

COMPILATION OF ADVENTURERS LEAGUE'S BACKGROUNDS

V0.9 Release date: 22.12.2017

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BLACK FIST DOUBLE AGENT

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 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

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.

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

ORIGIN

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.

DISFIGUREMENT (OPTIONAL)

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.
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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

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

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

ORIGIN

Removed from your life as a townspeople, 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
8	Unskilled laborer	Bay of Phlan dockworker

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.
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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

"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.

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.

CORMANTHOR REFUGEE

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 up grew 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 a 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 Cormanthyr 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 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

All traffic into and out of the City of Trade passes through the Hillsfar Gate, making it the ideal place 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, and 10 gp
Lifestyle. Poor

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

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

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

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

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.

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

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

Choose one of the following features:

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

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 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 Rouges 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 Hillsfarans, 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.

CARAVAN SPECIALIST

You are used to life on the road. You pride yourself at having traveled every major tradeway in the Moonsea region, includ-ing 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 Proficiency. 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 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.
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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

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.

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)
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2	Greed: Gems and precious metals, I want them all for myself. (Evil)
3	Mooch: 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

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.

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 Drown: 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.

PHLAN REFUGEE

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 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
Lifestyle. Modest

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.
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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.

SECRET IDENTITY

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.

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 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 Arena.
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.
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SHADE FANATIC

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.

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)
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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 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

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.

HAUNTED ONE

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 after this background)

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.

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.

SUGGESTED 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.

ANTHROPOLOGIST

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

CULTURAL CHAMELEON

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

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.

SUGGESTED CHARACTERISTICS

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)
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

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

DUST DIGGER

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 ITEM

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.

SUGGESTED CHARACTERISTICS

Few archaeologists can resist the lure of an unexplored ruin or dungeon, particularly if such a site is the source of legends or is rumored to contain the treasures and relics of wizards, warlords, or royalty. Some archaeologists plunder for wealth or fame, while others consider it their calling to illuminate the past or keep the world's greatest treasures from falling into the wrong hands. Whatever their motivations, archaeologists combine the qualities of a scrappy historian with the self-made heroism of a treasure-hunting scoundrel.

PERSONALITY TRAIT

1	I love a good puzzle or mystery.
2	I'm a pack rat who never throws anything away.
3	Fame is more important to me than money.
4	I have no qualms about stealing from the dead.
5	I'm happier in a dusty old tomb than I am in the centers of civilization.
6	Traps don't make me nervous. Idiots who trigger traps make me nervous.
7	I might fail, but I will never give up.
8	You might think I'm a scholar, but I love a good brawl. These fists were made for punching.

IDEAL

1	Preservation. That artifact belongs in a museum. (Good)
2	Greed. I won't risk my life for nothing. I expect some kind of payment. (Any)
3	Death Wish. Nothing is more exhilarating than a narrow escape from the jaws of death. (Chaotic)
4	Dignity. The dead and their belongings deserve to be treated with respect. (Lawful)
5	Immortality. All my exploring is part of a plan to find the secret of everlasting life. (Any)

6	Danger. With every great discovery comes grave danger. The two walk hand in hand. (Any)
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BOND

1	Ever since I was a child, I've heard stories about a lost city. I aim to find it, learn its secrets, and earn my place in the history books.
2	I want to find my mentor, who disappeared on an expedition some time ago.
3	I have a friendly rival. Only one of us can be the best, and I aim to prove it's me.
4	I won't sell an art object or other treasure that has historical significance or is one of a kind.
5	I'm secretly in love with the wealthy patron who sponsors my archaeological exploits.
6	I hope to bring prestige to a library, a museum, or a university.

FLAW

1	I have a secret fear of some common wild animal—and in my work, I see them everywhere.
2	I can't leave a room without searching it for secret doors.
3	When I'm not exploring dungeons or ruins, I get jittery and impatient.
4	I have no time for friends or family. I spend every waking moment thinking about and preparing for my next expedition.
5	When given the choice of going left or right, I always go left.
6	I can't sleep except in total darkness.

HERETIC

Where gods vie for supremacy through trickery and murder, and mortals ascend to godhood, so there is heresy. You believe in a doctrine outlawed by your faith, taught to you in secret by other heretics. Perhaps your superiors excommunicated you from your temple, or forbidden dogma provided answers to questions you never sought. Whatever your origin, you're now shunned by the faithful, or worse, hunted.

Skill Proficiencies: Deception, Religion

Languages: Two of your choice

Equipment: A holy symbol (subtly modified to represent your own heretical belief), a prayer book or prayer wheel, vestments, a bottle of invisible ink, a quill, a set of common clothes, and a pouch containing 10 gp.

HERETICAL BELIEF

Hundreds of outlawed sects exist throughout the Forgotten Realms. Choose a belief that defines you as a heretic, or roll on the table below.

Belief

1	Dark Moon. A doctrine that ascribes Selûne and Shar as two aspects of the same deity.
2	Fatemakers. Tymorans who believe mortals can influence and control luck.
3	Threefold God. A belief that Tyr, Helm and Torm are all the same god.
4	Forsaken One. A conspiracy that Savras and Leira conceived and abandoned a god child.
5	Three-Faced Sun. The sun is a tripartite deity, with divine aspects of dawn, noon and dusk.
6	Shared Suffering. Flagellant Ilmatari who say all mortals must share their god's suffering.
7	Entropy. Belief that dying gods sent a divine sphere of annihilation to Toril to kill wizards.
8	Harlot's Coin. Belief that Waukeen sold her divinity to Graz'zt and he receives her prayers.

FEATURE: HERETICAL CONTACTS

You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

SUGGESTED CHARACTERISTICS

Heretics survive by living on the run, or by blending into the ranks of greater faiths. They tend to be suspicious folk with zealous ideals and unshakable convictions. This sometimes manifests as a sense of superiority over the unenlightened.

PERSONALITY TRAIT

1	I think I'm right even when I'm wrong.
2	I pity those who deny the heresy.
3	I always scope out the closest exits and position myself near them.
4	Those who refute my beliefs are damned and not worth saving.
5	I'm sure my god has chosen me for a greater destiny.

6	I m a natural orator, but once I start talking it s difficult for me to stop.
7	I m always looking over my shoulder and the slightest things startle me.
8	I believe the end of the world is nigh.

IDEAL

1	Guidance. I must teach others my forbidden doctrine (Neutral).
2	Caution. It s always better to be safe than sorry (Any).
3	Knowledge. If this conspiracy is true, what else are we being lied to about? (Neutral)
4	Insurrection. My old faith is corrupt and must be brought down by the new order (Chaotic).
5	Honesty. I ve been lied to enough, so now I m sworn to always tell the truth (Lawful).
6	Self-Knowledge. Those who seek the truth become wise beyond their years (Good).

BOND

1	The heretics who educated me were burned at the stake. I won t let that happen to me.
2	Belief in my old faith still nags at me. Have I chosen the right path?
3	I used to be friends with the cleric who s now hunting me.
4	I carry a heretical treatise on my person. It mustn t be found!
5	I protect the faithless so they can know enlightenment.
6	One of my underworld contacts reports my movements to the superiors of my old temple.

FLAW

1	I m suspicious of strangers, as they may be bounty hunters sent to arrest me.
2	I sneer at those whom I deem unworthy of my time.
3	I m deeply superstitious, and have many rituals to avoid bad luck.
4	I tend to misjudge the devotion of others.
5	I m obsessed with my studies, often to the detriment of other concerns.
6	I m deeply mistrustful of temple hierarchies.

OPTIONAL FEATURES FROM HOARD OF THE DRAGON QUEEN

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.

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.

OPTIONAL FEATURES FROM OUT OF THE ABYSS

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.

MULMASTER BONDS

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!
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 Benkin. 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.

HILLSFAR BONDS

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 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

ELEMENTAL EVIL

TRINKETS

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 poured 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 accord, 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.
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.

d100	Trinket
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.
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.

d100	Trinket
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.
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.

d100	Trinket
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.

GOTHIC TRINKETS

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
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

d100	Trinket
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
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