



# ADVENTURERS LEAGUE BACKGROUNDS COMPENDIUM

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## SEASON 1 TYRANNY OF DRAGONS

### Optional background features from Hoard of the Dragon Queen<sup>1</sup>

Below are two optional features that you can choose in place of the feature normally granted by your background.

#### Optional Feature: Cult of the Dragon Infiltrator

You have infiltrated the ranks of the Cult of the Dragon. Having spied on the organization for quite some time, you are familiar with its inner workings and customs. You have a second identity as an initiate of the cult, enough of a facade to blend in as a simple grunt or servant.

<sup>1</sup> [Hoard of the Dragon Queen, Appendix A: Backgrounds](#)

## Optional Feature: Dragon Scholar

You have studied dragons and their lore for many years. You can automatically identify locations built or used by dragons and can identify dragon eggs and scales by sight. If you fail an Intelligence check to recall lore relating to dragons, you know someone or some book you can consult for the answer unless the DM rules that the lore is unknown.

## SEASON 2 ELEMENTAL EVIL

### Caravan Specialist<sup>2</sup>

You are used to life on the road. You pride yourself at having traveled every major tradeway in the Moonsea region, including the best backroads and shortcuts. When traveling these roads, you know where the best inns, campsites, and water sources are located, as well as potential locations of danger such as ambush. Having worked the roads as long as you have, you have made many acquaintances and find it easy to pick up information and rumors floating from town to town. You are skilled with beasts of burden and handling and repair-ing wagons of all kinds.

Skill Proficiencies. Animal Handling, Survival  
 Tool Proficiencies. Land Vehicles  
 Languages. One of your choice  
 Equipment. A whip, a tent, a regional map, a set of traveling clothes, and a belt pouch containing 10 gp.  
 Lifestyle. Poor

#### Feature: Wagonmaster

You are used to being in charge of the operation and your reputation for reliability has you on a short list when the job is critical. Experience has taught you to rely on your gut. Others recognize this and look to you for direction when a situation gets serious. You are able to identify the most defensible loca-tions for camping. If you are part of a caravan outfit, you are able to attract two

<sup>2</sup> [Mulmaster Bonds and Backgrounds, p.2](#)

additional workers that are loyal to you based on your reputation. You have an excellent memory for maps and geography and can always determine your cardinal directions while traveling.

[Note: This feature is a variant of the Outlander feature.]

## Personality Trait

- 1 Any group is only as strong as its weakest link. Everyone has to pull their own weight.
- 2 There's always someone out there trying to take what I've got. Always be vigilant.
- 3 Anything can be learned if you have the right teacher. Most folks just need a chance.
- 4 Early to bed and early to rise; this much at least is under my control.
- 5 You can listen to me or don't and wish you had. Everyone ends up on one side of that fence.
- 6 Eventually my hard work will be rewarded. Maybe that time has finally come.
- 7 A strong ox or horse is more reliable than most people I've met.
- 8 I never had time for books, but wish I had. I admire folks who have taken the time to learn.

## Ideal

- 1 Service: Using my talents to help others is the best way of helping myself. (Good)
- 2 Selfish: What people don't know WILL hurt them, but why is that my problem? (Evil)
- 3 Wanderer: I go where the road takes me. Sometimes that's a good thing... (Chaotic)
- 4 Fittest: On the open road, the law of nature wins. Victims are the unprepared. (Lawful)
- 5 Focused: I simply have a job to do, and I'm going to do it. (Neutral)
- 6 Motivated: There's a reason I'm good at what I do, I pay attention to the details. (Any)

## Bond

- 1 My brother has a farm in Elmwood and I've helped him and his neighbors move their goods to Mulmaster and other surrounding towns. Those are good people.
- 2 A caravan I lead was attacked by bandits and many innocents died. I swear that I will avenge them by killing any bandits I encounter.
- 3 The Soldiery are mostly good guys who understand the importance of protecting the roads. The City Watch is

who you have to look out for. If they are inspecting your goods, get ready to pay a fine.

- 4 The new commander of Southroad Tower, Capt. Holke, understands the importance of safe roads. He's hired me for several jobs and I'm grateful.
- 5 There's always a road I haven't traveled before. I'm always looking for new places to explore.
- 6 Wealth and power mean little without the freedom to go where and when you want.

## Flaw

- 1 I have trouble trusting people I've just met.
- 2 I enjoy the open road. Underground and tight spaces make me very nervous.
- 3 I expect others to heed my orders and have little respect or sympathy if they don't.
- 4 I am very prideful and have trouble admitting when I'm wrong.
- 5 Once I decide on a course of action, I do not waiver.
- 6 I like to explore, and my curiosity will sometimes get me into trouble.

## Earthspur miner<sup>3</sup>

You are a down-on your luck miner from the Earthspur Mountains who is no stranger to hardship. You have spent a great deal of time living among the dwarves, goliaths, and denizens of the Underdark that also work mines in the area. At this point, you're just as comfortable working underground as above. You know how to read a seam, dicker for supplies with the deep gnomes, party with dwarves, and find your way back to the surface afterwards. Unfortunately, you haven't struck it rich.. .yet. Although you've come to Mulmaster looking for work, the tall peaks and deep mines of the Earthspurs still call to you.

<sup>3</sup> [Mulmaster Bonds and Backgrounds, p.3](#)

Skill Proficiencies. Athletics, Survival Languages. Dwarven and Undercommon Equipment. A shovel or a miner's pick, a block and tackle, a climber's kit, a set of common clothes, and a belt pouch containing 5 gp.  
Lifestyle. Poor

## Feature: Deep Miner

You are used to navigating the deep places of the earth. You never get lost in caves or mines if you have either seen an accurate map of them or have been through them before. Furthermore, you are able to scrounge fresh water and food for yourself and as many as five other people each day if you are in a mine or natural caves.

[Note: This feature is a variant of the Outlander feature.]

## Personality Trait

- 1 Nothing bothers me for long.
- 2 I hate the horrors of the Underdark with a passion. They took my friends and family and almost got me.
- 3 Anything worth doing takes time and patience. I have learned to plan and wait for the things I want and to be patient to achieve my goals.
- 4 I can party with everyone. Whether with dwarves, or goliaths, or deep gnomes, I can find a way to have a good time.
- 5 I'd rather be mining. This is okay; mining is better.
- 6 I think that I will stumble upon great riches if I just keep looking.
- 7 People who don't work with their hands and who live in houses are soft and weak.
- 8 I wish I were more educated. I look up to people who are.

## Ideal

- 1 Generosity: The riches of the earth are to be shared by all. (Good)
- 2 Greed: Gems and precious metals, I want them all for myself. (Evil)
- 3 Moch: Property, schmoperty. If I need it, I take and use it. If I don't, I leave it for someone else. (Chaotic)
- 4 Boundaries: Everything and everyone has its prescribed place; I respect that and expect others to do the same. (Lawful)

- 5 Let it Be: I don't meddle in the affairs of others if I can avoid it. They're none of my business. (Neutral)
- 6 Materialist: I want riches to improve my life. (Any)

## Bond

- 1 The people of the Earthspur mines are my family. I will do anything to protect them.
- 2 A deep gnome saved my life when I was injured and alone. I owe his people a great debt.
- 3 I must behold and preserve the natural beauty of places below the earth.
- 4 Gems hold a special fascination for me, more than gold, land, magic, or power.
- 5 I want to explore new depths and scale new heights.
- 6 Someday I'm going to find the mother lode, then I'll spend the rest of my life in luxury.

## Flaw

- 1 I'm uncomfortable spending time under the open sky. I'd rather be indoors or underground.
- 2 I'm not used to being around other people much and sometimes get grouchy about it.
- 3 Good tools are more reliable than people. In a cave in, I would save a sturdy pick before a stranger.
- 4 I jealously guard my secrets, because I think others will take advantage of me if they learn what I know.
- 5 I am obsessed with getting rich. I always have a scheme brewing for making it big.
- 6 I'm afraid of the dark.

## Harborfolk<sup>4</sup>

You are one of the hundreds of small-time fishermen and women who haul the bounty of Mulmaster's freshwater harbor to the city's markets each morning. You have spent countless days rowing in the waters in and around Mulmaster and know them and the other fisherfolk, dockworkers, and port inhabitants better than anyone. Though you have left that life behind, you still visit once in a while.

<sup>4</sup> [Mulmaster Bonds and Backgrounds, p.4](#)

**Skill Proficiencies.** Athletics, Sleight of Hand  
**Tool Proficiencies.** One type of gaming set, vehicles (water)

**Equipment.** Fishing tackle, dice set, playing card set, or Three Dragon Ante set, a set of common clothes, rowboat, and a belt containing 5 gp  
 Lifestyle. Poor

## Feature: Harborfolk

You grew up on the docks and waters of Mulmaster Harbor. The harborfolk remember you and still treat you as one of them. They welcome you and your companions. While they might charge you for it, they'll always offer what food and shelter they have; they'll even hide you if the City Watch is after you (but not if the Hawks are).

[Note: This feature is a variant of the Folk Hero feature.]

## Personality Trait

- 1 I am curious. I want to know why things are the way they are and why people do the things that they do.
- 2 I can't sing, but that never stops me from doing it, loudly. Everyone loves a good sea chanty!
- 3 I think the High Blade is doing a terrific job, don't you?
- 4 I'm very excited that the House Built on Gold is being restored. I am a zealous worshipper of Waukeen.
- 5 I am quite superstitious. I see portents in everyday occurrences.
- 6 I resent the rich and enjoy thwarting their plans and spoiling their fun in small ways.
- 7 I have a sea story to fit every occasion.
- 8 I'm a fisher, but I secretly detest eating fish. I will do anything to avoid it.

## Ideal

- 1 Calm: For all things, there is a tide. I set sail when it is right, and mend my nets when it is not. (Lawful)
- 2 Windblown: I go where the winds blow. No man or woman tells me where or when to sail. (Chaotic)
- 3 Aspiring: I will gain the favor of a Zor or Zora patron, maybe even one of the Blades! (Any)
- 4 Salty: I want people to look to me as an expert on plying Mulmaster Harbor. (Any)
- 5 Selfless: We are all children of the sea. I help everyone in peril afloat and ashore. (Good)

- 6 Let them Down: I refuse to risk my hide to help others. They wouldn't help me if roles were reversed. (Evil)

## Bond

- 1 I once lost everything but my rowboat. I'll do anything to protect it.
- 2 My brother was in the Soldiery, but he was killed. I really look up to the men and women who serve.
- 3 The Cloaks killed my friend for spellcasting. I'll get them back somehow, someday.
- 4 The High House of Hurting helped me when I was hurt and asked nothing in return. I owe them my life.
- 5 I was robbed in the Zhent ghetto once. It will not happen again.
- 6 I would do anything to protect the other harborfolk. They are my family.

## Flaw

- 1 I drink too much, which causes me to miss the tide.
- 2 I killed a drunk member of the City Watch in a brawl. I am terrified that they might find out.
- 3 I oversell myself and make promises I can't keep when I want to impress someone.
- 4 Book learning is a waste of time. I have no patience for people who don't speak from experience.
- 5 I almost always cheat. I can't help myself.
- 6 I am a secret informant for the Hawks. I send them reports about everything I see and hear, even what my friends and allies are up to.

## Mulmaster aristocrat<sup>5</sup>

From your hilltop home, you have looked down (literally and perhaps figuratively) on the unwashed masses of Mulmaster for your entire life. Your fur-trimmed robes and training in the visual and performing arts mark you as wealthy and perhaps well-born; you are a member of the City of Danger's aristocracy. None of your immediate family members sits on the Council of Blades or is even a Zor or Zora...yet. Nevertheless, you are one of Mulmaster's elite, and whether you personally covet a higher standing or not, you are at home in the dance halls where the aristocracy gathers to plot, to scheme, to do business, to discuss the arts, and, above all, to see, and to be seen.

<sup>5</sup> [Mulmaster Bonds and Backgrounds, p.5](#)

Skill Proficiencies. Deception, Performance  
 Tool Proficiencies. One type of artistic  
 artisan's tools and one musical instrument  
 Equipment. One set of artisan's tools or  
 musical instrument, a set of fine clothes, and  
 a purse containing 10 gp  
 Lifestyle. Wealthy

### Appearance.

From your hilltop home, you have looked down (literally and perhaps figuratively) on the unwashed masses of Mulmaster for your entire life. Your fur-trimmed robes and training in the visual and performing arts mark you as wealthy and perhaps well-born; you are a member of the City of Danger's aristocracy. None of your immediate family members sits on the Council of Blades or is even a Zor or Zora...yet. Nevertheless, you are one of Mulmaster's elite, and whether you personally covet a higher standing or not, you are at home in the dance halls where the aristocracy gathers to plot, to scheme, to do business, to discuss the arts, and, above all, to see, and to be seen.

### Feature: Highborn.

Mulmaster is run by and for its aristocracy. Every other class of citizen in the city defers to you, and even the priesthood, Soldiery, Hawks, and Cloaks treat you with deference. Other aristocrats and nobles accept you in their circles and likely know you or of you. Your connections can get you the ear of a Zor or Zora under the right circumstances. Note: This feature is a variant of the Noble feature.

### Personality Trait

- 1 My ambitions are boundless. I will be a Zor or Zora one day!
- 2 I must always look my best.
- 3 Beauty is everywhere. I can find it in even the homeliest person and the most horrible tragedy.
- 4 Decorum must be preserved at all costs.
- 5 I will not admit I am wrong if I can avoid it.
- 6 I am extremely well-educated and frequently remind others of that fact.
- 7 I take what I can today, because I do not know what tomorrow holds.

- 8 My life is full of dance, song, drink, and love.

### Ideal

1	Generous. I have a responsibility to help and protect the less fortunate. (Good)
2	Loyal. My word, once given, is my bond. (Lawful)
3	Callous. I am unconcerned with any negative effects my actions may have on the lives and fortunes of others. (Evil)
4	Impulsive. I follow my heart. (Chaotic)
5	Ignorant. Explanations bore me. (Neutral)
6	Isolationist. I am concerned with the fortunes of my friends and family. Others must see to themselves. (Any)

### Bond

- 1 I have dedicated my wealth and my talents to the service of one of the city's many temples.
- 2 My family and I are loyal supporters of High Blade Jaseen Drakehorn. Our fortunes are inexorably tied to hers. I would do anything to support her.
- 3 Like many families who were close to High Blade Selfaril Uoumdolphin, mine has suffered greatly since his fall. We honor his memory in secret.
- 4 My family plotted with Rassendyll Uoumdolphin brother usurped brother as High Blade. Betrayal is the quickest route to power.
- 5 Wealth and power are nothing. Fulfillment can only be found in artistic expression.
- 6 It's not how you feel, who you know, or what you can do it's how you look, and I look fabulous.

### Flaw

- 1 I have difficulty caring about anyone or anything other than myself.
- 2 Having grown up with wealth, I am careless with my finances. I overspend and am overly generous.
- 3 The ends (my advancement) justify any means.
- 4 I must have what I want and will brook no delay.
- 5 My family has lost everything. I must keep up appearances, lest we become a laughingstock.
- 6 I have no artistic sense. I hide that fact behind extreme opinions and have become a trendsetter.

## Phlan refugee<sup>6</sup>

Gone are the happier days of walking into the Laughing Goblin Inn after a hard day's labor. Everything has changed, and you are lucky to be alive. Back in Phlan you could count yourself among those street-wise folks who knew when to

<sup>6</sup> [Mulmaster Bonds and Backgrounds, p.6](#)

pay a bribe and who to work with to make a living. Your ability to listen to the winds of change have saved you before, and this time they allowed you to be one of the lucky few who escaped Phlan with something more than just the shirt on your back.

**Skill Proficiencies.** Insight, Athletics  
**Tool Proficiencies** One type of Artisan tools, Languages. One of your choosing.  
**Equipment.** A set of artisan's tools (one of your choice), a token of the life you once knew, a set of traveler's clothes, and a belt pouch containing 15 gp

## Feature: Phlan Survivor

Whatever your prior standing was, you are now one of the many refugees that have come to Mulmaster. You are able to find refuge with others from Phlan and those who sympathize with your plight. Within Mulmaster this means that you can find a place to bed down, recover, and hide from the watch with either other refugees from Phlan, or the Zhents within the ghettos.

[Note: This feature is a variant of the Folk Hero feature.]

## Personality Trait

- 1 I may have lost everything I worked for most of my life, but there's work to be done, no time to linger on the past.
- 2 I worked hard to get where I am and I refuse to let a little hardship stop me from succeeding.
- 3 I protect those around me, you never know when one of them will be useful.
- 4 I have always gotten ahead by giving, why change now?
- 5 I prepare for everything, it paid off in Phlan and it will pay off again.
- 6 I will reclaim my home, though the path may be long, I will never give up hope.
- 7 I never cared for personal hygiene, and am amazed that it bothers others.
- 8 I am always willing to volunteer my services, just as long as don't have to do anything.

## Ideal

- 1 Justice: Corruption brought Phlan down, I will not tolerate that any longer. (Lawful)

- 2 Acceptance: Stability is a myth, to think you can control your future is futile. (Chaotic)
- 3 Hope: I am guided by a higher power and I trust that everything will be right in the end. (Good)
- 4 Restraint: I hate those who caused my loss. It is all I can do not to lash out at them. (Any)
- 5 Strength: As shown in Phlan, the strong survive. If you are weak you deserve what you get (Evil)
- 6 Openness: I am always willing to share my life story with anyone who will listen. (Any)

## Bond

- 1 I have the chance at a new life and this time I am going to do things right.
- 2 The Lord Regent brought this suffering upon his people. I will see him brought to justice.
- 3 I await the day I will be able to return to my home in Phlan.
- 4 I will never forget the debt owed to Glevith of the Welcomers. I will be ready to repay that debt when called upon.
- 5 There was someone I cared about in Phlan, I will find out what happened to them.
- 6 Some say my life wasn't worth saving, I will prove them wrong.

## Flaws

- 1 I used the lives of children to facilitate my escape from Phlan.
- 2 I am a sucker for the underdog, and always bet on the losing team.
- 3 I am incapable of standing up for myself.
- 4 I will borrow money from friends with no intention to repay it.
- 5 I am unable to keep secrets. A secret is just an untold story.
- 6 When something goes wrong, it's never my fault.

## Mulmaster bonds <sup>7</sup>

The City of Danger has earned that moniker. For those that grew up in the city, a multitude of driving loyalties can spur them into action. You can use these bonds for your characters that come from the city of Mulmaster.

- 1 When I first came to Mulmaster, I worked at a high-end dance hall called the Wave and Wink. My bosses were the owner, Urdun Brizik and his beautiful wife, Kata. They treated me like family. I'd do anything for them!

<sup>7</sup> [Mulmaster Bonds and Backgrounds, p.1](#)

- 2 I donated heavily to the restoration of the House Built on Gold, the restored temple of Waukeen. I really want it to succeed. I believe Waukeen will reward me for my efforts.
- 3 My brother was in the Soldiery. He was killed in the line of duty, and they really honored him at his funeral. I think the members of the Soldiery are the bravest men and women around. I do my best to help them when I can and to speak up for them on the rare occasion when others badmouth them.
- 4 I have won a small fortune betting on the dwarven pit fighter Bhun Lundwakazar. I'm a total fan and would like to meet him. He's the best of the best!
- 5 My cousin married Zora Culkin's brother a few years ago. I met the Zora at the wedding and even danced with her! She is a striking beauty. I am smitten with her.
- 6 (Wizard) I apprenticed together with Salvar Brix. He's a very ambitious mage! I learned a lot from him and would do anything to impress him!
- 7 Benkin Rould sailed with my father and saved his life once. My father made me promise to look after Benking. I drop into the Rusty Chock now and then to spend some coin and check on him. That tough old coot doesn't need my help, but I promised Dad.
- 8 Captain Gideon Holke, the new commander of Southroad Tower, saved me from getting a beating a few years back. There was a misunderstanding, and he was in the right place at the right time. He's a good egg, and I'm glad he's been given an important responsibility.
- 9 (Evil, Baneite) I know Sargent Audra Maskyr of the Mulmaster City Watch. We worship together at the Black Lord's Altar. I would do for her or any other member of the congregation. It's the Dark One's will.
- 10 I worked in the back at the dockside tavern the Black Blade and Bloody Boar for a while, washing dishes and such. Ma, the proprietor, is good people. She gave me a job when I was down and out.
- 11 I am a secret informant for the Hawks. I send them reports about everything I see and hear, even what my friends and allies are up to.
- 12 I was robbed in the Zhent ghetto once. It will not happen again.
- 13 I killed a drunk member of the City Watch in a brawl. I am terrified that they might find out.
- 14 The High House of Hurting helped me when I was hurt and asked nothing in return. I owe them my life.
- 15 The Cloaks killed my friend for spellcasting. I'll get them back somehow, someday.
- 16 The Soldiery seized my ship confiscated my cargo, imprisoned my shipmates, yet let me walk free. I fear for what they have in store for me.

- 17 (PCs 125 years old or older) I was a loyal supporter of High Blade Rassendyll Uoumdolphin. I have suffered greatly since his fall. I honor his memory in secret.
- 18 I have traded the hot, dry winds of the Thay Mount for the cold, wet winds of Mulmaster. Whether a spellcaster, a warrior, a merchant, or an artisan, I will show the decadent aristocrats of the City of Danger that Thay retains the power and influence it had under the Red Wizards.
- 19 The Thayans cannot fool me. They may say the Red Wizards no longer rule them, but I know they are all still foul necromancers and will prove it.
- 20 Magical power and secrets call to me from the Tower of Mysteries. Whether through my dedication to one of the gods worshipped there or my own arcane powers, I will answer.

## Elemental Evil trinkets<sup>8</sup>

d100	Trinket
1	A Compass that always points to Mulmaster.
2	A paper fan that won't produce a breeze no matter how hard it's waved.
3	A petrified potato that resembles someone important to you.
4	A glass cup that can only be filled half way no matter how much liquid is pored into it.
5	A mirror that only shows the back of your head.
6	A small glass bird that when set down near water dips its head in as if to get a drink.
7	A lady's coin purse containing two sharp fangs.
8	A small sea conch with the words "From the beginning" painted on the lip.
9	A frost-covered silver locket that's frozen shut.
10	A seal which imprints a mysterious, unknown coat of arms into hard rock.
11	A small wooden doll that when held brings back fond memories.
12	A small handmirror which only reflects inanimate objects.
13	A glass eyeball that looks about of its own accordance, and can roll around.
14	A glass orb that replicates yesterday's weather inside itself.
15	A drinking cup, that randomly fills with fresh or salt water. Refilling once emptied.
16	A deep blue piece of flint, that when struck with steel produces not a spark but a drop of water.
17	A conch shell which is always damp and constantly drips saltwater.

<sup>8</sup> [Elemental Evil Trinkets](#)

d100	Trinket
18	A charred, half-melted pewter clasp that glows as if smoldering but releases no heat.
19	A clockwork finch that flaps its wings in the presence of a breeze.
20	A unbreakable sealed jar of glowing water that hums when shaken.
21	A small, finely polished geode whose crystals slowly fade between every color of the spectrum.
22	A rough stone eye pulled from a petrified creature.
23	A stone smoking pipe that never needs lighting.
24	A small whistle, that when blown, whispers a name of a person or place unknown to you, instead of the whistle sound.
25	A fist sized rock that "beats" like a heart.
26	A pair of bronze scissors in the shape of a pair of leaping dolphins.
27	A bronze oil lamp which is rumored to have once held a genie.
28	A single gauntlet inscribed with a fire motif and an unfamiliar name in Primordial.
29	A one-eyed little fish inside a spherical vial, much bigger than the vial's neck. He has a cunning look.
30	The tiny skull of a rabbit that whispers scathing insults when nobody is looking.
31	A rag doll in the likeness of an owlbear.
32	The desiccated body of a small eight-legged black lizard.
33	A small toy boat made with a walnut shell, toothpick, and piece of cloth.
34	A small pocket mirror that slowly fogs over while held.
35	Wind chimes that glow when the wind blows.
36	A small, clay square with an unknown rune etched into one side.
37	A tea kettle that heats itself when filled with water.
38	An old scratched monocle which shows an underwater landscape whenever someone looks through it.
39	A rose carved from coral.
40	A set of dice with elemental symbols and primordial runes instead of pips or numbers.
41	A amulet filled with liquid that churns, freezes, or boils to match its wearer's mood.
42	A small silver bell that makes a sound like quiet, distant thunder when it's struck.
43	A small vial of black sand that glows slightly in the moonlight.
44	A small whale tooth with etched with an image of waves crashing upon a beach.
45	An hourglass in which the sands pour upward instead of downward.
46	A glass pendant with a hole in the center that a mild breeze always blows out of.

d100	Trinket
47	A soft feather that falls like a stone when dropped.
48	A large transparent gem that, when gripped tightly, whispers in Terran.
49	A small crystal snowglobe that, when shaken, seems to form silhouettes of dancing forms.
50	Half of a palm-sized geode that pulses dimly with purple light.
51	A book filled with writing that only appears when the book is held underwater.
52	A sealed envelope made of red leather that you haven't been able to open. It smells of campfire.
53	A locket of hair that is rumored to have come from a famed fire genasi.
54	Flint and steel that, when used to start a fire, creates a random colored flame.
55	A blank piece of wet parchment that never seems to dry.
56	A small puzzle box made of brass, that is slightly warm to the touch.
57	A cloudy chunk of glass that is said to hold a spark of breath from a blue dragon.
58	A crude chalice made of coal.
59	A miniature brass horn, silent when played, but fills the air with the scent of warm and exotic spices.
60	An eye-sized blue pearl that floats in salt water.
61	A tuning fork made from a dark metal which glows with a pale, white light during thunderstorms.
62	A small vial that is always filled with the smell of autumn wind.
63	A clear marble that slowly rolls toward the nearest source of running water.
64	A small collapsible silver cup that perspires constantly when opened.
65	An hourglass that tells time with falling mist instead of sand.
66	An ornate razor, which only cuts in freezing cold temperature.
67	A shark tooth covered in tiny etched words from a lost language.
68	A large brass coin with no markings or images on it.
69	A small wooden box filled with a strange red clay.
70	A necklace with a small, rusted iron anchor.
71	A small brass flute adorned with silver wire that is always faintly sounding.
72	A red and black Aarakocra feather.
73	A palm-sized stone with a hole in it, through which can be heard a constantly whispering wind.
74	A small conch shell covered in black crystal.
75	A small music box made of brass. It features a pair of tiny automatons that resemble Azer working at a forge.

d100	Trinket
76	A glass jar containing the preserved corpse of an unfamiliar aquatic creature.
77	A piece of petrified wood carved into the shape of a seashell.
78	A wooden puzzle cube covered in elemental symbols.
79	A small stone cube that acts as a magnet when placed against another stone.
80	A ring made of a white metal. On the inside is a name etched in Auran.
81	A bracelet made of silvered fish hooks.
82	A journal filled with poetry hand-written in Primordial.
83	A yellow gemstone that glows dimly when a storm is nearby.
84	A charred chisel with an unfamiliar symbol stamped into its base.
85	A canteen filled with a foul smelling orange mud.
86	A faceless doll made of driftwood.
87	A heavy iron key bearing the name of a ship long lost to the sea.
88	A small jewelry box made from the shell of a turtle.
89	A chess piece fashioned to look like fire myrmidon.
90	A spinning top with an image of one of the four elements on each side.
91	A single hoop earring made of a porous red stone.
92	An arrowhead carved from seasalt
93	A small comb made of blue coral.
94	Seven small beads of sandstone on a string, all different colors.
95	A romance chapbook written in undercommon titled "Just one Layer of Grey".
96	A tiny, broken clockwork Harpy.
97	An ivory whale statuette.
98	A fist-sized cog, covered in barnacles.
99	An eyepatch made of obsidian and a black leather cord.
100	A glass bottle with a tiny ship of unfamiliar design inside.

## SEASON 3 RAGE OF DEMONS

### Optional background features from *Out of the Abyss*<sup>9</sup>

A player can choose one of the following features to replace the feature normally granted by his or her character's background.

#### Optional Feature: Deep Delver

You have a knack for making your way in the deep places of the world. You can recall the twists and turns of passageway and tunnels such that you can always retrace your steps underground. You're also well acquainted with foraging and survival in the Underdark, and can determine when sources of food and water are safe to consume. You can always find sufficient food and water for yourself and up to five other people in the Underdark, as long as sustenance is available in the area.

#### Optional Feature: Underdark Experience

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways.

You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

### **Cormanthor refugee**<sup>10</sup>

You are one of hundreds of refugees that were driven from Hillsfar or that fled the destruction of Myth Drannor and who now shelter in hidden camps under the northern eaves of the

Cormanthor Forest. If you grew up in the camps, you have never been to a settlement other than the village of Elventree. As a guest of the elves, you have learned their ways and the ways of the forest. You are also traumatized, as residual wild magic, energies released by the fall of Thultanar upon Myth Drannor, and the constant fear of raids hunting for non-humans to fight in Hillsfar's Arena have taken their toll on you, as they have on everyone in the camps.

**Skill Proficiencies.** Nature, Survival

**Language Proficiencies.** Elven

**Tool Proficiencies.** One type of artisan's tools

**Equipment.** A two-person tent, artisan's tools, a holy symbol, a set of traveler's clothes, a belt pouch, 5 gp

**Lifestyle.** Poor

#### Feature: Shelter of the Elven Clergy

The clerics of Elventree have vowed to care for the Cormanthor refugees. They will help you when they can, including providing you and your companions with free healing and care at temples, shrines, and other established presences in Elventree. They will also provide you (but only you) with a poor lifestyle.

[Note: This feature is a variant of the Acolyte feature.]

#### Personality Trait

- 1 I long for a home that never really existed, whether in the camps, Hillsfar, or Myth Drannor.
- 2 Though I am not an elf, I am a fervent, radical worshipper of the elven gods.
- 3 I live in the moment, knowing my life could be turned upside down any day.
- 4 I appreciate beauty in all of its forms.
- 5 I hate the dark elves and the Netherese for each driving the elves out of Cormanthor in the past.
- 6 I am a forest bumpkin who grew up in a tent in the woods and is wholly ignorant of city life.
- 7 I was raised alongside children of many other races. I harbor no racial prejudices at all.
- 8 The elves have just the right word for so many things that cannot be expressed as well in other languages. I

<sup>9</sup> [Out of the Abyss, Appendix A: Modifying Backgrounds](#)

<sup>10</sup> [State of Hillsfar, p.5](#)

pepper my speech with elven words, phrases, and sayings.

## Ideal

- 1 Patient: The elves have taught me to think and plan for the long-term. (Lawful)
- 2 Rebellious: Governments and politicians drove my family to the camps. I subtly defy authority whenever I think I can get away with it. (Chaotic)
- 3 Self-Absorbed: I've had to look out for number one so long that it has become second nature. (Any)
- 4 Wanderlust: I want to see as much of the world beyond the camps as I can. (Any)
- 5 Generous: I give everything I can to help those in need, regardless of who they are. (Good)
- 6 To the Abyss with Them: The people of Hillsfar cast me out. I won't risk my hide to help them. (Evil)

## Bond

- 1 The elves took me in when I had nowhere else to go. In return, I do what I can to help elves in need.
- 2 I seek revenge against the people of Hillsfar for driving my family into the forest.
- 3 My family lost everything when they were driven from Hillsfar. I strive to rebuild that fortune.
- 4 The forest has provided me with food and shelter. In return, I protect forests and those who dwell within.
- 5 I am deeply, tragically in love with someone whose racial lifespan is far longer or shorter than mine.
- 6 Members of my extended family did not make it to the camps or have been kidnapped to fight in the Arena. I search for them tirelessly.

## Flaw

- 1 I am very uncomfortable indoors and underground.
- 2 I am haughty. I grew up among the elves and emulate them. Other races are crude in comparison.
- 3 Elf this, elf that. I am sick and tired of the elves.
- 4 I am a miser. Having lost everything once before, I clutch my possessions and wealth very tightly.
- 5 I am a moocher. I am so used to others providing for me that I have come to expect everyone to do it.
- 6 I believe the gods have cursed me, my family, and all of the Cormanthor refugees. We are all doomed, doomed I tell you!

## Gate urchin<sup>11</sup>

All traffic into and out of the City of Trade passes through the Hillsfar Gate, making it the ideal place

<sup>11</sup> [State of Hillsfar, p.6](#)

for the destitute to gather to panhandle, busk, gossip, and pick pockets. You grew up on the streets in the shadow of that great steel edifice, which houses both Red Plumes and Guild Mages. Though you may have moved on, you still have friends among them, and that life has had a lasting impact on you.

Skill Proficiencies. Deception, Sleight of Hand

Tool Proficiencies. Thieves' tools, one type of musical instrument

Equipment. A battered alms box, a musical instrument, a cast-off military jacket, cap, or scarf, a set of common clothes, a belt pouch

## Feature: Red Plume and Mage Guild Contacts

You made a number of friends among the Red Plumes and the Mage's Guild when you lived at the Hillsfar Gate. They remember you fondly and help you in little ways when they can. You can invoke their assistance in and around Hillsfar to obtain food, as well as simple equipment for temporary use. You can also invoke it to gain access to the low-security areas of their garrisons, halls, and encampments.

[Note: This feature is a variant of the Soldier feature.]

## Personality Trait

- 1 I appreciate the simple things in life: a song, a warm meal, a sunny day. I don't need any more.
- 2 My problems are always caused by others. I'm never to blame.
- 3 I am afraid I could wind up back on the streets any day.
- 4 I get along with everyone.
- 5 I see people as marks for a con and have difficulty feeling true empathy for them.
- 6 I have a real flair for matchmaking. I can find anyone a spouse!
- 7 I think money is the true measure of appreciation and affection. Everything else is talk or an act.
- 8 I don't like having a lot of stuff, just a few simple things I need. I don't like being tied down and tend to leave things behind when I don't need them anymore.

## Ideal

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- 1 Loyal: I never rat out any of my friends, even when the Red Plumes or the Rogues Guild ask. (Lawful)
- 2 Adventurous: I don't like doing the same thing every day. I crave variety. (Chaotic)
- 3 Strong: Only the strong survive. I respect those who are strong and powerful. (Any)
- 4 Witty: Brains are better than brawn. I rely on my wits and respect others who do the same. (Any)
- 5 Honest: Others can do what they want, but I won't lie or steal, even to feed my family. (Good)
- 6 Ungrateful: Those who give, only do it to make themselves feel better. I steal from them. (Evil)

## Bond

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- 1 The Joydancers of Lliira gave me my instrument when I really needed food. I hate them for that.
- 2 Busking has taught me to love music above all else.
- 3 The Rogues Guild spared me when I did a job without cutting them in. I owe them a great debt.
- 4 I know people hate the Red Plumes, but some of them were really good to me. I help Red Plumes whenever I can, and I respect them. They're just doing what they have to do to get by in this world.
- 5 I will be wealthy some day. My descendants will live in comfort and style.
- 6 I know how hard life on the streets is. I do everything I can for those who have less than me.

## Flaw

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- 1 Though I no longer live at the Gate, I am still always concerned about where I will get my next meal.
- 2 Years of thieving have become habit. I sometimes steal from strangers without thinking about it.
- 3 I am ashamed of my origins. I pretend I am higher-born and fear others will find out the truth.
- 4 I think people who grew up in houses are soft, spoiled, and ungrateful. I frequently tell them so.
- 5 I am still very uncomfortable wearing nice clothes, sleeping in a warm bed, and eating fine food.
- 6 I do not trust anyone who has not had a hard life.

## Hillsfar merchant<sup>12</sup>

Before becoming an adventurer, you were a successful merchant operating out Hillsfar, the City of Trade. Your family operated warehouses, organized caravans, managed stores, or owned a

ship and has trade contacts throughout the Moonsea region, as well as up and down the length of the Sword Coast. Perhaps they import ore, uncut gems, untreated furs, or grain into the City of Trade, or they export fine cloth, faceted gems, fine furs, or Dragon's Breath, a brandy-like liquor. Regardless, you've largely given that life up for some reason and have chosen to seek adventure instead. Nevertheless, the training you received then, and perhaps the contacts you made, serve you well as an adventurer.

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<sup>12</sup> [State of Hillsfar, p.7](#)

Skill Proficiencies. Insight, Persuasion  
Tool Proficiencies. Vehicles (land) and  
vehicles (water)  
Equipment. A fine set of clothes, a signet  
ring, a letter of introduction from your  
family's trading house, and a purse  
containing 25 gp.  
Lifestyle. Wealthy

## Feature: Factor

Although you've left the day-to-day life of a merchant behind, your family has assigned you the services of a loyal retainer from the business, a factor, husbanding agent, seafarer, caravan guard, or clerk. This individual is a commoner who can perform mundane tasks for you such as making purchases, delivering messages, and running errands. He or she will not fight for you and will not follow you into obviously dangerous areas (such as dungeons), and will leave if frequently endangered or abused. If he or she is killed, the family assigns you another within a few days.

[Note: This feature is a variant of the Noble Knight's Retainers feature.]

## Alternate Feature: Trade Contact

You and your family have trade contacts such as caravan masters, shopkeepers, sailors, artisans, and farmers throughout the Moonsea region and all along the Sword Coast. Once per game session, when adventuring in either of those areas, you can use those contacts to get information about the local area or to pass a message to someone in those areas, even across the great distance between the two areas.

[Note: This feature is a variant of the Criminal Contact and Researcher features.]

## Personality Trait

- 1 I fill my evenings with wine or mead and song.
- 2 I greatly admire gladiators and enjoy the Arena.
- 3 I take my wealth for granted. It seldom occurs to me that others aren't rich themselves.
- 4 I leave broken hearts all around the Moonsea and up and down the Sword Coast.
- 5 I work hard and seldom make time for fun.
- 6 I am a particularly devout and pray often.
- 7 The Red Plumes caught me once. I hate them.
- 8 I ask a lot of questions to get information about those with whom I am working and dealing.

## Ideal

- 1 Frugal: I spend my money very carefully. (Lawful)
- 2 Profligate: I tend to spend extravagantly. (Chaotic)
- 3 Honest: I deal with others above board. (Any)
- 4 Sharp: I seek to make the best deal possible. (Any)
- 5 Charitable: I give generously to others. (Good)
- 6 Greedy: I do not share my wealth with others. (Evil)

## Bond

- 1 I am fiercely loyal to those with whom I work.
- 2 I must uphold the good name of my family.
- 3 I will prove myself to my family as an adventurer.
- 4 Deals are sacrosanct. I never go back on my word.
- 5 I love making deals and negotiating agreements.
- 6 I guard my wealth jealously.

## Flaw

- 1 I am a braggart. I promote myself shamelessly.
- 2 I am vain. I always wear the latest fashions.
- 3 I am a glutton. I eat and drink to excess.
- 4 I am a snob. I want only the finest things in life.
- 5 I am lazy. I want others to take care of everything.
- 6 I am overconfident. I overestimate my abilities.

## Hillsfar smuggler<sup>13</sup>

Hillsfar is the City of Trade. However, the Great Law of Trade only protects "legitimate" trade, trade that passes through the city's sole gate, which the Red Plumes monitor and tax. And the Great Law of Humanity banishes non-humans from the city altogether. The two Great Laws create great demand and great risk for smugglers, who shepherd illicit goods and non-humans into and out of the city by secret routes. The Rogues Guild tightly controls all of this activity, taking its cut from sanctioned jobs and exacting punishment for independent jobs.

Perhaps you trafficked Dragon's Breath (a brandy-like liquor) to avoid tariffs or contraband to avoid seizure, or maybe you are a human who sympathizes with the non-humans and worked as part of the network of secret routes and safe houses that helps them pass through Hillsfar. Either way, you have contacts in the smuggling

<sup>13</sup> [State of Hillsfar, p.8](#)

community who can help you slip into and out of the city unnoticed, for a price.

Skill Proficiencies. Perception, Stealth  
 Language Proficiencies. One racial language  
 Tool Proficiencies. Forgery kit  
 Equipment. A forgery kit, a set of common clothes, a belt pouch, and 5 gp  
 Lifestyle. Modest

## Feature: Secret Passage

You can call on your contacts within the smuggling community to secure secret passage into or out of Hillsfar for yourself and your adventuring companions, no questions asked, and no Red Plume entanglements. Because you're calling in a favor, you can't be certain they will be able to help on your timetable or at all. Your Dungeon Master will determine whether you can be smuggled into or out of the city. In return for your passage, you and your companions may owe the Rogues Guild a favor and/or may have to pay bribes.

[Note: This feature is a variant of the Sailor feature.]

## Personality Trait

- 1 When I'm not smuggling, I gamble.
- 2 I just love Halfling cooking and baking!
- 3 I party with dwarves whenever I can.
- 4 I'm a terrible singer, but I love to do it.
- 5 I was raised to honor Chauntea and still do.
- 6 The blood sports of the Arena sicken me.
- 7 I think non-humans are really interesting.
- 8 I exaggerate the tales of my exploits.

## Ideal

- 1 Fair: I think everyone deserves to be treated fairly. I don't play favorites. (Lawful)
- 2 Impulsive: Planning is often a waste of time. No plan survives contact with reality. It's easier to dive in and deal with the consequences. (Chaotic)
- 3 Curious: I want to learn as much as I can about the people and places I encounter. (Any)
- 4 Prepared: I think success depends on preparing as much as possible in advance. (Any)

- 5 Respectful: I think everyone deserves to be treated with respect and dignity, regardless of their race, creed, color, or origin. (Good)
- 6 Corrupt: I will break the law or act dishonestly if the money is right. (Evil)

## Bond

- 1 I am loyal to the Rogues Guild and would do anything for them.
- 2 I love the city of Hillsfar and my fellow Hillsfarrians, despite the recent problems.
- 3 I admire the elves. I help them whenever I can.
- 4 A gnome helped me once. I pay the favor forward.
- 5 I enjoy tricking the Red Plumes at every opportunity.
- 6 I smuggled agricultural goods for non-human farmers. I try to help them when I can.

## Flaw

- 1 My hatred for the Red Plumes burns so brightly that I have difficulty suppressing it around them.
- 2 The Red Plumes caught me once before, and I was branded for my crime. If they catch me again, for any offense, the punishment will be dire.
- 3 I treat all Hillsfarans poorly. I am disgusted with their failure to revolt against the Great Law of Humanity.
- 4 I have difficulty trusting strangers. Anyone could be a spy for the authorities.
- 5 I am greedy. There isn't much I won't do for money.
- 6 I'm an informant for the Red Plumes. They let me continue my activities, so long as I pass them information about illegal activity in Hillsfar.

## Secret identity<sup>14</sup>

Even though you are a non-human, despite Hillsfar's Great Law of Humanity, you continue to live in the City of Trade. You do so by maintaining a secret identity, forging documents, and wearing a disguise. Few, if any, know you aren't human.

If you're a halfling or gnome, you pass as a little person or a child. If you're a half-elf, half-orc, or genasi, you disguise your non-human features. Other races use a combination of disguise and concealing clothing to hide.

Your reasons for doing so are your own. Perhaps you're a dissident or the agent of a foreign power. Maybe you have a relationship with someone you cannot bear to leave. Regardless, this way of life has taken a heavy toll on you.

<sup>14</sup> [State of Hillsfar, p.9](#)

Skill Proficiencies. Deception, Stealth  
Tool Proficiencies. Disguise kit, forgery kit  
Equipment. A disguise kit, a forgery kit, a set of common clothes, a belt pouch, 5 gp  
Lifestyle. Modest

## Feature: Secret Identity

You have created a secret identity that you use to conceal your true race and that offers a covering explanation for your presence in Hillsfar. In addition, you can forge documents, including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

[Note: This feature is a variant of the Charlatan feature.]

## Personality Trait

- 1 Despite its problems, I love Hillsfar, it's the greatest city in the world. The only one for me.
- 2 I move from place to place, never staying anywhere long and leaving nothing behind.
- 3 I think flattery is the best way to direct attention away from me.
- 4 I don't make friends easily. They're a liability I cannot afford.
- 5 Risk and danger are exhilarate me. Pulling off schemes and deceptions is a rush.
- 6 The First Lord is right, humans are superior. I really admire them, despite the atrocities.
- 7 I avoid people of my own race, as well as things associated with my race, lest they give me away.
- 8 I live for the Arena. I admire gladiators and enjoy the thrill of blood on the sands!

## Ideal

- 1 Quisling: Supporting the rulers of the land and following the laws is the road to salvation. (Lawful)
- 2 Scoflaw: The laws and lawmakers are corrupt. I follow laws only when it suits me. (Chaotic)
- 3 Optimist: Everyone is basically good. Though the government is misguided it will all be okay. (Any)
- 4 Secretive: I am in the habit of not talking about myself. My business is none of yours. (Any)
- 5 Heroic: I do everything I can to help non-humans, regardless of the personal cost to me. (Good)
- 6 Depraved: I have lost my moral compass. The ends justify most any means. (Evil)

## Bond

- 1 The humans of Hillsfar have inflicted terrible harm on me, my family, and my race. I will have revenge.
- 2 I am part of an underground network that smuggles non-humans into and out of the city.
- 3 I am a partisan. I commit minor acts of defiance against the First Lord and Red Plumes when I can.
- 4 I am a spy. I report on events in and around Hillsfar.
- 5 My secret identity is the only thing protecting me from the Arena. I will stop at nothing to maintain it.
- 6 I am madly in love with a human who does not know my true identity, and I fear rejection if I reveal it.

## Flaw

- 1 After years of denying who I am, I now despise myself and other members of my pathetic race.
- 2 Years of hiding have made me somewhat paranoid. I trust no one.
- 3 I've been lying so often and for so long that I can't help it anymore. I frequently lie for no reason at all.
- 4 I am ashamed. I failed to protect a member of my family who was seized and thrown into the Area.
- 5 I am struggling with maintaining my secret identity. I subconsciously want to get caught and therefore sometimes let my secret identity slip.
- 6 Years of successfully deceiving others have made me cocky. I think no one can see through my lies.

## Shade fanatic<sup>15</sup>

You grew up at a time when the wizards of Netheril were at war with the elves of Cormanthor. You recall sitting cross-legged hearing the stories of the glorious Thultanthar, also called the Shade Enclave and the City of Shade, and aspired to study there and maybe even did, for a time. Your dreams came crashing down a few years ago when Thultanthar fell from the sky upon Myth Drannor. You know that there was a Netherese Garrison stationed near Hillsfar and have heard rumors that its downfall came from traitors within the ranks. You remain loyal to Netheril and seek other Shade loyalists and fanatics in the Cormanthor forest and the areas surrounding Hillsfar.

<sup>15</sup> [State of Hillsfar, p.10](#)

Skill Proficiencies. Deception, Intimidation  
 Tool Proficiencies. Forgery Kit  
 Languages. Netherese  
 Equipment. A forgery kit, a transparent cylinder of shadow that has no opening, a signet ring, a set of fine clothes, and 15 gp.  
 Lifestyle. Moderate

## Feature: Secret Society

You have a special way of communicating with others who feel the same way you do about the Shade. When you enter a village or larger city you can identify contact who will give you information on those that would hinder your goals and those would help you simply because of your desire to see the Shade Enclave return in all its glory.

[Note: This feature is a variant of the Criminal feature.]

## Personality Trait

- 1 I am a bully; I try to hide it though.
- 2 I let my actions speak for themselves
- 3 I am important; I will not let anyone forget that.
- 4 You are either with me or against me.
- 5 I know it is only a time before I am betrayed by those I care for.
- 6 I never understand why people get so emotional.
- 7 They are out to get me. It is only my cunning that keeps me ahead of them
- 8 Everyone has a choice, the one I make is always right though.

## Ideal

- 1 Hope: I know even if I need do evil acts, history will be my redemption. (Chaos)
- 2 Dedicated: I can do anything I put my mind to (Lawful)
- 3 Exciting: I have found the truth of the Shadovar and want to share it with everyone. (Any)
- 4 Frugal: I hoard my possessions knowing that someday I will be called upon to give everything I have to the cause (Any)
- 5 Eloquent: I use my words to sway others to my beliefs. (Any)
- 6 Compassionate: It is through love that others will join in our cause. (Good)

## Bond

- 1 They say the Shade broke the bonds of mortality; I want to find out how.
- 2 The whispers in my head remind me that there is power to be found in the shadows.
- 3 For the glory of Netheril, I will grow in power.
- 4 I once lived in Hillsfar, I was chased out before I was able to say farewell.
- 5 My true love was a killed by the Red Plumes; I plot to make them suffer.
- 6 I had a loved one die in the arena at Hillsfar; I am out to prove I am stronger than them!

## Flaws

- 1 I always over exaggerate my abilities.
- 2 I cannot bear to let those I care for out of my sight.
- 3 I am incapable of standing up for myself.
- 4 The group I am with has committed atrocities; I am always worried their actions will become public.
- 5 I always enjoy a good mug of ale ... or five.
- 6 I know what I do is wrong, but am afraid to speak up about it. .

## Trade sherrif<sup>16</sup>

You are one of the many people that make sure the trade routes are clear at ALL times. You assure that the Great Law of Trade is followed at all costs. You work by yourself or in groups to quell bandits and brigands who might stop trade routes from going through. You investigate potential ambushes and possible rumors as to someone wanting to rob or stop caravans. You are as much an investigator as you are law enforcement. You are able to go into a town/village around the Hillsfar area and find a contact that is willing to give you information from rumor to fact. This sometimes comes at a cost of a minor bribe of 1-9 silver pieces.

Skill Proficiencies. Investigation, Persuasion  
Tool Proficiencies, Thieves Kit  
Languages. Elven  
Equipment. A thieves kit, a gray cloak,  
Sherrif's insignia (badge) a set of fine  
clothes, and 17 gp.  
Lifestyle. Moderate

## Feature: Investigative Services

You are part of a small force outside of Hillsfar  
You have a special way of communicating with  
others and they seem to be at ease around you.  
You can invoke your rank to allow you access to a  
crime scene or to requisition equipment or horses  
on a temporary basis. When you enter a town or  
village around Hillsfar you can identify a contact  
who will give you information on the local rumors  
and would help you simply because of your desire  
to get answers and information for anyone  
wanting to disrupt trade.

[Note: This feature is a variant of the soldier  
feature.]

## Personality Trait

- 1 I am always polite and respectful
- 2 let my actions speak for themselves
- 3 I am haunted by my past having seen the murder of a  
close friend or family member and it is the one case I  
always needed to solve but have not been able to.
- 4 I am quick to judge and slow to vindicate
- 5 I can be very persuasive and am able to ask questions  
where others might not be able to.
- 6 I have a quirky personality that seems to take others off  
their guard.
- 7 My sense of humor is considered by most to be awkward
- 8 Everyone has a choice, and they can always make the  
right choice, mine!

## Ideal

- 1 Hope: my job is to speak for the victim (good)
- 2 Dedicated: Once I start an investigation, until told to do  
so, I do not quit, not matter where it leads. (Lawful)
- 3 Nation: My city, nation, or people are all that matter  
(any)
- 4 Mercenary: When I do investigations, I expect answers  
immediately (Any)
- 5 Eloquent: I use my words to sway others to give me  
answers. . (good)

- 6 Might: It is through threats and force that I get my  
answers (lawful)

## Bond

- 1 To this day an unsolved case will always leave me  
haunted and bother me.
- 2 Through the might of my personality I will solve an  
investigation or puzzle
- 3 It is my right to believe what I will, just try and stop me.
- 4 I need to prove my worth to my fellow Sherrifs
- 5 Someone I cared for died under suspicious  
circumstances. I will find out what happened to them  
and bring their killer to justice.
- 6 I speak for those that cannot speak for themselves.

## Flaws

- 1 I always over exaggerate my abilities.
- 2 I cannot bear to let those I care for out of my sight.
- 3 I took a bribe to tank an investigation and I would do  
anything to keep it secret.
- 4 I have little respect for those that are of "low"  
intelligence/race.
- 5 I always enjoy a good mug of ale ... or five to cover up  
my past.
- 6 I speak for the First Lord of Hillsfar and make sure  
everyone knows it.

## Hillsfar bonds<sup>17</sup>

New characters created to be from the Hillsfar  
region can choose any of the following bonds or  
create their own to bring the unique flavor of  
Hillsfar to their game.

1. Marelfriend: I was once rescued by a Marel, an aquatic  
elf from the Moonsea. I owe him my life.
2. Stop Bumpkin: I'm from the Stop, born and raised. It  
may be just a tiny caravan stop between Hillsfar and  
fallen Yulash to you, but it's home to me and my kin.
3. Underdark Refugee (Underdark Races): The fire giants  
chased me (or my family) out of Maerimydra nearly  
120 years ago. Now they've chased me out of Szith  
Morcane. I seek to create a safe home in the  
Underdark or on the surface.
4. Kind Cormanthorite (Elves and Gnomes): I abhor the  
treatment that non-humans have suffered at the  
hands of the people of Hillsfar. I help the refugees  
whenever I can.
5. Loyalist: I hate the purges of non-humans, but the First  
Lord was duly appointed, and they're legal under the

<sup>17</sup> [State of Hillsfar, p.3](#)

- Law of Humanity. I obey and am loyal to the First Lord, but I seek legal reform.
6. **Arena Addict:** I live for the rush of excitement when there is blood on the sands of the Arena. Bring on the games!
  7. **Magefriend:** One of my relatives is a Guild Mage. They treat her right. I help them when I can.
  8. **Lliiran:** I worship Lliira and love the happiness that the Joydancers bring to Hillsfar in these dark times. I tithe when I can and support the House of Happiness's efforts.
  9. **Thayan:** I hail from Thay, but live in Hillsfar. It is the City of Trade, after all. While I like my adopted city, my loyalties are with Thay.
  10. **Banished Arcanist:** I was banished from Mulmaster for refusing to join the Brotherhood of the Cloaks. I detest arcanist guilds and the quislings who serve them.
  11. **Chauntean:** I worship Chauntea, usually by drinking mead brewed by the clerics of the Hillsfar temple, Lastholme. I support the faith and its new orphanages.
  12. **Barfly:** I'm a regular at one of Hillsfar's many watering holes. At the Hyrda's Den, the Rusty Nail, or the Gully [choose one], everyone knows me. I never pass up a chance to visit. My bar buddies are my real family, and I would do anything for them.
  13. **Red Plume Reject:** I applied to be a Red Plume, but they rejected me. I resent them for that and do what I can to thwart them without risking my hide.
  14. **Revanchist:** Whether a drow driven from the Underdark, an elf driven from Myth Drannor, a non-human driven from Hillsfar, a Zhentarim driven from Zhentil Keep, or a refugee from Phlan, I want my homeland back and will do anything to make that happen.
  15. **Worshipper of Tempus:** I follow the ways of the Foehammer. I believe fights should be open and honorable, without craven tricks and only against worthy foes.
  16. **Mercantile:** Trade and commerce bring prosperity to all. They must proceed unabated. I support the Great Law of Trade, that there shall be no interference with legitimate trade anywhere.
  17. **Tree Hugger:** The Cormanthor Forest is one of the wonders of Toril. It must be protected, preserved, and cherished.
  18. **Abolitionist:** The blood sports of the Arena, particularly those involving non-human slaves, are an abomination that should be ended. I do what I can to speak out and act against them.
  19. **Human Activist:** The Great Law of Humanity is abhorrent. I do what I can to oppose the law and the pogroms under it and to help non-humans in the city.

20. **Underdark Enthusiast (Surface Races):** The notion that there's a whole world under the surface intrigues me. I yearn to learn more about it and its inhabitants and to visit it someday

## SEASON 4 CURSE OF STRAHD

### **Black Fist double agent<sup>18</sup>**

You are an informant for the Tears of Virulence who now lord over Phlan, but are also a double agent for original town guard of Phlan, the Black Fists. For the Tears you've been tasked with ferreting out the secrets of Phlan's criminal underworld, insurgency, and the common peoples of Phlan. In exchange for reporting on the activities of dissenters, criminals, and other rebel elements, the Tears of Virulence leave you alone to conduct your affairs in peace.

In reality you work for the deposed Black Fists, sharing misinformation with the Tears of Virulence that often helps the Black Fists and other phlan insurgents.

Since the evacuation of Phlan, you are even busier today than you ever were previously, as the number of dissenters among the refugees grows daily, while you are afforded many opportunities to spy on the peoples of Mulmaster and Elventree, to the pleasure of your contact(s) within the Tears of Virulence.

**Skill Proficiencies:** Deception, Insight

**Tool Proficiencies:** Disguise Kit, and one type of artisan's tools or gaming set

**Equipment:** Disguise kit, common clothes, a Tears of Virulence emblem, a writ of free agency signed by the Lord Regent, a set of artisan's tools or gaming set you are proficient with, and a pouch with 15 gp (payment for services rendered).

**Lifestyle:** Moderate

### **Feature: Double Agent**

You have a reliable and trusty contact within the Tears of Virulence garrison in Phlan to whom you pass information and secrets. In exchange, you

<sup>18</sup> [Curse Of Strahd: Optional Backgrounds, p.2](#)

can get away with minor criminal offenses within the town of Phlan. In addition, your Black Fists contacts can help you secure an audience with the Lord Regent, the Lord Sage, members of the Black Fists, or deposed nobles and authority figures who are sympathetic to the Phlan refugees and insurgents. [

[Note: This feature is a variant of the Noble feature.]

## Personality Trait

- 1 People are only as trustworthy as you are valuable to them. Always strive to be the most valuable person around.
- 2 My eloquence and sophistication are tools I use to avoid arousing suspicion myself.
- 3 I am a thrill-seeker, excited by covert and dangerous missions.
- 4 I live by my wits and always check every lock twice, just to be certain.
- 5 I never admit to my mistakes lest they be used against me.
- 6 I take every effort to be unnoticeable and blend into the crowd. Passersby rarely give me a second look.
- 7 I am prepared for any eventuality; including the day my usefulness as a spy comes to an end.
- 8 I always make certain to know my enemy before acting, lest I bite off more than I can chew.

## Ideal

- 1 Suspicious: In my experience, everybody has something to hide, and what they hide can usually hurt me (Any).
- 2 Secretive: I trade in secrets, and am not about to let any of mine slip (Any).
- 3 Hedonist: Life is short. I live my life to the fullest, as I know any day could be my last (Chaotic).
- 4 Selfless: I use my position to help the downtrodden avoid persecution from the authorities (Good).
- 5 Patriotic: I am a loyal supporter of Phlan and its leaders, and see my role as a solemn duty and necessary evil to prevent anarchy. (Lawful)
- 6 Manipulative: I use my knowledge to blackmail and manipulate others to my own benefit (Evil).

## Bond

- 1 I was framed for a crime I did not commit, and seek to bring the true culprit to justice.

- 2 I am a part of an underground network that smuggles innocent civilians out of the city prior to being raided by the authorities.
- 3 I miss the glory days of Phlan, before the coming of the dragon.
- 4 I seek to prove myself worthy of joining the Black Fist as a member of their order.
- 5 My sister was killed by a Tear of Virulence, and now I feed them false information whenever possible.
- 6 My family was wrongly imprisoned, and I act as an informant in order to secure their release.

## Flaw

- 1 I think too highly of myself, and have an exaggerated sense of self-importance.
- 2 I have difficulty trusting strangers. I see spies and informants everywhere.
- 3 Years of getting away with minor crimes has left me believing that I am above the law, and have diplomatic immunity above my station.
- 4 Years of seeing innocent people suffer have left me despondent and pessimistic for the future.
- 5 My desire for vengeance often gets me into trouble
- 6 I am spendthrift, and share my wealth with the patrons of my favorite tavern.

## Dragon casualty<sup>19</sup>

When the Maimed Virulence descended upon Phlan, you were one of the unfortunate casualties of war. Captured during the initial assault, you have spent the last year of your life as a plaything of a capricious and malevolent overlord.

While many of your fellow prisoners fell to the dragon's insatiable fury over the coming months, you and your fellow "survivors" were spared only for a worse fate as one of the dragon's magical experiments, leaving you and those who survived the torture scarred and disfigured.

What reasons the dragon had for releasing you few survivors, nobody knows. You only fear that those who died under his terrible claw were the lucky ones, and you and your fellow Dragonscarred are doomed for a fate worse than death.

<sup>19</sup> [Curse Of Strahd: Optional Backgrounds, p.3](#)

Skill Proficiencies: Intimidation, Survival  
 Tool Proficiencies: Special (see origin below)  
 Languages: Draconic  
 Equipment: A dagger, tattered rags, a loaf of moldy bread, a small cast-off scale belonging to Vorgansharax - the Maimed Virulence, and a pouch with 5 gp of various coins (salvaged during your escape from Phlan)  
 Lifestyle: Wretched

### ⚔️

Prior to the coordinated attack by the Maimed Virulence and her rebel Black Fist supporters, you were once a citizen or visitor to Phlan. While the trauma of your recent ordeal has greatly altered your motivations and perception of the world, your former life still clings to you and colors your mannerisms, behaviors, and outlook on life. Choose one entry on the following table (or roll randomly) to determine your former occupation prior to your incarceration and torture. Your choice determines your tool proficiency from this background.

d8	Origin (Occupation)	Tool Proficiency
1	Dockworker/Fisherman	Vehicles (water)
2	Tradesperson / Merchant	Artisans' Tools
3	Black Fist Soldier	Gaming set or Vehicles (land)
4	Adventurer / Visitor	Vehicles (land)
5	Entertainer	Musical Instrument
6	Scholar / Healer	Alchemists Supplies or Herbalism Kit
7	Criminal	Thieves' Tools, Forgery Kit, or Disguise Kit
8	Unskilled laborer	Gaming Set

## Feature: Dragonscarred

Over a period of several months you were subject to magical and mundane torture at the claws of Vorgansharax and his minions. These experiments have left you horribly disfigured but mark you as a survivor of the Maimed Virulence.

This affords you a measure of fame and notoriety, for those who know of your harrowing ordeal are keen to hear the tale personally but makes it difficult to disguise your appearance and hide

from prying eyes. You can parley this attention into access to people and places you might not otherwise have, for you and your companions. Nobles, scholars, mages, and those who seek to ferret out the secrets of the Maimed Virulence would all be keen to hear your tale of survival, and learn what secrets (if any) you might possess, and/or study your affliction with great interest. However, you fear that your afflictions are not completely mundane and that the Maimed Virulence may as yet have some nefarious reason for allowing your escape, as your scars burn with acidic fury and seem to writhe beneath your skin at times.

[Note: This feature is a variant of the Far Traveler feature.]

### ⚔️ (⚔️)

In addition to extensive scarring, you may choose one of the following options to represent your disfigurement. This disfigurement is purely cosmetic, misshapen, and horrific to look upon.

#### d8 Disfigurement

- 1 Small non-functional wing(s) or alternately - misshapen, wing-like membranes along one or both arms
- 2 Elongated, claw-like hand(s) and/or feet
- 3 Painful green scales randomly embedded in skin
- 4 Bulbous, reptilian eye(s)
- 5 Enlarged dorsal spines
- 6 Hair replaced with small irregular spines

## Personality Trait

- 1 I am driven to escape my past, and rarely stay in one place long.
- 2 I know secrets of the Maimed Virulence, but fear the harm that may befall me should others learn them.
- 3 Speaking of my ordeal helps sooth the still open wounds in my soul.
- 4 My former life is meaningless, and was ripped to shreds by the claws of Vorgansharax. All that matters now is what I do with the future.
- 5 I have faced the worst a dragon can deliver and survived. I am fearless, and my resolve unshakable.
- 6 I am haunted my tortured past, and wake at night screaming at half-remembered horrors.
- 7 I sleep with my back to a wall or tree, and a weapon within arm's reach.
- 8 I am slow to trust, but incredibly loyal to those who have earned it.

## Ideal

- 1 Survivor: No matter the cost, I will take any action necessary to survive (any)
- 2 Independence: When in trouble, the only person I can rely on is myself (Chaotic)
- 3 Compassionate: I have suffered long at the hands of a Dragon, and take pity and compassion on the suffering of others (Good)
- 4 Secretive: I am withdrawn, and hide my monstrous appearance for fear of drawing unwanted attention (Chaotic).
- 5 Justice: I have been wronged, and will not allow the same fate to befall others (Lawful).
- 6 Sycophant: During my ordeal, I became a willing servant of the Maimed Virulence, and spy on his behalf (evil)

## Bond

- 1 I have sworn vengeance on the Maimed Virulence and those that follow him.
- 2 I long to reunite with friends and family who may dwell among the Phlan Refugees, and protect them.
- 3 While a prisoner of the Maimed Virulence, I overheard rumors of an item or treasure the Dragon seeks. I will have that treasure for myself!
- 4 I seek to reclaim and rebuild my former life to the best of my ability.
- 5 I have been reborn as a child of Vorgansharax. I will claim my birthright as his chosen heir and successor.
- 6 I attribute my survival to the work of the divine, and seek to prove myself worthy of the honor.

## Flaw

- 1 I have been touched with dragon-greed, and have a lust for wealth which can never be satisfied.
- 2 I secretly believe others are plotting to harm me.
- 3 I no longer enjoy the simple pleasures in life. Food is but ashes and bile in my throat.
- 4 Anyone who refuses to celebrate my celebrity does not deserve my company.
- 5 I am paranoid and overly suspicious of others. Anyone may be an agent of the Maimed Virulence.
- 6 Once I make up my mind, I follow my chosen course of action regardless of the consequences.

## Iron Route bandit<sup>20</sup>

The Iron Route, once the primary trade route between Phlan and Zhentil Keep, used to be a site

<sup>20</sup> [Curse Of Strahd: Optional Backgrounds, p.5](#)

of extensive banditry until the Phlan's recent occupation. Your time as an erstwhile bandit has given you plenty of experience in the saddle and a knack for acquiring and appraising other people's mounts, pets, and vehicles among other things. This particular set of skills has become very lucrative for you by working for the underground as a horse thief for a local guild of thieves and other shadowy organizations.

Skill Proficiencies: Stealth, Animal Handling  
Tool Proficiencies: One type of gaming set, vehicles (land)  
Equipment: A set of dark common clothes, pack saddle, burglar's pack and a belt pouch containing 5 gp.  
Lifestyle: Poor

## Feature: Black-Market Breeder

You know how to find people who are always looking for stolen animals & vehicles, whether to provide for animal pit fights, or to supply some desperate rogues the means to get away faster on mounts during an illegal job. This contact not only provides you with information of what such animals & vehicles are in high demand in the area, but also offer to give you favors and information (DM choice) if you bring such animals & vehicles to them.

[Note: This is a variant of the Criminal Contact feature.]

## Personality Trait

- 1 If people leave their gear unsecured, they must not want it very much.
- 2 I feel more comfortable sleeping under the open sky.
- 3 I always pre-plan my escape should things go bad; I always like to have an exit strategy.
- 4 I tend to give animal owners breeding and care advice whether or not they want it.
- 5 I lost a pet as a child and sadly reflect on it to this day.
- 6 I always form a powerful, emotional bond with my mount.
- 7 I recoil at the thought of killing someone else's pet or mount.
- 8 I prefer to hang to the back of a scuffle or discussion. Better to have my enemies in front of me.

## Ideal

- 1 Loyalty: Never bite the hand that feeds. (Good)
- 2 Unpredictability: Keep your enemy guessing and off-balance like a confused deer. (Chaotic)
- 3 Power: I strive to become leader of the pack at all costs. (Lawful)
- 4 Freedom: I bow to no one I don't respect. (Chaotic)
- 5 Resourcefulness: Our wits are our most valuable resource in troubled times. (Any)
- 6 Unity: Lone wolves fail where the pack succeeds. (Any)

## Bond

- 1 I cannot leave a harmed animal behind; I must save it or put it out of its misery.
- 2 I leave behind my own personal calling cards when I do a job.
- 3 I do not trust people who do not have a pet, mount, or furry companion.
- 4 The pelt I wear on my back was from an animal that died saving my life, I will always cherish it.
- 5 If my pet does not like you, I do not like you!
- 6 Once you've ridden with me and fought by my side, I'll be there for you odds be damned.

## Flaw

- 1 I talk to animals; I believe they understand me, even if they do not.
- 2 I growl at and bite anyone who gets too close to my food while I am eating.
- 3 I strongly dislike enclosed spaces and require intoxication or firm encouragement to enter them.
- 4 I robbed the wrong caravan once. The owner is a powerful merchant who holds a grudge.
- 5 I'm an inveterate gambler.
- 6 I judge people based on how well they stand their ground in a fight. I got no time for cowards...

## Phlan insurgent<sup>21</sup>

The taking of Phlan by Vorgansharax is a clear memory in your mind. You were going about your everyday business when the green dragon's forces spilled out of the sewers and assailed your home. Many of Phlan's citizens, young and old alike, were captured, killed, or offered as tribute to the Maimed Virulence. You, yourself were one of

those captured. But, either with the help of adventurers or through your own wits and sheer determination, you escaped.

Rather than flee the region, you've chosen to stay and fight. Finding refuge outside the town and the deadly thicket surrounding it, you strike out against the Tears of the Virulence and their monstrous allies. You've learned to survive in dire and desperate circumstances, with supplies running low and the arrival of reinforcements uncertain. You've grown accustomed to acting under the cover of night, dealing what blows you can to avenge the friends and family you lost within the currently occupied Phlan. You will drive Vorgansharax out, or you die trying.

**Skill Proficiencies:** Stealth, Survival  
**Tool Proficiencies:** One type of artisan's tools, vehicles (land)  
**Equipment:** A bag of caltrops (20), a small trinket that connects you to the life you once had before the occupation of Phlan, a healer's kit, a set of dark common clothes that includes a cloak and hood, and a belt pouch containing 5 gp.  
**Lifestyle:** Poor

### ADVENTURE

Removed from your life as a townsman, you've adapted to rough life in the wilds surrounding Phlan. The trade you practiced still influences your outlook, the manner in which you approach situations, and the way you contribute to the resistance movement against the Maimed Virulence. You can roll on the following table to determine what your occupation was before the fall, or choose one that best fits your character (select from either the general column or the specific column, but not both).

d8	Origin (General)	Origin (Specific)
1	Fisher	Stojanow river worker
2	Hunter	Twilight Marsh worker
3	Craftsperson	Mantor's Library scribe
4	Priest/Priestess	Clergy of Ilmater
5	Cook	Laughing Goblin server
6	City Watch	Black Fist guard
7	Servant	House Sokol retainer

<sup>21</sup> [Curse Of Strahd: Optional Backgrounds, p.6](#)

## Suggested Characteristics

You have given up the life you knew as a citizen of Phlan. However, the Maimed Virulence's invasion resonates deep inside you. Perhaps you have a few friends or family members who were able to escape with you. Or, perhaps, everyone you held dear either perished or went missing during the fall. You may know of someone who is, against all odds, surviving within the thicket and you long to liberate them from a life of peril within the town.

## Personality Trait

- 1 My patience knows no bounds, so long as my goal is in sight.
- 2 In life and in struggle, the ends justify my actions.
- 3 If you aren't helping me, you'd best at least stay out of my way.
- 4 I long for the life that was taken away from me.
- 5 Friends and family perished, tragically, before my eyes. I hope never to undergo that again.
- 6 Making the right choices in life are important to me. The choices I make might save not just my life, but the lives of others as well.
- 7 I can never allow my foes to get the drop on me.
- 8 Time is a precious resource that I must spend wisely.

## Ideal

- 1 Leadership: The oppressed need someone to inspire them to courageous acts. (Good)
- 2 Unpredictability: Keeping the enemy guessing and off-balance is my tactical strength. (Chaos)
- 3 Determination: Threats to my home must be eliminated at all costs. (Any)
- 4 Freedom: Those who are enslaved and unjustly imprisoned deserve my aid. (Good)
- 5 Resourcefulness: Our wits are our most valuable resource in troubled times. (Any)
- 6 Unity: Working together, we can overcome all obstacles, even the most seemingly insurmountable ones. (Any)

## Bond

- 1 I'll never let my fellow insurgents down. They are my only remaining friends.
- 2 I was separated from a loved one during my escape from town. I will find them.

- 3 One of the Tears of the Virulence was a trusted friend, until the day they betrayed the city. They will pay harshly for their transgressions.
- 4 An item I hold close is my last remaining connection to the family I lost during the fall.
- 5 The dragon who took my past life away from me will feel the full extent of my vengeance.
- 6 The knowledge in Mantor's Library is an irreplaceable treasure that must be protected.

## Flaw

- 1 I have no respect for those who flee. I harbor a deep grudge against the citizens who abandoned Phlan.
- 2 Ale is the only way I can escape the desperation of my circumstances.
- 3 It doesn't take much to get me into a fight.
- 4 Being an insurgent means doing things that aren't always ethical. I'm still learning to live with that.
- 5 My desire to liberate Phlan oftentimes clouds my judgement, despite my best efforts.
- 6 I relentlessly despise the Maimed Virulence and his allies. I'd abandon other goals in order to strike out at them.

## Stojanow prisoner<sup>22</sup>

"We need to leave now!"

Those words still haunt your dreams at night. When everyone was fleeing Phlan, you choose to stay. Whether out of an emotional attachment, or pursuit of riches, you made the decision that would affect the rest of your life.

Food became scarcer for those without connections. You became a beggar and to stay alive you bartered information to any interested party with food or gold to spare. You were good at what you did, and thought you were invincible. That changed when you were captured by the Tears of Virulence, the soldiers of Vorgansharax, the Maimed Virulence, for selling secrets to those bent on overthrowing the dragon. They locked you in the cells of Stojanow Gate. The first weeks you hoped to stay alive. As the weeks turned into months, and the interrogations continued you began to pray for death.

<sup>22</sup> [Curse Of Strahd: Optional Backgrounds, p.7](#)

Skill Proficiencies: Deception, Perception  
 Tool Proficiencies: One type of gaming set, thieves' tools  
 Equipment: A small knife, a set of common clothes, a trinket from the life you stayed behind to defend, a belt pouch with 10 gp  
 Lifestyle: Poor

## Feature: Ex-Convict

The knowledge gained during your incarceration lets you gain insight into local guards and jailors. You know which will accept bribes, or look the other way for you. You can also seek shelter for yourself from authorities with other criminals in the area. [Note: This feature is a variant of the Courtier feature.]

## Personality Trait

- 1 I am a bully; others will suffer as I have.
- 2 I always say yes even when I mean no; it's just easier.
- 3 I aim to misbehave.
- 4 I go out of my way to frustrate or anger those in power.
- 5 I strive to obey the law. I will never again make the mistake of going against authority.
- 6 I always plan everything out. The one time I let others plan things it did not end well for me.
- 7 I take blame to protect others from pain.
- 8 I hoard information, you never know what may come in handy.

## Ideal

- 1 Loss: I freely give those who offend me what was so brutally denied me, death. (Chaos)
- 2 Dedication: I never betray those who trust me. (Law)
- 3 Vengeance: I use any means to get information I need; I have been well taught. (Evil)
- 4 Redemption: Everyone deserves a second chance. (Good)
- 5 Resilience: I can survive any challenge (Any)
- 6 Leadership: The best teams are made up of those that society has discarded.

## Bond

- 1 I take up arms to help establish a free Phlan.

- 2 The horrors of my time in Stojanow haunt my dreams, only after a day of hard work can I find sleep.
- 3 I am indebted to those who freed me from prison, I will repay this debt.
- 4 My torturer survived the attack that set me free, I will find him/her.
- 5 I will not rest while others suffer fates similar to mine.
- 6 I am searching for a way to heal the scars of Stojanow, both physical and emotional.

## Flaw

- 1 During stressful times, I find myself crying for no reason.
- 2 My nerve endings are shot from the interrogations; I am numb to all but the harshest touch.
- 3 I am incapable of standing up for myself.
- 4 I folded under the torture, and gave information that I promised would be kept secret. My life would be in jeopardy if others found out.
- 5 Survival is worth more than friendship.
- 6 The ghosts from my past hinder my actions.

## Ticklebelly nomad<sup>23</sup>

You were born into a nomadic tribe that called the Ticklebelly Hills home. You migrated from location to location, living off the land with your tribe. The tribe would seasonally travel south into the Grass Sea and the Giant's Cairn, north into the Dragonspine Mountains, and even occasionally east across the Stojanow River to the borders of the Quivering forest.

In your migrations, your people have come to know the stone giant tribes that populate the Giant's Cairn. The dragon cultists came to the hills one day—magic-users wearing purple and riding horrid beasts, black-clad warriors wearing wicked masks, and even soldiers from the nearby town of Phlan. Then the dragon called Vorgansharax arrived and laired in the hills, causing horrid thickets to grow and animals to act unusually. The cultists began raiding nomad camps for victims to offer to the wyrm. Eventually, the dragon moved on to attack Phlan, but life was never again the same for the nomads of the Ticklebelly Hills.

<sup>23</sup> [Curse Of Strahd: Optional Backgrounds, p.8](#)

Skill Proficiencies.: Animal Handling, Nature  
Tool Proficiencies.: Herbalism kit  
Languages.: Giant  
Equipment. Herbalism kit, a small article of jewelry that is distinct to your tribe, a hunting trap, a set of common clothes, and a belt pouch containing 5 gp  
Lifestyle. Poor

## ANCESTRY.

You were born into a nomadic tribe that called the Ticklebelly Hills home. You migrated from location to location, living off the land with your tribe. The tribe would seasonally travel south into the Grass Sea and the Giant's Cairn, north into the Dragonspine Mountains, and even occasionally east across the Stojanow River to the borders of the Quivering forest.

In your migrations, your people have come to know the stone giant tribes that populate the Giant's Cairn. The dragon cultists came to the hills one day—magic-users wearing purple and riding horrid beasts, black-clad warriors wearing wicked masks, and even soldiers from the nearby town of Phlan. Then the dragon called Vorgansharax arrived and laired in the hills, causing horrid thickets to grow and animals to act unusually. The cultists began raiding nomad camps for victims to offer to the wyrm. Eventually, the dragon moved on to attack Phlan, but life was never again the same for the nomads of the Ticklebelly Hills.

## Feature: At Home in the Wild.

The wilderness is your home and you are comfortable dwelling in it. You can find a place to hide, rest, or recuperate when out in the wild. This place of rest is secure enough to conceal you from most natural threats. Threats that are supernatural, magical, or are actively seeking you out might do so with difficulty depending on the nature of the threat (as determined by the DM). However, this feature doesn't shield or conceal you from scrying, mental probing, nor from threats that don't necessarily require the five senses to find you. Note: This feature is a variant of the Folk Hero feature.

## Suggested Characteristics.

Ticklebelly nomads only venture into civilization when necessary. You are social within your tribe, with tribes of other nomads, and even with the stone giant tribes that populate the Giant's Cairn. However, other communities tend to either put you on your guard or put you in a state of wonder. Was it this wonder that enticed you into a life of adventuring? On the other hand, you are fiercely protective of and dedicated to your tribe. Perhaps it was this dedication that led you to venture out; either of your own will or at the behest of your tribe's leaders.

## Personality Trait

- 1 I eagerly inject myself into the unknown.
- 2 Villages, towns, and cities do not suit me. I'd rather be out in the wilderness any day.
- 3 I accomplish my tasks efficiently, using as few resources as possible.
- 4 It's difficult for me to remain in one place for long.
- 5 I loudly brag about my tribe every chance I get.
- 6 Having walked among giants, I am fearless in the face of bigger creatures.
- 7 I am quiet and reserved, but observant. Nothing escapes my attention.
- 8 My word is my bond. I see a promise to completion, even if it conflicts with my beliefs.

## Ideal

- 1 Kinship. Family is most important in life. Though I may be far from my own, the bonds of family must be protected in others' lives as well. (Good)
- 2 Preservation. Nature must not be despoiled by encroaching civilization. (Any)
- 3 Wanderlust. One must expand their horizons by seeing the world and exploring. (Chaos)
- 4 Isolation. My tribe and its ways must be protected and shielded from outside influence. (Neutral)
- 5 Protection. Threats to the land and to the people must be dealt with at any and all costs. (Law)
- 6 Belonging: All creatures have a place in the world, so I strive to help others find theirs. (Good)

## Bond

- 1 I ache to return to my tribe and the family I left, but cannot until my obligations are fulfilled.
- 2 The dragon cultists that invaded my homeland stole away one of my tribe's people. I will not know rest until I've found them.

- 3 The dragon's presence in the hills destroyed valuable territory and resulted in deaths within my tribe. The creature must pay for what it has done.
- 4 I carry a trinket that spiritually and emotionally ties me to my people and my home.
- 5 I discovered a strange relic in the hills during my tribe's wanderings. I must discover what it is.
- 6 One of the stone giant clans from the Giant's Cairn has graced me with a mark of kinship.

## Flaw

- 1 I throw myself and my friends into situations rarely ever thinking about consequences.
- 2 Unfamiliar people and surroundings put me on edge.
- 3 I have absolutely no patience for slowpokes and those who prove indecisive.
- 4 My desire to experience new things causes me to make unsafe choices.
- 5 I am overly protective of nature, sometimes to the detriment of my companions and myself.
- 6 My lack of worldliness often proves my undoing in social, commercial, and hostile situations.

## Haunted One<sup>24</sup>

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It might come to you as a shadow on the wall, a blood-curdling nightmare, a memory that refuses to die, or a demonic whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you.

**Skill Proficiencies:** Choose two from among Arcana, Investigation, Religion, and Survival  
**Languages:** Choose one exotic language (Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, or Undercommon)

**Equipment:** Monster hunter's pack (see sidebar), one trinket of special significance (choose one or roll on the [Gothic Trinkets table](#))

## Harrowing event

Prior to becoming an adventurer, your path in life was defined by one dark moment, one fateful decision, or one tragedy. Now you feel a darkness threatening to consume you, and you fear there may be no hope of escape. Choose a harrowing event that haunts you, or roll one on the Harrowing Events table.

d10	Event
1	A monster that slaughtered dozens of innocent people spared your life, and you don't know why.
2	You were born under a dark star. You can feel it watching you, coldly and distantly. Sometimes it beckons you in the dead of night.
3	An apparition that has haunted your family for generations now haunts you. You don't know what it wants, and it won't leave you alone.
4	Your family has a history of practicing the dark arts. You dabbled once and felt something horrible clutch at your soul, whereupon you fled in terror.
5	An oni took your sibling one cold, dark night, and you were unable to stop it.
6	You were cursed with lycanthropy and later cured. You are now haunted by the innocents you slaughtered.
7	A hag kidnapped and raised you. You escaped, but the hag still has a magical hold over you and fills your mind with evil thoughts.
8	You opened an eldritch tome and saw things unfit for a sane mind. You burned the book, but its words and images are burned into your psyche.
9	A fiend possessed you as a child. You were locked away but escaped. The fiend is still inside you, but now you try to keep it locked away.
10	You did terrible things to avenge the murder of someone you loved. You became a monster, and it haunts your waking dreams.

### MONSTER HUNTER'S PACK

You can buy a monster hunter's pack for 33 gp, which is cheaper than buying the items in it individually. It includes a chest, a crowbar, a hammer, three wooden stakes, a holy symbol, a flask of holy water, a set of manacles, a steel mirror, a flask of oil, a tinderbox, and 3 torches.

<sup>24</sup> [Curse of Strahd Character Options, p.1](#)

## Feature: Heart of Darkness

Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

### STRONG CHARACTERISTICS

You have learned to live with the terror that haunts you. You are a survivor, who can be very protective of those who bring light into your darkened life.

## Personality Trait

- 1 I don't run from evil. Evil runs from me.
- 2 I like to read and memorize poetry. It keeps me calm and brings me fleeting moments of happiness.
- 3 I spend money freely and live life to the fullest, knowing that tomorrow I might die.
- 4 I live for the thrill of the hunt.
- 5 I don't talk about the thing that torments me. I'd rather not burden others with my curse.
- 6 I expect danger around every corner.
- 7 I refuse to become a victim, and I will not allow others to be victimized.
- 8 I put no trust in divine beings.

## Ideal

- 1 I try to help those in need, no matter what the personal cost. (Good)
- 2 I'll stop the spirits that haunt me or die trying. (Any)
- 3 I kill monsters to make the world a safer place, and to exorcise my own demons. (Good)
- 4 I have a dark calling that puts me above the law. (Chaotic)
- 5 I like to know my enemy's capabilities and weaknesses before rushing into battle. (Lawful)
- 6 I'm a monster that destroys other monsters, and anything else that gets in my way. (Evil)

## Bond

- 1 I keep my thoughts and discoveries in a journal. My journal is my legacy.
- 2 I would sacrifice my life and my soul to protect the innocent.

- 3 My torment drove away the person I love. I strive to win back the love I've lost.
- 4 A terrible guilt consumes me. I hope that I can find redemption through my actions.
- 5 There's evil in me, I can feel it. It must never be set free.
- 6 I have a child to protect. I must make the world a safer place for him (or her).

## Flaw

- 1 I have certain rituals that I must follow every day. I can never break them.
- 2 I assume the worst in people.
- 3 I feel no compassion for the dead. They're the lucky ones.
- 4 I have an addiction.
- 5 I am a purveyor of doom and gloom who lives in a world without hope.
- 6 I talk to spirits that no one else can see.

## GOTHIC TRINKETS<sup>25</sup>

When rolling for a trinket, consider using this table, which is designed for a gothic game.

d100	Trinket
01-02	A picture you drew as a child of your imaginary friend
03-04	A lock that opens when blood is dripped in its keyhole
05-06	Clothes stolen from a scarecrow
07-08	A spinning top carved with four faces: happy, sad, wrathful, and dead
09-10	The necklace of a sibling who died on the day you were born
11-12	A wig from someone executed by beheading
13-14	The unopened letter to you from your dying father
15-16	A pocket watch that runs backward for an hour every midnight
17-18	A winter coat stolen from a dying soldier
19-20	A bottle of invisible ink that can only be read at sunset
21-22	A wineskin that refills when interred with a dead person for a night
23-24	A set of silverware used by a king for his last meal
25-26	A spyglass that always shows the world suffering a terrible storm
27-28	A cameo with the profile's face scratched away
29-30	A lantern with a black candle that never runs out and that burns with green flame
31-32	A teacup from a child's tea set, stained with blood

<sup>25</sup> [Curse of Strahd Character Options, p.2](#)

d100	Trinket
33-34	A little black book that records your dreams, and yours alone, when you sleep
35-36	A necklace formed of the interlinked holy symbols of a dozen deities
37-38	A hangman's noose that feels heavier than it should
39-40	A birdcage into which small birds fly but once inside never eat or leave
41-42	A lepidopterist's box filled dead moths with skull-like patterns on their wings
43-44	A jar of pickled ghouls' tongues
45-46	The wooden hand of a notorious pirate
47-48	A urn with the ashes of a dead relative
49-50	A hand mirror backed with a bronze depiction of a medusa
51-52	Pallid leather gloves crafted with ivory fingernails
53-54	Dice made from the knuckles of a notorious charlatan
55-56	A ring of keys for forgotten locks
57-58	Nails from the coffin of a murderer
59-60	A key to the family crypt
61-62	An bouquet of funerary flowers that always looks and smells fresh
63-64	A switch used to discipline you as a child
65-66	A music box that plays by itself whenever someone holding it dances
67-68	A walking cane with an iron ferule that strikes sparks on stone
69-70	A flag from a ship lost at sea
71-72	Porcelain doll's head that always seems to be looking at you
73-74	A wolf's head wrought in silver that is also a whistle.
75-76	A small mirror that shows a much older version of the viewer
77-78	Small, worn book of children's nursery rhymes.
79-80	A mummified raven claw
81-82	A broken pendent of a silver dragon that's always cold to the touch
83-84	A small locked box that quietly hums a lovely melody at night but you always forget it in the morning
85-86	An inkwell that makes one a little nauseous when staring at it
87-88	An old little doll made from a dark, dense wood and missing a hand and a foot
89-90	A black executioner's hood
91-92	A pouch made of flesh, with a sinew drawstring
93-94	A tiny spool of black thread that never runs out
95-96	A tiny clockwork figurine of a dancer that's missing a gear and doesn't work

d100	Trinket
97-98	A black wooden pipe that creates puffs of smoke that look like skulls
99-00	A vial of perfume, the scent of which only certain creatures can detect

# SEASON 7 TOMB OF ANNIHILATION

## Anthropologist<sup>26</sup>

You have always been fascinated by other cultures, from the most ancient and primeval lost lands to the most modern civilizations. By studying other cultures' customs, philosophies, laws, rituals, religious beliefs, languages, and art, you have learned how tribes, empires, and all forms of society in between craft their own destinies and doom. This knowledge came to you not only through books and scrolls, but also through first-hand observation—by visiting far-flung settlements and exploring local histories and customs.

**Skill Proficiencies:** Insight, Religion  
**Languages:** Two of your choice  
**Equipment:** A leather-bound diary, a bottle of ink, an ink pen, a set of traveler's clothes, one trinket of special significance, and a pouch containing 10 gp  
**Lifestyle:**

### Before becoming an adventurer

you spent much of your adult life away from your homeland, living among people different from your kin. You came to understand these foreign cultures and the ways of their people, who eventually treated you as one of their own. One culture had more of an influence on you than any other, shaping your beliefs and customs. Choose a race whose culture you've adopted, or roll on the Adopted Culture table.

### Adopted Culture Table

d8	Culture	d8	Culture
1	Aarakocra	5	Halfling
2	Dwarf	6	Human
3	Elf	7	Lizardfolk
4	Goblin	8	Orc

## Feature: Adept Linguist

You can communicate with humanoids who don't speak any language you know. You must observe the humanoids interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures—enough to communicate on a rudimentary level.

### Anthropologist's Fascination

Anthropologists leave behind the societies into which they were born to discover what life is like in other parts of the world. They seek to see how other races and civilizations survive—or why they did not. Some anthropologists are driven by intellectual curiosity, while others want the fame and recognition that comes with being the first to discover a new people, a lost tribe, or the truth about an ancient empire's downfall.

## Personality Trait

- d6 Personality Trait
- 1 I prefer the company of those who aren't like me, including people of other races.
  - 2 I'm a stickler when it comes to observing proper etiquette and local customs.
  - 3 I would rather observe than meddle.
  - 4 By living among violent people, I have become desensitized to violence.
  - 5 I would risk life and limb to discover a new culture or unravel the secrets of a dead one.
  - 6 When I arrive at a new settlement for the first time, I must learn all its customs.

## Ideal

- 1 **Discovery.** I want to be the first person to discover a lost culture. (Any)
- 2 **Distance.** One must not interfere with the affairs of another culture—even one in need of aid. (Lawful)
- 3 **Knowledge.** By understanding other races and cultures, we learn to understand ourselves. (Any)
- 4 **Power.** Common people crave strong leadership, and I do my utmost to provide it. (Lawful)
- 5 **Protection.** I must do everything possible to save a society facing extinction. (Good)

<sup>26</sup> [Tomb of Annihilation. Appendix A](#)

- 6 Indifferent. Life is cruel. What's the point in saving people if they're going to die anyway? (Chaotic)

## Bond

- 1 My mentor gave me a journal filled with lore and wisdom. Losing it would devastate me.
- 2 Having lived among the people of a primeval tribe or clan, I long to return and see how they are faring.
- 3 Years ago, tragedy struck the members of an isolated society I befriended, and I will honor them.
- 4 I want to learn more about a particular humanoid culture that fascinates me.
- 5 I seek to avenge a clan, tribe, kingdom, or empire that was wiped out.
- 6 I have a trinket that I believe is the key to finding a long-lost society.

## Flaw

- 1 Boats make me seasick.
- 2 I talk to myself, and I don't make friends easily.
- 3 I believe that I'm intellectually superior to people from other cultures and have much to teach them.
- 4 I've picked up some unpleasant habits living among goblins, lizardfolk, or orcs.
- 5 I complain about everything.
- 6 I wear a tribal mask and never take it off.

## Archaeologist<sup>27</sup>

An archaeologist learns about the long-lost and fallen cultures of the past by studying their remains—their bones, their ruins, their surviving masterworks, and their tombs. Those who practice archaeology travel to the far corners of the world to root through crumbled cities and lost dungeons, digging in search of artifacts that might tell the stories of monarchs and high priests, wars and cataclysms.

**Skill Proficiencies:** History, Survival  
**Tool Proficiencies:** Cartographer's tools or navigator's tools  
**Languages:** One of your choice  
**Equipment:** A wooden case containing a map to a ruin or dungeon, a bullseye lantern, a miner's pick, a set of traveler's clothes, a shovel, a two-person tent, a trinket recovered from a dig site, and a pouch containing 25 gp  
**Lifestyle:**

### YOUR JOURNALS

Prior to becoming an adventurer, you spent most of your young life crawling around in the dust, pilfering relics of questionable value from crypts and ruins. Though you managed to sell a few of your discoveries and earn enough coin to buy proper adventuring gear, you have held onto an item that has great emotional value to you. Roll on the Signature Item table to see what you have, or choose an item from the table.

### SIGNATURE ITEMS

d8	Item	d8	Item
1	10-foot pole	5	Medallion
2	Crowbar	6	Shovel
3	Hat	7	Sledgehammer
4	Hooded lantern	8	Whip

## Feature: Historical Knowledge

When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, you can determine the monetary value of art objects more than a century old.

### SOMEONE'S INTEREST

Few archaeologists can resist the lure of an unexplored ruin or dungeon, particularly if such a

<sup>27</sup> [Tomb of Annihilation. Appendix A](#)





# SEASON 8 WATERDEEP

## Detective<sup>29</sup>

The grand cities of the North are rife with sleaze, scandal, and skulduggery, giving rise to a gamut of crimes that the traditional City Watch are ill-equipped to deal with. In such cases, the private detective steps from the lamplight to investigate, employing a diverse range of mental and social talents to unravel each mystery.

Skill Proficiencies: Perception, Investigation  
Languages: Two of your choice  
Equipment: A magnifying glass, a bottle of ink, a quill, a folded parchment notepad, a set of common clothes including a greatcoat and hat, and a pouch containing 8 gp.  
Lifestyle:

### Feature: Master Sleuth

If you spend ten minutes talking to a stranger, you uncover hidden information about them by studying their mannerisms, tiny scuffs on their clothing, and so forth. At the DM's discretion, you deduce one of the following pieces of information about them: a recent location they've visited, an object they've handled, or a person they've spoken with.

### ΣΤΙΜΩΝ ΤΗ ΚΑΚΟΓΡΑΜΜΙΑΣ

Detectives typically have above-normal intelligence, and can seem distant or aloof in the presence of lesser minds. They're often marginalized to the extent of becoming loners, or have crippling flaws they strive to keep hidden.

### Personality Trait

- 1 Before I leave a room, I often turn to ask one last question.
- 2 I don't play by the rules.
- 3 I find ignorance amusing.
- 4 I like to reveal my findings to a captive audience.
- 5 I'm witheringly sarcastic.
- 6 I rarely reveal my true feelings.
- 7 I solve crimes because life bores me.
- 8 I'm oddly superstitious.

<sup>29</sup> [Rats of Waterdeep, Appendix A: New Player Options](#)

### Ideal

- 1 Justice. I'm sworn to bring criminals to justice (Lawful).
- 2 Intellect. The mind is a muscle that must be exercised to achieve brilliance (Any).
- 3 Greed. I need coin to dig me out of this pit (Neutral).
- 4 Redemption. I'm trying to undo all the bad things I've done in my life (Any).
- 5 Recklessness. If they break the rules, so can I (Chaotic).
- 6 Curiosity. We don't learn anything unless we experiment (Any).

### Bond

- 1 The same nemesis is secretly behind many of my greatest investigations.
- 2 I wear a signature article of clothing, moustache style, or accessory.
- 3 My assistant travels everywhere with me.
- 4 I've a trauma in my past that still haunts me.
- 5 I'm immaculately dressed.
- 6 I'm attracted to people who live fast and dangerously.

### Flaw

- 1 I have a self-destructive vice that I indulge in secret.
- 2 I lack empathy for my prey.
- 3 I underestimate or look down upon the common folk.
- 4 All my relationships end in ruin.
- 5 I'm cripplingly obsessive.
- 6 I don't know how to handle failure.

## Tavern Worker<sup>30</sup>

You've spent years working in a tavern: pouring drinks for thirsty patrons, mopping floors, preparing food, or waiting tables. Your rough-and-tumble life has been lit by torchlight and wreathed in pipe smoke, but the experience has shaped you into the person you are now: sharp-tongued, thick-skinned, and worldly wise.

<sup>30</sup> [Durnan's Guide to Tavernkeeping, Appendix B: New Player Options](#)

Skill Proficiencies: Insight, Intimidation  
 Tool Proficiencies: Brewer's supplies, one type of gaming set  
 Languages: One of your choice  
 Equipment: A frayed wash rag, an apron, a set of common clothes, a gaming set, brewer's supplies, and a pouch containing 10 gp.  
 Lifestyle:

## Feature: Tavern Tales

Years in the taproom exposed you to myriad tall stories, urban legends, and gossip. Whenever you visit a new locale, there's a chance you'll recall some tidbits of local knowledge. The usefulness of this information could vary from knowing where to find the best barber, to remembering which tombstone Captain Walharrow buried his treasure under.

On the DMs discretion, roll a d20 whenever you enter a new location, with higher results gleaming more useful information. If the DM allows it, you can work with your group to determine what the information could be.

### Tavern Workers

Most tavern workers have seen the best and worse in people. While they often have blunt natures, they also make great listeners and usually have practical advice to offer for common predicaments.

## Personality Trait

- 1 I'm always willing to listen to problems and help if I can.
- 2 I love to be the center of attention and keep the party going.
- 3 I like it loud and boisterous.
- 4 Having tried it all, I'm a connoisseur of spirits and always match a patron with the right drink.
- 5 I want to know the world around me, so I love people watching.
- 6 I have a sharp, poisonous tongue.
- 7 I love hearing stories from faraway places and collect souvenirs from places I hope to someday visit.
- 8 I have a dark secret I hide behind a jolly exterior.

## Ideal

- 1 Sobriety. I've climbed back on that wagon, and I'm clinging on for dear life. (Lawful)
- 2 Enabling. There's always room for one more drink. Let me pour it for you. (Chaotic)
- 3 Helpful. I've heard it all and I like to look out for my patrons by giving helpful advice. (Good)
- 4 Greedy. The drunk are easiest to cheat. (Evil)
- 5 Joyous. I'm here for the party. (Any)
- 6 Searching. My life's mission is to craft a signature beverage for which I'll become famous. (Neutral)

## Bond

- 1 I'm a sucker for a pretty face.
- 2 I'm closer to my regulars than my family.
- 3 This tavern means the world to me.
- 4 I inherited my position at the tavern. It's a family business.
- 5 I am a proud member of the Brotherhood of Booze. I can bond with anyone over a drink.
- 6 I like cleaning up after others before settling down for a rest.

## Flaw

- 1 I believe that all halflings are thieves, bad luck, or both.
- 2 I like to butt into other peoples' conversations.
- 3 I'll do anything for tips.
- 4 I love to collect stories and share them, so I'm a terrible gossip.
- 5 I collect stray animals which I let live in my tavern.
- 6 I love a game of chance and am always trying to get into a game. When gaming, I take risks that I shouldn't.

## Tavern Regular<sup>31</sup>

You've spent your life propping up the bar at your local tavern. This beloved drinking hole was your second home, its patrons your extended family. Here you whiled away the hours, putting the world to right in a bar where everybody knew your name.

Skill Proficiencies: Insight, Persuasion  
Tool Proficiencies: One type of gaming set  
Languages: One of your choice  
Equipment: Pipe and pipeweed, a tankard engraved with your own name, common clothes, a gaming set, and a pouch containing 5 gp in loose change.

Fate tore you from your favorite bar stool, and you emerged blinking into the world outside. Choose a reason for leaving your tavern or roll on the table below.

### TABLE 1: REASONS FOR LEAVING

- 1 Your bar tab became untenable and you were barred until the debt was settled.
- 2 You fell out with the locals over a disagreement about sports.
- 3 You slept with the proprietor's spouse.
- 4 You made a drunken bet that you'd make yourself rich within the year.
- 5 The tavern keeper went bankrupt and the regulars are now gathering coin to buy the premises.
- 6 The tavern blew up.

## Feature: On the Tab

You have a knack for avoiding payment for simple amenities. If an item or service is priced at less than 1 gp, you can acquire it for free. In addition, you receive free lodging and food at most cheap inns and taverns, allowing you to live a poor or modest lifestyle for free.

### Tavern Regulars

Tavern regulars are generally friendly souls who are quick to laugh and always ready with a humorous quip or anecdote. Each regular typically has a boorish area of expertise that they're unqualified to talk about, or a catchphrase they keep repeating.

<sup>31</sup> [Durnan's Guide to Tavernkeeping, Appendix B: New Player Options](#)

## Personality Trait

- 1 I love nothing more than the company of good friends.
- 2 I know dozens of tavern games and am happy to teach them to my friend.
- 3 I love to talk late into the night.
- 4 I'm friendly and welcoming; willing to invite anyone into the group.
- 5 I know a thousand songs and have one for any occasion.
- 6 I love pub food and am always eating.
- 7 I like to sit quietly and take in the room.
- 8 I believe the pub is the height of civilization. Its equal will never be created.

## Ideal

- 1 Community. We're all in this together, so let's hash out our problems over a pint of ale (Good).
- 2 Egotism. Everyone knows your name. You make sure of it. (Neutral)
- 3 Larceny. The raucous celebration of the common room is the perfect cover for my thievery. (Chaotic)
- 4 Exactitude. I always make sure everyone buys a round, we split the bill evenly, and tip the staff. (Lawful)
- 5 Dependency. I hate being alone. (Any)
- 6 Violence. I like to start barfights. (Evil)

## Bond

- 1 My two bar buddies know more about me than anyone in this world.
- 2 I met someone across a smoky taproom one night and I've been searching for them ever since.
- 3 I want to share everything I know with others and drink makes me more gregarious.
- 4 A meal isn't a meal unless its shared with others.
- 5 I want to meet new people and try new things.
- 6 I like to hide in a crowd.

## Flaw

- 1 I'm always getting into debt.
- 2 I'm desperately lonely and latch onto anyone I think might connect with me.
- 3 I always drink too much.
- 4 I love to argue about politics, literature, or art. I'll take a side just to argue.
- 5 I have blackouts and don't remember what happened.
- 6 The more I drink, the more unpredictable and violent I become.

# SEASON 9 EBERRON

## House Agent<sup>32</sup>

You have sworn fealty to a dragonmarked house. If you have a dragonmark, you're likely a member of one of the house's influential families; otherwise you're an outsider who hopes to make your fortune through the house. Your main task is to serve as the eyes of your house, but you could be called on at any time to act as its hand. Such missions can be perilous but lucrative.

**Skill Proficiencies:** Investigation, Persuasion

**Tool Proficiency:** Two tools by house:

Cannith: alchemist's supplies and tinker's tools

Deneith: one gaming set and vehicles (land)

Ghallanda: brewer's supplies and cook's utensils

Jorasco: alchemist's supplies and herbalism kit

Kundarak: tinker's tools and thieves' tools

Lyrandar: vehicles (sea and air) and navigator's tools

Medani: thieves' tools and disguise kit

Orien: vehicles (land) and one gaming set

Phiarlan: disguise kit and one musical instrument

Sivis: calligrapher's supplies and forgery kit

Tharashk: thieves' tools and one gaming set

Thuranni: poisoner's kit and one musical instrument

Vadalis: vehicles (land) and herbalism kit

**Equipment:** A set of fine clothes, house signet ring, identification papers, and a purse containing 20 gp..

**Lifestyle:**

1	Acquisition
2	Investigation
3	Research & Development
4	Security
5	Intimidation
6	Exploration
7	Negotiation
8	Covert Operations

## Feature: House Connections

As an agent of your house, you can always get food and lodging for yourself and your friends at a house enclave. When the house assigns you a mission, it will usually provide you with the necessary supplies and transportation. Beyond this, you have many old friends, mentors, and rivals in your house, and you may encounter one of them when you interact with a house business. The degree to which such acquaintances are willing to help you depends on your current standing in your house.

### CHARACTERISTICS

House agents are diverse. Consider the house you serve and the work you do when choosing characteristics.

### DATA

You always gather information for your house, but when a baron give you a specific mission, what sort of work do you do? The House Agent Role table gives possibilities.

### HOUSE CONNECTION DATA

<sup>32</sup> [Wayfinder's Guide to Eberron \(5e\)](#)

Updated to version from [Eberron: Rising from Last War](#)

## Personality Trait

- 1 I'm always looking to improve efficiency.
- 2 I love to share trivia about my house's business.
- 3 I never forget an insult against me or my house.
- 4 I'm enthusiastic about everything my house does.
- 5 I represent my house and take pride in my looks.
- 6 I'm critical of monarchies and limits on the houses.

## Ideal

- 1 **Common Good.** My house serves a vital function, and its prosperity will help everyone. (Good)
- 2 **Tradition.** I uphold traditions of my house and bring honor to my family. (Lawful)
- 3 **Innovation.** Abandon old traditions and find better ways to do things. (Chaotic)
- 4 **Power.** I want to ensure the prosperity of my house and wield its power myself. (Evil)
- 5 **Discovery.** I want to learn all I can, both for my house and for my own curiosity. (Any)
- 6 **Comfort.** I want to ensure that me and mine enjoy the best things in life. (Any)

## Bond

- 1 My house is my family, and I would do anything for my family.
- 2 I love someone from another house, but such relationships are forbidden.
- 3 Someone I love was killed by a rival faction within my house, and I will have revenge.
- 4 I don't care about the house as a whole, but I would do anything for my old mentor.
- 5 My house must evolve, and I'll lead the evolution.
- 6 I am determined to impress the leaders of my house, and to become a leader myself.

## Flaw

- 1 I'm fixated on following official protocols.
- 2 I'm obsessed with conspiracy theories and worried about secret societies and hidden demons.
- 3 My house and bloodline make me the best!
- 4 My secret could get me expelled from my house.
- 5 My religious beliefs aren't widespread in my house.
- 6 I'm working for a hidden faction in my house that gives me secret assignments.

## **BALDUR'S GATE**

The effects of a Baldur's Gate feature can be used only while the character is in Baldur's Gate—though, at the DM's discretion, they might have applicable effects in situations similar to those in Baldur's Gate.

### **Acolyte**

#### **Religious Community<sup>33</sup>**

You're tightly connected with the religious community of Baldur's Gate. You know if a deity has a following in the city and any places that faith openly congregates and the neighborhoods those faithful typically inhabit. While this isn't remarkable for most of the city's larger faiths, keeping track of the hundreds of religions newcomers bring with them is no mean feat.

### **Charlatan**

#### **Long-Lost Heir<sup>34</sup>**

You're well-versed in the mannerisms and idiosyncrasies of Baldurian patriars and other nobles, imitating them smoothly enough to convince even the snootiest family heads of your authenticity. You're skilled at posing as the long-lost heir to some imaginary or extinguished patriar lineage.

Because of your skill in passing yourself off as a patriar, you have a Watch token that allows you alone into the Upper City of Baldur's Gate. You might be able to bluff others through with you, or even convince members of the Watch that you're a patriar. However, any true test of your authenticity is likely to reveal your deception.

### **Criminal**

#### **Criminal Connections<sup>35</sup>**

In Baldur's Gate, crime is just another business. As a result, you can arrange a meeting with a low-ranking operative of nearly any business, patriar family, crew, government institution, or—

certainly—the Guild. This operative will hear you out and, at their discretion, take your information or request up their chain of command. These meetings almost always occur in shady venues.

### **Entertainer**

#### **Backstage Pass<sup>36</sup>**

You've learned that most of the real business of entertainment (or any other venture) happens behind the scenes. It's easy for you to case what sorts of audiences attend what venue—like how toughs gather at the Blushing Mermaid or how brash patriars congregate at the Helm and Cloak. After a successful performance, you may meet an enthusiastic member of the crowd—someone of an occupation or social class that frequents the establishment. This contact is delighted to talk with you, and to listen.

### **Folk Hero**

#### **Social Vengeance<sup>37</sup>**

You've lived your entire life in the Lower or Outer City of Baldur's Gate. You grew up seeing arrogant patriars flaunt their wealth while your hardworking neighbors struggled. As a result, you know how eager commoners in Baldur's Gate are to see any patriar get what they deserve. While in a busy part of the Lower City or Outer City of Baldur's Gate, you can spend 2d10 minutes to convince 1d6 commoners to perform a non-illegal act that inconveniences a member of the Watch or Flaming Fist, a patriar, or some other wealthy looking individual.

### **Guild Artisan**

#### **Professional Courtesy<sup>38</sup>**

You're familiar with the city's crews, their territories, and inter-crew politics. Choose one of the three districts of Baldur's Gate: the Upper City, the Lower City, or the Outer City. This is the district where you conduct most of your business. Whenever you need information about something

<sup>33</sup> Baldur's Gate: Descent Into Avernus, page 202.

<sup>34</sup> Baldur's Gate: Descent Into Avernus, page 202.

<sup>35</sup> Baldur's Gate: Descent Into Avernus, page 202.

<sup>36</sup> Baldur's Gate: Descent Into Avernus, page 202.

<sup>37</sup> Baldur's Gate: Descent Into Avernus, page 204.

<sup>38</sup> Baldur's Gate: Descent Into Avernus, page 204.

in one of that district's neighborhoods, you can seek out crew members in that area and learn the local gossip. You can also gain unimpeded entry to nearly any bank, guild hall, place of business, workhouse, or crew meeting place in your district.

## Hermit

### The Real City<sup>39</sup>

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You know the Baldur's Gate most Baldurians ignore, the dog-eat-dog world of the homeless and unfortunate. You know where to go in the Lower City and Outer City for anonymity. In these slums and alley camps, you can get a damp bed and a bad meal, but also a degree of privacy and no questions asked. Living here isn't comfortable, but it's unlikely anyone will find you—and you can stay as long as you want.

## Noble

### Patriar<sup>40</sup>

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As a member of one of the elite families of Baldur's Gate, you may pass through city gates without paying tolls, mingle among the Gate's nobility unquestioned, and impress those on the lookout for wealthy patrons. You are welcome in the Upper City and may stay there after dark without being harassed or evicted. Your word is accepted over others' without question, and any corruption among guards or government officials tends to work in your favor, not against you—at least until you make some effort to expose it.

## Outlander

### Immigrant Experience<sup>41</sup>

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Even after your short time in Baldur's Gate, you've learned the city holds more walls and gates than those the Watch and Flaming Fist patrols. You are known within the city's immigrant communities. Should you ever need to learn about a foreign land, people, tradition, or history, you know where to

find someone with firsthand experience—likely somewhere in the Outer City.

## Sage

### Rumor Monger<sup>42</sup>

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Via your personal rumor mill and articles published in Baldur's Mouth, you can surmise a great deal about Baldurians' secrets—who's practicing necromancy, who's involved in spying or smuggling, who would purchase or craft dangerous magical wares without batting an eyelash. Whenever a noteworthy crime or mysterious happening occurs in the city, you immediately have a list of 1d4 suspects who, if they aren't involved, have a strong chance of knowing who is.

## Sailor

### Smuggler's Sense<sup>43</sup>

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You're familiar with the docks of Baldur's Gate, the movement of inspectors and tax collectors, the way cargo and coin flows. As a result, it's easy for you to hustle a load of cargo ashore or see such a cargo onto a cooperative ship without attracting suspicion or taxation. You also know the movements of the Gray Wavers—the Flaming Fist harbor guards—and have a sense of how to operate the city's mechanized cranes.

## Soldier

### City Guard<sup>44</sup>

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You may choose to currently serve in either the Flaming Fist or the Watch. If you do, you have responsibilities related to your post. For as long as you perform these responsibilities, you gain benefits. If you stop performing your responsibilities, though, you lose access to the benefits and might suffer further fallout. Should you lose these benefits, you may regain them by having an unpleasant conversation with your

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<sup>39</sup> Baldur's Gate: Descent Into Avernus, page 204

<sup>40</sup> Baldur's Gate: Descent Into Avernus, page 204

<sup>41</sup> Baldur's Gate: Descent Into Avernus, page 204.

<sup>42</sup> Baldur's Gate: Descent Into Avernus, page 204.

<sup>43</sup> Baldur's Gate: Descent Into Avernus, page 204.

<sup>44</sup> Baldur's Gate: Descent Into Avernus, page 204.

commanding officer and fulfilling your responsibilities for a month.

**Flaming Fist.** If you serve in the Flaming Fist, once every ten days, you must report to the Seatower of Balduran for training, and you're required to take a regular shift patrolling either the Lower City or the Outer City. In return, you have access to the Flaming Fist's fortresses and a direct line of communication with Flaming Fist officers and other soldiers. You can also pass through the city's gates without question—although you can't bring guests into the Upper City as a member of the Watch might. Additionally, you're always welcome at the Three Old Kegs, where the Three Old Toads are glad to greet you with a smile and a mug of ale.

**The Watch.** If you serve in the Watch, you're required to conduct a regular patrol in the Upper City or take a regular shift at its gates, and must report for training in the Watch Citadel once every ten days. In return, you have access to the Citadel and a direct line of communication with Watch officers and officials. Your word carries considerable weight in the High Hall, and most establishments in the Citadel Streets neighborhood are happy to give you and your friends free meals. Additionally, you can escort people into the Upper City without question, regardless of whether they are patriars or have Watch tokens. Outside the Upper City, however, most people regard you with suspicion, and you generally get a chilly reception while in uniform.

## Urchin

### Gateguide Connection<sup>45</sup>

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Even though you might not be a member of the Gateguides crew, you've associated with enough of them that you know their torch-based code. From the lighting, placement, and type of torch arranged on or near a structure, you can gather a great deal of information about those who live or do business there, particularly if they deal fairly with strangers, have Guild or government connections, or have either helped or denied the Gateguides in the past.

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<sup>45</sup> Baldur's Gate: Descent Into Avernus, page 204.



## Bond

- 1 Silvanus has chosen me to find a way to protect my tribe from the corruption of the Black Bloods and other outsiders.
- 2 The more experiences I have outside of my tribe, the more guidance Silvanus will provide to our Oracles.
- 3 I was tasked by my tribe to make allies in other parts of the Moonshae Isles, and I will do it.
- 4 I have been chosen by Silvanus to be a strong representative of my folk in the world.

## Flaw

- 1 If I think I see an enemy that would potentially harm my tribe, it's my duty to kill them first if I can.
- 2 I'm frustrated when people claim land as their property that Silvanus provided to everyone.
- 3 Amnians can't be trusted and seek to destroy the land.
- 4 Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

## Hero of the Ffolk<sup>47</sup>

The Ffolk are the hardy salt of the Moonshae Isles, and you're one of them--except for that spark you seem to have that makes you more. Be it a soul filled with wanderlust, a commitment to do the right thing, or an instinct to help when others would run, you have that streak in you that makes you a hero. The people of your village already see it. They talk as if you won't be there much longer, and while you love the people of your village, you know you can do so much more for the Moonshae Islands and the Ffolk who live there if you strike out and search for your destiny.

**Skill Proficiencies:** Animal Handling, Survival  
**Tool Proficiencies:** Artisan's tools, vehicles (land or water)  
**Equipment:** A set of artisan's tools (your choice), a hoe or fishing pole, a set of common clothes, and a belt pouch containing 10 gp  
**Lifestyle:**

### PERSONAL HISTORY

You had a job in your hometown, a simple profession among the Ffolk: farmer, fisher, shepherd, woodcutter, or similar tradesfolk. Then something happened that set you apart from your peers, giving you the confidence to become more. Choose or randomly determine a defining event that marked you as a hero of the Ffolk.

### QUESTS

- 1 I stood up to agents of Erliza, the Viceroy of Westphal.
- 2 I saved people during a hurricane.
- 3 I stood alone against a marauding worg.
- 4 I stole from a corrupt Amnian merchant to help my hometown.
- 5 I led a militia to fight the forces of the Great Gark.
- 6 I found an abandoned temple and retrieved a valuable item that I sold to High King Derid to help the people of my hometown.
- 7 I trained the people of my hometown to use farm and fishing implements as weapons in the fight against an impending threat.
- 8 High King Kendrick rescinded an unpopular decree after I led a symbolic act of protest against it.
- 9 One of the fey that lives near my village gave me a blessing.
- 10 I tricked one of the fey and received a boon which benefited my hometown.

<sup>47</sup> [Moonshae Isles Regional Guide](#)

## Feature: Rustic hospitality

You're one of the Ffolk, so you fit in among them with ease. You can find a place to hide, rest, or recuperate among other Ffolk, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they do not risk their lives for you – unless it's your hometown.

## Feature: Hometown advantage

You have a hometown, which you can create or choose from the Moonshae Isles' map. You have a connection to your hometown, and when you return there you can expect the same treatment as from Rustic Hospitality, but the people of your hometown do more for you. Some might even risk their lives for you. If any harm came to the people there, it would be a great blow to your emotional state.

### СѠМШѠѠ ІКЕКІѠМШѠІѠ

A hero of the Ffolk is one of the Ffolk, for better or worse. Most heroes of the Ffolk look on their humble origins as a virtue, not a shortcoming, and their hometown remains very important to them.

## Personality Trait

- 1 I judge people by their actions, not their words.
- 2 If someone is in trouble, I'm always ready to help.
- 3 When I set my mind to something, I follow through no matter what gets in my way.
- 4 I have a strong sense of fair play and always find the most equitable solution to problems.
- 5 I'm confident in my own abilities and do what I can to instill confidence in others.
- 6 Thinking is for other people with the time for that. I prefer action.

## Ideal

- 1 Respect. People deserve to be treated with dignity and respect. (Good)
- 2 Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)
- 3 Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)
- 4 Might. If I become strong, I can protect those who can't protect themselves. (Good)
- 5 Sincerity. There's no good in pretending to be something I'm not. (Neutral)
- 6 Destiny. Nothing and no one can steer me away from my higher calling. (Any)

## Bond

- 1 I have a family, but they disappeared in the forest one day. I hope to see them again, or at least learn the truth of what happened to them.
- 2 I worked the land, I love the land, and I will protect the land.
- 3 A proud fey of the Sarifal Court once gave me a horrible beating, and I will take my revenge on any bully I encounter.
- 4 My tools are symbols of my past life, and I carry them so that I will never forget my roots.
- 5 The Ffolk are my people. I will watch over them.
- 6 I wish my childhood sweetheart had come with me to pursue my destiny.

In addition, you always have a bond to your hometown. It is a place you care about.

## Flaw

- 1 I have a small bounty on my head from Amn.
- 2 I know I'll save the Moonshae Islands and don't see how I can fail, faults be damned.
- 3 I love to drink, even to my detriment.
- 4 I don't trust people very easily.
- 5 I would do anything to be a member of the High King's court.
- 6 I'm the hero, and if anyone else shows me up I become quite unhappy.

# Llewyr wanderer<sup>48</sup>

## Requirement: Elf or Half-elf

The Llewyr elves of the Moonshae Isles are isolationists, so seeing one is rare. Those that venture away from their city of Chrysalis in Synnoria are curious to learn about and see the world beyond, or they have been sent to discover the state of the Moonshae Isles. You are one such elf, and, while adventurous, you are not prepared for the culture shock you're about to experience: the rest of Moonshae Islands will amaze you.

Skill Proficiencies: Insight, History  
Tool Proficiencies: One type of musical instrument or one type of gaming set  
Languages: Sylvan  
Equipment: One set of traveler's clothes, any one musical instrument or gaming set you are proficient with, a map of the Moonshae Islands (which get less detailed and accurate the further you travel from Synnoria), a Llewyr-crafted bracelet, and 5 gp in a belt pouch  
Lifestyle:

## Feature: All eyes on you

Your speech pattern, clothes, and everything else about you makes you different from others you meet. You might look elvish, but you don't act like elves from other places. It's a little unsettling having eyes on you wherever you go, but once people hear you're from Chrysalis, they want to hear about your homeland and its stories. If people in power hear of your presence, they want to meet with you, hoping this might be the time the Llewyr are coming out of their seclusion and wanting to ally with a wider world.

SYNNORIAN JEWELRY

## Personality Trait

- 1 I know what food is, and most of the food I see being eaten isn't quite what I'm used to. I try a lot of things and ask to try other people's things.
- 2 The Llewyr don't express their emotions like other people. I'm find myself to be more reserved in my emotions than those around me.
- 3 I bathe every day in natural waters. When I don't find natural waters to bathe in, I become sullen.
- 4 I find being close to people perfectly comfortable, but I don't like being touched

## Ideal

- 1 Adventure. The world outside Synnoria is fascinating and wonderful. (Chaotic)
- 2 Suspicious. I can't understand the people outside of Synnoria and can't tell if they're being kind or trying to harm me. I must be careful. (Any)
- 3 Respect. I was warned to be careful in my dealings with outsiders, but I try to respect their ways while I show them my ways. (Lawful)
- 4 Inquisitive. I must learn everything, so I can to bring knowledge back to Synnoria. (Neutral)

## Bond

- 1 As long as I have my Llewyr bracelet from my lover, I can handle whatever comes my way.
- 2 The Moonshae Isles are not as elegant as Synnoria, but they have a raw beauty I wish to explore.
- 3 I was tasked by the Llewyr to learn everything I can about the Moonshae Isles, and I will do just that.
- 4 The Earthmother sustains me in all things.

## Flaw

- 1 Those who see any other god as greater than the Earthmother are fools.
- 2 The differences of these barbarians are so obvious. A Llewyr would never stoop as low as them and the way they treat the land.
- 3 The Northlanders and Ffolk are simple people who struggle to understand my ways, but the Amnians are a vile people who must be eradicated.
- 4 There are many new things to try in this land that are harmful to me but wonderful in the moment.

## Marked by the beast<sup>49</sup>

Your blood has a hint of the beast, the foul master behind the lycanthropes of the Moonshae Isles. In the past your family was touched by one of the Black Blood tribe or another lycanthrope of the Moonshaes. Whether it came from the Black Bloods, or even by a peaceful shapeshifter, you're fairly sure your infection will never bloom into full lycanthropy. You sometimes, however, feel the burn of rage or the coolness of natural peace. You've managed to make your way through this life without killing anyone when in your darker moods, and you have a kinship with the creatures that live in the wild, almost like you understand them and they you. Both the light and the dark dwell within you, and how you'll handle this pain, this anger, and this connection to the land is up to you, for good or ill.

Skill Proficiencies: Survival, Nature  
 Tool Proficiencies: Any artisan tool  
 Languages: Any one of your choice  
 Equipment: A journal from one of your parents with details of their association with a lycanthrope, common clothes, a set of artisan tools (one of your choice), the claw of an animal, and a pouch containing 10 gp  
 your pAin

Something happened to you that caused you to be marked, be it magical or just the pain of living.

Choose or randomly determine a defining event that makes you marked by lycanthropy.

### Roll

- 1 Your family was killed by the Black Blood tribe, but you survived.
- 2 An ancestor was touched by lycanthropy but was healed, leaving just a trace in your family.
- 3 You were attacked by a wolf, and some said it was a werewolf.
- 4 As a child you drank the water from a moonwell corrupted by the Black Blood tribe.
- 5 Rumor says your grandfather was a werebear that protected the local town.
- 6 You were born by the light of the blood moon, and the locals have always thought you cursed. It feels like a blessing to you.

## Feature: Unseen rage

An unexplained rage bubbles just below the surface of your personality. Animals sense this within you and may react in different ways. Small animals that are typically prey such as rodents, beasts of burden, or other small creatures, fear you or act with hostility. Animals that tend to be predators see you as more of kindred spirit and are docile or, at the DMs discretion, even protective towards you. Exceptions may happen if you enter an alpha creature's territory as sensing you could cause heightened aggression

### Marked by the beast

One marked by the beast is shaped by that experience. The alternating rage and peace one feels can be disorienting, and people may not treat you normally. You might find solace in nature, or you might embrace the rage and let it drive you to greater heights than you could have achieved before.

## Personality Trait

- 1 I wear my rage on my sleeve.
- 2 I love wandering the woods and will spend hours in them.
- 3 I fumble my words around other people.
- 4 Tension always seems to thicken when I enter a room.
- 5 I have no use for books or the words within them. They annoy me.
- 6 I rise early and make sure any companions rise with me.
- 7 A first impression is very important to me, and I'm not apt to change my mind about a person after I've met them.
- 8 I'm rude to those who are rude to others, even if I don't know them or the person they're being rude to.

## Ideal

- 1 Aspiration. I wish to be accepted by those around me. (Any)
- 2 Freedom. I want to walk the woods of the Moonshae Isles without fear of the darkness within them. (Chaotic)
- 3 Self-Knowledge. I want to understand the feelings within myself, where they come from, and how to live with them. (Lawful)
- 4 Independence. If I can attain more knowledge, I can throw off this burden. (Any)
- 5 Greater Good. I need to stop the Black Bloods for the good of the Moonshae Isles. (Good)
- 6 Might. By embracing my situation, I can become stronger. (Neutral)

## Bond

- 1 It's my duty to protect the animals of the Moonshae Isles.
- 2 An injury to the Moonshae Isles is an injury to me.
- 3 The moonwell showed me a coming disaster, and I will do anything to prevent it.
- 4 I've been searching my whole life for the answer to my inherent rage.
- 5 I've been corrupted by the Black Bloods. I hope to find a way to cleanse myself someday.
- 6 I have a lover who doesn't know I'm marked by the Beast.

## Flaw

- 1 Once someone questions my courage, I never back down no, matter how dangerous the situation.
- 2 Once I start drinking it's hard to stop.
- 3 I let my rage get the better of me way too often.
- 4 I take people for granted and am not very empathetic.
- 5 When it comes to lycanthropes, especially the Black Bloods, I'm never cautious.
- 6 I'm not one for saving those who can't save themselves. It's just a way for nature to cull the weak.

## Northland seafarer<sup>50</sup>

The northlands of the Moonshae Islands raise rugged and hardy people who can sail, fight, and seemingly live off the rocks and the ice of the sea. As one of these Northlanders, you fit the bill perfectly. You were once one of the raiders that attacked the other people of the Moonshaes. You can fight on land and sea and are as comfortable on a vessel as you are on dry land. You fought for your people until you were asked to go out into the rest of the Moonshae Islands by Rault the Wise to learn about the state of the region.

Skill Proficiencies: Athletics, Nature  
 Tool Proficiencies: Navigator’s tools, vehicles (water)  
 Equipment: Navigator’s tools, traveler’s clothes, a charm of Valkur (Hero-God of the Northlanders), and a pouching containing 10 gp

**Feature: Sea dog**

You’ve sailed long enough to know the ships of the Moonshae Isles when you see them: the colors of their sails, the look of the ships, and other distinctive features. If you get a good look at a ship, you know what ship it is and if it’s native to the Moonshaes. If it’s not from the Moonshaes, you at least know where the ship hails from.

**Northlanders**

The Northlanders are a hardy people. They fight amongst themselves for supremacy, but they understand a life of raiding and pillaging means they need to have each other’s backs when away from home. This hard way of life informs their personal outlooks.

Flaw

2

3 Killing, fighting, and pillaging are the best ways to solve problems.

**Personality Trait**

- 1 I might not like someone, but I will fight by their side and fight well.
- 2 The sea and ice are harsh, but they give me everything I need.
- 3 I like a good fight more than a good conversation.
- 4 Sailing these waters is where I find beauty in this world.
- 5 It’s not about killing my enemies, as long as I can take their things for my own.
- 6 A life taken by me is no different from one taken by old age or disease.
- 7 I live by a code of honor, although it might be a little more violent than other’s codes.
- 8 I only raid to keep those I love alive.

**Ideal**

- 1 Loyal. I fight for my Jarl, no matter who they are. (Lawful)
- 2 Hate. All outsiders of the Moonshae Islands must die. (Evil)
- 3 Open. I can learn many things from those I fight. (Neutral)
- 4 Repentance. I’ll never kill another innocent. (Good)
- 5 Power. I live for the thrill of battle. (Chaotic)
- 6 Curious. I wish to see the whole of the Moonshae Islands and beyond. (Chaotic)

## Bond

- 1 My loved ones and my ancestors drive me to succeed.
- 2 will never let down my people with my actions.
- 3 The horizon, and the people and lands there, hold my greatest joy.
- 4 would do anything for my people.
- 5 seek glory to be worthy of someone's love.
- 6 Reavers killed my comrades and took our ship. I will take the ship back and kill every last one of them.

## Flaw

- 1 The Ffolk are a weaker version of the Northlanders and are beneath me.
- 2 I don't take insults well, and I don't forget or forgive them easily.
- 3 Killing, fighting, and pillaging are the best ways to solve problems.
- 4 The Moonshaes are harsh and death comes to us all. I protect myself first and all others second.
- 5 I follow orders because I trust my captain, even if it costs me everything.
- 6 The liquor of the Moonshaes is my greatest joy and greatest enemy.

## Sarifal outcast<sup>51</sup>

**Requirement:** *Eladrin, Elf, or Half-elf*

You were once a member of the court of High Lady Ordalf until you were banished from Sarifal. Since then, you've tried to find your place in the world. It's a bittersweet experience, as you get to see the world without being hampered by the politics of Sarifal, but you can never go home without risking being put to death.

**Skill Proficiencies:** Deception or Persuasion, Insight

**Tool Proficiencies:** A set of artisan's tools or one type of musical instrument

**Languages:** Sylvan

**Equipment:** One set of artisan's tools or one type of musical instrument, a ring of the court of Sarifal, fine clothes, and 15 gp **Why were you banished?**

**Lifestyle:**

You were banished from Sarifal. You should know why. Here are a few ideas to get you started, but feel free to come up with your own. Once you've chosen a reason for your banishment, be prepared to answer DM questions about your banishment.

### DISCOURTEOUS

- 1 You defied an edict from High Lady Ordalf.
- 2 You did something that made the court of Sarifal look bad.
- 3 You caused a setback in the war with the dark fey of Winterglen.
- 4 You fell in love with a mortal from elsewhere in the Moonshae Isles.
- 5 You made a deal with Unseelie fey and got caught. It was lucky you were only banished instead of executed.
- 6 You were banished as part of a secret mission High Lady Ordalf sent you on.

### Feature: Noble fey

You were a noble or esteemed servant of the court of Sarifal. You have an air about you that makes mortals take note: possibly awe or anger, depending on the mortal. This influence works on commoner and noble alike, as many of the people in positions of leadership see you as a way to make contact with High Lady Ordalf. They might be less happy if and when they find out the truth of your situation.

### DISRESPECTFUL

<sup>51</sup> [Moonshae Isles Regional Guide](#)

## Personality Trait

- 1 I always dress as befits my former station.
- 2 Do not disappoint me, for you'll never be able to gain my favor again.
- 3 I speak with a grace and authority that no one can deny.
- 4 Because of my previous actions, I punish myself by being as common as possible.

## Ideal

- 1 Responsibility. Because of my situation, I must represent Sarifal as well as possible. (Lawful)
- 2 Obligation. I may not be a part of the court, but I must protect the people of the Moonshaes from the darkness surrounding it. (Good)
- 3 Redemption. I will make right what I did wrong no matter the cost. (Chaotic)
- 4 Independence. I may have been banished, but I will thrive outside of Sarifal. (Any)

## Bond

- 1 I will do anything to regain my place in the court of High Lady Ordalf.
- 2 My loyalty to High Lady Ordalf and Sarifal is unwavering despite the banishment.
- 3 The people of the Moonshae Isles will see me as a hero.
- 4 The mortal love that caused my banishment keeps me going.

## Flaw

- 1 I know a secret that could harm the court of High Lady Ordalf.
- 2 I'm not the center of the world? You shouldn't jest so.
- 3 The pleasures of the lesser races' flesh have always been a weakness for me.
- 4 I don't easily trust the shorter-lived races of the Moonshae Isles. Their short lives make them prone to rash and unthoughtful decisions.

## Touched by the fey<sup>52</sup>

You had an encounter with one of the fey in your past.

Maybe you wandered into the Feywild and were lost for 100 years without aging a day. Maybe you spoke with a fey creature and beat it in a game of riddles, gaining its appreciation and saving your life. No matter the story, your experience left you marked. Since then, you see the world a little differently from the mortals around you. You have a fey perspective. It's given you a number of advantages and shaped your life.

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: One type of artisan's tool or one type of musical instrument

Languages: Elven or Sylvan

Equipment: A set of artisan's tools or one type of musical instrument, a magical mark somewhere on your body that gets mistaken for a tattoo, common clothes, 10 gp

Lifestyle:

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You encountered a wild fey at some point in your past, and it changed you. This is where we find out your story and you flesh out what happened to you. Roll on the table below or choose from the options provided.

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- 1 You reveled with the fey for 100 years but didn't age. When you came back to the mortal world, no time had passed. (Seelie)
- 2 You bested a fey in a riddle contest, gaining the fey's respect. (Seelie or Unseelie)
- 3 You stumbled into the Feywild, found the home of a fey, stole something, and escaped. (Seelie or Unseelie)
- 4 You helped a fey survive a perilous situation and gained their friendship (Seelie or Unseelie)
- 5 You made a deal with a fey and managed to get out of it. That fey doesn't like you very much anymore. (Seelie or Unseelie)
- 6 You were trapped by a fey who was planning on having you for dinner, but you escaped.

## Feature: Fey touched

You're known to the Seelie and Unseelie fey when they see you because of the mark you bear. Depending on which side you encountered and how that played out, you are welcomed as a friend to one court and are seen as an enemy by the other. This mark cannot be concealed with disguise or magic.

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## Personality Trait

- 1 I get a far off look in my eyes sometimes. I know the world is so much more than what most of us see.
- 2 I'm more comfortable with those who are more fey-like than those who are normal.
- 3 I tell children the fairytales of the Moonshae Islands because there is truth in the fiction.
- 4 I may be touched by the fey, but I'm not fey and I still live in a world of mortals. Even though I see more than they do, I don't look down on my peers.

## Ideal

- 1 Hope. I'll use this fey insight to make the world a better place. (Good)
- 2 Aspiration. The fey have given me a different way to see the world, and I'll use that to make something of myself. (Neutral)
- 3 Greed. Now that my eyes have been opened, I will use my sight to take what I want. (Evil)
- 4 Creativity. My art is the truest form of expression and freedom. (Chaotic)

## Bond

- 1 My friends are what keep me grounded in this world. I don't know what I'd do without them.
- 2 My family has accepted my different perspective on the world and still loves me. I don't know what I'd become without them.
- 3 I saw a way to hurt a person and did. I need to make up for that injury.
- 4 I fell in love with a fey of Sarifal, and I must be with them.

## Flaw

- 1 I see people's problems and can't help but meddle.
- 2 I've embraced my "fey" nature and it annoys both fey and mortal equally.
- 3 I tell people that I'm friends with the fey, and it's gotten me in trouble more than once.
- 4 I take life a little slower than I should, and I don't always act decisively when I should.

## Moonshae trinkets<sup>53</sup>

d100	Trinket
1	An ornately decorated sun dial on a leather wristband
2	A letter seal with an unknown crest
3	A shipping manifest listing mundane items and one blank entry
4	A stirge beak fashioned into a pipe
5	A well-worn luck stone
6	A pair of spectacles with red tinted lenses impressed into it
7	A map of constellations
8	A recipe for goblin goulash
9	A half-used tin of "vampire hair cream"
10	A small cloth bag holding ten beans
11	A vial of an unknown blue liquid
12	Silver cufflinks shaped like a unicorn's head
13	A brass whistle that doesn't work, or does it?
14	A wooden ruler that measures "wiffles"
15	A two-headed coin
16	A black flag that displays a thick-bladed scimitar
17	A vial of blended herbs bearing the label "Roquern's Allspice"
18	A piece of embroidered cloth depicting a family on a ship
19	A family tree document tracing back to one Albert Kendrick that may or may not be a forgery
20	A locket bearing the sketch of an elvish
21	A stuffed, dead snake
22	A ceremonial dagger featuring a wolf's head
23	A bracelet decorated with colored Moonshae beach-glass
24	A tabard with an unknown crest
25	A rubbing of ancient runes from a megalith
26	A fabulously long and colorful cap feather
27	A book cover with all the pages ripped out, but the title reads "On the Dangers of Barbarism" in Draconic
30	A rock with a hole worn through the middle
31	The bottom denture of an orc, fangs included
32	A five-leaf clover
33	A polished piece of wood with the word "keepsake" in Sylvan carved into it
34	A harp string that will not break

35	A half-finished poem to a shepherd boy
36	A piece of slate with the shape of an oak leaf
37	A foot-long tooth said to be from the Leviathan
38	A toy Ffolk chariot
39	A jar of woad face paint
40	A set of marbles that softly chime when they
41	A brass torc with ends shaped like bear heads
42	A studded leather belt once worn by a Northlander jarl
43	A shipwright's model of a longship
44	A vial of water taken from a moonwell
45	A piece of amber with a small fey figure frozen deep inside
46	The collar of a Moorhound
47	A book titled "Pressed Fey" but only contains butterflies
48	A petrified egg of an unknown bird
49	A small pick-axe said to be used by the pech
50	A stole of silver wolf fur
51	A piece of coral carved by sahaugin
52	A small pouch embroidered with knotwork handle
53	A bit of fleece that is tangled with a thistle
54	A stick that is shaped like a coil
55	A small bell that supposedly drives away fey
56	A shoehorn made from black walnut wood
57	An ornately carved wooden spoon created as an expression of love for someone
58	A stick carved from ash and engraved with druidic runes
59	A perfectly preserved daffodil bloom that never fades
60	A small, broken watch covered in intricate ivy that
61	A black stone with cream webbing that hums when held
62	A knife with thistles engraved on the blade with a glowing sapphire imbedded in the handle
63	A leather bag filled with silver coins that cannot be removed
64	A broach emblazoned with an oak tree that
65	A wooden bracelet shaped like a snake consuming its tail.
66	
67	A small ivory wolf, whose head tips back into a howl
68	A chain of connected multi-colored rings
69	A bronze kaleidoscope with runes engraved on its sides carries incredibly far

- 70 A thimble with the initials "MI" engraved on it
- 71 A scrap of leather with a sunset painted upon it
- 72 A braided leather bracelet with a silver ring as a clasp
- 73 Drinking horn with changing scenes depending on the drink contained within
- 74 A bronze compass with ravens pointing north
- 75 A glass pipe that emits ever changing smoke depending on your mood
- 76 A stone mortar and pestle with a stone warrior carved into its side
- 77 A broken locket with the faded visage of a young woman dressed in emerald green
- 78 A small statue made of obsidian of a horse with six legs
- 79 A large canine tooth wrapped in leather, hanging from a twine cord
- 80 A potion bottle that emits whispers and faded melodies when opened
- 81 A small doll handstitched with burgundy cotton
- 82 A scroll, that whenever opened, has a different image painted on it
- 83 A glass goblet with hounds and horses scratched onto its surface
- 84 A trio of brushes that are stiff from a dried paint that changes color depending on the light
- 85 A deed to a ship that sank a century ago
- 86 A small box that opens to different small
- 87 A whalebone comb that changes the color of your hair when used
- 88 A small blank book with Flamsterd's wizard sigil
- 89 A small effigy of a human made out of sticks
- 90 A piece of Llewyr crystal that acts as a prism changes to reflect the seasons
- 91 A wooden token of the Earthmother passed down from an ancestor
- 92 A map of the Korinn Archipelago with an
- 93 A conch shell used by the sea elves as a horn
- 94 An elegantly curved paring knife of eladrin design
- 95 A tattered letter written by Robyn Kendrick to a long-deceased earl, discussing an unnamed moonwell
- 96 A single silver hair plucked from a unicorn's tail
- 97 Two small hand puppets that resemble Alicia and Deirdre Kendrick
- 98 A drinking horn embossed with the sigil of Iron Keep
- 99 A hairband made of fine wool that never falls out
- 100 A small dragon scale shed by the dracolich Gotha

# GHOSTS OF SALT MARSH

## Fisher<sup>54</sup>

You have spent your life aboard fishing vessels or combing the shallows for the bounty of the ocean. Perhaps you were born into a family of fisher folk, working with your kin to feed your village. Maybe the job was a means to an end—a way out of an undesirable circumstance that forced you to take up life aboard a ship. Regardless of how you began, you soon fell in love with the sea, the art of fishing, and the promise of the eternal horizon.

**Skill Proficiencies:** History, Survival  
**Tool Proficiencies:** A set of artisan's tools or one type of musical instrument  
**Languages:** Sylvan  
**Equipment:** Fishing tackle, a net, a favorite fishing lure or oiled leather wading boots, a set of traveler's clothes, and a belt pouch containing 10 gp  
**Lifestyle:**

### Feature: Harvest the Water

You gain advantage on ability checks made using fishing tackle. If you have access to a body of water that sustains marine life, you can maintain a moderate lifestyle while working as a fisher, and you can catch enough food to feed yourself and up to ten other people each day.

### PHYSICAL FEATS

You can tell a compelling tale, whether tall or true, to impress and entertain others. Once a day, you can tell your story to willing listeners. At the DM's discretion, a number of those listeners become friendly toward you; this is not a magical effect, and continued amicability on their part depends on your actions. You can roll on the following table to help determine the theme of your tale or choose one that best fits your character. Alternatively, work with your DM to create your own fishing tale.

- 1 **Lobster Wrestling.** You fought in hand-to-hand combat with an immense lobster.
- 2 **It Dragged the Boat.** You nearly caught a fish of monstrous size that pulled your boat for miles.
- 3 **Fins of Pure Gold.** You caught a sea animal whose fins were made of pure gold, but another fisher stole it.
- 4 **Ghost Fish.** You are haunted by a ghostly fish that only you can see.
- 5 **Nemesis Clam.** A large clam containing a pearl the size of your head claimed one of your fingers before jetting away; one day, you'll find that clam.

- 6 **It Swallowed the Sun.** You once saw a fish leap from the water and turn day into night.
- 7 **Dive into the Abyss.** You found yourself in an underwater cave leading to the Abyss, and your luck has been sour ever since.
- 8 **Love Story.** You fell in love with a creature of pure water, but your brief romance ended tragically.

### PHYSICAL FEATS

Fishers succeed only if they spend time at their jobs. As such, most fishers have a strong work ethic, and they admire others who earn their living honestly. Fishers tend to be superstitious, forming attachments to particular fishing lures or special fishing spots. They have a connection to the bodies of water in which they fish, and they think poorly of those whose actions adversely affect their livelihood.

### Personality Trait

- 1 I am unmoved by the wrath of nature.
- 2 My friends are my crew; we sink or float together.
- 3 I need long stretches of quiet to clear my head.
- 4 Rich folk don't know the satisfaction of hard work.
- 5 I laugh heartily, feel deeply, and fear nothing.
- 6 I work hard; nature offers no handouts.
- 7 I dislike bargaining; state your price and mean it.
- 8 Luck favors me, and I take risks others might not.

### Ideals

- 1 **Camaraderie.** Good people make even the longest voyage bearable. (Good)
- 2 **Luck.** Our luck depends on respecting its rules—now throw this salt over your shoulder. (Lawful)
- 3 **Daring.** The richest bounty goes to those who risk everything. (Chaotic)
- 4 **Plunder.** Take all that you can and leave nothing for the scavengers. (Evil)
- 5 **Balance.** Do not fish the same spot twice in a row; suppress your greed, and nature will reward you. (Neutral)
- 6 **Hard Work.** No wave can move a soul hard at work. (Any)

### Bonds

- 1 I lost something important in the deep sea, and I intend to find it.
- 2 Someone else's greed destroyed my livelihood, and I will be compensated.
- 3 I will fish the many famous waters of this land.

<sup>54</sup> Source: GoS, page 29

- 4 The gods saved me during a terrible storm, and I will honor their gift.
- 5 My destiny awaits me at the bottom of a particular pond in the Feywild.
- 6 I must repay my village's debt.

## Flaws

- 1 I am judgmental, especially of those I deem homebodies or otherwise lazy.
- 2 I become depressed and anxious if I'm away from the sea too long.
- 3 I have lived a hard life and find it difficult to empathize with others.
- 4 I am inclined to tell long-winded stories at inopportune times.
- 5 I work hard, but I play harder.
- 6 I am obsessed with catching an elusive aquatic beast, often to the detriment of other pursuits.

## Marine<sup>55</sup>

Skill Proficiencies Athletics, Survival  
 Tool Proficiencies Vehicles (water, land)  
 Equipment A dagger that belonged to a fallen comrade, a folded flag emblazoned with the symbol of your ship or company, a set of traveler's clothes, and a belt pouch containing 10 gp

## Feature: Steady

You can move twice the normal amount of time (up to 16 hours) each day before being subject to the effect of a forced march (see *Travel Pace* in chapter 8 of the *Player's Handbook*). Additionally, you can automatically find a safe route to land a boat on shore, provided such a route exists.

### ⚔️🏹🗡️🔪📜📖

Hardship in your past has forged you into an unstoppable living weapon. This hardship is essential to you and is at the heart of a personal philosophy or ethos that often guides your actions. You can roll on the following table to determine this hardship or choose one that best fits your character.

## Hardship

- 1 **Nearly Drowned.** You hid underwater to avoid detection by enemies and held your breath for an extremely long time. Just before you would have died, you had a revelation about your existence.

- 2 **Captured.** You spent months enduring thirst, starvation, and torture at the hands of your enemy, but you never broke.
- 3 **Sacrifice.** You enabled the escape of your fellow soldiers, but at great cost to yourself. Some of your past comrades may think you're dead.
- 4 **Juggernaut.** No reasonable explanation can explain how you survived a particular battle. Every arrow and bolt missed you. You slew scores of enemies single-handedly and led your comrades to victory.
- 5 **Stowaway.** For days, you hid in the bilge of an enemy ship, surviving on brackish water and foolhardy rats. At the right moment, you crept up to the deck and took over the ship on your own.
- 6 **Leave None Behind.** You carried an injured marine for miles to avoid capture and death.

### ⚔️🏹🗡️🔪📜📖

Marines are looked up to by other soldiers and respected by their superiors. They are veteran warriors who rarely lose composure on the battlefield. Marines who leave the service tend to work as mercenaries, but their combat experience also makes them excellent adventurers. Though they are self-reliant, marines tend to operate best in groups, valuing camaraderie and the companionship of like-minded individuals.

## Personality Traits

- 1 I speak rarely but mean every word I say.
- 2 I laugh loudly and see the humor in stressful situations.
- 3 I prefer to solve problems without violence, but I finish fights decisively.
- 4 I enjoy being out in nature; poor weather never sours my mood.
- 5 I am dependable.
- 6 I am always working on some project or other.
- 7 I become cantankerous and quiet in the rain.
- 8 When the sea is within my sight, my mood is jovial and optimistic.

## Ideals

- 1 **Teamwork.** Success depends on cooperation and communication. (Good)
- 2 **Code.** The marines' code provides a solution for every problem, and following it is imperative. (Lawful)
- 3 **Embracing.** Life is messy. Throwing yourself into the worst of it is necessary to get the job done. (Chaotic)
- 4 **Might.** The strong train so that they might rule those who are weak. (Evil)
- 5 **Bravery.** To act when others quake in fear—this is the essence of the warrior. (Any)

<sup>55</sup> Source: GoS, page 31

- 6 Perseverance. No injury or obstacle can turn me from my goal. (Any)

## Bonds

- 1 I face danger and evil to offset an unredeemable act in my past.
- 2 I. Will. Finish. The. Job.
- 3 I must set an example of hope for those who have given up.
- 4 I m searching for a fellow marine captured by an elusive enemy.
- 5 Fear leads to tyranny, and both must be eradicated.
- 6 My commander betrayed my unit, and I will have revenge.

## Flaws

- 1 I grow combative and unpredictable when I drink.
- 2 I find civilian life difficult and struggle to say the right thing in social situations.
- 3 My intensity can drive others away.
- 4 I hold grudges and have difficulty forgiving others.
- 5 I become irrational when innocent people are hurt.
- 6 I sometimes stay up all night listening to the ghosts of my fallen enemies.

## Shipwright<sup>56</sup>

You have sailed into war on the decks of great ships, patching their hulls with soup bowls and prayers. You once helped build a fishing vessel that single-handedly saved a town from starvation. You have seen a majestic prow in your dreams that you have not been able to replicate in wood. Since childhood, you have loved the water and have been captivated by the many vessels that travel on it.

Skill Proficiencies History, Perception  
 Tool Proficiencies Carpenter s tools, Vehicles (water)  
 Equipment A set of well-loved carpenter s tools, a blank book, 1 ounce of ink, an ink pen, a set of traveler s clothes, and a leather pouch with 10 gp

## Feature: I'll Patch It!

Provided you have carpenter s tools and wood, you can perform repairs on a water vehicle. When you use this ability, you restore a number of hit points to the hull of a water vehicle equal to 5 × your proficiency modifier. A vehicle cannot be patched by you in this way again until after it has been pulled ashore and fully repaired.

## TEMPER

Your life at sea and in port has shaped you; you can roll on the following table to determine its impact or choose an element that best fits your character.

## Sea's Influence

- 1 Grand Designs. You are working on plans and schematics for a new, very fast ship. You must examine as many different kinds of vessels as possible to help ensure the success of your design.
- 2 Solid and Sound. You patched up a war galley and prevented it from sinking. The local navy regards you as a friend.
- 3 Favored. You insisted on thicker planking for a merchant vessel s hull, which saved it from sinking when it smashed against a reef. You have a standing invitation to visit the merchant s distant mansion.
- 4 Master of Armaments. You specialized in designing and mounting defenses for the navy. You easily recognize and determine the quality of such items.
- 5 Low Places. You have contacts in the smuggling outfits along the coast; you occasionally repair the criminals ships in exchange for coin and favors.
- 6 Mysteries of the Deep. You experienced an encounter with a possibly divine being while sailing alone. Work with your DM to determine the secret about the deep waters of the sea that this entity revealed to you.

## SAMIRY JIKKORMSPIJ

Shipwrights are resourceful carpenters and designers. They often have a dedicated spot at the local tavern, since shipwrights are invaluable to coastal communities. Some travel with naval fleets and might serve as officers if their temperament suits it. Shipwrights have an affinity for working with their hands and often perform feats of carpentry that others might deem miraculous.

## Personality Traits

- 1 I love talking and being heard more than I like to listen.
- 2 I m extremely fond of puzzles.
- 3 I thrive under pressure.
- 4 I love sketching and designing objects, especially boats.
- 5 I m not afraid of hard work—in fact, I prefer it.
- 6 A pipe, an ale, and the smell of the sea: paradise.
- 7 I have an endless supply of cautionary tales related to the sea.
- 8 I don t mind getting my hands dirty.

<sup>56</sup> Source: GoS, page 33

## Ideals

- 1 Crew. If everyone on deck pitches in, we'll never sink. (Good)
- 2 Careful Lines. A ship must be balanced according to the laws of the universe. (Lawful)
- 3 Invention. Make what you need out of whatever is at hand. (Chaotic)
- 4 Perfection. To measure a being and find it lacking is the greatest disappointment. (Evil)
- 5 Reflection. Muddied water always clears in time. (Any)
- 6 Hope. The horizon at sea holds the greatest promise. (Any)

## Bonds

- 1 I must visit all the oceans of the world and behold the ships that sail there.
- 2 Much of the treasure I claim will be used to enrich my community.
- 3 I must find a kind of wood rumored to possess magical qualities.
- 4 I repair broken things to redeem what's broken in myself.
- 5 I will craft a boat capable of sailing through the most dangerous of storms.
- 6 A kraken destroyed my masterpiece; its teeth shall adorn my hearth.

## Flaws

- 1 I don't know when to throw something away. You never know when it might be useful again.
- 2 I get frustrated to the point of distraction by shoddy craftsmanship.
- 3 Though I am an excellent crafter, my work tends to look as though it belongs on a ship.
- 4 I am so obsessed with sketching my ideas for elaborate inventions that I sometimes forget little things like eating and sleeping.
- 5 I'm judgmental of those who are not skilled with tools of some kind.
- 6 I sometimes take things that don't belong to me, especially if they are very well made.

## Smuggler<sup>57</sup>

On a rickety barge, you carried a hundred longswords in fish barrels right past the dock master's oblivious lackeys. You have paddled a riverboat filled with stolen elven wine under the gaze of the moon and sold it for twice its value in the morning. In

your more charitable times, you have transported innocents out of war zones or helped guide herd animals to safety on the banks of a burning river.

Skill Proficiencies Athletics, Deception  
 Tool Proficiencies Vehicles (water)  
 Equipment A fancy leather vest or a pair of leather boots, a set of common clothes, and a leather pouch with 15 gp

## Feature: Down Low

You are acquainted with a network of smugglers who are willing to help you out of tight situations. While in a particular town, city, or other similarly sized community (DM's discretion), you and your companions can stay for free in safe houses. Safe houses provide a poor lifestyle. While staying at a safe house, you can choose to keep your presence (and that of your companions) a secret.

### ᏊᏊᏊᏊ ᏊᏊᏊᏊ

Every smuggler has that one tale that sets them apart from common criminals. By wits, sailing skill, or a silver tongue, you lived to tell the story—and you tell it often. You can roll on the following table to determine your claim or choose one that best fits your character.

## Accomplishment

- 1 Spirit of the Whale. You smuggled stolen dwarven spirits in the body of a dead whale being pulled behind a fishing boat. When you delivered the goods, the corpse suddenly exploded, sending whale meat and whiskey bottles for half a mile.
- 2 Cart and Sword. You drove a cart filled with stolen art through the middle of a battlefield while singing sea shanties to confuse the combatants.
- 3 The Recruit. You enlisted in another nation's navy for the purpose of smuggling stolen jewels to a distant port. You attained a minor rank before disappearing from the navy and making your way here.
- 4 River of Shadows. Your riverboat accidentally slipped through the veil into the Shadowfell for several hours. While you were there, you sold some stolen dragonborn artifacts before returning to this plane and paddling home.
- 5 Gold-Hearted. You agreed to transport a family escaping a war. The baby began to cry at a checkpoint, and you gave the guards all your gold to let you pass. The family never found out about this gesture.
- 6 Playing Both Sides. You once smuggled crates of crossbow bolts and bundles of arrows, each destined

<sup>57</sup> Source: GoS, page 34

for an opposing side in a regional war, at the same time. The buyers arrived within moments of each other but did not discover your trickery.

### ΣΤΗΡΕΥΣΗ ΠΡΟΚΕΚΡΑΜΩΣΤΩ

In general, smugglers value survival, and then profit, above other things. One could be a part of a larger organization, or might run a small smuggling vessel of their own. Smugglers live the lies they have told, and they have a natural ability to recall all the falsehoods and half-truths they have ever spouted.

## Personality Traits

- 1 I love being on the water but hate fishing.
- 2 I think of everything in terms of monetary value.
- 3 I never stop smiling.
- 4 Nothing rattles me; I have a lie for every occasion.
- 5 I love gold but won't cheat a friend.
- 6 I enjoy doing things others believe to be impossible.
- 7 I become wistful when I see the sun rise over the ocean.
- 8 I am no common criminal; I am a mastermind.

## Ideals

- 1 Wealth Heaps of coins in a secure vault is all I dream of. (Any)
- 2 Smuggler's Code I uphold the unwritten rules of the smugglers, who do not cheat one another or directly harm innocents. (Lawful)
- 3 All for a Coin I'll do nearly anything if it means I turn a profit. (Evil)
- 4 Peace and Prosperity I smuggle only to achieve a greater goal that benefits my community. (Good)
- 5 People For all my many lies, I place a high value on friendship. (Any)
- 6 Daring I am most happy when risking everything. (Any)

## Bonds

- 1 My vessel was stolen from me, and I burn with the desire to recover it.
- 2 I intend to become the leader of the network of smugglers that I belong to.
- 3 I owe a debt that cannot be repaid in gold.
- 4 After one last job, I will retire from the business.
- 5 I was tricked by a fellow smuggler who stole something precious from me. I will find that thief.
- 6 I give most of my profits to a charitable cause, and I don't like to brag about it.

## Flaws

- 1 Lying is reflexive, and I sometimes engage in it without realizing.
- 2 I tend to assess my relationships in terms of profit and loss.
- 3 I believe everyone has a price and am cynical toward those who present themselves as virtuous.
- 4 I struggle to trust the words of others.
- 5 Few people know the real me.
- 6 Though I act charming, I feel nothing for others and don't know what friendship is.

## EBERRON: ORACLE OF WAR

### Disciple of the Sovereign Host (acolyte)

Use the Acolyte background, with the following additions. You were raised and trained in the light of the Sovereign Host. You do not raise any of the nine deities above the other, instead worshipping all of them in the understanding that only taken together do they show a complete picture of life on Eberron.

### Dezina museum researcher (archaeologist)

Use the Archaeologist background (from Tomb of Annihilation), with the following additions. The Dezina Museum of Antiquities in Sharn has a remarkable collection of relics from across Eberron. The curator, Emeron Sennared, is hoping to create a new exhibit with relics from the ruined land of Sharn, showing normal objects twisted by the magic of the Mourndland. You have found the best way to locate such objects is to join the salvage teams that head into the Gray from the town of salvation.

### War impostor (charlatan)

Use the Charlatan background, with the following additions. When you joined the Karrnathi army near the end of the Last War, your life was not going well. something in your past was haunting you so much that signing up to die was preferable to staying where you were. Then a miracle happened. You witnessed someone die who looked like you, and you suddenly had access to their life. You took their identity, and when the war ended you could let your old self go and become a new

person. The town of Salvation is the perfect place to start over as this new person.

## Resistance leader (criminal)

Use the Criminal background, with the following additions. At the end of the Last War, your home was occupied by enemy forces. You had to pretend to be subservient to your occupying forces, but you secretly led a resistance group against your captors, hoping to help drive them out and retake your home. Fortunately for you, the war ended before you were found out, but you learned a great number of skills as a member of the resistance. Your life will never be the same because of the war, but there may be a use for your skills in the world of salvage.

## Camp performer (entertainer)

Use the Entertainer background, with the following additions. You never thought yourself a soldier, but when you were forced to join the Brelish army, you had no choice. Fortunately, a superior officer recognized your talent and decided to make you a camp entertainer. You traveled from place to place, raising the spirits of the troops before or after a battle. You even saw your share of close calls, when the battlefield came to your location unexpectedly. You now have the taste for adventure, and still have your entertaining skills to fall back on.

## War hero (folk hero)

Use the Folk Hero background, with the following additions. During your time in the Cyran army, you quickly earned accommodation after accommodation for valor, skill, and honor. You were on maneuvers outside of the Cyran borders on the Day of Mourning, and soon after the war ended. You no longer had the rank and title you once possessed, but the cyran refugees know who you are, and they look to you to help reclaim the homeland.

## Desperate soul (gambler)

Use the Gambler background (from Acquisitions Incorporated), with the following additions. Your gambling debts were piling up, and your debtors were about to catch up with you. You heard from a friend that if you wanted to get lost—and potentially make enough money to pay off your debts—you should seek out a town called salvation on the edge of the Mourmland. Brokers were paying good coin for artifacts from the Mourmland. Enterprising adventurers can make a fortune by just picking up trash in the ruined Cyre! And if that doesn't work, you can always play cards with newly wealthy fools who come out of that place with the treasures that you want.

## Aundairian special forces (gladiator)

Use the Gladiator background, with the following additions. During the final years of the Last War, you served in a special unit of the Aundairian army. You were inserted into dangerous areas with special mission objectives. These often involved defeating high profile targets that led groups of mercenaries working for opposing forces. By defeating the leaders of these mercenary groups, and impressing their mercenaries by doing so, you could gain their allegiance and turn them against their former patrons. Your army has no more use for your skills, but you can't get the love of the danger out of your system.

## Entrepreneur (guild merchant)

Use the Guild Merchant background, with the following additions. Since the end of the Last War, making a living as a merchant has been more and more difficult. Connections are hard to make, and those who made a profit off the war have cornered the market in many commodities. And that doesn't even include the monopoly-seeking Dragonmarked Houses! Word from your former business connections indicates that a new market in artifacts from ruined Cyre might be a place to invest your time and energy. You might need to get your hands dirty, but the future looks like it could be bright in this new market!

## Brelish deserter (hermit)

Use the Hermit background, with the following additions. During the final years of the Last War, you'd had enough. After so much death and destruction, you needed to escape the madness of endless destruction. Unable to go home because of your status as a deserter of the Brelish army, you needed to hide. You made your home on the border between Cyre and Breland, dodging patrols of both armies and living alone in the wilderness. With the Last War now over, you find that your knowledge of Cyre's border is now coming in handy.

## House agent

Use the House Agent background as detailed in Eberron: Embers of the Last War with no changes.

## Mercenary leader (knight)

Use the Knight background, with the following additions. You were a leader for a renowned mercenary group that sold its services to the highest bidder during the Last War. Your group fought valiantly and with honor for those who contracted you, but the war took its toll. By the end, you found it hard to find competent soldiers to serve you. When the war ended, your

group disbanded, leaving you with just a few retainers and a stellar reputation.

## Cyran aristocrat (noble)

Use the Noble background, with the following additions. You were born of noble blood in Cyre, and the service you provided your country involved acting as an ambassador to distant lands. With Cyre now destroyed and the Last War ended, you have no station in the world, except with the refugees from Cyre that look to you for leadership in attempting to start a new life. They want to go home, but the terrible event that brought down Cyre must be discovered and reversed before that can happen.

## Conscientious objector (outlander)

Use the Outlander background, with the following additions. As the Last War raged on, you refused to join the army of Breland. None of the civilized areas would have you, deeming your objections to the war cowardly and unpatriotic. You learned to survive in the hinterlands of Breland, making do with what you could find and avoiding contact with the Brelish military and invaders alike. Now that the war is over, you still face scorn in civilized places, but the town of salvation seems like a place where anyone might be welcome to start over.

## Morgrave university professor (sage)

Use the Sage background, with the following additions. You've gained a great deal of knowledge while you studied, and then taught, at Morgrave university in sharn. When the Last War ended a few years ago, even the most learned academics scratched their heads at who or what caused the Day of Mourning that destroyed Cyre. Many of these are too cautious to truly investigate the Mourmland, but your sense of curiosity outweighs that of self-preservation. Journeys into the Mourmland might reveal its cause, which would make you the toast of the academic community.

## Officer in the 12th Brelish infantry (soldier)

Use the Soldier background, with the following additions. During the latter years of the Last War, you served in the Breland Army, under General Millven "Mad Dog" Marshallen. You and your peers were preparing for a foray into Cyre on the Day of Mourning. A few units were already across the border, when the gray fog rolled through and destroyed them in terrible ways. If another hour had passed, you would have

been one of them. This vision still haunts you, and you have a driving desire to know what happened.

## Ear of thrane (spy)

Use the Spy background, with the following additions. During the Last War, you were an Ear of Thrane, acting as a spy for that nation, pretending to be a loyal soldier for a different nation. When the war ended, your secret identity was learned. Untrusted by your former friends, you found that the nation of Thrane also mistrusted you, thinking you may have been a double agent. Mistrusted now by both sides, you are a spy without a home.

## War orphan (urchin)

Use the Urchin background, with the following additions. The devastation of the Last War spared some, but not you. An attack on your home left your family dead, and you were forced to make your way by any means necessary. You have a driving hatred of whatever military or mercenary force destroyed your home, but your connections to others of your status have made it clear that a new future—and potential fortunes—await in the town of Salvation. It sounds like it might be rough, but it can't be worse than where you grew up.

## PATRONS

If a group of players want to create characters already joined by a certain history or cause, the group can select a patron. These patrons act to provide the group with unified goals, a common ethos, a shared story, and potential adventure hooks or benefits in individual adventures.

For a party to gain these benefits, all members of the party must be pledged to the same patron, and all members must be in good standing with the patron.

The list of possible patrons that may come into play during the Oracle of War campaign include the following organizations (that are described in general terms in *Eberron: Rising from the Last War*).

## DRAGONMARKED HOUSE

Your group's patron can include any of the thirteen Dragonmarked Houses described in *Eberron: Rising from the Last War*.

## HEAD OF STATE

Your group's patron is one of the heads of state of Aundair, Breland, Karrnath, or Thrane. You are a special group that reports your findings, via intermediaries, to the leadership of a nation.

## NEWSPAPER

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Your group works for the Korranberg Chronicle as a special investigative unit, exploring the causes and ramification of the Last War in general, and the Day of Mourning in particular. You are expected to keep this connection secret and find a way to send reports back to your editor at regular intervals or when you learn something compelling.

## RELIGIOUS ORDER

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Your group serves the heads of one of the following religious organizations: Sovereign Host, Church of the Silver Flame, Undying Court, or Druids of Khorvaire. You are expected to remain faithful to the premise of each of these organizations while carrying out your investigations of the Mournland.

## OTHER

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Your group is free to create a patron different than those listed above and weave it into the ongoing story. Only the patrons listed above, however, may show up specifically mentioned in the adventures that comprise the Oracle of War campaign.

## CHANGELOG

06.07.2018 – Added Ticklebelly Nomad, Mulmaster Aristocrat, Detective Backgrounds. Added links to sources of information. Sorted backgrounds in chronological order of appearing.

13.07.2018 – styles, fonts, legal notices

15.11.2018 – restructured, Moonshae Isles backgrounds and trinkets are added, Durnan's Guide to Tavernkeeping backgrounds are added

17.09.2019 – backgrounds from Ghosts of Saltmarsh and Acquisitions Incorporated are added. Also added links to other products of team members

21.11.2019 – added features from Baldur's Gate: Descent into Avernus and House Agent background is updated to match Eberron: Rising from Last War

08.12.2019 – Added variant backgrounds from AL PG for Oracle of War

# Other products of members of Cyborgs & Mages team

## Anton Palikhov aka Palant

Baldur's Gate in Tables

Herbs of Forgotten Realms

Flaming Fist

City Watch of Baldur's Gate

[Waterdeep in Tables](#)

[Palant Excel Inventory Template](#)

[Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate](#)

[Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate - Armors and Helmets](#)

## Dmitry Nelyubov aka xattttta

[Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate - Armors and Helmets](#)

[Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate](#)