



Character Themes: Neverwinter Redeemers

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Developing your character into someone with a rich story can be a fun and rewarding process. You likely have a good idea of what race and class you want to play, but you might not have thought out what your character's life was like before his or her adventuring career. A theme can help you flesh out your character and provide interesting options for developing his or her background.

This article details two character themes created for use with the Neverwinter setting. A seeker of Illefarn is a self-sufficient elf wayfarer who stumbles upon an ancient secret, and a son of Alagondar is a determined rebel opposing the imperialistic aims of Dagult Neverember, the lord of the city of Neverwinter.

CHARACTER THEMES

Your character's theme is a career, calling, or identity that describes who he or she is in the world. Just as race and class create basic definitions about who your character is and what his or her skills are, theme adds a third character component to help refine your identity and backstory. For example, the seeker of Illefarn

theme is most suited to an elf druid or ranger who has stumbled across a hint or a clue pointing to a threat to his or her beloved woodlands, or to a long-lost secret from the distant past. Alternatively, you might want to play a rogue or a wizard who comes across the clue or the item accidentally or through illicit means, only to be sucked into the destiny and intrigue behind its appearance.

Both of these themes are broad enough to encompass several distinct character stories. For information on using themes as part of character creation and rules for how to gain and use theme powers and features, see "Heroes of Nature and Lore" (*Dragon* 399).

SON OF ALAGONDAR

Leave fighting fair to those who have nothing to lose. This is our city, and we shall reclaim it any way we can.

You grew up on the mean streets of ruined Neverwinter, long after the Spellplague reduced the city to smoldering rubble. You learned the laws of this new world the hard way, and watched first-hand

as the struggle to survive shattered families, stole livelihoods, and destroyed lives. As long as you can remember, you have suffered from the bizarre nightmares that are part of life in the broken city.

As bad as it gets, nothing has chased you away from your home. You are a child of Neverwinter, and while the city still stands, you refuse to kneel.

A few years ago, when Dagult Neverember, a lord of Waterdeep, arrived to stabilize and rebuild the city, you saw right through him. To you, he is not a savior but an invader—his army of “peacekeepers” an occupation force. You might have regarded them benignly at first, hoping your doubts would prove unfounded, but Neverember’s goons quickly dashed any illusions you had about their intentions. But most people in the city aren’t privy to your insight, or aren’t willing to listen. You found that all the rhetoric in the world won’t convince the people to rise up and resist the great “Protector,” so you turned to more direct means.

You joined the rebel movement known as the Sons of Alagondar, named for the city’s legendary royal family. With the Sons, you found ways to channel your rage, and felt as though in some small ways you have successfully restrained the usurper of your homeland.

The rebels have suffered setbacks recently, however. Their charismatic leader, Cymril, was slain less than a month ago, plunging the organization into chaos. Factions have emerged, each of them forging alliances with dark forces in the city. Some operatives of the Sons have made overtures to the brutish Dead Rats gang, while others curry favor with the malevolent Red Wizards in the city. Caught between your principles and the necessity of having potent allies, you aren’t sure who you can trust. What started as a noble and simple fight for freedom has become complicated.

You have choices to make, and none of them are good. You dream of yet another solution: the return

of a true heir of House Alagondar, who can unite the city against the usurper. But even if a true heir were to appear, would you welcome him with relief or suspicion?

Creating a Son of Alagondar

When you pledge an oath to the Sons of Alagondar, you take a vow to serve a cause greater than yourself. You swear to free your city, whatever the cost, and protect it from foreign oppression. You might have any number of skills, but your determination is one of a kind.

Class Prerequisite: None. Heroes from all walks of life are needed for this desperate task, provided they have the strong moral compass required for the self-sacrifice expected of a rebel.

Race Prerequisite: None. This theme fits best with a native of Neverwinter, suggesting that your son of Alagondar be human, half-elf, or dwarf (the predominant races in the city), but you can play any race you wish. What is required is an undying love of your city. Despite the organization’s name, females are gladly accepted and call themselves Daughters of Never.

BACKGROUND

You’ve lived a tough life, always yearning for justice that never comes. You are suspicious by nature and know your beloved city like a best friend, knowledge that helps when you need to escape in a hurry.

Associated Skills: Insight, Stealth, Streetwise.

Starting Feature

You’ve honed your combat skills against the heavily armored Mintarn mercenaries Lord Neverember has brought to the city, requiring you to perfect the art of exploiting weaknesses. When you spot an opening in a foe’s defenses, you don’t hesitate to let your allies know.

Benefit: While you flank an enemy, your allies gain a +1 power bonus to attack rolls against that enemy.

In addition, you gain the *low blow* power.

Low Blow

Son of Alagondar Attack

At the opportune moment, you hit your foe where it counts.

Encounter ♦ **Martial**

No Action

Special

Trigger: Your melee attack hits a creature granting combat advantage to you.

Effect: The creature is dazed until the end of your next turn.

Additional Features

Level 5 Feature

Times are tough, and your foe is always better prepared than you are. Good thing you’re a natural saboteur and sneak.

Benefit: You gain a +2 power bonus to Stealth checks and Thievery checks.

Level 10 Feature

Even when the going gets tough, you never give up. Come bloody swords, fire-breathing dragons, earthquakes, and cataclysms, Neverwinter endures—and so do you.

Benefit: The first time you are bloodied during an encounter, you gain temporary hit points equal to 2 + one-half your level.

Optional Powers

The following tricks and skills reflect a son of Alagondar's training as a saboteur and underdog. Your devotion to your city gives you strength.

Level 2 Utility Power

You have come to rely on your instincts and uncanny ability to size up a foe before engaging in battle. Only the foolish underdog never runs away. Then again, you can spot a foe who's about to go down at fifty paces.

Size 'em Up Son of Alagondar Utility 2

After hundreds of battles, you've learned get a quick instinctive read on any enemy.

Encounter ♦ Martial
Minor Action **Personal**

Prerequisite: You must have training in Insight.

Effect: Choose a creature within 10 squares of you. You learn which of that creature's defenses is highest and which is lowest, as well as its current and maximum hit points.

Level 6 Utility Power

You know that the key to defeating a superior force is surprise and speed, and have perfected both and incorporated them into your fighting style.

Hit and Withdraw Son of Alagondar Utility 6

You rush in and strike, only to disappear before your enemy knows what hit it.

Encounter ♦ Martial
No Action **Personal**

Trigger: You hit with a melee attack.

Effect: After the attack is resolved, you shift up to half your speed as a free action. If you are adjacent to a creature after this move and not adjacent to the target of your attack, you gain partial concealment until the end of your next turn.

Level 10 Utility Power

Sometimes, a hero has nothing left to give for his or her cause. When the moment comes, you gladly sacrifice yourself for the sake of your allies, your honor, and the city you love more than life.

Last Full Measure Son of Alagondar Utility 10

Spurning caution, you throw yourself in front of the attack meant for your friend, who is inspired by your valor.

Daily ♦ Martial
Immediate Interrupt **Personal**

Trigger: An enemy hits your ally with a melee or a ranged attack while the ally is adjacent to you.

Effect: The attack hits you instead of your ally, and the ally gains temporary hit points equal to 2 + one-half your level.

SEEKER OF ILLEFARN

Bad enough, in such tumultuous times, that our future might be in doubt. I will not permit our past to be stolen away as well.

You grew to adulthood in the shade of Ardeep Forest among a small community of elves, not far from the bustling metropolis of Waterdeep. You were raised on legends, tales, and songs of the kingdom of Ardeep and the great elven empire of Illefarn before it.

In ancient days, elves ruled a great empire in the North called Illefarn. This empire fractured when the last Coronal of the elves led the retreat to Evermeet. Illefarn split into the nations of Ardeep, Iliyanbruen, and Rilitha. These kingdoms each fell in turn over the centuries, with the last of the elves leaving Ardeep for Evermeet over a century ago.

Your parents and others moved into the Ardeep Forest to try to reclaim and relive something of Ardeep's former glory. But little remains of that lost civilization. As the seasons passed into years, you dreamed of glorious days when your people ruled the

region in peace and fairness. You imagined ancient Aelinthaldaar, the capital of Illefarn, rising tall where Waterdeep stands now. You mourned the loss of that nation as though it happened recently, not gone from the world for over two thousand years. Illefarn fell not to the hostile orcs and other enemies that sought to destroy it, but to humans and dwarves and allied races whose growing presence squeezed the elves until the Coronal felt there was no room left for the culture that had thrived in the region since before the Crown Wars.

In your youth, you returned time and again to a glade dedicated to Corellon—not to pray, but to gaze in awe upon relics of lost Illefarn, including a single, cracked arrow said to have been launched from the bow of the empire's last Coronal, Syglaeth Audark.

But these were mere daydreams and empty wishes, and not part of your daily life until a few months ago, when several of your town's hunters returned with the body of an eladrin found dead near the Crypts of the Deepening Moon. Your people know well enough to avoid those tombs of Ardeep because of the creatures that guard them. Yet the fallen eladrin did not appear to be a typical tomb robber: the quality of her clothes and possessions indicated someone of higher rank, akin to a diplomat. But the style of her possessions more resembled the old fashions you'd seen on the statues and carvings of the ruins of Illefarn.

The town assembled a party of hunters and warriors to follow the eladrin's trail and learn where she came from, and you, having recently proven your skills in such matters, went along. Tracking the eladrin was hard but not impossible, with the trail eventually leading to Waterdeep. However, finding anyone who remembered the eladrin in such an enormous place proved more difficult than tracking her week-old trail through the forest, and many of your fellows abandoned the quest. But you pushed on. Something about the mystery drove you.

You finally met a group of moon elves that had seen the eladrin. They said she was secretive and spoke with a strange accent. She said she sought Ardeep, and the elves had assumed she meant Ardeep Forest. Apparently she had come from Neverwinter by ship. Why had she traveled to Ardeep Forest all the way from Neverwinter? Why the strange accent and clothes? Where did she come from—out of the distant past? It could be that the Neverwinter Woods, once the bastion of Iliyanbruen and a part of ancient Illefarn, holds the answers.

Perhaps it was fate, or an omen from the gods, that this should happen now, when you are old enough to choose your own way and skilled enough to make a difference. In the mysterious depths of the Neverwinter Woods and its surroundings, you can seek out other lost remnants of ancient Illefarn. You must locate them, and reclaim their wonders, their knowledge, and their treasures for the elves, to whom they rightfully belong. You must safeguard your heritage from those who would desecrate it for personal gain. And if you can, you must uncover the truth about the mysterious eladrin.

BACKGROUND

You grew up in the wilder parts of the North and have learned the value of self-reliance and understanding of nature. As a child, you loved stories of ancient Illefarn.

Associated Skills: Endurance, History, Nature.

Creating a Seeker of Illefarn

Although you can build a seeker of Illefarn from several races and classes, you'll find that elf rangers offer the greatest benefit. Elves benefit most from the powers and traits offered by this theme, as well as fit the background and goals of the theme.

Class Prerequisite: None. The ranger, druid, and warden classes make sense thematically, but a character of any class might align with this character theme.

Race Prerequisite: Eladrin, elf, or half-elf. Although all elves, half-elves, and eladrin might have the cultural connections to Illefarn to drive them to seek its legacy, consider playing a moon elf and using racial background options from the *Neverwinter Campaign Setting™*, because the old kingdom of Ardeep was a moon elf kingdom. However, you could also easily play one of the other elf subraces or a half-elf. Many years have passed since Ardeep existed as a true nation, and your character's family might have centuries of connection to Ardeep Forest.

Level 1 Feature

Perhaps your people truly are closer to the elves of Illefarn than others, or maybe you boast a greater degree of fortune. Either way, the gods or spirits of your ancestors smile on your efforts.

Benefit: Once per encounter when you roll a 1 on an attack roll or a saving throw, roll again, and use the second result.

Level 5 Feature

Your knowledge of tracking grows, and you sense that there's more to it than skill alone. A spirit of the past walks with you, and magic lingers nearby as you move through the homelands of your people.

Benefit: You gain a +2 power bonus to Perception checks.



Level 10 Feature

Your connection to the ancient spirits of Illefarn grows stronger. When you walk in the former lands of your people, you sense your ancestors are with you. These helpful souls warn you when danger is near.

Benefit: While you are conscious, you cannot be surprised. You also gain a +2 power bonus to all defenses during the first round of each combat encounter.

Optional Powers

Your seeker of Illefarn might develop the following powers as an expression of his or her increasing bond with the woodland.

Level 2 Utility

Although it might be second nature to your people to move easily across terrain that would impede others, you have carefully trained in this skill. As such, you're able to help your friends for a short time move with the same ease.

Wild Guidance Seeker of Illefarn Utility 2

You swiftly guide your companions through the rough ground ahead.

Daily ♦ **Aura, Martial**
Minor Action **Personal**

Effect: You activate an aura 3 that lasts until the end of the encounter. While the aura is active, you can shift 2 squares as a move action. In addition, when any ally of yours starts his or her turn in the aura, that ally can shift up to 2 squares as a move action during that turn.

Level 6 Utility

With a moment's concentration, you can attune yourself so closely to the world around you that distance and concealment cease to have meaning for you.

Hunter's Focus Seeker of Illefarn Utility 6

Serene concentration descends upon you. You focus like an eagle on the most distant and minute details of your enemy's defenses, and then spring the attack.

Encounter ♦ **Martial**
Minor Action **Personal**

Effect: Until the end of your next turn, you gain a +5 power bonus to Perception checks and a +2 power bonus to ranged attack rolls. In addition, you ignore the penalty for using ranged weapons at long range, and your ranged attacks ignore partial cover and partial concealment.

Level 10 Utility

You have become the most skillful hunter your village has ever produced. You can deftly maneuver across difficult terrain, and you dodge between enemies with ease.

Springheel Seeker of Illefarn Utility 10

Stepping lightly, you dance over terrain on which others can only stumble, leaving enemies slashing at empty air in your wake.

Encounter ♦ **Martial**
Minor Action **Personal**

Effect: Until the end of your next turn, you ignore difficult terrain, and you do not provoke opportunity attacks by moving.

About the Author

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