

Neverwinter Campaign Setting for 13th Age

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This document describes some thoughts how to run the 4e Neverwinter Campaign with the 13th Age rule set.

Icons (Factions)

The icons in Neverwinter represent the various factions which fight over the city. Some are ambiguous (A) and other villainous (V). Very few factions are actually good (G).

New Neverwinter (A): The new lord brings order and prosperity to the city, yet some see him as an invader.

Abolethic Sovereignty (V): Few sane people will have a positive relationship with these monsters. Yet, those who are touched by the spellplague might experience some sense of kinship, resulting in a conflicted relationship.

Ashmadai (V): You might have a positive relationship with the devil worshippers because you do not know what they really are. A conflicted relationship could result from being a former member of the cult.

Thay (V): Refugees might have a conflicted relationship with their former home, representing the few remaining allies in their former homeland.

Netheril (V): Those touched by the Shadowfell are not automatically allies of Netheril but might at least have a conflicted relationship.

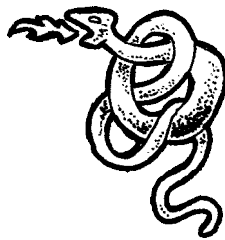
Sons of Alagondar (A): Whether you consider these rebels as heroes or villains depends entirely on the standpoint towards the new Lord of Neverwinter.

Harpers (G): The harpers fight against the various villainous factions in Neverwinter.

Bregan D'Aerthe (A): The drow mercenaries can be uneasy allies or enemies for the heroes.

Iliyanbruen Fey (G): The eladrin work to protect the forest and their newly recovered kingdom. While basically a good faction, they might very well be enemies of those heroes with ties to less trustworthy factions.

Dead Rats (V): This gang of were-rats plays only a small role but might have a conflicted or negative relationship with a deserter.



Backgrounds

There are still the basic backgrounds of the 13th Age rule book available. However, some special background reflect the setting of Neverwinter more adequately.

Regional Backgrounds: Some backgrounds are mainly regional. They reflect knowledge of the region and its culture and are nice secondary backgrounds.



- Thayan
- Netherese
- Waterdhavian
- Underdark Denizen
- Neverwinter Native
- Iliyabruen Fey: You know the forests and the feywild and you are good at identifying fey creatures.
- Uthgart Barbarian: You know the Uthgart culture and you can survive in a forest.

Social Class: Other backgrounds reflect a social class. If you pick this background, you have a good understanding of customs, etiquette and leisure activities of that social class. There are some social classes which are unique to a specific region of the world.

- Waterdhavian noble: You understand the strange politics of Waterdeep, its etiquette and pastimes.
- Red Wizard: You know how to survive in the arrogant hierarchy of Thay and enjoy a strong necromantic knowledge. Broader magic knowledge requires another arcane background

Special Jobs: Some jobs are very closely tied to the setting and are mentioned here.

- Follower of Oghma: You know a lot about history, geography and religion.
- Harper: You have abilities related to spying and deception
- Dead Rat Ganger: You know how to intimidate and rob.
- Wererat: You can climb and swim well. Also, you have a good sense of smell. (Some DMs might consider this background too powerful.)

Critical Event: A critical event might have shaped your outlook and given you some special skills.

- Neverwinter Refugee: You had to flee from Neverwinter. On the way you learned to scavenge, beg and steal to survive.
- Escaped Ghoul Prisoner: You know things about the city of Evernight and its denizens that few others do.

Unique Things

The unique thing is your personal tie-in into the campaign.

- You are an exile noble from Neverwinter with remote ties to the king's bloodline
- Strange visions guide your actions
- You desire to find the riches of Gauntlegrym
- You are an heir of the Delzoun bloodlines
- You are a werewolf cast out from his pack. *Pick a class such as barbarian which could reflect your transformative ability. Being a werewolf also has quite some drawbacks that the DM should use.*
- You have a legacy of shadow
- Inadvertent member of a devil cult
- You are scarred by the Spellplague
- Spy of Bregan D'Aerthe
- Deadly afraid to be taken by the ghouls of Evernight
- You are fleeing from your enemies. *This probably means a strong negative relationship to a faction such as Thay.*
- The touch of winter is on you. *This or sth. Similar works nicely for an eladrin.*

