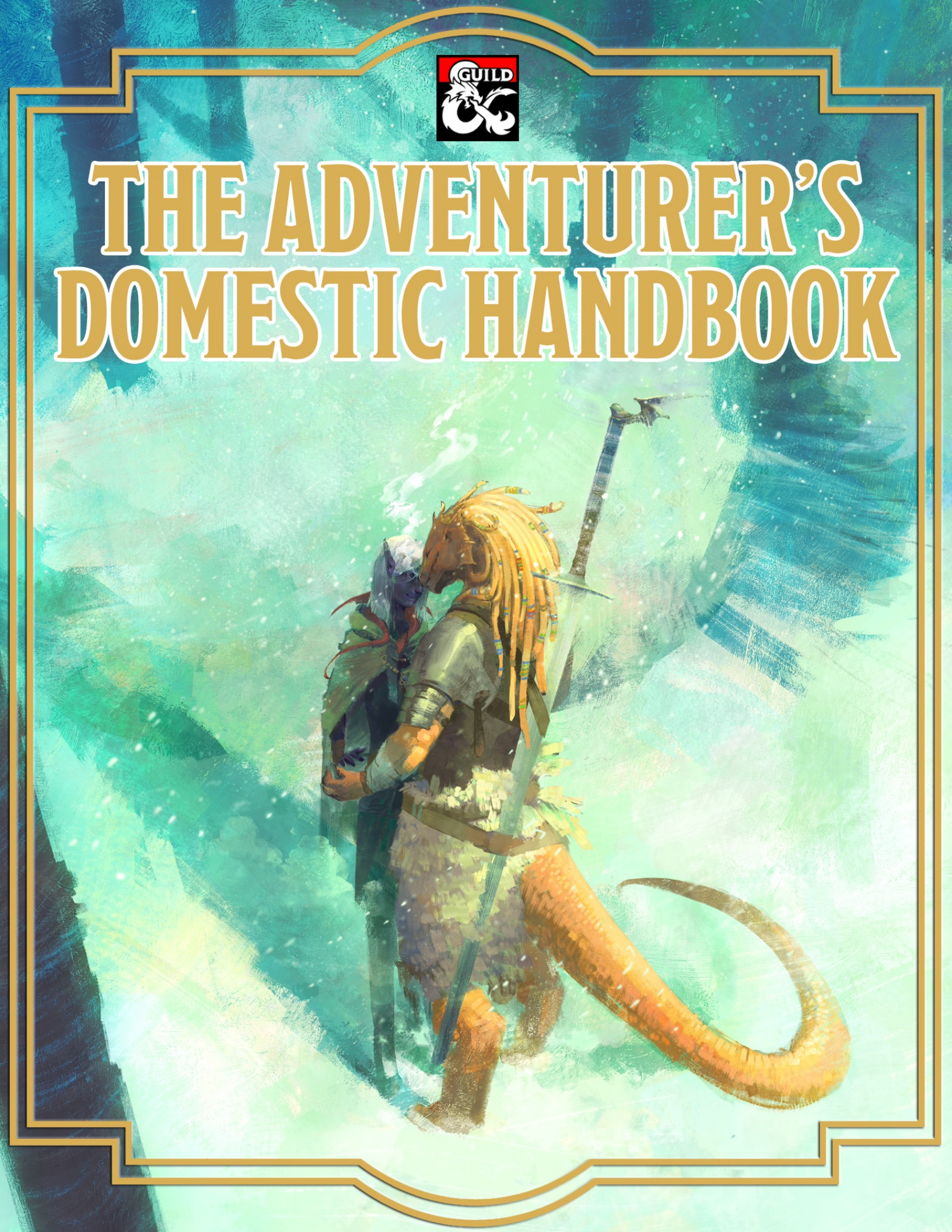
# THE ADVENTURER'S DOMESTIC HANDBOOK



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# INTRODUCTION

At the very beginning of character creation, one of the very first questions asked is, "Who is this character? Where do they come from?" That fundamental, important question leads us straight to the heart of *The Adventurer's Domestic Handbook*: family.

Most every character has a family, whether biological or chosen. Those families often fade into the background during a campaign, but that doesn't have to be the case. There's no rule stating that adventurers lose all family ties when taking off on an adventure! And the question doesn't stop there—it isn't just a matter of who your character has been, it's also about who they're *becoming*. Chosen family, forged in the fire and trials of adventure, is often just as important, if not more. As a cooperative, communal experience, tabletop games provide rich settings in which to build up old families, create new ones, and fight for bonds that will last lifetimes.

*The Adventurer's Domestic Handbook* raises families up to join the stories of heroes, enemies, allies, traitors, monsters, and men—in it, you will find guidelines for tasks as simple as running a business and as thrilling as apprenticing your own family. You will find a number of protective, heart-filled subclasses, an array of magic items to make a wandering domestic life easier, and a dossier of rich NPCs to fill your world with, all of whom can become your love and your family. From homesteading to business-owning to family to to sweeping romance, this supplement aims to bring a dash of heart back into the game—to provide a little something for everyone.

Family life isn't for everyone, and the family your character has may be toxic or simply out of the picture for one reason or another. If this is the case, there is still plenty of material here for them to benefit from! Maybe they want to dabble in real estate, fund an orphanage, or start up a traveling business so that the party never runs out of funds—these are all possible with the content provided in this book.

## Boundaries and Consent

Ideally, every campaign should start with a session zero in which the players and DM communicate what they expect out of a game and what boundaries they have. If your game didn't start with one of these conversations, there is never a wrong time to have one—especially if you are considering implementing romance and other themes involving a character's family.

Romantic relationships, whether between player characters or with NPCs, can easily become awkward for the entire table. The key to properly handling and preventing this awkwardness is communication. Before including romantic relationships, ask what your table is comfortable with and how they would prefer for things to be handled. For example, a player may have a hard line against abusive relationships being portrayed or may wish to participate in one to work through real life trauma. You never fully know what your table's boundaries are until you discuss them.

Some players may not be comfortable including romance in their games and may prefer to have things happen entirely "behind the curtain." If this is the case, relationship building can take place much like other downtime activities; the interactions would be discussed by the player (or players) and DM, with the DM calling for any necessary rolls and presenting an outcome. Other groups may prefer to roleplay interactions when possible or for these relationships to develop organically during gameplay. In this case, the DM should work to ensure that relationships don't take time away from other players. If the relationship is between two or more player characters, the table should discuss how much time is appropriate to spend on the relationship and when it's time to "get back to the game." If the relationship is between a player character and an NPC, it can be easier to control the amount of time spent on interactions, but you may still want to consult your other players–some people love watching a relationship bloom, while others may just want to go clear that dungeon they heard about last session.

Identifying these boundaries, desires, and expectations beforehand can ensure a smooth table experience for everyone involved.



# A NOTE FROM THE TEAM

For all our caution, romance and familial relationships are an aspect enjoyed by a growing population of players, and for good reason. They can be emotionally cathartic, a breath of fresh air in a story of turmoil, or a route to peace, healing, and growth. If your loneliest player's character finds a family through the course of a year's campaign—through every boss battle, every mishap, every triumph, every mistake—then you have almost assuredly improved the life of that player both at and away from the table, and your group may feel much closer by the end.

This is the beauty of this medium. Tabletop games are a unique way to explore things that are deeply affecting, and when the group sits down at the table each session, they are offering time, investment, emotional weight, and trust. *The Adventurer's Domestic Handbook* is your opportunity to reward that—to reward them for what they bring to the table each and every time you meet up.

You are building them a journey. Building them a business. Building them a home. Building them a life. Building them a *family*.

Good luck.

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# Table of Contents


**Credits** 2
**Introduction** 3
**Romantic Relationships** 7
Handling Romance in a Mature Way 7
Roleplaying Romance and Seduction 7
Marriage 9
Marriage Ceremonies 9
Divorce 9
**Family Relationships** 11
Supporting Your Family 11
While Adventuring 11
Bringing Them With You 12
Having Children 12
Pregnancy 12
Child Rearing 14
**Apprenticing** 17
**Owning a Business** 21
Business Locations 21
Running a Traveling Business 22
Upkeep 23
Supplies 23
Staff 23
Signage 24
Joining a Guild 24
Examples 26
**Buying Land and Establishing a Home** 29
Buying in the City 29
Buying in the Country 29
Maintaining Your Land 30
Creating a Homestead 31
Building 31
Upgrading 32
Atmosphere 32
Staff 33
Renting 33
Being a Landlord 33
Being a Tenant 35
**Character Options** 36
Subclasses 36
Architect Artificer 36
Barbarian Path of the Protector 37
Bardic College of Botany 38
Bardic College of Leadership 38
Cleric Harmony Domain 39
Druid Circle of the Flora 40
Chivalrous Knight Fighter 41
Monk Way of the Devoted 42
Paladin Oath of Forged Bonds 43
Landstrider Ranger 44
Smuggler Rogue 45
Protected Soul Sorcerer 46
Warlock Lady Luck Patron 47
Warlock Mother Patron 48
Wizard School of Concurrence 49
Backgrounds 50
Devoted Parent 50
Farmer 51
Homebringer 52
Independent Business Owner 53
Landowner 54
Runaway Betrothed 55
Feats 56
Improved Ceremony 56
Dual Casters 56
Long Distance Lovers 56
Pocket Healer 56
Ferocious Protector 57
Arcane Guardian 57
**NPCS** 58
Romanceable NPCs 58
Adan-Kai (Archeologist) 58
Amari (Hopeless Romantic) 61
Bastian Fiest (Charming Fighter) 63
Disra Serlovyn (Freedom Fighter) 65
Espial (Vengeful Researcher) 68
Euclid Moen (Magic Baker) 71
Fletcher Fenrithes (Nervous Stablehand) 73
Glare Skrom (Gruff but Sweet) 76
Harding Smith (Shy Blacksmith) 78
Irhana Shevere (Melancholic Mage) 80
Ivali Eldime (Passionate Cleric) 83
Maeve Beren (Determined Artificer) 85
Menne Glaz (Personal Guard) 88
Neri (Chatty Florist) 91
Niki Elanamune (Hearth & Home) 95
Nym Quinnelis (Compassionate Herbalist) 97
Roxhalia Wallis (Flirty Barmaid) 99
Rossica Faytrix (Deft Knife) 101
Selma Wilde (Roaming Paladin) 104
Serek Aqas (Grounded Grower) 106
Sue Leoxys (Gambler) 108
Tamsin Zylora (Affectionate Tinker) 110
Visza the Small (Chieftess) 113
Yasral Lune (Distant Guildmaster) 116
Employees 119
Bostwick Goodwort (Salesman) 119
Celwyn Quinnett (Potion Maker) 121
Cinder Islet (Shop Assistant) 123
Euclid Moen (Magic Baker) 125
Kian Frostlin (Armorer/ Smith) 127
**Appendix A: Marriage Ceremonies** 129
**Appendix B: Magic Items** 137
Vehicles 140
**Appendix C: Stat Blocks** 143



# ROMANTIC RELATIONSHIPS

Romanceable NPCs have existed in video games for a long time, so it's no surprise that many players want to incorporate romance into their games. Not only can it facilitate character development and growth, it can be sweet, emotionally fulfilling, and can even be used to progress your story.

The difference between romanceable NPCs in video games and romance into your D&D game is that video games are based on simple equations and code: make the right choices at the right time to get the desired outcome. In some games, this can even be as simple as buying the right gifts and watching their "affection" meter tick upward. Relationships at your table should be allowed to grow organically, just like relationships in real life. Roleplay is your most important tool when building character relationships.

While it can be tempting to fall into the idea of a "romance meter," solely relying on dice rolls and secret requirements, we recommend against it. Though our romanceable NPCs have ideas for relationship milestones, these are only suggestions and should be treated as such—romanceable NPCs should be fleshed-out characters, with enough of a personality that relationships can form organically. A shallow, transactional romance will never impact your story in the same way that a meaningful roleplay situation can.

## Handling Romance in a Mature Way

If you introduce romance into your game without prior conversations about expectations and boundaries, it can easily devolve into jokes and crude references. It may be annoying to some tables and totally normal at others; this is why it's important to talk to your table about your intentions beforehand! Some groups may love romance and wish to explore slow, meaningful development. Others may lack the maturity needed for everyone to enjoy roleplaying romantic relationships, and others still may simply be using humor as a way to cope with feeling awkward or uncomfortable.

If you expect a level of maturity around relationships at your table, make that known. If you're okay with the occasional joke, make sure to set boundaries so players know not to take it too far. It is ultimately up to the DM to ensure their players are capable of handling the subjects at hand with the appropriate level of maturity, and to not allow them to detract from the flow of the adventure or to make other players uncomfortable.

## Roleplaying Romance and Seduction

Portraying love and romance can be a fantastic roleplay opportunity, provided that all involved are comfortable with it. Player characters that form relationships can shine here, as it gives them an opportunity to display character growth and flesh out their personalities. NPCs that may otherwise be two-dimensional or have little to no impact can blossom into a full-fledged romantic partner, making them an integral part of your game.

When discussing the roleplaying of romance and seduction, we should refer back to the idea of things happening "behind the curtain." For most tables, intimate activity will always be a "behind the curtain" situation, but you shouldn't consider this the only way to use it. Dates and other activities can happen "behind the curtain" as well, saving players time and avoiding potential awkwardness. All that is required for this is that the player (or players) and DM have a basic understanding of what's happened. For situations like dates, you may want to write a short blurb or character journal that details the happenings and your character's

feelings–this can be helpful if other players wish to follow the relationship, or even just for keeping track of the relationship as it grows.

Where there are romantic relationships, there is also room for seduction. Seduction is probably present in more games than romance, if the "bard seducing bad guy" trope is to be believed. Players may wish to seduce their way out of a bad situation, into a good time, or simply to get ahead; they are not the only ones who can do this. Your NPCs can use seduction in their favor as well. Since seduction is typically less complicated than relationships, you may choose to handle this with simple dice roles when players attempt to seduce NPCs. In this case, only call for a roll when there is a chance of success. If the player character doesn't align with the NPCs preferences, or the situation is not conducive to seduction, it is okay to let them fail.

Not everyone is comfortable with this approach. If a player expresses discomfort with seduction, it is not appropriate for NPCs to continue to do so.

Relationships can be a means for advancing plot, rounding out a character, making an NPC memorable, or simply enjoying a sweet story. It is up to you and your players how much roleplay and description is appropriate at your table. By letting your characters form these relationships, a DM gains a wealth of plot devices, hooks, and motivations which can fuel their adventure.

It is important to remember to keep your characters somewhat distanced from yourself when roleplaying romantic relationships. It is all too easy to get engrossed in your character, but take a step back to avoid making things awkward for yourself or others. It can also help when deciding "what your character would do," as it allows you to try to think with their heart instead of your own.

# Marriage

After courting each other for some time, characters in a romantic relationship may wish to get married —for many, this is their character's happiest moment, and a lot of fun things can happen surrounding a joyous union.

Whether the wedding is a plot device or a brief respite from the end of the world, it can be memorable and enjoyable. Players who prefer less sap and more thrill might love an assassination during the vows, a returned scorned lover, or an intrusion from a loathed villain. Others who love taking some time for sweetness might enjoy a tender wedding, a surprise gift, and a celebration of past memories. Read the table—you may even find that some players wish for the wedding to also happen "behind the curtain," and for saving the world to resume as normal as quickly as possible. Whatever your players love, let this be their moment: they have wined for it, dined for it, roleplayed for it.

There are many other fun ways to add some tension without disrupting the wedding itself—the date may need to get pushed off for some devastating event, or perhaps a treasured guest is kidnapped days before the ceremony. Past suitors may try to beg the character to call off the wedding. Quests to forge rings, to find an officiant, or to complete a ritual can make for a fun, short romp. Be sure to involve the rest of the party in any build-up and shenanigans involved.

Once the characters are married, exploring the ways that influences them can be a rich, rewarding experience. How does their bond influence the way they fight or protect? While we offer ideas, feats, and full subclasses based around these ideas, there are so many ways in which that can manifest, and we encourage exploration. On a roleplay level, how does this status affect the characters? Did either of them take an important name that now comes with enemies and expectations? Will villains now use their new marriage against them? Will they meet new family members who become new allies? What reputation does this new house name have, and what legacy will they leave behind? Name, union, legacy, and love are very strong themes—in the hands of a capable, thoughtful DM and invested




players, these stories can be ones that are remembered for a lifetime.

## Marriage Ceremonies

If your table is roleplay-heavy and all in for an in-character wedding, then use this mythic fantasy setting to set up a truly unique wedding. In Appendix A, you will find twenty marriage ceremony ideas—ranging in size, mood, and traditionality—to incorporate into your game or to use as inspiration.

## Divorce

In the rare event that an in-character divorce happens at the table, it is perfectly reasonable to retract the mechanical boons granted by the previous relationship. Our only word of caution is to keep any tension strictly between the characters—if any feelings are bleeding over and disrupting the table's harmony, feel free to keep the divorce's effects strictly mechanical and to point the "camera" back toward the plot for a while. Keep checking in—when relationships are involved, we will always recommend checking in, keeping lines of communication open, and maintaining comfort for everyone.



# FAMILY RELATIONSHIPS

Unlike the growing trend of romanceable NPCs, familial NPCs tend to take a backseat in most modern media. When present—and family is often not—they are threatened, used as leverage, coaxed to join the evil side, or killed. Creating drama through any of these methods is easy, if formulaic; there are enough jokes that circulate about starting a game without a family to indicate that it is a tired trope. Allowing your party to have meaningful interactions with their families will enrich the game experience far more than a repetitive, expected betrayal.

Much like romance, relationships with family members, both blood and chosen, should be allowed to develop organically. Family members should have goals, desires, motivations, and flaws as much as the players—the conflict that can come from opposing goals, conflicting methods, or disagreements requires more work but yields a more compelling story. It encourages meaningful roleplay in much the same way and creates a stronger family over the course of the campaign.

For any relationship, be it romantic, familial, or friends, open communication at the table is vital. Creating compelling conflict and challenges can echo troubles that your players may have at home. While exploring different themes may be cathartic, heavier topics should be introduced with the permission of the player in question. Even circumstances like adoption and childbirth should be established with foreknowledge from the player. Since the DM is not always aware of the familial background of a player, it is always better to ask than to assume.

Allowing a PC to have and develop a family can be one of the most rewarding aspects of a game. But exploring close relationships between PCs and NPCs requires trust between the DM and the players, and that trust is developed by clear communication, good experiences, and a willingness to listen.

The Adventurer's Domestic Handbook encourages the players to explore the family from which their characters came as well as the family that they create through the adventure with romantic relationships. However, if a player wishes to not engage with one, the other, or both, that wish should be respected.

## Supporting Your Family

### While Adventuring

All families need to eat somehow. Whether you're an eldest sibling, a wandering parent, a newlywed embroiled in the plot, or something else that ties you to a family, supporting those left behind can be difficult and takes constant effort. The following sections discuss ways to do so through financial and material support, communication, decisions, and more.

***Support***. The PHB and DMG give guidance on monthly expenses, but for simplicity's sake we can boil down the required monthly financial support as follows:

| | |
|---|---|
| Poor | 3 gp |
| Modest | 15 gp |
| Comfortable | 30 gp |
| Wealthy | 60 gp |
| Aristocratic | 150 gp |

Fortifying and improving the home will take extra expenses (see Chapter 5), but this table represents the minimum gold that a character must send home per month to support their family.

While simple courier services are always amenable, consider a **magic coin purse** (Appendix B) that allows the family to share their income equally.

***Communication***. Letters. Sending Stones. Magic mirrors. A magic mailbox! See Appendix B: Magic Items for many useful ways to keep in contact while traveling. There are many ways a character may check in on their family, and the DM is encouraged to not only allow them to do so, but to initiate communication on occasion and to allow that communication to have narrative importance. Can the character ask for help and receive it? Can the character hear news that they might otherwise have not heard? Can the family's trade be of use in the campaign? And of a more personal nature…

***Decisions***. The family members are not blank slates that wait for the player characters to interact with them. They will have desires, goals, and efforts of their own, and the characters should be allowed to be aware of their goals, be brought in on decisions, and ultimately help the family grow as individuals. For example:

- Do young ones in the family want to attend school? Is it a fighting school or a magic school? How can that influence your narrative?
- Does the family wish to establish a new business?
- Do the family members wish to get married? Can the NPCs they are marrying carry any narrative importance?
- Does the family wish to help the adventurer somehow? Can one of them become an apprentice?
- How does the family feel about current political or worldwide events? Can their viewpoints organically introduce tension or stakes?

## Bringing Them With You

For the roleplay-heavy groups, bringing the family along for the ride is an option—and a fun one! But several factors should be taken into consideration before that occurs at the table, and once again, open communication is vital.

The tone of the campaign should be established and met. For high-threat campaigns and daring adventures, carting the family along will place them in danger—it's up to both the DM and the player to communicate expectations at the forefront. Is the campaign focusing on realism? Will the adventurer need to protect their family? Will the family be under threat? Is this expected, encouraged, or discouraged? Establishing expectations and tone at the beginning will save much conflict later on.

Since the DM must now incorporate the family into every adventure and the adventurer must now, for high-threat adventures, protect their family, that additional responsibility should be accounted for and agreed to by both parties. If the character wishes to apprentice their family, refer to the Apprenticing system for a way to train their family in basic defenses.

If you're a roleplay-loving group and both the DM and the player want this experience, congratulations! The next step is figuring out the mechanics. Are they being carted along in a magical RV? A regular RV? A wagon? How much realism do you want in caring for your family and providing for them while on the road?

The previous table of monthly expenses can still apply, though the DM may adjust with discretion.

# Having Children

First and foremost is this: pregnancy and childbirth are topics that should be handled with sensitivity and, once again, consent. Some players may like the chance at unexpected pregnancies, but others may wish to give permission beforehand. Some may wish to roleplay out the realities of it, while others prefer to suspend their disbelief.

The Pregnancy and Child-Raising sections of this supplement offer optional guidelines and tips for any players who want a touch of realism. A well-placed time skip, in the right campaign, is also not a bad idea. Talk about it up front—you may find that your player is also perfectly content to save the happy family for after the campaign, when the world is saved and imminent doom is not looming. The Adventurer's Domestic Handbook encourages flexibility, understanding, and graciousness.

## Pregnancy

Most races in the *Player's Handbook* (with the exception of dragonborn) reproduce via pregnancy. If your character is interested in bearing offspring, the DM will make a percentile roll using the table below, as your race determines the likelihood you have of conceiving. Dragonborn are included on this

table, but will lay an egg instead. If your race is not included on the table, choose the category with races that have life spans most similar to your race. Additional details for egg-laying races are found below.

The DM can tell you immediately if you have conceived or can choose to let you discover the pregnancy organically. Please discuss your preferences with your DM to ensure the best experience for everyone involved.

| Race | Conception Chance |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | 20% chance |
| Half-elves, Halflings | 15% chance |
| Dwarves, Elves, Gnomes | 5% chance |
| Goblins, Kobolds, and similar races | 30% chance |

If a dragonborn (or another egg-laying race) conceives, roll a d12—they will lay an egg after the number of days rolled.

### Multiple Births

Sometimes a successful conception results in twins, triplets, or beyond! Use the table below to determine the number of children your character will bear, using the same category that you used to determine your character's chance of conceiving. If you succeed, keep rolling until you fail. The number of successes determines the number of additional babies your character will have.

| Race | Multiples Chance |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | 5% chance |
| Half-elves, Halflings | 3% chance |
| Dwarves, Elves, Gnomes | 1% chance |
| Goblins, Kobolds, and similar races | 10% chance |

### Pregnancy Length

Pregnancy comes with advantages and disadvantages that change as the pregnancy progresses. These changes are separated into trimesters. Use the same category you used to determine your character's chance of conceiving to determine how long your trimesters and your pregnancy are.

| Race | Pregnancy Length |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | Trimester: 3 months, Total: 9 months |
| Half-elves, Halflings | Trimester: 4 months, Total: 12 months |
| Dwarves, Elves, Gnomes | Trimester: 6 months, Total: 18 months |
| Goblins, Kobolds, and similar races | Trimester: 2 months, Total: 6 months |

Eggs take only 2 trimesters (6 months) to hatch. Parents must protect their eggs until they hatch.

#### First Trimester Traits

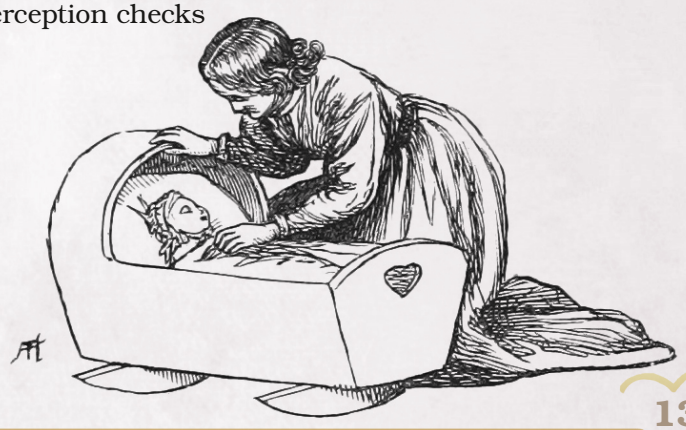
- Little to no visible bump (requires a DC 20 Nature check for others to discover you are pregnant)
- Disadvantage on Constitution saving throws
- Advantage on Insight checks

#### Second Trimester Traits

- Bump is more noticeable (requires a DC 10 Nature check for others to discover you are pregnant)
- Disadvantage on Constitution checks
- Advantage on Insight and Persuasion checks
- Advantage on saving throws for negative effects (diseased, paralyzed, frightened, etc.)

#### Third Trimester Traits

- Large and distinct bump (no roll needed unless there is concealment; everyone can tell you are pregnant)
- Movement speed is halved
- Disadvantage on Dexterity saving throws
- Disadvantage on melee attacks; no change to ranged or spell attacks
- Advantage on Insight, Persuasion, and Perception checks



### Childbirth

It takes a successful DC 25 Medicine check to safely deliver a baby, but the DC decreases by 5 every time the person giving birth makes a successful DC 10 Strength check. For every round of checks after the first, the person giving birth takes 1d4 - 1 points of bludgeoning damage.

If the pregnant person is alone when childbirth starts, they can deliver the baby themselves with a DC 25 Medicine check, and the DC decreases by 5 every time they succeed on a DC 15 Strength check. They make both of these checks once per round and for every round of childbirth after the first, they take 1d4 - 1 points of bludgeoning damage.

## Child Rearing

Raising a child is full of unique challenges, especially for an adventurer. These challenges evolve as children grow older and traverse the various stages of their lives: the infant stage, the toddler stage, the child stage, and the teenage stage.

### Infant

Infants require the most care and attention, as they have no way of taking care of their own needs. The length of the baby's infancy varies from race to race, as shown in the table.

| Race | Infancy Stage |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | 1 year |
| Half-elves, Halflings | 1.5 years |
| Dwarves, Elves, Gnomes | 2 years |
| Goblins, Kobolds, and similar races | 1/2 year |

Every morning, the DM rolls a d4 to determine the baby's mood for the day. These moods determine the baby's needs for the day and the kinds of things the baby will do.

| d4 | Mood |
|---|---|
| 1 | Fussy |
| 2 | Content |
| 3 | Active |
| 4 | Drowsy |

A **fussy** baby will need a lot of extra love, which can include more diaper changes, singing or other soothing movements and sounds, swaddling, skin-to-skin contact, using pacifiers, playing, or changing the environment.

A **content** baby does not need much and is uninterested in playing. They are more observant in this mood and are transfixed by the colors and shapes they see. This is the perfect mood for the parents to get important things done or to take a well-deserved nap!

An **active** baby needs a lot of stimulative activities and changes in their environment. While very chattery, they are also get easily frustrated.

A **drowsy** baby needs peace and quiet or they become upset. They are not interested in playing and are likely to be frustrated with a person forcing play on them. Drowsy babies sleep for most of the day and cry if woken.

***Diaper Changing***. On average, a baby needs a diaper change 1–3 times a day. A fussy baby needs 3 changes a day, while a content or drowsy one only needs to be changed once in a day. How many changes are needed is up to the DM.

A successful diaper change requires a DC 10 Dexterity saving throw. On a failure, mishaps occur at the DM's discretion.

### Toddler

While toddlers still require a lot of care, they are learning native languages, how to do tasks on their own, and how to verbalize. A toddler can learn any languages they are exposed to at least once a day for 6 months. Toddlers no longer need to be fed from the bottle and instead like to feed themselves. Their movement abilities increase as they begin to walk and, unfortunately, run. Toddlers tend to get into mischief and need to be closely watched to protect them from hurting themselves or others. The length of the child's toddler stage varies from race to race, as shown in the table. In addition, children are able to begin gaining apprentice levels once they are a toddler (see chapter 3).

| Race | Toddler Stage |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | 1-4 years |
| Half-elves, Halflings | 1.5-5.5 years |
| Dwarves, Elves, Gnomes | 2-8 years |
| Goblins, Kobolds, and similar races | 1/2-2 years |

As their emotional development begins in earnest, toddlers' moods change much more than infants' do. The DM rolls a d4 three times a day to determine the toddler's changing moods.

| d4 | Mood |
|---|---|
| 1 | Happy |
| 2 | Defiant |
| 3 | Sleepy |
| 4 | Sad |

A **happy** toddler is curious and playful. They may want to play by themselves or with someone else. They need space to explore, but they also need to be observed to make sure they are safe.

A **defiant** toddler wants to do everything—except what they are told to do. This toddler tends to react in anger to instructions, attempts to soothe them, or their own limited mobility. This toddler needs empathy and space in order to calm down. Tantrums are common.

A **sleepy** toddler has trouble staying awake and may fall asleep during tasks. They need peace and quiet to rest. This toddler does not react well to being woken, but can be picked up and moved without being woken.

A **sad** toddler does not want to play and needs some extra love (cuddles, comforting toys, being held, and soothing words). They may be able to be distracted by playing, but this might not work. Tantrums and crying are common.

***Potty Training***. Toddlers are at the age where they are progressing out of diapers and learning to take care of themselves. Potty training can be very difficult—until a toddler masters it, there will still be diaper changes. Toddlers generally need to relieve themselves about twice a day. Each time they need to go to the bathroom, a DC 15 Persuasion check is needed to have them go somewhere other than their diaper. A failed check means that a diaper change is needed, including the applicable Dexterity saving throw. After the first successful Persuasion check, you have advantage on each successive Persuasion check until you fail. Once six successful checks have been made in a row, the child will be fully potty trained and will no longer need diapers.

### Child

At this stage of childhood, a child can now start training in weapons, magic, farming, or other skills. They are able to speak and understand language, though they will still need to be taught to read and write. A child at this stage can feed themselves, needs no diaper changes, and is more equipped to manage their own moods. The length of the child stage varies from race to race, as shown in the table.

| Race | Child Stage |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | 4-12 years |
| Half-elves, Halflings | 5.5-17 years |
| Dwarves, Elves, Gnomes | 8-24 years |
| Goblins, Kobolds, and similar races | 2-6 years |

### Teen

At this stage of adolescence, teens transition into adulthood and take on far more responsibility. Teenagers can be defiant and wish to pull away from their parents. With their own rapidly developing skills, teens can take care of most of their own needs and only rely on parents for help in financial matters or advice. The length of the teenage stage varies from race to race, as shown in the table.

| Race | Teen Stage |
|---|---|
| Humans, Orcs/Half-orcs, Dragonborn, Tieflings | 12-18 years |
| Half-elves, Halflings | 17-27 years |
| Dwarves, Elves, Gnomes | 24-36 years |
| Goblins, Kobolds, and similar races | 6-9 years |



# APPRENTICING

Apprenticing can begin at any age, though there are added benefits to getting an early start. With this system, characters can take on family members or NPC followers and train them in skills necessary for adventuring.

For every full level (level up to level up) the character spends training an apprentice, the apprentice can gain either half of an apprentice level or a full apprentice level, at the DMs discretion. Upon leveling up, a character can also choose to begin training a new apprentice. Each character can only have one apprentice at a time. If a character chooses a new apprentice before their previous apprentice has gained a level, the previous apprentice loses no experience and can complete their training with another character.

All apprentices begin at level 0. The benefits gained when an apprentice levels up depend on their age and apprentice level. Additionally, skills learned at younger ages can affect the benefits gained as an apprentice gets older.

All apprentices have d6s for their hit die, and gain hit points equal to 1d6 + their Constitution modifier when they gain an apprentice level.

***Gaining Class Levels***. Upon reaching certain apprentice levels, an apprentice has the opportunity to gain class levels in any class of which the training character has at least 3rd level. Apprentices cannot gain class levels outside of the apprentice leveling system until they reach 10th level apprentice. Upon reaching 10th level, the apprentice cannot gain apprentice levels and must gain class levels normally.

## Toddlers

*(1–4 human years, or equivalent)*

While toddlers are not capable of gaining major abilities through training, they excel at learning languages and new skills. Whenever a toddler would gain an apprentice level, they can learn one of the following proficiencies, depending on the training received:

- Any one language that the training character is fluent in, with the exception of Thieves' Cant.
- Any one skill that the training character is proficient in, with the exception of Arcana, History, Intimidation, and Religion.

A toddler can only learn a total of 3 proficiencies this way. Additionally, a toddler is always considered a level 0 apprentice.

> When determining how much of a level to award an apprentice upon leveling up, the DM should consider how much time was actually spent training that apprentice. A character who slacks on their training will have an apprentice that levels much slower than someone dedicated to training their apprentice.

## Children

*(5–11 human years, or equivalent)*

Children are capable of developing more useful skills than toddlers, and can improve on any skills they might have learned when they were younger. Whenever a child would gain an apprentice level, they can gain one of the following benefits, depending on the training received:

***1st Level and Up.***

- Proficiency with any one language that the training character is fluent in. (Maximum of 2)
- Proficiency with any one skill that the training character is proficient in. (Maximum of 2)
- Proficiency with light armor.
- Proficiency with any one simple weapon. (Maximum of 1)

***2nd Level and Up.***

- Expertise with any one skill learned as a toddler. This option can only be chosen once when training a child.
- Proficiency with medium armor or shields.

***3rd Level.***

•Proficiency with thieves' tools, cook's utensils, painter's supplies, or any one musical instrument.

•Any one cantrip that the training character knows, provided it is not a Warlock cantrip. Cantrips learned this way can only be cast once per long rest. If necessary, the spellcasting ability is the same as that of the training character.

•Proficiency in any one saving throw that the training character is proficient in.

Children can only advance to 3rd-level apprentice. When gaining a level, the benefit gained can be of any tier equal to or lower than their apprentice level.

## Teenagers

*(12–16 human years, or equivalent)*

Teenagers are capable of learning almost any skill that their mentor wishes to teach them, though they may not have the patience needed to learn more complex abilities.

Whenever a teenager would gain an apprentice level, they can gain one of the following benefits, depending on the training received:

***1st Level and Up.***

•Proficiency with any one language that the training character is fluent in. (Maximum of 1)

•Proficiency with any one skill that the training character is proficient in. (Maximum of 2)

•Proficiency with light or medium armor, or shields.

•Proficiency with any one simple or martial weapon. (Maximum of 2)

***2nd Level and Up.***

•Expertise with any one skill learned at a younger age. This option can only be chosen once when training a teen.

•Proficiency with heavy armor.

•Proficiency with thieves' tools, any one set of artisan's tools, any one gaming set, or any one musical instrument. (Maximum of 3)

***3rd Level and Up.***

•Any one cantrip that the training character knows, provided it is not a Warlock cantrip. Cantrips learned this way can only be cast once per long rest. If necessary, the spellcasting ability is the same as that of the training character. (Maximum of 2)

•Ability to cast any one cantrip learned at a younger age at will.

•Proficiency in any one saving throw that the training character is proficient in. (Maximum of 1)

***4th Level and Up.***

•Expertise with any previously learned tool set, including thieves' tools, any one gaming set, or any one musical instrument. (Maximum of 1)

•Proficiency with land or water vehicles. (Maximum of 1)

***5th Level.***

•One 1st level feature from any class in which the training character has at least 3 levels. After gaining this benefit, the apprentice is considered a level 5 apprentice/level 1 X, where x is the class from which they gained features. If the chosen class is cleric, the apprentice must be a cleric of the same god, but can represent a different domain.

Teenagers can only advance to 5th-level apprentice. When gaining a level, the benefit gained can be of any tier equal to or lower than their apprentice level.

## Adults

*(17–65 human years, or equivalent)*

Adults have the widest variety of skills that they are able to learn, but may not be able to learn things as quickly as a younger apprentice. Things like languages are best learned while the brain is still developing, and get harder as one ages.

Whenever an adult would gain an apprentice level, they can gain one of the following benefits, depending on the training received:

***1st Level and Up.***

•Proficiency with light or medium armor, or shields.

•Proficiency with any one simple or martial weapon.

•Proficiency with thieves' tools, any one set of artisan's tools, any one gaming set, or any one musical instrument. (Maximum of 3)

***2nd Level and Up.***

•Proficiency with any one skill that the training character is proficient in. (Maximum of 2)

•Expertise with any one skill learned at a younger age. This option can only be chosen once when training an adult.

•Proficiency with any one language that the training character is fluent in. (Maximum of 2)

•Proficiency with heavy armor.

***3rd Level and Up.***

•Any one cantrip that the training character knows, provided it is not a Warlock cantrip. If necessary, the spellcasting ability is the same as that of the training character. (Maximum of 2)

•Ability to cast any one cantrip learned at a younger age at will.

•Proficiency in any one saving throw that the training character is proficient in. (Maximum of 1)

•Expertise with any previously learned tool set, including thieves' tools, any one gaming set, or any one musical instrument. (Maximum of 1)

•Proficiency with land or water vehicles.

***4th Level and Up.***

•Expertise with any previously learned skill. (Maximum of 2)

•One 1st level feature of any class in which the training character has at least 3 levels. After gaining this benefit, the apprentice is considered a level X apprentice/level 1 Y, where y is the class from which they gained features. If the chosen class is cleric, the apprentice must be a cleric of the same god, but can represent a different domain.

***5th Level and Up.***

•+1 to any one ability score. (Can only be chosen once at this level.)

***6th Level and Up.***

•One 2nd level feature of any class in which the training character has at least 3 levels, and of which the apprentice has already taken a 1st level feature. After gaining this benefit, the apprentice is considered a level X apprentice/level 2 Y, where y is the class from which they gained features.

***7th Level and Up.***

•*If the apprentice does not have the spellcasting feat*: Any one 1st level spell that the training character knows, provided it is not a warlock spell. If necessary, the spellcasting ability is the same as that of the training character. Spells learned this way can be cast once per long rest. (Maximum of 2)

•*If the apprentice has the spellcasting feat*: The apprentice can learn and prepare any one 1st level spell that the training character knows, provided it is not a warlock spell. This spell does not count against their known spells, and counts as a spell of the class for which they have spell slots if it is not already. (Maximum of 2)

***8th Level and Up.***

•One 3rd level feature of any class in which the training character has at least 5 levels, and of which the apprentice has already taken 1st and 2nd level features. After gaining this benefit, the apprentice is considered a level X apprentice/level 3 Y, where y is the class from which they gained features. If they would choose a subclass at this level they do not have to take the same subclass as the training character, provided you have an RP reason for the difference and the skills learned.

***9th Level and Up.***

•Proficiency with all simple, martial, or improvised weapons. This benefit can be chosen multiple times if you wish to gain a combination of the three.

•+2 to any one ability score, or +1 to any two ability scores. (Can only be chosen once.)

•Any one feat. (Maximum of 1)

## Elders

*(65+ human years, or equivalent)*

Most elders will have access to the same apprentice level progression as an adult. At the DM's discretion, an elder who already has class levels before apprenticing can gain higher class levels than what the guide allows. Additionally, some elders may be too stuck in their ways and unable to learn new languages, skills, or other proficiencies.

## After the Apprenticeship

If you wish to continue playing or leveling an apprentice character after they've reached apprentice level 10, there are multiple ways to do so. You can convert them into a standard character of the appropriate level, following normal character creation rules. Alternatively, you can have them simply begin gaining class levels as normal, keeping only the proficiencies, saving throws, and early features that they learned through apprenticing.



# OWNING A BUSINESS

This section is for players who want to start their own business. Perhaps your character wants to cut out the middleman in selling the spoils of their adventures, or perhaps they want to carry on the tradition of entrepreneurship in their family. Whatever the reason, this section is sure to lead you on the path of success!

## Business Locations

Your business can be located in several places and all have different effects on how your business functions. This section includes how much it costs to rent or buy in your preferred location. The more you spend, the nicer your property will be —spending the lowest amount to rent or buy might leave you with an eyesore of a building. On the other hand, if you spend the highest amount, your shop can be the heart of a district and the place people want to be. You can always make upgrades to your location by spending more gold on your store after the initial purchase, but be warned! Having the most expensive property, especially in a poor area or a crime-ridden city, can make your business the target of vandalizers, bandits, or other unsavory parties. This makes your property harder to sell and you can never sell your shop for more than 20% on top of the next most expensive property in the area. In a wealthy or aristocratic area, this risk is largely reduced and you can upgrade as much as you like and still get a fair price for your property.
Your store can never sell for 20% more of the highest initial amount you could have spent to buy the property.

### City

If your business is in a city and has a storefront, you can buy or rent your space. The table below shows how much it costs to buy or rent a storefront in different areas of the city. If you are planning to live above your storefront, increase your rent by 30% or the price to buy by 60%.

| Area of City | Rent/Month | Purchase Cost |
|---|---|---|
| Poor | 1–3 gp | 18–36 gp |
| Modest | 5–10 gp | 90–120 gp |
| Comfortable | 21–30 gp | 180–300 gp |
| Wealthy | 52–70 gp | 360–400 gp |
| Aristocratic | 70–90 gp | 500–600 gp |

The location of your business also has an effect on how many customers your shop will have in a day and how much they will purchase. The following table shows how many customers will visit your store in each area of the city. Also included is a guideline for how much each customer is likely to spend.

| Area of City | Customers/Day | Spent per Customer |
|---|---|---|
| Poor | 1d12 + 1 | 1d4 sp |
| Modest | 1d8 + 1 | 1d6 sp |
| Comfortable | 1d6 + 1 | 1d4 gp |
| Wealthy | 1d4 + 1 | 1d6 gp |
| Aristocratic | 1d4 | 1d8 + 1 gp |

If your DM would rather calculate earnings per week or month, here is an additional chart to make that easier. They may roll from the chart or simply take the averages. Just make sure to add any bonuses that your employees might give to either the amount of customers you have or how much they spend!

| Area of City | Avg. Revenue per Week/Month |
|---|---|
| Poor | 20 (2d20 - 1) sp / 80 (8d20 - 4) sp |
| Modest | 21 (2d20) sp / 84 (8d20) sp |
| Comfortable | 20 (2d20 - 1) gp / 80 (8d20 - 4) gp |
| Wealthy | 27 (2d20 + 6) gp / 108 (8d20 + 24) gp |
| Aristocratic | 40 (3d20 + 9) gp / 162 (12d20 + 36) gp |

## Village

If your business is in a village and has a storefront, you must buy your space. The table below shows how much it costs to buy a storefront in different areas of the village. If you are living above your store, increase the price by 50%.

| Area of Village | Purchase Cost |
|---|---|
| Poor | 15–30 gp |
| Modest | 80–115 gp |
| Comfortable | 170–270 gp |

The location of your business also has an effect on how many customers your shop will have in a day and how much they will purchase. The following table shows how many customers will visit your store in each area of the village. Also included is a guideline for how much each customer is likely to spend.

| Area of Village | Customers/Day | Spent per Customer |
|---|---|---|
| Poor | 1d10 + 1 | 1d4 sp |
| Modest | 1d6 + 1 | 1d6 sp |
| Comfortable | 1d4 +1 | 1d4 gp |

Included below is a chart to calculate the number of customers and the total amount they spend by week or month.

| Area of Village | Avg. Revenue per Week/Month |
|---|---|
| Poor | 20 (2d20 - 1) sp / 80 (8d20 - 4) sp |
| Modest | 21 (2d20) sp / 84 (8d20) sp |
| Comfortable | 20 (2d20 - 1) gp / 80 (8d20 - 4) gp |

## Market or Traveling Business

If your business is a market stall or traveling business that is temporarily using a market space, you still have to pay for the space in the market. This fee is usually paid to the city, but might also be paid to a private marketplace owner. The following table shows how much a market space costs in a city or village.

| Location | Cost/Day | Cost/Week |
|---|---|---|
| City | 2 gp | 12 gp |
| Village | 1 gp | 6 gp |

Markets are held in the center or the edge of the city and are visited by customers from all walks of life. The following table shows how many customers of each lifestyle visit the stall and how much they are likely to spend in both the city and the village. For this table, the DM rolls for every lifestyle to determine how many customers visit the market stall per day.

| | (Number of Customers) | | Spent per |
|---|---|---|---|
| Area | City | Village | Customer |
| Poor | 1d10-1 | 1d8-1 | 1d4 sp |
| Modest | 1d6 - 1 | 1d4 - 1 | 1d6 sp |
| Comfortable | 1d6 - 1 | 1d4 - 1 | 1d4 gp |
| Wealthy | 1d4 | 1d4 - 2 | 1d6 gp |
| Aristocratic | 1d4 - 2 | 1d4 - 3 | 1d8 + 1 gp |

As your business and assets grow, you may want to move a business from a village to a city or get a storefront in a different area of your city or village. This is easy if you are renting, but if you own your storefront, you will have to sell it before moving. If you have owned your storefront for more than a year, your storefront sells for 20% more than what you bought the property for. If you have owned your storefront for less than a year, your storefront sells for what you bought it for.

# Running a Traveling Business

An adventurer can continue their business or start a business while on the road. Your business can be based on material goods or on services, such as performing magic or enchanting items. If your traveling business is based on goods, you will need a vehicle to carry your goods and a mount to pull it. You will also need a bit, bridle, and feed for your mount. Traveling businesses attract less customers than businesses with a storefront or a market stall. For every day your traveling business is open, you will receive 1d6 - 1 customers (week: 2d20-1, month: 8d20-4). Your DM will determine their lifestyle based on where you are travelling and the types of wares you sell. The amount they spend should be the same as someone of their lifestyle would spend at a city business.

You will not have to pay rent or a business fee if you have a traveling business, unless you choose to set up a temporary stall at a market or in a city. If you decide to set up a temporary stall at the market, view the tables above to determine how much your stall space costs and how many customers you attract.

## Upkeep

In order to continue looking and performing at its best, your store will need maintenance, cleaning, and perhaps even some upgrades. This upkeep does not apply to traveling businesses or market stalls.

For the best outcomes, your shop should be cleaned every day. Cleaning takes a base of 1 hour, but increases for every other step up in lifestyle. Cleaning a poor and modest shop takes 1 hour, 2 hours for comfortable and wealthy, and 3 hours for a shop in an aristocratic area. Your customers will notice when your shop is dirty and might leave before purchasing anything. If you are renting, your landlord may choose to evict you if you are not cleaning and taking care of the property. The following table shows the likelihood of a customer leaving your shop without making a purchase based on the time between cleanings.

| Time Since Last Cleaning | Chance of Loosing a Sale |
|---|---|
| 1 day | 5% |
| 2 days | 6% |
| 3 days | 7% |
| 1 week | 20% |
| 2 weeks | 30% |
| 3 weeks | 40% |
| 1 month | 60% |
| 2 months or more | 100% |

Every month, your shop should undergo routine maintenance. This maintenance includes tasks such as minor repairs to the building and equipment, checking for leaks, checking for drafts, checking the seals on doors, and sprucing up the outside of the shop. If you are renting, you will not have to perform maintenance, as your landlord will come in and do this for you. With every month that goes by without maintenance, your shop will fall further and further into disrepair. If not maintenanced for 6 months, the city or village will shut your shop down. Regaining the shop from the city or village costs as much as you originally paid for your storefront. The following table shows what maintenance your shop will need.

| Area | Maintenance Time | Maintenance Cost |
|---|---|---|
| Poor | 2 hours | 3 sp |
| Modest | 3 hours | 2 gp |
| Comfortable | 3 hours | 3 gp |
| Wealthy | 4 hours | 5 gp |
| Aristocratic | 6 hours | 8 gp |

## Supplies

Unless your business focuses on services, you will need supplies. You can either buy fully completed goods from your suppliers or raw materials to make your own goods. Raw materials cost 20% of the completed item's store value and fully completed goods cost 40% of the item's store value. You can attempt a DC 15 Persuasion check to lower the cost of your supplies by 5%. If you fail by 10 or more, the suppliers will demand 5% more. If you choose to make your own goods, the cost is the production time it takes to create them. You can offset this production time by hiring skilled employees—see Staff for more information.

## Staff

You can hire staff to take on some of the responsibilities that come with owning a business. Staff can be hired on a temporary or permanent basis to perform tasks like cleaning, basic maintenance, customer service, and more. At the DM's discretion, your more skilled staff members can grant other bonuses to your business, such as bringing in more customers or increasing how much those customers spend.

Your staff's effectiveness and their abilities increase with the employee satisfaction levels. There are 6 levels of employee satisfaction: employees generally begin at level 3. Increasing their happiness or providing them a fulfilling work

environment can raise their level, while ignoring their desires, clashing with them, or otherwise creating a poor work environment lowers their level and may cause them to quit.

If an employee is temporary, they start at level 2, and they cannot go up in level unless they are hired on a permanent basis. Use the employee NPCs included in this book as examples when making your own employees (see Chapter 7).

Employees have different skill sets and vary in the tasks that they can complete. They are paid differently based on their skill levels. Some employees might be able to run the business for a character for an extended time, depending on their skill level and personal interests. These employees will have to have a high employee satisfaction level in order to do this. Use the following table to determine what kind of staff members you need and how much to pay them.

| Skill Level | Duties | Pay |
|---|---|---|
| Unskilled | Cleaning, maintenance, small errands | 1 sp a day or 5 sp per five-day work week |
| Basic | Cleaning, maintenance, small errands, customer service, sales. Can run the business for a short period of time. | 1 gp a day or 5 gp per five-day work week |
| Skilled | Cleaning, maintenance, small errands, customer service, sales, creating goods, enchanting objects. Can run the business for a longer period of time. | 2 gp a day or 10 gp per five-day work week |

## Signage

Your business will need a sign to attract customers. This is especially useful for traveling businesses where your sign is likely the only thing separating your business from any old wagon. Your signs can be handmade or purchased. The price of your sign can range from 3 sp to 5 gp. The more expensive or unique your sign, the more customers you can attract. Based on how much you pay for your sign and the design you create (or how many puns you use!), your DM can determine if your daily customers will increase and by how much. The following table demonstrates ways to determine bonuses granted by the business' sign.

| Sign Type | Additional Customers |
|---|---|
| Basic | 1d4 - 2 |
| Fancy | 1d6 |
| Extravagant | 1 wealthy OR 50% chance of 1 aristocratic |
| Clever | 1d4 |
| Punderful | 1d8 |

## Joining a Guild

Once your business is established, you may want to join a guild. Your character can do so for the benefits of guild membership, or for less obvious reasons. Perhaps you are joining to infiltrate a corrupt guild to destroy it from the inside, or to rise through the ranks of the guild to get more power.

Guilds are rare in villages (unless the guild is a loose network spread out over a large area) but thrive in cities with larger populations. It is up to your DM what guilds are available to join and how much power those guilds have in a certain area. The monthly dues to the guild should be reflective of how much power a guild wields. A small guild may have dues of 2 gp a month, while a large guild with a stranglehold on a city may charge 15 gp a month.

Guilds offer a sense of community and other benefits to their members. Some of these benefits include disaster relief (in the event a store or other goods are destroyed), access to the guildhall (some guildhalls might have specialized equipment), food

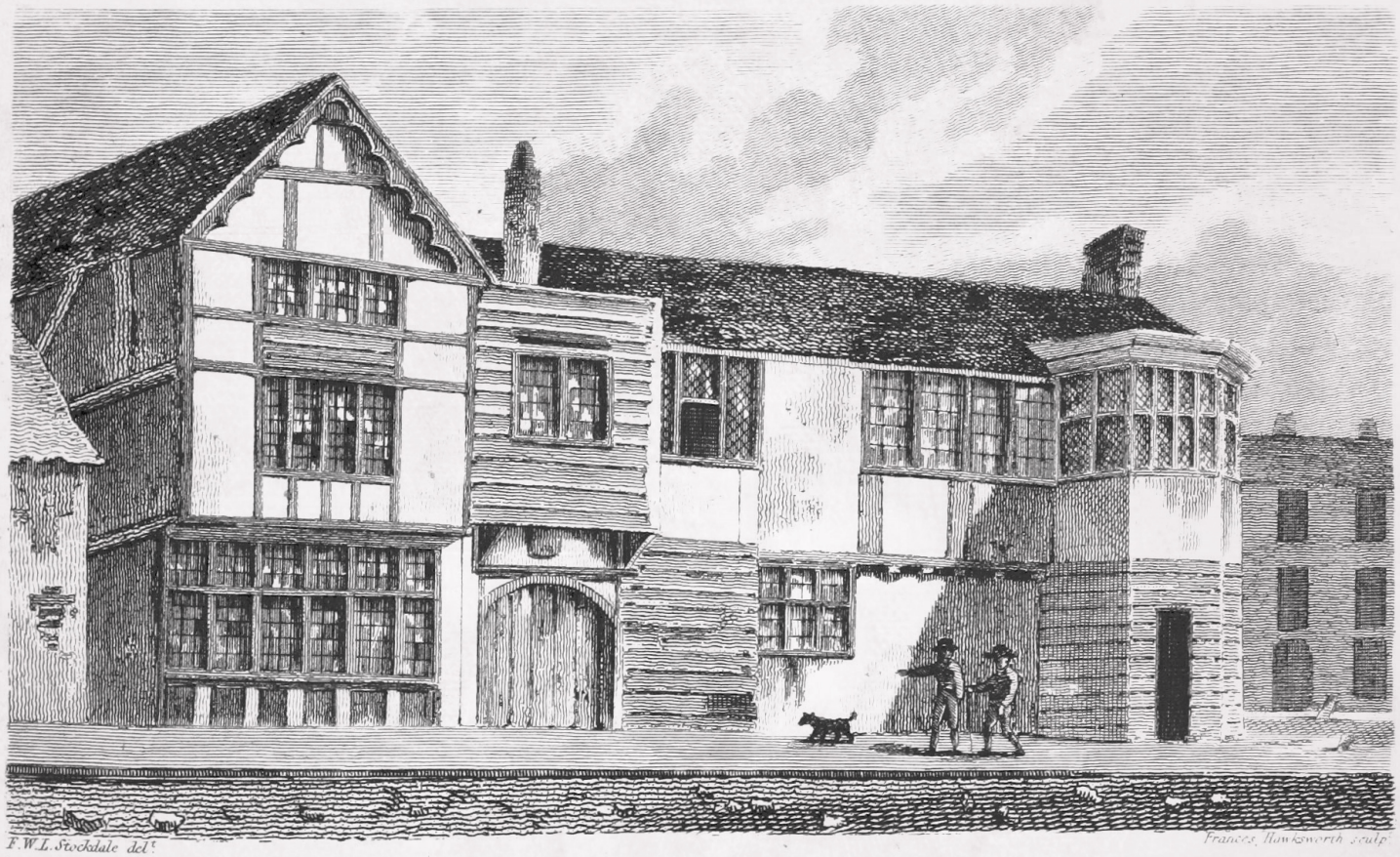
and lodging when visiting an area, legal representation or other kinds of political intervention on your behalf, a network of possible allies and staff, and additional training.

If there are no guilds in your area, or if you are unsatisfied with the available guilds, it is possible to form your own guild. You must convince at least two other business owners in your field to become part of a guild with you in order to form a guild. The more members you can add to your guild, the more powerful and influential you become. Your guild might start by meeting in your shop or home and become large enough to purchase land for your own guildhall. You decide how much your guild's dues are, but you should keep the guild's money separate from your money. Your guild may turn on you if they know you are using the guild as your own personal piggy bank. Guild dues should be used for the good of the guild: building or renting a guildhall, bribing politicians to get more business for guild members, and providing the benefits listed above. You are also responsible for deciding how your guild will be governed. Will there be a council or will the guild be run by one person? Are there going to be elections for leaders or are you the guildmaster?

Forming your own guild can become a source of conflict, as rival guilds can be as dangerous to each other as rival gangs and the rulers of your city may not want a guild forming that can threaten their power. Other members of your guild might also be dangerous to you if they seek to uproot you as leader.

Whether you join a guild or lead one, take advantage of the resources, network, allies, staff, suppliers, and power—all of these can be used to grow your business far beyond its humble beginnings.

*Ancient Building formerly in the Lower Street.*



*F.W.L. Stockdale del.* *Frances Hawksworth sculp.*

*To William White Esq.r of Highbury Place.*

*This Plate is Respectfully inscribed by his obliged & most obedient Servant J. Nelson*

# Examples

Kirin Trellyo is the proud owner of The Lucky Duck Armory. He is the sole blacksmith at his shop, but he has an unskilled employee who helps with cleaning and armor polishing and an apprentice who works for food and board. He buys basic supplies rather than completed goods. The unskilled employee works Friday–Tuesday and the apprentice cleans on Wednesday and Thursday, which are slow days. Kirin lives in a large city and rents the space for The Lucky Duck Armory in a comfortable area. He does not have a sign or employees that boost how many customers he gets or how much they spend. Here is his business ledger for a single month.

| Event | Income | Expense |
|---|---|---|
| Rent | — | 21 gp |
| Employee Pay | — | 2 gp |
| Supplies | — | 16 gp |
| Revenue | 80 gp | — |
| | Total Profit | 41 gp |

Roan Stavros has created a one-stop shop that sells everything a family could need—from food to clothing to cooking equipment—called Gnome Depot. He buys his goods completed, but he has used his natural charm to lower the prices. He owns his shop outright in a modest area of his village. He has one unskilled employee who takes care of cleaning and maintenance and one basic employee who works as a salesman. Roan has a Punderful sign that attracted an additional 6 (1d8) customers this month, so he has received an extra 25 (6d6) gp this month. His salesman also brought in an extra 3 customers this month, so Roan also received an additional 6 (3d6) gp. His business ledger for the month is included below.

| Event | Income | Expense |
|---|---|---|
| Maintenance | — | 2 gp |
| Employee Pay | — | 22 gp |
| Supplies | — | 40 gp |
| Revenue | 115 gp | — |
| Total Profit | | 51 gp |



# BUYING LAND AND ESTABLISHING A HOME

Purchasing land is a big choice and requires a large investment. Where the land is located can make a difference in the cost as well. Country land may be cheaper per square foot, but it needs a lot more work in maintenance; the lower maintenance of a city plot, however, also means paying dues to the local government.

When going to buy land you can also try to negotiate for a better price. To do so, choose one CHA based skill to try against the salesman. The skill you choose will help the DM to decide how the demeanor of the seller will shift should you fail the check. Included below are two tables, each with a different method of determining the outcome of the roll.

### Variable DC (Moderate)

Charisma Check DC = 14 + the NPCs Wisdom modifier

| Fail/Success | Price Increase/Decrease |
|---|---|
| -10 | +20% |
| -5 | +10% |
| 0 | No change |
| +5 | -10% |
| +10 | -20% |

### Static DC (Difficult)

| Roll | Price Increase/Decrease |
|---|---|
| 1 - 5 | Refuse to sell |
| 6 - 10 | +20% |
| 11 - 15 | +10% |
| 16 - 20 | No change |
| 21 - 25 | -10% |
| 26 - 30 | -20% |
| 30+ | Throw in a Staff member |

## Buying in the City

Parcels of land in a city usually sell for premium prices. On top of the inflated purchase price, those that own land in the city must pay for regular maintenance and the yearly city dues. The yearly city dues typically cost a percentage of the purchase price, or may be based on the current value of the land.

| Structure | Cost per sq. ft. | Maintenance/ Month | Yearly Dues |
|---|---|---|---|
| Empty Lot | 2 gp, 4 sp - 6 gp | 2 sp | 1% |
| Poor | 7 gp, 2 sp - 18 gp | 6 sp | 3% |
| Modest | 36 gp - 90 gp | 3 gp | 5% |
| Comfortable | 72 gp - 180 gp | 6 gp | 8% |
| Wealthy | 144 gp - 360 gp | 12 gp | 10% |
| Aristocratic | 360 gp - 900 gp | 30 gp | 12% |

## Buying in the Country

Land in the country needs additional staff and care to cultivate and maintain it, but the initial purchase cost is much cheaper. There is no yearly tax due like in the city, but the owner must prove they have maintained the land or risk repossession.

| Land Quality/Structure | Cost per sq. ft. |
|---|---|
| Empty Lot | 1sp - 2sp |
| Infertile Soil/Poor | 2gp - 6gp |
| Uncultivated/Modest | 10gp - 30gp |
| Cultivated/Comfortable | 43gp - 126gp |
| Fertile/Wealthy | 86gp - 252gp |
| Established/Aristocratic | 216gp - 630gp |

# Maintaining Your Land

## Squatters

If left unattended, your land and home are at risk of squatters. These people will set up camp if it's empty land, or make themselves at home if there is a building. For each day a property is left unattended, there is a 10% likelihood of a squatter settling in. At the DMs discretion a single roll may be made each day to determine if a squatter moves in, with the likelihood increasing by 1% for each additional day away. Should a squatter move into an unattended space in the city and improve it, there is a chance the city may grant it to them after revoking its title for neglect. If a squatter does take up residence, there is a chance that they could be destructive to the property, as shown on the chart below.

| d6 | Squatter Behavior |
|---|---|
| 1 | Extremely destructive to the property |
| 2 | Unintended destruction to the property |
| 3-4 | No change to the property |
| 5 | Unintended improvements to the property |
| 6 | Greatly improves the property |

## Preparing the Land

When purchasing an empty lot, it is a blank slate that needs extra work in order to begin producing a profit. This comes in many forms, such as labor needed to prepare the land via digging irrigation, tilling the soil, or taking out trunks and roots. Preparing an empty lot takes 1 week per square foot, and costs 1 gp per week. Hiring workers can help to reduce the time needed, as shown below.

| Worker | Cost/ Week | Max Time Decrease/Week |
|---|---|---|
| Day Worker | 5 sp | 1 day |
| Laborer | 1 gp, 5 sp | 3 days |
| Skilled Worker | 3 gp | 6 days |

## Cultivating the Land

To improve the land, you must invest time and money. Each level of land quality type is capable of producing an amount of produce or other appropriate product each month, equal to the gp amount shown on the table below. Only land without structures counts towards the square footage when determining yield.

| Land Quality | Yield/Sq. Ft. |
|---|---|
| Infertile | 1 gp |
| Uncultivated | 5 gp |
| Cultivated | 15 gp |
| Fertile | 30 gp |
| Established | 50 gp |

### Cultivation Time

| Quality Upgrade | Cost/ Sq. Ft. | Work Time/ Sq. Ft. |
|---|---|---|
| Infertile -> Uncultivated | 10 gp | 2 weeks |
| Uncultivated -> Cultivated | 12 gp | 3 weeks |
| Cultivated -> Fertile | 20 gp | 5 weeks |
| Fertile -> Established | 50 gp | 8 weeks |

## Upkeep

To maintain the quality of the land, regular upkeep must be performed. The upkeep needs can be met through paying the cost below for materials to perform maintenance yourself, or by meeting the cost through hiring workers.

| Land Quality | Cost of Upkeep/Sq. Ft. |
|---|---|
| Empty | 5 sp |
| Infertile Soil | 2 gp |
| Uncultivated | 12 gp 5 sp |
| Cultivated | 25 gp 5 sp |
| Fertile | 43 gp |
| Established | 108 gp |

## Staff

As a home grows, as land expands, and as you set out once again to adventure, you may find yourself in need of hired staff. Time still passes while you are away; homes accumulate dust and dirt, lands become overgrown, and things break down from weather and exposure. Land needs to be kept up and watched over, even if for no other reason than to report any repairs needed and ward off squatters. The staff needed to maintain a home and its land is reflected in what it holds. A farm will need workers, while an empty lot may simply need a guard. How much staff – and what kind – is needed to maintain the space is up to the DMs discretion, but we suggest the following:

| Room or Area | Suggested Staff |
|---|---|
| Bedroom | Housekeeper or partner. For every three bedrooms, one housekeeper is suggested. |
| Greenhouse | Housekeeper, gardener, or agriculturalist. |
| Kitchen | Cook or partner. |
| Library/Study | Housekeeper, assistant, or apprentice. |
| Second Floor | Housekeeper or partner. |
| Stables | Stablehand |
| Training Area | Guard or personal trainer. |
| Workroom | Assistant or apprentice. |

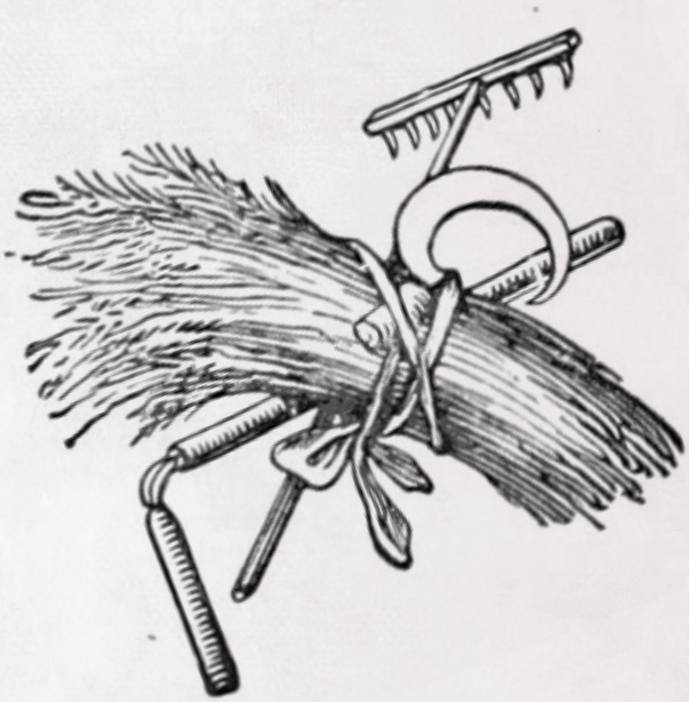
# Creating a Homestead

## Building

Building a basic homestead is fairly easy and can either be made simple, or have upgrades and their costs included in the final build. Any upgrades will increase the build time, and cost, at each step. When setting out to build a homestead in the country, you simply need to hire skilled workers or take the extra time and chance to do it yourself. However, in the city you must also learn to navigate the authorities and permits that are necessary for every build and change. When you construct a simple homestead, everything is a single room, single-story home. The place is empty of any furniture or accessories and only has a small fireplace.

Basic Build: Country

| Task | Worker(s) | Work Time | Cost/Day |
|---|---|---|---|
| Preparing Land | Landworkers, Laborers | 8 days (-1 day/ worker) | 2 GP (+5 SP/ worker) |
| Foundation | Masons, Laborers | 12 days | 5 GP |
| Framing | Carpenters | 10 days (-1 day/ worker) | 5 GP (+1 GP/worker) |
| Flooring | Masons, Laborers | 8 days (-1 day/ worker) | 3 GP (+1 GP/worker) |
| Walls | Carpenters | 8 days (-1 day/ worker) | 3 GP (+1 GP/worker) |
| Ceiling | Carpenters | 10 days (-1 day/ worker) | 5 GP (+1 GP/worker) |
| Doors/ Windows | Artisans | 12 days for crafting, 5 days for installation | 10 GP |
| Cosmetics | Artisans | 5 days | 10 GP |



Basic Build: City

| Task | Worker(s) | Building Requirements | Work Time | Cost/Day |
|---|---|---|---|---|
| Preparing Land | Landworkers, Laborers | Minimum of 5 workers | 8 days | 10 GP |
| Permits | City Officials | – | 14 days | 2 GP |
| Foundation | Masons, Laborers | 20 gp fee | 12 days | 20 GP |
| Framing | Carpenters | 17 day contract | 10 days | 20 GP |
| Inspections | City Officials | – | 5 days | 2 GP |
| Flooring | Masons, Laborers | 20 gp fee | 8 days | 15 GP |
| Walls | Carpenters | Minimum of 5 workers | 8 days | 15 GP |
| Ceiling | Carpenters | Minimum of 5 workers | 10 days | 30 GP |
| Doors/Windows | Artisans | 100 GP fee | 12 days for crafting, 5 days for installation | 50 GP |
| City Approval | City Officials | – | 8 days | 5 GP |
| Cosmetics | Artisans | 12 day contract | 12 days | 50 GP |

It is important to note that a well placed bit of coin, or other means of persuasion, might allow you to get around some of the restrictions placed by guilds and city officials.

## Upgrading

In order to make your home a better place for a family, you will need to purchase furnishings, upgrades, and expand the place to make it a home. Certain upgrades can be taken multiple times, like in the case of bedrooms, while others only once per building, such as a basement.

| Upgrade | Cost | Size |
|---|---|---|
| Attic | 2,500 gp | 250 sq. ft. |
| Basement | 4,500 gp | 250 sq. ft. |
| Bathroom | 50 gp | 50 sq. ft. |
| Bedroom | 30 gp | 125 sq. ft. |
| Greenhouse | 250 gp | 500 sq. ft. |
| Kitchen | 50 gp | 150 sq. ft. |
| Library/Study | 150 gp. | 150 sq. ft. |
| Plumbing | 7,500 gp | – |
| Second Floor | 5,000 gp | 1/2 of homes total square footage |
| Stables | 5,500 gp | 1,500 sq. ft. |
| Training Area | 150 gp | 250 sq. ft. |
| Workroom | 150 gp | 250 sq. ft. |

By spending half of a room's original cost, you can increase the size by half of the base size shown on the table above.

## Atmosphere

The atmosphere in a room can provide a bonus to characters that spend at least a short rest inside. These bonuses do not stack. To provide the right atmosphere in a space, a certain activity or action must be performed in the room to trigger it (examples under the atmosphere type).

### Calmed Mind

**Action**: making and serving tea, meditation, training

**Effect**: advantage on perception rolls for the next 8 hours

### Engaged Mind

**Action**: studying or reading, research, friendly debate

**Effect**: +2 to all Intelligence based skills for the next hour

### Flexible Mind

**Action**: practice, study, time in the workshop

**Effect**: the next time that you would roll under a 10 on the d20 for any skill check, you can choose to make the roll a 10 instead. You can use this ability a number of times equal to your Wisdom modifier, for the next 8 hours.

### Cared For Body

**Action**: rest, a good meal, quality time with family

**Effect**: add double your Constitution modifier to any healing that you take in the next 8 hours

### Harder Body

**Action**: working on land, training, working out, building
**Effect**: add half your Constitution modifier to your AC(minimum of +1) for the next 8 hours

### Limber Body

**Action**: training, hot soak, stretching
**Effect**: advantage on initiative rolls for the next 24 hours

#### Family Bonuses

Time spent with family can also give bonuses that will help make sure you return home safely. These are ultimately at DMs discretion but may include things like advantage on death saving throws, or bonuses to your attack rolls or spell saves. These bonuses last until you finish a long rest, and do stack with bonuses gained from the Atmosphere feature of the home.

## Staff

To run a household properly while you are away, you will need to hire and maintain staff. Below you will see a rundown of the basic staff you can hire for your home, what their wages are, any needs they have, and any benefits they bring. Each type of staff has a corresponding stat block that can be found in Appendix C for quick reference.

### Land Workers

**Cost**: 5 sp / week
**Skills**: Nature, Survival
**Uses**: Working land, cultivating, building
**Needs**: Room and board, meals
**Includes**: Agriculturalists, Field Hands

### House Staff

**Cost**: 8 sp / week
**Skills**: Persuasion, Insight
**Uses**: Cleaning, cooking, childcare
**Needs**: Kitchen, meals
**Includes**: Cook, Housekeeper

### Stablehands

**Cost**: 1 gp / week
**Skills**: Animal Handling, Acrobatics
**Uses**: Breeding, training, breaking
**Needs**: Stable, horses, training space

### Guards

**Cost**: 1 gp / week
**Skills**: Animal Handling, Acrobatics
**Uses**: Breeding, training, breaking
**Needs**: Stable, horses, training space
**Includes**: Personal Guard

# Renting

Average rent per month by property quality

| Quality | Rent/Month |
|---|---|
| Poor | 6 sp - 1 gp 5 cp |
| Modest | 3 gp - 5gp 2sp 5cp |
| Comfortable | 6 gp - 10gp 5sp |
| Wealthy | 12 gp - 21 gp |
| Aristocratic | 30 gp - 52gp 5sp |

## Being a Landlord

### Creating Rentable Spaces

To be eligible to rent out space, it must be first certified as liveable and meet the standards of Renter's Rights. This certification lasts a year for new spaces, but each recertification lasts for 5 years. A government official, usually a local clerk or the head of the guard, will come to review the space and determine whether it passes or fails. If the space fails, the landlord has 10 days to correct any violations and apply again for certification.
The space for rent can be furnished but doesn't have to be in order to be certified. It does, however, need to be at least large enough for a bed, desk, and a chair if there is a common area that can be shared. If there are no common spaces available, then the space must be large enough to allow for cooking, studying, etc.

### Collecting Rent

You can collect rent however you see fit as long, as it has been made clear to the tenant and is in the lease agreement. This can take the form of a dead drop, in-person collection, or a deposit directly to a secure establishment. A ledger of all rent received

must be kept in case of government audits for renter fraud or tenant abuse. If you hire a property manager, you are assumed to have access to all funds–after maintenance and wage costs– five days after rent has been paid.

### Repairs

Landlords are in charge of any repairs that may need to be done to their building, as well as regular building maintenance. Depending on the lease agreement, they may also need to repair things inside of the space provided like kitchenry. Please see the chart below for the expected maintenance cost to a tenant building per month.

| Quality | Maintenance/Month |
|---|---|
| Poor | 2 sp |
| Modest | 1 gp |
| Comfortable | 5 gp |
| Wealthy | 10 gp |
| Aristocratic | 20 gp |

### Managing Tenants

Running a tenant building is owning a business, which is detailed in Chapter 4. This makes it hard to manage while away, especially to the standards required by the lease agreement, the local government, and Renter's Rights. It is suggested for those that travel frequently to hire a property manager to handle the day-to-day operations for them. This person can be a commoner, or from any of the other professions listed in this book, but they will expect to be paid a wage proportional to your profit after maintenance costs. Often, they are willing to take a smaller wage in return for a free stay in one of the nicer rooms. A single property manager can manage up to 10 tenants at a time, though this can be divided into no more than 5 buildings.

It is up to the landlord and property manager to issue any eviction notices for late rent in a timely manner, giving at least 8 days notice before. Once an eviction notice has been posted on the tenant's door, a copy also needs to be sent to local officials to be filed away with the leasing agreement.



A COTSWOLD MILL

## Renter's Rights

A renter has the following rights that can not be negated by a lease agreement that may be in place:

1. Access to clean water.
2. Clean living conditions.
3. Structurally sound and safe shelter.
4. Assumption of privacy.

If you feel these rights are not being met, please reach out to your local official immediately to have the matter looked into.

# Being a Tenant

### Paying Rent

Rent is due on a monthly basis up front, with the day of collection being determined by the landlord (usually the 1st day of the month). You can pay for rent in advance, and doing so is strongly suggested for those that may be away adventuring for long amounts of time.

### Lease Agreements

Most agreements follow the same basic structure– failure to pay the rent or lapses in payment can result in the landlord issuing an eviction notice. If left unresponded to, the landlord may remove an occupant's items and put them into storage in order to rent to a new tenant. In order to collect their belongings, the previous tenant will need to pay the full amount due. If the occupant never pays, then the landlord may sell their belongings in order to recoup expenses.

The agreement is also where the tenant and landlord can negotiate what things each is responsible for. These include but aren't limited to; cleanings, meals, security, or staff.

In order to be a legally binding agreement, the final signing must be done in front of a city official or head of the local guard. They must sign as a witness, and a copy must be provided to have on file in case of a legal matter.

The leasing agreement does not renew at the end of the terms listed in the agreement unless specifically stated, and an extension request must be submitted by the landlord. If the agreement does state an auto-renewal is in place, then to break the leasing agreement a 'Request for Dissolution' must be submitted by either the tenant or the landlord. While neither needs to give more than 10 days notice prior to the date of dissolution, it is considered the polite practice to give at least 30 days notice to the other party. Reasonings for the request are not needed.

# Subclasses

This chapter offers 15 new subclasses, with at least one new option for each official class. Each subclass is themed around ideas from earlier chapters: romance, family, homesteading, land owning, or business management.

## Architect Artificer

An Architect specializes in shelter above all, providing protection and safety on the battlefield. This defending power is valued and sought after by allies—while an Architect is hardly the most versatile or explosive artificer around, they could not be more valuable for the dependability and defense they provide to those they care about.

### Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with carpenter's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

### Architect Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Architect Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

| Artificer Level | Spells |
|---|---|
| 3rd | *sanctuary, shield* |
| 5th | *cordon of arrows, spike growth* |
| 9th | *Leomund's tiny hut, wind wall* |
| 13th | *Mordenkainen's private sanctum, wall of fire* |
| 17th | *wall of force, wall of stone* |

### Force Barricade

Beginning at 3rd level, you learn how to create a deployable wall. Using carpenter's tools, you can use your action to deploy a wall of half cover that is 10 feet long and 2 feet thick, originating at a point you can see within 60 feet. This cover has an AC of 10 + your Intelligence modifier and a number of hit points equalling ten times your Intelligence modifier. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

Once you create the barricade, you can't do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can only have one barricade at a time and can't create one while your barricade is present.

When you create cover, choose one of the additional effects below:

***Hospitality***. As a bonus action on your turn, you can activate the healing energies within your barricade. When you activate this feature, all friendly creatures behind your cover gain 1d8 temporary hit points.

***Reflection***. This explosive barrier is built for defense. As a reaction, when your cover or an ally behind your cover would be hit by an attack, you can activate this barricade to deal 2d8 force damage to the attacker.

### Rapid Deployment

Starting at 5th level, you can now create cover with your bonus action. In addition, you are able to take better aim from behind your cover. Once on each of your turns, when you hit a creature with an attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 15th level, the extra damage increases to 2d8.

### Explosive Bastion

At 9th level, the cover you create for others is charged with extra power. It gains the following upgrades:

The effects of hospitality and reflection covers increase by 1d8.

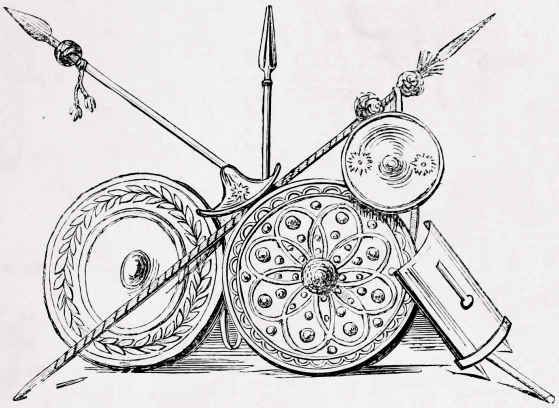
The bonus from Rapid Deployment now adds your Intelligence modifier to your bonus damage dealt from behind your cover.

### Fortified Barricade

At 15th level, you are masterful at keeping others safe. The cover you can build gains the following upgrades:

Your cover gains an additional +2 to its Armor Class.

Your cover is now considered three-quarters cover.



## Barbarian Path of the Protector

The Path of the Protector consists of those barbarians who use their strength for the benefit of those they love. They will stop at nothing and throw themselves in harm's way to ensure the safety of those they vow to protect.

### Any Means

Protectors will use anything at their disposal to protect a loved one, even those they believe are unnatural. When you choose this path at 3rd level, you gain the ability to cast the warding bond and mage armor spells a combined total of of times equal to 1 + your Constitution modifier, eschewing all components. You regain all expended uses after finishing a long rest.

### Punishment

At 6th level, you gain advantage on attacks to hit enemies that have dealt damage to allies or those that you care about strongly. If raging, you deal 1 additional point of damage to these enemies.

### Sacrifice

Starting at 10th level, when an ally within 5 feet is about to take damage from a melee attack, you can use your reaction to deflect the hit. Make an attack roll against the enemy's AC. On a success, the attack deals no damage. On a failure, the attack deals half damage to you. On a critical success, the enemy's weapon shatters. If raging, you deal your rage damage bonus on a successful deflection.

### Indomitable Champion

At 14th level, when an ally is reduced to a quarter or less of their hit points by an enemy, you can use your reaction to charge up to 120 feet to a space within 5 feet of them. You can then make an attack roll. If raging, you deal twice your rage damage bonus. If you move more than 60 feet, you suffer one level of exhaustion at the start of your next turn.



## Bardic College of Botany

The bards that choose to follow the ways of the College of Botany come from many different walks of life. Gardeners that talk to their plants, rugged folk who harmonize with the sounds of the forest, crafters who turn organic goods into works of art —all can be found among students of this school.

### Bonus Cantrip and Proficiencies

When you join the College of Botany at 3rd level, you learn one cantrip of your choice from the druid spell list. You also gain proficiency with medium armor and the nature skill, if you do not already have it.

### Green Thumb

At 3rd level, you gain a new way to use your bardic inspiration. As a bonus action, you can expend one of your uses of Bardic Inspiration to cause vines to surround yourself or any one creature that you can see within 30 feet of you. When you do so, choose one of the following effects:

- The vines knit themselves together in a way that resembles armor. For the next minute, the target's AC can't be lower than 10 + your spell attack modifier.
- The target must make a Strength saving throw against your spell save DC. On a failed save, the target is restrained by the vines for 1 minute. At the end of each of its turns, the target can make another Strength saving throw, ending the effects on a success.

These effects end early if you are knocked unconscious.

### Plant Whisperer

At 6th level, you can better understand how to to improve your plants and manipulate the land around you. You learn the speak with plants spell, if you don't already know it, and can cast it up to a number of times equal to your Charisma modifier. You regain any expended uses of this ability after completing a long rest.

Additionally, you can no longer become lost in forests and ignore all naturally created difficult terrain within them.

### Song of the Seasons

Starting at 14th level, you can channel the energy of the different seasons to provide bonuses to your allies. As a bonus action, you can expend one use of your Bardic Inspiration to grant an ally within range one of the following bonuses for the next 10 minutes. A creature can only benefit from one effect at a time.

| Season | Effect |
|---|---|
| Autumn | Advantage on saving throws against being charmed |
| Winter | Resistance to cold damage |
| Spring | Advantage on saving throws against illusions |
| Summer | Resistance to fire damage |

## Bardic College of Leadership

Bards of the College of Leadership are natural born leaders who thrive in taking charge. These bards are often found giving rousing speeches whenever the mood strikes—whether they're inspiring troops or motivating their family to get out of bed in the morning. While they might seem like mere cheerleaders to an observer, a well-trained leader can make their followers nearly invincible.

### Bonus Proficiencies

When you join the College of Leadership at 3rd level, you gain proficiency with medium armor, martial weapons, and one Charisma skill of your choice.

### Motivational Speaker

Also at 3rd level, you can motivate your companions and strengthen their resolve. As an action, you can expend one of your uses of Bardic Inspiration to choose a number of friendly creatures equal to your Charisma modifier that can hear and understand you. Each creature gains temporary hit points equal to your bard level + your proficiency bonus for 1 hour.

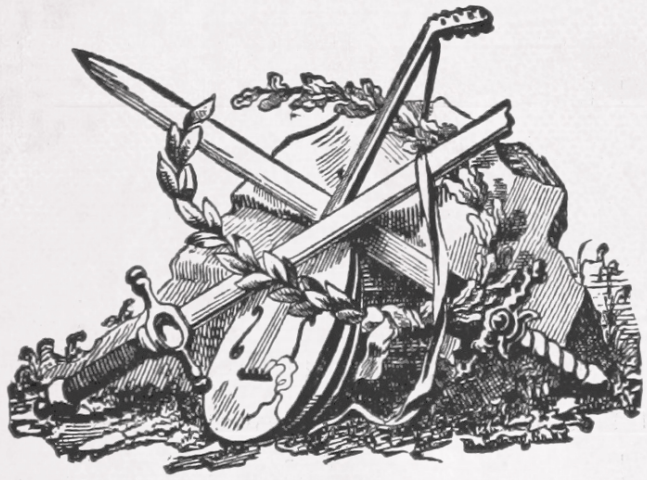
### Tactical Advantage

Starting at 6th level, you can give an encouraging speech as you enter combat. After you and your allies roll initiative, you can expend one of your uses of Bardic Inspiration to choose a number of friendly creatures equal to your Charisma modifier within 60 feet that can hear you. The chosen creatures can reroll their initiative, but must use the new roll. Once you use this feature, you can't use it again until you finish a short or long rest.

### Infectious Inspiration

At 14th level, when a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

In addition, when a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature other than yourself that can hear you within 60 feet, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses. You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.



## Cleric Harmony Domain

The Harmony domain represents unity, as well as the importance of balance and compromise. The domain is favored particularly by hopeless romantics and more family-oriented clerics. Gods that might grant access to this domain include Waukeen, Isis, Eldath, or any other deity that represents balance, community, or family.

Most clerics who choose this domain like to see their companions working together like a well-oiled machine, and will do whatever they can to keep them working together.

### Harmony Domain Spells

| Cleric Level | Spells |
|---|---|
| 1st | *heroism, mage armor* |
| 3rd | *calm emotions, warding bond* |
| 5th | *haste, sending* |
| 7th | *aura of life, death ward* |
| 9th | *circle of power, Rary's telepathic bond* |

### Bonus Cantrip

When you choose this domain at 1st level, you learn the guidance cantrip, which doesn't count against the number of cleric cantrips you know. Its range increases to 30 feet, and you can cast it as a bonus action.

### Helping Hands

Starting at 1st level, you are able to unite your companions to accomplish a common goal. As an action, you can choose two willing creatures you can see within 30 feet of you (this can include yourself) and create a magical bond between them. When either bonded creature uses the Help action to assist the other with an ability check or attack, the roll is made with proficiency (or expertise, if already proficient) and advantage. Each creature can use this feature no more than once per turn, even if they could use the Help action multiple times. This bond lasts for 10 minutes or until you use this feature again.

You regain the ability to use this feature when you finish a long rest. You can also expend a spell slot of 1st level or higher to use the feature again.

### Channel Divinity: In This Together

Starting at 2nd level, you can use your Channel Divinity to help your allies power through a difficult fight.

As an action, choose a number of friendly creatures within 30 feet of you equal to your Wisdom modifier. The next time a chosen creature makes an attack roll, they do so with advantage.

### Healing Chain

Beginning at 6th level, you gain the ability to chain your healing magic among your allies. When you restore hit points to a creature other than yourself by expending a spell slot of 1st level or higher, you can choose one additional creature within 10 feet of the target to also regain hit points equal to 2 + the spell's level. If casting a healing spell with more than one target, the additional creature can be within 10 feet of any of the targets.

### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### Battle Bonded

At 17th level, the bonds you have forged with your companions have made you almost unstoppable. As an action, you can activate an empowering aura that affects all friendly creatures (including yourself) within 30 feet of you. Affected creatures gain the following benefits for 1 minute:

- Affected creatures gain a +1 to their AC.
- Affected creatures gain a +1 to all attack and damage rolls.
- As an action, an affected creature can touch any other affected creature to expend and roll a number of Hit Dice equal to your Wisdom modifier. The creature they touch regains a number of hit points equal to the total rolled.

The effects end early if you are knocked unconscious, and creatures can only benefit from them as long as they remain within 30 feet of you. Once you have used this feature, you can't use it again until you finish a long rest.

## Druid Circle of the Flora

Those who walk the land and are rooted in nature and its seasons walk the path of the Circle of the Flora. Strongly tied to all things growing and decaying, they gain their strength from deep roots. These druids meet in fields of blooming flowers to celebrate life and the turning of nature. They are often sought out in times of drought and blight for help with the harvest. It is their choice to share their knowledge of growth with all willing to learn.

### Circle of the Flora Spells

| Druid Level | Spells |
|---|---|
| 3rd | *healing spirit, misty step* |
| 5th | *create food and water, nondetection* |
| 7th | *aura of purity, divination* |
| 9th | *circle of power, creation* |

### Safe Space

When you choose this circle at 2nd level, your connection to the plants around you allows you to keep your campsite safe. As an action, you can transform the ground in a 30 foot radius centered on you into difficult terrain for unwanted creatures. Any creature who enters without permission sets off an alarm in your head and must make a Dexterity saving throw against your druid spell save DC or be restrained. Each creature can make subsequent attempts to escape using a Strength (Athletics) check against your druid spell save DC. On a success, they are no longer restrained. The plants may attempt to entangle them again at the top of the round. This effect remains for 10 hours before fading.

### Healing Brew

At 6th level, you have become extremely tied to plants and nature. During downtime, you can search the area for plants with healing properties to create healing potions. You spend two hours to produce one potion at one-third the normal cost. All other crafting rules apply at the DM's discretion.

In addition, you gain the ability to cast speak with plants a number of times equal to your Wisdom modifier. You regain all uses after finishing a long rest.

### Vine Network

At 10th level, your connection with nature allows you to use plants as an information network. You can send 25-word messages through them to up to 3 people simultaneously a number of times equal to your Wisdom modifier. You regain all uses after a long rest.

In addition, you can meld your senses with the plants around you. When doing so, you can see and hear things around them up to 200 feet away from your physical body but are considered deafened and blind for the duration.

### No Longer Rooted

At 14th level, you can create tiny awakened plants that act on your orders. They are considered proficient in Stealth, Sleight of Hand, and Perception. Each awakened plant is extremely loyal to you and is considered always connected to you for use of the Vine Network feature no matter the distance. You can give them an order that they will attempt to carry out until told otherwise. If gifted to someone for safekeeping, they report to you on what is going on and act as a messenger between you. It takes a full day and 250 GP to create one, during which you cast awaken on a tiny plant using the equivalent spell slot. You can control up to the number of plant helpers equal to your Wisdom Modifier (minimum 1). If you create more then you can control the oldest helper becomes free of your control and is now considered an NPC under the DMs control.



## Chivalrous Knight Fighter

Those that wish to emulate the archetypal chivalrous knight strive to embody the qualities expected of an ideal knight: courage, honor, and a readiness to help the weak. These fighters live to serve and defend those that they hold dear, and they often seek love as well as glory.

### Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Perception, Persuasion, or Performance. Alternatively, you learn one language of your choice.

### Attention Getter

Starting at 3rd level, you can distract your enemies to better defend your allies in battle. As a bonus action, when you hit a creature with a weapon attack, you can make a Charisma (Persuasion or Intimidation) check contested by the creature's Wisdom (Insight) check. The creature must be able to hear you. If you succeed on the check, the target has disadvantage on attack rolls against targets other than you. This effect lasts for one minute, until one of your companions attacks the target or targets it with a spell, or until you and the target are more than 30 feet apart.

You can use this feature three times. You regain all expended uses upon finishing a long rest.

### People Person

At 7th level, your training allows you to better read people. Whenever you make a Wisdom (Insight) check, you add a bonus equal to your Charisma modifier.

Your skills also grant you proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in either Wisdom or Intelligence saving throws.

### Center of Attention

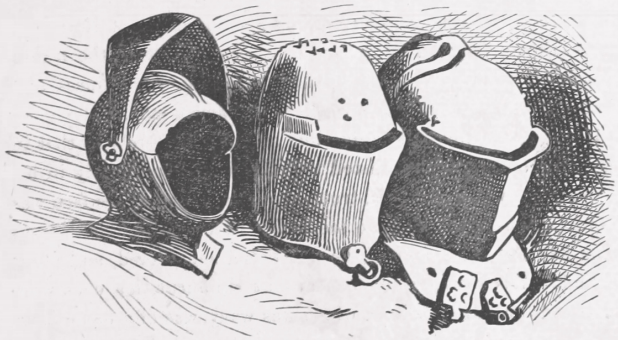
Starting at 10th level, you regain one use of Attention Getter when you roll initiative and have no uses remaining.

### First Line of Defense

At 15th level, you become a master of locking down enemies. Whenever a creature moves 5 feet or more while within your reach, they provoke an opportunity attack from you. If the opportunity attack hits, they take an additional 1d6 psychic damage and their speed is reduced to 0 until the start of their next turn.

### Vigilant Defender

At 18th level, you respond to danger with extraordinary vigilance. In combat, you gain a special reaction that you can take on every creature's turn except your own. You can use this reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.



## Monk Way of the Devoted

Monks of the Way of the Devoted eschew the more traditional methods of monastic life. Rather than cutting themselves off from emotions or swearing oaths of celibacy, these monks choose to embrace the passions that come with life. Through meditation and training they have learned to channel their ki to forge a spiritual bond with a person they are devoted to that empowers them both in their journey through life.

### Art of Devotion

Starting when you choose this tradition at 3rd level, you choose a creature to forge a bond of devotion with. This bond persists until you choose to end it by selecting a new devoted target, which you can do after spending a long rest in concentrated meditation.

While you have a bond of devotion active, you and your devoted target can cast the message cantrip on each other at will, and gain a +1 bonus to AC and attack rolls while you are within 5 feet of each other.

### Ardent Aid

At 6th level, you are able to quickly adapt and remain at your devoted target's side. You can spend a ki point to move up to half of your movement speed to a position adjacent to your devoted target as a bonus action and do not provoke opportunity attacks by doing so. In addition, once per long rest, you or your devoted target can gain both advantage and expertise on a skill check by assisting each other.

### Dedicated Defense.

By 11th level, you have learned versatile methods to protect your devoted target. While within 5 feet of your devoted target, you can spend ki points for the following effects:

- As a reaction, you can spend 2 ki points to impose disadvantage on an attack directed at your devoted target.

You can spend 1 ki point to heal your devoted target for 1d4 + your wisdom modifier (you can spend additional ki points to raise the healing done by an1d4 for every additional ki point spent).

- As a bonus action, you can spend 2 ki points to grant you and your devoted target advantage on saving throws until the start of your next turn.

### Utmost Devotion

At 17th level, the depths of your devotion have empowered the strength of your bond. You now have the following effects while you have a bond of devotion active:

- The range of your bond of devotion effects increases to 10 feet.
- The bonus to AC and attack rolls increases to +2 and you now have a plus +2 to damage rolls.
- As a reaction, you can spend 4 ki points to make yourself the target of an attack directed at your devoted target, provided you are within the range of your bond.

# Paladin Oath of Forged Bonds

The Oath of Forged Bonds is a sworn commitment to a family not of the paladin's blood. Sometimes called keepers or caretakers, these paladins devote themselves to the welfare and protection of the friends and companions with whom they have forged the closest bonds. To these paladins, nothing is more important than these bonds, and they will do their utmost to hold their family together through the best and worst times and remain steadfast by their side.

## Tenants of Forged Bonds

Though the methodology of paladins who have sworn this oath vary in how they remain devoted to their bonds, at their very core paladins of the Oath of Forged Bonds tend to uphold these tenants.

***Be a Light of Hope***. Do not allow despair to take root in your family. Always remain hopeful, so that your companions can look to you in times of strife.

***Remain Devoted***. Provide what your family needs, whether that be comfort, provisions, or aid. Do not abandon them when they need you the most.

***Stay Steadfast***. Remain ever at the side of your family. You are a pillar upon which they can rely, and it is important that you do not waver so that you can help them whether through the tumultuous storms of life.

***Safeguard Your Family***. Protect your family and remain ever vigilant for threats against them, but also remember to communicate and resolve issues between yourself and your companions so they do not multiply.

## Oath Spells

You gain oath spells at the paladin levels listed.

| Paladin Level | Spells |
|---|---|
| 3rd | *bless, sanctuary* |
| 5th | *aid, prayer of healing* |
| 9th | *beacon of hope, crusader's mantle* |
| 13th | *aura of life, aura of purity* |
| 17th | *circle of power, rary's telepathic bond* |

## Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

***Healing Bonds***. You can use your Channel Divinity to restore your family. When you heal a friendly creature with your Lay on Hands feature, you can choose to heal another friendly creature within 30 feet for half the amount healed. The number of additional friendly creatures increases to 2 at 7th level, 3 at 15th level, and 4 at 20th level.

***Strength in Support***. You can use your Channel Divinity as a bonus action to bolster your attacks in the presence of your allies. For 1 minute, your weapon attacks deal a number of additional damage die depending on the number of friendly allies within 30 feet. (1d4 for 1, 1d6 for 2, 1d8 for 3, or 1d10 for 4 or more.)

## Aura of Solidarity

At 7th level, you are deeply connected to those you consider your chosen family and can sense their general location and direction as long as they are within 1 mile and are on the same plane of existence as you.

Additionally, starting at 7th level, you emit an aura of support while you aren't incapacitated. Friendly creatures within 10 feet of you don't provoke opportunity attacks.

At 18th level, the range of this aura increases to 30 feet.

## Curative Kinship

As long as you stand firm you can continue to watch over your family. Starting at 15th level, whenever you succeed on a saving throw you can choose a friendly creature within 30 feet and heal them for a number of hit points equal to 2d8 + your Charisma modifier.

### Clan Keeper

At 20th level, as a bonus action, you can embody the bonds that keep your family together and gain the following benefits for 1 minute:

- Friendly creatures within 60 feet of you have advantage on saving throws.
- You and all friendly creatures within 60 feet gain 1d10 + your Charisma modifier in temporary hit points at the start of your turn.
- You have advantage on attack rolls while within 5 feet of a friendly creature.

Once you use this feature, you can't use it again until you finish a long rest.



## Landstrider Ranger

Being a Landstrider means going into the unknown and blazing a trail for others to follow. Those who take on this mantle know that it will be a long, lonely, and dangerous road. As the first one to move through a land, you know it is your duty to mark the safe passage for those to come. But you also know it is important to set up small respites for others as they attempt to follow your trail.

### Land Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Landstrider Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Landstrider Spells

| Ranger Level | Spell |
|---|---|
| 3rd | *heroism* |
| 5th | *flock of familiars* |
| 9th | *haste* |
| 13th | *fabricate* |
| 17th | *far step* |

### Trailblazer

At 3rd level, you gain the ability to scout the land quickly. Twice per long rest, you can double your movement speed for 1 hour. During this time, you gain the abilities of the Charger feat.

While moving, your passive perception is doubled and any Wisdom (Perception) checks are made with advantage. As long as you move each round, you are considered a fast-moving target and are under the effects of the blur spell.

### Gatherer

At 7th level, your knowledge of different environments and lands allows you to more easily navigate and survive in a new setting. After spending a day in a new environment, you gain the following benefits:

- You are no longer affected by any difficult terrain in that environment.
- You are able to easily find safe camping sites.
- You can identify edible plants with special properties (see the Plant Properties Table below.)
- You have advantage on any Wisdom (Survival) checks made while in the area, and your proficiency bonus is doubled on any checks made to track, navigate, examine, or spot while in the same environment.

| d6 | Plant Property |
|---|---|
| 1 | This plant adds 1d4 poison damage to a single attack from a bladed weapon. The target must succeed on a DC 12 Constitution saving throw or be poisoned. |
| 2 | This plant grants resistance to fire damage for 1 hour when consumed. |
| 3 | This plant restores 1d4 hit points when consumed. |
| 4 | When this plant is consumed, the target makes a DC 13 Wisdom saving throw. On a failure, the target becomes extremely suggestible. |
| 5 | This plant grants resistance to cold damage for 1 hour when consumed. |
| 6 | This plant has a 20% chance of curing a single disease. |

### Tamer

At 11th Level, you gain the ability to tame and domesticate the beasts you come across during your travels. Once tamed, they can be trained, acting under the rules of an animal companion, with the benefits of the Companion's Bond ability (Ranger, Beastmaster). You can have a number of tamed creatures up to twice your Wisdom modifier (minimum of 2) that have a Challenge rating of 1/4 or lower, after which each new tamed animal is considered friendly but does not act under the rules of a beast companion.

To tame an animal, you must succeed three Wisdom (Animal Handling) checks while doing different activities with the animal (DC = 10 + Constitution modifier of the animal). On a failure, there is a 20% chance the animal flees. After an animal is successfully tamed, it takes 1d4 weeks to fully train the beast and have them act under the rules of a beast companion.

At 15th level, when you cast a spell that has a range of self, the spell also affects your beast companion so long as it is within 30 ft of you. At 18th level, when you cast a spell with a range of touch, your beast companion can deliver the spell as if it had cast the spell.

### Builder

Starting at 15th level, you get a sense of home wherever you roam. You can spend 1d6 days building an outpost in an open space in the wilderness. The outpost is small in size: it can fit up to 4 people comfortably and contains supplies, a fireplace, storage, and cots. The outpost is considered to always be fully stocked as long as it is regularly visited. You can spend an additional 1d4 days to expand out the outpost to allow for more people or storage, or 1d6 days to add space for animals.

Each outpost you build is intrinsically tied to you; you know where they are in relation to yourself at all times. You can use the teleport spell to appear at one of the outposts once a day, regaining this ability back after finishing a long rest.

An outpost can be converted into a home (see Chapter 4) for half the original cost described in the chapter. If it is converted, you still retain your connection to it.

## Smuggler Rogue

Your specialty is getting items and people in and out of places unseen. You've focused your training on deception, stealth, and knowing the right folks to bribe. With the ability to do your job from anywhere, you build an ever-growing network and are always close to someone willing to help for a price. When you need something illegal or hard to find, it's only a matter of time and coin—and maybe you'll take an extra cut for yourself.

### Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in Deception and with the disguise kit.

### Not the Jewels You're Looking For

Starting at 3rd level, you are able to disguise people and objects as something else. After you spend 2 hours hiding or disguising a person or an object, your ruse is indiscernible to the casual observer. Example ruses include hiding a stolen ring in a hollowed-out candlestick, tucking a famous painting behind another more mundane one, or changing someone's face with a disguise kit to avoid detection. If a creature is already suspicious of you or on high alert, you gain advantage on any Charisma (Deception) checks you make to avoid detection.

### Spring-Loaded

At 9th level, your weapons are considered fully concealed on your person. A creature trying to disarm you or find your weapons must succeed a Wisdom saving throw (DC 8 + your DEX modifier + proficiency bonus). On a failure, they are unable to find any weapons. As a bonus action, you can quickly spring your weapons from their hiding place and make an attack against the creature. The creature is considered Surprised and you have advantage on your attack against them.

### Friends In Low Places

Starting at 13th level, any time you are in a new location, you can spend 50 GP a day to add a contact to your smuggling network. For a price, these contacts can be called upon to help ferry information, stolen goods, or people needing to

disappear. They also operate on your behalf, providing 2d4 x 50 gold at the end of each week. After you gain 50 operatives, they also provide an item randomly rolled from the Magic Item Table B (DMG) at the end of each week. You can only have a network as large as half your rogue level x 10, the majority of which are nameless cogs in your growing smuggling empire.

The money gained at the end of each week increases to 2d6 x 50 at 17th level and 2d6 x 100 at 20th level.

### Nothing to See Here

At 17th level, you've learned how to hide things in plain sight. As a bonus action, you have advantage when you use the Hide action on yourself or on a target within 30 feet of you. This can be taken to conceal an object or weapon while remaining in plain sight instead. A target can make a Wisdom (Perception) check against the DC from your Spring Loaded feature to perceive what you've hidden. On a failure, you or the target you have hidden attack with advantage as well. On a hit, you deal an additional 3d6 damage. On a success, the target knows what game you are playing and where you are hiding, and you do not make an attack.

#### Adjusting GP Costs

Some campaigns have a lower curve for monetary rewards. In order to adjust for your campaign, we suggest looking at the amount of monetary rewards being given at this level and dividing by 10 for the cost of adding someone to your network. As an example, we are assuming an average intake of 500 gold a day for an adventuring party at 13th level. Dividing by 10, we get our cost of 50 gold per day. Gaining the trust of someone enough to add them to your network should be expensive, given the benefits.

## Protected Soul Sorcerer

Sometimes, acts of great sacrifice made out of love can be powerful enough to light a spark of magic within the person for whom the sacrifice is made. This is often seen in the form of a parent giving their life for their child's or someone holding back enemies while their lover escapes. Protected souls rarely stand out from the crowd, though they tend to feel love more strongly and have a desire to protect those they are close to.

### Protective Magic

The act of love which ignited your magical ability has also blessed you with the ability to extend your protection to others. Starting at 1st level, whenever you learn new spells, you can choose them from either the cleric or sorcerer spell list.

### In the Name of Love

When you choose this origin at 1st level, you learn new ways to use your magic in defense of those you care about. You learn the blade ward cantrip and the shield spell, and you can cast them on allies within a range of 30 feet.

### Empowered Healing

Starting at 6th level, your desire to protect others empowers your healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

### Do Unto Others

Starting at 14th level, when you expend a spell slot to heal an ally, you regain hit points equal to the spell slot's level + your Charisma modifier.

### Superior Protection

Starting at 18th level, your magical prowess amplifies the protection imparted on you by that original sacrifice. You gain the following benefits:

- Whenever you cast a healing spell, it behaves as if it were cast with a spell slot one level higher than the one used to cast it.
- A critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage.

## Warlock Lady Luck Patron

Your patron is the manifestation of luck within the planes. You have bound yourself to her wheel of luck in hopes that it increases your own. Your pact with Lady Luck allows you to experience being able to see and shift the luck around you to your benefit. As you strike deals and shift fate in your favor, you can be more likely to take risks as you feel more and more invulnerable to the randomness of life.

### Expanded Spell List

| Spell Level | Spells |
|---|---|
| 1st | *bless, wrathful smite* |
| 2nd | *aid, warding wind* |
| 3rd | *clairvoyance, glyph of warding* |
| 4th | *compulsion, private sanctum* |
| 5th | *dominate person, mislead* |

### Business of Luck

At 1st level, you gain proficiency in Persuasion and Deception.

In addition, your deal with Lady Luck blesses you with a magical boon: a small business. You have the proper paperwork, but no physical business or employees. You start with an empty covered caravan, advertisements for your desired business, and an investment of 500 gold with which to get started.

### Twist of Fate

Starting at 1st level, Lady Luck lets you bend the flow of luck around you a bit as a taste for things to come. When you roll a 1 on the d20 for an attack roll, ability check, saving throw, or damage roll, you can reroll the die and must use the new roll. You can do this a number of times equal to your Charisma modifier. You regain this ability after finishing a long rest.

### Fading Luck

At 6th level, you gain the ability to twist the fate of others. As a reaction, when a creature you can see within 60 feet of you makes an ability check or a saving throw, you can force a target to make a Wisdom saving throw against your warlock spell save DC. On a failure, the target makes the check or saving throw at disadvantage. You can use this feature three times per long rest.

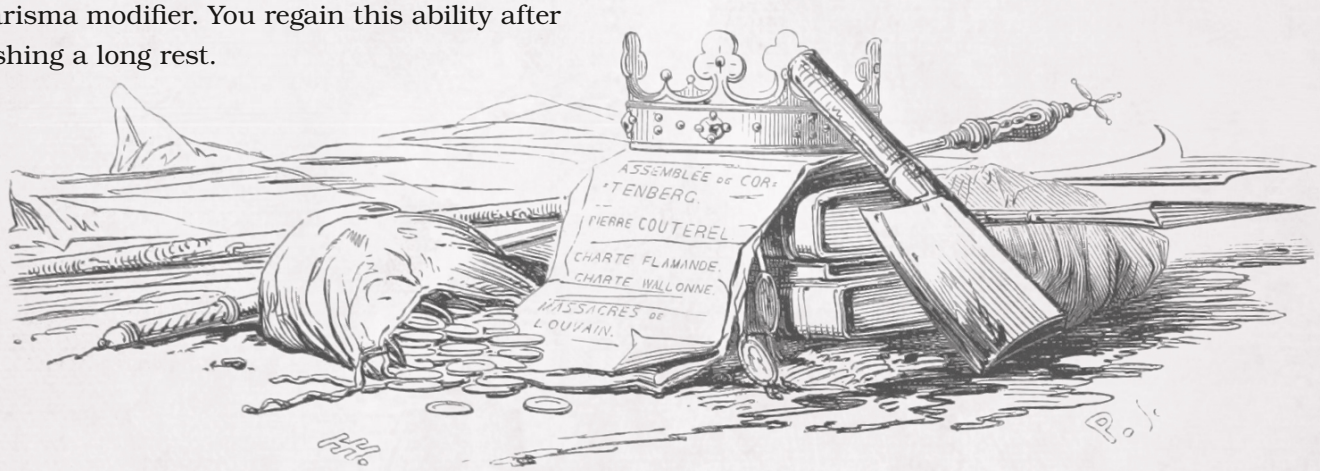
Your uses per long rest increase to four at 10th level and five at 14th level.

### Helping Hand

Starting at 10th level, you can bless another target with fortune. When given a fortune, the target has advantage on one ability check, attack roll, or saving throw it makes. Only one person at a time can have this fortune, and the fortune fades away after finishing a long rest. You can use this feature twice, and you regain all expended uses after finishing a long rest.

### Turning Tides

At 14th level, when a creature within 60 feet of you rolls a critical failure, you can use your reaction to create a fortune token to balance the flow of luck. This fortune token can be spent to make an ability check, an attack roll, or a saving throw a critical success. This fortune token must be used before any damage rolls or skill checks have been resolved. You may use this ability a number of times equal to your Charisma modifier and can only hold onto one fortune token at a time. You regain all expended uses after finishing a long rest.



## Warlock Mother Patron

Your patron is an ancient mother with a great many children. Though she has enough power to be feared, her kindness and goodness inspire only love in her followers. Such beings desire their children to be safe and prosperous. There is, however, no anger like that of a mother whose children are at risk. Your patron might view you as one of her children or task you with ensuring the prosperity of her children. Beings of this sort include Echidna, Mother of Monsters; Nyx, Mother of the Night; Lepcha, Earth Mother; and other maternal spirits.

### Expanded Spell List

| Spell Level | Spells |
|---|---|
| 1st | *bless, shield* |
| 2nd | *zone of truth, calm emotions* |
| 3rd | *aura of vitality, spirit guardians* |
| 4th | *fire shield, Mordenkainen's private sanctum* |
| 5th | *reincarnate, awaken* |

### Mother Knows

Starting at 1st level, you use your limited access to the Mother's all-seeing eye to gain advantage on Insight rolls a number of times equal to your Charisma modifier. You regain expended uses after finishing a long rest.

In addition, once per short or long rest, you can see behind you as well as in front of you for 1 minute, as if you had eyes on the back of your head. You have advantage on Wisdom (Perception) checks while this is active.

### Mother's Warmth

Starting at 6th level, your patron rewards you for protecting those you are sworn to. When you deal damage to an enemy that has dealt damage to a member of your party (or a creature that your patron loves), you gain 1d4 temporary hit points.

### Maternal Protection

Starting at 10th level, when you would be hit by a melee attack, you can use your reaction to gain a +5 bonus to your AC, including against the triggering attack, until the start of your next turn. Magical and silver weapons do not ignore this trait. You can use this feature a number of times equal to your Charisma modifier. You regain expended uses after finishing a long rest.

### Mother's Wrath

Starting at 14th level, the Mother's love and wrath manifests as a devastating revenge against those who would harm you. As an action, you can choose a creature that has done damage to you within the last three turns. The creature hears shrieking as its body is buffeted by invisible blows. It suffers 8d10 force damage and is deafened for 1 hour.

Once you use this feature, you can't use it again until you finish a long rest.



## Wizard School of Concurrence

You have chosen to focus your studies on symbiotic magic—spells that amplify the strengths of both you and others. While at first you learn to channel your magic into the power and protection of others, the connection grows stronger over time. Some concurrers are master tacticians, forging arcane connections that will devastate the battlefield. Others feel the deep bridge forged between souls and use the tethers to strengthen and protect those they love.

### Synchronous Savant

Your understanding of the soul has made you familiar with other types of magic. When you gain this feature, choose one of the following cantrips: guidance, spare the dying, or resistance. You learn that cantrip if you don't already know it, and it doesn't count against the number of wizard cantrips you know.

### Concurrent Tether

Beginning at 2nd level, you can tether your arcane soul to another creature as a bonus action, creating a magic bond between you that lasts for 1 minute. Choose one ally that you can see within 60 feet of you and one type of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The chosen ally's attacks deal an additional 1d4 of that damage type for the duration of the tether. Your attacks deal the additional damage as well, provided you are within 30 feet of the target.

Once you use this feature, you can't use it again until you finish a long rest.

The additional damage increases to 1d6 at 6th level, 1d8 at 10th level, 1d10 at 12th level, and 1d12 at 14th level.

### Force Shield

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against the target of your Concurrent Tether, you can use your reaction to rebound the attack. The attacker must make a Dexterity saving throw against your wizard save spell DC. On a failed save, the target takes half damage, and the other half is redirected to the attacker. On a successful save, the target takes half damage.

You must choose to use this feature before knowing whether the attack hits or misses. Once you use this feature, you can't use it again until you finish a long rest.

### Improved Concurrent Tether

Starting at 10th level, you gain the ability to use your Concurrent Tether after finishing a short or long rest.

### Arcane Convergence

Starting at 14th level, your tether is at its strongest, benefitting both you and the target. When you cast Concurrent Tether on a melee or ranged fighter, you can use your bonus action to make a ranged weapon attack on your turn. When your Concurrent Tether is cast on a spellcaster, you regain a spell slot equal to 1/2 the level of the spell that was cast on them (rounded up) whenever they make a successful spell saving throw against a spell or its effects.



# Backgrounds

The following 5 backgrounds are designed with the themes of earlier chapters in mind. These can be used to give characters more depth and introduce their past relationships and home life into the game.

## Devoted Parent

Your children are your life, whether biological or adopted. Regardless of what started your adventuring journey, you knew that you could never leave them behind. You could be fleeing war, or simply have a wanderlust that needs to be satisfied. Maybe you're a single parent, or maybe you've left a spouse behind to take care of the family business.

Consider what your family looks like, and how this affects your journey. Are you traveling with all of your children, or just some of them? Why are they with you; is it to protect or teach them, or are they just along for the ride? Does their other parent still play a major role in your lives, or are they absent?

**Skill Proficiencies**: Survival and one of the following: Deception, Insight, Intimidation, Perception, or Persuasion

**Languages**: One language of your choice other than Common that you share with your children

**Tool Proficiencies**: One tool set, chosen from cook's utensils, carpenter's tools, or weaver's tools

**Equipment**: A set of common clothes, a covered wagon, bedrolls, and 3 days' rations for each child traveling with you

### Feature: Ducks in a Row

Your children travel with you, and they can come in handy for small tasks like scavenging. Children that are younger than a young adult will not willingly fight, and may run away if abused or not protected in dangerous situations. You should discuss the number of children and what they're capable of with the DM.

| d6 | Personality Trait |
|---|---|
| 1 | I will do anything to protect my family. |
| 2 | When I finally have a moment to myself, I really go wild. |
| 3 | I don't part with money easily, and will always try to haggle for a good deal. |
| 4 | I like to talk at length about my children's accomplishments. |
| 5 | My life has left me full of inspiring and cautionary tales. |
| 6 | I have near limitless patience, but my ire is ferocious when it comes. |

| d6 | Ideal |
|---|---|
| 1 | I must make the world a better place for my children. |
| 2 | I help those who help me–that's what keeps us alive. |
| 3 | Meddling in the affairs of others only brings trouble. |
| 4 | I must prove that I can provide for my family on my own. |
| 5 | The stories, traditions, and deeds of our ancestors mustn't be forgotten, as they shape who we are. |
| 6 | We have to take care of each other; no one else is going to do it. |

| d6 | Bond |
|---|---|
| 1 | It takes a village—I owe a lot to those who helped raise my kids on the road. |
| 2 | My family crest means everything to me; I wear it proudly. |
| 3 | I protect those who cannot protect themselves. |
| 4 | I wish my spouse had come with me on this journey. |
| 5 | I owe it to my children to show them the kind of hero they can be. |
| 6 | The world is fraught with chaos; I will change it to assure my children's future. |

| d6 | Flaw |
|---|---|
| 1 | I need gold to support my family, and I'll do anything to get it. |
| 2 | Once I shoulder a responsibility, it's hard for me to accept help or let it go. |
| 3 | There's no room for fun—I have too much to do. |
| 4 | I'm overly strict. It's necessary to keep people safe. |
| 5 | Something is keeping me from going home again. |
| 6 | I judge others harshly, and myself more severely. |



## Farmer

You grew up with the land, working it through the seasons. Each brought its own type of work, and taught you something new. Hard work is bone-deep for you, and being up before the dawn is your normal routine. You are as much the salt of the earth as anyone accustomed to back-breaking work. Those with dirt under their nails and calluses on their hands are the people you feel most at ease with.

**Skill Proficiencies**: Nature, Animal Handling

**Tool Proficiencies**: Herbalism Kit or Grower's Kit

**Languages**: One additional language

**Equipment**: a backpack containing an almanac, farming tools, a packet of seeds, working clothes, and 10 gp.

### Feature: Fully Sustainable

When consuming any meals with food that you've grown as a major part of the dish all who partake can take an extra Hit Dice to use for healing during a rest for each spent. These temporary Hit Dice do not roll over or stay past the rest and you can only gain a maximum of 3 of them per rest's mealtime.

| d6 | Personality Trait |
|---|---|
| 1 | I am up before dawn no matter when I lay down for rest. |
| 2 | I am always the last to leave when there is a job to be done. |
| 3 | Nothing is more calming to me than putting in a day of tiring manual labor. |
| 4 | There is a soft spot I hold for the harvest season; it makes me think of home. |
| 5 | I am all about doing before thinking. |
| 6 | I prefer to listen to the voices of hardworking people. |

| d6 | Ideal |
|---|---|
| 1 | Everything moves at its own pace. |
| 2 | There is no fighting nature; her power conquers all. |
| 3 | We all need to help each other, to ensure that everyone prospers. |
| 4 | The wealthy deserve to fall; they have failed us. |
| 5 | If we wait, our season of growth will come. |
| 6 | You only get the things in life that truly matter through hard work. |

| d6 | Bond |
|---|---|
| 1 | A dryad saved me when I was a child. I owe them. |
| 2 | I have an animal companion who is my best friend. |
| 3 | My strongest tie is to nature, and I will protect her. |
| 4 | When I was a child, I saved the life of a lost local who turned out to be a noble. |
| 5 | I keep a pressed flower in a locket to remind me of someone I left behind. |
| 6 | I have a child who I am trying to be better for. I'm here hoping to be able to provide for them. |

| d6 | Flaw |
|---|---|
| 1 | I expect perfection in everything. |
| 2 | Once I shoulder a responsibility, it's hard for me to accept help or let it go. |
| 3 | It is impossible for me to sit idly when there is work that could be done. |
| 4 | If I don't know where it came from, I most likely wont eat it. |
| 5 | I am an extreme copper pincher. |
| 6 | First impressions are everything, and I don't like giving second chances. |

### New Equipment: The Grower's Kit

This kit is a woven wearable basket with holes through which plants poke out. It comes with a packet of basic seeds, a pot of fertilized soil, and basic gardening tools. Proficiency with this kit lets you add your proficiency bonus to any ability checks involving plants, such as their identification or harvesting, made when using the kit. Also, proficiency with this kit allows you to use it to manipulate the growth cycles of plants via a Wisdom (Nature) check against a DC = 10 + 2d4.

## Homebringer

You often travel far from home for adventure, work, or because you are forever pulled towards the thrill of discovery. However, you hold in your heart the deep roots of a home which shape your decisions. If home is where the heart is, then– though yours is far away– you do your best to make sure the place you lay your head at night holds little touches of it. Any place you are in for a long period of time slowly gains little touches that remind you of home; some may say you bring your home with you.

**Skill Proficiencies**: Survival, Persuasion

**Tool Proficiencies**: Navigator's Tools, Herbalism Kit

**Equipment**: a locket with a small portrait and a backpack containing a sextant, local map, letters from home, and 15 gp.

### Feature: Home on the Road

As a Homebringer you can create a safe place for those you travel to relax after a long day of travel. You can expect to receive cheaper room and board at inns, or secure camping locations though you may have to provide a supplemental service in exchange.

Since you always take home with you, during downtime you can spend 2 hours with someone traveling with you and grant them the temporary bonuses discussed under Family Bonuses. This is done through tailored activities that the other person finds to be calming so as whittling together, preparing dinner, or making tea. The activity can not break the rules of non strenuous activity used to keep a continuous long rest.

| d6 | Personality Trait |
|---|---|
| 1 | I feel most at home when I am roaming through new lands. |
| 2 | I end my days with a letter home. |
| 3 | I have a strong code of honor and must protect the weak. |
| 4 | I would prefer to stay outdoors rather than sleep at an inn. |
| 5 | I often speak of home to those I travel with. |
| 6 | I long for home no matter how far I've roamed. |

| d6 | Ideal |
|---|---|
| 1 | I have seen many things, and even more tricks. |
| 2 | The loudest in the room is the one with the power. |
| 3 | Being far from home and seeing new things is what I live for. |
| 4 | I want to learn as much as possible and absorb everything. |
| 5 | I miss those I left at home, and feel the distance like a gaping hole. |
| 6 | No one is without ulterior motives. |

| d6 | Bond |
|---|---|
| 1 | The family I left behind are my world. I hope to see them again soon. |
| 2 | The wonder of nature pulls me farther from home. |
| 3 | Freedom is the most precious thing a person can have, and no one should have it stripped away. |
| 4 | As long as I have my locket nothing can harm me. |
| 5 | In times of trouble, it is to the gods that we should look. |
| 6 | In service to the land, we secure the future for our children. |

| d6 | Flaw |
|---|---|
| 1 | I always know what is best, even if I've never seen it before. |
| 2 | I can't sit still for long; there is too much to see and explore. |
| 3 | My curiosity often gets me into difficult situations. |
| 4 | I often come off as aloof and snobby when really I'm lost. |
| 5 | I'm not the brightest, and often find myself tricked into messy situations. |
| 6 | The loneliness of being away from home often overrides my better judgment. |

## Independent Business Owner

You are an entrepreneur, skilled in salesmanship but hesitant to join guilds. You may have taken over a family business, recently separated from a guild, or have created a business based on something you do particularly well. Your business may be a brick and mortar establishment or a traveling caravan.

Independent business owners understand the value of hard work and doing things themselves, which might be a reason they decide to delve into adventuring. While an experienced few may note independent business owners to speak oil-slick words and look out for themselves, almost none can deny that they are brilliant with people, determined to succeed, and uncannily inventive.

**Skill Proficiencies**: Insight, Persuasion

**Tool Proficiencies**: One set of tools of your choice, based on your business specialization

**Languages**: One additional language of your choice, based on you who commonly trade with

**Equipment**: A tool set, a mule and cart, a token of your business (first SP earned, small sign, business card, etc.), and a pouch containing 20 gp

### Feature: Small Business Solidarity

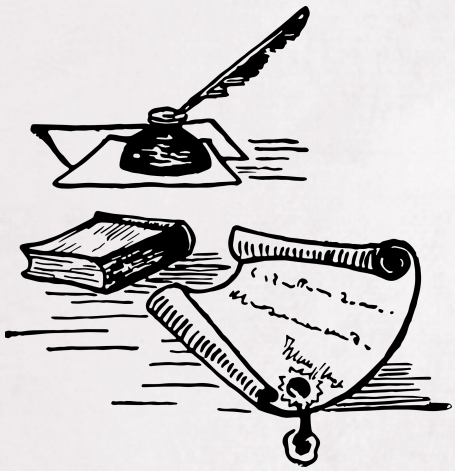
Small business owners tend to stick together, so your network is vast and growing. Other independent business owners, such as tavern owners or shopkeepers, have respect for you and are more likely to point you in the direction of good jobs, share gossip, and give you better deals on their merchandise.

| d6 | Personality Trait |
|---|---|
| 1 | My shop and my goods are always the best they can be. |
| 2 | I have great respect for myself and my work, and I am frustrated when others take advantage of me. |
| 3 | I will haggle shamelessly to get the best deal for myself. |
| 4 | I am obsessed with customer service and won't be happy if my customers are not happy. |
| 5 | I am humble about my successes. |
| 6 | I am passionate about what I do and am always looking for new ways to improve my business. |

| d6 | Ideal |
|---|---|
| 1 | I will succeed or fail by my own hand. |
| 2 | Local businesses strengthen communities. |
| 3 | I am always tinkering with new ways to make my business and products better. |
| 4 | I will make more money by any means necessary. |
| 5 | I take great pride in my work and make sure it is always the best it can be. |
| 6 | My success helps my family to be stronger and I encourage my family to be involved in the business. |

| d6 | Bond |
|---|---|
| 1 | My employees are my greatest friends. |
| 2 | My shop is the embodiment of all my hard work. |
| 3 | The products I create are made with love. |
| 4 | The relationships I have with customers fuel me. |
| 5 | The community I have found because of my business means everything to me. |
| 6 | My family thrives when my business thrives. |

| d6 | Flaw |
|---|---|
| 1 | My self-esteem is centered around how well my business is doing. |
| 2 | I have a hard time delegating tasks to others. |
| 3 | I tend to be more focused on my work than my relationships. |
| 4 | I have a hard time taking time for myself. There is always more work to be done. |
| 5 | I can be demanding in both my professional and personal life. |
| 6 | When business drops, so does my passion. |



## Landowner

You come from a wealthy family that was lucky enough to scoop up land while it was cheap. It took decades to develop it, and one day you hope you will inherit it. Every day was spent taking lessons on how to manage and run it, though lessons in negotiations were preferred to those of labor. Parties were held regularly to raise funds for your parents current whim or project. From their shadows you learned the best things in life aren't free–nor should they be.

**Skill Proficiencies**: Intimidation, Persuasion
**Languages**: Any two languages
**Equipment**: A bag containing a ledger, a family seal and wax, a set of fine clothes, and 25 gp.

### Feature: Master Negotiator

You are especially good at getting the better end of the deal, often starting from a place of advantage when it comes to negotiations. As part of the deal dance you are able to more easily suss out what it is people want, what they desire, and things they don't care about. You find that things are easier for you during haggling, treaties, parleys, and other types of negotiations. Discuss with your DM if this looks like advantage or additional modifiers to those skills associated with it.

| d6 | Personality Trait |
|---|---|
| 1 | Some may call me lazy, but I say I'm taking my time. |
| 2 | I always have to be the life of the party! |
| 3 | I try to make friends with everyone. |
| 4 | I am focused on what my duty is at all times. |
| 5 | I'm always afraid that someone will find out about my status. |
| 6 | I enjoy flirting with as many people as possible, but it's all in fun. |

| d6 | Ideal |
|---|---|
| 1 | Money buys everything, it just depends on how much you are willing to spend. |
| 2 | Everyone should have a good time, enjoy life. Drink deep from it. |
| 3 | Respect depends on your place in society. |
| 4 | The things that matter most are those you have earned. |
| 5 | Loyalty is something not to be taken or given lightly. |
| 6 | What you deserve is coming for you, whether you are ready or not. |

| d6 | Bond |
|---|---|
| 1 | My family and our legacy mean everything to me. |
| 2 | My older sibling has always protected and watched over me. Now it's my turn to return the favor. |
| 3 | Home is the greatest bond you can have. |
| 4 | I have a childhood friend who was the child of one of my families staff. |
| 5 | I fell in love with someone of a lower status; they were sent away when we were found out. |
| 6 | My old tutor and mentor is the kind of person I want to become. |

| d6 | Flaw |
|---|---|
| 1 | I judge a person immediately upon our first meeting, and hardly ever change my mind. |
| 2 | If something isn't up to my standards, I let it be known rather loudly. |
| 3 | I'm a little too generous with my money. I am an extreme copper pincher. |
| 4 | I'll gamble on anything and everything if given the chance. |
| 5 | I know nothing of what the real world is like |
| 6 | for those without money. |

## Runaway Betrothed

Not all relationships have a happy ending, as you know. Whether it was because of simple incompatibilities or something worse, you left your betrothed waiting for you at the altar. They could have been abusive, had awful parents, expected you to be who you aren't—or maybe they just weren't the one for you.

When building your character, consider how their experience shaped them. What caused them to run, and how does that affect them now? Did they uproot their entire life and move to a far away city, or did they hide at home until things blew over? Do they still have contact with the ex, or have they not seen them in years?

**Skill Proficiencies**: Two skills of your choice from Deception, Insight, Persuasion, or Perception

**Languages**: One language that you shared with your betrothed and one other language of your choice

**Equipment**: A set of fine clothes, an engagement ring, and a backpack containing a bed roll, 10 days' rations, and 10 gp

### Feature: Disappearing Act

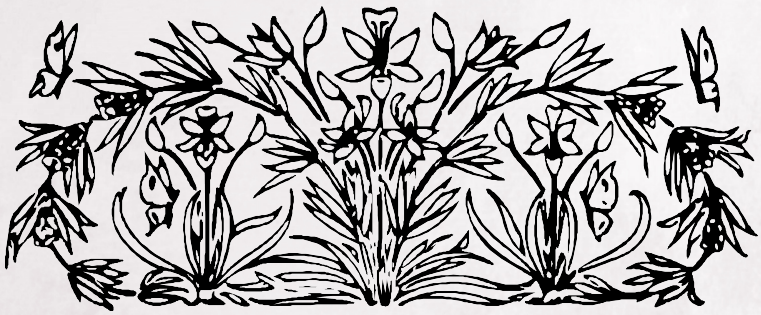
Because of your past experiences, you know how to disappear for short periods of time without being tracked. Whenever you are on the run, you are able to find the best places and know the best ways for you and your party to remain undetected for several days.

| d6 | Personality Trait |
|---|---|
| 1 | I fall in and out of love easily. |
| 2 | I make friends slowly, but I'm loyal to those I trust. |
| 3 | I bluntly say what others are hinting. |
| 4 | I am always questioning people's ulterior motives. |
| 5 | Despite my past, I am still a hopeless romantic. |
| 6 | I am a gifted flatterer who can make anyone feel special. |

| d6 | Ideal |
|---|---|
| 1 | No one can tell me what to do. |
| 2 | The only thing I must do is stay true to myself. |
| 3 | Emotions must not cloud our logical thinking. |
| 4 | I'm going to prove that I'm worthy of a better life. |
| 5 | If I can attain more power, no one will tell me what to do anymore. |
| 6 | I will prove I can handle myself without the coddling of my betrothed or my family. |

| d6 | Bond |
|---|---|
| 1 | *I* decide what to do with my family name—it means everything to me. |
| 2 | I will do anything to win back my family's approval. |
| 3 | The common folk love me for more than my betrothed ever did. |
| 4 | I am seeing an enlightenment of something greater—there has to be more than this. |
| 5 | I pursue wealth to secure the love of someone better. |
| 6 | I felt trapped by my betrothed, so I will help anyone trapped by someone else. |

| d6 | Flaw |
|---|---|
| 1 | I put myself above all others, no matter the circumstances. |
| 2 | I can't handle conflict; my first instinct is to run. |
| 3 | I secretly believe everyone is beneath me. |
| 4 | I don't get attached; there's always the chance something better will come. |
| 5 | I hide a secret on my tongue that could ruin my ex's life. |
| 6 | My flippant actions frequently bring shame to my family. |



# Feats

## Improved Ceremony

You've developed a synchronicity in battle that manifests as protective prowess. When adult humanoids are bonded together in marriage and each has taken this feat, they gain a +2 bonus to their ACs while they are within 30 feet of each other.

## Dual Casters

*Prerequisite: The ability to cast at least one spell.*
Spellcasters that spend time together learn the secrets of each other's magic. If two spellcasters take this feat, they can learn a spell from the other's spell list upon leveling up as long as they have spent at least one level in a romantic relationship. This does not count against the spells known for their class, though they must choose to prepare it.

For spellcasters in relationships with multiple partners, they can only share this bond with one partner at a time.

***Variant Rule***: At the DM's discretion, the number of spells a character can learn this way can be limited (recommended 3–5), and characters can be allowed to replace spells upon leveling up. For added effect, you can choose to have the characters lose access to these spells if the relationship ends.

## Long Distance Lovers

*Prerequisite: The ability to cast at least one spell.*
When in a romantic relationship, you can cast the sending spell once per day, targeting the object of your affection. When you cast this spell this way, the target can respond once, as if they cast the spell themselves.

## Pocket Healer

*Prerequisite: The ability to cast at least one healing spell.*
Your healing spells restore an extra 1d8 hit points to the object of your romantic affection..

## Ferocious Protector

*Prerequisite: Dexterity 13 or higher*

You have studied ways in which to help your loved ones in battle, learning techniques that grant you the following benefits. Each reaction can be used once per long rest.

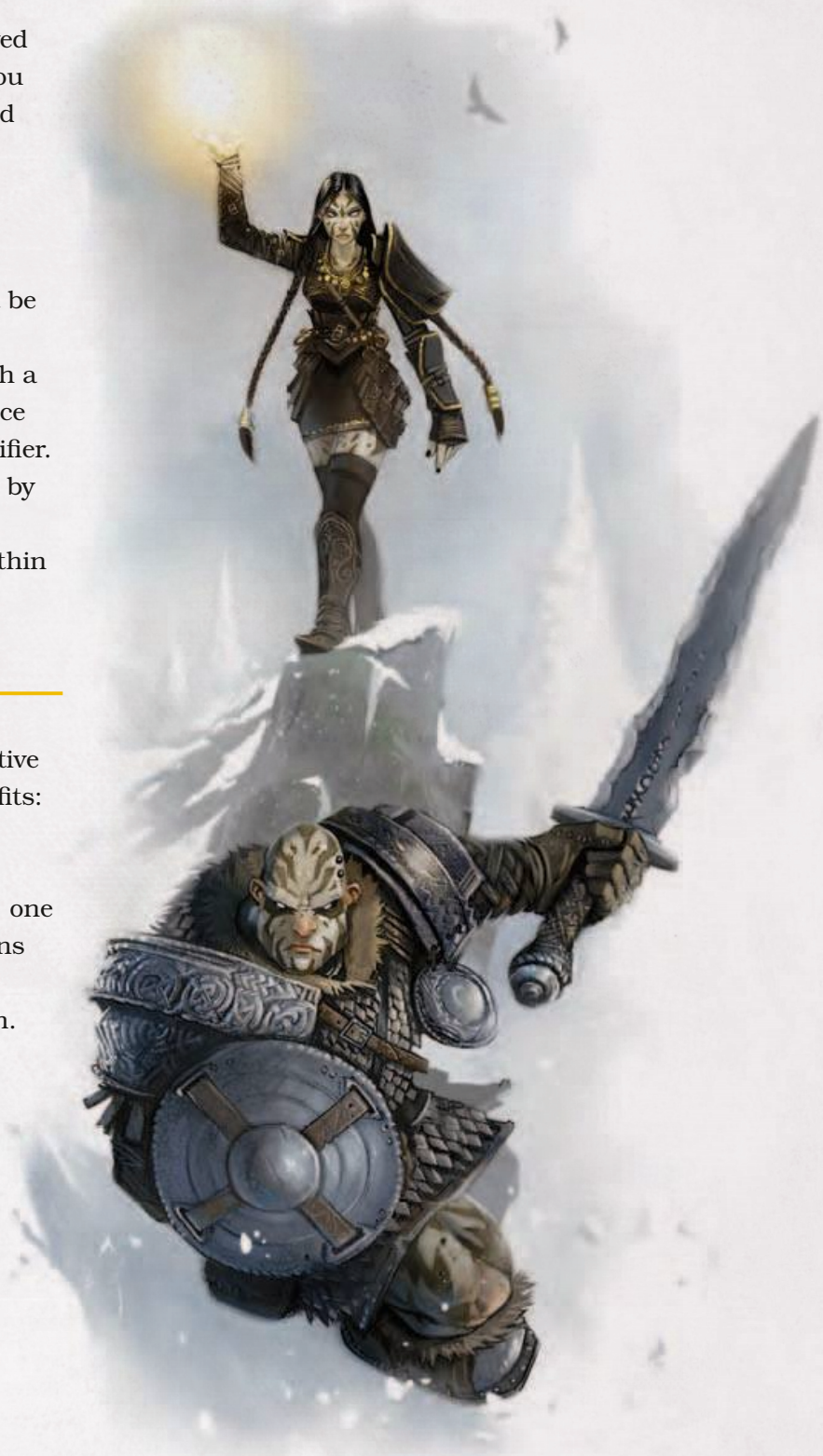
- When the object of your romantic affection would be hit by a critical hit, you can use your reaction to turn that into a non-critical hit. You must be able to see the attacker, and they must be within 60 feet of you.
- When a creature damages your partner with a melee attack, you can use your reaction to reduce the damage dealt by 1d10 + your Dexterity modifier.
- As a reaction, when your partner is missed by a melee attack, you can make a melee weapon attack against the attacker, provided you are within range.

## Arcane Guardian

*Prerequisite: The ability to cast at least one spell.*

Your magic strength has manifested as a protective aura for your allies. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you cast a spell of 1st level or higher, one creature of your choice within 30 feet of you gains temporary hit points equal to your spellcasting modifier, lasting until the start of your next turn.



# NPCs

This chapter includes 29 NPCs that span a wide array of genders, orientations, and races. While most NPCs have quests that you can use to make them more interesting, most of those quests are intentionally left open for you to run them in a way that fits your setting and campaign. Almost all NPCs also have unique stat blocks, which are listed at the end of this section.

## Romanceable NPCs

The 24 NPCs in this section were created with romance in mind. They include everything you need to run them as a serious love interest or a breezy fling.

### Adan-Kai

Adan-Kai's early enterprising spirit led him to leave home at the age of 19 with little more than a cart of wares and a bright spirit. His parents, a grounded genasi couple with a charming hut in the forest, actually wanted him to stay home—but he was convinced that better wares lay far beyond the forest edge.

The absolute banality of "treasure hunting" set in early. The next year was somewhat miserable as Adan-Kai realized that the "treasures" he found were often little more than dusty gold and old bottles. Still, adventurers have need of potions, cloaks, and mundanity: he made sales, but he was ultimately restless, feeling still unfulfilled. The work was boring.

Adan-Kai began to break into ancient ruins instead, enduring traps, puzzles, and dangers to dig out the next best thing. The stories of his daring escapades made for far better sales tactics—his wares became intriguing, mysterious, and desirable.

He never meant to fall in love with the historical and archaeological side of his findings, but spending so long in the ruins seeded a genuine love of discovery. He has a hard time parting with his most interesting finds because of it, but the stories come freely and openly.

Now his name is somewhat known in varying areas as a historical, adventurous merchant—fair with his prices, and a complimentary story on top.



**Age**: 26
**Gender**: Transgender man (he/him/his)
**Preference**: Bisexual
**Race**: Genasi (earth)
**Alignment**: Neutral Good
**Profession**: Merchant and archaeologist

**Personality Trait**: I have a hard time sitting still if I think something interesting lies over the next horizon.
**Ideal**: There is so much out there to explore, and I can help people while I'm doing it.
**Bond**: I work to preserve things long forgotten, so they never disappear.
**Flaw**: I can't stay in one place, and I am selfish when it comes to sharing my more interesting discoveries.

### Appearance

Adan-Kai's earthy grey skin is freckled like dappled granite, and he is noticeably toned, if a little lean. Standing at 5'8", his brown-grey hair is braided back and in slight disarray, and his clothes are loose and made for traveling. His infectious smile dimples at the corners, and his eyes are always alive.

### Mannerisms & Personality

Adan-Kai has a solidness to him—a warm and genuine charm that manifests in his speech. He is a smooth storyteller, sensible in terms of fashion and taste, and a person who speaks with his hands. He often has a critter of some sort that he's carting along with him—small mammals, interesting insects, or even a pseudodragon.

***Likes***. Discovery, new places, ancient secrets, people and chatter, a healthy layer of dirt

***Dislikes***. Being tied down, too much cleanliness, disrespect for nature, thieves, reckless adventurers with no regard for ruins

### Roleplaying Advice

Immediately charming, Adan-Kai is not hard to connect to, nor is he shy whatsoever. He will barter happily with the party, tell them tales, and share what he's looking for next, though his small selfishness comes out when it comes to his most prized treasures. Overall, his passion, warmth, and curiosity are his strongest features, all of them joined by a charming, joyous smile.

### In a Relationship

Adan-Kai does not like to talk about his childhood or his previous name. He left that person behind when he left home, he says, and he wants to be seen for who he is now. All of that charm and warmth becomes all that much more genuine for people who enter a relationship with him; Adan-Kai's eagerness melts away into dependable steadiness, and he is one of the most loyal partners you can have. He is utterly loyal through long-distance relationships but wants to keep up contact, and he resists being pinned down or stopped from traveling. Ultimately, someone who doesn't mind his wandering, who captures his attention and provides that same steadiness, and who shares his passion for history gains a loving, steadfast partner.

### Relationship Milestones

Adan-Kai feels closer to anyone who shares his passion for his discoveries and his respect for nature.

Complimenting Adan-Kai deepens his affection for a character, but particularly if he is complimented on traditionally masculine traits.

Treating his various pets well immediately strengthens Adan-Kai's bond with anyone, especially if they can win the trust of the pseudodragon.

Characters who give Adan-Kai a nickname fluster him, giving him butterflies in his chest.

Adan-Kai is protective of what he considers his best discoveries; characters who do not try to take his most valuable possessions greatly increase his trust.

Characters who share major historical discoveries with Adan-Kai greatly increase his love for them.

## Related Quests and Encounters

### Adan-Kaiana Jones

**Goal**. Adan-Kai has heard of a very interesting artifact that lies in ruins at the bottom of a crashing bay and is very interested in retrieving it. He wouldn't mind braving that alone, normally, but now that he knows you...

**Location**. A coastal cavern that is only revealed at low tide, once the home of an aquatic civilization.

**Challenge**. Retrieving the artifact must be done in under thirty minutes to avoid the rising tides. Adan-Kai has gathered enough information to know that there are a number of traps that keep the caverns from being explored, in addition to the small tidal window. After passing through the bay and rocks surrounding it, the party delves into the caverns, which are broken into two main rooms.

The first room has a stone bridge that passes through restless waters. The algae coating the walls and ceiling glows with a prismatic aura, like sunbeams dancing off an ocean's surface. However, when the party is in the middle of the room, the

algae releases a noxious fume. Any character who does not succeed on a DC 14 Constitution saving throw is dizzy and nauseated, giving them disadvantage on the DC 15 Perception check required to perceive the 2–4 oceanic predators now surrounding the bridge. These aquatic threats should be decided by the DM based on the party's composition and level. If every character fails the Perception check, all party members gain the surprised condition for the first round of combat.

Once the creatures are defeated, the party can traverse into the second room. This room holds actual remnants of the group that used this small cavern as a hideout. A DC 14 Investigation check allows the party and Adan-Kai to find the rusted tridents piercing the stone on either side of what looks like an altar, as well as ancient carved writing that looks like Aquan. If a character can read Aquan, it says, *"Everything eventually returns to the sea."*

The relic is found embedded in the altar—a single blue stone that pulsates with faint turquoise ripples of light. *Detect magic* reveals that it emanates transmutation magic. Adan-Kai will pry it from the altar, or a character can try to safely remove it with a DC 12 Dexterity check.

Once it is removed, Adan-Kai is eager to study it, saying he will keep them apprised of what he finds —that this will tell them so much more about the people who used this cave as refuge and what the altar was for. Either way, they have to leave the cave quickly. Tide is coming!

### Oceanic Grave

**Goal**. The stone that Adan-Kai has been studying is clearly affecting him. This needs to be taken care of —quickly.

**Location**. A temple crumbling into ruin on the edge of the ocean, barely recognizable from the cliffs.

**Challenge**. After some time, the party receives a letter from Adan-Kai, whose communication is more haphazard and frenetic than usual. He speaks of waking up drenched in salt water, not remembering where he has been for hours at a time, and hearing the sea speak to him. He begs the party to return.

When the party reaches Adan-Kai, they are witness to a number of physical mutations: Adan-Kai is developing gills on top of his earthy features, and his teeth are sharper than before. Webbing has developed between his fingers. His voice rasps, and he speaks of needing to return "home." He is drawn to the ocean, struggling to get to it even if the party restrains him. A successful DC 15 Perception check reveals that he has embedded the turquoise stone in the collar of his cloak, as the cursed item manipulated him into doing so.

Adan-Kai can be recovered with *remove curse* or by following the path he wants to tread. Even if *remove curse* is used, Adan-Kai urges the party to hunt down the creature that entranced and cursed him over the last few weeks. Doing so leads the party a couple day's travel away, where a decrepit, ruined temple lies along the coast. If Adan-Kai still bears the curse, he thrashes as they get closer, mere moments from plunging into the sea to get to it.

Inside is a great demonic entity once worshipped by the people who used the cavern's altar to make sacrifices to it. The DM can choose any appropriate aquatic fiend, such as a **wastrilith** (MTF). Minions such as **chuul** or **merrow** may also be added as necessary. Trapped by the creature's influence, Adan-Kai struggles to resist the call of the demon to come forth, needing to succeed escalating Wisdom saving throws to resist its commands, starting at DC 12. The DC increases by 1 with each saving throw.

Once the party defeats the demon, the turquoise stone falls from Adan-Kai's clothing and shatters. The gills and webbing disappear, and his teeth return to normal. Adan-Kai is *furious*—not just at the demon's mental hold over him, but that it changed his body without his consent. His hands shake with rage as he fumbles for whatever gold he has to thank the party for saving him from its curse. Taking the shards of the stone, he snarls, "Some secrets are better left buried," and hurls them into the sea.

Turning away the gold is a sure way to prove affection for him—calming him through his anger and reassuring him that he has full ownership of his form deepens his affection immensely. If a character spends private time with him after, especially if they are in a relationship, he cups their palm against his neck and threads their fingers together, seeking physical comfort and grounding himself. It should be noted that chiding him for the situation, blaming him for what happened, or complimenting the physical changes wounds wrought on him deeply, and he will not enter a relationship with a character who does so.

# Amari

Amari grew up with a large family in a large city. Thanks to the city's size, their family's shifting abilities were never questioned; they simply lived, worked, and loved each other. Nothing remarkable ever really occurred—that is, until a band of adventurers stumbled into the family shop.

It didn't take long for Amari to fall head over heels for a member of the band: an aasimar warrior named Cronwier. The man towered over them, with a face that was all hard angles, and while most found his presence intimidating, Amari felt safer than ever. As the adventurers found themselves wrapped up in the city's politics, Cronwier and Amari spiraled into a whirlwind romance. After only two months, they found themselves getting married, and a family followed soon after. The rest of the adventurers became Amari's second family, often bringing back gifts and gold from their travels. Eventually, however, the adventurers found themselves on the wrong side of the city guard, landing them in jail—then on the gallows.

Distraught after the loss of their husband and friends, Amari knew they could not continue living in the city that had caused them so much pain. With the help of their family, they uprooted their life and moved to a small farming town. Here they started a new business, selling antiques and handmade goods.

Amari has several siblings, most of which moved with them, their parents, and their daughter, who is now 17. Their siblings range from court wizards to gamblers, but that never seems to affect their family dynamic. Amari is happiest when surrounded by their family, but longs to find someone and continue growing it.

## Appearance

Amari is a changeling and can change their appearance at will. As they've gotten older, however, they've adopted one form that they typically maintain—that of a petite human with feminine features and long, dark hair.

**Age**: 42
**Gender**: Nonbinary (they/them/theirs)
**Preference**: Pansexual
**Race**: Changeling
**Alignment**: Chaotic Good
**Profession**: Shopkeeper

**Personality Trait**: I'm a hopeless romantic, always searching for love.
**Ideal**: Love can overcome any obstacle.
**Bond**: My daughter is the light of my life, and I must always protect her.
**Flaw**: I often come off cold or rude without intending to–I'm only being honest!

## Mannerisms & Personality

Amari is first and foremost concerned with taking care of their family, but this is closely followed by their desire for love. In their search for a new partner, they're likely to flirt with any adventurers that pass through their family's store.

***Likes***. Kind people, romance novels, fresh farm goods

***Dislikes***. Infidelity, liars, large crowds

## Roleplaying Advice

Amari tries to be kind, but they tend to make blunt observations that come across as rude about appearances, situations, or anything that catches their interest. They flirt with any rough-looking adventurer types that pass through their store and jump at opportunities for dates.

## In a Relationship

Amari is quick to start a relationship with a character, but does not handle long-distance relationships well. The longer a character is away, the more easily irritated Amari becomes over minor issues when they return. If Amari discovers any infidelity, they immediately end the relationship and they are unreceptive to any future advances. In a relationship, Amari loves to be wooed with gifts or spontaneous dates, and they value feeling secure and wanted.

### Relationship Milestones

If a character shares an even mildly tragic backstory with Amari, they become more attached to the character.

Accepting Amari and their family as they are, with little to no hesitation, increases their trust in a character.

Purchasing a magical item for communication helps keep Amari satisfied while a character is traveling, though only for so long.

Regularly visiting Amari while adventuring helps them better trust a character.

Expressing a desire to have children or proposing to Amari strengthens their relationship with a character and convinces them to try out traveling with them.

Putting down roots by buying a house or a property with Amari, even if the character continues traveling, greatly deepens Amari's love for a character.

## Related Quests and Encounters

### My Big Fat Changeling Wedding

**Goal**. Love is here to stay—and so is Amari's family. The wedding preparations are getting out of hand. Have fun!

**Location**. The town.

**Challenge**. Once a character expresses interest in marrying Amari, things rapidly descend into chaos.

Amari's sisters and mother immediately take over the details of the wedding, selecting dresses without Amari's input and planning everything down to the seasoning on the menu. A successful DC 12 Insight check readily reveals that while Amari isn't thrilled with these decisions, they don't intend to go against their family. The character can either succeed on a DC 15 Sleight of Hand check to make changes according to Amari's wishes or succeed on a DC 16 Persuasion check to nudge some of their influence into the preparations.

Amari's father is intent on figuring out if the character will be a good parent for Amari's daughter and puts the character through a rigorous interrogation. A successful DC 14 Persuasion check convinces him of the character's good intentions—but that does not stop him from asking Amari's daughter what she thinks. A character who hasn't bonded with her or who has left an ill impression on her finds that the next few days are much, much more difficult.

Amari's siblings band together to harass and even threaten the character, most of it good natured. A character can win them over with successful Persuasion checks (varying in DC per sibling at DM's discretion) or scare them off of trying with a solid successful DC 18 Intimidation check. Being tough with the siblings earns Amari's admiration and amusement—being rude or cruel does not.

If the character's family comes to visit, Amari's family is loud, rambunctious, and overbearing. While it's clear they have nothing but good intentions, a night of revelry devolves into dancing and drinking, a couple fistfights, a magic trick gone awry, and other forms of chaos. Amari is clearly getting nervous—and they are antsy around their future spouse's family, trying desperately to please.

Tensions come to a head when Amari's mother reveals the dress she intends for Amari—something Amari does not want to wear. While Amari struggles, not wanting to word their displeasure and frustration, the character can succeed on a DC 15 Persuasion check to stand up for Amari and encourage the family to heed them a little more. Clever roleplaying, appealing to the family's closeness, and showing love for Amari can all lower the DC.

The wedding comes rather quickly. If the week went poorly . . . well. There isn't a wedding, not until the character earns the family's approval. Amari helps with that, however—provided the character did not upset them or their daughter, in which case Amari will need time to determine if this is the future they want for their family. A character marrying into their family is marrying into the whole family, and Amari makes that clear.

If the character has had a rough time navigating the week but has been earnestly trying, Amari gives a speech of their own, standing up for the character and expressing to the family that they are proud to marry them. They encourage their family to accept their chosen spouse and to see the character's strengths.

If the character and Amari have successfully navigated the week, Amari's parents give a warm speech that welcomes the character into the fold. They also reveal that they have bought land for the newlyweds if the character has not already purchased a homestead for their future family. The day ends in a warm celebration, and all of Amari's family welcomes the character and supports the happy new couple.

# Bastian Fiest

Bastian comes from a long, proud line of knights. The Fiest family is known throughout the realm for the strongest and most loyal knights in the land. They have fought in almost every famous war and there are countless ballads written about members of the Fiest family. Bastian's father Julian is among the most famous knights in the realm, leaving Bastian afraid that he will never be good enough to step out of his father's shadow. Bastian was an adorable child who grew into a handsome adult; he has always been aware of the effect his looks have on people, using it to his advantage. His father hated this and wrote Bastian off as a pretty boy despite Bastian's prowess with a sword. Bastian left home at 17 to make his own way and to establish himself as a powerful knight deserving of the Fiest name. In the last nine years, he has only returned home a couple of times. Bastian occasionally writes to his mother Florentina, but their relationship is awkward—she has never been emotionally available.

Bastian believes in destiny and has his fortune told in every town he visits. Recently, a fortune teller told him that he will soon find love in an unexpected place.

## Appearance

Bastian is 6'2" and very good looking, with shoulder-length brown hair that he enjoys flipping, green eyes, and a lean build.

## Mannerisms & Personality

Bastian is full of himself, but easily intimidated. When intimidated, he retains his flippant attitude but fiddles with his hair and clothing. He is not good at hiding that being frightened excites and amuses him.

***Likes***. His hair, having his fortune told, intimidating partners

***Dislikes***. Dirt, people asking for stories about his father, skeptics of destiny and fortune telling

## Roleplaying Advice

Bastian is flamboyant when talking about himself and those he develops feelings for. His speech is very flowery, and though he tries to write poetry for his beloved, he is not very good at it.



**Age**: 26
**Gender**: Cisgender man (he/him/his)
**Preference**: Bisexual
**Race**: Human
**Alignment**: Chaotic Good
**Profession**: Knight

**Personality Trait**: I like to show off both my skill and my good looks.
**Ideal**: We must share our own beauty and the beauty of the world with each other.
**Bond**: I will prove myself a worthy knight to my family.
**Flaw**: Though I feign confidence, I am easily frightened and insulted.

### In a Relationship

Bastian devotes himself to his partner completely. Once in a relationship, Bastian will do anything to ensure his partner's safety and joins the character's party to protect them. If his partner insists, he is willing to have a long-distance relationship, but it is not comfortable for him. Before marrying, Bastian must introduce his partner to his family or lose his position as a knight, so he will postpone marriage to do so. If a character marries Bastian, he wants them to take his last name—he is the only child of this branch of the Fiest family, and he remains proud of all his family has accomplished even if he doesn't get along with his father. Children are expected to be knights like the rest of the extended family. Bastian gives his partner trophies from his successful conquests.

### Relationship Milestones

If a character fights Bastian in a duel and wins, Bastian's bond with the character increases.

Bastian enjoys being playfully threatened and feels closer to characters who do this.

If a character compliments Bastian's looks (especially his hair), his bond with the character deepens.

Bastian immediately becomes closer to any character who bad mouths his father.

If a character offers to read Bastian's fortune, Bastian becomes closer to that character. (The fortune does not have to be accurate; Bastian cannot tell.)

If a character shares their past with Bastian, he talks about his relationship with his father and forms a stronger bond with the character.

## Related Quests and Encounters

### Tournament of Champions

**Goal**. Bastian's family is hosting a tournament and he asks his partner to participate with him. This quest can be repeated every in-game year. (If repeated, the DM can select new opponents for the tournament).

**Location**. Bastian's hometown.

**Challenge**. This tournament takes place over three days; the character fights by Bastian's side each day. These fights are not to the death—when a participant reaches 0 hit points, they are knocked out. After each fight, great feasts and dances are hosted by the Fiest family.

On the first day, Bastian and the character fight two **knights**. On the second day, Bastian and the character fight two **berserkers**. On the third day, Bastian and the character face a **gladiator**.

If a fight is lost, the character and Bastian are out of the tournament and cannot participate in any other fights. Bastian is disappointed to lose, but holds out hope for the next year. If Bastian and the character are victorious in all three fights, they receive 1,000 gp, 8 potions of healing, and are the guests of honor during the tournament's grand ending feast, leading the dancing and feasting. If the DM believes it is time, Bastian will stop in the middle of the dance and drop to one knee. He professes his love for his partner and asks them to marry him.

### Modifications for Bastian

Bastian uses the knight stat block with these additions:

- **Hit Points**: 75
- ***Greatsword***. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage, plus an additional 1d10 slashing damage.
- ***Heavy Crossbow***. *Ranged Weapon Attack*: +2 to hit, range 100/400 ft., one target. *Hit*: 11 (2d10) piercing damage.

# Disra Serlovyn

Disra was born to humble merchant class parents in a city shackled to a lineage of tyrants. Her unusual quiet as an infant was discovered to be muteness, the way the wind reacted to her moods marked her as a storm-blessed soul, and an innate celestial radiance signaled the spark of an aasimar.

A gifted and intelligent child, Disra took to her studies with aplomb. Unfortunately, her disability was a roadblock to developing her magic, and she was endlessly restless under the law's iron grip. The visitations of her deva left her with a constant itch to do something about the injustice in her city, but ingrained fear stalled her hand.

However, the final straw broke when her brother, Juwan, willingly joined the tyrant's service, heedless of the damage and pain oppression had caused their family. With the fire of rebellion lit inside her, she struck out against the unjust law under the cover of night.

During one of her self-given missions, Disra met her mentor—Laudore Rowntree, a half-elf wizard. After speaking out against the tyrant, their tongue was cut out for their open defiance. Laudore moved underground, building up a secret rebellion after discovering a technique to translate verbal spell components into sign language. They passed this technique onto Disra, who took to it readily.

She is now a powerful spellcaster, eagerly developing greater magic in order to ease the suffering of her city and aid the rebellion in bringing down the tyrant causing it. Her brother's betrayal is still a deep wound, and Disra carries not just the weight of the tyrant on her shoulders, but also this more personal pain.

## Appearance

Disra's dark, straight hair is often pulled back into a tight ponytail, and her eyes are a subdued purple. Her soft features dance with expression and liveliness, and it's easy to tell what she's thinking. She isn't usually the tallest in the room at 5'6", though she stands with enough presence to draw eyes.

## Mannerisms & Personality

Disra is a naturally animated person; she not only uses her whole body, but also her magic, to communicate and express herself. With boundless passion, she stubbornly pursues ideals of justice. She has little tolerance for passivity in others—especially if they are in a position of power or influence. Books are another love of hers; Disra eagerly consumes any written word that challenges her current views or expands her horizons.



**Age**: 25
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Demisexual
**Race**: Aasimar (scourge)
**Alignment**: Neutral Good
**Profession**: Rebel/freedom fighter
**Class**: Storm sorcerer (8th level)

**Personality Trait**: I will not be known as one who stands idly by; my passion is my strength.
**Ideal**: I cannot suffer cruelty to remain.
**Bond**: My homeland is important to me and I will not rest until it's freed.
**Flaw**: I don't tolerate the idleness of others, even if it's for a good reason.

***Likes***. Justice, magical creativity, sunsets, reading

***Dislikes***. Passivity, tyranny, alcohol

### Roleplaying Advice

Disra loathes idleness. She jumps at an opportunity to get her hands dirty in work and will go out of her way to find something to do. If told to stay out of danger or to rest, she will *balk*; her respect will decrease for a character who repeatedly asks her to.

### In a Relationship

When Disra has bonded deeply with a character, her fiery spirit fuels her romantic passion. She conveys affection through fierce loyalty and acts of service. A romantic partner is the only person who catches a glimpse of her quieter moments, as she will try to slow down for these snatches of happiness in the long strain of oppression. While Disra adapts well to a long-distance relationship —and will write frequent letters to her partner—she is also willing to accompany a character on their travels as long as her city is freed.

### Relationship Milestones

Fond of letters, Disra writes often to the character she is interested in, and she falls easily if those letters are returned and if she's left sweet notes.

Disra is drawn to feisty, passionate, active personalities—getting caught up in her energy is sure to charm her.

Standing up to injustice or refusing to bend a knee to corruption solidifies Disra's affection.

Fighting alongside Disra, especially with good battle rhythm, deepens her affection readily.

Disra is fond of gifts, but especially ones that are arcane or resourceful.

With time and resources, joining and aiding Disra's rebellion is a way to prove intense loyalty and investment that she will eagerly reciprocate.

While learning sign language is not necessary to romance Disra, she has little regard for characters who refuse to try. If a character expresses interest in learning, she gifts them *The Book of Signs*, a tome to teach them during their travels. After spending half a year studying the tome, the character learns enough to carry conversations with her—albeit simple ones. After 1–2 years of studying the tome, they are nearly fluent. This timeline can be expedited by simultaneously learning from Disra herself, should the characters remain in the same city.

## Related Quests and Encounters

### Close Friends and a Closer Enemy

**Goal**. Disra has an opportunity to confront her brother and she's going to take it—with or without you.

**Location**. The noble district of Disra's city

**Challenge**. After some investigation, Disra has discovered that Juwan Serlovyn is not on the guest list for a banquet being held by the tyrant. When she shares this with the character, she makes it clear she is going to confront him—for her own justice and closure. The timing is perfect, since the tyrant's lords and pawns are distracted.

The party can accompany her, but she will go regardless. Only a successful DC 20 Persuasion check will stop her—any attempt to intimidate her has no effect aside from the loss of her respect.

It takes a successful DC 15 Survival check to track Juwan in the growing night. The streets are quiet; the populace is either at the rousing feast or hiding away from the flagrant display of power. After almost an hour of searching, Disra corners Juwan in the noble district.

The confrontation is tense. Juwan has not had to fully face his sister in years, and seeing her anger and the woman she has become unsettles him. Disra furiously accuses him of abandoning his family and choosing the easy way out—none of it untrue, but Juwan has been serving the tyrant long enough to retort that power is earned, and it is not easy to maintain. He intends to scrape for his share

of it, calling Disra's anger pretentious and misguided, even going so far as to insult Laudore.

This confrontation is pivotal: Disra attacks Juwan if the party does not intervene. The party can convince Juwan that he is deceived with a successful DC 16 Persuasion or Intimidation check. They can join Disra's attack against Juwan—his stats should be chosen based on party level and composition. At the DM's discretion, it's possible that Juwan has been secretly undermining the tyrant, choosing to keep eyes off of his fiery sister's open rebellion—a combination of Insight checks, Persuasion checks, and clever roleplay can navigate this taut confrontation and bring the truth to light.

The route from here heavily depends on the party's approach, but most of them can culminate in Juwan rejoining his sister if it is appropriate. If he does so, he gives Disra the tyrant's plans to help her rebellion, which the DM can follow up with as appropriate for the campaign.

No matter how this confrontation plays out, Disra is shaken after. She confesses that it was harder to face him than she thought but that her course cannot be anything but steady—though her hands shake as she signs it. She is receptive to comfort and seems to need it, growing closer to a character who cares for her and who assures her that they are beside her to see this through.



# Espial



Espial does not remember his parents—or, rather, he never truly knew them, as he was left on the doorstep of a renowned sorcerer as an infant. He has his suspicions that one or both of them were not tieflings. Ultimately he believes they did him a favor, as he studied under Lethaolan Ashmire in his childhood.

Lethaolan was incredibly gifted, and he taught Espial—then named Akros—everything he knew. In fact, it was Lethaolan that suggested the name "Espial" when the young, nimble tiefling entered the rebellion of his teenage years and wanted to shed his original name. "For keeping your eyes open," the sorcerer had murmured, proud. "You never stop watching, my boy. And that will take you farther than most."

Espial did indeed keep his eyes open. Thus, he witnessed when one of Lethaolan's spells went horribly awry, summoning a dark necromancer of immense power from an abyssal plane that slaughtered him in their winding spire. The necromancer nearly killed Espial, too. They would have, had he not thrown a few catalysts together and erupted the entire spire in blinding light, allowing him to escape in the chaos.

He's still not sure how he survived. Sometimes he wishes he hadn't.

The guards blamed him for Lethaolan's death. A tiefling, they muttered, would certainly draw the attention of dark forces. Only one guard listened to Espial's insistence that he hadn't—she released Espial when the moon was high and told him to run. He took Lethaolan's personal journal and fled.

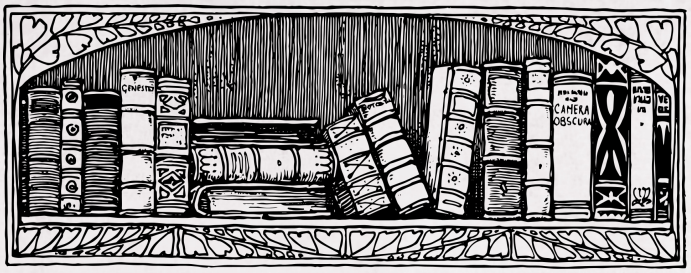
Espial spent a few months penniless, heading for the capital city, where he tracked down some of Lethaolan's colleagues using the journal and begged them for an audience. There, he proved himself adept and was taken in by the alchemist's team for his particular instincts in regards to catalysts. He has worked with them for over a decade now, and while most of his intentions are good—while their alchemy is meant to create, to heal, and to strengthen—Espial turns his thoughts back to the necromancer, and to thoughts of amassing enough power to strike them down.

**Age**: 28
**Gender**: Cisgender man (he/him/his)
**Preference**: Heteroromantic Asexual
**Race**: Tiefling
**Alignment**: Lawful Neutral
**Profession**: Arcane researcher
**Class**: Alchemist artificer (6th level)

**Personality Trait**: Knowledge is power, and I like to have the upper hand.
**Ideal**: I will not just change perceptions of me with my discoveries, but perceptions about the nature of magic.
**Bond**: My research team trusted me first, so I trust them most in return.
**Flaw**: I will risk my personal safety if it means getting an answer and achieving my goal.

### Appearance

Espial is particularly thin, though his broad shoulders give his body an angular shape that matches his cheekbones and ridged nose. Everything about him is somewhat pointy, and his eyes are a sharp gold, bright against his rich burnt orange skin. His horns curve back to make him look a little taller than his 5'10" height, aided by thick, curly gold-white hair.




### Mannerisms & Personality

Espial barely speaks above a whisper. Everything about him has intent—his words are carefully chosen, his body language purposeful. His gaze is the most noticeable thing about him, as he is always watching, always discerning, always curious. While he's cold around strangers, he loosens considerably around his research team. His casualness reveals a dry humor and a willingness to let his guard down—sometimes. He is most genuine around fascinating magic, where he comes alive with excitement and eagerness to learn.

***Likes***. answers, being trusted and well-regarded, experimenting, good wine, functional fashion, intense debating

***Dislikes***. lack of curiosity, being bored, being held back, societal prejudices, closed-mindedness

### Roleplaying Advice

Espial is easily intrigued by any magic-user or magical item. He tends to keep his emotions well-hidden, and is most driven when there's a mystery at hand. He should seem a little untrustworthy or shady at first, though time and understanding reveal a man who is genuinely passionate about magic, buried under years of pain.

### In a Relationship

Espial is curious about people who are "mysteries" to him. It is absolutely necessary that anyone pursuing him get along with his research team, as he trusts them above anything else. Once in a relationship, Espial is surprisingly shy at first, working his way through the newness of being close to someone. He communicates his affection primarily verbally and through gifts; though soft-spoken compliments are new to his tongue, they are earnest.

### Relationship Milestones

Taking an interest in his research is an easy way to gain Espial's affection.

Characters who show curiosity about the world around them gain Espial's admiration.

Espial feels closer to characters who give him practical, useful, and thoughtful gifts.

It's not hard to notice that Espial doesn't take care of himself like he should. Characters who give him food or show concern greatly increase his bond with them.

Espial is hesitant to speak of Lethaolan, but when he does, he grows closer to a character who grieves with him.

Espial is frustrated with characters who try to stop him from being reckless, but ultimately, a character who stops him from hurting himself in his pursuits deeply increases his relationship with them.

## Related Quests and Encounters

### Painful Memories

**Goal**. After spending some time with the party, Espial reveals memories he can't seem to shake. Go with Espial to the ruined spire to retrieve more of Lethaolan's work.

**Location**. Lethaolan's spire, a ruined, distant tower that is crumbling and covered in dust.

**Challenge**. It is a three-day journey to the spire by horseback. During travel, Espial shares some of his history and stories about his time with Lethaolan—about how Lethaolan wanted him to keep his eyes open, to always be curious, to always push farther. He shares his arcane accidents, the successes he had under Lethaolan's teachings, and, if coaxed or if close to the party, admits that he wanted to be like Lethaolan—that without him, it feels like his eyes are closed, his gaze is narrow, and all he can see is his pain.

Getting to the tower is reminiscent of entering a graveyard. The tower has been nearly ruined, its top half blown from the foundation and left in heaps and debris around the remaining monolith. Espial does not want to look at it for long, as he is the one who erupted it.

He knows all of the traps and guards set by Lethaolan, so navigating the tower upward is easy. The party passes a messy kitchen and dining area,

an intact study, and a library– though most of the books have been burned. Espial seems to be looking for something else; he presses on to the highest remaining floor and begins searching.

Passing a DC 15 Investigation check helps Espial unearth some of Lethaolan's old work: his journal of notes and spells, his favorite academic scrolls, and research records that he kept. Eventually, with shaking hands, Espial finds a sketch drawn of himself and the man who became his father.

When he does, the tower trembles; arcane darkness seems to swarm around the tower, and words seep from the walls in dark red liquid that trails down the stone.

*Welcome home, prodigal son.*

*Oh, your hatred burns.*

A mocking laughter fills the air, then vanishes. Espial searches desperately, trembling, for the source, but finds nothing. Gripping Lethaolan's materials to his chest, he eventually croaks that they should just return home—though he is clearly rattled by the experience.

### The Prodigal Son's Return

**Goal**. Espial has done something very, very stupid and needs to be stopped before he dies for it.
**Location**. The necromancer's new lair—an abandoned keep in a wasteland.
**Challenge**. One of Espial's research team messages the party in a panic—Espial did not join them the day before, and they found a mocking note left for him written in crimson ink: *Your father's corpse is mine*. He seems to have left in a hurry. The research team begs the party to stop him. There's only a single scrawl that hints to his location: the Mourning Barrens.

This wasteland is where armies have fallen, and is rumored to host shambling undead. Traversing the Mourning Barrens can bring encounters with undead creatures at the discretion of the DM. After a day's ride, the keep's silhouette rises against the horizon, a tombstone to the many, many armies who've died here.

Infiltrating is easy—almost too easy. The decrepit state speaks to the necromancer's disregard for anything but his own work. Upon investigating, the party comes across Espial, tied to an altar, and the necromancer in the midst of a ritual to sacrifice him for some nefarious purpose.

As soon as combat begins, the necromancer summons a wave of minions to keep distance between the party and himself. Use appropriate stat blocks based on party composition and level. The party has five turns to interrupt the necromancer's ritual. If the necromancer passes five rounds without being injured or interrupted, Espial dies.

If Espial is freed, he assists the party in stopping the necromancer. If this happens, the necromancer brings back a last corpse to assist in combat: Lethaolan. Espial is unable to bring himself to harm Lethaolan, and the party must return the sorcerer to rest for him.

When the necromancer is slain, Espial falls to his knees, his face in his hands, shaking. For the first time in years, tears rim his eyes. He apologizes, trembling, for endangering them. He says that he believed killing the necromancer would bring him peace, but he feels more haunted than before. He returns with the party, silent and mourning his twice-fallen father.

A character who approaches Espial after and comforts him greatly deepens his relationship with them. They can also chide him for his recklessness —with some time to reflect, and having faced near death, he is receptive and apologetic, even asking forgiveness. But more than anything, he seeks comfort, and may ask the character to help him memorialize Lethaolan somehow.

If the DM wishes, the necromancer's ploy may be worked into the campaign as part of a larger plot and his purposes later revealed. Espial joins in any quest that involves it, knowing he should make up for his mistakes and wishing to honor his father's memory the right way.



# Euclid Moen

Euclid was raised in a clan that interacted with society more frequently than usual. It was not uncommon for an elf or human to integrate into their society and live among them, though they stood out quite a bit. It was thanks to the androgynous nature of the elves, and one particular elf's ability to shift their gender seemingly at will, that Euclid first realized his desire to transition. As the clan traveled from place to place, he met others that shared his feelings and showed him that there was something he could do about it—even without a blessing from some fancy elven god.

Despite their frequent contact with society, the firbolg clan clung to outdated family dynamics. The women were meant to take care of the family and home, while the men were to provide and scout out their next move. Having little desire to fill either role, Euclid couldn't find his place within the clan. However, he had met people who spoke of grand academies where one could learn about magic, and these places called to him. Shortly after his 25th birthday—still young by firbolg standards—the clan finally traveled near one of these academies. Euclid, with the help of several elves he had grown close to, slipped away to what he saw as his one chance to live the life he was supposed to live.

The academy was poised at the heart of a large city. As he unfortunately discovered, the admissions process was harsh, but they had few requirements for their manual laborers. Euclid's track into the academy started when he was hired as a cook. He had never enjoyed cooking with his clan, but he soon learned that he was incredibly skilled in the kitchen. Cooking new things, with access to more than what was caught that day, was exciting! It didn't take long for his talent to catch attention. An enchantments professor was the first to make Euclid's acquaintance, and shortly after began campaigning for his admittance into the academy. Eventually, Euclid met another professor that was able to help him begin his transition.

Having been admitted to the academy, Euclid was able to leave the stress of his kitchen job behind and flourish in his academic lessons. He is constantly learning new tricks and hopes to one day settle down and open his own bakery with someone he loves.

### Appearance

Euclid is average size for a firbolg, but he constantly forgets that he is not as small as the other races he usually works with. He has coarse brown hair most everywhere, but he keeps his facial hair trimmed into a neat goatee.

### Mannerisms & Personality

Euclid has adopted more habits from elves and humans than he has from firbolgs. He adores the elvish language and is fluent in it. Though he dresses plainly, he enjoys wearing accessories that he has given minor magical enhancements.

***Likes***. Public displays of affection, trying new recipes, slow dancing

***Dislikes***. Simple food, staying at home for long periods of time, people without a passion for food

### Roleplaying Advice

Euclid is incredibly friendly—maybe even overly friendly to some—and straightforward. However, when someone is rude or questions his passions, he is quick to tell them what they can do with their attitude. He has learned from the big city to take no guff from anyone, especially those with little importance to his journey. He frequently uses elven expressions in conversation without realizing it, and he can talk forever about his schooling.

**Age**: 72
**Gender**: Transgender man (he/him/his)
**Preference**: Homosexual
**Race**: Firbolg
**Alignment**: True Neutral
**Profession**: Magic baker
**Class**: Evocation wizard (2nd level)

**Personality Trait**: I refuse to live anything but my best life.
**Ideal**: When all else fails, food can fix it.
**Bond**: I haven't seen my family in years. I hope that one day they can meet the real me.
**Flaw**: I am a perfectionist in my work, and often throw things out if they aren't just right.

### In a Relationship

Euclid approaches relationships much like he approaches his jobs—he may be quick to start a relationship to try it out, but he won't stick around long if it doesn't make him truly happy. He won't stay in a relationship with a character that leaves the city unless they have a reliable means of communication, but he is willing to consider traveling with them after his quest has been completed. He also will not stay in a relationship where he feels like he's being "hidden," nor with a character who doesn't show him affection in public. When happy in a relationship, he showers a character with gifts—mainly of the edible variety.

***On Employment and Relationships***. Euclid is available as both a romanceable and an employable NPC. He will not enter a relationship with a character that is employing him, but he will consider starting a business with a character that he is in a serious relationship with.

### Relationship Milestones

When entering a relationship with a character, Euclid shares his backstory. If they understand and accept him, his bond with them grows. If they react negatively, he ends the relationship.

Sharing a story of a difficult family or upbringing strengthens Euclid's trust in a character.

Gifts related to cooking, like utensils and recipe books, make Euclid grow fonder of a character.

If a character helps Euclid open his own bakery, he is likely to propose shortly after.

Encouraging his passion for making magical treats strengthens Euclid's opinion of a character.

Completing Euclid's personal quest strengthens his bond with a character immensely.

## Related Quests and Encounters

### Homeward Bound

**Goal**. After telling a character his story, Euclid expresses a desire to reunite with his family so that they might see him for who he really is.

**Location**. Any region befit for traveling clans.

**Challenge**. Euclid's family is nomadic and can be difficult to track down. He vaguely remembers their usual travel circuit, but it has been many years and it may have changed. If it is near Euclid's anniversary of arriving in the city (up to the DM), a character can find signs of the firbolg clan in wild areas near the city with a successful DC 15 Investigation check, and can then track them with a successful DC 15 Survival check. If it is not, characters need to travel to other towns to track them down. Characters can need to travel to two or three towns before nailing down the firbolg clan's location, but the following skill checks can be made to assist: DC 15 Investigation and Survival checks to find old campsites and track the clan's movement, or DC 12 Investigation, Intimidation, or Persuasion checks to determine if the clan has been seen in or near a town.

When reuniting Euclid and his family, the reunion should be heartfelt, as they have missed him greatly. Though they might not understand his desire to leave the clan, they support him in his endeavors so long as they make him happy. Euclid brings his family to stay with him in the city for up to a week until they must move on.

After the reunion, some of Euclid's many siblings may move to the city to pursue a more "settled" life the next time the clan passes by the city. Any time after this that the clan is in the area, Euclid's parents make a point to stop and visit him. If given a magical item to encourage regular communication, they take a ridiculously long time to learn to use it properly, but they do try. Euclid also gains his 3rd level in the wizard class at this time.



# Fletcher Fenrithes

**Age**: 24
**Gender**: Cisgender man (he/him/his)
**Preference**: Homosexual
**Race**: Half-elf
**Alignment**: Neutral Good
**Profession**: Stablehand
**Class**: Druid (1st level)

**Personality Trait**: I'm only as good as my word, so I keep my promises.
**Ideal**: I dream of helping people in heroic escapades, even if I'm not adventuring yet.
**Bond**: Horses require steadiness, trustworthiness, constance—I am calm so they feel safe.
**Flaw**: Risks scare me; I like the comfort of consistency.

Fletcher's entire life was changed by a horse.

Not just any horse. She was the great steed Hahl, a powerful black warhorse of Anhur, the General of the Gods. Hunted by a group of rangers who thought to gain glory, Hahl was nearly killed in the assault—until she charged into a forest village, knocking awry half the marketplace before the stablehands cornered her, ropes taut between their hands.

The only one she would calm for was Fletcher. In the moment when his palm connected with her side, something quaked within him, and near instantly, Hahl stilled. She was attentive. Protective. Quiet, she followed only Fletcher to the stables, where he nursed her back to health.

Rumors have followed since then—rumors about the beast, about the god that may favor her, and about Fletcher. Fletcher's life was previously normal—he was a mere stableboy, wistfully dreaming of adventuring and raising money to take care of his sister after his father passed. But with Hahl in the end stall, refusing to be cared for by anyone but Fletcher, there are many rumors swirling that there is something about Fletcher that they don't know.

A few months have passed, and Hahl is almost back to full strength. Fletcher is trying to ignore the unwinding magic that seems to billow when he is around the great steed, because he doesn't know what it means—and that scares him.

## Appearance

Fletcher's mixed heritage has left him with a smattering of dark freckles over his cheeks and shoulders that get far darker in the summer. His rich brown skin is complemented by sweeping dark auburn brown hair that picks up stronger red hints in the sun. His golden eyes are like dancing wheat fields in the sun. Fletcher is deceptively thin; his toned, narrow frame hides a startling amount of strength.

## Mannerisms & Personality

Fletcher is a tad on the shy side, though only around people. Around animals, Fletcher is far more comfortable—because he is a latent druid and hasn't realized it. At his best, he is calm, comforting, and friendly—sometimes late to the stables, but always one of the hardest workers when he's there. He has a few nervous ticks—playing with his hair, whistling off-key, and kicking up dust. He gets flustered when given attention, but tends to fall in love readily.

***Likes***. the outdoors, home-cooked meals, a little untidiness, the scent of pine, friendliness, comfort, the idea of adventure

***Dislikes***. animal cruelty, harshness, fire, judgment, eating meat, ghosts

## Roleplaying Advice

Fletcher has a lot of desires but an unwillingness to follow through—he dreams of adventuring but is too nervous to try. He is thrilled by his connection to Hahl, but struggles to accept his growing druid powers. Fletcher wants to feel safe—he can chat about horses and the forest all day long, but he usually finds an excuse to stay away from real danger or adventure. He has a naturally friendly disposition, however, and is easy to get along with.

## In a Relationship

Fletcher falls in love easily—a handsome face, a few kind words, a few trinkets, and Fletcher is smitten. He won't act on it, however, even with how obvious it may be. Once the relationship has started,

### Relationship Milestones

Making Fletcher laugh is a quick way to capture his interest.

Helping Fletcher around the stable deepens his affection for someone.

Fletcher loves a home-cooked meal, especially one that's vegetarian.

Sweeping romantic gestures are a certain way to Fletcher's heart.

Fletcher feels closer to people who meet Hahl and who are accepted by her.

Encouraging Fletcher to develop his druid abilities or to adventure—and helping him do so—greatly deepens Fletcher's bond to a character.

## Related Quests and Encounters

### The Hunt for Hahl

**Goal**. The rangers have tracked down Hahl once more—and she is not yet fully recovered from their last assault. Fletcher cannot protect her alone.

**Location**. The stables and the forests surrounding.

**Challenge**. This quest can be foreshadowed ahead of time or sprung as a surprise on a calm evening during which the party is hanging around the stable with Fletcher. Either way, the rangers strike with the setting sun—six riders on horseback, trying to subdue, capture, or even kill the great warhorse. Use **warhorse** stats for Hahl or a similarly appropriate stat block. The rangers can use any appropriate stats for the party size and composition, such as **scouts** or **archers** (VGM). The rangers thunder around the stables in a circle, some gripping lassos, others with weapons at the ready.

Fletcher is clearly frightened. The party can persuade him to hide or to fight with a successful DC 15 Persuasion check. If not directed, Fletcher remains frozen until the rangers close in on Hahl—at which point he lunges forward with his dagger to help. During combat, Fletcher and Hahl protect each other first and foremost. The longer Fletcher fights, the more harmless druidic effects begin to manifest around him—whirling leaves, strong winds, bursts of pine and oaken scents.

If Fletcher is still conscious when the rangers are chased off or killed, he staggers back, these druidic manifestations now all full strength. Grass brightens under his steps, and wildflowers bloom around him. Fletcher is *scared*. He begs, "Why is this happening?! What does this mean?!" The party can calm him down through clever roleplay or a successful DC 14 Persuasion check.

If the party agitates Fletcher at all, Hahl stands between him and the party. She allows herself to be put back in the stall only when things are calm and Fletcher is at peace.

Some time later, Fletcher approaches the character he is closest to and expresses his doubts and fears. This is a key moment to encourage him to explore these druidic powers, and Fletcher's bond with a character who does so immediately deepens.

### Hahl in This Together

**Goal**. Emboldened, Fletcher has tracked down the leader of the rangers hunting Hahl. The group, led by a man called Xehar, calls themselves the Carrion Blades. Until they are rooted out, they pose a direct threat to Hahl. Fletcher asks the party to hunt them down.

**Location**. A forested hideout, defended by overgrowths of thorns and rot.

**Challenge**. Fletcher has paid a pretty penny to find their whereabouts: a rotting, tainted nest in the middle of the woods known as the Toxicant Groves. The Carrion Blades hunt the great Anhur's beasts as trophies, though Xehar's hatred is far more personal: his father was killed in a battle urged by Anhur, and he does not believe Anhur truly believes in peace. He slaughters Anhur's prized war steeds, and the structures in the Toxicant Groves are filled with their pelts, feathers, and other trophies.

Fletcher joins the party for this quest, new to fighting though he may be. He cannot sit aside while Hahl is in danger.

The Toxicant Groves are filled with nearly 20 members of the Carrion Blades. Any method of dispatching them can be taken—picking them off one-by-one, sneaking into the heart to kill Xehar, or engaging them in small groups until Xehar emerges. Appropriate stat blocks should be chosen based on party composition and level.

Fletcher is furious when Xehar emerges, disgusted by the beastial trophies on display. "These animals are not your *prizes*!" he spits, drawing his dagger.

Combat should feel intense and personal. Xehar assaults Fletcher with vicious purpose, forcing the party to defend him if they want Fletcher to live. As Xehar dies, he seethes at Fletcher with hatred. “Poor fool. You fight for nature, which cares nothing for you. We are all just pawns. What a miserable pawn you will be.”

As the Toxicant Groves fall quiet, Fletcher is shaken, and barely talks the rest of the way home.

Now that Hahl is recovered and the threat to her is gone, Fletcher has the choice to free her, and the party can encourage him in either direction. If Fletcher is encouraged to keep her to keep her safe, he becomes Hahl’s new rider, determined to prove Xehar wrong.

If Fletcher is encouraged to free Hahl, she returns to him. The same happens—Fletcher becomes her new rider and is emboldened to adventure. However, he feels more confident, knowing that Hahl has chosen him, even given the chance at freedom.



# Glare Skrom

**Age**: 38
**Gender**: Cisgender man (he/him/his)
**Preference**: Heterosexual
**Race**: Orc
**Alignment**: Lawful Good
**Profession**: Mercenary/hero

**Personality Trait**: I appear gruff and don't speak often.
**Ideal**: Striking down evil protects the people I love.
**Bond**: My family comes first.
**Flaw**: I must help everyone who deserves it, even when it hurts me.

Glare uses the **gladiator** stat block.

Born in an orc village, Glare was named for his natural menacing snarl. Glare was raised by his mother Bola after his father was killed in a war shortly after Glare's birth. She taught him war strategies, trained him in weapons, and instructed him in how to maintain a house. Glare loved cooking and cleaning with his mother as much as he loved war training, but his favorite activity was always sewing.

His sewing skills soon surpassed his mother's. He dressed her in all the latest fashions, much to her delight. When he was younger, he was teased by the other male orcs for enjoying "womanly" hobbies. He never quite fit in, but his war prowess was eventually enough to hush his enemies.

He now travels the land, hunting down creatures and people trying to harm the innocent. He still sends letters and new dresses to his mother, and he wishes to settle down and start a family of his own once he finds the right woman.

## Appearance

Glare is a powerfully muscled orc with thick green skin, black hair, and brown eyes. He has a short beard that he trims often. He is short for an orc male at 5'9".

## Mannerisms & Personality

Glare does not speak much and intimidates people with his resting face. His voice is loud and gruff, but he is actually gentle and sweet.

***Likes***. Motherly women, sewing, war training
***Dislikes***. bullies, puzzles, misogyny

## Roleplaying Advice

Glare does not lie or steal. He will kill, but only when it is required to protect others. If he kills an enemy he knows to be a thief, he will try to return any treasure found to its rightful owners. Glare talks about his mother quite a bit.

## In a Relationship

Glare abides by a strict moral code and expects his partner to do the same. He has a strong desire to be married and have children, but he is willing to postpone that for a few more years to travel with his partner. He is not looking for a long-distance relationship. Glare is strictly loyal to his partner and showers them with gifts (handpicked bouquets, handmade clothes, etc.).

## Relationship Milestones

When offered a gift, Glare refuses, but he still feels touched and becomes closer to a character.

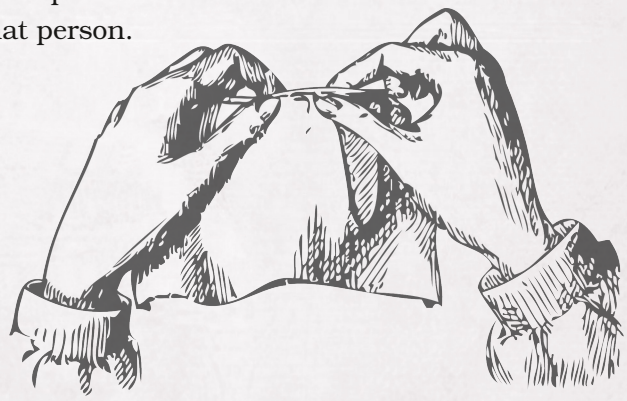
Glare is impressed by heroism and is more attracted to a character who displays a strong sense of morals.

If Glare sees a character interacting with children, he feels closer to them.

When a character assists Glare in defeating an enemy, his bond with the character increases.

When a character compliments Glare's mother, he feels much closer to them.

When a character shares their past, Glare shares his experiences with bullies and becomes closer to that person.



## Related Quests and Encounters

### Rat Hunting

**Goal**. Lately, rats have been behaving rather oddly. They sneak into homes and steal bags of coins or jewels instead of food. Glare wants to help, but investigation isn't his strong suit. He asks the party for help.

**Location**. Any city or village.

**Challenge**. Glare knows that the rats only come at night and instructs the party to patrol the streets after dark to see where they are coming from. A character who succeeds on a DC 15 Perception check on the streets at night sees a rat heading towards a house. If a character succeeds on a DC 25 Perception check, they are able to see where the rat is coming from, described below. If a character attacks a rat, it behaves as a normal rat and uses the basic rat stat block. If the body is investigated, there are no signs of magic or mutation. If the characters follow the rat, it does not take notice of them and sneaks into a house. It spends about ten minutes in the house before scurrying out with a small sack of coins. If the characters try to sneak into the house, Glare prevents them from doing so. If a party loses sight of a rat for any reason, they can succeed on another Perception check to find a new one.

If the characters follow the rat after its thievery is done or succeeds on the Perception check to see where it came from, they are led to the basement entrance of a normal house. There is nothing magical about the building; however, a character who uses a spell or ability to detect magic can sense slight magical activity coming from the basement of the house. The basement door is locked but has a rat-sized hole cut into the bottom. It can be unlocked with thieves' tools or a DC 15 Dexterity check.

If the party chooses to stealth into the house, they automatically succeed, as the occupant of the house is too involved in his rats to pay attention. The floor of the basement room is covered completely by rats, which part just enough for characters to walk through. A man sits on a stool in the corner of the room with his back to the door, whispering to the rats. Only a character who speaks druidic understands that the man is repeating,

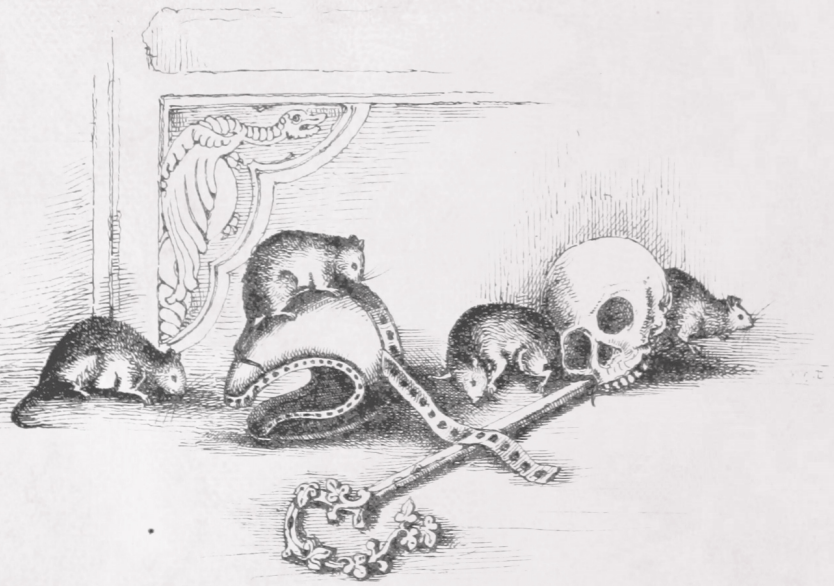
*"Gold, gold, find gold for Ralla."*

If the characters walk in without stealthing, make a sudden loud noise, or attempt to get Ralla's attention, he starts screaming, startled. Ralla refuses to use any language other than druidic if the characters attempt to talk to him. A druid that talks to him can only get out the following phrases:

*"Gold for the rent."*
*"Rats for the rent."*
*"Gold and rents for Ralla's rent."*
*"Rats, rats, rats."*

It is impossible to reason with him or get him to stop sending the rats out to steal: he can no longer understand these concepts. There is no rent to pay, as his landlord does not actually exist. If guards are called or if a character attacks Ralla (or any rats), he and his rats attack. The rats on the floor form 10 **swarms of rats** and Ralla uses the **druid** stat block.

Once Ralla is defeated or subdued, Glare expresses appreciation to the characters for helping him with the rat situation, but he is deeply saddened by Ralla's fate. He puts together a proper burial for Ralla alongside his rats, and the characters can help him in this endeavor. Glare feels much closer to those who help him lay Ralla to rest.



# Harding Smith

Harding grew up in a small village and apprenticed under the local blacksmith. The blacksmith had a daughter, Clarabelle, who Harding fell in love with as they learned smithing together. Clarabelle and Harding dreamed of moving to a larger city together to learn more techniques. Soon after they became adults, Clarabelle's father died and Clarabelle took over the smithy. She and Harding worked there together, developing new techniques, for about a year.

Eventually, Clarabelle convinced Harding to follow his dreams without her; she felt her duty was to continue her father's business, but he could still go out into the world to learn more. Not wanting to hold him back, she pushed him away so that he would go. He sent letters to Clarabelle about what he learned in the city, but they grew apart as time went on. She eventually married, and Harding threw himself even farther into his work to forget Clarabelle—but he continues to hope he will find love again.

**Age**: 20
**Gender**: Cisgender man (he/him/his)
**Preference**: Heterosexual
**Race**: Dragonborn
**Alignment**: Neutral Good
**Profession**: Blacksmith/tinkerer

**Personality Trait**: I never turn my back on those I care about.
**Ideal**: Learning is the best way to feel alive.
**Bond**: The things I create are my legacy.
**Flaw**: I hyperfocus on tasks and I cannot do more than one thing at a time.

## Appearance

Harding is a slender, 6'1", black dragonborn with a kind face and green eyes. His clothes and skin are almost always spotted with grease stains.

## Mannerisms & Personality

Harding is shy and reserved. He doesn't speak much, but what he does say means a lot to him, and he tends to look down when sharing his emotions.

***Likes***. Smithing, tinkering, metal

***Dislikes***. Loud displays of emotion, large social gatherings

## Roleplaying Advice

Harding is almost always found working, as he often forgets to do anything else. He is honest and cannot conceal any secrets, and he withdraws from intense displays of emotion.

## In a Relationship

Harding does not expect much from his romantic partner and can do well with a long-distance relationship; his only expectation is to be loved honestly and that his partner loves his work. Characters in a relationship with Harding receive weapons or other gifts fashioned out of metal. If he proposes, he does so with a handmade ring that changes into a shield with a press of a hidden button.

## Relationship Milestones

Harding feels more attached to people who appreciate his work.

If a character makes something for Harding (no matter how badly), he treasures it and becomes much closer to that person.

Harding feels closer to those who assist him in his work (even something as simple as handing him tools).

Harding considers someone who teaches him a new technique to be a close friend.

Sharing a calm conversation with Harding helps him open up and trust the character more.

A character sharing something painful from their past prompts Harding to share his past and deepens his bond to that person.

## Related Quests and Encounters

### Supply Run

**Goal**. Harding has heard rumors that a book of secrets for smithing with adamantine is hidden in the secret cave dwelling of a centuries-dead dwarf hermit whose name has been lost to the ages. After doing months of research, he has found an ancient map that he believes leads to the cave. He wants the characters to see if they can find the secret cave and bring back the book.

**Location**. A hidden cave located about five hours north of Harding's city.

**Challenge**. The entrance to the cave is included on the map, but the map is charmed so that it is not visible. A character who succeeds on a DC 15 Arcana check or casts identify on the map realizes this. If dispel magic is cast on the map, or if the map is in an antimagic field, the map reveals the entrance to the cave.

The cave is littered with **giant centipedes**, four of which attack as soon as the party enters the cave. For every half hour the characters stay in the cave, 1d6 centipedes attack.

There are four rooms in the cave, but only three of them branch out from the entrance. The rooms are as follows:

- The bedroom has a bed that is now a nest for the giant centipedes. If the bed is touched or disturbed in any way, 1d8 giant centipedes leap out of their nest and attack the party. There is a chest in this room that contains clothing, which turns to dust if picked up.
- The kitchen is full of rotten food and is now the lair of a **ghast**. If the party chooses not to stealth or muffle the noise of their exploration, the ghast ambushes them as they enter the kitchen. The skeleton of the ancient dwarf smith is lying in the corner of this room. His clothes are rotten beyond recognition and he has nothing of value on his person.
- The workroom is littered with half-completed metal projects and ancient smithing tools. If any of the party disturbs the metal pieces in the workroom, they inadvertently activate a simple animated toy named Widget. Widget is very friendly, but he runs away from characters who threaten him or are mean to him. Widget understands that his master passed away a long time ago and turned himself off so he wouldn't be alone. He asks the characters to take him with them so he can see the world, as he is not big enough to open the cave door by himself. If the party agrees, Widget is delighted and tells them where they can find his master's book. He also warns them about the ghast in the kitchen and tells them that his master's name is Andrum. If the characters do not find Widget or if Widget does not tell them where the secret door is, a successful DC 15 Perception check is required to find a secret door that leads to a secret cache.
    - This secret cache contains the book that Harding has sent the party to find, as well as three pounds of adamantine.

If the characters release Widget from the caves, he either stays with the party or goes on his own travels, depending on how well the characters treated him. If the characters get the book back to Harding, he is elated and incredibly grateful. He is so excited that he eschews any celebration in order to start reading immediately.

It takes him two years of building specialized equipment and studying the book before he is able to work with adamantine, after this point he will make adamantine weapons and armor for the party to repay them for helping him.



# Irhana Shevere

**Age**: 342
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Biromantic Asexual
**Race**: Elf (high)
**Alignment**: Lawful Neutral
**Profession**: Divination Wizard (18th level)

**Personality Trait**: I bear the responsibility of what I see in the future and what comes of it.
**Ideal**: If I can ensure that the best future possible comes to pass, I will.
**Bond**: I care deeply for fledgling diviners and the burdens they carry.
**Flaw**: I cannot let go of my mistakes or my inability to stop the worst from happening.

Irhana's past is buried both centuries and countries away. Her usual tale is that a young, aspiring wizard trained underneath some of the foremost magical minds for over a century, honing her sight and power until the current archmage of divination passed. Others will say that Irhana has been the archmage of divination for longer than one would think. Others still claim they have no record of her training, and that Irhana merely emerged an incredible diviner, seemingly from nowhere.

No matter which story is true, the fact remains that Irhana Shevere, current archmage of divination, is thoroughly gifted.

Her history is not quite as interesting as the rumors. Irhana, in her wild youth, ran away from a betrothal, foreseeing that it was not her destiny. She joined an arcane guild, honed her divination magic, and caught the eye of a magic council—one that took it upon themselves to provide training until she was ready to step up as archmage. So why the secrecy?

Because Irhana is continually running from futures she can't seem to escape.

Irhana has loved countless times before, and always lost—her grip on divination magic is masterful, enough that she can see when her current station, romance, or prevalence will go wrong. When she was younger, she often tried to stop these impending disasters—and witnessing their occurrence despite her best efforts has driven her to stop trying. Countless times, she has pulled away from those who loved her before she could get hurt, or tried so hard to stop it that her relationship crumbled.

Irhana does not stay in once place much these days. She takes on apprentices, but not for long. She gives her word on arcane rulings before disappearing. She is advisor to sovereigns, military leaders, and magisters, but only briefly. She moves through the world like she is running from her past—but the exact opposite has always been true.

## Appearance

Irhana's cascading black curls seem almost blue in stark light, and her stormy grey eyes carry much weight. She is often draped in ornate dresses, shawls, or cloaks, and her taste in jewelry speaks to refinement, not gaudiness. The angular nature of her features is offset by curving lips, thick waves of hair, and a gaze that is softer than one would expect.

## Mannerisms & Personality

Irhana is very soft-spoken, and age has given her grace and elegance. A gentle melancholy and quiet lingers around her, however, and she can seem distant—her mind far elsewhere. She holds her position of archmage with immense responsibility, and will always answer a call seeking aid.

***Likes***. Fashion, art, quiet villages, study, meditation, being surprised into laughter

***Dislikes***. Busy streets, crudeness, disrespect, hunger for power, recklessness, the rain

## Roleplaying Advice

Irhana does not speak often, but when she does, her words are chosen carefully. Her avoidance tactics concern herself more than others: she has a difficult time not helping others, but will attempt to remove herself from a situation that might hurt her. Her serious nature makes it difficult for her to live in the moment. Ultimately, she is a woman who has been hurt many times before: what she is seeking most is comfort, joy, reassurance, and proof that happiness can be found in short measures.

### In a Relationship

Irhana will be very cautious about initiating or accepting a relationship, particularly if the character wishing to romance her is destined for danger. She is often yearning, however, and will find herself entranced by characters who make time feel worth it. Irhana is drawn to happiness, to bravery, to passion, to liveliness, and to those who help her live in the moment. Once in a relationship, Irhana is almost awed by her romantic partner—a sensation that melds away into adoration and a desire to make the most of the time they have.

### Relationship Milestones

Irhana can be easily charmed with gifts of jewelry, fine wine, or sweets.

Irhana is drawn to dates in artistic places —galleries, museums, temples, or historical sites.

Facing a challenge alongside Irhana and proving that it can be conquered together helps Irhana feel closer to a character.

Irhana's future sight can feel overwhelming in crowded cities. She will feel closer to characters who ease her through the most powerful divinations.

Irhana's wandering tendencies are not her preference; she will adore a character who wishes to make a home for her.

Desiring to keep this relationship intact, Irhana will not look forward to its future unless asked to. If asked to, characters who reassure her that they will love her despite the trials to come deepen Irhana's love for them.

## Related Quests and Encounters

### Ruinous Omens

**Goal**. Irhana has been more distant than usual as of late. Something is clearly wrong.

**Location**. The grand halls of a sovereign.

**Challenge**. This quest does not happen until Irhana and the party have developed a relationship with each other and, ideally, a character and Irhana are pursuing a romantic relationship.

Irhana's distance is both noticeable and troubling, especially if she has revealed her history before. She is not in any of her usual locations—her home is empty, her gardens are vacant, and she is not in her usual favorite places around the city. Eventually, the party can find out from an NPC in the city, such as the owner of her favorite tea shop, that she was seen quickly leaving the town on horseback that morning.

Catching up to Irhana is something of a game, considering that the diviner can foresee the party. Clever uses of tracking, DC 15 Survival checks, and quick speed, however, eventually closes the distance, allowing the party to catch up to a very fearful Irhana.

She explains that she has to leave, that she can't bear to watch what's about to unfold. She seems shaken, heartbroken, and broken by so much tragedy. A DC 17 Persuasion or Intimidation check coaxes her into revealing the nature of her fleeing: she has foreseen a tragedy at the sovereign's gala in just a week's time. The sovereign themself will die to an assassin, and the character she is



closest to will be blamed for the sovereign's death. This character will be put to death the very next morning. Believing her visions inevitable, Irhana fled before she could watch her loved one die.

Convincing her to come back with them requires succeeding a DC 18 Persuasion check. Otherwise, Irhana leaves in tears, saying she will grieve them, remember them, and love them.

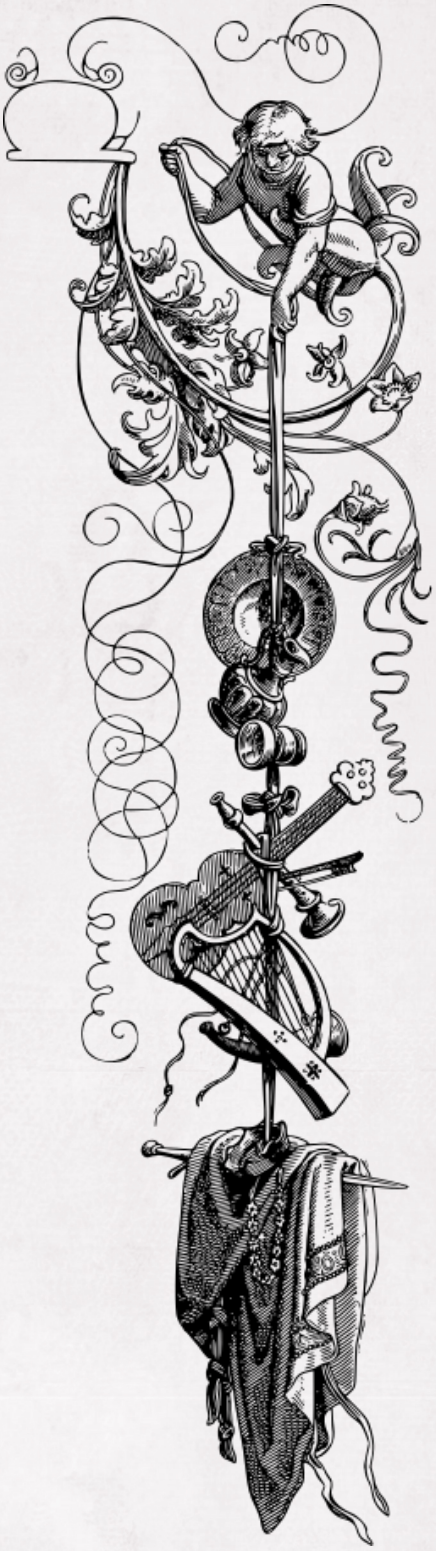
The party's next task is stopping the murder of the sovereign. The gala is open to all and requires no invitation, though the party has access to some of the more exclusive rooms due to their influence. The DM is encouraged to fill the gala with any number of threats according to story—political intrigue, opposing parties, dangerous deals, and blades hidden behind perfect smiles. The gala should feel rife with activity, forcing the party to focus on their efforts to sabotage fate itself.

When the party is at its height, the sovereign steps to the stage to make a speech to thank their guests for attending. While the speech can be easily adjusted to fit the story, the sovereign could impress peace in troubling times, care for the weakest and most troubled, or even demand bolstered spirits in the face of conflict. During the speech, an assassin shoots the sovereign with an arcane arrow.

Noticing the assassin requires a DC 15 Perception check, and any tactics could be employed to protect or heal the sovereign before the assassin finishes the job. The assassin calls for back-up, plunging the gala into an all-out combat —but not
before Irhana bursts through the door, wildly disheveled, on the verge of tears, her dress tattered from the rush. "I saw it!" She's nearly sobbing. "I saw it change! It has never changed, but you—!"

The time to talk is later. Irhana joins the party in killing the assassin and their allies, the stat blocks of which should be chosen based on party composition and level. Irhana is viciously protective of the party member she is closest to, sparing no magic to keep them safe.

When the assassin is dispatched, Irhana dissolves into tears, shoulders trembling. "I never knew. I never knew it could be changed, I always failed." She apologizes through her sobs for leaving, and, later, tries to rekindle the blossoming romance with that character, saying she thinks, now, that the risk is worth it now that she knows she can fight for it.



# Ivali Eldime

**Age**: 32
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Biromantic Asexual
**Race**: Aasimar
**Alignment**: Neutral Good
**Profession**: Forge Cleric (6th level)

**Personality Trait**: I ferociously defend what I believe to be right.
**Ideal**: No one around me will suffer if I can help it.
**Bond**: Whenever I choose someone to serve, they have my full loyalty. I am unshakable.
**Flaw**: I struggle with grey areas and desperately need a "right" answer.

Ivali's has had a strong—and confusing—connection with her deva since she was a small child. Born to a noble family who celebrated having an aasimar child, she was pressured very quickly to become the ideal figure: graceful, witty, charming, and devout. She tried for years to understand the dreams her deva gave her, but they are vague, and the pressures on her became overwhelming.

Ivali found the most peace within herself, and the most connection to the celestial realms when crafting. She took to jewelry-making early, and found contentment and calm in the focused act of forging jewelry. During this time, she became a worshipper of Gond, eventually becoming a cleric. Her dreams, however, have gotten far more insistent—and all the more vague.

Ivali's family was content with her worship of Gond if it meant they could tell people she was chosen. It would have been—and should have been—perfect. On the day that Ivali was meant to become a priestess in the temple of Gond, however, she awoke from a furious, insistent dream from the deva. The voice in her dream bellowed that she was meant to do more. In a panic, Ivali ran, leaving her entire life behind in favor of a town where no one knew her face.

She regrets this as much as she doesn't. When she asks her deva for more information, she receives only silence.

Ivali has taken up crafting in this town, making jewelry and trying to reconnect with her deva for more information. She is very devoted to Gond, still, and channels her confusion into serving everyone she can. She is known around town for being the first to help anyone in need—though many feel she is in need herself.

## Appearance

Ivali has thick, silvery hair that falls around soft, rounded features and pale blue eyes. Her rich brown skin is dotted with freckles, and she is built somewhat sturdy—toned, in a way that is both elegant and grounded.

## Mannerisms & Personality

Ivali swings between periods of quiet and passionate outbursts. She is utterly full of heart, and when something has her focus, it has it fully. She always seems like she is making up for something or searching for something; she speaks in a soft, melodious voice, and sometimes it sounds very far away and longing.

***Likes***. detail-oriented work, loyalty, compassion, earnestness, open skies

***Dislikes***. harsh expectations, moral greys, dishonesty, not having an answer, feeling lost

## Roleplaying Advice

Ivali needs answers, needs to prove herself, and needs to feel valuable. She seems lost and even overeager at first until she finds peace within herself. However, she isn't stupid, nor is she socially inept. After years of being trained at court, she holds herself well—that nervousness and fumbling comes when she opens up to people, not with strangers. Her focus for her craft translates into her daily life—she is driven, intent, and hard to distract from work.

## In a Relationship

Ivali is someone who connects with people instantly platonically but is far more reserved romantically. She doesn't want them to see her uncertainty or her lack of direction; while she is willing to befriend anyone, she is nervous to truly connect.

Once a character earns her trust, however, they have her loyalty deeply and eternally. Ivali is also very frank about her asexuality. Her love is passionate, and she will not be with anyone who sees her asexuality as a detractor.

Her love language is gift-giving and quality time; characters in a romantic relationship with her are spoiled with a lot of trinkets and dates!

### Relationship Milestones

Bringing Ivali trinkets that she can use in her jewelry makes her feel closer to a character.

When Ivali sees a character being extraordinarily kind to someone, her affection for them deepens.

Ivali feels closer to anyone she heals or makes jewelry for. Wearing her jewelry flusters her—and greatly increases her affection.

Showing interest in her worship or sitting through a ritual with Ivali greatly strengthens her love for them.

Taking Ivali to a high place—a mountain peak or a rooftop—for a spot of privacy helps Ivali feel more at ease and closer to a character.

Ivali, at some point, shares her nervousness about her destiny and her dreams from the deva.

Characters who show empathy and patience deeply increase Ivali's love for them.

## Related Quests and Encounters

### Hearing the Call

**Goal**. Ivali has a new idea for trying to connect with her deva, and she wants company for this one.

**Location**. A sacred or private location: a secluded pool of water, a forgotten shrine, a high mountain top, or a cathedral at night.

**Challenge**. Ivali is clearly nervous as she asks a character she is close to for help. If asked why she wants someone with her, she answers, "For safety, of course." If she is particularly close to that character already, however, she adds, ". . . perhaps I'm not willing to face another disappointment alone."

The journey to her chosen location is quiet and fraught with worry. Once in that sacred place, the character can assist Ivali with connecting with her deva with a DC 12 Arcana check. Helping her connects her with her deva—but it also draws the attention of a few abyssal creatures. Use a couple of fiends of appropriate CR to assault Ivali and the PC–when they have bested them, Ivali gasps as her vision suddenly goes white.

She hears a clear divination from her deva, the nature of which can be decided by the DM and worked into the story as needed. Additional quest chains can also be developed according to what Ivali has seen.

Example developments:

- Ivali is called to serve a god other than Gond
- Ivali is called to help the PCs with a quest
- Ivali has been told of a terrible omen that requires her aid
- Ivali needs to craft a sacred jewelry piece for a quest

# Maeve Beren

Maeve was born to an average gnomish couple and raised in a city with a primarily gnomish population. With a jeweler for a mother and a blacksmith for a father, she began creating at an early age. However, creating tools and stringing beads was never enough; she needed to make something new. But try as she might she was never able to invent something that allowed her to feel more comfortable in her body. It took several years for her to fully understand her desire to transition into the person she is now, and several more for her to have the support of her parents and means to do so.

Currently, Maeve makes her living taking custom orders for inventions. Her favorite things to make are ornate prosthetics and things that truly help people, but no order is too small—or too large. She doesn't question the occasional odd order, so people know that they can trust her to make anything. She can occasionally be found helping her parents in their shared store, but only when her own work slows down.

**Age**: 65
**Gender**: Transgender woman (she/her/hers)
**Preference**: Heterosexual
**Race**: Gnome (rock)
**Alignment**: True Neutral
**Profession**: Artificer (2nd level)

**Personality Trait**: I often get lost in thought about my next creation.
**Ideal**: Live and let live–I try and stay out of other people's business.
**Bond**: I will make a name for myself with my inventions, even if that means taking questionable contracts.
**Flaw**: I often become obsessed with my work, to the detriment of everything else in my life.

## Appearance

Maeve is tall for a gnome (4'1") and has an average build. Her hands sport rough calluses and plenty of scars as a result of her work. She almost always wears a tool belt and pulls her hair back, as if she's prepared to start working wherever she goes.

## Mannerisms & Personality

Maeve appears to be calm and collected the majority of the time—very rarely does she get visibly upset or angry. Only when someone is incredibly rude or things get truly bad does she let her negative feelings show. On the other hand, it takes very little to excite her. Even the smallest inventing breakthrough or slightly exciting order is enough to make her day.

***Likes***. Alone time, creative thinkers, bargain hunting

***Dislikes***. People that can't appreciate her inventions, heavy drinkers, comments about her height

## Roleplaying Advice

If a character meets Maeve in her parents' shop and makes a purchase, she'll strike up a conversation offering upgrades for the item(s) purchased or minor inventions she's made. If a character seeks out Maeve specifically to have her invent something, she is delighted and may even offer a discount depending on her interest in the project.

## In a Relationship

Maeve is hesitant to enter into a relationship with an adventurer. She's heard enough stories and feels that they're all the same: smooth talking and ready to disappear at a moment's notice. She warms up to a character faster if they spend prolonged time in the city or prove to her that they don't intend to leave without making plans to maintain communication. In a relationship, she values her space. She isn't likely to go adventuring with a character—she's happy with regular letters or magical means of contact.

### Relationship Milestones

Maeve is especially fond of those who share a love of creating, regardless of the medium.

Spending long periods of time in Maeve's home city and going on dates without trying to take up all of her time increases her trust in a character.

Once Maeve feels truly comfortable with a character, she asks them for a committed relationship.

Bonding with Maeve's parents strengthens her relationship with a character.

Bringing Maeve customers with new, exciting inventions makes her like a character more.

Buying a magical item for long-distance communication or having Maeve make one strengthens her relationship with a character.

## Related Quests and Encounters

### A Little Help From My Friends

**Goal**. Maeve has received an order that is too big to fill before the deadline without a little help.

**Location**. Maeve's shop.

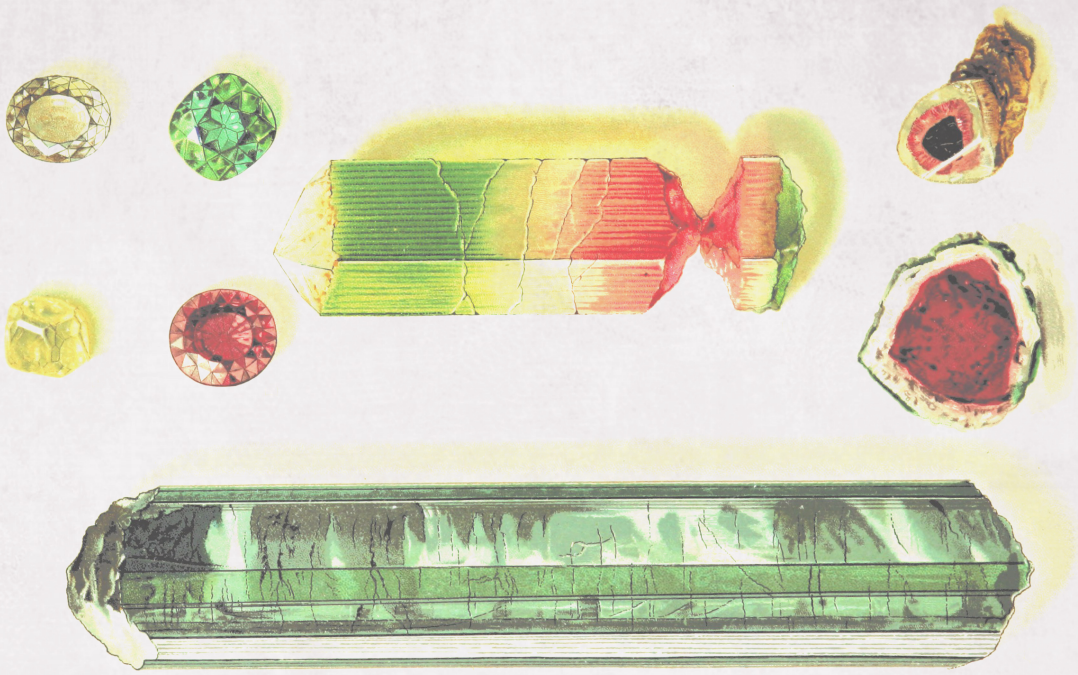
**Challenge**. Maeve has been asked to build hundreds of a small gadget she's created, and must have them done in time for a party the following night—only 30 hours away. Working alone, it would take her at least 48 hours to complete. The quicker she can get the order done, the better, so she asks the party to help her—either with assembly or with supplies. Characters that wish to help Maeve build must make a DC 15 check with Tinker's Tools (Dexterity) to speed up the process. The construction time is decreased by 25% for each character who succeeds on this check (up to 75%).

If only one character is helping Maeve, a failure of 5 or less causes the build to take the same amount of time that it would take Maeve to build alone. A failure of 10 or more causes the build to take 25% longer, and decreases Maeve's trust in a character. If multiple characters are helping her build, two or more characters failing the check cause the build to take 25% longer. Four or more characters failing the check cause the build to take 50% longer, which decreases Maeve's trust in a character.

Characters who don't help Maeve build are asked to run errands for supplies that she is missing. The supplies needed, how to find them, and how they impact the crafting time are listed below. If the characters reduce the crafting time by 75% or more, Maeve is able to complete the order in only 10 hours. If the characters are not able to reduce the time by at least 25%, Maeve is unable to complete the gadget in time and will not interact with the characters for several days. If her relationship with a character is already rocky, this can cause her to end it.

***Tinker's and Jeweler's Tools***. Maeve needs a few extra sets of tools due to the scope of the project. These can be given from a character's inventory or found at the local general supply store. If characters have not yet found a general store, you can consider a DC 12 Investigation check to find it in a timely manner. Bringing Maeve either set of tools decreases the building time by 5%, or 10% for both sets.





***Precious Gems***. Maeve needs approximately 30 precious gems. She doesn't care what they are, but they do need to be all the same. The party can find gems at any jeweler, but may only be able to find half of what's needed at any one store depending on how difficult you want the quest to be. If a character thinks to ask Maeve's mother, a jeweler, she will offer to take the full amount to Maeve herself so that the characters can continue looking for other supplies. The building time decreases by 5% if half the jewels are found, or 10% for the full amount. Having Maeve's mother take the full amount over herself and continuing to look for supplies decreases the crafting time by 15%. If characters have not found a jewelry store, you may consider another DC 12 Investigation check to find it in a timely manner.

***Polish***. To put the final shine on her trinkets, Maeve needs a couple extra jars of polish. She's bought all the stock from the general store, so the characters will have to go to a blacksmith or armorer to find more. Most smiths and armorers need it for their trade and will only part with a tin upon a successful DC 15 Charisma (Persuasion or Intimidation) check; after a successful check, however, they still demand 10 gp before they will hand it over. If a character thinks to ask Maeve's father, a blacksmith, he will take Maeve both of the tins she needs so that the characters can continue their search. For each tin of polish found, the building time decreases by 5%, or 10% for both tins. Having Maeve's father take the tins over himself and continuing to look for supplies decreases the building time by 15%.

If Maeve completes this order in time, she reaches 3rd level in the artificer class. The payment for completing this order allows her to upgrade her shop, which she does immediately. If characters manage to reduce the time by 75% or more, Maeve is incredibly impressed with their handiwork and asks them to lend a hand more often. Because of their willingness to help, Maeve develops stronger feelings for a character she is in a relationship with if they are successful in completing this quest and sacrifices more of her time to be with them.

# Menne "Stone" Glaz

Menne was raised by a single father in a trade city with a large harbor, her mother having died during a pirate attack when she was very little. He never let Menne forget her, though, and told stories about her every night to put Menne to sleep. While not great at feelings, her father was a master of the blade. Hours were spent learning from him as he gave classes out of a small school he opened to prepare the city against another pirate attack. Menne was raised to be vigilant for another attack, to always be prepared, and to defend through offense. Because of this, she briefly joined the city guard. Briefly —because she found the city guard was inept at doing what was most important: protecting people. During a patrol around the docks, Menne saved a young girl from being kidnapped, but due to the system, the kidnappers were released. She quit that day, and the parents hired her to watch over the girl. For the last two years, she has gained a reputation as the personal guard you want if the danger against you is insurmountable or unknown.

**Age**: 19
**Gender**: Cissgender woman (she/her/hers)
**Preference**: Homosexual, polyamorous
**Race**: Shifter (wildhunt)
**Alignment**: Chaotic Neutral
**Profession**: Personal Guard*

**Personality Trait**: I am fiercely protective and quick to hunt down threats.
**Ideal**: Always be prepared for the journey yet to come.
**Bond**: Those under my protection will never see any harm.
**Flaw**: My loyalty to the people I protect often blinds me to the immoral things they do.

**Menne can also be hired as a guard, as mentioned in Chapter 5, and uses the guard stat block (Appendix C).*

## Appearance

Standing tall at 5'5" and 130 pounds, Stone—or Menne to her friends—does not seem like a threat to most people at first glance—at their own peril. Anyone paying attention can see the rock-hard, defined muscles rippling as she subtly shifts to defend against perceived threats. Her large eyes are hypnotizing—a bright yellow color that catches the light—and her pointed ears are always searching for noise as her feral grin belies the general mistrust of everything around her. Soft, reddish fur-like hair covers her face and arms. She is bristling with weapons that are well made and cared for, but those don't seem to be where her air of danger comes from.

Should the party see her in a fight, they see little but a blur of blades and arrows as she takes down threats that approach who she is charged with protecting. When shifted, her teeth sharpen, her fur-like hair turns tawnier or golden, she grows claws, and her muscles bulge with added power.

## Mannerisms & Personality

She constantly observes rather than interacts unless pulled into it, preferring to keep an eye out for potential trouble. When amused, one side of her mouth quirks up into a playful smirk. While she is stone-faced by default, her emotions show in subtle shifts in her eyes that can be mistaken for changes in the light. Should there be any music or dancing, she can be spotted tapping either her foot against the floor or her finger against her weapon.

***Likes***. Chases, challenges, practical gifts, dancing

***Dislikes***. Mockery, betrayal, frivolous things, waste

## Roleplaying Advice

Initially suspicious of any new person, Menne reserves final judgment until she has observed them for a while. She offers advice on fighting techniques, weapon stances, and gaps in defense if she witnesses the group getting into a fight. Should her interest be piqued by someone in particular, she will investigate them, gathering as much information as possible on them before their next encounter. She tends to come off as distant, calculating, exacting, and ruthless in the first few

interactions. But as she warms up to a character, they can see she's really just devoted to her job and leveraging her ability to observe to protect people. It is likely that she will be on a job protecting a local noble when she first runs into the group, but it is also possible that the group finds themselves in a situation where a personal guard is required and must seek her out.

### In a Relationship

Menne's guard is always up, as lowering it in her profession would mean death for her, or worse, her client. If someone can get through her fortress of guards, they find someone fiercely protective, caring, and loyal beyond reason. Once the possibility of a relationship opens up, Menne is upfront about being polyamorous but is clear that she isn't about dating around on whims—rather, she wants to build deep, meaningful relationships with a small handful of partners who work and care together. Others have thought it prideful of her to consider this. Menne is willing to leave with her new partner but is happy to continue following her own work, gifting the character with a sending stone paired with hers if they part ways. She does, however, often make an effort to meet up with her partner by taking jobs close to where they currently are, carving out days to a week for some personal time together.




### Relationship Milestones

When told a dark personal secret, Menne now considers the character a close friend and is more open with them, sharing one of her own in turn.

Should the character share a story of a personal loss with Menne, her demeanor will soften as she comforts them in a tender way. Dropping her walls for a moment to let the character in deepens the trust between the two.

Taking on and defeating a tough opponent despite the odds impresses Menne. She compliments the character and comments that they'd make any pride they joined proud.

Going on a one-on-one hunt with her to take down a large animal gets Menne's blood pumping from the hunt, opening her up for some close, intimate alone time with the character before they head back to the rest of the group.

Making Menne woo or chase the character to get a date makes her open up a little more, having enjoyed the chase.

If the character helps protect someone under Menne's care, she considers them capable on their own. This increases her interest and trust in the character.

## Related Quests and Encounters

### Cornered

**Goal**. The party has overheard at a tavern that a group of thugs are ambushing a local noble to rob and murder. Rush over to help the noble or leave their fate up to chance.

**Location**. An alley behind the market.

**Challenge**. Tracking the **thugs** through the streets requires a DC 14 Survival check to navigate the streets to the ambush site. Doing this unseen requires the group's Stealth checks to beat the

thugs' passive perception.

Menne is escorting a local noble back home from working to crack down on the local thief ring. The noble is an elderly gnome in long robes with failing eyesight. When they pass through an alley that is 10 feet across and 50 feet long, the thugs plan to block off either end and attack. The buildings on either side of the alley are two stories (20 ft.) high. Menne accepts help from the group if they wish to, shouting to keep one alive for questioning. Menne will be ruthless to the attackers, and while she won't leave the gnome's side, she will toss a dagger or shoot a crossbow to help the party out of any bind they find themselves in.

Menne will be grateful for the help and offer to buy the group a pint at a local tavern after finishing her shift. This will give the group a chance to get to know this strange fighter better as well as open up the possibility of her calling on them for jobs that need additional muscle.

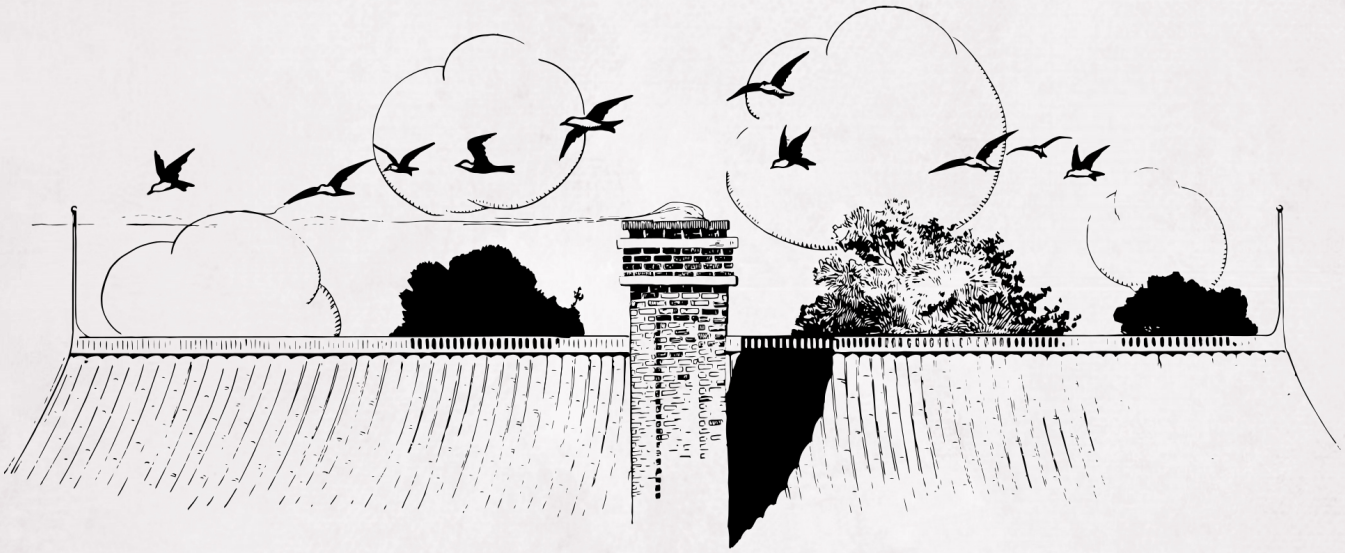
### Information Needed

**Goal**. Menne needs to find out who has been sending a local merchant threatening letters.
**Location**. The next town over.
**Challenge**. The person sending the threatening messages has gone through great lengths to not be found. A DC 16 Investigation check can be made in the merchant's office for clues—a success finds that the letters are dropped off by hand through the window. A success of more than 5 also finds a piece of a burned love letter in the fireplace written in a scrawl that matches that of the threatening letters.

The local merchant (**commoner**) scorned a harbormaster after finding a better deal at a closer harbor with better tariff deals. If confronted, the merchant states, "It's not personal, it's just business. They understand that better than anyone. It couldn't be them!" Obviously, the harbormaster doesn't feel the same way, and they have twisted things into being a personal attack that must be dealt with.

The group can deal with the situation with a DC 17 Charisma (Persuasion or Intimidation) check to get them to leave the merchant alone or by going through the process of getting a better deal on tariffs to bring the merchant back. To get a better deal, the group will need to play a game of bribes, persuasion, intimidation, and politics. Skill checks for this process start at DC 12 and increase by 1 for each step. The DM can choose how difficult to make this process, but it is suggested to include a tax collector, guildmasters, and the harbormaster as obstacles in getting a better deal.

Menne offers to accompany the group on this task but remains to protect the merchant if unneeded. After the job is completed her trust grows enough to invite the group back to her place for a celebratory drink of a bottle she's been saving. This will be the first time the group sees Menne's place, it is immaculate and well kept with an air of not being used much.



# Neri

Growing up, Neri's clan, like most, had limited interaction with civilization. That is, until Neri got older and began showing signs of mobility problems. It was little things at first, like taking longer to walk than the other children. As she got older, it got worse. What they thought was a normal delay turned out to be swelling in Neri's joints that led to pain, stiffness, and difficulty getting around. Despite this, the young goblin's radiant personality never dimmed. Her parents' garden, or what passed for a garden amongst goblins, was a favorite among the children. Because of this, Neri never wanted for company, and had plenty of time to practice her conversation skills.

Unfortunately, the goblin lifestyle isn't kind to anyone; especially those who might have trouble keeping up with the duties of the clan. Neri's parents knew this and, in an act of desperation after several attacks on the clan, abandoned their clan to try and find a city that would welcome them. Eventually, they were able to find one that didn't chase them off at first sight. Though the changes from clan ways didn't come easy, they were able to build a simple life. And while growing up was difficult, Neri could never question her parents' love for her. Together, the three of them planted a new garden that would soon become the talk of their neighborhood.

Neri's parents often took on odd jobs in order to pay rent and provide for their family. It was during one of these jobs that they met Elword Varan, an elven man who trained service animals, mostly for nobility. Elword saw the family's struggles and gave Neri's parents a permanent job helping to care for the menagerie of animals that he kept. After quickly becoming a friend of the family, he gifted Neri with a capuchin monkey trained to help her with everyday tasks. When Neri grew older, she wanted to open her own flower stall to experience the world on her own. Elword trained Bubbles to do everything short of talking to the customers for her.

Neri has owned her flower stall for two years now, and her and Bubbles have perfected their routine. Along with the help from Bubbles, she uses a walking cane to help support herself on particularly hard days—which are slowly becoming more frequent. Her flower stall has become quite successful in the years she's been open, and it often has a line during holidays or special events.

### Appearance

Neri's kind, round features are framed by untamable curls. She stands slightly shorter than the average goblin, due in part to her hunched posture. Her diminutive form is often shrouded in multiple layers, each one a color as bright as her personality.



**Age**: 10
**Gender**: Demigirl (she/her/they/them)
**Preference**: Pansexual
**Race**: Goblin
**Alignment**: Chaotic Neutral
**Profession**: Florist
**Class**: Botany bard (1st level)

**Personality Trait**: I'm always looking for something new to learn.
**Ideal**: I try to bring a little bit of light to everyone's day, whether through flowers or conversation.
**Bond**: Now that I'm on my own, I'm determined to not rely on anyone else.
**Flaw**: I'm stubborn; once someone questions my ability to do something, I have to prove them wrong.

### Mannerisms & Personality

Neri talks animatedly, and often. She is incredibly introverted and nearly impossible to keep inside. Out of a desire for interesting conversation, her stall is always the first to open and the last to close. During slow periods, she can even be found seemingly having a conversation with her service monkey, Bubbles. The small amount of time she spends inside is occupied by a ravenous consumption of books, spanning any and all topics.

Though Neri still identifies as female, she does not feel entirely connected to that identity. She insists on they/them pronouns, and only accepts she/her pronouns from those she is truly comfortable with.

Likes: Sunny days, good storytellers, flowers (especially strange or "ugly" ones)

Dislikes: Fake flower smells, thieves, condescending people

### Roleplaying Advice

Neri is always going, even on her bad days. She never stops looking for more; more information to consume, more stories to hear, more friends to love. Thanks to years spent doing little else, she has become incredibly charismatic. Whenever she really gets into a conversation, some people would swear her words are magical. Neri has the magical powers of a bard, though she doesn't realize it. Occasionally, she may even heal—or charm—someone on accident.

### In a Relationship

Neri is incredibly charismatic, and connects with people quickly. She has dozens of acquaintances and close friends, but is very reserved when it comes to entering into a romantic relationship. She needs someone who understands her desire to learn and take care of herself, and who doesn't butt in and try to help her with things she is capable of doing on her own. If she's interested in pursuing a relationship with someone, she will tease and test them to try and determine if they meet her standards: caring and helpful, but not intrusive; exciting and adventurous, but loyal.

In a relationship, she is utterly devoted and loyal, so long as her partner does nothing to break her trust. She is excited to hear stories from her partner's adventures, and doesn't mind the long distance because of it. If characters complete her quest Cart of Many Colors, she asks to travel with them and help pay for living and equipment costs with the money she makes selling flowers.

### Relationship Milestones

A character who brings Neri strange or new flowers, or a book she's never read, causes her feelings for them to grow.

Neri appreciates it if a character keeps her company while she works, as long as they don't interrupt her conversations with customers.

Neri respects people who don't tiptoe around her disability, so long as they aren't rude about it.

Supporting Neri through her personal quest strengthens her relationship with a character.

Neri trusts those who share her love of flowers, knowledge, or both more than she trusts most others.

Making a good impression on Neri's parents and "Uncle Elword" will make Neri more willing to enter into a relationship with a character.

## Related Quests and Encounters

### Green Magic

**Goal**. The flowers Neri grows have started showing magical effects, and she thinks she might be causing it—she just has no clue how. She wants to consult Elword Varan, who knows more than her about magic.

**Location**. Elword Varan's estate

**Challenge**. Neri only gives this quest to a character she has grown close with, and it should be started during the day while she is working her flower stall. She asks the party to find Elword and ask what could be causing her flowers to have these magical effects, and how she can control it.

Finding Elword is easy, as Neri can tell characters exactly how to find his estate. The manor sits on the edge of town, with sprawling grounds that house a wide variety of exotic animals that he has received from nobles to train. He is puzzled that Neri has sent someone her place, and may question the character courting her about their intentions and feelings for her. He means no harm by this; he seems more like a protective family member than anything. He knows enough about magic to point

the characters towards the bardic college of botany (Chapter 6) in a neighboring city, but is unable to help the characters further than providing them with a map.

The travel time required to reach the next city can be as long or as short as you desire. This quest is the perfect chance to challenge players with random encounters or encourage them to roleplay. When players reach the college, you may choose to run it as a roleplay or combat encounter.

If you choose to run it as a combat encounter, the characters should arrive at the college to find a beginner botanist's spell gone wrong. Outside of the college are a number of plant-based creatures for the characters to fight, determined by the DM depending on the party level and composition. If the characters successfully clear the creatures, they will be approached by the dean, who wishes to show them gratitude for their assistance. If the characters ask for information on the college, or information on helping Neri control her magic, the dean gives it freely. He sends them on their way with an invitation to the college for Neri and a textbook that can help her learn more about her power.

If you choose to run it as a roleplay encounter, the players should be able to gain access to the school fairly easily. Once inside, they can approach any teacher, student, or guard for information. Doing so will see them escorted to the dean's office, where they can learn the history of the college of botany from them. If characters ask for information on how to control or nurture Neri's powers, they are directed to find a book in the library, which they are free to take with them. The catch is that there is only one copy of the book left—which nobody has been able to find. If the characters brag about Neri's abilities or ask about the admissions process, the dean also sends them with a brochure and an invitation for Neri to attend the college. Finding the book takes several hours, during which the characters looking for the book must make multiple Investigation checks (DC 12). A total of 5 successes must be made to find the book, or 10–15 if you want to make it more challenging.

When the characters return and give these items to Neri, she is ecstatic. She asks that the character pursuing her spend the following day with her to keep her company as she pours over the textbook. During this time, she may make her relationship with a character official if it wasn't already. Upon finishing the textbook, and after spending the day together, Neri reaches 2nd level in the bard class, and her admiration for and trust in the character pursuing her increases greatly. If asked if she would like to attend the academy, Neri laughs. She says she could never give up her customers and the conversations she has with them, and that she has no desire to grow more powerful–she is merely happy to learn to control the powers that she has.

After completing this quest, Neri can also cultivate and sell two new magically created flowers: lover's breath and blooming vitae (Appendix B).

### Cart of Many Colors

**Goal**. Neri has spotted a beautiful cart for sale and has to have it.

**Location**. The city

**Challenge**. Neri has found a retired merchant's cart for sale and has fallen in love with it. The cart is painted with stunning images of scenery local to the area in overly vibrant hues. She needs help paying half of the cost, but doesn't want to ask Elword or her parents for a loan.

If a character has completed Neri's first quest and is in a relationship with her, she will approach them about helping to pay for the cart. She hates asking for help, but knows that she can trust the character to help her without her feeling like she is in their debt. If the character doesn't have the money to spare (175 gp), she tells them that the city's job board has plenty of odd jobs they can do to earn the money. Again, this quest is a great opportunity to put your characters through random encounters or introduce roleplaying opportunities.

After the party helps her gather the money, Neri asks them to get the cart for her and help her set it up for business. When the players go to retrieve the cart, the merchant is getting ready to sell it to a carpenter for wood after having no offers all day. He is overjoyed to find someone looking to purchase the cart as-is and throws two draft horses and a book that he wrote on running a traveling business.

Neri spends all night moving her goods from the stall into her beautiful new cart, and greatly appreciates characters keeping her company and offering to help. At the end, she pulls her partner aside and tentatively asks to join them. She yearns to have an adventure of her own and to have her own stories to tell. If a character refuses, she is hurt and may take time to talk to them again. If they mention her disability at all while refusing, she ends the relationship. If a character accepts and invites her to travel with the party, Neri will share 5 gp of her earnings each week with the party, and she will pay for her own cost of living and maintenance on her cart.

With the cart, she is able to keep up with the party easily. If the party does not have horses or vehicles, she will regularly walk alongside them for as long as she can manage. After taking her business on the road and reading the book that came with it, Neri reaches 3rd level in her bard class (college of botany).



# Niki Truechaser Elanamune

**Age**: 25
**Gender**: Transgender Female (she/her/hers)
**Preference**: Homosexual
**Race**: Goliath
**Alignment**: Lawful Good
**Profession**: Housekeeper

**Personality Trait**: I am a giant teddy bear, caring and kind to those in need.
**Ideal**: We make our own families—they are what makes life bright.
**Bond**: The children at the orphanage mean everything to me. Most of what money I make goes to them.
**Flaw**: I can be overprotective, even when the situation doesn't call for it.

**Niki can also be hired as a housekeeper, as mentioned in Chapter 5, and uses the housekeeper stat block (Appendix C).*

Niki was raised to be a warrior, her parents trying desperately to shoehorn her into a role that did not fit. They constantly pressured her to fight to bring honor to the hunt and help the tribe thrive. Instead, Niki would often sneak off to play with the children of the village, learn weaving from the grandmothers, and help prepare the meals.

The constant pressure and pull of her family's path and the one they desperately wanted to be on caused such strain that Niki fell deathly ill.

The healer and wise woman was called in, as no one could fix what was wrong. The old woman spent a full week just sitting next to the bed letting Niki say whatever came to her. At the end of the week, the healer gifted her with her new life by declaring to the tribe her new name. But it was harder for some to accept it than others, especially within her family, so she left to find a place to start fresh.

Over the last year or so, she has rented a small, cramped space in a bustling city but spends most of her time taking care of others. She has yet to return to the tribe or speak with her father, though she often writes to her mother and younger brother. Instead she is focused on the possibility of building her own family.

## Appearance

Towering over most people at 7'8", Niki's large size often scares people from a distance. She dresses in a neutral-colored underdress with a touch of color on her side-laced tunic. Niki sticks to full sleeves and covered shoulders, as she is still self-conscious of her new life. When off duty, she wears her raven black hair loose and flowing down most of her back. But when duty calls, she braids it and wraps it into a tight bun at the nape of her neck. Her brown eyes are bright and always seem to be dancing with laughter.

## Mannerisms & Personality

While forceful in her beliefs, Niki is a gentle embrace of a person. She strives to make everyone feel welcome and safe even as she struggles with making herself feel the same way. She often fidgets with her clothing and hair, unsure of herself in social situations. If approached, she is shy unless given an activity to hide behind.

***Likes***. Games, pretty things, poems, plays

***Dislikes***. Bullies, those who ignore the poor or sick, overt violence

## Roleplaying Advice

Niki seems imposing and scary because of her size and build, but she is actually very tender-hearted. She is openly emotional, with a big heart that is sometimes taken advantage of. Whenever she sees someone in need, she has to help, even if she isn't equipped for it. Though she wouldn't tell anyone, she loves pretty delicate things but feels like they don't suit her. The group would likely run into her at the market, during a festival, or if they decide to hire a housekeeper or nanny for their homestead.

## In a Relationship

Niki is very caring normally, and it turns into pure devotion and doting when she's in a relationship —though Niki will let the other person lead and dictate the pace, as she isn't yet comfortable enough with her new life to take that role in a relationship.

She very much wants to be able to settle down and begin a family, but she won't pressure someone to give up their adventuring life for that. Niki is willing to build the home for them both as long as the character promises to be faithful and always return home safely.

While apart, Niki collects all of the character's favorite things to always be prepared for when they return, and she is extra attentive while they are home. But extended time between visits causes Niki to feel undervalued in the relationship. If the character doesn't notice this and continues as normal, they eventually come home to find that Niki has left, leaving only a note behind that ends the relationship.

### Relationship Milestones

If the character brings her pretty frilly gifts, she tears up, gently taking it from them as if it will break. She tries it on immediately, opening up to the character as she examines herself in the mirror.

Building a chosen family with Niki causes her to feel deeply connected to the character.

Should Niki witness the character protecting someone from a bully, she backs them up but takes her lead from them. Afterward, she asks them out on a date.

Asking Niki on a date flusters her, but if followed through with a well-thought-out date, she shares a secret with the character.

If Niki witnesses the character playing with or being kind to the children, she begins to have a soft spot for them.

When on an outing together, Niki asks the character if they wouldn't mind running an errand with her to the local orphanage. If they go and help with the children for a few hours, Niki feels closer to the character.

## Related Quests and Encounters

### Surprise!

**Goal**. Niki has never had a party thrown for her, and the group finds out that her birthday is in a few days.

**Location**. Any local tavern or restaurant.

**Challenge**. Niki is very observant and can sense when something is up (you develop a sixth sense with kids), so it takes a DC 13 Deception check to keep her from finding out the truth. The DC increases by 1 every time the group runs into her while running errands for the party.

The group needs to find a venue, get food for the party, secure several casks of ale and crates of wine, invite friends, arrange music, and convince Niki to show up to the party. The town loves Niki and is willing to help out, especially when it comes to distracting her. Each step along the way can be done by simply paying for things or by making Persuasion checks (DC = 9 + cost in GP / 10 for a minimum of 2).

When it's time for the party and the surprise, Niki shouts, startled, and starts crying happy tears as she gives the group a big bear hug. She is so touched by the effort the group went through that she'll open up to them in their next interaction with her.

### Belle of the Ball

**Goal**. The group has been asked to accompany Niki to a local masquerade ball, where they act as staff for the night.

**Location**. A local mansion.

**Challenge**. The group needs to make DC 13 Acrobatics checks to navigate through the attendees to serve drinks and food. Any time the party wishes to eavesdrop, they must succeed a DC 15 Stealth check to avoid being caught.

During the party, the group notices a few suspicious people that don't seem to quite fit in moving around in staff clothing. A DC 16 Perception check catches one of them putting something into a few glasses being served throughout the room. The glasses have poison in them that requires a DC 14 Constitution saving throw for a character that drinks. Any NPCs that drink them drop to 0 HP without making the save. Should a chase or combat ensue, there are 4 assassins.

Niki will leap into the action to defend any children, or others who are considered defenseless, present at the party. Any assassin she engages with will take her hostage. Once the situation is handled the host will go out of their way to thank the group and offer them anything they want, including the possibility of having the staff join the party. After saving her and defeating the assassins, Niki will ask her rescuer to a dance. If they have gotten the host to agree to have the staff join the party they have also provided costumes for everyone, otherwise they are clothed in what they came in for the job.

# Nym Quinnelis

**Age**: 315
**Gender**: Nonbinary/genderfluid (they/them/theirs)
**Preference**: Pansexual
**Race**: Elf (wood)
**Alignment**: Neutral Good
**Profession**: Herbalist

**Personality Trait**: I judge people by their actions, not their words.
**Ideal**: It's my duty to care for others, but I won't forgive those who abuse my kindness.
**Bond**: I will do anything to defend my chosen family.
**Flaw**: My generosity often keeps my business from turning a profit.

***Likes***. Honesty, charity, passion
***Dislikes***. Anyone who constantly tries to convert others, cheats, close-minded people

Nym's gift was discovered shortly after birth, when their perceived gender seemed to shift as quickly as their mood. This delighted their parents, who wasted no time informing the small forest village that their family had been chosen and blessed by Corellon himself. Because of this, Nym's childhood and adolescence were dominated by their parents' desire to prepare them for a life of servitude to Corellon.

It didn't take long for Nym to decide that they had no interest in devoting themselves to Corellon and his church; they even grew to resent the deity, not for their blessing but for the expectation others had for their future because of it. With their centennial birthday celebration looming, Nym packed their few belongings and left their village in the dark, knowing their parents would never accept their refusal to join the church.

After leaving their family, Nym found passage with a merchant band to the town they now call home. They were finally able to embrace their affinity for plants, studying under the healers and herbalists that passed through town until they had the knowledge to open a shop of their own. Through their studies and running their shop, Nym has come to make a new family for themselves among the town—it's hard to find any local that does not consider them family, or at least a close friend.



## Appearance

Nym is considered to have the "Blessing of Corellon" and can change their gender presentation at will. Regardless of their presentation, they use they/them pronouns and have an olive complexion with hints of green, sharp features, and auburn hair.

## Mannerisms & Personality

Nym's main goal is to help people rather than to make a profit. They often give away tonics and cures for free or at cost, but are quick to cut someone off if they feel they are being taken advantage of. They may seem to be too kind or trusting, but they are not naive.

### Roleplaying Advice

While Nym may seem overly kind or helpful, they are sharp and not easily taken advantage of. They are well versed in sniffing out liars or those who are only trying to get something for free, and they have no problem seeing those people out of their shop. While they change their gender presentation often, they typically prefer to present as androgynous and never mention their shift in appearence.

### In a Relationship

Nym is slow to begin a relationship with a character, though they aren't cold about it. In fact, they may become close to a character quickly but wish to learn about the character and develop trust before taking things further. Lying, preaching, or insisting that they reconnect with their family almost always ruins a relationship with Nym. When in a relationship with a character, they will always insist that they are stocked up on different concoctions or poultices that they have created. Nym handles long distance relationships well, thanks to their shop keeping them busy. Characters may be able to convince Nym to travel with them after completing their quest.

### Relationship Milestones

Revealing secrets or difficult stories increases Nym's trust in a character.

Nym develops feelings quicker for those who share their desire to help and see the good in others.

Helping Nym around their shop increases their bond with a character.

Nym appreciates witnessing acts of charity, but they must be genuine.

Nym always offers discounted prices to those they grow close to. Refusing this discount and paying full price, or leaving a tip, increases their respect for a character.

Growing close to Nym's chosen family, the townsfolk, increases their feelings for the character.



## Related Quests and Encounters

### Asmodeus's Lettuce

**Goal**. Nym has caught word of a new plant that seems to help with almost any ailment when properly prepared. The catch? It's only being found at sites that have been attacked by devils and demons, and most people are afraid to touch it.

**Location**. A town several days' journey away that is being terrorized by fiends.

**Challenge**. The town where the plant can be found should be under attack from fiends when the characters arrive. The type of fiend or fiends should be decided by the DM to offer a challenging fight, based on the party's composition and level.

When the characters defeat the fiends, they find the plant growing in any spot where a fiend has been slain. A successful DC 12 Investigation check can be made to find a plant mature enough to harvest easily, or they can attempt to properly harvest a new plant with a successful DC 15 Nature or Survival check. The more plants the characters harvest to bring back to Nym, the more their opinion of the characters increases, though only one is needed.

After returning the plant to Nym and allowing them time to study it, the characters need to convince the townsfolk that it can help them. Once Nym has had a few days alone with the plant, they are able to produce a jar that functions the same as Keoghtom's ointment, though they name it "Nym's Cure-All."

Convincing the townsfolk to use it can be done just about any way the characters come up with. They can demonstrate the effects of the ointment in public, run a publicity campaign, or simply try to lie about what it actually is. A DC of (or close to) 15 should be appropriate for most checks required for this process.

If characters are able to get the herbs, but are unable to convince the population to use them, Nym is disappointed but understanding and will continue to try herself. If characters are able to complete both parts of the quest, Nym is overjoyed and will give them 10% of the profits made from selling the ointment. If a character is in a relationship with Nym when they complete part or all of this quest, their relationship is strengthened as Nym's respect for and trust in the character increases immensely.

# Roxahlia Wallis

**Age**: 24
**Gender**: Cisgender female (she/her/hers)
**Preference**: Pansexual
**Race**: Human
**Alignment**: Chaotic Good
**Profession**: Barmaid

**Personality Trait**: I seek adventure in everything I do.
**Ideal**: I am my own woman and no one can change me.
**Bond**: I want to have fun at any cost.
**Flaw**: I tend to throw myself into bad situations.

Roxahlia was raised in the town the characters find her in, but she does not speak to her family. Roxahlia loves drinking and flirting, but her family is deeply religious and does not approve of her lifestyle or profession. She pretends not to care about her family's rejection, but is actually very sensitive about it—it hurts more than she lets on. If family is mentioned, she changes the subject immediately and becomes withdrawn and angry if the subject is revisited. Roxahlia has always had a penchant for getting into trouble; she lost part of her right ear after setting off fireworks with her friends backfired, literally. She is always on the hunt for fresh fun, flirting, romance, and adventure.

## Appearance

Roxahlia is a curvy, short human standing at 5'3", with ample curves accentuated by the cut of her clothes and short, black, wavy hair. She always has a mischievous smile and is missing part of her right ear.

### Mannerisms & Personality

Roxahlia is very boisterous and flamboyant. She tends to use pet names for everyone she meets.

***Likes***. Parties, romance, excitement

***Dislikes***. Prudes, being bored, people not appreciating her beauty

## Roleplaying Advice

Roxahlia loves to flirt and tease. She lies easily and only becomes uncomfortable when people get hurt. She can romance any character except those she thinks look down on her.

## In a Relationship

Roxahlia expects lots of gifts and excitement from her partner. She does not do well with long-distance relationships or relationships where she is required to do a lot of the work.

## Relationship Milestones

A character that flirts back and forth with Roxahlia immediately intrigues her.

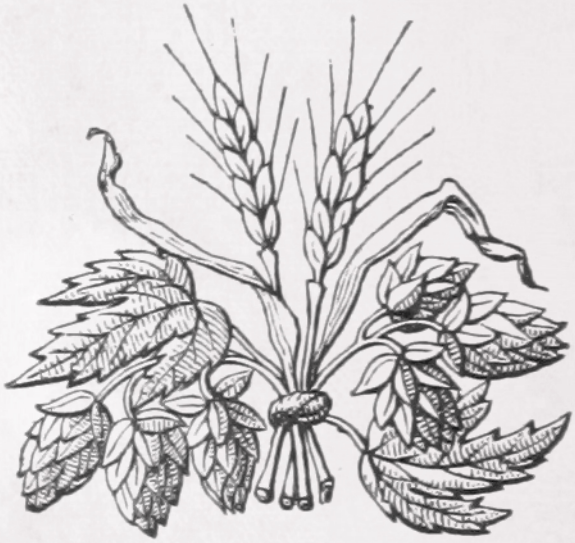
Giving Roxahlia gifts (flowers, candy, jewelry, etc.) is one way to strengthen her bond with a character.

Taking Roxahlia on an adventure greatly increases her bond with a character.

Roxahlia shares her true feelings about her family with a character who shares their past with her. She feels much closer with this character.

Professing love in front of groups of people greatly deepens Roxahlia's bond with a character.

Compliments make Roxahlia feel closer to a character.



## Related Quests and Encounters

### A-Pranking We Will Go!

**Goal**. Roxahlia requests help pulling the perfect prank on her friends.

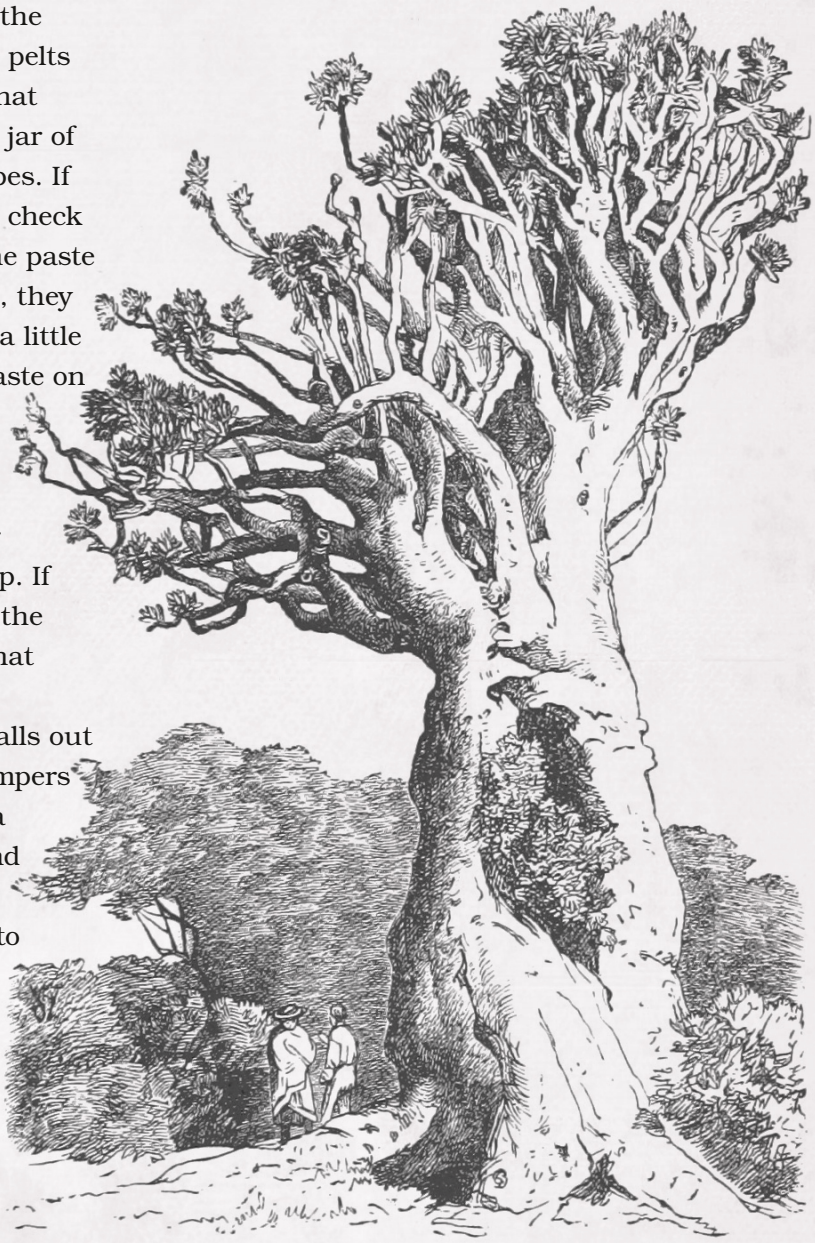
**Location**. This quest can be located right outside any settlement Roxahlia has been in for more than a month, as she makes friends easily.

**Challenge**. Roxahlia invites three friends and the party to spend the night under the stars outside of the city/village. Unbeknownst to her guests, Roxahlia is planning a snipe hunt*. Roxahlia lets her romantic partner in on the secret (the rest of the party should be blissfully unaware) and enlists their help to prank the others.

After dinner, Roxahlia and her partner take turns describing a creature called a snipe to the rest of the campers. Roxahlia says that snipe pelts are highly valuable and that she has heard that snipes are in this very forest. She pulls out a jar of white paste that she says will attract the snipes. If her partner succeeds on a DC 15 Persuasion check to back her up, everyone is convinced that the paste will work and slathers it on their faces. If not, they are suspicious but willing to try it—but only a little bit. Roxahlia and the character spread the paste on their own faces, then encourage everyone to spread out to try to catch the snipe.

Roxahlia and her partner make DC 13 Stealth checks rolls to sneak up on the other campers. They can do this together or split up. If they succeed, the campers nervously believe the strange animal noises and rustling sounds that they make. The game ends when Roxahlia is satisfied that everyone looks like fools. She calls out that she's found one, and when the other campers catch up with her, she points at a sign with a badly painted "snipe" on it. She cracks up and informs everyone that snipes do not exist. To make up for her prank, she invites everyone to feast on cookies she brought with her to end the night.

For those unfamiliar, a snipe hunt is a camp game where older campers lead novices through the woods (usually with toothpaste on their face) to find a snipe. Snipes do not actually exist, and their description varies. You can describe your snipe any way you would like— however, it should be no smaller than a squirrel and no larger than a housecat.



# Rossica Faytrix

Rossica grew up in a home surrounded by the things they loved most—food, family, and hospitality. Their family took great pride in providing the best service throughout the land, because nothing loosened lips more than good food and flowing alcohol. See, the real power they held was information left behind by guests without their knowledge. Deals in the works, settled grievances, secret lovers, and more were the currency of the Faytrix family, oldest of the House Ghallanda. All plied out of the mouths of patrons through charm, a helpfully placed suggestion, and maybe some refreshments to heighten their need to share.

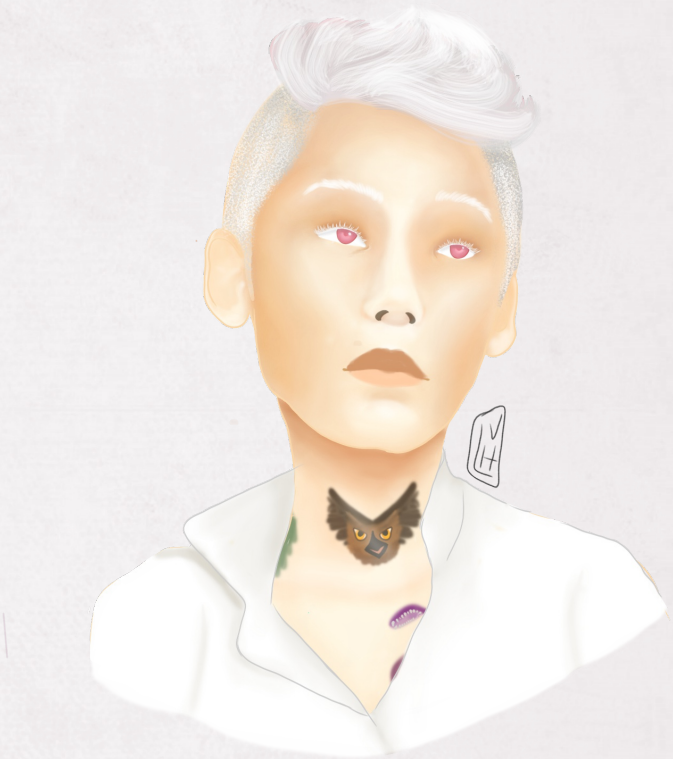
The house had long ago learned that, to the public, a change of names was needed to conceal their activities—but the crest of the House Ghallanda still holds the greatest sway when it comes to information. Rulers often trip over themselves for their intel, but, of course, they only deal when it benefits them most.

This was what Rossica grew up in and what they kept doing after leaving home. They shortened their name to Ross as they began to grow and feel comfortable in their own skin, it felt right and was a decision that their family accepted with open arms.

Ross is still in frequent contact with their family and often will either take trips to visit them or host guests from the House Ghallanda. But as is tradition to expand their information network, Ross was required to leave home and establish themself somewhere else. Currently, they work in one of the lesser-known restaurants—a restaurant that has quickly gained attention thanks to Ross' cooking, which seems to invoke emotions and memories from those that partake of it. Their eventual goal is to have their own kitchen, be it as a private cook or in their own business.

### Appearance

Tall for a halfling, Ross typically wears canvas pants and a billowy blouse with sleeves rolled up to frame their muscular forearms. A well-used apron with the heraldic mark of House Ghallanda is always tied around their waist when they're working. Their left ear is pierced several times all the way from tip to lobe. Their white hair is buzzed along the sides and back, with the top left molded into a pompadour. Tattoos of mythical creatures and nature scenes peek out from under the sleeves and collar of their shirt.



**Age**: 35
**Gender**: Nonbinary (they/them/theirs)
**Preference**: Pansexual
**Race**: Halfling (house Ghallanda)
**Alignment**: Lawful Neutral
**Profession**: Cook*

**Personality Trait**: I need to always be trying new things and creating.
**Ideal**: Everyone deserves a warm, home-cooked meal no matter if they can pay.
**Bond**: My family means everything to me, no matter the distance between us.
**Flaw**: I allow for no alterations or substitutions in life or in my recipes.

*Rossica can also be hired as a cook, as mentioned in Chapter 5, and uses the **cook** stat block (Appendix C).

### Mannerisms & Personality

Most everything rolls off of Ross' back—except insulting their food, thinking you can make it better, or touching their tools. All else is easily forgivable. They are animated and joyful when working, freely pulling patrons into discussions while entertaining them with a show of cooking—twirling knives, fancy pan work, and the occasional uproar of fire. They may even playfully flirt, but they see it more as good fun then something real. Every tool and surface in their workspace is pristine and in top working condition. Everything has a place.

***Likes***. Baked goods, fresh fruit, tea, a table full of guests, honesty

***Dislikes***. Waste, tardiness, broken promises

### Roleplaying Advice

Ross sees food and serving as a way to provide a piece of home to people. They take great pride in knowing where their ingredients came from and making very close relationships with growers and farmers. To them, food is both an art to be admired and shared and a science to be perfected. In general, they are friendly and personable, striking up conversations easily, but they don't really share much about themselves through words.

Someone paying attention to the food Ross serves can learn a lot about them—from mood to taste to personality. The party can hire Ross on as a cook in their home; if not, they will be on staff at a local tavern that has become famous rather quickly after Ross was hired.

### In a Relationship

Being close to Ross means being subjected to their cooking experiments, some of which are disastrous failures. It also means being dragged to market days and harbors before dawn to get the best for their recipes. But they will always drop anything to help the character or to just listen to their problems, even going so far as to sneak little treats to them when they are working or to make them a packed meal. Getting them to open up will take time, but once done, Ross is all in for whatever the character can do, whether a flash in the pan or a long-lasting dish to be savored. They will expect, though, that the character will return just as much—they want the character to acknowledge what they are and they expect both sides to act like it.

### Relationship Milestones

If the character is honest about an experimental dish Ross has presented them with, Ross will begin to trust them, sharing a story from childhood with them next time they cook for them.

Going to the farms with Ross to examine a batch of crops and sticking it out for a day of unexpected work lets Ross know the character is reliable.

Hunting and bringing back a rare creature for Ross to cook will have them inviting the character to their place for a private dinner.

Growing produce for Ross to use in a recipe touches them, causing them to invite the character over for drinks later.

A character sharing a recipe tied to their childhood or past deeply moves Ross, and they set up a romantic dinner complete with the dish.

Cooking a meal for Ross as a surprise will move them to tears and solidify the relationship. If the character and Ross haven't had intimate contact by this point, Ross will initiate it after dessert.

## Related Quests and Encounters

### Rarest of Dishes

**Goal**. Ross has gotten word of a rare wild fruit that's been spotted in the forest.

**Location**. Outside of town in a forested region.

**Challenge**. A DC 14 Nature check is needed to figure out where the fire berries most likely thrive. A DC 13 Survival check allows the party to track down the location without getting lost.

When the party finds the berries, there are 5 **giant fire beetles** munching away on them. Once they are defeated or chased off, the party must succeed a DC 16 Dexterity saving throw to harvest the fire berries without hurting themselves. On a failure, the berries deal 2d6 fire damage as they are squished and liquid splashes across your hand. A total of 2d8 x 10 berries are collected from the trip.

Using the berries Ross gives the group the choice between two dishes but gives no other details besides their names - Burning Pleasure and Fire's Delight. Both dishes are a hard to master desert

that their family found the recipes for in an ancient tome they are working on deciphering. Taste tasting this dish follows the same as the chart from Subject of Experimentation but comes with the added benefit of Resistance to fire damage for 24 hours.

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During preparation for the dish Ross will gush about the artistry of reviving old recipes and bringing history to life. Should the group take an interest in this and encourage them this will put them in a new light to Ross.

### Subject of Experimentation

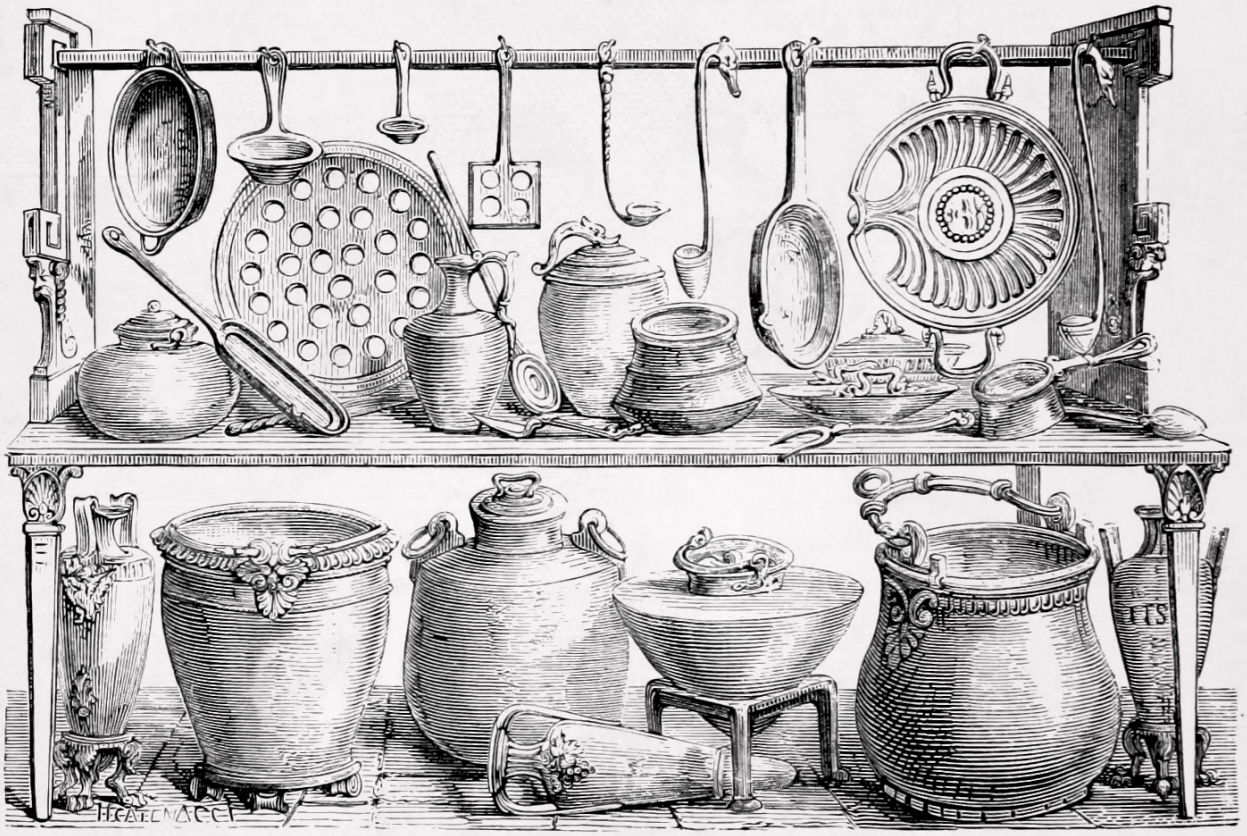
**Goal**. You are needed to taste test Ross' latest creations.

**Location**. Ross' restaurant, after it has closed.

**Challenge**. Each tasting requires a roll on the Recipe Outcome table to see how the dish turned out. Being honest about feedback will impress Ross, as will sticking out through all 5 dishes.

Giving feedback to Ross needs to be done honestly, and a DC 14 Persuasion is needed to not have the feedback taken the wrong way. Should the group navigate the selection of dishes without insulting Ross or tapping out they will consider you their closest confidant and will often ask you to try what they are currently making even while at work.

| d8 | Recipe Outcome |
|---|---|
| 1 | Too spicy! Take 2d4 fire damage. |
| 2 | A great meal. No effect but fullness. |
| 3 | Pure Heaven! Gain 2d6 healing. |
| 4 | Succeed a DC 18 Wisdom saving throw or be taken back to a childhood memory. |
| 5 | A great meal. No effects but fullness. |
| 6 | Succeed a DC 16 Constitution saving throw or become poisoned. |
| 7 | Too salty! Succeed a DC 13 Constitution saving throw or chug a pitcher of water. |
| 8 | Perfect dish! Gain advantage on your next skill check. |



# Selma Wilde

Selma considers her backstory largely unremarkable. She was an only child, raised by two loving parents in a quiet town, where the hardest thing about her life was not being allowed to bring home a pet. Being a more rural area, the majority of the town worshipped the goddess Chaunteas, including Selma's family. As she got older, Selma felt called to serve the goddess by helping rural towns like her own wherever she could. She left home on her 17th birthday with the blessings of her parents and the local church, though she aims to visit home as often as possible. Her parents are still alive and well, though getting along in age, and she sends them gifts and gold anytime she passes through a city.

Selma's goal is to help as many people as possible, through deeds great or small. Though she hopes to settle down eventually, there's a part of her that questions if her desire to travel will ever let her.

## Appearance

Selma is a human woman of average height with a muscular build. She's obtained plenty of scars from her adventures, but none that one notices on first glance. Though she is constantly traveling, she rarely looks the part. She takes great pride in taking care of herself, and somehow manages to regularly find the time to shine her armor or try out a new elaborate (but surprisingly sturdy) hair style.

## Mannerisms & Personality

Selma is helpful by nature, but she only seeks out those who truly need the help. She's more likely to do laundry for the elderly or tend a sick farmer's fields than she is to run the average citizen's errands. When not offering comfort to others, her conversational skills leave something to be desired, as she lacks the patience needed for small talk.

***Likes***. Traveling, hard workers, mead

***Dislikes***. Settling down, watching others suffer

## Roleplaying Advice

Selma can be found on the road or in small towns and villages helping people with odd jobs. She isn't easily pried away from helping someone once she's started, but she still responds to attempts for conversation. When not working, she enjoys talking about all of the places she's seen in her travels. If offered a chance to join a character on their travels, she'll gladly accept so long as she feels her work in an area is finished.

## In a Relationship

Because of her lifestyle, Selma is reluctant to enter into a real relationship with a character. She flirts and goes on dates when asked, but she only agrees to a serious relationship after she has traveled with a character for some time. In a relationship, she expects her partner to share or encourage her passion for helping others and to be willing to take detours when she feels called to help in a certain area. Refusing to do these things repeatedly causes her to end the relationship and return to traveling on her own.

Selma's love language is quality time, though she is constantly worried about being perceived as overbearing or clingy. If she doesn't feel like she is spending enough time with a character, she will surprise them with spontaneous dates during their travels. If traveling with a group, she will quickly take on a "mom" role and work to keep the group fed and healthy. Initially she is uncomfortable being on the receiving end of help, though she grows to accept it as she gains trust in a character or group.

**Age**: 30
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Homosexual
**Race**: Human
**Alignment**: Lawful Neutral
**Profession**: Adventuring paladin of Chauntea
**Class**: Oath of devotion paladin (5th level)

**Personality Trait**: If someone is in trouble, I'm always willing to help.
**Ideal**: Together, people can do anything.
**Bond**: I'm called to aid those in need, and I must follow my calling wherever it takes me.
**Flaw**: I can never stay in one place for too long.

### Relationship Milestones

Traveling with a character for extended periods of time causes Selma to grow fonder of them.

Selma respects those who are unwavering in their beliefs, even if she doesn't agree with them.

Helping others freely increases Selma's opinion of a character.

If a character expresses interest in following Chauntea, Selma insists that they return to her hometown so that the character can visit the local church.

Expressing genuine remorse after doing wrong softens Selma's reaction. This only works a handful of times, however, after which Selma may end the relationship.

If a character makes a personal sacrifice for the good of someone else, Selma not only deeply admires them, her love for them grows.

## Related Quests and Encounters

### A Lord's Errand

**Goal**. Selma's refusal to take on a job from a local lord has him peeved—she may need help keeping his ire low.

**Location**. Any rural town

**Challenge**. Lord Peregrine Davendall has been pestering Selma for days. An unknown creature has been razing entire sections of his vineyards at night; with entire fields devastated in the last few weeks, his yearly profits are draining fast. With Selma's name on the tip of the town's tongue, he has been seeking her help—but Selma has jobs to do for those who are not sitting on lofty coffers of gold, and she has made that clear, much to the lord's disdain.

The party can deal with this in any number of ways: they can do Lord Davendall's job for her, convince him to find someone else, help Selma finish her current work to free up her time, or another solution.

Should the party do the job themselves, they find themselves at the sprawling Davendall Estates, where Lord Davendall has built up quite an empire with his winery and other exports. The party must wait until the evening to see the culprit. Any nature-oriented enemy may be chosen, such as a shambling mound, a satyr, or any number of fey who do not appreciate the area being tilled into a monocrop. This enemy should be chosen to counter the party composition and level. The party can engage in combat or make any deal with an intelligent creature to leave the crops alone. The party is rewarded 750 gp if the crops are successfully saved.

If this is the route chosen, Selma is grateful to the party for keeping her time freed, though she makes snide remarks about Lord Davendall's poor crops.

If the party chooses instead to persuade Lord Davendall to find another, they must go to his estates to meet with him. They find him somewhat haughty but not unreasonable. Conversation and a successful DC 17 Insight check reveals that he recently inherited this property from his father after a sudden death, so the pressure is mounting on him to turn this disaster around. The party can convince him to find another adventurer to help with his problem with a successful DC 14 Persuasion or Intimidation check, the DC of which may be lowered if they appeal to his anxiety.

If this is the route chosen, Selma is grateful to the party for soothing his anger, and she might even be a little sympathetic toward the fledgling lord.

Should the party wish to help Selma with her other jobs first, they find themselves doing any number of charitable tasks for the day—they make soup for an ailing neighbor, help a farmer with a broken leg herd in his sheep, do shopping for a mother of 12 children, and read to a lonely widow. Selma blesses her grounds to keep fiends away as the sun is setting, then finally agrees to check on Lord Davendall's crops.

After a similar encounter to the first branch, Lord Davendall gives the same gold reward —however, he also expresses additional gratitude toward Selma for what he has heard of her in this region. He offers his aid in whatever she may need, promising her that, for turning his crops around, his financial support and any of his material goods are hers. Selma is clearly surprised, but gratified by the recognition—the two come away surprising friends, and Selma remarks to the party that she never thought she could befriend a lord. Strange times indeed.

No matter the branch, Selma feels closer to the character romancing her, appreciative of their help and their recognition of her duty.

# Serek Agas

One of six siblings, Sererk lived a noisy, full life. Their home was small but full of love and two doting parents who gave everything they had to their children. But Sererk sought out the solace and peace of the outside. She would stay out at all hours just enjoying the woods nearby until pulled inside by her mother.

Her parents eventually embraced her love for nature by seeking out a local hermit to teach her to thrive in it. Weeks and months were spent learning plants, soil, and water tables. When a strange season of drought hit, Sererk was thrust into the spotlight, working nonstop for weeks to set up a complex irrigation system, hunt down natural fertilizer, and lay out plants that were able to coexist. With rampant success, she is now sought after to oversee the growth and set up the land for success in the next growing season. Sererk goes by her whims and the winds with what offers she accepts.

### Appearance

A stout, strong-looking aarakocra, Sererk's feathers are mostly a yellowish-green moss color. Bright blue accents mark around her yellow beak and along the outer edge of her wings. Intense red outlines her large eyes. Generally, her wings are tucked tight against her and out of the way so that she can work unencumbered.

### Mannerisms & Personality

Sererk is extremely patient, almost maddeningly so. But she also reflects the chaos that is nature, often unpredictable in her decisions. She tends to go with the flow and enjoy what is happening in the moment.

***Likes***. The outdoors, a hard day's work, flowers

***Dislikes***. Large crowds, confined spaces, furs

### Roleplaying Advice

Sererk is very much a grower, even outside of cultivating a plot of land. She invests in things, because meaningful things take time and care. It is unlikely that she'll rush into anything—especially a relationship—but consistency from a character might convince her otherwise. For the majority of things, she is soft-spoken and the calm in the storm. But if you threaten the land under her care, she turns into a raging storm. It is possible for the group to hire her to take care of any plot of land they have purchased; if they do, she is a skilled worker.



**Age**: 15
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Bisexual
**Race**: Aarakocra
**Alignment**: Chaotic Good
**Profession**: Agriculturalist*

**Personality Trait**: Those who take the time to grow are those that lead the way.
**Ideal**: Life is as quick to change as nature or the weather.
**Bond**: Plants come and go in their time, but family remains.
**Flaw**: I often lose time when outdoors working.

**Serek can also be hired as an agriculturalist, as mentioned in Chapter 5, and uses the agriculturalist stat block (Appendix C)*

### In a Relationship

Once in a relationship, Sererk is very doting and caring. She goes out of her way to make the character comfortable and taken care of through acts and services rather than gifts. Bringing the character's favorite fruit to harvest, growing their favorite flower, or finding a rare herb needed for spells to grow in the garden are all examples of this. It is also important to note that Sererk is monogamous and does not take kindly to being lied to or cheated on. She leaves at the hint of it, but she may stay to tend the land if she was previously hired by the group. Long-distance relationships do not bother her, but she slowly declines in mood the longer the character goes without communicating with her. Quality time, pampering and gifts are needed to bring her out of it.

### Relationship Milestones

If the character takes an interest in her work on planting seasons or irrigation, she excitedly talks about it for hours, feeling more connected to them at the end.

Working the land together makes Sererk consider the character a dependable partner.

Convincing Sererk to leave work for a walk through the woods or a picnic in the wild touches her. She opens up to them because of that kindness.

Growing a plant for Sererk touches her deeply and causes her to feel more at ease about physical affection with the character.

Challenging her with an unknown plant has Sererk giddy. Should it be unique, she names it after the character and tenderly cultivates it.

Bringing Sererk a rare plant or flower she can grow makes her open up to the character.

## Related Quests and Encounters

### Fruits of Labor

**Goal**. Sererk has asked you to join her at a local orchard to help with the harvest.

**Location**. Just outside of town.

**Challenge**. It takes either DC 14 Acrobatics or DC 13 Athletics to get at the high fruit.

Sticking out the whole day gives the character a point of exhaustion but increases their relationship with Sererk. Halfway through the day, 3 giant boars come running through the orchard, knocking over ladders and crushing collected fruit.

After the incident, Serek is all flustered, though it is more from watching you in action than from being charged at by boar. She will ask if you'd like to join them from a harvest party the owner's are throwing. It is a small event with lots of warm apple cider and other apple goodies. Sererk will carve out some alone time with each member of the group who helped and share a little trinket with them as a gift.

### Hidden Flowers

**Goal**. Rumor of a tucked-away valley with moon blossoms in season is nearby. Sererk would love to see them in person.

**Location**. In a clearing within a nearby forest.

**Challenge**. It takes a DC 14 Survival check to find the hidden clearing, as well as a DC 12 Arcana check to identify that these are the moon blossoms and to know how to make them bloom.

The moon blossoms only bloom under a full moon, opening their petals and seeming to throw off silvered sparks in celebration. When in full bloom, the flowers give off an ethereal tune before their blooms twirl and fly away from the stem, whirling around the clearing. A DC 19 Nature check allows the character to harvest seeds that Sererk can use to grow the flowers.

Seeing the blows dancing around Sererk will be in awe, then begin to laugh. Grabbing the hands of those present and dancing around in circles with the blooms. They'll spin so much the fall down still laughing and enjoying the dance of the singing blooms. Sererk will hum along with the tune the blooms give off before singing a sweet little ditty about those with her and how they feel about them, then becoming embarrassed and going back to watching the blooms.

# Sue Leoxys

From an early age, Sue was on his own with his elven mother Anais. The only things left for him to remember his father were an old lute and the villagers' rumours that the man was an archdevil (though no one could say which one).

Living in a small, simple village came with its difficulties, which Sue will lament about when given the chance. Most of the children had never seen anyone outside of the usual elves and humans that made up the majority of the village, and they had no shortage of taunts for the scrawny horned child.

Before long, Sue's mother moved them to the closest city in the hopes that they would no longer struggle to fit in. This is where she finally met her husband, the local gnomish alchemist, and gave Sue several sisters. Life in the city proved easier, with plenty of oddballs about to take eyes off of the unconventional family. However, it also allowed Sue to find no shortage of troublesome activities through which to vent his frustrations.

Vandalism turned into pickpocketing, turned into scamming, turned into gambling. After several years of running afoul of the town guards and spending nights in jail, Sue decided to "settle down" for the sake of his family. Currently, he only lightly rigs card games in the town's seediest tavern.

## Appearance

Sue is tall and lean, standing 6'2" before you measure the horns. His fine, elven features are offset by sharp, curved horns—though one is missing its tip.

## Mannerisms & Personality

Sue is loud, and he appears to be largely unbothered by others and their opinions. More often than not, he is talking—most likely to distract someone from the card he just pulled from his sleeve. While it is easy to discount most of what he says, he fidgets when being truthful.

***Likes***. Liquor, elaborate and over-the-top fashion, busy environments

***Dislikes***. Confrontation, overly selfish people, or people who judge others

## Roleplaying Advice

Sue can most often be found playing cards, alone, or with one of his current partners on his arm. If the party seems to be well off, he will almost definitely try to fleece them upon first meeting.

## In a Relationship

Sue denies any requests for monogamy, but he is open to living or traveling with a partner. In the event that he decides to travel with a character, he will not leave without a way to communicate with and send gifts to his family and partners. He primarily desires to feel secure in his relationships,



**Age**: 27
**Gender**: Cisgender man (he/him/his)
**Preference**: Pansexual, polyamorous
**Race**: Elf/tiefling
**Alignment**: Chaotic Neutral
**Profession**: Card shark
Class: Thief rogue (5th level)

**Personality Trait**: I cheat at almost everything, so I made a career out of it.
**Ideal**: I try not to cheat those who are struggling—unless my family is struggling more.
**Bond**: I owe it to my family to take care of them; I've put them through enough.
**Flaw**: I get irrationally angry when someone questions my name.

and he does not do well with prolonged long-distance relationships. Once he's comfortable in a relationship, his partner sees the best in Sue: his charm is warmer, his loyalty stronger, his words more truthful. Sue has never been one for a traditional romance, but he knows how to make you swoon—he's good for a laugh, good for a whirlwind adventure, and good for having someone watching your back. Lying or disappearing for long periods of time without communication will hurt a character's relationship with Sue.

### Relationship Milestones

A character sharing a story about having a difficult childhood prompts Sue to share his story, bringing them closer and beginning his side quest.

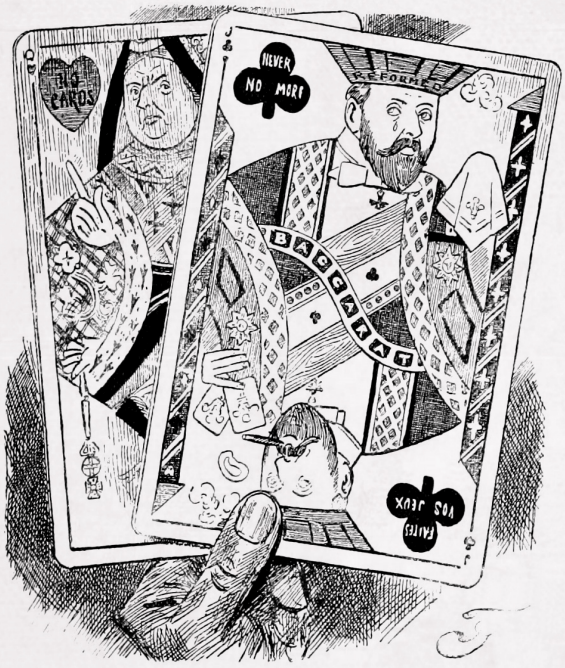
A character admitting they're wrong in a situation or argument causes Sue to gain significant respect for them.

Sue treasures gifts—the shinier and more thoughtful, the better.

Sue feels closer to those who can appreciate the skill with which he works, even if it isn't the most moral of skills.

Positively interacting with Sue's other partners will increase his feelings for the character.

A character who spends time helping Sue "work" will gain his trust and respect.




## Related Quests and Encounters

### A Boy Named Sue

**Goal**. After sharing the story of his father, Sue would like the character's help tracking him down.
**Location**. Sue's home village, and the fourth layer of the Nine Hells or another suitable location.
**Challenge**. Sue's father is Belial, Archduke of the fourth layer of the Nine Hells. His true identity can be discovered after one of the following has occurred:

A conversation with Sue's mother. She only divulges the information while her husband and other children are away, and only after a character makes several successful Persuasion checks. (Recommended four checks, with scaling DC's: 10, 13, 16, 18. Some checks can be made with advantage, depending on how you wish to roleplay Sue during the conversation).

Visiting Sue's home village and speaking with the elderly local gossips. When questioning villagers, a DC 10 Investigation check is required for them to refer the character to the elders, and a success of 5 or more reveals that they are fond of wine. The elders only divulge the information if bribed with wine or if the character succeeds on a DC 15 Persuasion or Intimidation check.

The journey to and through the Nine Hells is limited only by the DM's imagination, and is totally at their discretion. When confronted, Belial is amused by the party's journey and will offer them a one time pass out of the Nine Hells if they remain respectful. Sue has many questions, such as "Why abandon us?" (which receives the obvious answer: Dude, I'm an archdevil). His ultimate question is "Why in the Hells did you name me Sue?" Belial's answer is *"If you want to make it, you've gotta be tough. So I gave you that name before I said goodbye, because I knew you'd have to get tough or die, and it's the name that helped to make you strong. You're welcome."* Sue finds this answer just as ridiculous as all of the other half-answers he's received, and he is promptly ready to return home.

Though he doesn't come away from the situation with much more information than he had going in, over time Sue seems to become more comfortable with his name and less prone to anger when it's questioned.

# Tamsin Zylora

Since he was little, Tamsin has been taking things apart to make something new from the pieces. Being born to a family of inventors, this was encouraged. Nothing could stop his desire to create, not even an accident that left him without the use of his left arm. For Tamsin, the accident wasn't seen as a setback, but another opportunity to learn and create something new. Relearning how to do most tasks with the use of only one of his hands took surprisingly little time, and he was soon back to building and causing trouble. He began learning to create prosthetics, and never stopped. After crafting one for himself, he continued learning and building. Before long, people from neighboring villages were bringing their business to him.

For years, the Zylora's ran a small business in an out-of-the-way town, catering largely to locals and the occasional adventurer. Tamsin was enamored by the lifestyles of the adventurers, and longed for the excitement that they experienced. When business in the town grew slow, and they began looking for a better location, Tamsin saw the perfect opportunity to start seeing the world. He took on the task of finding a bigger city to expand their business, leaving with only a bag of essentials and a rented cart. He hopes to find a band of adventurers to travel with and learn from, and has taken time from looking for a new location to find the right group.

## Appearance

Tamsin's dark skin is almost marbled with scars from years of dangerous projects. His hair is a shock of white that seems largely out of place among his fall color palette, thanks to a magic experiment gone wrong. Piercing green eyes full of energy bring his personality to his face, as does his well-groomed facial hair. He stands 5'8", with near perfect posture.

## Mannerisms & Personality

Tamsin loves himself, and it shows—though not in an arrogant way. He is confident in everything he does, but is also the first to admit when he gets something wrong or someone gets the best of him. He has become painfully bored of living a plain life in a small village, and is desperately seeking more. He wishes to travel and learn and create, and will cling to anyone that might give him the opportunity to do so.

***Likes***. A challenge, extravagance, artists

***Dislikes***. Ultimatums, boring work, bossy people

## Roleplaying Advice

Tamsin can be found either traveling to find a new location for his family's shop, or in his hometown looking for adventurers to help him do so. He flirts every time he speaks, though that doesn't indicate his interest; he is an affectionate person, and he doesn't try to hide it. When he is honestly interested in a character, he will not hesitate in letting them know.

## In a Relationship

Tamsin loves a challenge, and that isn't limited to his crafting. A character that is harder to get, or plays hard to get, will attract more of Tamsin's attention and make him more likely to pursue them. Even so, he knows when to take no for an answer. While hesitating to take Tamsin traveling with the party might show a character is worried about his safety, outright refusing will cause Tamsin to stop

**Age**: 95
**Gender**: Cisgender man (he/him/his)
**Preference**: Homosexual
**Race**: Half-elf
**Alignment**: Neutral Good
**Profession**: Tinker

**Personality Trait**: I have pet names for almost everyone, whether they're acquaintances or lovers.
**Ideal**: I want to perfect my craft and help others.
**Bond**: I cannot let my desire for adventure get in the way of helping my family.
**Flaw**: I am easily swayed by a pretty face or the promise of adventure.

pursuing a relationship with them. While in a relationship, Tamsin will regularly try to sneak off in order to purchase the most lavish gifts he can afford for his partner. He loves to surprise people with thoughtful or expensive gifts, and loves to be surprised with them in return. He is happiest while traveling and adventuring, but grows bored with extended time spent in small towns or days of travel with little excitement.

If traveling for long periods of time, Tamsin will need access to tools that allow him to travel on the road. This can be as simple as buying a set of tinker's tools, or as extravagant as buying him his own wagon to serve as his workshop on the road.

### Relationship Milestones

If a character plays hard to get, Tamsin will "play their game" while continuing to pursue. He will only do this as long as the character is receptive to his flirtations.

A character that lets Tamsin travel with them gains the full force of his affection, and he will always be thankful.

Helping Tamsin secure a location for his family's shop causes his trust in a character to grow immensely.

Providing Tamsin with interesting resources or project ideas is a sure way to show the character is engaged and cares about him.

Extravagant gifts capture Taimsin's attention and deepen the bond he has with a character.

Tamsin admires and adores a character who goes out of their way to entertain Tamsin during long, boring stretches of adventuring.

## Related Quests and Encounters

### Set up Shop

**Goal**. When coming into a city, Tamsin thinks it would be the perfect place for his family to move their business. Help him find a building to rent, while keeping him within their means.

***Location***. Any large city.

**Challenge**. Tamsin only has an eye for the best of the shops, though what he can actually afford isn't quite so grand. They can easily afford to rent a comfortable shop with living quarters, and a nice one can be found if you look in the right area.

While looking for buildings, characters must make regular Investigation checks that determine the type of building found. Tamsin won't look at buildings of a quality lower than comfortable, but can be persuaded to settle for a comfortable building with a successful DC 15 Charisma (Persuasion) check. A character in a relationship with Tamsin when making this check has advantage. On a roll of 15-20 on a check, the characters manage to find a nice building in a wealthy area that is surprisingly within the Zylora's price range. Tamsin will not see any other properties after this, and insists that this is the building they must rent.

Once he has found a building, Tamsin has to return home to his family as quickly as possible so that they can move. If there are too many delays in their return, Tamsin will become irritable as he feels that he isn't being listened to. If a character makes sure Tamsin gets back in time, and helps them move, his affection for them will grow greatly.

| Roll | Location, Cost |
|---|---|
| 1–5 | Poor (3gp/month) |
| 5–10 | Modest (8 gp/month) |
| 10–15 | Comfortable (30 gp/month) |
| 15–20 | Wealthy (40 gp/month) |






### Yep . . . It's Haunted.

**Goal**. The Zyloras have discovered that the building they're renting is haunted, and they need someone to take care of it.

**Location**. The Zyloras' shop.

**Challenge**. Tamsin has received word that the shop he found for his family is haunted, and they need help! When characters return to the shop, they find that Tamsin's family has hardly been able to unpack. They say most activity has been happening at night, and ask the characters to stay and see for themselves.

When the characters stay the night, you can run this quest one of two ways: they characters should either fight a number of spirits or undead, or a number of thugs or bandits, depending on party level and composition. If the party fights ghosts, they will encounter them on both levels of the shop. Defeating them will stop the haunting temporarily, but the ground must be blessed by a cleric or priest, or by a character with a spell or ability such as hallow.

If the party fights bandits, defeating them ends the regular attempts to cause the family to flee. If questioned, the bandits reveal that they have been convincing renters that the building was haunted in order to steal their goods; this is probably why the cost was so low. For added drama, you could even have them be hired by the landlord so that he could collect multiple deposits. Though defeating the bandits alone will cause the attacks to stop, it may start again months or years down the line after the defeat has been forgotten. To ensure the house is marked off limits to bandits, the characters can find the organizer of the assaults on the house. Checks to find the leader, and the conversation that might be had with them is at DMs discretion, and can be worked into major plot stories or simply used to flesh out local bandits.

Defeating the threat causes Tamsin's attraction to a character to grow, but solving it for good (by having the land blessed, or finding the leader of the bandits) causes him to respect a character greatly.

# Visza the Small

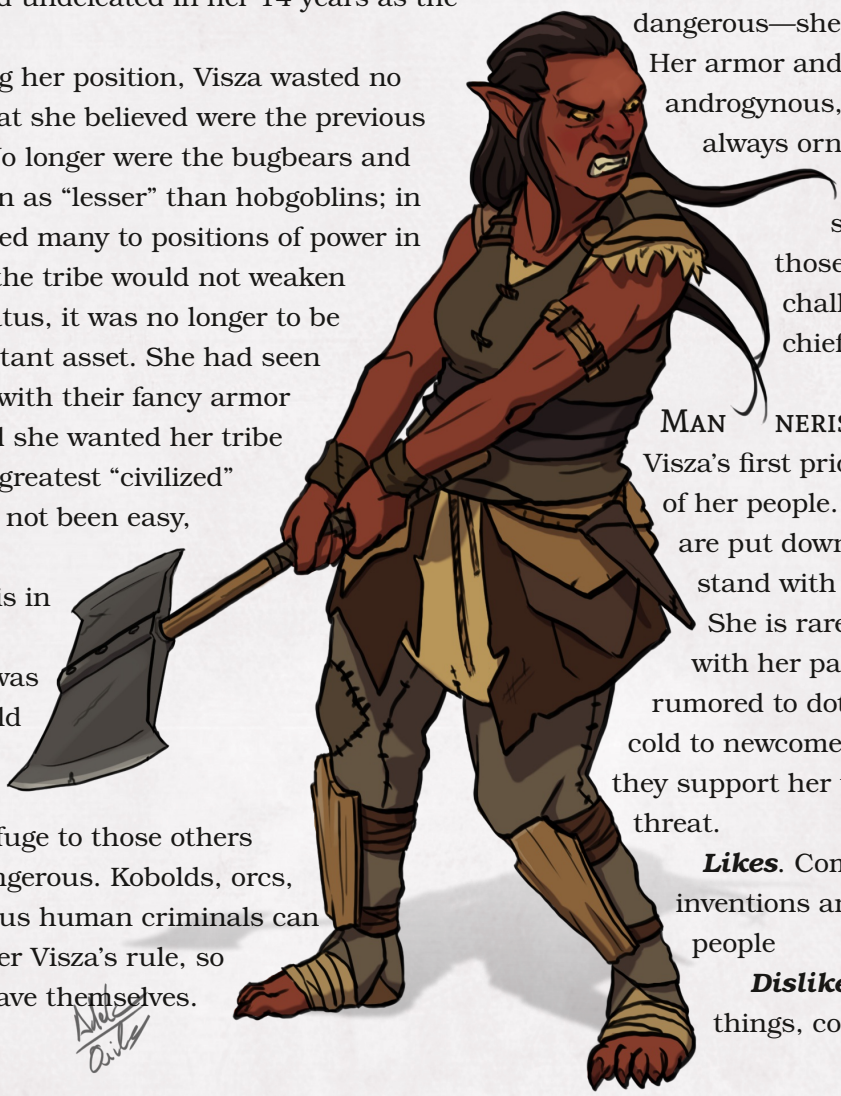
**Age**: 34
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Bisexual, polyamorous
**Race**: Hobgoblin
**Alignment**: Chaotic Neutral
**Profession**: Chieftess
**Class**: Champion fighter (8th level)

**Personality Trait**: The best way to get me to do something is to tell me I can't do it.
**Ideal**: First impressions mean nothing; everyone deserves a chance to prove themselves.
**Bond**: I will do anything to ensure the wellbeing of my people.
**Flaw**: I am horribly jealous of anyone that seems to rival my skill.

Being the smallest hobgoblin in a community is often dangerous, and Visza has constantly had to fight to hold her space. Being the only girl in a sea of brothers also led to her being overlooked, forgotten, and ignored more often than not. But her situation never stopped her; it only caused her to fight harder. By the age of 13, she had fought, and won against, most of her male hobgoblin peers. It wasn't hard to find fights; between those who picked on her and those who picked on the goblins and bugbears she befriended, the community was ripe with opponents.

When the tribe's chief died in a raid, a 20-year-old Visza stepped up to challenge the next in line. Most laughed, but this did not faze her. Unlike most hobgoblins, Visza fought with her brain, not just brute strength. She defeated him effortlessly, and she has remained undefeated in her 14 years as the tribe's chieftess.

After securing her position, Visza wasted no time righting what she believed were the previous chief's wrongs. No longer were the bugbears and goblins to be seen as "lesser" than hobgoblins; in fact, she appointed many to positions of power in the tribe. While the tribe would not weaken their military status, it was no longer to be their most important asset. She had seen the adventurers with their fancy armor and wizards, and she wanted her tribe to rival even the greatest "civilized" city. While it has not been easy, she has nearly accomplished this in her time as chieftess. What was once a tribe would now be better described as a town, offering refuge to those others have deemed dangerous. Kobolds, orcs, and even notorious human criminals can find a home under Visza's rule, so long as they behave themselves.



## Appearance

Visza has always been the "runt," standing at only 4'9", but underestimating her for her size is dangerous—she is almost entirely muscle. Her armor and clothing is typically androgynous, though her hair is almost always ornately braided and decorated. Her rust-colored skin sports multiple scars from those who have attempted to challenge her position as chieftess.

## Mannerisms & Personality.

Visza's first priority is always the wellbeing of her people. Those who threaten them are put down swiftly, and those who stand with them are watched closely. She is rarely seen being affectionate with her partners, though she is rumored to dote on them in private. She is cold to newcomers, but warms up to them if they support her town or don't seem to be a threat.

***Likes***. Combat sports, useful inventions and technology, vulnerable people

***Dislikes***. Traditionally "femenine" things, competition, bullies

### Roleplaying Advice

Visza is wary of new people that arrive in the town because of previous experiences with adventuring types, but she is always willing to give newcomers a chance. If the party takes an interest in the town and keeps from making any trouble during their stay, she propositions them with completing her quest during their travels.

### In a Relationship

Visza is hesitant to start a relationship with an outsider but is willing to give them a chance. If a character completes her quest before pursuing her, she is no longer hesitant as she feels that she can trust them. While she seems to withhold affection from her partners, she showers them with affection in private. She handles long-distance relationships well without any form of communication, and she always refuses to travel because of her duty to her town.

### Relationship Milestones

After completing her quest, Visza trusts a character completely.

When a character returns to visit after traveling, they are almost always met with a small celebration.

Bringing Visza information about new technology or advances in major towns and cities increases her trust in a character, and makes her grow more attached to them.

Helping to improve the town by doing things like repairing buildings or donating to businesses makes Visza respect a character more.

Visza appreciates gifts of weaponry, armor, or useful inventions but doesn't care for useless trinkets and jewelry.

Fending the town off from a large-scale assault alongside Visza will cement her love for a character.

## Related Quests and Encounters

### Founding Mother

**Goal**. Visza has been trying to get her town recognized so that they can establish trade and continue expanding.

**Location**. The closest major city.

**Challenge**. The messenger in charge of delivering Visza's letters has been delivering them to the wrong people. On purpose. If the party questions them before leaving town, they can discover this information with a DC 10 Intimidation or Persuasion check. The messenger admits that they were afraid that becoming a recognized town would mean being policed by guards, though most characters should know that would be unlikely. They still have the last letter they were meant to deliver, and offer it to the characters while asking that they don't tell Visza about their actions.

If a character decides to tell Visza, she demands that the messenger hang for acting against the town. Players can easily talk her down to having the messenger banished, or can convince her to let them stay with a successful DC 17 Persuasion check.

When the party reaches the city to deliver the letter, it is incredibly easy to find the official they need to deliver it to. Upon delivering it, they are told that it can take up to 10 days to process their request. Characters can wait the 10 days, at which point their request is granted, or they can attempt to speed up the process.

An appointment can be made anytime within the first three days, or they could attempt to force their way into an audience. If they make an appointment, the processing time can be reduced to 3 days with a successful DC 15 Intimidation or Persuasion check or an appropriate bribe. If characters attempt an intimidation check and fail the check by 10 or more, the official has them escorted out by guards, and the processing time increases by 3 days.

If characters attempt to force their way into an audience with the official, everyone present must decide as a group whether to roll Intimidation or Persuasion checks. They may gain advantage on these checks depending on how impressive or intimidating their entry was. At least 1/3 of the characters present must succeed on a DC 15 check of the group's choice, or the official has them escorted out of his office and rejects the request. If they succeed, the processing time is reduced to 5 days. If over 2/3 of the characters present succeed, the request is approved immediately.

Upon receiving the approval, characters also receive a small grant of 500 gp meant to help the town. While Visza did not tell them about this grant, she does know about it. If the characters return with the full amount, she gives them 250 gp for completing her quest. If they return only part of the money, or none at all, she does not mention it but loses any trust in the characters and will not enter into a relationship with one.



# Yasral Lune

A traveling merchant named Orville knew that Yasral would be a force to be reckoned with when the young drow, barely higher than his hip, convinced him to drive her across the continent for little more than a child's toy. He only found out later that she had a purse of 30 gold she could have used—though he didn't dare ask where she got it.

Nevertheless, he found himself carting along a child who spoke far more intelligently than her age and thought far more cunningly than her round features. When he released her into the capital city, he prayed to whatever deity was listening—for the city, not for her.

That is only the beginning of Yasral Lune, a force of nature to be heavily reckoned with.

The young drow, having manifested no magic despite a pair of readily magical parents, found herself disregarded in favor of her more talented siblings. Rather than argue for more favor, Yasral stole gold from her parents, escaped to the largest city she knew, and began to build a reputation—one that, despite its slow start, has made her one of the most revered names in the city.

Yasral's thirst to prove herself saw her slay several threats against the city as a mere teenager, and by the time she was an adult, she had a reputation among the city guard. Her relationship with them was amiably tempestuous—she was a thorn in their side as much as she was undeniably useful. When she alone realized the city lord was under the influence of a disguised devil, she slew it; the guard resignedly recognized her as a hero, much to their great chagrin.

Years passed. The guard grew corrupt, and Yasral's jovial rivalry with them was abandoned when she slew the traitorous captain in his sleeping quarters and tore apart the guard from the inside.

Yasral now operates an entirely independent adventurers' guild, where she trains adventurers with ferocity, cunning, and discernment. Heroism is secondary to Yasral—you cannot be selfless if you're dead. Her straightforward nature draws as many admirers as it does enemies, but she has never minded the strong divide. She stands belligerent as Guildmaster Lune, cold and unbreakable, daring others to oppose her.

### Appearance

Yasral's deep blue skin is in sharp contrast to her straight white hair, which curls slightly at the ends. Her eyes are silvery-blue and sharp, and her rigid jaw is elegant and stubborn. She has a thin frame that speaks to dexterity but stands at a looming 5'9", and even though she has no need of heels, her boots usually contain them.

### Mannerisms & Personality

Yasral holds her chin high and commands authority. She is not like a fire—her power and strength is more controlled, more focused, and more rigid. She is always in control, and her worst fear is losing that control.

***Likes***. Security, efficiency, certainty, power, respect

***Dislikes***. Messiness, disrespect, being undermined, loss of control or certainty, prying

### Roleplaying Advice

Yasral is not cruel. She is not unnecessarily rude, violent, or volatile. However, she is brisk, businesslike, guarded, cold, and wary—Yasral suspects the ulterior motives of everyone she comes into contact with and does not let others have the

**Age**: 204
**Gender**: Cisgender woman (she/her/hers)
**Preference**: Bisexual
**Race**: Elf (drow)
**Alignment**: True Neutral
**Profession**: Guildmaster (Adventurers' Guild)
**Class**: Gloomstalker ranger (10th level)

**Personality Trait**: To be the best and surround myself with the best is strength, and strength is necessary to survive.
**Ideal**: I recognize the strengths of others and encourage them to grow.
**Bond**: I owe it to those who look to me for training to give them my full effort.
**Flaw**: I only act on things that are absolutely certain; idealism is for fools.



upper hand. She is an efficient, valuable ally to have and a far more dangerous enemy to make.

### In a Relationship

Yasral is, quite frankly, difficult to romance: she has little interest in growing close to someone unless they impress her and make a dedicated—but respectful—effort. She does not like a lack of spine. She requires someone who complements her strengths but does not challenge them. Surprisingly, she is receptive to—and even desires—flirting, as long as it doesn't push too far. Those who wine and dine Yasral gain a secure, strong relationship with a woman who would defend it as ferociously as she does all else.

Yasral will not enter a relationship with someone—or will immediately end a relationship with someone—if she finds out they have lied to her about something important. Trust is important to her above all else.

### Relationship Milestones

Yasral is attracted to competence and confidence; proving mettle without bragging is a certain way to catch her attention.

Flirting with Yasral is as dangerous as sparring with her, but a character who manages to be both enticing and respectful very much deepens her affection.

Romantic gestures are surprisingly effective for sending a flutter through Yasral's chest, even if she doesn't outwardly show it.

Yasral does not want to date someone she can walk all over; if a character challenges her and proves themself right without disrespecting her, her respect for them deepens quite a bit.

Fighting side-by-side with Yasral is certain to deepen her trust for a character, as she begins to feel as though they are someone who she can depend on.

If Yasral finds out that a character had a chance to sell her out or betray her but didn't, they earn her complete trust and even devotion.

## Related Quests and Encounters

### The Cycle of Revenge

**Goal**. A member of the guard she tore down wants revenge. Yasral is certainly capable—but she may be outmatched for this one.

**Location**. A dark alleyway of the city, away from prying eyes.

**Challenge**. This quest is best introduced with high stakes—as the sun lowers toward the horizon, a known NPC to the party or even a stranger grabs the character closest to Yasral as they pass and hisses in their ear, "There will be an attack on Yasral at sundown. Near the market district." With mere minutes to find her, the character can go alone or bring the party to help in the rescue.

Unless the characters make a successful DC 16 Survival check to track her, the fight has begun by the time they reach her. She is surrounded in a dark alleyway by four enemies of the DM's choice, accounting for the party composition and level. While she is ferociously fighting back, it is clear she is outnumbered.

Yasral says little as the party jumps in to help, though she seems grateful, if focused. When there is one standing, she barks, "Leave him alive! I have questions!" Should the party or character ignore her desire, Yasral is furious, and it is much harder to gain her affection after that point.

If left alive, Yasral ties up the guard and takes him back to her guild for questioning. She requests that the party meet with her later and gives them 500 gold to thank them for their aid. She does not give this reward if they disobeyed her.

A character that refuses the reward earns her confusion, but tentative respect. She asks them about it later—if the character uses the opportunity to pursue romance, she is wary, but… receptive, saying she'll have more time to think about such things after questioning her prisoner.

### No Rest for the Wicked

**Goal**. Yasral has realized that a high-ranking individual in the city is corrupt. This one will be far more tricky to root out.

**Location**. The noble district of the city.

**Challenge**. Lord Enriq Hawksend has made a deal with a nearby cult, and he has been hiring adventurers to "root out" the cult—all the while sending them to be sacrificed for the cult instead and pocketing payment from the cult leader, Icheron. Yasral has lost several of her guild members to this scheme; when she contacts the party, she is seething, as Lord Hawksend is far too powerful for her to accuse and too well-guarded to face alone.

This quest can be run two ways depending on preference. The party has the option to either defend the one escaped witness, a fumbling druid named Aspen who is shaken by the deaths of her allies, or to break into Lord Hawksend's home for proof.

If they choose to defend Aspen, they must fight off three waves of escalating enemies throughout the night who are determined to keep her from testifying against Lord Hawksend. At the end of this branch, Lord Hawksend appears himself to cut her down. The party can fight him—use any applicable, powerful stat block—and either kill him or capture him to confess in front of the remaining council. Yasral fights alongside the party, and Lord Hawksend tries to kill her mercilessly throughout combat.

Free to testify, Aspen is able to take Lord Hawksend's schemes to the city council. Yasral personally oversees the process.

Should the party decide to break into Lord Hawksend's home, they can find proof in his study, which lies upstairs. Consistent DC 14 Stealth checks are required to navigate without being seen. Lord Hawksend also has any number of guards and traps throughout the home—traps and puzzles can be built by the DM based on party composition.

It takes a successful DC 16 Investigation check to locate correspondence with Icheron that gives proof of the deal. Grabbing it, however, springs the alarm, and they must contend with Lord Hawksend and his guards in his study. As with the first route, Lord Hawksend tries to cut Yasral down, saying she is the scourge of the city.

Once the party has defeated him, Yasral takes the proof to the city council and ferrets out any remaining people who were involved in this scheme.

No matter which route the party chooses, Yasral is grateful. She offers 1,000 gold for the party's service and admits that they are trustworthy allies—a rare thing to find these days. The character that has been romancing Yasral, if far along enough in the romance, may be invited back later for a more… personal expression of gratitude.



# Employees

The 5 NPCs in this section were created to provide employees as unique as the shops that characters might think to open. Each one has everything you need to know about employing them, like what their specialties are and how to keep them happy.

## Bostwick Goodwort

**Age**: 23
**Gender**: Cisgender man (he/him/his)
**Race**: Halfling (lightfoot)
**Alignment**: Lawful Good
**Profession**: Shop assistant and salesman

**Personality Trait**: I do everything I can to enjoy life while it lasts.
**Ideal**: People are inherently good if you treat them with kindness.
**Bond**: My friends are my family.
**Flaw**: I tend to trust people too easily.

Bostwick was born to Theodora and Lothar Goodwort in a small city, cobblers who owned a small shoe store. Bostwick was seven when his parents died in a fire at the family home. Though uncommon for halflings, Bostwick's parents had no contact with their extended families. The city government was unable to find Bostwick's next of kin, so he was taken to the Maybell Orphanage.

The orphanage was cozy and bright, headed by a wonderful tiefling woman who went by Mama Devos. Bostwick had no shortage of friends at the orphanage and quickly grew to love his new home. He still missed his parents, but firmly believes that they are in a better place watching out for him. Rather than focus on the tragedies of life, he chooses to focus on everything good in the world.

At the orphanage, he was exposed to many different types of people and loved to learn everything about them. His best friend growing up was a half-elf named Goldie, who taught him to play the mandolin. He and Goldie were the same age and left the orphanage at the same time. When he grew up, Bostwick knew he wanted to work in shops like his parents—but he's not interested in entrepreneurship, as there are too many boring parts involved. Goldie stayed and worked with him in different shops for a few years, but quickly tired of it and left the city to become an adventurer. When she invited Bostwick to come with her, he thought she was joking and playfully made fun of her. It wasn't until the next day that Bostwick realized his mistake, but Goldie was already gone. The way their friendship ended is his biggest regret and he holds out hope that she will come back one day.

Bostwick still volunteers at his old orphanage on weekends to play with the children there and do what he can to make their lives better.

### Appearance

Bostwick has wavy auburn hair, blue eyes, and chubby cheeks. He is 4'2" and has an athletic build.

### Mannerisms & Personality

Bostwick talks very fast, uses a lot of hand gestures, and is always moving. He is always telling jokes and is usually laughing.

***Work Ethic***. Bostwick has a great work ethic when it comes to salesmanship and customer service, but he is lazy when it comes to cleaning or any type of manual labor.

***Likes***. Jokes, laughing, music

***Dislikes***. Serious situations, cleaning, fire

### Roleplaying Advice

Bostwick generally avoids serious conversations and tries to distract from uncomfortable situations with humor. The DM can choose to have Goldie return to town or create clues for the party to be able to track her down. She is most likely to be found in forested areas or roadside inns. If so, they repair their friendship and may become partners. It is up to the DM to decide if Bostwick joins Goldie in adventuring or if she decides to stay in the city with him.

### As an Employee

Bostwick works best as a salesman and in customer service. If asked to clean or do other types of manual labor, he loafs around playing music and procrastinates doing it. Bostwick can make simple things, but doesn't particularly enjoy it. Bostwick earns 1 gp a day or 5 gp for a five-day work week.

### Employee Satisfaction

A satisfied employee is a far more effective employee. For every level of satisfaction, your employee produces more and works harder. Bostwick starts at level 3 satisfaction, but will go up and down satisfaction levels as the character interacts with him. The following table describes events that boost Bostwick to a certain level of satisfaction and the duties he will perform at that level. However, the DM may increase or decrease Bostwick's level for reasons not included. The benefits for levels above 3 stack, as do the disadvantages for levels below 3. Bostwick will not skip levels of satisfaction.



| Satisfaction Level | Productivity |
|---|---|
| 1 | Bostwick decreases to this level if he is not working with customers. No additional customers are brought in. He will quit if he remains at this level for a week. |
| 2 | If Bostwick is often asked to clean or do manual labor, he will decrease to this level. Only 2 extra customers are brought in a day. |
| 3 | At his starting level, Bostwick's salesmanship brings in an extra 5 customers a day. |
| 4 | If Bostwick receives a raise of 1 gp a day, he will reach this level and bring in an extra 7 customers a day. |
| 5 | If Bostwick's employer shares their past with Bostwick, he will share his past and ask his employer to come with him to the orphanage on his volunteer day. If the employer volunteers once, Bostwick reaches this level and brings in an extra 9 customers a day. |
| 6 | If Goldie returns to the city and stays with him, Bostwick can reach this level. At this level, Bostwick brings in an extra 12 customers a day and procrastinates manual labor and cleaning. |

# Celwyn Quinnett

**Age**: 207
**Gender**: Cisgender woman (she/her/hers)
**Race**: Gnome (forest)
**Alignment**: Lawful Good
**Profession**: Potion shop employee

**Personality Trait**: I do everything in my power to improve myself.
**Ideal**: Doing the right work for you makes you the best person you can be.
**Bond**: My work comforts me.
**Flaw**: I can be so involved in my work that I forget to have friends or relationships.

Celwyn's parents, Selmyn and Histix, were adventurers who brought her and her seven siblings (Wrezu, Yexim, Banmila, Orros, Ronwren, Coryn, and Rona) along on their journeys. She did not take to the adventuring life as she grew up, instead becoming highly anxious. Her hands fidgeted and shook far too much to train in any weapons.

When a wizard named Ellander joined her parents' adventuring party, Celwyn and her parents realized that she had a natural knack for making potions. A couple years later, her parents enrolled her in a wizard's school; she loved her potion classes but was too anxious to perform or study magic. She knew that she would be unable to continue her studies with her anxiety, so she dropped out after only two years.

Celwyn remained in the same city, as she hates traveling, but she often visits her old potion master from the school, Elisse, to study and experiment with her. Elisse does not entirely approve of all of Celwyn's experiments, as they can be quite dangerous.

Celwyn now works for potion or magic shops in the city and does not travel at all, much to her delight. Her parents don't quite understand her homebody lifestyle, but they are very supportive and visit her city twice a year with her siblings.

## Appearance

Celwyn has bright, inquisitive blue eyes and red hair that she keeps pulled back. She is 3'1" tall and has a skinny build, an oval face, and scars on her forearms from potion mishaps.

## Mannerisms & Personality

Celwyn is very fidgety when not working on a project, but as soon as she begins working, her body relaxes and her hands become steady.

***Work Ethic***. Celwyn has a very strong work ethic, especially when allowed to experiment with potion-making.

***Likes***. Books, making potions, hot chocolate

***Dislikes***. Social situations, traveling, caution with experiments

## Roleplaying Advice

Celwyn does not talk much and is quiet when she does. She doesn't like loud noises, with the exception of potion explosions, which do not faze her. Boisterous characters easily overwhelm her.

## As an Employee

Celwyn works best when she is left largely alone and allowed to experiment. She does not excel in customer service and is less productive if forced to take on these duties. She will not work for a traveling business for very long. If her boss goes out of town, she can continue to make potions, but drops down to level 1 satisfaction if left in charge of the shop. When her family is in town, she needs a few days off to spend time with them. They visit twice a year. She earns 2 gp a day or 10 gp for a five-day work week.

## Employee Satisfaction

A satisfied employee is a far more effective employee. For every level of satisfaction, your employee produces more and works harder. Celwyn starts at level 3 satisfaction. The following table describes events that boosts Celwyn to a certain level of satisfaction and the duties she will perform at that level. However, the DM may increase or decrease Celwyn's level for reasons not included. The benefits for levels above 3 stack, as do the disadvantages for levels below 3. Celwyn will not skip levels of satisfaction.

| Satisfaction Level | Productivity |
|---|---|
| 1 | Celwyn decreases to this level if forced to work with customers. Her potions now have a 20% chance to explode and she will quit if she remains at this level for a month. |
| 2 | Celwyn decreases to this level if her employer is rude to her or causes her to be frightened. She now only creates 2 potions a day. If she remains at this level for two months, she will quit. |
| 3 | At her starting level, Celwyn creates 5 common potions a day. |
| 4 | Celwyn goes up to this level if she is allowed to experiment with her potions. She can now make uncommon potions, producing either 2 uncommon potions a day or 7 common potions a day. |
| 5 | Celwyn can go up to this level after a visit from her family. She can now make 3 uncommon potions or 8 common potions a day. |
| 6 | If the Family in Trouble quest is completed, Celwyn can reach level 6. At this level Celwyn can create any potion. If you ask her to create a particularly strong potion, it may take longer at the DM's discretion. |

## Related Quests and Encounters

### Snapjack Woes

**Goal**. Celwyn's family have not been sending letters lately and she is starting to get concerned for their safety. The last time they wrote to her, they were about to investigate a supposedly haunted underground tomb. Celwyn asks the party members to search for her family once she reaches level 4 satisfaction or, if she is not employed by the party, after having at least three friendly interactions with them. Celwyn gives the characters a map to the tomb that was drawn by her brother Orros.

**Location**. Snapjack Tomb, a two-day journey from the city Celwyn works in.

**Challenge**. The entrance to the tomb is hidden. When the characters reach where the entrance to the tomb is located on the map, they do not see anything remotely tomb-like. It takes a DC 15 Investigation or Perception check to find that a large stone can be moved to gain entrance to the tomb. This stone can be pushed by up to three characters and opens after a combined DC 25 Strength check.

When the characters enter the tomb, they are greeted with the smell of damp death. As they travel further in, they find Celwyn's family in cages along a hallway. Each cage is locked with a simple lock that can be unlocked with a DC 15 thieves' tools check. The family is being held captive by a death slaad, which holds the keyring to the cages. The party can unlock the cages once the death slaad is defeated.

If the party defeats the death slaad and frees Celwyn's family, they travel back with the party to the city in order to visit Celwyn.



# Cinder Islet

**Age**: 33
**Gender**: Transgender woman (she/her/hers)
**Race**: Half-orc
**Alignment**: Neutral Good
**Profession**: Shop assistant

**Personality Trait**: I am motivated to be the best worker I can be.
**Ideal**: People are generally good, and those who are not can change for the better.
**Bond**: I hold my family and my hometown close in my heart.
**Flaw**: I have a hard time staying in one place for very long.

Cinder was born in a human village to two half-orc parents, Vin (mother) and Grem (father). Cinder always felt uncomfortable in her male body and that she should have been born a girl. Her parents were very supportive and helped her explore her gender. She transitioned fully at the age of 10 and decided to keep her name. Her village was accepting of her; after her transition, they threw a party for her and gathered many gifts of female clothing and jewelry. The villagers knew that she collected belts—she received many fine belts that she still wears today.

Cinder's mother was a smith and her father was a mercenary, but Cinder was not drawn to either of these professions. She was, however, always fascinated by merchant caravans and carnivals that would occasionally come to the village. She found the lives of the traveling merchants intriguing and longed to be one, so she started an apprenticeship at the age of 15 with a local shopkeeper named Brahm. He was kind and taught her well. When Cinder was 20, Brahm introduced her to a traveling merchant that he knew and encouraged her to follow her dreams. She stayed with the Stotten Merchant Band for several years before her need for a different environment prompted her to find work in a city the band had once visited.

Right now, Cinder is looking for work as a travelling merchant with a new band. She is willing to work in a storefront, but only for a limited time. She prefers the freedom, excitement, and potential to meet new people on the open road.



## Appearance

Cinder has grey skin and long brown hair that she often wears in braids. She is 5'10" and has a plump build.

## Mannerisms & Personality

Cinder is very friendly and open. Her smile is large and genuine and she laughs often. She enjoys looking her best and braiding her hair—she will braid and unbraid her hair when either nervous or bored.

***Work Ethic***. Cinder has a very strong work ethic unless her boss is rude.

***Likes***. Belts, kindness, fruit

***Dislikes***. Shoes, rudeness, bawdy music

## Roleplaying Advice

Cinder does not respond well to rude or obnoxious people and has no problem kicking these types of people out of the shop; she is very polite when doing so, and offers them a chance to come back when they can be courteous. She is extremely gracious to those who treat her with respect.

### As an Employee

Cinder needs new challenges to remain a happy employee and will leave to find new work if her job and life become monotonous. For this reason, she is best suited for working for a travelling business. In a city or village, she will generally work for 1–2 years before moving on. She will, however, quit immediately if her employer is rude. Cinder is very intelligent and able to learn new tasks quickly. She also takes a week off of work every year to visit her family. This usually takes place in the summertime. Cinder earns 1 gp a day or 5 gp for a five-day work week.

### Employee Satisfaction

A satisfied employee is a far more effective employee. For every level of satisfaction, your employee produces more and works harder. Cinder starts at level 3 satisfaction, but will go up and down satisfaction levels as the character interacts with her. The following table describes events that will get Cinder to a certain level of satisfaction and the duties she will perform at that level. However, the DM may increase or decrease Cinder's level for reasons not included. The benefits for levels above 3 stack, as do the disadvantages for levels below 3 Cinder will not skip levels of satisfaction.



| Satisfaction Level | Productivity |
|---|---|
| 1 | Cinder decreases to this level if she is not allowed to kick out ill-mannered customers. She will no longer clean the shop and will not interact with customers unless forced to. She will quit if she remains at this level for 1 month. |
| 2 | Cinder decreases to this level if her employer is rude to her. She will no longer work as a salesperson at this level. If she remains at this level for 3 months, she will quit. |
| 3 | At her starting level, Cinder is a great employee. She cleans the shop, is a charismatic salesperson (how much each gold customer spends goes up by 1d4), and will help the owner with most other tasks. If she remains at this level or below for a year, she will quit. |
| 4 | Cinder reaches this level when her boss shares about their past and asks about hers. At this level, she will not quit for 2 years and each customer spends 1d6 gold more. |
| 5 | Cinder reaches this level if working for a traveling business or if frequently given new challenges as an employee. She will now start handling supplier accounts; supplies will now cost only 10% of the completed good's value. |
| 6 | Cinder reaches this level after returning from her week trip home to visit her family. She can now run the shop on her own for extended periods of time. |

# Euclid Moen

**Age**: 76
**Gender**: Transgender man (he/him/his)
**Race**: Firbolg
**Alignment**: True Neutral
**Profession**: Enchanter and baker/cook. Best suited for making magical confections and meals.
**Class**: Evocation wizard (2nd level)

**Personality Trait**: I refuse to live anything but my best life.
**Ideal**: When all else fails, food can fix it.
**Bond**: I haven't seen my family in years. I hope that one day they can meet the real me.
**Flaw**: I am a perfectionist in my work, and often throw things out if they aren't just right.

Euclid was raised in a clan that interacted with society more frequently than usual. It was not uncommon for an elf or human to integrate into their society and live among them, though they stood out quite a bit. It was thanks to the androgynous nature of the elves, and one particular elf's ability to shift their gender seemingly at will, that Euclid first realized his desire to transition. As the clan traveled from place to place, he met others that shared his feelings and showed him that there was something he could do about it—even without a blessing from some fancy elf god.

Even with their frequent contact with society, the firbolg clan clung to outdated family dynamics. The women were meant to take care of the family and home, while the men were to provide and scout out their next move. Having little desire to fill either role, Euclid couldn't seem to find his place in the clan. He had met people who spoke of grand academies where one could learn about magic, and these places called to him. Shortly after his 25th birthday—still young by firbolg standards—the clan finally traveled near one of these academies. Euclid, with the help of several elves he had grown close to, slipped away to what he saw as his one chance to live the life he was supposed to live.

The academy was poised at the heart of a large city. As he unfortunately discovered, the admissions process was harsh, but they had few requirements for their manual laborers. Euclid's track into the academy started when he was hired as a cook. He had never enjoyed cooking with his clan, but he soon learned that he was incredibly skilled in the kitchen. Cooking new things, with access to more than what was caught that day, was exciting! It didn't take long for his talent to catch attention. An enchantments professor was the first to make Euclid's acquaintance, and shortly after began campaigning for his admittance into the academy. Eventually, Euclid met another professor that was able to help him begin his transition.

Having been admitted to the academy, Euclid was able to leave the stress of his kitchen job behind. He is currently looking for a position in a smaller kitchen or bakery that will let him combine his two loves: magic and cooking.

## Appearance

Euclid is average size for a firbolg, but he constantly forgets that he is not as small as the other races he usually works with. He has coarse brown hair most everywhere, but he keeps his facial hair trimmed into a neat goatee.

## Mannerisms & Personality

Euclid has adopted more habits from elves and humans than he has from firbolgs. He adores the elvish language and is fluent in it. Though he dresses plainly, he enjoys wearing accessories that he has given minor magical enhancements.

**Work Ethic**. Euclid has no desire to work in a position that doesn't excite him. However, he wants to work and hops from boring job to boring job —much like he traveled from place to place with his clan. If a job involves magic or cooking, he is more likely to be excited about the work and stick around. If a job involves both, he will do everything in his power to keep that job.

**Likes**. Trying new recipes, reading, instrumental music

**Dislikes**. Simple food, complicated spells, serving large crowds

### Roleplaying Advice

Euclid is incredibly friendly—maybe even too friendly to some—and straightforward. When someone is rude or questions his passions, he is quick to tell them what they can do with their attitude. He is still learning the ways of the big city, but has learned enough to take care of himself.

### As an Employee

Euclid is excellent at working with people, provided they aren't rude, but has very little interest in it; there's a reason he doesn't spend much time at jobs that don't involve a kitchen. He loses his patience quickly with both boring jobs and rude customers, and may walk out on either.

When working in a kitchen, Euclid is a totally different employee. He will constantly try to come up with new ways to help the business succeed, and will do his best to excel at whatever task he is given.

### Employee Satisfaction

A satisfied employee is a far more effective employee. For every level of satisfaction, your employee produces more and works harder. Euclid starts at level 3 satisfaction, but will go up and down satisfaction levels as the character interacts with him. If he starts a job that immediately allows him to use both his cooking and magical skills, Euclid instead starts at level 4 satisfaction. The following table describes events that boost Euclid to a certain level of satisfaction and the duties he will perform at that level. However, the DM may increase or decrease Euclid's level for reasons not included. The benefits for levels above 3 stack, as do the disadvantages for levels below 3. Euclid will not skip levels of satisfaction.

| Satisfaction Level | Productivity |
|---|---|
| 1 | Euclid decreases to this level if the business owner is regularly rude or demands he work a schedule that conflicts with his schooling. At this level, he refuses to work with customers and will only stock goods or clean. If he remains at this level for 1 month, he will quit. |
| 2 | Euclid decreases to this level if the business owner is dismissive of his aspirations as a cook, or if he takes a job that does not involve cooking/baking. At this level, he will show up late, never stay past his scheduled time, and may even do his academy homework during business hours. If he remains at this level for 2 months, he will quit. |
| 3 | At his starting level, Euclid is a decent employee. He does what he's asked and tends to customers, but isn't willing to do much outside of his job description. If he remains at this level for six months, he will quit. |
| 4 | Euclid starts at this level if he is given a kitchen job that allows him to use his magic, promoted into a kitchen job from sales or waiting tables, or finally allowed to use his magic in the kitchen. At this level, he is an exceptional employee and goes above and beyond to keep his position. At this level, he will not quit for two years. |
| 5 | Euclid only reaches this level if he is in a job that allows him to combine cooking and magic, and only after being promoted to head baker or chef. At this level, he can run a kitchen by himself flawlessly, and can teach other workers in the kitchen to execute his recipes to speed up the production time. His creations at this level offer a 5% boost to the business' total profits. |
| 6 | Euclid reaches this level only if he is given a position of management over the establishment itself or allowed to invest and become a co-owner. At this level, he can run the front- and back-of-house operations effortlessly with little help, and his creations offer a 10% boost to profits. |

# Kian Frostlin

Kian was born in a small and poverty-stricken dwarven mining settlement. Knowing they could not provide Kian with a prosperous life, her parents gave her up for adoption. She was taken in while still very young by a lesbian dwarf couple, Beada and Afy, who took her to their home city deep in the mountains. Beada was an armor designer and Afy was an armorer, and together they were prosperous armorers who took their business on the road when Kian was a teenager.

Kian did not take very well to design, but loved making armor with Afy based on Beada's designs. After working with her parents for thirteen more years, Kian met a human man named Dustrin, married him, and moved to his home city. Dustrin is a kind man—always laughing and telling jokes. He likes to meet new people and learn everything about them. Kian is usually very stoic, but Dustrin draws her out of her shell.

Beada and Afy were sad to part with their daughter, but she had found love; trusting people was hard for Kian after her abandonment, so this was a big step for her, and one they supported heartily. After their marriage, Kian and Dustrin got matching tattoos of chains on their left hands rather than wedding rings. Kian now lives in a human city with Dustrin and is looking for work as an armorer.

## Appearance

Kian's head is shaved bald and she has bright blue eyes. She stands 4'0" and has a stocky build. She has a tattoo of chains on her left hand.

## Mannerisms & Personality

Kian usually has a very cold demeanor, but this melts quickly if someone jokes around with her.
**Work Ethic**. Kian loves her work and labors very hard to always be at her best.
**Likes**. Metal, fashioning armor, travelling
**Dislikes**. Design, parties, liars

**Age**: 51
**Gender**: Cissgender woman (she/her/hers)
**Race**: Dwarf (mountain)
**Alignment**: Lawful Good
**Profession**: Armorer/smith

**Personality Trait**: Honesty is always the best policy.
**Ideal**: Family will never betray you.
**Bond**: I live to create.
**Flaw**: I can be cold and uninviting to people I don't know.

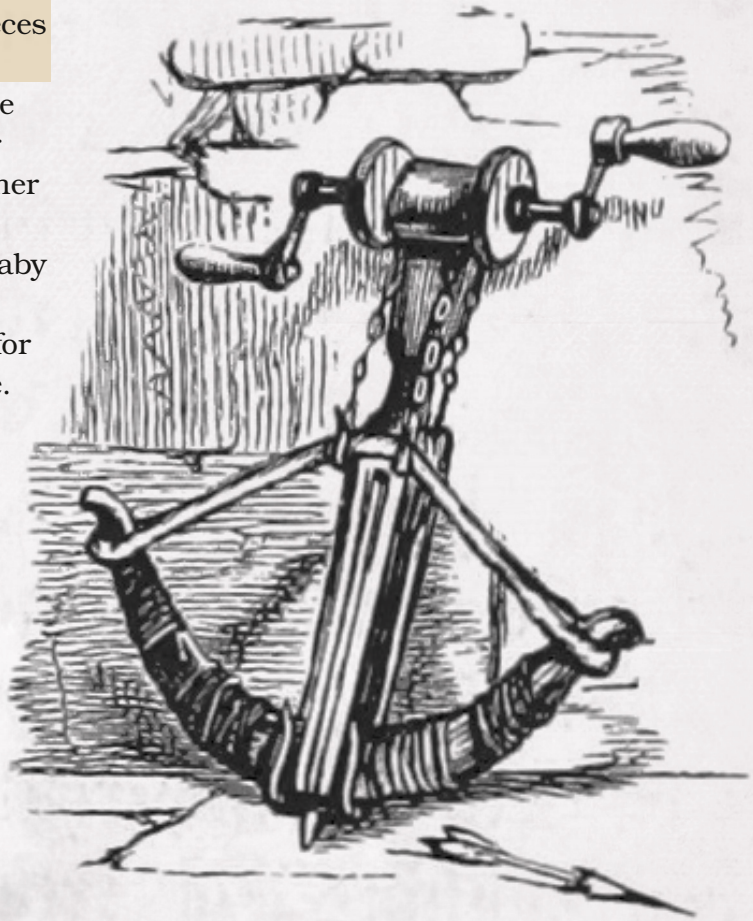
## Roleplaying Advice

When meeting new people, Kian seems very cold and only responds to characters with one or two words. If they get past her walls with jokes or kindness, she opens up quickly. She does not joke very much herself, as she knows she's not good at it.

## As an Employee

Kian is not a very good salesman—while she doesn't mind trying, she is awkward with new people. Kian likes to take a week off every year to travel with Dustrin and her parents. Kian and Dustrin are currently trying to get pregnant (the DM can roll every so often to see if Kian becomes pregnant or simply decide when it happens). If Kian becomes pregnant, she tells her employer immediately so they can make a plan for it. Kian earns 2 gp a day or 10 gp for a five-day work week.

| Satisfaction Level | Productivity |
|---|---|
| 1 | Kian decreases to this level if not allowed to travel with her family. She now makes two small pieces of armor a day. |
| 2 | Kian decreases to this level if her employer is rude or lies to her; she only makes two small pieces and one large piece of armor a day. |
| 3 | At her starting level, Kian makes three small pieces and one large piece of armor a day. |
| 4 | Kian reaches this level if her employer shares their past with her and she shares hers. She can now make five small pieces and one large piece of armor a day. |
| 5 | Kian reaches this level after returning from a trip with her parents. She now makes six small pieces and two large pieces of armor a day. |
| 6 | Kian reaches this level if she becomes pregnant and her employer makes a plan with her to continue working. She continues working after her baby is born and can now even manage the store by herself for an extended amount of time. |



# APPENDIX A: MARRIAGE CEREMONIES

The vast amount of cultures, backgrounds, classes, and magic provides endless opportunities for unique marriage ceremonies. Below are ideas that draw on rich flavor and range from extravagant to simple, from celebratory to intimate, and from the highest peaks to the churning seas.

While we offer plentiful ideas for ceremonies that can be used as written, tweaked, or—for very different couples—combined together, personalizing the ceremony per your own game will make it a truly memorable experience. In fact, if all else fails, ask what the characters want!

## Hunters Bond

*Ideal for rangers, woodland cultures, or competitive spirits*

This marriage ceremony begins an hour before dawn in the thickest part of the forest. The couple to be wed dons ceremonial hunting outfits that grant advantage to stealth, and spread out in different directions to hunt—each direction sharing a distinct meaning. Northward hunters are swearing to be dependable in marriage, and southward hunters are promising to be loyal. Eastward hunters are claiming their intent to be passionate, while westward hunters, following the sunset, are promising to be patient and constant.

When they return at midday, the hunter who has brought back the largest animal is granted the Huntmaster title for the day by the overseeing master of ceremony, who then marries them. The couple skin each other's animals, symbolizing bearing each other's burdens, and then the wedding party cooks them a massive feast using the two meats combined. As the evening grows late, the whole group enjoys the banquet together to symbolize that by their combined efforts, they will always triumph and thrive.

Some couples will bring back "strange" or abnormal beast carcasses to force the wedding party to cook a strange meal—legends say that these hunters may not always find great success, but they will never want for joy in their marriage.

## Romantic Tides

*Ideal for sailors, travelers, and those whose powers come from the elements*

The height of this celebration is at sunset, when the rum has set in, the dancing is joyous, and the ocean is lit by the flames of the dying light. In the hours leading up to the sun's descent, many different traditions have unfolded. Some couples will swear fealty before the captain's sword (the first mate and navigator are alternatives if the captain is to be wed). Others may be tied to the mast on opposing sides, enduring the pranks and games of the crew until sundown. Others still are passed around to dance with the entire crew, and a bawdy storyteller weaves tales about their future exploits with increasing passion.

When the sun has gone down, the person of highest authority on the ship marries the couple together. They are then sent off in a small rowboat amidst cheers and sloshing rum. They sail out into the night, and they are not allowed to return until dawn.

Particularly daring sailors will wait to be married until a storm is on the horizon, braving it for a more thrilling night of togetherness.

## Moonlight Vows

*Ideal for religious characters, druids, and those who prefer privacy*

Little is more constant than the moon—this marriage ceremony is one taken in solitude. The couple is married in a quiet, private ceremony during the day. When the moon rises as high as it will go, they steal away to the nearest body of water to look for a still surface. Lakes, ponds, coves, a small river—any gentle surface that reflects the moonlight.

The couple takes hands on the edge of the water and recites vows that they have written previously.

While these vows are personal and unique to the couple, they often reflect certain themes: themes of cycles, of the sun's passion and the moon's constance, of balancing each other as the day and night balance each other, and of the inherent magic of the realms and of love. Each vow ends with "I, [name], speak these words under the moon, and each night hereafter is a renewal of these promises."

Once the vows are completed, the couple walks into water, hands clasped over the quiet moon's reflection. There they share their first kiss as a wed couple.

## Unbreakable

*Ideal for fighters, barbarians, or those who are a little rough and tumble*

In the first variation of this powerful ceremony, the couple are chained together in a fighting arena, forced to fight a number of rounds against increasingly difficult enemies side-by-side while connected by 10 feet of heavy chain. The first round features heavy-hitting enemies, and once they defeat them, the couple is asked, Do you swear to be each other's strength? The second round features slippery, dextrous enemies, and once they are defeated, the announcer bellows, Do you swear to trust each other foremost? The third round features enemies that wield elements, sap strength, or leech life, and once they are defeated, the couple is asked, Do you swear to endure all together?! As the couple faces their last enemy—often only one, but large, dangerous, and powerful—the question is asked: Do you swear to be unbreakable? Killing the beast in tandem is considered the act of marriage—couples deal the final blow together, and walk out of the ring sealed together.

In the second variation of this ceremony, the couple is instead chained together as they fight each other. Never more than 10 feet apart, they choose to fight in constant close quarters, using whatever abilities they have at their disposal to come out the victor. They are asked the same questions between fights, facing each other as they answer. When one of them surrenders, often at the last of their consciousness, the couple leaves the ring together. The victor is given a trophy to drink from amidst cheering and adorned in a thick cloak of furs. Despite being cloaked as victor, they kneel before the surrenderer in front of all and swear, Every fight after this is for you, and you will never be harmed by my hand again.

## Thieves Pact

*Ideal for rogues, thieves, and those who like to work in the shadows*

Only the most trusted individuals are present for this ceremony, which is done in the heart of the thieves' guild at the feet of the guildmaster. A pact is made before the guildmaster—or in front of a designated person if the guildmaster is to be wed—to complete a dangerous job together, which is chosen well in advance of the evening. Often, the job is personal—revenge for a previous wrongdoing, retrieval of a personal item, or a mark that none other could steal from previously. Once the pact is completed together, the couple has 24 hours to see the job done.

During this period, the trusted members of the ceremony will either take a prized possession from their previous jobs or complete a small heist within the city to collect wedding gifts. This celebratory thieving has become a tongue-in-cheek urban legend—"When the city wakes up poorer, a couple's life is all the richer."

When the couple returns with their prize, they are wed by the guildmaster and given a pair of matching tattoos of their choice, generally placed on the back between the shoulderblades. This signifies that they have trusted each other with their backs turned—a thief's most vulnerable position. They are showered in gifts from the guild and disappear to enjoy their new relationship.

## Seeds of Romance

*Ideal for druids, elves, and those with a green thumb*
This ceremony, while simple, is the most thoughtful in regards to details, as everything about it is chosen with intent purpose. A couple plants a tree together to signify the growth of a new marriage and, where applicable, uses magic to sprout the plant. This is always done privately, though the preparations tend to include family and friends.

The garments are made by the couple or by the family and community and are woven of soft, natural materials. They often incorporate feathers, shells, flowers, and motifs of shapes like insect wings, weaving vines, and elemental patterns. One item of precious significance is included—a gemstone in the collar, a phoenix feather on the waist, or something similar. This can be directed by the couple or left to the family and community to choose. The couple is almost always barefoot.

The location is just as important. Planting next to a river signifies being ready for change and the fast-moving nature of life. Planting in rocky crags is an acceptance of challenges and blooming in the face of adversity. Planting in fertile, earthy ground is a connection to nature and a hope of fertility. Planting in large plains is an acceptance of freedom and potential. Wherever the location is, it should be chosen with significance and meaning.

Most important is the seed. Couples are advised to consider the seed carefully, and what kind of tree they wish to bear. Evergreen trees signify long-lastingness, endurance, and stability. While some fruit-bearing trees signify passion, growth, and vibrancy, others are more specific. Certain berries promise sweetness and succor. Others promise newness and joy.

When the couple returns, they are considered wed. If the magic fails or if the seed does not sprout, it is considered a bad omen upon the marriage, though the couple may try again next harvest season.

## Temple Oaths

*Ideal for clerics, paladins, and those who find comfort in religion*
This ceremony can be done at a temple of any chosen deity. In most cases the couple will choose one temple, though there have been cases of performing this ceremony twice when the couple worships different deities. The temple priest—or a chosen priest—officiates the ceremony, with language dictated by the creeds of the deity and the nature of the couple's bond.

The temple's deity influences more specific practices, with examples detailed in the table below.

| Domain | Practices |
|---|---|
| Moon | The ceremonies occur only at night. |
| Ancients | The ceremony begins balancing light and darkness within the room, with the light slowly growing. The ceremony often takes place under a very large, old tree grown in the middle of the temple. |
| Arcana | The priest lets off a minor spell effect at the close of the ceremony that is personalized to the couple. |
| Conquest | The couple grips a ceremonial blade while the vows are spoken. |
| Crown | A sovereign or leader of significance to the couple is invited to the ceremony as a guest of honor. The couple clasps hands under a crown to symbolize power in unity. |
| Death | The couple drinks a potion that temporarily sends them into a controlled state of death. In the realms beyond they speak their vows, and they are brought back to life by the priest minutes later, their vows considered more holy for transcending death itself. |
| Devotion | The couple swears to uphold the holiest of virtues and, together, throws something representative of a vice they have struggled with into the fire. |

| Domain | Practices |
|---|---|
| Forge | During the ceremony, guests provide metals to be melted down and forged into a gift for the couple. This gift is often a statue of significant shape to the couple, presented to the couple by the temple priests. |
| Grave | Couples are ceremonially buried in the same coffin for two hours as a symbol of accepting the path they will walk together until death. |
| Knowledge | The history of the couple is recorded into a binded book for them to take with them, presented to them at the ceremony. |
| Life | A couple has to go through a process of cleansing each other together with ritual washing and careful application of magic, coming out clean and "new." |
| Light | The ceremony takes place in the dark until the couple says their vows. The first person lights a candle when speaking their vows. The second person then lights theirs and recites their own. When they are finished, the whole temple floods with bright, brilliant light. |
| Nature | The ceremony mandates a lavish feast and offerings of crops to bless the marriage. |
| Tempest | This ceremony takes place during a storm. Particularly ambitious couples get married in the eye of a hurricane. |
| Trickery | The couple must keep a close eye on their wedding rings, because if not, they will disappear and the ceremony descends into chaos. |
| Vengeance | You swear to kill your new spouse's sworn enemy. |
| War | You slay a beast together with your new spouse's weapon. |

## Arcana Manifest

*Ideal for wizards, sorcerers, or those who are interested in the arcane*

This ceremony takes place in a place of great power—examples include a magic university, a wizard's sanctum, a natural arcane font, a manifest zone, or even a demiplane. The officiator may be anyone, but the wedding party is far more important—the wedding party must be full of cantrip casters, who prepare a magnificent display of lights, sounds, rumblings, and other effects to occur as soon as the couple seals their marriage together.

The ceremony is concluded with the exchange of enchanted items. While rings are the most traditional, many other enchanted items are becoming more common. These items may have been previously enchanted, or, for an extra bit of pizzazz, may be enchanted as part of the ceremony itself.

Example enchantments are detailed in the table below.

| Enchantment | Effect |
|---|---|
| Message | The items are enchanted to act as sending stones. |
| Passion | The user's weapon deals 1d6 additional fire damage for seven days. |
| Protection | The user has resistance to magical damage for seven days. |

## Unshakable Foundation

*Ideal for dwarves, artificers, and those who like to work with their hands*

This ceremony is equal parts steadiness and chaos as the couple to be wed prepare for their lives together. The couple spend the week preceding the ceremony building the foundation to the home they will live in together once they are wed. The stone, brick, or timber is ordered from some of the best manufacturers and delivered prior. The couple uses the week to build the foundation of the home as strong as they can make it, focusing on fortifying the exterior.

When the week has passed, those who were invited to the wedding gather around, witness the couple be wed by the officiator, and, in an extravagant and chaotic celebration, do their best

to destroy the home.

While this ceremony does not tend to have rules, the destruction is generally non-magical (though a couple desiring a challenge may welcome magical blasts). The wedding party has five minutes to do as much damage to the home as possible, and the stability of the home after the revelry is said to indicate the stability and strength of the marriage. There is a rousing celebration after, an exchanging of rings that were forged by the couple, and a night of merriment. The next day, the entire wedding party helps the couple rebuild and finish their home, leaving them to enjoy solitude when enough of the home has been built.

## Universal Connection

*Ideal for monks, wanderers, and those in tune with their soul*

This marriage ceremony is done without the decorations, the trappings, the details, and the chaos. It is, at its simplest, a celebration of togetherness in the whole of the material plane. The couple receives the blessing first from the master of a monastery—the metric by which that blessing is granted varies from monastery to monastery. Once blessed, the couple makes a long journey to find the highest peak in their region.

The journey can take days. Old tales warn couples to withhold complaints and to share burdens, for the hardship of the ascension is equivalent to the hardship of the journey of life. Once the couple reaches the peak, they sit across from each other and meditate.

The length of meditation is entirely personal. They meditate until they both feel in connection with each other at the depth of their soul. They break meditation with food—simple breads, wine, nuts, and berries are traditional—and share a kiss there, at the waypoint between the earth and the firmament above. Now considered wed, they are free to descend when they are ready to return.

## Festival of Many Masks

*Ideal for bards, rogues, and those who love a pinch of theatricality*

In this city-wide ceremony, the citizens don masks at daybreak—extravagant theater masks, oft accompanied by masquerade outfits and all manner of costuming. As the sun rises, the festival begins: entertainers parade through the street, vendors hawk their goods in the crowds, music lilts and booms around every corner, and dancers drag unsuspecting wanderers into a vibrant waltz. The couple to be wed leave their homes with the intent to find each other—while the city has seen their masks, they have not seen each other's masks, and they must search out their partner in the celebration.

The game has escalated over many years to a joyous hide-and-seek—couples will hide in the parade, play poorly in the musical groups on instruments they do not know, pretend to be a vendor, or race to be the first to find their partner. When they have found each other, the city roars in celebration—they are ushered in to a grand feast, their masks hung in a memorial hall alongside all those who were wed before, and they are married in front of the whole city—with the remaining masks flung in the air at the moment the couple kisses.

## Elegance in Glass

*Ideal for the artistic, the ornate, and those who love light on display*

This ceremony takes place within the Hall of Glass, an architectural wonder made with incredible rising stained glass windows. While there are many rooms with many themes, the Hall of Glass most commonly depicts beautiful vistas, allowing the blues and greens of crashing waves, the crimson of setting suns, or the splendors of a bountiful harvest field to cast an array of colors over the floor. In every hall, a water fountain seems to collect the colors and splay them over more surfaces, until even the walls of stone are flooded with light.

The couple is wed in one of these halls, dressed in white to catch the vibrancy of the colors. The invited guests dress resplendent in a full array of colors—rich but dark colors, allowing the couple the most vivid colors as they stand amidst the light. The marriage is done by a chosen officiator and sealed when the couple shares a drink of wine from the same crystalline goblet.

## Bondsfire

*Ideal for barbarians, warriors, and those who love a rousing celebration*

A great hall is set aside for this ceremony and celebration, and mead is ordered by the barrelful in the weeks prior. The mead flows free, the rowdy dancing and songs flood the hall, and a large meat roast is cooked over a fire at the end of the hall. When the celebration is at its height, another fire is stoked in the middle of the hall—the Bondsfire.

Guests toss all manner of scraps into the Bondsfire—furs from conquered beasts, tokens from old lovers, torn fabric from ancestral banners. As the Bondsfire grows, the couple to be wed faces each other over the fire and throws in something of their old life—something significant and worth sacrificing for the marriage. As the couple is wed, a tankard of mead is hurled into the Bondsfire, bringing it to a blazing height.

In some variations, the couple may choose to seal the marriage with a branding. The couple, who has previously decided on an insignia to share, plunge their iron brands into the Bondsfire, then brand each other in front of the entire hall on the arms or back. They are taken back into the fold, and a night of revelry continues long into the dark hours.

## Blessings of Eros

*Ideal for the artistic, the merrymakers, or those who wish to capture beauty*

Before the day of this resplendent ceremony, the white marble colonnade or pavilion where it is to be held is decorated with lavish gold ornamentation and exquisite works of art—including intricately carved statues of the couple to be wed. To capture a sense of celestial radiance, the wedding party and guests are expected to wear pale, draping fabrics woven with pearlescent stones or light jewels and glittering gold jewelry. The atmosphere is further captured by harps, chimes, and soft candlelight.

Typically, the couple is wed at either sunrise, to celebrate the beginning of a new life, or at sunset, to close the chapters of their old life—whichever aspect of their joining is most important to them—by a priest of a love or sun deity. At the end of the ceremony, they are crowned with laurels. A refined celebration over soft music and ambrosia usually follows the coming of day, while increasingly rambunctious merrymaking over fine wine arrives with the night.

## The Blind Pilgrimage

*Ideal for the nostalgic, the sentimental, or those who have wandered a long road together*

In preparation for a journey that celebrates the path of life, the couple stands before each other at a vista with personal significance to them. Their last sight is each other before their closest companions blindfold and separate them. Thus begins a day long journey, where each lover is escorted—still blind—to places of deep meaning for them. It is important that those who accompany the lovers know them well, so as not to sacrifice any of the emotional significance this pilgrimage should have.

Just before the next dawn, the lovers are unblindfolded and their companions retrace their steps down the same path, through all the sights and experiences that encapsulate their life thus far. They then behold the last and most cherished part, as they are finally reunited in a spot meaningful to them both. The pilgrimage is rewarded with a last treasure, often a woven tapestry representing their intertwined lives or a beautiful ballad by a prodigious minstrel, before the final ceremony is officiated by a person of known wisdom.

## Courtship in Antiquity

*Ideal for explorers, historians, and those who wish to honor the past and the future in one*

On the day of this celebration to honor days long past, the wedding party steals away to awe-inspiring, ancient ruins—such as a majestic tower, a grand castle, or a hallowed temple. They breathe life into timeworn halls by filling the ruined walls with old songs and nearly forgotten rites. The couple to be wed will dance in the footsteps of those who came before, in the light of the dwindling sun and in the shadow of once-grand monuments, each step echoing with history.

In the light of the moon, after an evening spent in a past age, the couple swears devotion over a fixtural relic that yet remains in the ruins, whether

that be a crumbled statue, a cracked keystone, or a worn symbol. In some cases, the spirits of these ancient sites are so moved by the tribute displayed by the wedding-goers that they celebrate as well, and manifest to join the songs and dances of their people. Ultimately, the spirits bless the wedded couple in their own way, then disappear come the morn.

## Crystals of the Heart

*Ideal for delvers, treasure hunters, and those who love a bit of bling*

In olden times, a traditional bonding ceremony involved a couple delving into a cavern of beautiful crystals. They would gather one they felt resonated with their love and would return with it to the surface, having it crafted into a meaningful pair of items to commemorate their wedding day. Over the centuries, this practice has evolved into different iterations. Some couples explore for days into vast networks of caverns, searching for the perfect crystal, others go into mines of magical gems, seeking an arcane focus, while particularly brave couples delve into caves of myth to scavenge even a sliver of legendary crystal.

Still others have turned the tradition into something of a game. In this variation, the wedding party spreads throughout the chosen caves to try and prevent the couple from reaching their prize, necessitating that the lovers stealth while searching for a crystal; if they are caught, they must start again from the cave's entrance. What has not changed throughout these variants is having the crystal forged into a matching set—as it is a symbol of the couple's love and teamwork through dark challenges.

## Blood Pact

*Ideal for arcane experimenters, edgelords, and those who like a touch of the macabre*

This ceremony is intimate, requiring only an overseer as the couple meets in a circular room with an altar in the middle. The altar is draped in black velvet and swathed with red or dark lace, and a silver dagger lies atop the dark surface. Kneeling across from each other, the couple exchanges their own vows—the overseer is only there to confirm the intermix of blood and plays no part in the ceremony otherwise.

The vows are deeply intimate. The couple swears whatever they wish to as they slice diagonally across their palm with calm assuredness. Nothing that is promised within this ceremony is ever spoken of outside of its walls. Overseers who are mute, deaf, or who are monks sworn to silence are often preferred for this reason, and they are highly respected. When the couple presses their bleeding palms together, the pact is considered sealed and they are wed. They allow the blood to drip onto the altar, and often bottle a drop or two of it to be used for later arcane enchantments.





## Harvest Dance

*Ideal for small-town farmers, vibrant souls, and those whose merrymaking never wants for food*

This ceremony only takes place at the turning of the seasons—in fact, couples who choose this ceremony never have the day to themselves, as couples who have been waiting for this day all season long share it with each other. It takes place on the outskirts of town, where the spaces are wide and the scenery is green. The whole town brings food in cornucopias and baskets adorned with ferns and berries, all laid on tables until the feast spills over onto blankets, crates, and even tree branches.

The important part of this ceremony is food —fresh, harvested, and bountiful food—and dance. Live music is a must, and musicians are brought in from far lands just to play music they have waited all season to hear. Those to be wed are passed from villager to villager in a whirling circular dance, yet the couples always somehow end up back in each other's arms at the end. Crowns, shoulder adornments, and capes are made from hay and wildflowers, and it is not uncommon to confuse all of the couples getting married—to simply gush blessings and praises on anyone wearing these adornments. The couples who choose this ceremony are not looking for special recognition, they are looking for community, and they receive it in loving, bounteous loads.

## Royal Wedding

*Ideal for royalty, elegance seekers, and those whose ambitions have no ceiling*

There is no end to the lavishness and the extravagance of the royal wedding. Those who find themselves engaged to royalty will find that they have little control over most details, as the royal wedding is steeped in tradition, detail, and meaning. The colors, adornments, fashion, food, location—all of it is chosen beforehand, and couples who try to break these traditions find that they receive a lot of balking and, more importantly, that they are remembered for it.

This can be a good or a bad thing.

The royal wedding, however, can be an experience of a lifetime. Those who can finagle their way into some of the details—who can take ownership of the planning and can use diplomatic skills to navigate this—find that, with no end to the wealth at their disposal and with vast amounts of support, their wedding will almost always be like none other.

It is said that the couple to be wed always finds out who they can trust most during a royal wedding. This is true. There is no end to the trappings—no end to the peacocks and fowl, the fountains, the pastries, the lace, the place settings, the live music, the fussing. But underneath the chaos and the details, the couple can make incredible allies that will last them a lifetime.

# APPENDIX B: MAGIC ITEMS

## Armored Papoose

*Item (Papoose), Uncommon*

Adventuring with a baby can be tough, but the armored papoose makes it much easier. These are usually used by parents who want to maintain their adventuring lifestyle while still giving their child the best life possible. The armor plates that come with this papoose can be adjusted in three different ways to best serve the parents' purposes. During downtime or while roaming the city streets, the papoose armor can be removed. With the armor removed, this acts as a normal papoose with no abilities.

While exploring or in a situation where combat is unlikely, half of the armor plates can be used. This allows your baby to see their environment while being protected from dangers. The half-armored papoose gives a +4 bonus to the character's AC when an attack targets the baby. While in combat, the full armor keeps the baby safely tucked away while still allowing them to breathe. It can be completely concealed with a large cape. The full armor gives a +10 to the character's AC when an attack targets the baby.

## Bassinet of Following

*Item (Bassinet), Rare*
*Requires Attunement*

For adventurers on the go with little ones, this bassinet is invaluable. This bassinet is not only armored for the baby's protection, it floats within arm's reach of the person it is attuned to. The top of the bassinet can be closed; once closed, it can only be opened with a command word chosen by the attuned person or if the bassinet is destroyed. When the top is closed, the bassinet has an AC of 20 and 50 HP, and it must be completely destroyed before the baby can be harmed.

***Recommended Gold Cost: 1,000 gp***



## Blooming Vitae

*Item (Plant), Rare*

The flower of the blooming vitae plant has large, thin red petals that seem to capture the light. When eaten, added to a recipe, or distilled into a potion, each flower restores 2d4 hit points to the consumer.

***Recommended Gold Cost: 50 gp per flower***

## Calming Swing

*Item (Swing), Uncommon*

This swing for infants is enchanted to gently, continuously swing and is useful for getting a baby to sleep. This ability automatically activates once an infant (or infant-size creature) is placed in the swing. Many swings also have enchantments that will play soothing music once a command word, chosen by the swing's enchanter, is spoken.

***Recommended Gold Cost: 200 gp***

## Cloth Diapers

*Item (Diaper), Common*

These plain diapers get the job done. They come in infant and toddler sizes and must be cleaned before reuse.

***Recommended Gold Cost: 1 gp per pack of 5***

## Cloth Swaddle

*Item (Swaddle), Common*

This swaddle helps to calm a fussy baby and keeps their fingernails away from their face while napping.

***Recommended Gold Cost: 1 gp***

## Darling Dropbox

*Item (Dropbox), Uncommon*
*Requires Attunement*

Popular among adventurers who are prone to bouts of homesickness, this small box allows for the transport of letters and small goods across vast distances. A dropbox is always a part of a pair, with one usually left at home. Once per day, you can place a parcel no more than .5 square feet inside and speak the command word; upon doing so, the goods are magically transported to the other dropbox in the set. The dropboxes do not share this charge. Whenever you receive mail or goods in your dropbox, a small flag on the side raises and cannot be lowered until the dropbox is emptied.

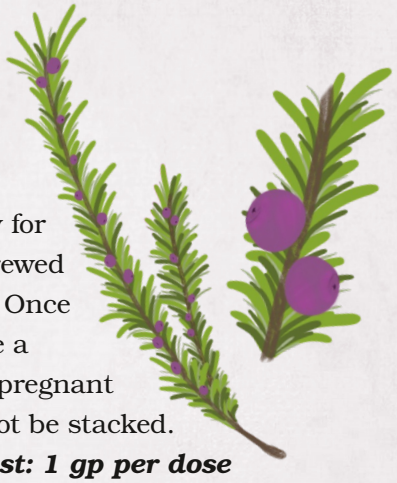
If a dropbox has not been emptied, it cannot receive any new goods, and attempts to send them fail. A failed attempt to send goods does not use your daily charge. Each box's expended charge is regained at dawn each day.

If a dropbox is destroyed, a replacement must be purchased and attuned to in the presence of the remaining dropbox in order to become part of the set.

***Recommended Gold Cost: 750 gp/set***

## Fertility Herbs

*Item (Herbs), Common*



These herbs increase a willing creature's fertility for 24 hours.They can be brewed into tea or simply eaten. Once consumed, they increase a creature's chance to get pregnant by 5%. This bonus cannot be stacked.

***Recommended Gold Cost: 1 gp per dose***

## Superior Fertility Herbs

*Item (Herbs), Uncommon*

These herbs increase a willing creature's fertility for 24 hours. They can be brewed into tea or simply eaten. Once consumed, they increase a creature's chance to get pregnant by 10%. This bonus cannot be stacked.

***Recommended Gold Cost: 10 gp per dose***

## Fire Berries

*Item (Plant), Rare*



These berry bushes are small and tend to grow in the shadows of larger bushes unseen. When natural light hits them, the leaves seem to shimmer in the light giving it the illusion of being on fire. Coating a bladed weapon or an arrow with the juices of a berry will add an additional 2d6 fire damage to its next attack. Cooking the berries will create an intense burning, spicy flavoring in a dish that is hard to balance or control.



## Hearthstone

*Item (Jewel), Rare*

A twisted, pitted black stone, a hearthstone can be embedded into a single home. Once there, you know at all times the status of your home, the conditions of anyone in it, and the number of people coming and going. When inside the home you can cast the alarm spell to encompass the whole home, without the need for material components.

***Recommended Gold Cost: 800 gp***

## Lovers Breath

*Item (Plant), Rare*

Lover's breath is a popular ingredient for "love potions", and can be used to charm creatures in a multitude of ways. When eaten, added to a recipe, or distilled into a potion, the consumer of this flower is charmed by the creature directly in front of them, or the first creature they see, for the next 10 minutes.

***Recommended Gold Cost: 100 gp per flower***

## Moms Mystical Coin Purse

*Item (Purse), Common*

While the appearance of these coin purses can vary widely, they all function the same. Commonly used among families, this item is used for storing and sharing money, with a capacity of up to 750 pounds. Coin purses can be connected by spending 8 hours attuning them to each other, and all connected purses share the same command word —usually a name of a family member that has long since passed, or the family pet. Additionally, all connected purses store and retrieve money from the same extradimensional space; no matter the number of purses connected, the capacity of this space is always 750 pounds . Speaking the command word allows the carrier of a coin purse to deposit or withdraw money or valuable gems from the shared pool, and can be done an unlimited number of times per day.



Attempting to place anything other than money or valuable gems within the coin purse is met with a strong resistance. Forcing an item into the coin purse will cause it to rip, severing its connection to the extradimensional space. There is no way to repair this connection, and a new purse must be purchased and attuned to gain access to your money.

## Mirror of Minor Communication

*Item (Mirror), Uncommon*

Mirrors of Minor Communication are a favorite amongst large, spread-out families and long-distance lovers. With a set of these mirrors, two parties can have a heart-to-heart, regardless of how far apart they might be. When you wish to contact the owner of the mirror that is paired to yours, you can speak the command word and wait for a response. When an attempt to communicate via the mirrors is made, the receiving mirror will chime until answered or silenced with the command word. Upon accepting the communication, the mirrors each show what would be reflected in the other and can be spoken through. This effect lasts for up to 10 minutes or until the command word is spoken to end the effect early. When an attempt to communicate via the mirrors is unanswered, nothing happens. A set of mirrors can carry out one conversation a day, regardless of who initiates the communication, and the mirrors regain the expended charge at dawn each day.



If one wishes, a Mirror of Minor Communication can be disconnected from its mate and connected to a new mirror. Doing so requires the purchase of a new mirror and usually has additional fees depending on the enchanter. A mirror no longer connected to a pair functions as a normal mirror until it is connected with a new mate.

***Recommended Gold Cost: 500 gp/set***

# Vehicles

## Family Vehicles

The following table details a few vehicle options for the traveling family. All vehicles have an optional armor class and hit points for use in combat scenarios. When a vehicle drops to 0 hit points, it is not destroyed but rendered unusable. If you wish, you can allow the vehicles to continue taking damage past 0 hit points. If you do so, a vehicle with negative hit points equal to its hit point maximum is considered destroyed. The crew rating for each vehicle shows how many creatures are able to lead a vehicle at one time, which determines its speed and carrying capacity.

| Type | AC | HP | Crew (min/max) | Weight | Cost |
|---|---|---|---|---|---|
| Covered Wagon | 11 | 25 | 1/4 | 500 lbs. | 50 gp |
| Tent Wagon | 11 | 25 | 1/4 | 550 lbs. | 75 gp |
| Living Wagon | 15 | 75 | 2/4 | 650 lbs. | 200 gp |

### Covered Wagon

Covered wagons are typically larger than your standard wagon to account for the transporting of goods and passengers. Functionally, they are simply a large wagon with a canvas cover constructed to protect the contents from the elements. Over the years, adventurers and settlers have popularized their use as temporary living quarters, though they are far from the most comfortable option available. Most covered wagons offer room for bedrolls and a small cookstove, but not much else.

### Tent Wagon

Somewhere between a covered wagon and a living wagon lies the tent wagon. These wagons closely resemble covered wagons, but sport extra lengths of canvas on the sides with supports meant to hold them up while the wagon is parked. When supported, these lengths provide additional sleeping quarters; conveniently, this allows for more room in the body of the wagon for household supplies.

### Living Wagon

When an adventurer is looking for more permanent travel lodging than a covered wagon can offer, they usually go for a living wagon. These wagons are built for life on the road, offering more room and more protection than other options. They vary wildly in style, though most possess a cook stove with a chimney, built-in seating and beds, and multiple storage areas. The exterior can range from a plain-looking wagon to a work of art designed to showcase the maker's skills. The price of a living wagon may be increased due to intricacy or due to size, if designed to suit a larger family.

## Business Vehicles

Business vehicles function the same as living vehicles and can be any vehicle type, including those introduced above and in the following table.

| Type | AC | HP | Crew (min/max) | Weight | Cost |
|---|---|---|---|---|---|
| Vendor Cart | 10 | 15 | 1/2 | 350 lbs. | 45 gp |
| Merchant Wagon | 14 | 55 | 2/4 | 650 lbs. | 175 gp |

### Vendor Cart

A vendor cart is most often used by merchants that sell goods in large cities and wish to change locations throughout the day. It is light enough to be pulled by donkeys and resembles a small stall on wheels, with a built-in bench for seating.

### Merchant Wagon

These wagons are used by merchants traveling from town to town and selling wares on the road. They are usually made of wood, covered with canvas, and have a window that can be opened to sell goods out of. Most merchants keep small sleeping areas in these wagons for nights spent on the road, and the interior may resemble a living wagon more than a shop.

## Additional Vehicle Statistics

All vehicles are immune to poison and psychic damage, as well as all conditions. Vehicles crafted from or plated in metal or stone are also immune to necrotic damage.

Wooden vehicles are, of course, susceptible to catching fire. If a vehicle takes more than 5 points of fire damage in one turn, it is considered "on fire." For every round that a vehicle spends on fire, it takes 1d6 fire damage. In order to put out a fire, a player must use their action and make a d20 roll. On a roll of 1 to 5, they fail to put out the flames; a roll of 6 or greater extinguishes the fire.

Whenever a vehicle is damaged on the road, it can be difficult to find a craftsman capable of repairing it. As an action, a character can attempt to repair any damage themselves while within 5 feet of the vehicle. In order to use the repair action, the character must have access to one of the following tool sets: carpenter's tools, tinker's tools, or woodworker's tools. A successful Wisdom check is required to complete the repairs, with the DC equaling the vehicle's armor class. On a success, the vehicle regains a number of hit points equal to 1d6 + the character's Wisdom modifier.

### Determining Speed and Capacity

The speed and carrying capacity of your vehicle is determined by the creatures hitched to it. An animal pulling a vehicle can move weight up to five times its base carrying capacity, including the weight of the vehicle. Multiple animals hitched to the same vehicle can add their carrying capacity together.

When determining your vehicle's speed, you use the base movement speed of the slowest animal pulling it. If the vehicle is being pulled by more than one animal, you gain +5 movement speed for every additional animal, up to the vehicle's maximum crew limit. If the vehicle and its contents surpass the amount of weight that the animals can pull, you take a -10 penalty to movement for every 100 pounds of extra weight.

## Upgrades

If your traveling abode or business is too plain or lacks necessary amenities, you can always upgrade it. Included in this section are a small selection of useful upgrades; use them to customize your vehicles, or as inspiration for designing your own upgrades.

### Armor Plating

***Covered and tent wagons, and vendor carts.*** Armored plating for these wagons consists of using a thick hide or leather covering in place of the normal canvas, which offers a +2 bonus to AC and an additional 25 hit points. This costs around 25 gp.

***Living and merchant wagons***. Armored plating for living wagons consists of strategically placed metal sheets, and may include thick hide coverings for any windows. This offers a +3 to AC and an additional 50 hit points, and costs around 1000 gp.

### Extra Axle

An extra axle can be purchased for vehicles to provide extra room. This upgrade costs around 200 gp, and increases the length and weight of your vehicle by half of the original length and width.

### Off-Road Wheels

Most vehicles struggle to handle anything more difficult than the standard road or trail. With off-road wheels, your vehicle and the creatures pulling it can ignore the effects of non-magical difficult terrain. This costs around 200 gp, plus an additional 100 gp if the vehicle has an extra axle.

### Raised Floor

In any wagon, the floor can be raised by several inches to allow for easier storing of goods. While it can take several days to complete this upgrade, it is fairly cheap at only 25 gp.

*Variant (False Bottom)*: Most craftsmen willing to upgrade your living vehicle will also disguise a raised floor so that it might go undetected. For an additional 50 gp, you can have the raised floor disguised so that it can only be found with a successful DC 13 Investigation check; additionally, it comes equipped with locks that can only be picked with a successful DC 11 thieves' tools or Sleight of Hand check. For every additional 25 gp spent (up to 75 gp), both DCs increase by 2.

### Self-Propelled

Magic or steam-powered carriages sound like mere campfire stories, but there are craftsmen capable of creating such wonders. With this upgrade, a vehicle no longer needs to be pulled by animals. While relying on self-propulsion, a vehicle has a speed of 35 feet and a carrying capacity of 2,000 lbs, which the vehicle's weight does not count against. The price for this sort of work can vary wildly depending on who is doing the work and whether or not you have already developed plans for the upgrade. It starts at 3,000 gp but can increase depending on the method of propulsion used.

### Pocket Dimension

Family vehicles with this upgrade are rare, for a good reason. The price begins at 10,000 gp and can go up depending on the enchanter performing the upgrade. With this upgrade, the interior of the family vehicle resembles that of a normal house, though the size depends on the price paid and the skill of the enchanter. It can take on any layout that fits within the confines of the pocket dimension, and the layout can be changed to better suit the family's needs each morning at dawn. The magical interior comes fully furnished, though the furnishings cannot be removed from the house. Nothing that transpires on the outside of the family vehicle affects the interior. If the vehicle is destroyed, any contents not created by the upgrade are expelled and the pocket dimension ceases to exist.

| Pocket Dimension Size | Suggested Cost |
|---|---|
| Small (15 x 15 ft., up to 2 floors) | 10,000 gp |
| Moderate (30 x 30 ft., up to 2 floors) | 25,000 gp |
| Large (50 x 50 ft., up to 3 floors) | 45,000 gp |
| Palatial (100 x 100 ft., up to 4 floors) | 75,000 gp |

### Self-Sufficient

A family vehicle must have a kitchen or cooking area in order to use this upgrade. For an average price of 1,500 gp, a self-sufficient vehicle gains a sink of endless water and a small chest that contains enough raw food material to support a full family for one day. This chest replenishes itself each day at dawn. The food produced by this chest, if uneaten, will disappear if taken more than 30 feet away from the chest, and the chest ceases to produce food if it is removed from the family vehicle. The contents of the chest are random, though they are always items that will work well together to form meals. For an additional 500 gp, characters can upgrade to a customizable chest. The food that this chest produces can be chosen by leaving a shopping list inside prior to the contents replenishing. Non-food items included on the shopping list will be ignored when determining the contents. while food items on the shopping list will be produced at dawn. Food items are always the most basic version and follow all other rules of the chest.

**Sink of Endless Water**

*family vehicle upgrade (wondrous item)*

The sink of endless water is similar to a decanter of endless water, though it only produces fresh water. As an action, you can speak the command word and cause a steady stream of water to pour from the faucet. Water that flows from the sink magically disappears when it flows through the drain at the bottom, unless the drain is plugged. If the drain is plugged, the water will stop flowing once the sink's basin is full. The flow of water can be stopped by speaking the command word again as a bonus action.

# APPENDIX C: STAT BLOCKS

## Adan-Kai

*Medium humanoid (genasi), neutral good*

**Armor Class** 13
**Hit Points** 37 (5d8 + 15)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 14 (+2) | 16 (+3) | 13 (+1) | 10 (+0) | 14 (+2) |

**Saving Throws** Con +5
**Skills** History +5, Persuasion +4, Survival +2
**Senses** passive Perception 10
**Languages** Common, Primordial
**Challenge** 1 (200 XP)

***Earth Walk***. Adan-Kai can move across difficult terrain made of earth or stone without expending extra movement.

***Innate Spellcasting***. Adan-Kai's innate spellcasting ability is Constitution. He can innately cast *pass without a trace* once a day, requiring no material components.

***Natural Tradesman***. Adan-Kai has advantage on Persuasion rolls related to trade.

### Actions

***Shortsword***. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

***Shortbow***. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

## Agriculturist

*Medium humanoid (any type), any alignment*

**Armor Class** 10
**Hit Points** 32 (5d8 + 10)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 11 (+0) | 15 (+2) | 13 (+1) | 16 (+3) | 11 (+0) |

**Saving Throws** Strength +3, Wisdom +5
**Skills** Investigation +3, Nature +3, Survival +5
**Damage Resistances** poison, cold
**Senses** passive Perception 13
**Languages** Druidic plus any two languages
**Challenge** 2 (450 XP)

***Plant Friends***. The agriculturist can innately cast plant growth or speak with plants twice a day.

***Spellcasting***. The agriculturist is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): *druidcraft, resistance, shape water*
1st level (4 slots): *absorb elements, create or destroy water, entangle, goodberry*
2nd level (3 slots): *locate animal or plant, spike growth*

### Actions

***Quarterstaff***. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands.

## Amari

*Medium humanoid (changeling), chaotic good*

**Armor Class** 11
**Hit Points** 9 (2d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 10 (+0) | 13 (+1) | 10 (+0) | 14 (+2) |

**Skills** Insight +3, Persuasion +4
**Senses** passive Perception 11
**Languages** Common, Elvish, Dwarvish
**Challenge** 1/8 (25 XP)

***Change Appearance***. As an action, Amari can transform their appearance or revert to their natural form. They can't duplicate the appearance of a creature they've never seen, and revert to their natural form if they die.

***Unsettling Visage (1/Short or Long Rest)***. When a creature Amari can see makes an attack against them, they can use their reaction to impose disadvantage on the roll. Using this feature reveals their shape changing nature to any creatures within 30 feet that can see them.

### Actions

***Dagger***. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) piercing damage.

## Modifications for Cooks

A cook uses the **commoner** stat block with these additions:
***Dexterity***. 14 (+2)
***Warm Meal***. Once per long rest, after the cook serves a warm meal, it can choose up to 3 creatures who partook of the meal to gain 2d6 temporary hit points.
***Friendly Ear***. The cook has advantage on skill checks made to gain useful information after serving food to a creature.

## Espial

*Medium humanoid (tiefling), lawful neutral*

**Armor Class** 15 *(chain shirt)*
**Hit Points** 82 (15d8 + 15)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 14 (+2) | 12 (+1) | 20 (+5) | 12 (+1) | 15 (+2) |

**Saving Throws** Con +4, Int +7
**Skills** Arcana +8, Insight +4, Nature +8
**Damage Resistances** fire
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common, Infernal
**Challenge** 6 (2,300 XP)

***Alchemical Researcher***. Espial adds his Intelligence modifier to any healing, acid damage, or poison damage he does.

***Innate Spellcasting***. Espial's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:
At will: *thaumaturgy*
1/day each: *darkness, hellish rebuke*

***Spellcasting***. Espial is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following artificer spells prepared:
Cantrips (at will): *acid splash, poison spray*
1st level (4 slots): *absorb elements, healing word, grease, ray of sickness*
2nd level (2 slots): *flaming sphere, invisibility, melf's acid arrow*

### Actions

***Dagger***. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

## Disra Serlovyn

*Medium humanoid (goblin), neutral good*

**Armor Class** 12 (*15 with mage armor*)
**Hit Points** 78 (12d8 + 24)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 15 (+2) | 14 (+2) | 12 (+1) | 20 (+5) |

**Saving Throws** Con +5, Cha +8
**Skills** Arcana +5, Persuasion +8, Stealth +5
**Damage Resistances** lightning, necrotic, radiant, thunder
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common, Celestial, Primordial
**Challenge** 8 (3,900 XP)

***Heart of the Storm.*** As a bonus action Disra can summon whirling gusts, immediately before or after casting a spell of 1st level or higher, to fly up to 10 feet without provoking opportunity attacks. Additionally, when casting a spell of 1st level or higher that deals lightning or thunder damage, creatures of her choice that she can see within 10 feet of her take 4 lightning or thunder damage (choose one each time this feature activates).

***Sign Casting.*** Disra can cast spells with verbal components using sign language. If a spell requires both verbal and somatic components, she must have both hands free to cast it.

***Spellcasting.*** Disra is a 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following sorcerer spells prepared:
Cantrips (at will): *blade ward, lightning lure, shocking grasp, thunderclap, true strike*
1st level (4 slots): *ice knife, mage armor, thunderwave*
2nd level (3 slots): *misty step, shatter*
3rd level (3 slots): *counterspell, lightning bolt*
4th level (2 slots): *greater invisibility, storm sphere*

### Actions

**Dagger**. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

***Radiant Consumption (1/day).*** Disra radiates searing light for 1 minute. During this time she sheds bright light in a 10-foot radius and dim light for an additional 10 feet. At the end of each of her turns, her and each creature within 10 feet of her takes 4 radiant damage, and the first attack or spell she makes each turn deals an additional 8 radiant damage.

## Euclid Moen

*Medium humanoid (firbolg), neutral*

**Armor Class** 10 *(13 with mage armor)*
**Hit Points** 12 (1d6 + 8) / 17 (2d6 + 9) at 3rd level
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 10 (+0) | 12 (+1) | 16 (+3) | 15 (+2) | 13 (+1) |

**Saving Throws** Intelligence +5, Wisdom +4
**Skills** Arcana +5, Insight +4, Nature +5
**Senses** passive Perception 12
**Languages** Common, Elvish, Giant
**Challenge** 1/8 (25 XP)

***Powerful Build***. Euclid counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.
Speech of Beast and Leaf. Euclid can communicate in a limited manner with beasts and plants. They can understand the meaning of his words, though he cannot understand them in return. He has advantage on all Charisma checks made to influence them.
***Innate Spellcasting***. Euclid's innate spellcasting ability is Wisdom. He can cast the detect magic and disguise self spells once each per short or long rest. When he casts disguise self, he can appear up to 3 feet shorter than normal.
***Spellcasting***. Euclid is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks.) He has the following wizard spells prepared:
Cantrips (at will)*: create bonfire, message, shape water*
1st-Level (3 slots)*: absorb elements, color spray, mage armor, unseen servant*
*2nd-Level (2 slots)*: darkvision, warding wind*
**Euclid gains these spells upon reaching 3rd level.*
***Spellsculpting***. When Euclid casts an evocation spell that affects other creatures he can see, he can choose a number of them up equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws, and take no damage if they would normally take half damage on a successful save.

### Actions

***Giant Spoon***. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage.

## Modifications for Field Hands

The field hand uses the **commoner** stat block with these additions:
***Hard Worker***. While working in fields or orchards, the field hand counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.
***Longer Hours***. The field hand can work an additional 4 hours before incurring exhaustion.
***Outdoorsy***. The field hand is proficient in the Nature and Survival skills.

## Fletcher Fenrithes

*Medium humanoid (half-elf), neutral good*

**Armor Class** 11
**Hit Points** 26 (4d8 + 4)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 13 (+1) | 12 (+1) | 15 (+2) | 12 (+1) |

**Skills** Animal Handling +6, Nature +3, Perception +4
**Senses** passive Perception 14
**Languages** Common, Elvish
**Challenge** 1 (200 XP)

***Fey Ancestry***. Fletcher has advantage on saving throws against being charmed, and magic can't put him to sleep.

***Spellcasting***. Fletcher is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12). It has the following druid spells prepared:
Cantrips (at will): *druidcraft, mending*
1st level (2 slots): *animal friendship, beast bond*

### Actions

***Dagger***. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) piercing damage.

## Modifications for Housekeepers

The housekeeper uses the **commoner** stat block with these additions:

***Charisma***. 14 (+2)

***Clean & Found***. The housekeeper can innately cast *prestidigitation* at will and *locate creature* twice a day.

***Caregiver***. The housekeeper has advantage on Insight, Persuasion, and Investigation checks pertaining to the home or its residents.

## Ivali Eldime

*Medium humanoid (aasimar), neutral good*

**Armor Class** 17 *(chain mail)*
**Hit Points** 91 (14d8 + 28)
**Speed** 30 ft., fly 30 ft. (see radiant soul below)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 15 (+2) | 11 (+0) | 19 (+4) | 14 (+2) |

**Saving Throws** Str +6, Wis +7
**Skills** Arcana +3, Persuasion +5, Religion +6
**Damage Resistances** fire, necrotic, radiant
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Celestial
**Challenge** 6 (2,300 XP)

***Forged Will***. Ivali has resistance to fire damage and a +1 bonus to her AC and attack rolls (included in her abilities).

***Spellcasting***. Ivali is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:
Cantrips (at will): *light, mending, resistance, sacred flame*
1st level (4 slots): *cure wounds, divine favor, identify, searing smite*
2nd level (3 slots): *heat metal, magic weapon, spiritual weapon*
3rd level (3 slots): *elemental weapon, glyph of warding, protection from energy*

***Radiant Soul (1/day)***. Ivali sprouts luminous wings for 1 minute. During this time she has a flying speed of 30 feet and deals an extra 6 radiant damage the first time she deals damage with an attack or spell on her turn.

### Actions

***Warhammer***. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

## Irhana Shevere

*Medium humanoid (high elf), lawful neutral*

**Armor Class** 12 *(15 with mage armor)*
**Hit Points** 104 (19d8 + 19)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 14 (+2) | 12 (+1) | 21 (+5) | 16 (+3) | 15 (+2) |

**Saving Throws** Int +9, Wis +7
**Skills** Arcana +13, History +13, Insight +7
**Senses** truesight 60 ft., passive Perception 13
**Languages** Common, Elvish
**Challenge** 11 (7,200 XP)

***Fey Ancestry***. Irhana has advantage on saving throws against being charmed, and magic can't put her to sleep.

***Portent (Recharges after Irhana Casts a Divination Spell of 1st Level or Higher)***. When Irhana or a creature she can see makes an attack roll, a saving throw, or an ability check, she can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

***Spellcasting***. Irhana is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She can cast disguise self and invisibility at will and has the following wizard spells prepared:
Cantrips (at will): *dancing lights, fire bolt, mage hand, minor illusion, true strike*
1st level (4 slots): *detect magic*, comprehend languages*, mage armor, magic missile*
2nd level (3 slots): *detect thoughts*, locate object*, misty step*
3rd level (3 slots): *clairvoyance*, haste, lightning bolt*
4th level (3 slots): arcane eye*, phantasmal killer, stoneskin
5th level (3 slots): *cone of cold, legend lore*, scrying**
6th level (1 slot): *sunbeam*
7th level (1 slot): *teleport*
8th level (1 slot): *sunburst*
9th level (1 slot): *foresight**

** Divination spell of 1st level or higher*

### Actions

***Quarterstaff***. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

## Modifications for Landlords

The landlord uses the **noble** stat block with these additions:

***Hawk-eyed***. The landlord has advantage on skill checks to discern the nature of illusions or contest Sleight of Hand checks.

***Charming***. The landlord can innately cast charm person twice a day.

***Gold-motivated***. Charisma checks to bribe the landlord have advantage.

## Maeve Beren

*Small humanoid (rock gnome), neutral*

**Armor Class** 14 *(leather armor)*
**Hit Points** 17 (1d8 + 12) / 23 (2d8 + 14) at 3rd level
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 16 (+3) | 15 (+2) | 14 (+2) | 12 (+1) | 17 (+3) |

**Saving Throws** Constitution +4, Intelligence +4
**Skills** Arcana +4, Sleight of Hand +5
**Senses** passive Perception 11
**Languages** Common, Elvish, Gnomish
**Challenge** 1/4 (50 XP)

***Artificer's Lore***. Whenever she makes an Intelligence (History) check related to magical, alchemical, or technological items, Maeve can add twice her proficiency bonus instead of any other bonus that may apply.

***Gnome Cunning***. Maeve has advantage on all Intelligence, Wisdom, Charisma saves against magic.

***Tinker***. Maeve can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device (AC 5, 1 hp) that ceases to function after 24 hours (unless she spends 1 hour repairing it to keep it functioning), or when she uses an action to dismantle it. She can have up to three devices active at a time, and can create the following:

*Clockwork Toy*. When placed on the ground, the toy moves 5 feet across the ground on each of Maeve's turns in a random direction.

*Fire Starter*. The device produces a miniature flame, which can be used to light a candle, torch, or campfire. Using the device requires an action.

*Music Box*. When opened, this music box plays a single song at a moderate volume until the song ends or the box is closed.

***Magic Tinker***. Maeve can use her tinker's tools to spark magic in a tiny, nonmagical object. As an action, she can touch the object of choice and grant it one of the following abilities:

- The object shines bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recording of up to 6 seconds long that can be heard up to 10 feet away.
- The object continuously emits your choice of an odor or a nonverbal sound, which is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This can be a picture, up to 25 words of text, lines and shapes, or a mixture of elements.

***Spellcasting***. Maeve is a 2nd-level spellcaster. Her spellcasting modifier is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following artificer spells prepared:
Cantrips (at will): *mending, message*
1st-Level (2 slots): *grease, identify, purify food and drink*

### Actions

***Hammer***. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., thrown range (20/60), one target. *Hit*: 5 (1d4 + 3) bludgeoning damage.

## Neri

*Small humanoid (goblin), chaotic neutral*

**Armor Class** 13 (*hide armor*)
**Hit Points** 9, + (1d8 + 1) at 2nd and 3rd levels
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 12 (+1) | 13 (+1) | 15 (+2) | 14 (+2) | 18 (+4) |

**Saving Throws** Dexterity +3, Charisma +6
**Skills** Nature +4 (+6 at 3rd level), Perception +4, Persuasion +6
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Goblin
**Challenge** 1/4 (50 XP)

***Fury of the Small (1/day)***. Whenever Neri would damage a creature with an attack or a spell, and the creature is a size larger than small, she can deal an extra 1d4 damage of the attack or spell's damage type.

***Restorative Resting (gained at 2nd level)***. During a short rest, Neri restores an extra 1d6 hit points to any friendly creatures that regain hit points by spending hit dice.

***Spellcasting***. Neri is a 1st-level spellcaster. Her spellcasting modifier is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following bard spells prepared:
Cantrips (at will): *message, prestidigitation, druidcraft (learned at 3rd level)*
1st-Level (2 slots at 1st level, 3 at 2nd, and 4 at 3rd): *charm person, healing word, identify, speak with animals* (learned at 2nd level)
2nd-Level (2 slots at 3rd level): *lesser restoration, locate animals or plants*

## Actions

***Shortsword***. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.

**Bardic Inspiration (4/day)**. As a bonus action, Neri can expend a use of her bardic inspiration to grant one creature within 60 feet a bardic inspiration dice (1d6). This dice can be added to any ability check, attack roll, or saving throw the creature makes in the next 10 minutes.

Additionally, upon reaching 3rd level, she gains two new abilities that can be activated by spending a use of her bardic inspiration:

- Vines knit themselves around a creature within range, resembling armor. For the next minute, that creature's AC can't be lower than 10 + 1d6, which is rolled when this feature is used.
- A target within range must make a Strength saving throw (DC 14). On a failed save, the target is restrained for 1 minute. A restrained creature can make another Strength save at the beginning of each of its turns, ending the effects on a success.

These effects end early if Neri is knocked unconscious.

## Personal Guard

*Medium humanoid (any type),* any alignment

**Armor Class** 16 *(chain shirt)*
**Hit Points** 135 (18d8 + 54)
**Speed** 45 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 18 (+4) | 16 (+3) | 13 (+1) | 13 (+1) | 11 (+0) |

**Saving Throws** Dexterity +8 , Constitution +7
**Skills** Acrobatics +8 , Athletics +8, Intimidation +4 , Survival +5
**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons
**Senses** passive Perception 11
**Languages** Common plus any two languages
**Challenge** 10 (5,900 XP)

***Brute.*** When the personal guard hits with a melee weapon attack, the weapon deals an additional damage die (included in the attack).
***Deceptive Reach.*** When the personal guard makes a melee weapon attack on its turn, its reach is an additional 5 feet (included in the attack).
***Steadfast.*** Once per long rest, the personal guard can reroll a saving throw that it fails. It must use the new roll.

### Actions

***Multiattack.*** The personal guard can make three attacks.

***Longsword.*** *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.
***Dagger.*** *Melee or Ranged Weapon Attack*: +8 to hit, reach 10 ft. range 20/60, one target. *Hit*: 9 (2d4 + 4) piercing damage, or 6 (1d4 + 4) piercing damage if thrown. The target needs to make a DC 16 Constitution saving throw, becoming paralyzed until the start of its next turn on a failure.
***Crossbow.*** *Ranged Weapon Attack*: +8 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage. The target needs to make a DC 17 Dexterity saving throw, being pinned in place and considered grappled until the start of its next turn on a failure.

### Reactions

***Redirect Attack.*** When a creature the personal guard can see targets an ally within 15 feet of it with an attack, the personal guard swaps places and becomes the target instead.

## Nym Quinnelis

*Medium humanoid (wood elf), chaotic good*

**Armor Class** 11
**Hit Points** 9 (2d8)
**Speed** 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 13 (+1) | 10 (+0) | 14 (+2) | 15 (+2) | 11 (+0) |

**Skills** Nature +4, Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Elvish
**Challenge** 1/8 (25 XP)

***Fey Ancestry***. Nym has advantage on saving throws against being charmed, and can't be put to sleep by magic.

### Actions

***Shortsword***. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.

***Shortbow***. *Ranged Weapon Attack*: +1 to hit, range 80/320, one target. *Hit*: 4 (1d6 + 1) piercing damage.

## Modifications for Stablehands

The stablehand uses the **commoner** stat block with these additions:
***Animal Friend***. The stablehand has advantage on Animal Handling checks.
***Steed Whisperer***. The stablehand can innately cast speak with animals at will.
***Always Ready to Ride***. The stablehand can innately cast find steed three times a day.

## Sue Leoxys

*Medium humanoid (elven tiefling), chaotic neutral*

**Armor Class** 14 *(leather armor)*
**Hit Points** 31 (4d8 + 13)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 16 (+3) | 12 (+1) | 12 (+1) | 14 (+2) | 17 (+3) |

**Saving Throws** Dexterity +5, Intelligence +3
**Skills** Deception +7, Insight +4, Perception +4, Persuasion +5, Sleight of Hand +7
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Elvish, Infernal, Thieves' Cant
**Challenge** 1/2 (100 XP)

***Innate Spellcasting***. Sue's innate spellcasting ability is Charisma. He can cast the following spells, requiring no material components:
At will: *thaumaturgy*
1/day: *disguise self, detect thoughts*

***Sneak Attack***. Once per turn, Sue can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. He doesn't need advantage if another enemy of the target is within 5 feet of it and that enemy isn't incapacitated.

***Cunning Action***. Sue can use the dash, disengage, or hide actions as a bonus action on each of his turns. He can also use this bonus action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or use an object.

### Actions

***Shortsword***. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

## Selma Wilde

*Medium humanoid (human), lawful neutral*

**Armor Class** 17 *(half plate, shield)*
**Hit Points** 42 (4d10 + 20)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (+0) | 15 (+2) | 12 (+1) | 15 (+2) | 19 (+4) |

**Saving Throws** Wisdom +4, Charisma +6
**Skills** Athletics +5, Insight +4, Medicine +4
**Senses** passive Perception 12
**Languages** Common, Elvish
**Challenge** 2 (450 XP)

***Divine Health***. Selma is immune to disease.

***Divine Smite***. When Selma hits a creature with a melee weapon attack, she can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st level spell slot, or 3d8 for a 2nd level spell slot.

***Spellcasting***. Selma is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following paladin spells prepared:

1st Level (4 slots): *bless, ceremony, cure wounds, detect poison and disease, protection from evil and good, sanctuary*
2nd Level (2 slots): *lesser restoration, protection from poison*

### Actions

***Multiattack***. Selma makes two attacks with her longsword.

***Longsword***. *Melee Weapon Attack*: +6 to hit (+10 with Sacred Weapon), reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.
*Sacred Weapon*. As an action, Selma can imbue her weapon with positive energy. For 1 minute, she adds her Charisma modifier to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. Additionally, it becomes magical for the duration.

### Reactions

***Protector***. When a creature Selma can see attacks a target other than her that is within 5 feet of her, she can use her reaction to impose disadvantage on the attack roll. She must be wielding her shield to impose disadvantage.

## Tamsin Zylora

*Medium humanoid (half-elf), neutral good*

**Armor Class** 12
**Hit Points** 11 (2d8 + 2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 15 (+2) | 12 (+1) | 17 (+3) | 12 (+1) | 12 (+1) |

**Saving Throws** Dexterity +4
**Skills** Perception +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Common, Elvish
**Challenge** 1/8 (25 XP)

***Fey Ancestry***. Tamsin has advantage on saving throws against being charmed, and can't be put to sleep with magic.

### Actions

***Shortsword***. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

***Shortbow***. *Ranged Weapon Attack*: +4 to hit, range 80/320, one target. *Hit*: 5 (1d6 + 2) piercing damage.

## Visza the Small

*Medium humanoid (hobgoblin), chaotic neutral*

**Armor Class** 16 *(studded leather armor)*
**Hit Points** 81 (8d10 + 37)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 16 (+3) | 17 (+3) | 14 (+2) | 15 (+2) | 10 (+0) |

**Saving Throws** Strength +6, Constitution +5
**Skills** Acrobatics +5, Intimidation +2, Perception +4, Survival +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Goblin
**Challenge** 4 (1,100 XP)

***Action Surge (1/day)***. On her turn, Visza can take one additional action on top of her regular action and possible bonus action.

***Defensive***. While wearing armor, Visza gains a +1 to her AC (already factored into total AC).

***Improved Critical***. When making a weapon attack, Visza scores a critical hit on a roll of 19 or 20.

***Martial Advantage***. Once per turn, Visza can deal an extra 7 (2d6) damage to a creature she hits with a weapon attack if that creature is within 5 ft. of an ally of Visza's that isn't incapacitated.

### Actions

***Multiattack***. Visza makes two attacks with her battleaxe.

***Battleaxe***. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) if wielding it two-handed.

## Yasral Lune

*Medium humanoid (drow), true neutral*

**Armor Class** 17 *(studded leather armor)*
**Hit Points** 135 (18d8 + 54)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 20 (+5) | 16 (+3) | 14 (+2) | 16 (+3) | 10 (+0) |

**Saving Throws** Dex +9, Con +7, Int +6, Wis +7
**Skills** Investigation +10, Perception +7, Stealth +9
**Senses** darkvision 120 ft., passive Perception 17
**Languages** Common, Elvish
**Challenge** 10 (5,900 XP)

***Dark Hunter***. Yasral is invisible while in darkness and has a +2 bonus to attack and damage rolls against humanoids.

***Fey Ancestry***. Yasral has advantage on saving throws against being charmed, and magic can't put her to sleep.

***Innate Spellcasting***. Yasral's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:
At will: *dancing lights*
1/day each: *darkness, faerie fire*

***Spellcasting***. Yasral is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15). She has the following ranger spells prepared:
1st level (4 slots): *detect magic, hunter's mark, zephyr strike*
2nd level (3 slots): *pass without a trace, silence*
3rd level (2 slots): *conjure barrage*

### Actions

***Multiattack***. Yasral makes four shortsword attacks or two longbow attacks.

***Shortsword***. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) piercing damage.

***Longbow***. *Ranged Weapon Attack*: +9 to hit, range 150/600 ft., one target. *Hit*: 9 (1d8 + 5) piercing damage.