In Amn, everything has a price. From assassins and slaves to art and artifacts, the nation offers an indulgence or a vice for everyone. The laws can be strict for those without a coin or two for the right bribe at the right time. Around every street corner and bend in the road, Amn might hold the opportunity of a lifetime—or a cutthroat waiting to end your life.

**AMN REGIONAL BENEFIT**
You add Streetwise and Thievery to your class skill list, and you gain a +1 bonus to Streetwise checks and Thievery checks.

**COMMON KNOWLEDGE**
Five wealthy and powerful merchant houses control Amn. These so-called High Houses form the governing Council of Five, which has complete authority over the nation and keeps a close check on all mercantile and military activity. Through the efforts of the council, Amn has amassed a formidable fleet of ships to guard and transport goods across western Faerûn.

Amn is widely disliked, but it has avoided major conflicts through a combination of scheming, intimidation, and pragmatism. Many foreign nobles and merchants have made fortunes through dealings with Amn. It is a land where luck counts for little, and where shrewdness and acumen determine one’s success and survival.

**REGIONAL FEATURES**
Despite its harsh reputation, Amn is a civilized and developed country. The High Houses ensure that roads are maintained and kept safe for commercial use. However, Amn also contains a few places that even the High Houses avoid.

**Athkatla:** This capital city is the golden heart of Amn, though only insofar as the country’s wealth goes. Athkatla might be home to some of Faerûn’s richest citizens, but the city’s core is rotten. In a place with enough coin, morality dies.

**Crimmor:** This city attracts wealth, opportunity, and danger. Northerners are constantly coming and going, making the city one of Amn’s more diverse. Bandits and pickpockets who do not ally with the guild known as the Shadow Thieves face a grave threat from the domineering organization.

**Esmeltaran:** In recent years, halflings have become the dominant portion of Esmeltaran’s population. Many displaced halfling refugees fled to this city and began new lives. Under their influence, the city is now thriving and has become home to a renowned adventuring company known as the Blazing Swords.

**Spellhold:** Once a Cowled Wizard detention center for outlaw and insane spellcasters, the Spellhold is now an anathema to Amn’s otherwise ordered nation. The Spellhold lies abandoned on the island of Brynnlaw, and it has gained notoriety in recent decades after groups of adventurers traveled there and never returned.

**The Snakewood:** Mystery surrounds the disappearance of the green dragon Ringreemeralxoth, who once called the Snakewood home. Some suspect that the dragon left for a new territory, but many wonder if the creature was slain as a result of the encroachment of savage humanoids.

**PEOPLE OF AMN**
Humans and halflings comprise most of Amn’s population, which has given rise to the supposition in other lands that the nation is a country of opportunists. In Amn’s eastern cities, the halfling population has grown dramatically, and many humans resent this change, especially as members of the smaller race gain increasing wealth and power.

Nonetheless, Amn is a place where respect and reputation can be bought, regardless of race. The exceptions are many of the monstrous races, which have become reviled since the rise of Murannadin, a monster kingdom that lies to the south. The High Houses maintain a bounty on the heads of trolls, ogres, and giants.

Although Amn as a nation is distrusted, the majority of the population is honest, seeking only to carve out a small piece of the land’s fortune. Because strict laws work against the people who can’t afford to purchase justice, many in Amn resent the corrupt rule of the High Houses.
Adventurers

Amn is a favorite springboard for travelers heading into southern Faerûn toward wild and dangerous lands such as Muranndin and Calimshan.

Many adventurers come to Amn seeking wealth and reputation. Groups such as the Blazing Swords have seen their ranks inflate in recent years, and the lure of merchant bounties on bandits and monsters inspire many to take up the sword. However, spell-casting adventurers must conceal their talents or face the wrath of the Cowled Wizards, the only “legal” wizards allowed in the region.

Blazing Sword Recruit: Your great-grandfather was an adventurer, and you grew up listening to stories of his group’s exploits. You’ve turned to the Blazing Swords, one of the many new adventuring companies, in the hope that they will become as renowned and well respected as those adventurers of old. You intend to help extend their influence beyond the boundaries of Amn. You welcome any opportunity that earns the attention and admiration of others.

Roleplaying Tips: You don’t need more than one reason to adventure; the promise of fame is enough. You are determined to earn a reputation that rivals the members of your grandfather’s illustrious group.

Enigmatic Vigilante: As a child of a lower merchant house in Athkatla, you grew up in the lap of luxury. However, you have seen the corruption and immorality that permeates Amn’s plutocracy, and you’re dedicated to changing the system. You believe in fundamental laws that supersede the regulations of mortals. Now, despite your position of privilege, you act covertly to unravel merchants’ plots and see justice done upon the miscreants and wealthy criminals of the land.

Roleplaying Tips: You maintain a facade of dignity that befits your background, but in private, you speak with loathing of the wealthy. You have little regard for the law, believing it to be an impotent artifice constructed by the rich.

Hunter of Monsters: Amn might be a seat of civilization in the west, but you see it as a land of opportunity. With Muranndin to the south and the Snakewood to the east, you’ve made Amn a base from which to track down all manner of creatures. Sometimes you lead wealthy nobles on hunts into the wild lands, and other times you venture alone to collect specimens to sell. Although you call Crimmor home, you feel most at ease in the solitude of “uncivilized” regions.

Roleplaying Tips: You’re not opposed to material wealth, but you find the lavish indulgences of Amn’s merchants repulsive. Time spent alone in the wilderness has left you a bit wild, and most regard you as rash and unpredictable.

Character Motivations

Although many in Amn hope to make fortunes and rise in the merchant ranks, some pursue different paths. Amn’s wealth offers plenty of opportunities to recover priceless artifacts, thwart corrupt plots, or offer aid to rich benefactors.

Merchant House: The shadow of Amn’s wealth darkens the lives of the nation’s impoverished population, and you have always looked upon those riches with envy. You dream of rising out of obscurity and destitution to create your own merchant house and carve out a piece of that wealth for yourself. You have had limited success in commercial endeavors, and now you have turned your eye to the dangerous but profitable adventuring trade.

Roleplaying Tips: You realize the challenges of trying to create a merchant house from nothing, but you’re willing to dirty your hands if necessary. Your morals are gray at best.

Halfling Solidarity: You recognize the issues that increasingly divide humans and halflings in Amn. You sympathize with halfling refugees, and you seek to help them unite and gain greater influence over eastern Amn. You believe that the key to Amn’s governmental reform lies in halfling solidarity, and you intend to spearhead a movement to bring political power to that race.

Roleplaying Tips: You consider all halflings your friends and are encouraging of them. You are charismatic and always seek to make friends and avoid enemies, at least for now.

Arcane Freedom: The Cowled Wizards keep a tight grip on arcane activity in Amn, and you’re determined to bring their tyrannical activities to an end. You are a member of the secret Emerald Cabal, and you support its activities to oppose the Cowled Wizards and other injustices; you believe that the key to overturning the Cowled Wizards lies within the Spellhold. You suspect that arcane power and esoteric secrets represent the best chance to overcome the group, and you are willing to venture into perilous sites to find what you need to achieve your goals.

Roleplaying Tips: You detest the misuse of arcane power, and you speak and behave in a way that actively encourages a positive view of magic. You make enemies of any who abuse their power.