provides understanding, and the secrets of a language are revealed to you for a short time.*

Encounter ♦ Divine

Minor Action

Personal

**Effect:** Choose a language you have heard or seen within the past 24 hours. Until the end of the encounter, you can read and understand that language.

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## PACK OUTCAST

The true predator kills only what it needs.  
It is not I who have betrayed our ways.



**DUNGEONS & DRAGONS**  
GAME DAY

### Theme Traits

**Class Prerequisite:** None. However, as an Uthgardt, you were raised to shun and fear arcane magic.

**Race Prerequisite:** Human. A few family lines of Gray Wolf might have half-elf and half-orc members.

#### Body of the Wolf

#### Pack Outcast Utility

*Your flesh flows, your bones twist, and you lift your snout to howl.*

**At-Will (Special) ♦ Polymorph, Primal**

**Minor Action**

**Personal**

**Effect:** You change from your humanoid form to the form of a wolf, or vice versa. When you change from wolf form to humanoid form, you can shift 1 square.

While in wolf form, you retain your normal game statistics and size but gain a +1 bonus to speed. Your equipment becomes part of your wolf form. You continue to gain the benefits of equipment you wear, except item powers. While equipment is part of your wolf form, it cannot be removed, and anything in a container that is part of your wolf form is inaccessible.

You gain proficiency with your bite while in wolf form. Treat your bite as a melee weapon with a +3 proficiency bonus, a 1d8 damage die, and the enhancement bonus of your primary weapon.

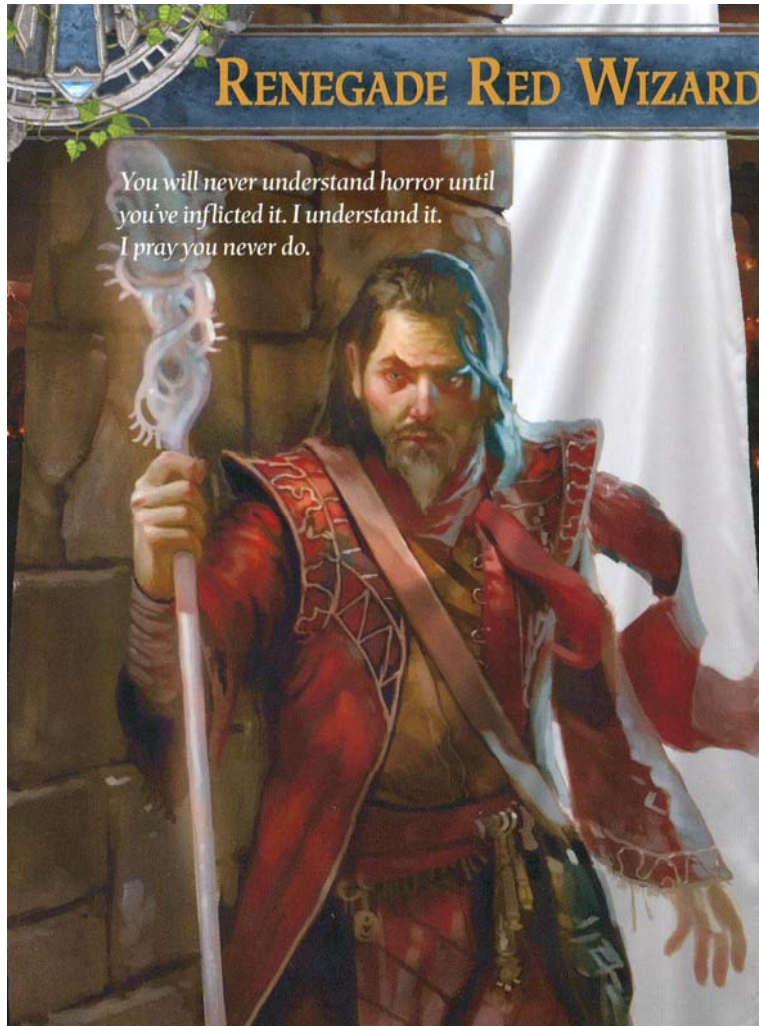
**Special:** You can use this power only once per round.

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## RENEGADE RED WIZARD

You will never understand horror until you've inflicted it. I understand it. I pray you never do.



**DUNGEONS & DRAGONS**  
GAME DAY

### Theme Traits

**Class Prerequisite:** Mage wizard.

**Race Prerequisite:** None. Although humans are far and away the most numerous race in Thay, members of other races can prove themselves worthy of being taken into the arcane schools that train each new generation of Red Wizards.

### Starting Feature

As you approach a mastery of magic that you've had to develop while on the run, you've learned to interweave a combination of secrecy and precision.

**Benefit:** If you are hidden when you use an arcane attack power and miss every target, you do not automatically become visible (though the targets are entitled to new Perception checks to see if they notice you).

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## SCION OF SHADOW

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Toril thrives in the light.  
I'll have no part in dragging it  
down into darkness.

### Theme Traits

**Class Prerequisite:** None. The Shadovar respect practitioners of arcane magic or shadow magic more than any others, but all classes are open to you. If you wield divine power, you would have originally worshiped Shar. However, you have most likely taken up a new deity since then.

**Race Prerequisite:** Human, shadar-kai, or shade. Some of the royal family of Shade Enclave are born as shades thanks to the influence of the Shadowfell. However, this racial choice should be available to characters only with the DM's approval.

#### Eyes of Night

#### Scion of Shadow Utility

*A moment's concentration lets all your senses touch the darkness.*

Daily ♦ Shadow

Minor Action

Personal

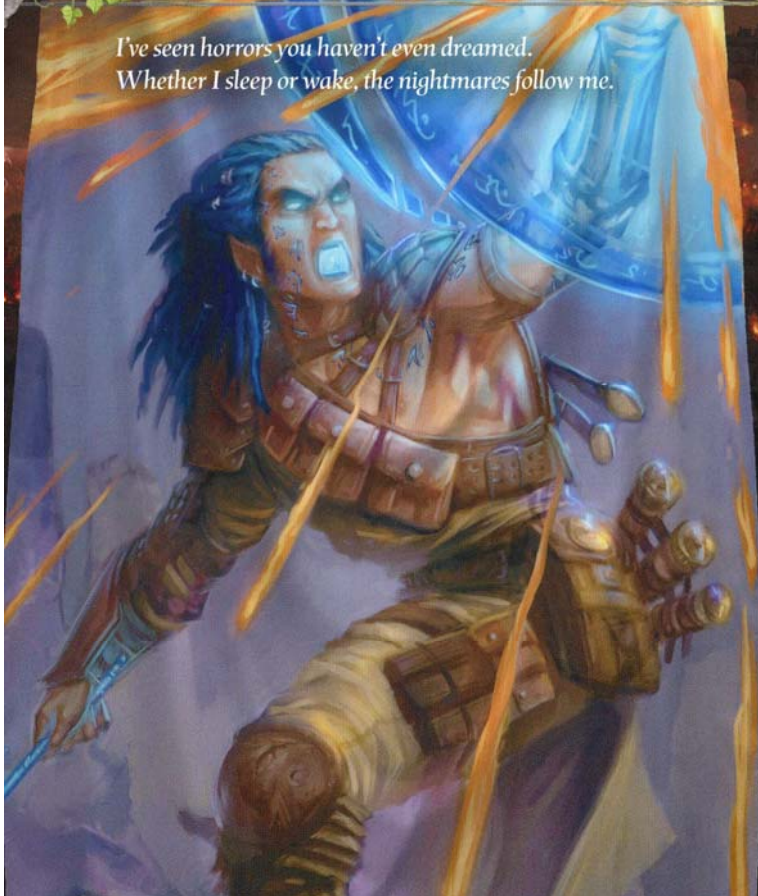
Effect: You gain blindsight 10 until the end of your next turn.

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## SPELLSCARRED HARBINGER

*I've seen horrors you haven't even dreamed.  
Whether I sleep or wake, the nightmares follow me.*



**DUNGEONS & DRAGONS**  
GAME DAY

### Theme Traits

**Class Prerequisite:** None. Although a background related to magic might help explain the exposure that created your spellscar, this theme is suitable for characters of any class.

**Race Prerequisite:** None.

### Starting Feature

You have a spellscar that takes the form of an unnatural lesion, glowing tattoos, tentacles where your fingers should be, immaterial blue spines projecting from your skin, or some other obviously magical effect. Your spellscar grants you the power to twist magic.

**Benefit:** You gain one of the following abilities.

- ◆ **Dimension Shift:** Once per encounter, you can teleport up to 2 squares as a minor action.
- ◆ **Twist Fate:** Once per encounter, you can reroll a failed saving throw.
- ◆ **Vanish:** Once per encounter as a minor action, you can become invisible until the start of your next turn.

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## UTHGARDT BARBARIAN

What you think of as civilized, I know to be weak.  
The world is a savage place. It takes savagery to master it.



**DUNGEONS & DRAGONS**  
GAME DAY

### Theme Traits

**Class Prerequisite:** None. The Uthgardt, however, traditionally embrace only the divine and primal forms of magic. Characters who wield other magical power typically hide their abilities from their tribe. The Uthgardt also have a narrow faith, typically worshiping only Uthgar (an exarch of Tempus) and various animal and ancestor spirits.

**Race Prerequisite:** Human. Although the Uthgardt are almost exclusively human, a few half-elves and half-orcs are found among the Thunderbeast tribe.

#### Thunder Stomp

#### Uthgardt Barbarian Feature

*Your foot comes down with the impact of a thunderbeast, shocking nearby enemies into inaction and hesitation.*

**Encounter ♦ Aura, Primal**

**Minor Action**

**Personal**

**Effect:** You activate an aura 2 that lasts until the end of your next turn. While in the aura, enemies cannot make opportunity attacks.

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