

PLAYER PRIMER: Amn



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PLAYER PRIMER: AMN



Welcome to Amn. In the lucrative position between Calimshan and Waterdeep, Amn is an economic powerhouse in southern Faerûn. This supplement is designed as a primer—a document to give you everything you

need to know to begin playing in the world of Amn.

Here you can find basic information on the environment, geography, and people of Amn. We have also adapted the Heroic Chronicle system to help you create a character centered in the region. At the end of this document is a short list of further reading options, should you want to further delve into this environment. Enjoy!

LIFE IN AMN

Amn is a merchant's country, through and through. The most powerful people in Amn are those who command the most wealth, and the complex social hierarchy is prone to tumultuous shifts. Situated in the advantageous landscape between Baldur's Gate and Calimshan, Amn has the greatest amount and variety of trade on the Sword Coast. Status and the demonstration thereof is of peak importance in Amn. Extravagant displays of wealth such as lavish parties and impeccable clothing are seen as necessary aspects to one's social positioning in Amn. This social hierarchy is so rigid, in fact, that a precious metal-based caste system has emerged that ranks people from 'ore' to 'mithral'. A mithral citizen is the absolute apex of wealth and status, while calling someone ore is a significant insult to their status.

Amn has a unique relationship to magic. Arcane magic is outlawed outside of special permission from the governing Council of Five, but divine magic is permitted despite Amn not formally representing any specific religions. Most religious worship is present and legal in Amn.

Despite—or possibly because of—Amn's economic fortune, the country has few true allies. Several of its cities have defected to neighboring Tethyr, and most other

nearby nations view Amn as more a rival than an ally. Citizens of Amn maintain an interesting connection to history: many speak Thorass, or "old Common." Thorass is still used in official Amn documentation, and a hybrid of Thorass and Common, known as "Amnian Common", has become popular among the people, especially outside of the cities.

THE STORY SO FAR

Most of Amn's oldest records are secret: trading companies must protect their "trade secrets", after all. What is known is that around 150 years ago, Amn was little more than a loose assemblage of city-states situated atop vast natural resources until a man known as Thayze Selemchant, of the Selemchant trade family, contacted five other powerful families and enacted a plan: through fake isolationist scare tactics, this new "Council of Six" successfully unified the cities of Amn into a nation and ruled anonymously.

Eventually, the Council of Six moved into the public eye, shedding their anonymity and one of their members. The new Council of Five has ruled ever since, composed of the most wealthy and powerful families in Amn. While theoretically possible for a new family to join the Council, the present Council guards their power and wealth zealously. Each member in the Council of Five is responsible for part of the ruling of Amn, from military might to magical regulation and spycraft.

Amn is noteworthy among the Sword Coast nations for its fondness for colonies. Amn's influence has spread into Chult and the Moonshae Isles, and even reached to the distant continent of Maztica before it disappeared in the Year of Blue Fire. At its peak, Amn was the most widely-expanded power of Faerûn.

Around twenty years ago an army of goblins, kobolds, ogres, and hill giants captured the southern city of Murann. These forces were led by two ogre mages, Sothillis and Cyrvisnea, who were tired of their poor treatment at the hands of the mostly human leaders of Amn.



REGIONS OF AMN



EASTERN AMN

Eastern Amn is home to most of the nation's rural settlements, providing agricultural resources and mined gems for the larger cities in the West. While these settlements do not share the extraordinary wealth of the western cities, they are important connections to inland trade partners. Eastern Amn also houses Amn's military, as well as most of the halfling population.

EASTERN AMN SETTLEMENTS

Keczulla. Keczulla was originally founded as a mining settlement around rich iron and gold deposits, but fell from prominence once the mines went dry. Around 1300 DR, fresh mines of gemstones were discovered and Keczulla began to rise once more. A secret group of benevolent mages operate in Keczulla, shrouded in secrecy to avoid persecution at the hands of the Council of Five.

Eshpurta. Eshpurta is known as the "Shield City" of Amn for two reasons: the tremendous military presence, and the shape of the city itself. Wedged defensibly between the Trifin Creek and River Rimril, Eshpurta forms a three-sided wedge reminiscent of a kite shield. The majority of Amn's military forces are stationed in Eshpurta, and the local economy revolves around it: blacksmiths, stablekeepers, weaponsmiths, and similar craftspeople are prevalent in the city. Crime is as common as in any other city, but done under much greater secrecy to avoid the eyes of the top military commanders.

Esmeltaran. Located on the banks of Lake Esmel, Esmeltaran is a beautiful and scenic city. It is a popular tourist destination within Amn, a place where the rich can spend some of their coin. Esmeltaran was the original capital of Amn, until the original Council of Six unified the nation around Athkatla. Of note is the city's halfling population—halflings from across Faerûn journey to Esmeltaran due to its proximity to the long-lost halfling society of Meiritin.

EASTERN AMN PLOT HOOKS

Gem Heist (Low Tier). One of Keczulla's mines has been emptied of gemstones—overnight! With security tight, how could so many gems go missing?

Military Matters (Mid Tier). A high-ranking member of Amn's military has been accused of a criminal offense, and adventurers are hired as independent investigators. Unknown to them, their investigation is a sham designed to destabilize Amn's entire military command!

The High Life (High Tier). A noble from Athkatla on vacation in Esmeltaran has committed some acts that, while legal in Athkatla, are heinous in Esmeltaran. The locals want the noble punished—but can even the most powerful of heroes pierce through an Athkatlan noble's web of influence and coin?





WESTERN AMN

Western Amn contains the country's largest cities and most important economic channels. The Sea of Swords brings ships, and the Trade Way brings caravans. The quality of life and goods found in Western Amn rivals Waterdeep and Baldur's Gate, but citizens' obsession with status and coin creates an individualistic environment.

WESTERN AMN SETTLEMENTS

Athkatla. Athkatla is the ultimate city of riches. Home to incredible decadence and lavish hedonism, nearly anything is permissible in Athkatla if you have got the coin. Athkatla is the capital of Amn and the center of its trade empire. People from across the world live in and travel to Athkatla, hearing legends of the opportunities and riches on display. Of course, the ferocious Amnian social structure exerts its cruellest powers in Athkatla: while the city is a haven for the rich, it is a hell for the poor. Wealthy citizens act with near impunity while the poor are cast aside, forced into overcrowded and dangerous districts rife with corruption and criminals.

Crimmor. Crimmor is known as the "Caravan Capital" of Amn. A central trading city along the Alandor River, Crimmor is the source for many trading caravans coming and going through Amn—so much so that merchant legend says that every caravan in Faerûn passes through Crimmor in time. Crimmor is strictly a no-crime city, a policy upheld by local officials and criminals alike. However, the Shadow Thieves are known to have a strong presence in Crimmor, a position that allows them to note caravans and shipments of particular worth for thieving once outside the safety of Crimmor's walls.

Purskul. Often overshadowed by the larger Athkatla and Crimmor, Purskul is nonetheless an important stop along the Trade Way. Purskul is a granary city, providing supplies to the nearby capital. Many who seek employment as caravan guards do so in Purskul, joining caravans before the long stretch southward into Tethyr.

Murann. Murann was Amn's second largest city and an important sailing hub before it fell in 1371 DR. Led by two ogre mages, an army of goblins, kobolds, ogres, and hill giants sacked the city and took it for their own, forming the new nation of Murannin. Today, a truce has kept the two nations at peace, and Murann is again an important port along the Trade Way—albeit one known to extract hefty tolls from passing merchants.

WESTERN AMN PLOT HOOKS

The Shadow Farce (Low Tier). Adventurers have been hired to guard a trade caravan leaving Crimmor. Unknown to them, this caravan is a ruse, set up by the Shadow Thieves to test their newer members. But when the cargo really does go missing, can the heroes survive the treacherous web they have stumbled into?

Purskul's Purse (Mid Tier). A valuable grain shipment from Purskul has gone missing—and the evidence points to an illegal magic user. With both the Shadow Thieves and Cowled Wizards claiming innocence, can the adventurers get to the heart of the matter before the hidden forces close in?

High Treason (High Tier). A member of the Council of Five has been murdered! Evidence points to an adventurer, but to prove their innocence they will first have to prove they can stand among Amn's richest and most elite.



FACTIONS OF AMN

COWLED WIZARDS

The Cowled Wizards began in the thirteenth century DR as secret protectors of arcane art. This developed into a zealous control over Amnian magic that was eventually institutionalized as an official government agency. Working directly for the Council of Five, the Cowled Wizards are the only legitimate arcane practitioners in Amn and are responsible for the enforcement of anti-magical laws in the region. They have been known to operate as magical spies and mercenaries for the Council.

EMERALD CABAL

The Emerald Cabal are rebels, fighting against the Cowled Wizards to free the use of magic in Amn. Their numbers have dwindled significantly in recent years, and some sects of the Cabal have become highly radicalized—but slowly, the Cabal rebuilds beneath the surface of Amn.



SHADOW THIEVES

One of the most powerful criminal organizations in all of Faerûn, the Shadow Thieves have incredible power in Amn. Once a minor thieves' guild in Waterdeep, the Shadow Thieves were exiled from the city and rebuilt themselves in Amn. Today, the Shadow Thieves have such significant power that their leaders, the Dannihyr family, also maintain a seat on the Council of Five. The Shadow Thieves are a very secretive and insular organization: members operate in small sects that, if compromised, cannot compromise others. Any thieves operating in Amn will eventually be absorbed into the Shadow Thieves—one way or another.

KNIGHTS OF THE SHIELD

The Knights of the Shield is a secret organization of merchants and traders with a history longer than Dale reckoning, making them one of the longest-running groups in Faerûn. This group uses spies and other illicit means to gather information, which it uses to manipulate economies for its members' own benefit. The Knights of the Shield have had their hand in many notable power shifts in Amn and the surrounding lands, but only their most senior members know the secret truth: the Knights of the Shield serve Gargauth, god of corruption and political manipulation.

ORDER OF THE RADIANT HEART

This order of benevolent knights have devoted themselves to honor, virtue, justice, and peace. While they operate across Faerûn, the Order of the Radiant Heart maintains a stronghold in Athkatla. Members qualify for knighthood by a prolonged period of noble service and dedication, and so are renowned for their absolute devotion to their ideals.





CHARACTER CHRONICLE: AMN

The chronicle is a system that allows players and Dungeon Masters to work together to build a compelling character story. When used at the beginning of character creation—before the race, class, or background for your character is chosen—the chronicle establishes a character in solid concepts, background, and identity. If you already have a character concept in mind, you can choose options from the table instead of rolling randomly and ignore anything that doesn't fit your character concept. You may also find yourself changing aspects of your character concept as you create a backstory from these tables. These tables are meant to inspire your imagination, not limit it.

The “Backstory” section of the chronicle settles the character firmly in Amn by establishing their nation, home, settlement, and relationships, as well as the character's connection to their homeland and allies. It offers major events that happened to the character before the campaign begins, allowing the character to take shape via defining events.

The “Omen” section of the chronicle, meanwhile, looks to the future. It offers motivations and goals that drive the character to act as they do and inspires engaging hooks for DMs and players to interact with. It creates the mythic feeling of a character achieving something foretold, and when completed, the prophecy goal rewards the character with a mechanical benefit.

Dungeon Masters can use the chronicle to create engaging villains, each with their own histories and motivations grounded in the land of Amn.

BACKSTORY

Every character has a story before the campaign begins. This section provides a thorough exploration of who they are—their homeland, their previous work, their social status, and their relationships, including both allies and rivals. You then bridge the gap with a fateful event: the moments that took them from their home and carried them off toward adventure.



HOME REGION

Amn is divided into two main regions: East and West. Each is described in the “Regions of Amn” section of this supplement. Roll a d100 to determine which region is currently your home. This may be the place you were born, or simply the place you currently call home. Amn is a place where people from across Faerûn arrive to live.

d100	Region
01–39	Eastern Amn
40–00	Western Amn

BACKGROUNDS

Your background is how you fit in the social hierarchy of Amn, determining your items, goal, and proficiencies gleaned from your experience. Your background can be rolled randomly on the Backgrounds table or chosen to fit your character’s concept and upbringing. This table includes new backgrounds and adapted backgrounds from this supplement (PP:A) as well as backgrounds from the *Player’s Handbook* (PH). New and adapted backgrounds are described later in the chapter.

d20	Background	Reference
1	Acolyte	PH
2	Charlatan	PH
3	Cowled Wizard	PP:A
4	Criminal	PH
5	Entertainer	PH
6	Folk Hero	PH
7	Friend of Padfoot	PP:A
8	Guild Artisan	PH
9	Hermit	PH
10	Money Lender	PP:A
11	Noble	PH
12	Outlander	PH
13	Sage	PH
14	Sailor	PH
15	Siamorphite	PP:A
16	Silhouette	PP:A
17	Socialist	PP:A
18	Soldier	PH
19	Trendsetter	PP:A
20	Urchin	PH



SOCIAL STATUS

In Amn, social status is a heavily influential fact of life. Many are bound to their status—but as an adventurer, you have the ability to cut across social lines by virtue of your deeds. You have a background, and that background has different advantages and disadvantages depending on where you are. The social status associated with your background may change over the course of your story.

Consider how your backstory helps you fit into your home settlement using the information below. Then use the Social Status Relationships chart to determine how many allies and rivals you will roll for later in this section.

SOCIAL STATUS RELATIONSHIPS

d20	Background	Eastern Amn	Western Amn
1	Acolyte	1 ally and 1 rival	1 ally and 1 rival
2	Charlatan	1 rival	1 ally
3	Cowled Wizard	1 rival	1 rival
4	Criminal	1 rival	1 ally
5	Entertainer	1 ally	1 ally and 1 rival
6	Folk Hero	1 ally	—
7	Friend of Padfoot	1 ally	1 ally
8	Guild Artisan	1 rival	1 ally and 1 rival
9	Hermit	1 ally	1 rival
10	Money Lender	—	1 ally and 1 rival
11	Noble	1 rival	1 ally and 1 rival
12	Outlander	1 ally	—
13	Sage	1 ally	—
14	Sailor	—	1 ally and 1 rival
15	Siamorphite	—	1 ally
16	Silhouette	1 rival	1 ally and 1 rival
17	Socialist	—	1 rival
18	Soldier	1 ally	1 ally
19	Trendsetter	—	1 ally and 1 rival
20	Urchin	1 rival	1 ally and 1 rival





HOME SETTLEMENT

Once you have determined your home region and backstory, it is time to determine your specific home settlement. Each settlement is detailed in the “Regions of Amn” section of this supplement. You may either roll randomly or simply choose the settlement that suits your character most closely.

EASTERN AMN SETTLEMENTS

d100	Settlement Name	Type
01–25	Keczulla	City
26–69	Eshpurta	City
70–00	Esmeltaran	City

WESTERN AMN SETTLEMENTS

d100	Settlement Name	Type
01–49	Athkatla	Metropolis
50–79	Crimmor	Metropolis
80–89	Purskul	City
90–00	Murann	City

RACE

In previous works published by Wizards of the Coast, most citizens of Amn are human, with a large halfling population in Esmeltaran. Murann is a city largely occupied by ogres, orcs, goblins, and kobolds. While this information is canonical, the writers of this supplement do not believe that race should be a barrier to playing what seems fun to you. You should speak with your DM and fellow players to ensure everyone is comfortable with any racial themes in your game.

There are several products that offer a more nuanced take on race in DUNGEONS & DRAGONS:

- [Ancestry & Culture: An Alternative to Race in 5e](#) by Arcanist Press
- [Grazilaxx’s Guide to Ancestry](#) by Realmwarp Media
- [An Elf and An Orc Had a Little Baby: Parentage and Upbringing in D&D](#) by Adam Hancock & VJ Harris

FAMILY

Your family are the people closest to you. Most commonly, these are your birth parents and siblings, but they may be anyone that you identify as family. You may have more than two parents if your parents are polyamorous or if they have remarried. Perhaps you were raised by an uncle or close family friend. Similarly, siblings could include step-siblings, half-siblings, or even lifelong close friends.

In Amn, most first children are expected to follow the family trade. Social status is valued in Amn, and eldest children are meant to represent their families as a whole. Younger children are generally given much more leeway to pursue their own interests—children of lower-class families often leave in search of their own fortunes, and children of wealthy families often entrench themselves in hedonistic pleasures.

Roll twice on the family size chart. One roll determines your number of living parents, and the second your number of living siblings.

FAMILY SIZE

d100	Number of Parents	Number of Siblings
01–05	3 or more	2d4+2
06–60	2	2d4
61–80	1	1d4
81–00	0	0

FAMILY MEMBER TRAITS

Once you have determined the size of your family, choose the gender and age of each family member.

POWERFUL FAMILY RELATIONSHIPS

Your family forms your earliest, and possibly strongest, bonds and rivalries. Roll a d3 to determine the number of powerful family relationships you have. Roll once on the Family Relationships table for each powerful family relationship you have.



FAMILY RELATIONSHIPS

d100	Relationship
01–10	This family member resents you for being chosen to take over the family business. Gain one rival.
11–20	A distant relation of yours lives on the other side of Amn. While you rarely get to see them, when you do it is like you never left. Gain one ally.
21–30	This member of your family is controlled by the Cowled Wizards, who have dirt on them. Gain one rival.
31–40	This member of the family was saved by you when a bunch of Shadow Thieves tried robbing them. Gain one ally.
41–50	This family member is a faithful of Gargauth. You overheard a deal they made with someone from a group called the Knights of the Shield. You weren't caught, but suspicions run high. Gain one rival.
51–60	This member of your family is a distant relative. Through tragedy, they have come to live with your family. Gain one ally.
61–70	This member is allied with the Order of the Radiant Heart. Your own affiliations crossed the order, and now this member has been ordered to bring you in as an example. Gain one rival.
71–80	An elder family member might run the family business, but they do so in a way that much of the family disagreed with. You aided this family member in a coup. Gain one ally.
81–90	Your family has a long history of excellent craftwork. However, not everyone in the business embraces that fact. This family member is part of an effort to unionize workers within the country. Gain one rival.
91–00	This family member was thought killed by a rival. They were actually rescued with special aid from you. Gain one ally.

ACQUIRED ALLIES & RIVALS

This section will help you define any allies or rivals you gained based on your background and homeland. Roll once on the Ally Relationships table or the Rival Relationships table for each of your allies and rivals. Alternatively, you can work with your DM to define relationships meaningful to your character's story.

Once you have determined your relationships, roll for each of your allies and rivals on the Ally and Rival Identities table to define their game statistics. This table includes monsters and NPCs from the *Monster Manual*.

Some particularly powerful allies and rivals cause a fateful moment in your backstory. Learn more about fateful moments in the next section.

ALLY RELATIONSHIPS

d100	Relationship
01–10	This ally works for the Cowled Wizards. You saved them from their rival, and ever since you've been good friends.
11–20	Merchant caravans travel East to West and back again all the time. You met your ally as part of one of these caravans.
21–30	You freed your ally from a wandering circus, where you noticed they were being treated poorly. Instead of rolling on the Ally and Rival identity table, choose an ally of CR 1/8 or lower who is not a humanoid. This is not a pet— they are a friend.
31–40	You may not have any inclination to join the guilds or guards and sell your skill, but nonetheless this ally holds you in high regard due to your skillful abilities.
41–50	In an effort to anger their family, this ally has attached themselves to you romantically. They are of a much different social status than you are.
51–60	This ally appeared at a moment you needed them the most. They explained that one day, you will be good friends, but you need to find them in Athkatla first. You did, and have been friends ever since, but that mysterious meeting still bothers you.
61–70	This ally was your best friend as a child. They grew up and joined the Shadow Thieves. It has been complicated, but they have been loyal to you.
71–80	You fell into a romantic entanglement in the city with this ally. While they were able to continue their free lifestyle, you have always been a staunch supporter of theirs.
81–90	While your families don't get along, you don't let that stop a lifelong friendship. Until the very end, you remain allies.
91–00	You and your ally are the life of any party. You have a friendly competitive streak, always trying to outdo each other with extreme challenges.



RIVAL RELATIONSHIPS

d100	Relationship
01–10	It isn't personal, it is business. A rival business to your own wants you out of commission, so they hired an assassin.
11–20	You have climbed the social ladder of Amn to get where you are, but there are some who would rather you had stayed where you were. This rival is of the same social stature as you, but they hate you for it.
21–30	Everyone in Amn has debts—be they economic, social, or otherwise. This person owns some of your debt and is unwilling to let it go.
31–40	The Shadow Thieves blackmailed you into stealing from a powerful wizard on their behalf. The Thieves are happy, but the wizard would be a dangerous foe, and this rival keeps knowledge of your theft from them—at a price.
41–50	You are not who you claim you are. Either by accident or with purpose, this rival was disposed of, and you took over their life. However, it seems their removal may not have been permanent.
51–60	You interposed into a nearly done deal, costing this rival a lucrative offer. Something that they rightfully resent.
61–70	Through your actions, this rival failed at their job—something they consider to be a great personal insult.
71–80	The halflings are well known for their likable demeanors, but don't let that fool you: cross one and you often end up crossing them all. Your rival is beloved by the small folk, which has made you unwelcome in their businesses.
81–90	You made a powerful enemy in a nearby land (Tethyr, Calimshan, or Baldur's Gate) While they have stayed in their home, their agents hunt you in Amn.
91–00	As someone who will do whatever it takes to win, it was surprising that your deal with a fiend has turned sour. They're not coming after you directly, which is way worse than anything you imagined they would do. They just... show up at the worst time instead.

ALLY & RIVAL IDENTITIES

d100	Stat Block
01–05	Commoner
06–10	Acolyte
11–15	Bandit
16–20	Bandit Captain
21–25	Berserker
26–30	Cultist
31–35	Cult Fanatic
36–40	Druid
41–45	Gladiator
46–50	Guard
51–55	Knight
56–60	Priest
61–65	Scout
66–70	Spy ; gain one fateful moment.
71–75	Tribal Warrior
75–80	Veteran
81–84	Mage ; gain one fateful moment.
85–88	Young Bronze Dragon ; gain one fateful moment.
89–92	Assassin ; gain one fateful moment.
93–94	Vampire ; gain one fateful moment.
95–96	Arcanath ; gain one fateful moment.
97–98	Rakshasa ; shapeshifted into a friendly face. Gain one fateful moment.
99	Archmage ; gain one fateful moment.
00	Noble ; specifically one of the ruling families of Amn. Gain one fateful moment.



FATEFUL MOMENTS

Fateful moments are the important turning point where the path of your life twists to that of an adventurer. This moment may be fantastic or mundane, but it always sets you on the journey that will lead to greatness.

Roll once on the Fateful Moments table for each moment you gained from your allies and rivals in the previous section. If the fateful moment grants you a

proficiency you already had, choose any proficiency of the same type (armor, skill, language, tool, or weapon). If the fateful moment doesn't make sense for your character (for example, if your siblings perished but you don't have any siblings), roll a new event or work with your DM to smooth out the details. As always, you may forego rolling if you would prefer to work with your DM to create a fateful moment specifically tailored to your character.

FATEFUL MOMENTS

d20	Event
1	During one night of revelry, you ended up in a high-stakes game of chance with a merchant from Athkatla. They ended up owing you big.
2	You were once chased by thieves into an alley. They didn't find you, but in your hiding spot you found a map to a dungeon in the Cloud Peaks that reaches deep into the Underdark.
3	With months of helping caravans moving across all of Amn, you have picked up all the skills needed to captivate a crowd. It wasn't long before you learned you could lead men into battle, their faith placed solely in your hands. You gain proficiency in Performance checks.
4	A Cowled Wizard watched you get nearly beaten to death before scaring away your attacker. They helped you learn the arcane to get revenge against those who hurt you. You gain proficiency with Arcana.
5	You lost a close friend to a duel against a Knight of the Shield. From that day forward, you swore to seek out and stop unjust knights.
6	You made friends with a powerful doppelganger who was paid to assassinate a powerful target. You showed them another way to take care of their target without resorting to killing them, and so they taught you about their kind. You double your proficiency bonus when making Intelligence checks to recall information about doppelgangers.
7	You helped city guards apprehend a group of Shadow Thieves. As a thank you, the captain of the guards overlooked you taking a souvenir. Roll on Magic Item Table B of the <i>Dungeon Master's Guide</i> to determine what item you kept for yourself. If the item is consumable, you can roll again.
8	Groomed to protect one of the merchant-nobles who has a summer home in Amn, you gain proficiency in one suit of armor other than plate and one weapon of your choice. You start the game with one of each, although they are of exceptional quality and weigh half as much as their usual counterparts.
9	You were arrested and, guilty or not, their offer of a plea bargain was too tempting. When the time comes, you will be called upon to perform a task for someone of influence you have only heard of in whispers.
10	You visited a faraway realm, and made your way back home. The differences in other cities made you really question if the leaders of Amn know what is best for the country. Choose one skill you aren't proficient with. You gain proficiency in that skill and in History checks.
11	While travelling, you became lost. You stumbled upon a vale with the lost relic of another time. The spirit of the statue of this forgotten hero blessed you for helping others remember them. You can cast one cantrip of your choice with a casting time of one action, using Charisma as your spellcasting modifier.
12	As part of a caravan protection group, your group was attacked by a magic user. You jumped in the way of a blast to protect your patron. The guards skewered the magic user, and somehow their spell gave you new abilities. You gain the benefits of the Linguist feat from the <i>Player's Handbook</i> .
13	A flying ship appeared above your home city with strange looking figures that resembled hippos, looking for a bounty they were hunting. You helped them apprehend a dangerous criminal, and in turn earned a favor from them. Their leader gave you an icon that will summon them once to your aid.
14	You made a bet that paid off in spades: you won a magic item that became your signature. Choose a common magic item and create a nickname based on it.
15	While digging in a mine, you found a chamber that opened into a strange realm you had never seen before. Creatures from the region explained you were on the plane of Earth and they helped you return home. You impressed them so much, they are watching you from afar with great interest.
16	Due to a misunderstanding, you crossed paths and barely escaped alive against the Emerald Cabal. They thought you were a Cowled Wizard. To help protect you, they have given you an amulet that grows warm whenever a creature who can cast spells is within 30 feet of you.
17	When battle seemed inevitable, your actions brought negotiation instead of war and you were recognized with a medal of honor.
18	Two powerful lords in Amn who spend all their time working against each other somehow embroiled you in their fight. You learned their true identity: a red dragon and a gold dragon who take human form. The resolution of their conflict is up to the DM's discretion, but you ended up with an item from one of their hordes. Roll on Magic Item Table B of the <i>Dungeon Master's Guide</i> to determine what item. If the item is consumable, you can roll again.
19	You saved a cleric of Siamorphe from doom at the hands of a rampaging monster; they laid their blessing upon you. If anyone speaks to you, you can use your reaction to immediately know if it is a lie. After using this three times, the ability vanishes.
20	A visiting Pasha from Calimshan picked you up as a translator on a whim thanks to superstition. Their deals went well and you were given a tattoo that shows you are their official royal translator. When venturing in Calimshan or Amn, you can maintain a comfortable lifestyle for free.



FAVORITE FOOD

Depending on your home settlement, food in Amn may be homegrown or imported delicacies. Roll on the appropriate table or select or create a favorite option of your own.

Eastern Amn. Eastern Amn is home to much of the region's agriculture, providing bountiful fresh food to the populace. Most meals are intended to provide hearty sustenance for the day's labors, but in the larger towns exquisite banquets are often held. Food presentation is important—even in rural areas, Amnians often try to present themselves as richly as possible.

Western Amn. Western Amn's food, as with everything, is lavishly decadent. Rare and exotic animals, cheeses, sweets, and sauces are imported for the enjoyment of Amn's elite. Travelers and the cities' poor often look for nourishment over beauty, and find themselves shocked at the extreme prices and overwhelming decadence of even the lowest foods of Athkatla.



FAVORITE FOODS (EASTERN AMN)

d8	Food
1	Fruit and nut bread.
2	Soft-boiled quail eggs and crispy boar fat.
3	Wyvern flank soup.
4	Venison steak and tubers.
5	Boar ribs and boiled apples.
6	Bread, coated with egg yolk and pan fried with nutmeg and cinnamon.
7	Chicken and citrus fruit.
8	Flat bread with tomatoes and cheese, drizzled with olive oil.

FAVORITE FOODS (WESTERN AMN)

d8	Food
1	Saltbread crackers with caviar (especially Zakharan fish served with Kaeth).
2	Flaky light pastry filled with jam and creme.
3	Fatty bird liver stuffed with bread and spices.
4	Dates, figs, and nuts mashed into a jam loaf.
5	Cedar-roasted fish fillets served with local vegetables.
6	A mixture of dried cured meats, cheeses, and bitter or savory vegetables and fruits.
7	Alcohol-infused bread, light and fluffy. Locally known as "Cloud Bread."
8	Shellfish, served with a black salty sauce served with toasted bread.



MYSTERIOUS SECRETS

d20	Secret
1	I witnessed a powerful merchant be replaced by a doppelganger.
2	I found a ledger dropped by a courier. The letter tucked into the pages described how much each target would earn for the unnamed assassin. The book is filled with names of important people in Athkatla.
3	As long as I can recall, my family has had a strange friend in the basement of our business: a mimic that is used for disposing garbage.
4	I was on the road when a stranger came across my path. I fed them, and provided safe haven for the night. They were gone before morning, but they left behind a metal icon that only I can see.
5	I was exploring an abandoned mine within the Small Teeth, when I found a door with arcane sigils that was opened. It seemed to lead into the Underdark. When I returned, the door was closed and couldn't be opened.
6	I learned about the icon that Cowled Wizards use to communicate with each other. Whenever I see that symbol, I know they are nearby.
7	During a summoning ritual gone wrong, a Nothic was let loose in the city. My action (or inaction) let it get away, but not before it shared a secret: Erliza Daressin is a vampire.
8	I know of an old safehouse used by a thieves guild that disappeared long ago. Their safehouse requires a special keyword to get into, making it all mine.
9	One of the previous Council of Six, Tyrda Q'Helvor, is operating from the shadows to attack the new leaders of Amn.
10	I was fishing when I dredged a corpse out of the river: the mayor of our town. They had gone missing a month before, and now I know it is foul play. The dagger in their back belongs to our new mayor.
11	My family once ordered a shipment. When it arrived, an extra crate had come with it with my name on it. Inside was a letter, written in my own hand, but in a language I do not know.
12	I explored an old Emerald Cabal hideout, now long abandoned. However, within I found a list of similar hideouts in each city within Amn (and one within each of Calimshan and Tethyr).
13	I once worked with a group of explorers to find a scuttled ship, looking for treasure. We found the ship, and all went in. All I remember was a flash of green light, and waking up in my bed. No one had heard of the rest of the explorers after that day.
14	While fighting off a group of goblins, they ran from me. As they fled, they cried out: "The Radiant Heart will have our hides for our failures!". How are the goblins tied to the knightly order?
15	A group of halflings contacted me about trying to find a dealer of cheese for them. I had no idea at the time, but it led me down a rabbit hole of... strange sights. It was an interesting ask that taught me lurian cheese has unique narcotic properties for halflings.
16	No one will believe me, but the shield worshiped by the Knights of the Shield has trapped some malignant force.
17	I was watching a parade walking down the street when I witnessed a golem slip into an alley. Following behind it, I watched it transform into a bald human. When I was spotted, the figure just held a finger to their lips and said "you didn't see me."
18	I know of an invisible portal within the Snakewood that goes deep in the Emmel river. It only works one way, but I have used it to save my skin more than once.
19	One fine afternoon I was fishing, when I caught a talking fish. The fish told me if I let it go, it will return at the moment I need it most, provided I don't tell anyone about it.
20	I was praying at one of the churches in Amn when I fell unconscious. While I am told that it seemed I was sleeping, I remember speaking with an angel who gave me information to blackmail a prominent noble. The angel wanted that leader gone.

MYSTERIOUS SECRET

Mysterious secrets are yours, and yours alone. You may have a strange object or be keeping a deadly secret. How you choose to use these secrets is entirely up to you. Roll once on the Mysterious Secrets table or work with your DM to create a secret.

OMEN

Omens are portents of a character's future.

Omens are things that you want to achieve over the course of a campaign. Write down three: a short-term, medium-term, and long-term omen. You don't need all of them at character creation; just a short-term omen is enough until you get a better sense of your character and the world they live in.

Each omen should have two parts: a goal, and a consequence of that goal. The consequence can be good or bad, but try to think creatively about what could come from reaching that goal. Omens will help keep your character motivated and working towards something, and they give the DM a way to shape their story in ways that include your character and their goals. When writing your omens, look back at everything your character has become in previous sections and try to think of omens that create a narrative link.

If you need inspiration, we've provided several omens in the Omen Inspirations table. If something doesn't fit perfectly, fine-tune it, roll again, or work with your DM to determine your character's omens.



OMEN INSPIRATIONS

d20	Omen
1	I will join the richest within Amn, but not without making enemies out of those I step on during my ascension.
2	I will end the Cowled Wizards, but my actions will make me an enemy of every mage in Amn.
3	I will become the secret master of Amn from behind a network of spies. However, my web will be sure to catch more than one Shadow Thief wanting to kill me.
4	I'll join the Knights of the Shield, though it will mean their enemies become my own.
5	I will fight to ensure that halflings are seen as equal citizens in Amn. Those empowered by the current status quo will fight me tooth and nail.
6	My parents burned the good reputation our name held. I will reestablish our name as a power in Amn, but those in my way will be injured by my actions.
7	I will find and stop a mind flayer hidden in Amn, but the journey will cost me someone close to me.
8	I found my family dealing with things I find... unsavory. I will burn every bridge they rely on, so that no one will work with anyone from my home. This will make me an enemy of my own family.
9	I will make a defining judgement against corruption in Amn, but the full consequences of this choice will not be apparent for a long time.
10	The Order of the Blue Boar was a mercenary group which used to be common in Amn. They mostly operate in Tethyr, but I will grow their numbers here. Local mercenaries will seek to end me and my work.
11	Bandits and their ilk are the scum of the land. I will make bandits afraid to ever leave their holes, but my vendetta will change my closest friendships.
12	I will seek vengeance for those who faced Amnian injustice and lost. This crusade will bring the attention of Amn's most powerful—for good or ill.
13	I will reclaim my family's lost homestead, but in the process learn a terrible hidden truth about my ancestors.
14	I will become a champion of the common people in a land ruled by coin, but the revolution I start will swiftly become more than I can control.
15	I will hunt a legendary glowing purple bulette, but this victory will reveal a dark truth about my own abilities.
16	Refugees from the Underdark sometimes escape to the surface and settle in Amn, where they are met with hatred. I will aid them, but my actions will draw out dangers from the darkness below.
17	I will claim the legendary weapon Carsomyr, but the weapon will leave me at a critical time in favor of its true owner.
18	I will join one of the powerful families of Amn. This will cause significant jealousy from someone close to me.
19	I will recover a lost treasure of Amn, but I will unleash a wind of ill omens upon the land in doing so.
20	I will turn all my enemies into allies, but the choices I must make to do so will change a core part of myself.

FOR THE DUNGEON MASTER

The omens your players create will help you shape their personal narratives within your campaign. Consider how long your story is and try to pace characters' stories out evenly throughout the game. It can be interesting to follow one character's strong narrative arc, but remember to communicate with your players to make sure everyone gets an equal turn in the spotlight.

OMEN REWARDS

When a player completes an omen, they gain a reward of the DM's determination. Any of the following are suitable rewards for completing a goal, or the DM may decide on unique rewards of the same general level:

- For the next 1d10 days, the character has advantage on saving throws against environmental effects.
- For the next 1d4 days, the character's weapon attacks deal an extra 1d6 damage of the weapon's type.
- For the next 1d10 days, the character gains inspiration whenever they finish a long rest.





BACKGROUNDS

ADAPTING BACKGROUNDS

Any of the backgrounds from the *Player's Handbook* fit within Amn. However, we have provided a few alternative options for adapted backgrounds that fit more specifically within this harsh environment.

ACOLYTE (SIAMORPHITE)

One of the few “living gods” of the world, Siamorphe chooses a vessel from any living noble with even a little divine blood in their veins. The Heralds keep track of all those who qualify and the followers of Siamorphe aid them in watching over these special nobles. You are one of these agents of the mortal shells that house the essence of the divine.

CRIMINAL (SILHOUETTE)

Not only are you experienced with the darker side of the law, you have contacts in every level of Amnian society. Criminality is a way of life in Amn—secret, yes, but so common that it is almost harder to find someone without their hand in it. You know the true face of Amn, and are able to skillfully navigate its underbelly.

FOLK HERO (FRIEND OF PADFOOT)

The halfings of Esmeltaran congregate there because most of Amn doesn't treat their kind well. However, those who call the good folk friend find they have family wherever they go, within the city or anywhere else in Amn. You know the Hin deserve better, and you stand beside them to help them find it.

FOLK HERO (TREND SETTER)

The only thing that moves faster than magic are trends. In Cormyr, Sembia, or Amn, these places are known for being on the bleeding edge of what things are new or “in.” You are someone who understands and reads that edge, making recommendations to the rich and powerful.

GUILD ARTISAN (MONEY LENDER)

Amn, and especially Athkatla, didn't get a reputation for being the land of coins easily. Those who exchange gems and coins from other nations are a required part of life for most merchants and traders. You are part of that economic lifeblood that fuels the city.

SAGE (COWLED WIZARD)

As a sage of the Cowled Wizards, you have devoted yourself to the study, continuation, and control of arcane magic. You are one of the few legal practitioners of magic within Amn, but at a cost: you are expected to serve at the whims of the Council of Five.

GUILD ARTISAN (KNIGHT OF THE SHIELD)

As a member of the Knights of the Shield, you are more than an average artisan: you are in the know about all the latest trade knowledge. You have got an insider's perspective on what all the upcoming trends will be and have been able to do quite well for yourself with this knowledge.



NEW BACKGROUND: UNIONIZER

There is a new movement in the fourteenth century: simply because coin is the lifeblood of Amn, doesn't make it morally correct. There are those who would see the inequality between the haves and the have-nots brought more in line with modern cities like Waterdeep, Silverymoon, or Neverwinter. To that end, many workers are rallying under a new banner: that of the union. By working together, they are trying to take away the unyielding power used by the owners of business.

Skill Proficiencies: Insight, History

Tool Proficiencies: A set of artisans' tools of your choice

Language Proficiencies: A language of your choice

Equipment: a set of common clothes, a set of artisans' tools you are proficient with, a writ that declares you to be part of a union in good standing, a tattoo or icon that identifies you to others with this background and 10 gp in small rubies within a belt pouch.

FEATURE: UNION WORKER

As long as you are in good standing with your Union, you maintain a modest or comfortable standard of living at no cost provided you worked at least once that tenday. Additionally, you can always find work in an urban environment. The union collects a modest fee yearly in order to finance their operations.

PERSONALITY TRAITS

d8	Personality Trait
1	I live and would die by the idea that we succeed together, and fail together.
2	I am proud of the things I do with my hands. There is something honest about hard work.
3	I enjoy the simple things in life: a good ale, clean air, and good friends.
4	I am willing to share my knowledge to anyone who asks.
5	I will always be willing to help someone, even if I am already overworked.
6	Because others showed me random acts of kindness, I pay it forward.
7	I don't really worry too much about sharing gold; I can't take it with me when I die!
8	Whenever I am asked how I am doing, I respond, "You know, living the dream!"

IDEAL

d6	Ideal
1	Charity. I always try to help those in need, no matter what the personal cost. (Good)
2	Aspiration. I seek to teach those around me, so I can learn more about myself. (Any)
3	Creativity. Leave your mark on every job you do. (Chaotic)
4	Friendship. Together we find there is a value in friendship greater than gold. (Good)
5	Honor. Uphold the structure of the Union, so that we can work together for equality. (Lawful)
6	Sincerity. Nobility is the practiced art of lying to each other in elaborate ways. I am above that, even from down here. (Neutral)

BONDS

d6	Bonds
1	Power to the people, not the bourgeois who think they own us with their coin.
2	Many hands make short work of complicated tasks.
3	We will build a better tomorrow together, starting today.
4	My friends have gone to bat for me and back. I would lay down my life to save them.
5	Family isn't who shares your blood, it is the people who would bleed for you.
6	Hard work makes for a hard soul. Don't work so hard, your life passes you by.

FLAWS

d6	Flaws
1	I can't go five minutes without asking someone, "Are you working hard, or hardly working?"
2	The natural structure of our organization means I am used to asking people to just go ahead and take care of things for me.
3	I love the bureaucracy of things so much, I often add layers of complexity to situations that simply aren't needed.
4	I care less about unions getting us all to work together, and care more about using it to enrich myself.
5	I see myself as more important than union members because I am a union leader.
6	I am lazy, often dodging work. The organization protects me from being held accountable for my actions.

FURTHER READING

[Land of Intrigue](#) by Steven E. Schend

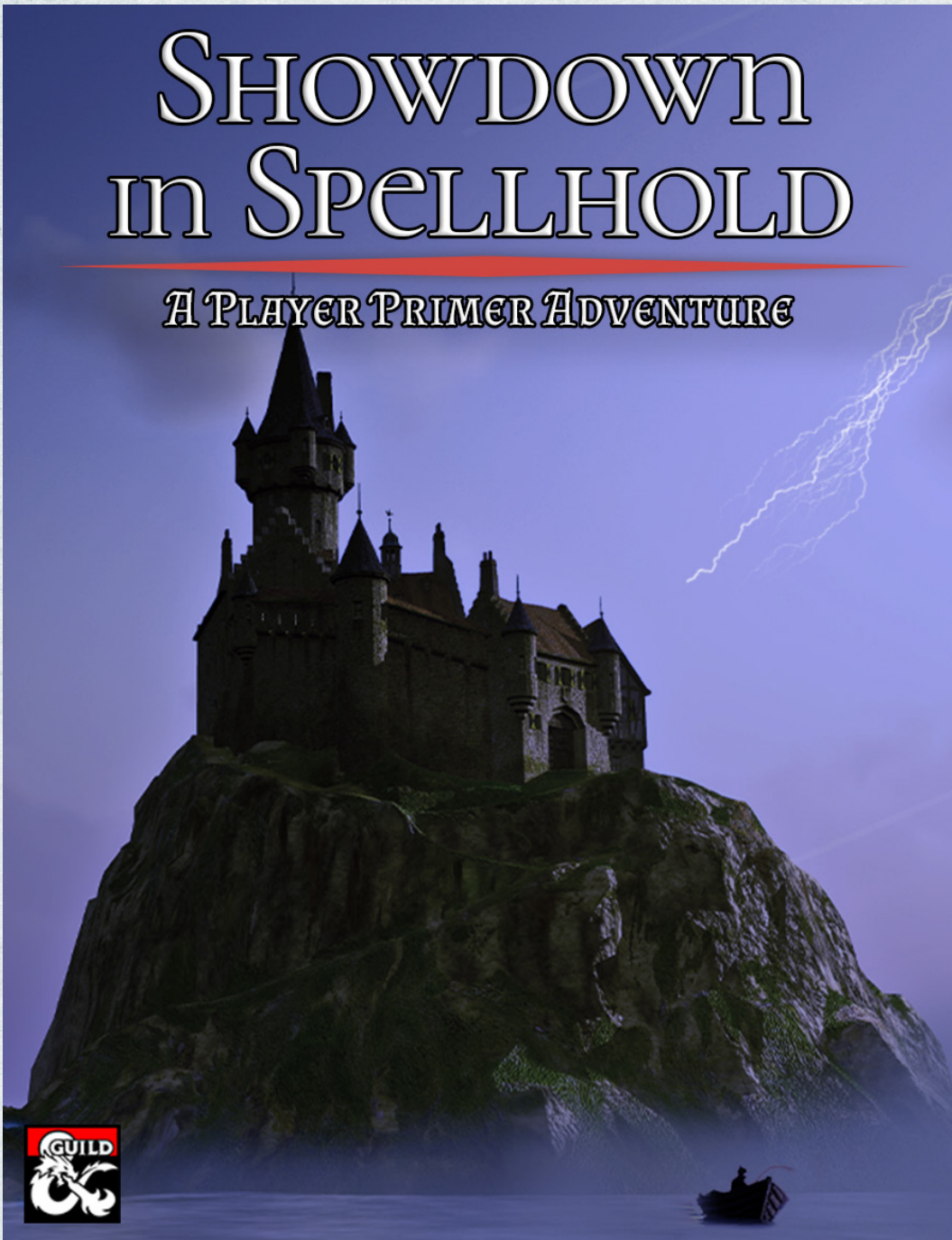
[Sword Coast Adventurer's Guide](#) by Wizards of the Coast

[Crimmor, City of Caravans](#) by Ed Greenwood, illustrated by Vincent Dutrait, Dragon #334



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