

article. When you roleplay your corrupted character, you need to decide whether your tie to evil forces lies in the past or if it's a current temptation.

Have you done something you'd rather forget, or were you forced into a vile alliance? Do you harbor secret dreams for which you made a special bargain? Are you ignorant of the danger into which you've put yourself?

Perhaps in the city-state of your birth, everyone honors Bane. Maybe worshippers of Vecna are helping you keep a terrible family secret. Perhaps you're obsessed with a particular political role, and surely a few quiet prayers to Lolth couldn't hurt.

Whatever the source of your corruption, it's incumbent upon you to roleplay it in a way that adds to the other players' entertainment rather than causing friction and arguments at the table. "But that's what my character would do" is no excuse for casting a pall over the game. Instead, use your character's dark past to give him or her a failing to overcome or a secret to hide.

SIBILANT WHISPERS

Zehir's cultists constantly seek new converts for their slithering god. Their secret coterie tempt with promises of the death of enemies, delights hidden by the darkness of night, and the patronage and protection of powerful yuan-ti. Yet where temptation fails, force often prevails. Blackmail and threats often win converts, and after one's tongue gets cut in twain, what use is it to resist? No one trusts a hissing voice when it denies association with snakes.

Choosing the feat or skill power below signifies your association with Zehir's cultists. Have you escaped the snake pit, or are you still wrapped in yuan-ti coils?

Serpent's Tongue **Bluff Utility 2**

Your lie twists in your foe's mind like a snake, allowing you to hide the venom behind your next words.

Encounter

Free Action

Personal

Trigger: You fail a Bluff check against a creature

Effect: You gain a +5 power bonus to the next Bluff, Diplomacy, or Intimidate check you make against that creature before the end of your next turn.

Snake Blooded

Benefit: You gain resist 5 poison. In addition, you gain a +2 feat bonus to saving throws against poison effects.

Dangerous Thoughts

Few creatures provoke as much fear and revulsion as mind flayers. Their strange powers and vile appetites have earned them their dangerous reputation. Yet illithids do not slay all whom they meet. Many become their thralls, bound in thought and action by psychic power. Others serve them without magical compulsion, but they are no less slaves because of it.

By choosing one of the feats below, you reveal your character's past as the servant of the illithid threat. What horrible actions did you perform that you keep reminding yourself you couldn't stop? How many victims did you deliver into their clutches to protect the ones you loved? Can you still hear their thoughts in your head?

Far Thought

Benefit: Once per day, you can use telepathy for 5 minutes. You can communicate with any creature within 5 squares of you that has a language and that you can see. This telepathy allows for two-way communication.

Foreign Memories

Benefit: You gain a +5 feat bonus to Arcana, Insight, History, and Dungeoneering checks as they relate to aberrant creatures or their works.

Sturdy Mind

Benefit: You gain a +2 feat bonus to saving throws against charm, illusion, and psychic effects.

Evil Secrets

The jealous minds of Vecna's followers keep secrets even from each other. Who can say who is part of the conspiracy or how much they know? In such an environment, it's natural to grow paranoid. It's better not to trust.

Did you escape the net of lies and secrets woven about you? Are you sure? Do you need the Vecnites to keep one of your secrets? Is there knowledge they possess that you desire? Have they taken a memory from your mind—one you hope never to remember? Choose one of the game elements below if you dare to become entangled with the Whispered One.

Secrets of the City **Streetwise Utility 2**

You learn all the city's secrets by keeping your ear to the streets.

At-Will

Free Action

Personal

Trigger: You would make an Arcana, History, Intelligence, or Religion check in a settlement in which you've already succeeded on a Streetwise check

Effect: You make a Streetwise check in place of the Arcana, History, Intelligence, or Religion check.