



Acolyte *(Player's Handbook)*

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshippers into the presence of the divine. You are not necessarily a cleric – performing sacred rites is not the same as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Skill Proficiencies: Insight, Religion

Languages: Two of your choice

Equipment: A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

Shelter of the Faithful: As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.



Anthropologist *(Tomb of Annihilation)*

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

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

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

	Skill Proficiencies: Insight, Religion Languages: Two of your choice Equipment: A leather-bound diary, a bottle of ink, an ink pen, a set of traveler's clothes, one trinket of special significance, and a pouch containing 10 gp Adept Linguist: You can communicate with humanoids who don't speak any language you know. You must observe the humanoids interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures – enough to communicate on a rudimentary level.																		
	Archaeologist (<i>Tomb of Annihilation</i>) An archaeologist learns about the long-lost and fallen cultures of the past by studying their remains-their bones, their ruins, their surviving masterworks, and their tombs. Those who practice archaeology travel to the far corners of the world to root through crumbled cities and lost dungeons, digging in search of artifacts that might tell the stories of monarchs and high priests, wars and cataclysms. Prior to becoming an adventurer, you spent most of your young life crawling around in the dust, pilfering relics of questionable value from crypts and ruins. Though you managed to sell a few of your discoveries and earn enough coin to buy proper adventuring gear, you have held onto an item that has great emotional value to you. Roll on the Signature Item table to see what you have, or choose an item from the table. <table><tr><th colspan="2">Signature Item (1d8)</th></tr><tr><td>1</td><td>10-foot Pole</td></tr><tr><td>2</td><td>Crowbar</td></tr><tr><td>3</td><td>Hat</td></tr><tr><td>4</td><td>Hooded Lantern</td></tr><tr><td>5</td><td>Medallion</td></tr><tr><td>6</td><td>Shovel</td></tr><tr><td>7</td><td>Sledgehammer</td></tr><tr><td>8</td><td>Whip</td></tr></table> Skill Proficiencies: History, Survival Tool Proficiencies: Cartographer's tools or navigator's tools Languages: One of your choice Equipment: A wooden case containing a map to a ruin or dungeon, a bullseye lantern, a miner's pick, a set of traveler's clothes, a shovel, a two-person tent, a trinket recovered from a dig site, and a pouch containing 25 gp Historical Knowledge: When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, you can determine the monetary value of art objects more than a century old.	Signature Item (1d8)		1	10-foot Pole	2	Crowbar	3	Hat	4	Hooded Lantern	5	Medallion	6	Shovel	7	Sledgehammer	8	Whip
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Astral Drifter *(Spelljammer: Astral Adventurer's Guide)*

For longer than you can remember, you have traversed the Astral Sea. There, you experienced firsthand the wonders of the Silver Void: you stopped aging and no longer felt hunger or thirst. Driven by wanderlust, you drifted from one part of the Astral Sea to another, like a mote of dust on the wind. You have lost count of the decades that have passed since you arrived here.

In your travels, you have camped on the petrified hulks of dead gods and narrowly escaped the psychic winds that sweep across the Astral Sea while also avoiding prolonged contact with the plane's most dangerous denizens.

Skill Proficiencies: Insight, Religion

Languages: 2 of your choice (Celestial or Gith recommended)

Equipment: A set of traveler's clothes, a diary, an ink pen, a bottle of ink, and a pouch containing 10 gp

Longevity: You are 20d6 years older than you look, because you spent that much time in the Astral Sea without aging.

Divine Contact: You gain the [Magic Initiate](#) feat and must choose cleric for the feat. In the Astral Sea, you crossed paths with a wandering deity. The encounter was brief and nonviolent, yet it made a lasting impression on you. This deity saw fit to share one secret or obscure bit of cosmic lore with you. Work with your DM to determine the details of this knowledge and its impact on the campaign.

Roll on the Divine Contact table to determine which deity you encountered, or work with your DM to identify a more suitable choice.

Divine Contact (1d10)	
1	Corellon, god of art and magic
2	Tymora, god of good fortune
3	Fharlanghn, god of horizons and travel
4	Istus, god of fate and destiny
5	Nuada, god of war and warriors
6	Zivilyn, god of wisdom
7	Arawn, god of life and death
8	Hecate, god of magic and moons
9	Celestian, god of stars and wanderers
10	Ptah, god of knowledge and secrets



Athlete *(Mythic Odysseys of Theros)*

You strive to perfect yourself physically and in execution of everything you do. The thrill of competition lights fire in your blood, and the roar of the crowd drives you forward. Tales of your exploits precede you and might open doors or loosen tongues.

Whether in one of the poleis, between them, or among the nonhuman peoples of Theros, physical contests and those who pursue them command respect bordering on reverence. Athletes arise from all walks of life and all cultures and quite often cross paths with one another.

While many athletes practice various games and events, most excel at a single form of competition. Roll or choose from the options in the Favored Event table to determine the athletic event in which you excel.

	Favored Event (1d8)												
	1	Marathon											
	2	Long-distance running											
	3	Wrestling											
	4	Boxing											
	5	Chariot or horse race											
	6	Pankration (mixed unarmed combat)											
	7	Hoplite race (racing in full armor with a unit)											
	8	Pentathlon (running, long jump, discus, javelin, wrestling)											
	Skill Proficiencies: Acrobatics, Athletics Tool Proficiencies: Vehicles (land) Languages: One of your choice Equipment: A bronze discus or leather ball, a lucky charm or past trophy, a set of traveler's clothes, and a pouch containing 10 gp Echoes of Victory: You have attracted admiration among spectators, fellow athletes, and trainers in the region that hosted your past athletic victories. When visiting any settlement within 100 miles of where you grew up, there is a 50 percent chance you can find someone there who admires you and is willing to provide information and temporary shelter. Between adventures, you might compete in athletic events sufficient enough to maintain a comfortable lifestyle, as per the "Practicing a Profession" downtime activity in chapter 8 of the <i>Players Handbook</i>.												
Azorius Functionary (<i>Guildmaster's Guide to Ravnica</i>) The brutes are at the gate, chaos is looming, and the only thing standing in the way of disaster is the foundation of law and order-as embodied in the Azorius Senate. You're a proud member of the Azorius guild, which both enacts and enforces the laws that make Ravnican society function smoothly and safely. Skill Proficiencies: Insight, Intimidation Languages: Two of your choice Equipment: An Azorius insignia, a scroll containing the text of a law important to you, a bottle of blue ink, a pen, a set of fine clothes, and a belt pouch containing 10 gp Azorius Guild Spells: The spells on the Azorius Guild Spells table are added to the spell list of your spellcasting class. <table><tr><td>Cantrips</td><td>Friends, Message</td></tr><tr><td>1st Level Spells</td><td>Command, Ensnaring Strike</td></tr><tr><td>2nd Level Spells</td><td>Arcane Lock, Calm Emotions, Hold Person</td></tr><tr><td>3rd Level Spells</td><td>Clairvoyance, Counterspell</td></tr><tr><td>4th Level Spells</td><td>Compulsion, Divination</td></tr><tr><td>5th Level Spell</td><td>Dominate Person</td></tr></table> Your magic often takes the form of blue or golden runes floating and glowing in the air in circular patterns or of azure barriers of magical energy. If you cast ensnaring strike, for example, the vines created by the spell might appear as rune-inscribed glowing bands around the target and hold it in place. Legal Authority: You have authority to enforce the laws of Ravnica, and that status inspires a certain amount of respect and even fear from the populace. People mind their manners in your presence and avoid drawing your attention; they assume you have the right to be wherever you are. Showing your Azorius insignia gets you an audience with		Cantrips	Friends, Message	1 st Level Spells	Command, Ensnaring Strike	2 nd Level Spells	Arcane Lock, Calm Emotions, Hold Person	3 rd Level Spells	Clairvoyance, Counterspell	4 th Level Spells	Compulsion, Divination	5 th Level Spell	Dominate Person
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anyone you want to talk to (though it might cause more problems than it solves when you're dealing with incorrigible lawbreakers). If you abuse this privilege, though, you can get in serious trouble with your superiors and even be stripped of your position.



Boros Legionnaire *(Guildmaster's Guide to Ravnica)*

As a member of the Boros Legion, your life is devoted to the service of angels and consecrated to the work of establishing justice and peace on the streets of Ravnica. You might be a true believer, inspired by the example of the angels, moved by the plight of the downtrodden, and devoted to the cause of justice. Or you could be a cynic in the ranks, perhaps because you reluctantly followed in the footsteps of a Boros parent, succumbed to the persuasion of a charismatic recruiter's lofty promises, or were drawn in by the prospect of a life of action.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiency: One type of gaming set

Languages: Choose one of Celestial, Draconic, Goblin, or Minotaur

Equipment: A Boros insignia, a feather from an angel's wing, a tattered piece of Boros banner (a souvenir from a famous battle), a set of common clothes, and a belt pouch containing 2 gp

Boros Guild Spells: The spells on the Boros Guild Spells table are added to the spell list of your spellcasting class.

Cantrips	Fire Bolt, Sacred Flame
1 st Level Spells	Guiding Bolt, Heroism
2 nd Level Spells	Aid, Scorching Ray
3 rd Level Spells	Beacon of Hope, Blinding Smite
4 th Level Spells	Death Ward, Wall of Fire
5 th Level Spell	Flame Strike

Your magic often features dramatic bursts of flame or radiance. When you cast beneficial spells on your allies, they appear momentarily surrounded with halos of bright fire.

Legion Station: You have an established place in the hierarchy of the Boros Legion. You can requisition simple equipment for temporary use, and you can gain access to any Boros garrison in Ravnica, where you can rest in safety and receive the attention of medics. You are also paid a salary of 1 gp per week, which (combined with free lodging in your garrison) enables you to maintain a poor lifestyle between adventures.



Celebrity Adventurer's Scion *(Acquisitions Incorporated)*

Your family name strikes fear and admiration in the hearts of the common folk, but that's got nothing to do with you. Songs and stories celebrating the adventuring exploits of your famous parent are widely known. Kids across the land grew up wishing they were you. But being the child of a famous adventurer wasn't all hugs and kisses.

You seldom saw your celebrity-adventurer parent, and when they were around, it was all about them and tales of slaying this demon or vanquishing that dragon. All too often, you'd be woken out of a sound sleep by someone standing outside your home screaming about the latest threat to the town, the region, or the world.

In the end, all you have to show for your lineage is your name. Most of the family's money went for consumables, from potions of healing and spell scrolls to copious amounts of dwarven ale. And everyone expects you to swing a sword or sling spells like your famous forebear, making it doubly hard for you to prove yourself.

Skill Proficiencies: Perception, Performance

Tool Proficiency: disguise kit

Languages: Two of your choice

Equipment: Disguise kit, a set of fine clothes, and a belt pouch containing 30 gp

	Name Dropping: You know and have met any number of powerful people across the land - and some of them might even remember you. You might be able to wrangle minor assistance from a major figure in the campaign, at the DM's discretion. Additionally, the common folk treat you with deference, and your heritage and the stories you tell might be good for a free meal or a place to sleep.														
	Charlatan (<i>Player's Handbook</i>) You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage. You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment-nothing more than a bit of fat with a sprinkle of silver dust-can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal. Every charlatan has an angle he or she uses in preference to other schemes. Choose a favorite scam or roll on the table below. <table><tr><th colspan="2">Charlatan Scams (1d6)</th></tr><tr><td>1</td><td>I cheat at games of chance.</td></tr><tr><td>2</td><td>I shave coins or forge documents.</td></tr><tr><td>3</td><td>I insinuate myself into people's lives to prey on their weakness and secure their fortunes.</td></tr><tr><td>4</td><td>I put on new identities like clothes.</td></tr><tr><td>5</td><td>I run sleight-of-hand cons on street corners</td></tr><tr><td>6</td><td>I convince people that worthless junk is worth their hard-earned money.</td></tr></table> Skill Proficiencies: Deception, Sleight of Hand Tool Proficiencies: disguise kit, forgery kit Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (10 stoppered bottles of colored liquid, a set of weighted dice, a deck of marked cards, or the signet ring of an imaginary duke), and a pouch containing 15 gp False Identity: You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.	Charlatan Scams (1d6)		1	I cheat at games of chance.	2	I shave coins or forge documents.	3	I insinuate myself into people's lives to prey on their weakness and secure their fortunes.	4	I put on new identities like clothes.	5	I run sleight-of-hand cons on street corners	6	I convince people that worthless junk is worth their hard-earned money.
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City Watch *(Sword Coast Adventurer's Guide)*

You have served the community where you grew up, standing as its first line of defense against crime. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

You might have been part of the City Watch of Waterdeep, the baton-wielding police force of the City of Splendors, protecting the common folk from thieves and rowdy nobility alike. Or you might have been one of the valiant defenders of Silverymoon, a member of the Silverwatch or even one of the magic-wielding Spellguard.

Perhaps you hail from Neverwinter and have served as one of its Wintershield watchmen, the newly founded branch of guards who vow to keep safe the City of Skilled Hands.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own constables and police forces, and even smaller communities have sheriffs and bailiffs who stand ready to protect their community.

Skill Proficiencies: Athletics, Insight

Languages: Two of your choice

Equipment: A uniform in the style of your unit and indicative of your rank, a horn with which to summon help, a set of manacles, and a pouch containing 10 gp

Watcher's Eye: Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

City Watch Variant – City Watch Investigator: Rarer than watch or patrol members are a community's investigators, who are responsible for solving crimes after the fact. Though such folk are seldom found in rural areas, nearly every settlement of decent size has at least one or two watch members who have the skill to investigate crime scenes and track down criminals. If your prior experience is as an investigator, you have proficiency in Investigation rather than Athletics.



Clan Crafter *(Sword Coast Adventurer's Guide)*

The Stout Folk are well known for their artisanship and the worth of their handiworks, and you have been trained in that ancient tradition. For years you labored under a dwarf master of the craft, enduring long hours and dismissive, sour-tempered treatment in order to gain the fine skills you possess today.

You are most likely a dwarf, but not necessarily - particularly in the North, the shield dwarf clans learned long ago that only proud fools who are more concerned for their egos than their craft turn away promising apprentices, even those of other races. If you aren't a dwarf, however, you have taken a solemn oath never to take on an apprentice in the craft: it is not for nondwarves to pass on the skills of Moradin's favored children. You would have no difficulty, however, finding a dwarf master who was willing to receive potential apprentices who came with your recommendation.

Skill Proficiencies: History, Insight

Tool Proficiencies: One type of artisan's tools

Equipment: A set of artisan's tools with which you are proficient, a maker's mark chisel used to mark your handiwork with the symbol of the clan of crafters you learned your skill from, a set of traveler's clothes, and a pouch containing 5 gp and a gem worth 10 gp

Respect of the Stout Folk: As well respected as clan crafters are among outsiders, no one esteems them quite so highly as dwarves do. You always have free room and board

	in any place where shield dwarves or gold dwarves dwell, and the individuals in such a settlement might vie among themselves to determine who can offer you (and possibly your compatriots) the finest accommodations and assistance.
	Cloistered Scholar (<i>Sword Coast Adventurer's Guide</i>) As a child, you were inquisitive when your playmates were possessive or raucous. In your formative years, you found your way to one of Faerun's great institutes of learning, where you were apprenticed and taught that knowledge is a more valuable treasure than gold or gems. Now you are ready to leave your home - not to abandon it, but to quest for new lore to add to its storehouse of knowledge. The most well known of Faerun's fonts of knowledge is Candlekeep. The great library is always in need of workers and attendants, some of whom rise through the ranks to assume roles of greater responsibility and prominence. You might be one of Candlekeep's own, dedicated to the curatorship of what is likely the most complete body of lore and history in all the world. Perhaps instead you were taken in by the scholars of the Vault of the Sages or the Map House in Silverymoon, and now you have struck out to increase your knowledge and to make yourself available to help those in other places who seek your expertise. You might be one of the few who aid Herald's Holdfast, helping to catalogue and maintain records of the information that arrives daily from across Faerun. Skill Proficiencies: History, plus your choice of one from Arcana, Nature, or Religion Languages: Two of your choice Equipment: The scholar's robes of your cloister, a writing kit (small pouch with a quill, ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study, and a pouch containing 10 gp. Library Access: Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access. You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across the Realms, as professional courtesy shown to a fellow scholar.
	Courtier (<i>Sword Coast Adventurer's Guide</i>) In your earlier days, you were a personage of some significance in a noble court or a bureaucratic organization. You might or might not come from an upper-class family; your talents, rather than the circumstances of your birth, could have secured you this position. You might have been one of the many functionaries, attendants, and other hangers-on in the Court of Silverymoon, or perhaps you traveled in Waterdeep's baroque and sometimes cutthroat conglomeration of guilds, nobles, adventurers, and secret societies. You might have been one of the behind-the-scenes law-keepers or functionaries in Baldur's Gate or Neverwinter, or you might have grown up in and around the castle of Daggerford. Even if you are no longer a full-fledged member of the group that gave you your start in life, your relationships with your former fellows can be an advantage for you and your adventuring comrades. You might undertake missions with your new companions that further the interest of the organization that gave you your start in life. In any event, the abilities that you honed while serving as a courtier will stand you in good stead as an adventurer. Skill Proficiencies: Insight, Persuasion Languages: Two of your choice

	Equipment: A set of fine clothes and a pouch containing 5 gp Court Functionary: Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.																		
	Court Servant <i>*(Tome of Heroes)*</i> Even though you are independent now, you were once a servant to a merchant, noble, regent, or other person of high station. You are an expert in complex social dynamics and knowledgeable in the history and customs of courtly life. Work with your GM to determine whom you served and why you are no longer a servant: did your master or masters retire and no longer require servants, did you resign from the service of a harsh master, did the court you served fall to a neighboring empire, or did something else happen? Skill Proficiencies: History, Insight Tool Proficiencies: One artisan's tool set of your choice Languages: One of your choice Equipment: A set of artisan's tools of your choice, a unique piece of jewelry, a set of fine clothes, a handcrafted pipe, and a belt pouch containing 20 gp Servant's Invisibility: The art of excellent service requires a balance struck between being always available and yet unobtrusive, and you've mastered it. If you don't perform a visible action, speak or be spoken to, or otherwise have attention drawn to you for at least 1 minute, creatures nearby have trouble remembering you are even in the room. Until you speak, perform a visible action, or have someone draw attention to you, creatures must succeed on a Wisdom (Perception) check (DC equal to 8 + your Charisma modifier + your proficiency bonus) to notice you. Otherwise, they conduct themselves as though you aren't present until either attention is drawn to you or one of their actions would take them into or within 5 feet of the space you occupy.																		
	Criminal <i>(Player's Handbook)</i> You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society. There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below. <table border="1" data-bbox="488 1547 826 1955"><thead><tr><th colspan="2">Criminal Specialties (1d8)</th></tr></thead><tbody><tr><td>1</td><td>Blackmailer</td></tr><tr><td>2</td><td>Burglar</td></tr><tr><td>3</td><td>Enforcer</td></tr><tr><td>4</td><td>Fence</td></tr><tr><td>5</td><td>Highway Robber</td></tr><tr><td>6</td><td>Hired Killer</td></tr><tr><td>7</td><td>Pickpocket</td></tr><tr><td>8</td><td>Smuggler</td></tr></tbody></table> Skill Proficiencies: Deception, Stealth Tool Proficiencies: one type of gaming set, thieves' tools Equipment: A crowbar, a set of dark common clothes including a hood, and a pouch of	Criminal Specialties (1d8)		1	Blackmailer	2	Burglar	3	Enforcer	4	Fence	5	Highway Robber	6	Hired Killer	7	Pickpocket	8	Smuggler
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	15 gp Criminal Contact: You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you. Variant Criminal - Spy: Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been an officially sanctioned agent of the crown, or perhaps you sold the secrets you uncovered to the highest bidder.										
	Desert Runner <i>*(Tome of Heroes)*</i> You grew up in the desert. As a nomad, you moved from place to place, following the caravan trails. Your upbringing makes you more than just accustomed to desert living—you thrive there. Your family has lived in the desert for centuries, and you know more about desert survival than life in the towns and cities. Skill Proficiencies: Perception, Survival Tool Proficiencies: Herbalist kit Languages: One of your choice Equipment: Traveler's clothes, herbalist kit, waterskin, pouch with 10 gp Nomad: Living in the open desert has allowed your body to adapt to a range of environmental conditions. You can survive on 1 gallon of water in hot conditions (or 1/2 gallon in normal conditions) without being forced to make Constitution saving throws, and you are considered naturally adapted to hot climates. While in a desert, you can read the environment to predict natural weather patterns and temperatures for the next 24 hours, allowing you to cross dangerous terrain at the best times. The accuracy of your predictions is up to the GM, but they should be reliable unless affected by magic or unforeseeable events, such as distant earthquakes or volcanic eruptions.										
	Destined <i>*(Tome of Heroes)*</i> Duty is a complicated, tangled affair, be it filial, political, or civil. Sometimes, there's wealth and intrigue involved, but more often than not, there's also obligation and responsibility. You are a person with just such a responsibility. This could involve a noble title, an arranged marriage, a family business you're expected to administer, or an inherited civil office. You promised to fulfill this responsibility, you are desperately trying to avoid this duty, or you might even be seeking the person intended to be at your side. Regardless of the reason, you're on the road, heading toward or away from your destiny. Skill Proficiencies: History, Insight Languages: One of your choice Equipment: A dagger, quarterstaff, or spear, a set of traveler's clothes, a memento of your destiny (a keepsake from your betrothed, the seal of your destined office, your family signet ring, or similar), a belt pouch containing 15 gp Destiny: You're a person who's running from something or hurtling headfirst towards something, but just what is it? The responsibility or event might be happily anticipated or simply dreaded; either way, you're committed to the path. Choose a destiny or roll a d8 and consult the table below. <table><tr><th colspan="2">Destiny (1d8)</th></tr><tr><td>1</td><td>You are running away from a marriage.</td></tr><tr><td>2</td><td>You are seeking your runaway betrothed.</td></tr><tr><td>3</td><td>You don't want to take over your famous family business.</td></tr><tr><td>4</td><td>You need to arrive at a religious site at a specific time to complete an event or prophecy.</td></tr></table>	Destiny (1d8)		1	You are running away from a marriage.	2	You are seeking your runaway betrothed.	3	You don't want to take over your famous family business.	4	You need to arrive at a religious site at a specific time to complete an event or prophecy.
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5	Your noble relative died, and you're required to take their vacant position.
6	You are the reincarnation of a famous figure, and you're expected to live in an isolated temple.
7	You were supposed to serve an honorary but dangerous position in your people's military.
8	Members of your family have occupied a civil office (court scribe, sheriff, census official, or similar) for generations.

Reputation of Opportunity: Your story precedes you, as does your quest to claim—or run away from—your destiny. Those in positions of power, such as nobles, bureaucrats, rich merchants, and even mercenaries and brigands, all look to either help or hinder you, based on what they think they may get out of it. They're always willing to meet with you briefly to see just how worthwhile such aid or interference might be. This might mean a traveler pays for your passage on a ferry, a generous benefactor covers your group's meals at a tavern, or a local governor invites your adventuring entourage to enjoy a night's stay in their guest quarters. However, the aid often includes an implied threat or request. Some might consider delaying you as long as politely possible, some might consider taking you prisoner for ransom or to do “what's best” for you, and others might decide to help you on your quest in exchange for some future assistance. You're never exactly sure of the associated “cost” of the person's aid until the moment arrives. In the meantime, the open road awaits.



Dimir Operative *(Guildmaster's Guide to Ravnica)*

You're a spy. Secrets and misinformation are your stock in trade. You skulk in the shadows, infiltrate other guilds, and steal the most precious secrets, whether they're written in locked journals or hidden away in someone's mind. Even you might not be aware of all the reasons behind the missions you carry out. Sometimes a mission's sole purpose is to conceal the motivation behind another strike performed in a different part of the city, or simply to spread fear.

As part of your covert work for House Dimir, you maintain a false identity as a member of another guild. You can choose your secondary guild or roll to determine it randomly. This secondary guild membership determines a portion of your starting equipment and is also where most of your contacts come from. You infiltrate your secondary guild to learn its secrets, keep tabs on its activities, or perhaps undermine it from within.

Skill Proficiencies: Deception, Stealth

Tool: Disguise kit

Languages: One of your choice

Equipment: A Dimir insignia, three small knives, a set of dark-colored common clothes, and the starting equipment of the background described in this chapter for your secondary guild

Dimir Guild Spells: The spells on the Dimir Guild Spells table are added to the spell list of your spellcasting class.

Cantrips	Encode Thoughts, Mage Hand
1 st Level Spells	Disguise Self, Sleep
2 nd Level Spells	Detect Thoughts, Pass without Trace
3 rd Level Spells	Gaseous Form, Meld into Stone, Nondetection
4 th Level Spells	Arcane Eye, Freedom of Movement
5 th Level Spells	Modify Memory

Your magic is meant to be subtle and undetectable, but it might pull shadows or clouds of mist around you as you cast your spells. Using the Encode Thoughts cantrip, you can turn a creature's thoughts into a thought strand that others can potentially read, share, or steal. These thought strands are treated as valuable currency among the Dimir.

	False Identity: You have more than one identity. The one you wear most of the time makes you appear to be a member of a guild other than House Dimir. You have documentation, established acquaintances, and disguises that allow you to assume that persona and fit into the secondary guild. Whenever you choose, you can drop this identity and blend into the guildless masses of the city. Consider why you're embedded in the secondary guild. Create a story with your DM, inspired by rolling on the following table or choosing a reason that suits you.																						
	Diplomat <i>*(Tome of Heroes)*</i> You have always found harmonious solutions to conflict. You might have started mediating family conflicts as a child. When you were old enough to recognize aggression, you sought to defuse it. You often resolved disputes among neighbors, arriving at a fair middle ground satisfactory to all parties. Skill Proficiencies: Insight, Persuasion Languages: Two of your choice Equipment: A set of fine clothes, a letter of passage from a local minor authority or traveling papers that signify you as a traveling diplomat, and a belt pouch containing 20 gp A Friend in Every Port: Your reputation as a peacemaker precedes you, or people recognize your easy demeanor, typically allowing you to attain food and lodging at a discount. In addition, people are predisposed to warn you about dangers in a location, alert you when a threat approaches you, or seek out your help for resolving conflicts between locals.																						
	Entertainer <i>(Player's Handbook)</i> You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life. A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer. <table border="1" data-bbox="488 1395 839 1895"><thead><tr><th colspan="2">Entertainer Routines (1d10)</th></tr></thead><tbody><tr><td>1</td><td>Actor</td></tr><tr><td>2</td><td>Dancer</td></tr><tr><td>3</td><td>Fire-eater</td></tr><tr><td>4</td><td>Jester</td></tr><tr><td>5</td><td>Juggler</td></tr><tr><td>6</td><td>Instrumentalist</td></tr><tr><td>7</td><td>Poet</td></tr><tr><td>8</td><td>Singer</td></tr><tr><td>9</td><td>Storyteller</td></tr><tr><td>10</td><td>Tumbler</td></tr></tbody></table> Skill Proficiencies: Acrobatics, Performance Tool Proficiencies: disguise kit, one type of musical instrument Equipment: A musical instrument, the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 15 gp	Entertainer Routines (1d10)		1	Actor	2	Dancer	3	Fire-eater	4	Jester	5	Juggler	6	Instrumentalist	7	Poet	8	Singer	9	Storyteller	10	Tumbler
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By Popular Demand: You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Variant Entertainer - Gladiator: Your form of entertainment is combat rather than music or acrobatics. You may pick an inexpensive but unusual weapon in place of a musical instrument.



Faceless *(Baldur's Gate: Descent into Avernus)*

Being who you are, you could never be a hero. Whether due to your class, your people, your family, or your sins, something about you prevents you from effectively pursuing the path you've chosen. Even so, that doesn't stop you. You've left your old face behind, taking on a new persona, becoming something more. Characters with the faceless background don a disguise-literally or otherwise-as they adventure. This persona might be dramatic or subtle. In a way, though, many characters have such larger than life personalities. Therefore, this background largely focuses on detailing the hero behind the mask.

A faceless character adventures behind the mask of a public persona. This persona is as natural to them as their hidden, true face, but it disguises their identity. Roll on the Faceless Persona table to determine your persona, or work with the DM to create a persona that's unique to your character and suits the tone of your game.

Faceless Persona (1d10)

1	A flamboyant spy or brigand
2	The incarnation of a nation or people
3	A scoundrel with a masked guise
4	A vengeful spirit
5	The manifestation of a deity of your faith
6	One whose beauty is greatly accented using makeup
7	An impersonation of another hero
8	The embodiment of a school of magic
9	A warrior with distinctive armor
10	A disguise with animalistic or monstrous characteristics, meant to inspire fear

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Disguise kit

Languages: One of your choice

Equipment: A disguise kit, a costume, a pouch containing 10 gp

Dual Personalities: Most of your fellow adventurers and the world know you as your persona. Those who seek to learn more about you-your weaknesses, your origins, your purpose-find themselves stymied by your disguise. Upon donning a disguise and behaving as your persona, you are unidentifiable as your true self. By removing your disguise and revealing your true face, you are no longer identifiable as your persona. This allows you to change appearances between your two personalities as often as you wish, using one to hide the other or serve as convenient camouflage. However, should someone realize the connection between your persona and your true self, your deception might lose its effectiveness.

		Faction Agent <i>(Sword Coast Adventurer's Guide)</i> You're a member of the Harpers, the Order of the Gauntlet, the Emerald Enclave, the Lords' Alliance, or the Zhentarim.
		Many organizations active in the North and across the face of Faerun aren't bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, sellswords, cache-holders (people who guard caches of wealth or magic for use by the faction's operatives), haven keepers, and message drop minders, to name a few. At the core of every faction are those who don't merely fulfill a small function for that organization, but who serve as its hands, head, and heart.
		As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction in Faerun. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction. The Emerald Enclave: Maintaining balance in the natural order and combating the forces that threaten that balance is the twofold goal of the Emerald Enclave. Those who serve the faction are masters of survival and living off the land. They are often proficient in Nature, and can seek assistance from woodsmen, hunters, rangers, barbarian tribes, druid circles, and priests who revere the gods of nature. The Harpers: Founded more than a millennium ago, disbanded and reorganized several times, the Harpers remain a powerful, behind-the-scenes agency, which acts to thwart evil and promote fairness through knowledge, rather than brute force. Harper agents are often proficient in Investigation, enabling them to be adept at snooping and spying. They often seek aid from other Harpers, sympathetic bards and innkeepers, rangers, and the clergy of gods that are aligned with the Harpers' ideals. The Lords' Alliance: On one level, the agents of the Lords' Alliance are representatives of the cities and other governments that constitute the alliance. But, as a faction with interests and concerns that transcend local politics and geography, the Alliance has its own cadre of individuals who work on behalf of the organizations, wider agenda. Alliance agents are required to be knowledgeable in History, and can always rely on the aid of the governments that are part of the Alliance, plus other leaders and groups who uphold the Alliance's ideals. The Order of the Gauntlet: One of the newest power groups in Faerun, the Order of the Gauntlet has an agenda similar to that of the Harpers. Its methods are vastly different, however: bearers of the gauntlet are holy warriors on a righteous quest to crush evil and promote justice, and they never hide in the shadows. Order agents tend to be proficient in Religion, and frequently seek aid from law enforcement friendly to the order's ideals, and the clergy of the order's patron gods. The Zhentarim: In recent years, the Zhentarim have become more visible in the world at large, as the group works to improve its reputation among the common people. The faction draws employees and associates from many walks of life, setting them to tasks that serve the goals of the Black Network but aren't necessarily criminal in nature. Agents of the Black Network must often work in secret, and are frequently proficient in Deception. They seek aid from the wizards, mercenaries, merchants and priesthoods allied with the Zhentarim. Skill Proficiencies: Insight plus one Intelligence, Wisdom, or Charisma skill of your choice, as appropriate to your faction Languages: Two of your choice Equipment: Badge or emblem of your faction, a copy of the seminal faction text, a set

	of common clothes, and a pouch containing 15 gp Safe Haven: As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.
	Failed Merchant (<i>Acquisitions Incorporated</i>) Maybe you come from a long line of merchants. Perhaps you were an entrepreneur. Regardless, your ventures ended poorly. Whether it was because of outside influences, bad luck, or simply because your business acumen was weak, you lost everything. With failure, however, comes experience. You're free of that old life, having made some connections and learned your lessons. Prepared to pursue the life of an adventurer, your insight into the world of commerce brought you into the sphere of Acquisitions Incorporated and a franchise just might be in your future. Skill Proficiencies: Investigation, Persuasion Tool Proficiencies: 1 type of artisan's tools Languages: 1 of your choice Equipment: One set of artisan's tools, merchant's scale, a set of fine clothes, and a belt pouch containing 10 gp Supply Chain: From your time as a merchant, you retain connections with wholesalers, suppliers, and other merchants and entrepreneurs. You can call upon these connections when looking for items or information.
	Far Traveler (<i>Acquisitions Incorporated</i>) Almost all of the common people and other folk that one might encounter along the Sword Coast or in the North have one thing in common: they live out their lives without ever travelling more than a few miles from where they were born. You aren't one of those folk. You are from a distant place, one so remote that few of the common folk in the North realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories. You have come to this part of Faerun for your own reasons, which you might or might not choose to share. Although you will undoubtedly find some of this land's ways to be strange and discomfiting, you can also be sure that some things its people take for granted will be to you new wonders that you've never laid eyes on before. By the same token, you're a person of interest, for good or ill, to those around you almost anywhere you go. The most important decision in creating a far traveler background is determining your homeland. The places discussed here are all sufficiently distant from the North and the Sword Coast to justify the use of this background. Evermeet: The fabled elven islands far to the west are home to elves who have never been to Faerun. They often find it a harsher place than they expected when they do make the trip. If you are an elf, Evermeet is a logical (though not mandatory) choice for your homeland. Most of those who emigrate from Evermeet are either exiles, forced out for committing some infraction of elven law, or emissaries who come to Faerun for a purpose that benefits elven culture or society. Halruaa: Located on the southern edges of the Shining South, and hemmed in by mountains all around, the magocracy of Halruaa is a bizarre land to most in Faerun who know about it. Many folk have heard of the strange skyships the Halruaans sail, and a few know of the tales that even the least of their people can work magic.

Halruaans usually make their journeys into Faerun for personal reasons, since their government has a strict stance against unauthorized involvement with other nations and organizations. You might have been exiled for breaking one of Halruaa's many byzantine laws, or you could be a pilgrim who seeks the shrines of the gods of magic.

Kara-Tur: The continent of Kara-Tur, far to the east of Faerun, is home to people whose customs are unfamiliar to the folk of the Sword Coast. If you come from Kara-Tur, the people of Faerun likely refer to you as Shou, even if that isn't your true ethnicity, because that's the blanket term they use for everyone who shares your origin.

The folk of Kara-Tur occasionally travel to Faerun as diplomats or to forge trade relations with prosperous merchant cartels. You might have come here as part of some such delegation, then decided to stay when the mission was over.

Mulhorand: From the terrain to the architecture to the god-kings who rule over these lands, nearly everything about Mulhorand is alien to someone from the Sword Coast. You likely experienced the same sort of culture shock when you left your desert home and traveled to the unfamiliar climes of northern Faerun. Recent events in your homeland have led to the abolition of slavery, and a corresponding increase in the traffic between Mulhorand and the distant parts of Faerun.

Those who leave behind Mulhorand's sweltering deserts and ancient pyramids for a glimpse at a different life do so for many reasons. You might be in the North simply to see the strangeness this wet land has to offer, or because you have made too many enemies among the desert communities of your home.

Sossal: Few have heard of your homeland, but many have questions about it upon seeing you. Humans from Sossal seem crafted from snow, with alabaster skin and white hair, and typically dressed in white.

Sossal exists far to the northeast, hard up against the endless ice to the north and bounded on its other sides by hundreds of miles of the Great Glacier and the Great Ice Sea. No one from your nation makes the effort to cross such colossal barriers without a convincing reason. You must fear something truly terrible or seek something incredibly important.

Zakhara: As the saying goes among those in Faerun who know of the place, "To get to Zakhara, go south. Then go south some more." Of course, you followed an equally long route when you came north from your place of birth. Though it isn't unusual for Zakharans to visit the southern extremes of Faerun for trading purposes, few of them stray as far from home as you have.

You might be traveling to discover what wonders are to be found outside the deserts and sword-like mountains of your homeland, or perhaps you are on a pilgrimage to understand the gods that others worship, so that you might better appreciate your own deities.

The Underdark: Though your home is physically closer to the Sword Coast than the other locations discussed here, it is far more unnatural. You hail from one of the settlements in the Underdark, each of which has its own strange customs and laws. If you are a native of one of the great subterranean cities or settlements, you are probably a member of the race that occupies the place - but you might also have grown up there after being captured and brought below when you were a child.

If you are a true Underdark native, you might have come to the surface as an emissary of your people, or perhaps to escape accusations of criminal behavior (whether warranted or not). If you aren't a native, your reason for leaving "home" probably has something to do with getting away from a bad situation.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Any one musical instrument or gaming set of your choice, likely

Equipment: One set of traveler's clothes, any one musical instrument or gaming set you are proficient with, poorly wrought maps from your homeland that depict where you are in Faerun, a small piece of jewelry worth 10 gp in the style of your homeland's craftsmanship, and a pouch containing 5 gp

You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.



You grew up in the Feywild after disappearing from your home plane as a child. Perhaps you were spirited away by kindly Fey who thought you were destined for great things. Perhaps you stumbled through a fey crossing by chance during a twilight stroll in the woods. Perhaps you were kidnapped by evil Fey but escaped from their clutches. Whatever the manner of your disappearance, you gradually fell under the Feywild's spell and learned a little about the nature of the mercurial tricksters that dwell there.

When you finally returned to your home plane, you did not come back unchanged. You are haunted by the fact that the Feywild-a mirror world hidden behind a mere twist of perception-is only a hair's breadth away. Although your memories of the Feywild grow fainter with each passing day, your heart swells with a mixture of fear and joy at the prospect of one day venturing back to the Plane of Faerie- your home away from home.

You were transformed in some small way by your stay in the Feywild and gained a fey mark, determined by rolling on the Fey Mark table.

1	Your eyes swirl with iridescent colors.
2	You have a sweet scent, like that of nectar or honey.
3	You have long whiskers like those of a cat.
4	Your ears are covered with soft tufts of fur.
5	Your skin sparkles in moonlight.
6	Flowers either bloom or wilt (your choice) in your presence.
7	Your hair is made of vines or brambles and grows back to normal length within 1 hour of being cut.
8	You have a tail like that of a dog or another animal.

Whenever you're sound asleep or in a deep trance during a long rest, a spirit of the Feywild might pay you a visit, if the DM wishes it. Determine the spirit's form by rolling on the Feywild Visitor table. No harm ever comes to you as a result of such visits, which can last for minutes or hours, and you remember each visit when you wake up. Conversations that occur with a visitor can contain any number of things, from messages and insights to nonsense and red herrings, at the DM's discretion. Such conversations are always conducted in a language you can understand, even if the Feywild visitor can't speak that language normally.

1	Awakened creature (a Beast or an ordinary plant that has had the Awaken spell cast on it)
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	<table><tr><td>2</td><td>Centaur</td></tr><tr><td>3</td><td>Dryad</td></tr><tr><td>4</td><td>Faerie Dragon</td></tr><tr><td>5</td><td>Pixie</td></tr><tr><td>6</td><td>Satyr</td></tr><tr><td>7</td><td>Sprite</td></tr><tr><td>8</td><td>Unicorn</td></tr></table>	2	Centaur	3	Dryad	4	Faerie Dragon	5	Pixie	6	Satyr	7	Sprite	8	Unicorn	Skill Proficiencies: Deception, Survival Tool Proficiencies: One type of musical instrument Languages: 1 of your choice of Elvish, Gnomish, Goblin, or Sylvan Equipment: A musical instrument (your choice), a set of traveler's clothes, three trinkets from the Feywild Trinkets table, and a pouch containing 8 gp Feywild Connection: Your mannerisms and knowledge of fey customs are recognized by natives of the Feywild, who see you as one of their own. Because of this, friendly Fey creatures are inclined to come to your aid if you are lost or need help in the Feywild.				
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	Fisher (<i>Ghosts of Saltmarsh</i>) You have spent your life aboard fishing vessels or combing the shallows for the bounty of the ocean. Perhaps you were born into a family of fisher folk, working with your kin to feed your village. Maybe the job was a means to an end—a way out of an undesirable circumstance that forced you to take up life aboard a ship. Regardless of how you began, you soon fell in love with the sea, the art of fishing, and the promise of the eternal horizon. You can tell a compelling tale, whether tall or true, to impress and entertain others. Once a day, you can tell your story to willing listeners. At the DM's discretion, a number of those listeners become friendly toward you; this is not a magical effect, and continued amicability on their part depends on your actions. You can roll on the following table to help determine the theme of your tale or choose one that best fits your character. Alternatively, work with your DM to create your own fishing tale. <table><tr><th colspan="2">Fishing Tales (1d8)</th></tr><tr><td>1</td><td>Lobster Wrestling. You fought in hand-to-hand combat with an immense lobster.</td></tr><tr><td>2</td><td>It Dragged the Boat. You nearly caught a fish of monstrous size that pulled your boat for miles.</td></tr><tr><td>3</td><td>Fins of Pure Gold. You caught a sea animal whose fins were made of pure gold, but another fisher stole it.</td></tr><tr><td>4</td><td>Ghost Fish. You are haunted by a ghostly fish that only you can see.</td></tr><tr><td>5</td><td>Nemesis Clam. A large clam containing a pearl the size of your head claimed one of your fingers before jetting away.</td></tr><tr><td>6</td><td>It Swallowed the Sun. You Once saw a fish leap from the water and turn day into night.</td></tr><tr><td>7</td><td>Dive into the Abyss. You found yourself in an underwater cave leading to the Abyss, and your luck has been sour ever since.</td></tr><tr><td>8</td><td>Love Story. You fell in love with a creature of pure water, but your brief romance ended tragically.</td></tr></table> Eda Oweland and her family are the informal leaders of the fishing industry in Saltmarsh. You can always count on the Owelands for minor aid and can gain access to Eda if the need is obvious and imminent.	Fishing Tales (1d8)		1	Lobster Wrestling. You fought in hand-to-hand combat with an immense lobster.	2	It Dragged the Boat. You nearly caught a fish of monstrous size that pulled your boat for miles.	3	Fins of Pure Gold. You caught a sea animal whose fins were made of pure gold, but another fisher stole it.	4	Ghost Fish. You are haunted by a ghostly fish that only you can see.	5	Nemesis Clam. A large clam containing a pearl the size of your head claimed one of your fingers before jetting away.	6	It Swallowed the Sun. You Once saw a fish leap from the water and turn day into night.	7	Dive into the Abyss. You found yourself in an underwater cave leading to the Abyss, and your luck has been sour ever since.	8	Love Story. You fell in love with a creature of pure water, but your brief romance ended tragically.	
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8	Love Story. You fell in love with a creature of pure water, but your brief romance ended tragically.																			

	Skill Proficiencies: History, Survival Languages: One of your choice Equipment: Fishing tackle, a net, a favorite fishing lure or oiled leather wading boots, a set of traveler's clothes, and a belt pouch containing 10 gp Harvest the Water: You gain advantage on ability checks made using fishing tackle. If you have access to a body of water that sustains marine life, you can maintain a moderate lifestyle while working as a fisher, and you can catch enough food to feed yourself and up to ten other people each day.																						
	Folk Hero (<i>Player's Handbook</i>) You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere. You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people. <table><tr><th colspan="2">Folk Hero Defining Events (1d10)</th></tr><tr><td>1</td><td>I stood up to a tyrant's agents.</td></tr><tr><td>2</td><td>I saved people during a natural disaster.</td></tr><tr><td>3</td><td>I stood alone against a terrible monster.</td></tr><tr><td>4</td><td>I stole from a corrupt merchant to help the poor.</td></tr><tr><td>5</td><td>I led a militia to fight off an invading army.</td></tr><tr><td>6</td><td>I broke into a tyrant's castle and stole weapons to arm the people.</td></tr><tr><td>7</td><td>I trained the peasantry to use farm implements as weapons against a tyrant's soldiers.</td></tr><tr><td>8</td><td>A lord rescinded an unpopular decree after I led a symbolic act of protest against it.</td></tr><tr><td>9</td><td>A celestial, fey, or similar creature gave me a blessing or revealed my secret origin.</td></tr><tr><td>10</td><td>Recruited into a lord's army, I rose to leadership and was commended for my heroism.</td></tr></table> Skill Proficiencies: Animal Handling, Survival Tool Proficiencies: 1 type of artisan's tools, land vehicles Equipment: A set of artisan's tools, a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp Rustic Hospitality: Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.	Folk Hero Defining Events (1d10)		1	I stood up to a tyrant's agents.	2	I saved people during a natural disaster.	3	I stood alone against a terrible monster.	4	I stole from a corrupt merchant to help the poor.	5	I led a militia to fight off an invading army.	6	I broke into a tyrant's castle and stole weapons to arm the people.	7	I trained the peasantry to use farm implements as weapons against a tyrant's soldiers.	8	A lord rescinded an unpopular decree after I led a symbolic act of protest against it.	9	A celestial, fey, or similar creature gave me a blessing or revealed my secret origin.	10	Recruited into a lord's army, I rose to leadership and was commended for my heroism.
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Forest Dweller **(Tome of Heroes)**

You are a creature of the forest, born and reared under a canopy of green. You expected to live all your days in the forest, at one with the green things of the world, until an unforeseen occurrence, traumatic or transformative, drove you from your familiar home and into the larger world. Civilization is strange to you, the open sky unfamiliar, and the bizarre ways of the so-called civilized world run counter to the truths of the natural world.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Woodcarver's tools, herbalism kit

Languages: One of your choice

Equipment: A set of common clothes, a hunting trap, a wood staff, a whetstone, an explorer's pack, and a pouch containing 5 gp

Forester: Your experience living, hunting, and foraging in the woods gives you a wealth of experience to draw upon when you are traveling within a forest. If you spend 1 hour observing, examining, and exploring your surroundings while in a forest, you are able to identify a safe location to rest. The area is protected from all but the most extreme elements and from the nonmagical native beasts of the forest. In addition, you are able to find sufficient kindling for a small fire throughout the night.

Life-Changing Event: You have lived a simple life deep in the sheltering boughs of the forest, be it as a trapper, farmer, or villager eking out a simple existence in the forest. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that caused you to leave your home for the wider world.

Life-Changing Event (1d8)	
1	You were living within the forest when cesspools of magical refuse from a nearby city expanded and drove away the game that sustained you. You had to move to avoid the prospect of a long, slow demise via starvation.
2	Your village was razed by a contingent of undead. For reasons of its own, the forest and its denizens protected and hid you from their raid.
3	A roving band of skeletons and zombies attacked your family while you were hunting.
4	You are an ardent believer in the preservation of the forest and the natural world. When the people of your village abandoned those beliefs, you were cast out and expelled into the forest.
5	You wandered into the forest as a child and became lost. For inexplicable reasons, the forest took an interest in you. You have faint memories of a village and have had no contact with civilization in many years.
6	You were your village's premier hunter. They relied on you for game and without your contributions their survival in the winter was questionable. Upon returning from your last hunt, you found your village in ruins, as if decades had passed overnight.
7	Your quiet, peaceful, and solitary existence has been interrupted with dreams of the forest's destruction, and the urge to leave your home compels you to seek answers.
8	Once in a hidden glen, you danced with golden fey and forgotten gods. Nothing in your life since approaches that transcendent moment, cursing you with a wanderlust to seek something that could.



Former Adventurer **(Tome of Heroes)**

As you belted on your weapons and hoisted the pack onto your back, you never thought you'd become an adventurer again. But the heroic call couldn't be ignored. You've tried this once before—perhaps it showered you in wealth and glory or perhaps it ended with sorrow and regret. No one ever said adventuring came with a guarantee of success.

Now, the time has come to set off toward danger once again. The reasons for picking up adventuring again vary. Could it be a calamitous threat to the town? The region? The world? Was the settled life not what you expected? Or did your past finally catch up to you? In the end, all that matters is diving back into danger. And it's time to show these new folks how it's done.

Skill Proficiencies: Perception, Survival

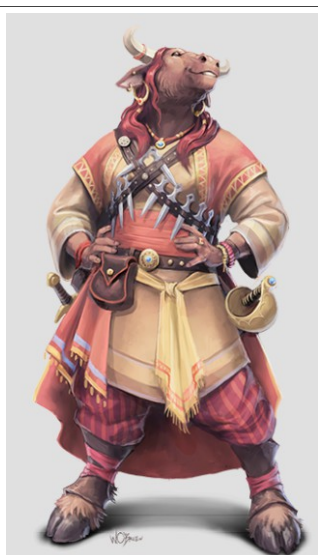
Languages: One of your choice

Equipment: A dagger, quarterstaff, or shortsword (if proficient), an old souvenir from your previous adventuring days, a set of traveler's clothes, 50 feet of hempen rope, and a belt pouch containing 15 gp

Old Friends and Enemies: Your previous career as an adventurer might have been brief or long. Either way, you certainly journeyed far and met people along the way. Some of these acquaintances might remember you fondly for aiding them in their time of need. On the other hand, others may be suspicious, or even hostile, because of your past actions. When you least expect it, or maybe just when you need it, you might encounter someone who knows you from your previous adventuring career. These people work in places high and low, their fortunes varying widely. The individual responds appropriately based on your mutual history, helping or hindering you at the GM's discretion.

Reason for Retirement: Giving up your first adventuring career was a turning point in your life. Triumph or tragedy, the reason why you gave it up might still haunt you and may shape your actions as you reenter the adventuring life. Choose the event that led you to stop adventuring or roll a d12 and consult the table below.

1	Your love perished on one of your adventures, and you quit in despair.
2	You were the only survivor after an ambush by a hideous beast.
3	Legal entanglements forced you to quit, and they may cause you trouble again.
4	A death in the family required you to return home.
5	Your old group disowned you for some reason.
6	A fabulous treasure allowed you to have a life of luxury, until the money ran out.
7	An injury forced you to give up adventuring.
8	You suffered a curse which doomed your former group, but the curse has finally faded away.
9	You rescued a young child or creature and promised to care for them. They have since grown up and left.
10	You couldn't master your fear and fled from a dangerous encounter, never to return.
11	As a reward for helping an area, you were offered a position with the local authorities, and you accepted.
12	You killed or defeated your nemesis. Now they are back, and you must finish the job.



Freebooter **(Tome of Heroes)**

You sailed the seas as a freebooter, part of a pirate crew. You should come up with a name for your former ship and its captain, as well as its hunting ground and the type of ships you preyed on. Did you sail under the flag of a bloodthirsty captain, raiding coastal communities and putting everyone to the sword? Or were you part of a group of former slaves turned pirates, who battle to end the vile slave trade? Whatever ship you sailed on, you feel at home on board a seafaring vessel, and you have difficulty adjusting to long periods on dry land.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment: A pirate flag from your ship, several tattoos, 50 feet of rope, a set of traveler's clothes, and a belt pouch containing 10 gp

A Friendly Face in Every Port: Your reputation precedes you. Whenever you visit a port city, you can always find someone who knows of (or has sailed on) your former ship and is familiar with its captain and crew. They are willing to provide you and your traveling companions with a roof over your head, a bed for the night, and a decent meal. If you have a reputation for cruelty and savagery, your host is probably afraid of you and will be keen for you to leave as soon as possible. Otherwise, you receive a warm welcome, and your host keeps your presence a secret, if needed. They may also provide you with useful information about recent goings-on in the city, including which ships have been in and out of port.



Gambler *(Acquisitions Incorporated)*

All you need to make a lot of gold is a little gold. Except at those times when all you need to have no gold at all is a little gold. Whether you're a good gambler or a bad one rarely matters, because no one can divine the whims of Lady Luck. Sometimes you're up, sometimes you're down. But the thing about gambling is that someone is always willing to take a bet.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: One gaming set of your choice

Languages: One of your choice

Equipment: One gaming set of your choice, a lucky charm, a set of fine clothes, and a belt pouch containing 15 gp

Never Tell Me the Odds: Odds and probability are your bread and butter. During downtime activities that involve games of chance or figuring odds on the best plan, you can get a solid sense of which choice is likely the best one and which opportunities seem too good to be true, at the DM's determination.



Gamekeeper **(Tome of Heroes)**

You are at home in natural environments, chasing prey or directing less skilled hunters in the best ways to track game through the brush. You know the requirements for encouraging a herd to grow, and you know what sustainable harvesting from a herd involves. You can train a hunting beast to recognize an owner and perform a half-dozen commands, given the time. You also know the etiquette for engaging nobility or other members of the upper classes, as they regularly seek your services, and you can carry yourself in a professional manner in such social circles.

Skill Proficiencies: Animal Handling, Persuasion

Tool Proficiencies: Leatherworker's tools

Languages: One of your choice

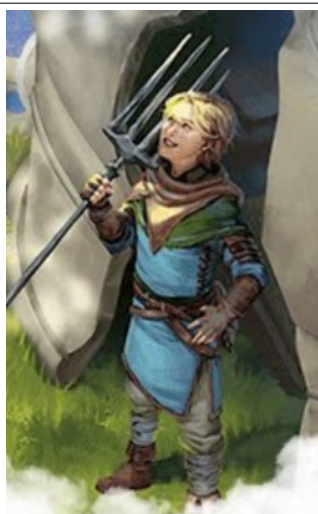
Equipment: A set of leatherworker's tools, a hunting trap, fishing tackle, a set of traveler's clothes, and a belt pouch containing 10 gp

Confirmed Guildmember: As a recognized member of the Gamekeepers' Guild, you are knowledgeable in the care, training, and habits of animals used for hunting. With 30 days' of work and at least 2 gp for each day, you can train a raptor, such as a hawk, falcon, or owl, or a hunting dog, such as a hound, terrier, or cur, to become a hunting

companion. Use the statistics of an owl for the raptor and the statistics of a jackal for the hunting dog.

A hunting companion is trained to obey and respond to a series of one-word commands or signals, communicating basic concepts such as “attack,” “protect,” “retrieve,” “find,” “hide,” or similar. The companion can know up to six such commands and can be trained to obey a number of creatures, other than you, equal to your proficiency bonus. A hunting companion travels with you wherever you go, unless you enter a particularly dangerous environment (such as a poisonous swamp), or you command the companion to stay elsewhere. A hunting companion doesn’t join you in combat and stays on the edge of any conflict until it is safe to return to your side.

When traveling overland with a hunting companion, you can use the companion to find sufficient food to sustain yourself and up to five other people each day. You can have only one hunting companion at a time.



Giant Foundling *(Bigby Presents: Glory of the Giants)*

Though you aren’t a Giant, you grew up among giants. Maybe you were an orphan taken in by a sympathetic family of stone giants who raised you as one of their own. Or perhaps you lived in a lost prehistoric pocket of the world, surrounded by giants and fearsome behemoths or hulking dinosaurs.

Something about your environment—perhaps the food or water that sustained you, elemental magic inherent in the site of your home, or some verdant blessing of growth placed on you—caused you to grow to a remarkable size for your kind. With the aid of this magic, you have learned how to embody the might of giants. You are used to moving through a world much bigger than you, and that is reflected in your skills, attitude, and perspective on life.

How you came to live among colossal creatures is up to you to determine, but the Foundling Origin table suggests a variety of possibilities.

Foundling Origins (1d6)

1	You were found as a baby by a family of nomadic giants who raised you as one of their own.
2	A family of stone giants rescued you when you fell into a mountain crag, and you have lived with them underground ever since.
3	You were lost or abandoned as a child in a jungle that teemed with ravenous dinosaurs. There, you found an equally lost frost giant and together, you survived.
4	Your farm was crushed and your family killed in a battle between warring groups of giants. Racked with guilt over the destruction, a sympathetic giant soldier promised to care for you.
5	After you had a series of strange dreams as a child, your superstitious parents sent you to study with a powerful but aloof storm giant oracle.
6	While playing hide-and-seek with your friends, you stumbled into the castle of a cloud giant matriarch, who immediately adopted you.

Skill Proficiencies: Intimidation, Survival

Languages: Giant and one other language of your choice

Equipment: A backpack, a set of traveler’s clothes, a small stone or sprig that reminds you of home, and a pouch containing 10 gp

Strike of the Giants: You gain the Strike of the Giants feat. You have absorbed primeval magic that gives you an echo of the might of giants. When you take this feat, choose one of the benefits listed below. Once per turn, when you hit a target with a melee weapon attack or a ranged weapon attack using a thrown weapon, you can imbue the attack with an additional effect depending on the benefit you chose:

- **Cloud Strike.** The target takes an extra 1d4 thunder damage. If the target is a

creature, it must succeed on a Wisdom saving throw, or you become invisible to it until the start of your next turn or until immediately after you make an attack roll or cast a spell.

- **Fire Strike.** The target takes an extra 1d10 fire damage.
- **Frost Strike.** The target takes an extra 1d6 cold damage. If the target is a creature, it must succeed on a Constitution saving throw, or its speed is reduced to 0 until the start of your next turn.
- **Hill Strike.** The target takes an extra 1d6 damage of the weapon's type. If the target is a creature, it must succeed on a Strength saving throw or have the prone condition.
- **Stone Strike.** The target takes an extra 1d6 force damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet from you in a straight line.
- **Storm Strike.** The target takes an extra 1d6 lightning damage. If the target is a creature, it must succeed on a Constitution saving throw, or it has disadvantage on attack rolls until the start of your next turn.

The saving throw DC for these effects equals 8 + your proficiency bonus + your Strength or Constitution modifier.

You can use this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



Golgari Agent *(Guildmaster's Guide to Ravnica)*

You are a member of a teeming horde—one small part of a sprawling organism. Just as you are part of the swarm, the swarm is part of a larger ecosystem, a never-ending cycle of life, death, rot, and rebirth. You have spent your life in the slow churn of that ecosystem, in the dark places of the city where the messy parts of existence are on display. There is little squeamishness among the Golgari, no fear of death or taboo about the dead, just a fierce affirmation of the cycle.

Skill Proficiencies: Nature, Survival

Languages: Choose one of Elvish, Giant, or Kraul

Equipment: A Golgari insignia, a poisoner's kit, a pet beetle or spider, a set of common clothes, and a belt pouch containing 10 gp worth of mixed coins

Golgari Guild Spells: The spells on the Golgari Guild Spells table are added to the spell list of your spellcasting class.

Cantrips	Dancing Lights, Spare the Dying
1 st Level Spells	Entangle, Ray of Sickness
2 nd Level Spells	Protection from Poison, Ray of Enfeeblement, Spider Climb
3 rd Level Spells	Animate Dead, Plant Growth
4 th Level Spells	Giant Insect, Grasping Vine
5 th Level Spells	Cloudkill, Insect Plague

Golgari magic is often accompanied by a sickly green glow and a rotting stench.

Undercity Paths: You know hidden, underground pathways that you can use to bypass crowds, obstacles, and observation as you move through the city. When you aren't in combat, you and companions you lead can travel between any two locations in the city twice as fast as your speed would normally allow. The paths of the undercity are haunted by dangers that rarely brave the light of the surface world, so your journey isn't guaranteed to be safe.



Grinner *(Explorer's Guide to Wildemount)*

The Golden Grin began in the far-off land of Tal'Dorei, trading secret messages through a network of bards and minstrels to undermine an iron-fisted king's authoritarian rule. Today, Tal'Dorei is a relatively peaceful republic, and some Grinners have grown restless while waiting for tyranny to raise its ugly head again. A contingent of such Grinners traveled to the Menagerie Coast and set up a network of secret bases in the cities of the Clovis Concord, from which they are presently working their way into the highest echelons of the Dwendalian Empire.

You are a Grinner. Your goals are to spread freedom and inspire hope - or, in time, revolution - in the hearts of the oppressed.

All members of the Golden Grin have learned a handful of folk songs in their travels, and use those songs to send secret codes and alert fellow Grinners to danger. Choose a favorite song or roll on the Favorite Code-Songs table.

Grinner Favorite Code-Songs (1d6)

1	Zan's Comin' Back. This hopeful Tal'Dorei folk song declares the inevitable return of a just ruler. Use it to seek out potential allies.
2	Blow Fire Down the Coast. A rowdy fighting song from the Clovis Concord, this ditty talks of blasting up pirate ships. Use it to encourage battle.
3	Hush! Onward Come the Dragons. This Tal'Dorei folk song recounts the terror in the days after the invasion of the red dragon called the Cinder King. Use it to encourage caution in speech and deed.
4	Let the Sword Grow Rust. An antiwar anthem from Marquet, this song has uncertain origins. Use it to help quell violent encounters.
5	Drink Deep, Li'l Hummingbird. A drinking rondo from the Menagerie Coast, this song tells the tale of a young person who drinks so heavily that they awaken to find they've stowed away on a ship. Use it to encourage alertness in social situations.
6	Dirge for the Emerald Fire. This elven song supposedly has thousands of obscure verses. Use the first two verses to spread news of death or defeat.

Skill Proficiencies: Deception, Performance

Tool Proficiencies: One type of musical instrument, thief's tools

Equipment: A set of fine clothes, a disguise kit, a musical instrument of your choice, a gold-plated ring depicting a smiling face, and a pouch containing 15 gp

Ballad of the Grinning Fool: Like every Grinner, you know how to find a hideout. In any city of 10,000 people or more on the Menagerie Coast or in the lands of the Dwendalian Empire, you can play the "Ballad of the Grinning Fool" in a major tavern or inn. A member of the Golden Grin will find you and give shelter to you and any companions you vouch for. This shelter might be discontinued if it becomes too dangerous to hide you, at the DM's discretion.

This feature must be used with caution, for not all who know the ballad are your friends. Some are traitors, counterspies, or agents of tyranny.



Gruul Anarch *(Guildmaster's Guide to Ravnica)*

The entire world of Ravnica is a sprawling metropolis, but you are a native of the wild areas that still exist—the abandoned districts, the rubblebelts, the overgrown parks, and the crumbling ruins. You are part of a savage society that clings desperately to the Old Ways—attuned to nature, full of primal rage, and given short shrift by a world consumed with continuing civilization's march of progress.

Skill Proficiencies: Animal Handling, Athletics

Tool Proficiencies: Herbalism Kit

Languages: Choose one of Draconic, Giant, Goblin, or Sylvan

Equipment: A Gruul insignia, a hunting trap, an herbalism kit, the skull of a boar, a beast-hide cloak, a set of traveler's clothes, and a belt pouch containing 10 gp

Gruul Guild Spells: The spells on the Gruul Guild Spells table are added to the spell list for you spellcasting class.

Cantrips	Fire Bolt, Produce Flame
1 st Level Spells	Compelled Duel, Speak with Animals, Thunderwave
2 nd Level Spells	Beast Sense, Shatter
3 rd Level Spells	Conjure Animals, Conjure Barrage
4 th Level Spells	Dominate Beast, Stoneskin
5 th Level Spell	Destructive Wave

Fueled by the fire of rage burning in your heart, your magic is almost always accompanied by fiery effects, such as flames smoldering behind your eyes or dancing over your hands.

Rubblebelt Refuge: You are intimately familiar with areas of the city that most people shun: ruined neighborhoods where wurms rampaged, overgrown parks that no hand has tended in decades, and the vast, sprawling rubblebelts of broken terrain that civilized folk have long abandoned. You can find a suitable place for you and your allies to hide or rest in these areas. In addition, you can find food and fresh water in these areas for yourself and up to five other people each day. Instead of having artisan's tools, you have a mule and a cart.



Guild Artisan *(Player's Handbook)*

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. Work with your DM to determine the nature of your guild. You can select your guild business from the Guild Business table or roll randomly.

Guild Artisan Guild Businesses (1d20)	
1	Alchemists and apothecaries
2	Armorsmiths, locksmiths, and fine smiths
3	Brewers, distillers, and vintners
4	Calligraphers, scribes, and scriveners
5	Carpenters, roofers, and plasterers
6	Cartographers, surveyors, and chart-makers
7	Cobblers and shoemakers

8	Cooks and bakers
9	Glassblowers and glaziers
10	Jewelers and gem cutters
11	Leatherworkers, skinners, and tanners
12	Masons and stonecutters
13	Painters, limners, and sign-makers
14	Potters and tile-makers
15	Shipwrights and sailmakers
16	Smiths and metal-forgers
17	Tinkers, pewterers, and casters
18	Wagon-makers and wheelwrights
19	Weavers and dyers
20	Woodcarvers, coopers, and bowyers

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan's tools), as well as the principles of trade and good business practices. The question now is whether you abandon your trade for adventure, or take on the extra effort to weave adventuring and trade together.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: 1 type of artisan's tools

Languages: 1 of your choice

Equipment: A set of artisan's tools (one of your choice), a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 15 gp

Guild Membership: As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Variant Guild Artisan - Guild Merchant: Instead of an artisans' guild, you might belong to a guild of traders, caravan masters, or shopkeepers. You don't craft items yourself but earn a living by buying and selling the works of others (or the raw materials artisans need to practice their craft). Your guild might be a large merchant consortium (or family) with interests across the region. Perhaps you transported goods from one place to another, by ship, wagon, or caravan, or bought them from traveling traders and sold them in your own little shop. In some ways, the traveling merchant's life lends itself to adventure far more than the life of an artisan.

Rather than proficiency with artisan's tools, you might be proficient with navigator's tools or an additional language. And instead of artisan's tools, you can start with a mule and a cart.



Haunted One *(Van Richten's Guide to Ravenloft)*

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

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

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

Skill Proficiencies: Choose 2 from among Arcana, Investigation, Religion, and Survival

Languages: 2 languages, one of which must be exotic (Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, or Undercommon)

Equipment: A monster hunter's pack (containing a chest, a crowbar, a hammer, three wooden stakes, a holy symbol, a flask of holy water, a set of manacles, a steel mirror, a flask of oil, a tinderbox, and 3 torches), one trinket of special significance (choose one or roll on the [Horror Trinkets](#) table), a set of common clothes, and 1 sp

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



Hermit *(Player's Handbook)*

You lived in seclusion—either in a sheltered community such as a monastery, or entirely alone—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your seclusion.

Life of Seclusion (1d8)	
1	I was searching for spiritual enlightenment.
2	I was partaking of communal living in accordance with the dictates of a religious order.
3	I was exiled for a crime I didn't commit.
4	I retreated from society after a life-altering event.
5	I needed a quiet place to work on my art, literature, music, or manifesto.
6	I needed to commune with nature, far from civilization.
7	I was the caretaker of an ancient ruin or relic.
8	I was a pilgrim in search of a person, place, or relic of spiritual significance.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Herbalism kit

Languages: 1 of your choice

Equipment: A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 5 gp

Discovery: The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.



House Agent *(Eberron: Rising from the Last War)*

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

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

House Agent Roles (1d8)	
1	Acquisition
2	Investigation
3	Research and Development
4	Security
5	Intimidation
6	Exploration
7	Negotiation

Skill Proficiencies: Investigation, Persuasion

Tool Proficiencies: Two proficiencies from the House Tool Proficiencies table

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

House Tool Proficiencies

Cannith	Alchemist's supplies and tinker's tools
Deneith	One gaming set and vehicles (land)
Ghallanda	Brewer's supplies and cook's utensils
Jorasco	Alchemist's supplies and herbalism kit
Kundarak	Thieves' tools and tinker's tools
Lyrandar	Navigator's tools and vehicles (air and sea)
Medani	Disguise kit and thieves' tools
Orien	One gaming set and vehicles (land)
Phiarlan	Disguise kit and one musical instrument
Sivis	Calligrapher's tools and forgery kit
Tharashk	One gaming set and thieves' tools
Thuranni	One musical instrument and poisoner's kit
Vadalis	Herbalism kit and vehicles (land)

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



Inheritor *(Sword Coast Adventurer's Guide)*

You are the heir to something of great value - not mere coin or wealth, but an object that has been entrusted to you and you alone. Your inheritance might have come directly to you from a member of your family, by right of birth, or it could have been left to you by a friend, a mentor, a teacher, or someone else important in your life. The revelation of your inheritance changed your life, and might have set you on the path to adventure, but it could also come with many dangers, including those who covet your gift and want to take it from you - by force, if need be.

Skill Proficiencies: Survival, plus 1 from among Arcana, History, and Religion

Tool Proficiencies: One gaming set or musical instrument

Languages: One of your choice

Equipment: Your inheritance, a set of traveler's clothes, the tool you choose for this background's tool proficiency, and a pouch containing 15 gp

Inheritance: Choose or randomly determine your inheritance from among the possibilities in the table below. Work with your Dungeon Master to come up with details: Why is your inheritance so important, and what is its full story? You might prefer for the DM to invent these details as part of the game, allowing you to learn more about your inheritance as your character does.

Inheritance Choices (1d8)

1	A document such as a map, a letter, or a journal
2 to 3	A trinket from the Trinkets table
4	An article of clothing

5	A piece of jewelry
6	An arcane book or formulary
7	A written story, song, poem, or secret
8	A tattoo or other body marking

The Dungeon Master is free to use your inheritance as a story hook, sending you on quests to learn more about its history or true nature, or confronting you with foes who want to claim it for themselves or prevent you from learning what you seek. The DM also determines the properties of your inheritance and how they figure into the item's history and importance. For instance, the object might be a minor magic item, or one that begins with a modest ability and increases in potency with the passage of time. Or, the true nature of your inheritance might not be apparent at first and is revealed only when certain conditions are met.

When you begin your adventuring career, you can decide whether to tell your companions about your inheritance right away. Rather than attracting attention to yourself, you might want to keep your inheritance a secret until you learn more about what it means to you and what it can do for you.



Innkeeper **(Tome of Heroes)**

You spent some time as an innkeeper, tavern keeper, or perhaps a bartender. It might have been in a small crossroads town, a fishing community, a fine caravanserai, or a large cosmopolitan community. You did it all; preparing food, tracking supplies, tapping kegs, and everything in between. All the while, you listened to the adventurers plan their quests, heard their tales, saw their amazing trophies, marveled at their terrible scars, and eyed their full purses. You watched them come and go, thinking, “one day, I will have my chance.” Your time is now.

Skill Proficiencies: Insight plus one of your choice from among Intimidation or Persuasion

Languages: Two of your choice

Equipment: A set of either brewer’s supplies or cook’s utensils, a dagger or light hammer, traveler’s clothes, and a pouch containing 20 gp

Place of Employment: Where did you work before turning to the adventuring life? Choose an establishment or roll a d6 and consult the table below. Once you have this information, think about who worked with you, what sort of customers you served, and what sort of reputation your establishment had.

Establishment (1d6)	
1	Busy crossroads inn
2	Disreputable tavern full of scum and villainy
3	Caravanserai on a wide-ranging trade route
4	Rough seaside pub
5	Hostel serving only the wealthiest clientele
6	Saloon catering to expensive and sometimes dangerous tastes

I Know Someone: In interacting with the wide variety of people who graced the tables and bars of your previous life, you gained an excellent knowledge of who might be able to perform a particular task, provide the right service, sell the perfect item, or be able to connect you with someone who can. You can spend a couple of hours in a town or city and identify a person or place of business capable of selling the product or service you seek, provided the product is nonmagical and isn’t worth more than 250 gp. At the GM’s discretion, these restrictions can be lifted in certain locations. The price might not always be what you hoped, the quality might not necessarily be the best, or the person’s demeanor may be grating, but you can find the product or service. In addition, you know within the first hour if the product or service you desire doesn’t exist in the community, such as a coldweather outfit in a tropical fishing village.



Investigator *(Van Richten's Guide to Ravenloft)*

You relentlessly seek the truth. Perhaps you're motivated by belief in the law and a sense of universal justice, or maybe that very law has failed you and you seek to make things right. You could have witnessed something remarkable or terrible, and now you must know more about this hidden truth. Or maybe you're a detective for hire, uncovering secrets for well-paying clients. Whether the mysteries you're embroiled in are local crimes or realm-spanning conspiracies, you're driven by a personal need to hunt down even the most elusive clues and reveal what others would keep hidden in the shadows.

Your first case influenced the types of mysteries you're interested in. Why was this case so impactful, personal, or traumatic? Whom did it affect besides you? Why and how did you get involved? Was it solved? How did it set you on the path to investigating other mysteries? Roll on or choose details from the First Case table to develop the mystery that started your career as an investigator.

First Investigator Case (1d8)

1	A friend was wrongfully accused of murder. You tracked down the actual killer, proving your friend's innocence and starting your career as a detective.
2	You're told you went missing for weeks. When you were found, you had no memory of being gone. Now you search to discover what happened to you.
3	You helped a spirit find peace by finding its missing corpse. Ever since, other spectral clients have sought you out to help them find rest.
4	You revealed that the monsters terrorizing your home were illusions created by a cruel mage. The magic-user escaped, but you've continued to uncover magical hoaxes.
5	You were wrongfully accused and convicted of a crime. You managed to escape and seek to help others avoid the experience you suffered, even while still being pursued by the law.
6	You survived the destructive use of a magic device that wiped out your home. Members of a secret organization found you. You now work with them, tracking down dangerous supernatural phenomena and preventing them from doing harm.
7	You found evidence of a conspiracy underpinning society. You tried to expose this mysterious cabal, but no one believed you. You're still trying to prove what you know is true.
8	You got a job with an agency that investigates crimes that local law enforcement can't solve. You often wonder which you value more, the truth or your pay.

Skill Proficiencies: Choose 2 from among Insight, Investigation, and Perception

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: A magnifying glass, evidence from a past case (choose one or roll for a trinket from the [Horror Trinkets](#) table), a set of common clothes, and 10 gp.

Official Inquiry: You're experienced at gaining access to people and places to get the information you need. Through a combination of fast-talking, determination, and official-looking documentation, you can gain access to a place or an individual related to a crime you're investigating. Those who aren't involved in your investigation avoid impeding you or pass along your requests. Additionally, local law enforcement has firm opinions about you, viewing you as either a nuisance or one of their own.



Izzet Engineer *(Guildmaster's Guide to Ravnica)*

Armed with an inventive intellect, a love of magical technology, and an unquenchable energy, you are an enthusiastic participant in the research work of the Izzet League. Though you're likely to begin your career as a mere attendant, you can aspire to become a skilled mage or alchemist, a laboratory supervisor, or even a flamethrower-wielding scorchbringer tasked with defending Izzet laboratories. The Izzet are obsessive, brilliant, inspired, and an unpredictable force of chaos in Ravnica, and you epitomize all of those qualities.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: One type of artisan's tools

Equipment: An Izzet insignia, one set of artisan's tools, the charred and twisted remains of a failed experiment, a hammer, a block and tackle, a set of common clothes, and a belt pouch containing 5 gp

Izzet Guild Spells: The spells on the Izzet Guild Spells table are added to the spell list of your spellcasting class.

Cantrips	Produce Flame, Shocking Grasp
1 st Level Spells	Chaos Bolt, Create or Destroy Water, Unseen Servant
2 nd Level Spells	Heat Metal, Rope Trick
3 rd Level Spells	Call Lightning, Elemental Weapon, Glyph of Warding
4 th Level Spells	Conjure Minor Elementals, Divination, Otiluke's Resilient Sphere
5 th Level Spells	Animate Objects, Conjure Elemental

Your spells tend to be loud, flashy, or explosive, even when the effect is unremarkable. For example, when you open the portal of a rope trick spell, the portal might be outlined by harmless, showy sparkles.

If you use an arcane focus, it probably takes the form of an intricate device that could include metal gauntlets, glass canisters, copper tubing, and leather straps attaching it to your body. The mizzium apparatus is a magical version of this gear.

The chaos bolt spell is a favorite of Izzet spellcasters because of its unpredictable nature.

Urban Infrastructure: The popular conception of the Izzet League is based on mad inventions, dangerous experiments, and explosive blasts. Much of that perception is accurate, but the league is also involved with mundane tasks of construction and architecture—primarily in crafting the infrastructure that allows Ravnicans to enjoy running water, levitating platforms, and other magical and technological wonders.

You have a basic knowledge of the structure of buildings, including the stuff behind the walls. You can also find blueprints of a specific building in order to learn the details of its construction. Such blueprints might provide knowledge of entry points, structural weaknesses, or secret spaces. Your access to such information isn't unlimited. If obtaining or using the information gets you in trouble with the law, the guild can't shield you from the repercussions.



Knight of Solamnia *(Dragonlance)*

You have trained to be a valorous warrior known as a Knight of Solamnia. Strict rules guide your every action, and you work to uphold them as you strive to defend the weak and oppose evil. Your honor is as important to you as your life.

Skill Proficiencies: Athletics, Survival

Languages: Two of your choice

Equipment: An insignia of rank, a deck of cards, a set of common clothes, one trinket from the table below, and a pouch containing 10 gp

Knight of Solamnia Trinkets (1d6)	
1	A flat silver disk you record your heroics upon
2	A piece of a fallen knight's armor
3	A pendant featuring a crown, a rose, or a sword
4	The pommel of your mentor's sword
5	A meaningful favor from someone you defended – perhaps a handkerchief or glove
6	A locket with a sketch of a silver dragon inside

Squire of Solamnia Feat: Your training in the ways of the Knights of Solamnia grants you these benefits:

Mount Up: Mounting or dismounting costs you only 5 feet of movement.

Precise Strike: Once per turn, when you make a weapon attack roll against a creature, you can cause the attack roll to have advantage. If the attack hits, you roll a d8 and add the number rolled as a bonus to the attack's damage roll. You can use this benefit a number of times equal to your proficiency bonus, but a use is expended only if the attack hits. You regain all expended uses when you finish a long rest.

In addition, the Knights of Solamnia provide you free, modest lodging and food at any of their fortresses or encampments.



Knight of the Order *(Sword Coast Adventurer's Guide)*

You belong to an order of knights who have sworn oaths to achieve a certain goal. The nature of this goal depends on the order you serve, but in your eyes it is without question a vital and honorable endeavor. Faerun has a wide variety of knightly orders, all of which have a similar outlook concerning their actions and responsibilities.

Though the term "knight" conjures ideas of mounted, heavily armored warriors of noble blood, most knightly orders in Faerun don't restrict their membership to such individuals. The goals and philosophies of the order are more important than the gear and fighting style of its members, and so most of these orders aren't limited to fighting types, but are open to all sorts of folk who are willing to battle and die for the order's cause.

Many who rightfully call themselves "knight" earn that title as part of an order in service to a deity, such as Kelemvor's Eternal Order or Mystra's Knights of the Mystic Fire. Other knightly orders serve a government, royal family, or are the elite military of a feudal state, such as the brutal Warlock Knights of Vaasa. Other knighthoods are secular and nongovernmental organizations of warriors who follow a particular philosophy, or consider themselves a kind of extended family, similar to an order of monks. Although there are organizations, such as the Knights of the Shield, that use the trappings of knighthood without necessarily being warriors, most folk of Faerun who hear the word "knight" think of a mounted warrior in armor beholden to a code. Below are a few knightly organizations.

Knights of the Unicorn. The Knights of the Unicorn began as a fad of romantically minded sons and daughters of patriarchal families in Baldur's Gate. On a lark, they took the

unicorn goddess Lurue as their mascot and went on various adventures for fun. The reality of the dangers they faced eventually sank in, as did Lurue's tenets. Over time the small group grew and spread, gaining a following in places as far as Cormyr. The Knights of the Unicorn are chivalric adventurers who follow romantic ideals: life is to be relished and lived with laughter, quests should be taken on a dare, impossible dreams should be pursued for the sheer wonder of their completion, and everyone should be praised for their strengths and comforted in their weaknesses.

Knights of Myth Drannor. Long ago, the Knights of Myth Drannor were a famous adventuring band, and Dove Falconhand, one of the famous Seven Sisters, was one of them. The band took its name to honor the great but fallen city, just as the new Knights of Myth Drannor do today. With the city once again in ruins, Dove Falconhand decided to reform the group with the primary goal of building alliances and friendship between the civilized races of the world and goodly people in order to combat evil. The Knights of Myth Drannor once again ride the roads of the Dalelands, and they've begun to spread to the lands beyond. Their members, each accepted by Dove herself, are above all valiant and honest.

Knights of the Silver Chalice. The Knights of the Silver Chalice was formed by edict of the demigod Siamorphe in Waterdeep a century ago. Siamorphe's ethos is the nobility's right and responsibility to rule, and the demigod is incarnated as a different noble mortal in each generation. By the decree of the Siamorphe at that time, the Knights of the Silver Chalice took it upon themselves to put a proper heir on the throne of Tethyr and reestablish order in that kingdom. Since then they have grown to be the most popular knighthood in Tethyr, a nation that has hosted many knighthoods in fealty to the crown.

Skill Proficiencies: Persuasion, plus one from Arcana, History, Nature, and Religion

Tool Proficiencies: 1 type of gaming set or musical instrument

Languages: 1 of your choice

Equipment: A set of traveler's clothes, a signet, banner or seal representing your place or rank in the order, and a pouch containing 10 gp

Knightly Regard: You receive shelter and succor from members of your knightly order and those who are sympathetic to its aims. If your order is a religious one, you can gain aid from temples and other religious communities of your deity. Knights of civic orders can get help from the community - whether a lone settlement or a great nation - that they serve, and knights of philosophical orders can find help from those they have aided in pursuit of their ideals, and those who share those ideals.

This help comes in the form of shelter and meals, and healing when appropriate, as well as occasionally risky assistance, such as a band of local citizens rallying to aid a sorely pressed knight in a fight, or those who support the order helping to smuggle a knight out of town when he or she is being hunted unjustly.



Lorehold Student *(Strixhaven: A Curriculum of Chaos)*

You have spent your youth preparing to be a student of Lorehold College, reading every book on the college's recommended reading list for prospective students. Your academic passions are in the broad field of history. You might dream of using magic to contact great historical figures or your own ancestors or of recreating the mighty magic of a distant age.

Skill Proficiencies: History, Religion

Languages: 2 of your choice

Equipment: A bottle of black ink, an ink pen, a hammer, a hooded lantern, a tinderbox, a tome of history, a school uniform, one trinket from the table below, and a pouch containing 15 gp

Lorehold Trinkets (1d6)	
1	A map made of concentric circles that can be rotated around the page
2	A puzzle box bedecked with amber

	3	A dented brass compass with a red needle
	4	The head of a broken statue that houses the consciousness of a snarky sage
	5	A sheet of parchment embossed with tactile lettering, glowing red
	6	A broken dagger with a wavy blade and a sepentine hilt
	Lorehold Initiate: The spells on the Lorehold Spells table are added to the spell list of your spellcasting class.	
	1 st Level Spells	Comprehend Languages, Identify
	2 nd Level Spells	Borrowed Knowledge, Locate Object
	3 rd Level Spells	Speak with Dead, Spirit Guardians
	4 th Level Spells	Arcane Eye, Stone Shape
	5 th Level Spells	Flame Strike, Legend Lore
	Consider customizing how your spells look when you cast them. Your Lorehold spells might create displays of golden light. You might use a tome or a scroll as a spellcasting focus, and your spell effects might reflect the appearance of the reference books you study.	
	Strixhaven Initiate Feat (Lorehold): You have studied some magical theory and have learned a few spells associated with Strixhaven University.	
	Choose two of these cantrips: Light, Sacred Flame, Thaumaturgy	
	Choose one 1 st level cleric or wizard spell. You may cast this spell once per long rest without using a spell slot.	
	Mage of High Sorcery (<i>Dragonlance</i>)	
	Your talent for magic came to the attention of the Mages of High Sorcery, an organization of spellcasters that studies magic and prevents its misuse. You’ve trained among the Mages, but whether you’ll face the dangerous test required to become a full member of the group remains to be determined. Your passion for studying magic has likely already predisposed you toward one of the organization’s three orders: the benevolent Order of the White Robes, the balance-pursuing Order of the Red Robes, or the ruthless Order of the Black Robes.	
	In the world of Krynn, many refer to the Mages of High Sorcery as the Wizards of High Sorcery. The organization accepts more than wizards, though, with sorcerers, warlocks, and other spellcasters included among their ranks.	
	Skill Proficiencies: Arcana, History	
	Languages: Two of your choice	
	Equipment: A bottle of colored ink, an ink pen, a set of common clothes, one trinket from the table below, and a pouch containing 10 gp	
	Mage of High Sorcery Trinkets (1d6)	
	1	An unopened letter from your first teacher
	2	A broken wand made of black, red, or white wood
	3	A scroll bearing an incomprehensible formula
	4	A purposeless device covered in colored stones that can fold into various enigmatic shapes
	5	A pouch or spellbook emblazoned with the triple moon symbol of the Mages of High Sorcery
	6	A lens through which you can see Krynn's invisible black moon, Nuitari
	Initiate of High Sorcery (Lunar Spells): You've received training from magic-users	

	route to land a boat on shore, provided such a route exists.																		
	Mercenary Company Scion <i>*(Tome of Heroes)*</i> You descend from a famous line of free company veterans, and your first memory is playing among the tents, training yards, and war rooms of one campaign or another. Adored or perhaps ignored by your parents, you spent your formative years learning weapons and armor skills from brave captains, camp discipline from burly sergeants, and a host of virtues and vices from the common foot soldiers. You've always been told you are special and destined to glory. The weight of your family's legacy, honor, or reputation can weigh heavily, inspiring you to great deeds, or it can be a factor you try to leave behind. Skill Proficiencies: Athletics, History Tool Proficiencies: One type of gaming set, one musical instrument Languages: One of your choice Equipment: A backpack, a signet ring emblazoned with the symbol of your family's free company, a musical instrument of your choice, a mess kit, a set of traveler's clothes, and a belt pouch containing 20 gp Mercenary Company Reputation: Your family is part of or associated with a mercenary company. The company has a certain reputation that may or may not continue to impact your life. Roll a d8 or choose from the options in the Mercenary Company Reputation table to determine the reputation of this free company. <table><tr><th colspan="2">Mercenary Company Reputation (1d8)</th></tr><tr><td>1</td><td>Infamous. The company's evil deeds follow any who are known to consort with them.</td></tr><tr><td>2</td><td>Honest. An upstanding company whose words and oaths are trusted.</td></tr><tr><td>3</td><td>Unknown. Few know of this company. Its deeds have yet to be written.</td></tr><tr><td>4</td><td>Feared. For good or ill, this company is generally feared on the battlefield.</td></tr><tr><td>5</td><td>Mocked. Though it tries hard, the company is the butt of many jokes and derision.</td></tr><tr><td>6</td><td>Specialized. This company is known for a specific type of skill on or off the battlefield.</td></tr><tr><td>7</td><td>Disliked. For well-known reasons, this company has a bad reputation.</td></tr><tr><td>8</td><td>Famous. The company's great feats and accomplishments are known far and wide.</td></tr></table> The Family Name: Your family name is well known in the closeknit world of mercenary companies. Members of mercenary companies readily recognize your name and will provide food, drink, and shelter with pleasure or out of fear, depending upon your family's reputation. You can also gain access to friendly military encampments, fortresses, or powerful political figures through your contacts among the mercenaries. Utilizing such connections might require the donation of money, magic items, or a great deal of drink.	Mercenary Company Reputation (1d8)		1	Infamous. The company's evil deeds follow any who are known to consort with them.	2	Honest. An upstanding company whose words and oaths are trusted.	3	Unknown. Few know of this company. Its deeds have yet to be written.	4	Feared. For good or ill, this company is generally feared on the battlefield.	5	Mocked. Though it tries hard, the company is the butt of many jokes and derision.	6	Specialized. This company is known for a specific type of skill on or off the battlefield.	7	Disliked. For well-known reasons, this company has a bad reputation.	8	Famous. The company's great feats and accomplishments are known far and wide.
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Mercenary Recruit **(Tome of Heroes)**

Every year, the hopeful strive to earn a place in one of the great mercenary companies. Some of these would-be heroes received training from a mercenary company but needed more training before gaining membership. Others are full members but were selected to venture abroad to gain more experience before gaining a rank. You are one of these hopeful warriors, just beginning to carve your place in the world with blade, spell, or skill.

Skill Proficiencies: Athletics, Persuasion

Tool Proficiencies: One type of gaming set

Equipment: A letter of introduction from an old teacher, a gaming set of your choice, traveling clothes, and a pouch containing 10 gp

Theoretical Experience: You have an encyclopedic knowledge of stories, myths, and legends of famous soldiers, mercenaries, and generals. Telling these stories can earn you a bed and food for the evening in taverns, inns, and alehouses. Your age or inexperience is endearing, making commoners more comfortable with sharing local rumors, news, and information with you.



Mercenary Veteran *(Sword Coast Adventurer's Guide)*

As a sell-sword who fought battles for coin, you're well acquainted with risking life and limb for a chance at a share of treasure. Now, you look forward to fighting foes and reaping even greater rewards as an adventurer. Your experience makes you familiar with the ins and outs of mercenary life, and you likely have harrowing stories of events on the battlefield. You might have served with a large outfit such as the Zhentarim or the soldiers of Mintarn, or a smaller band of sell-swords, maybe even more than one.

Now you're looking for something else, perhaps greater reward for the risks you take, or the freedom to choose your own activities. For whatever reason, you're leaving behind the life of a soldier for hire, but your skills are undeniably suited for battle, so now you fight on in a different way.

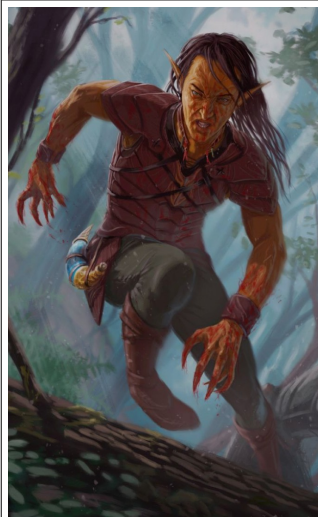
Countless mercenary companies operate up and down the Sword Coast and throughout the North. Most are smallscale operations that employ a dozen to a hundred folk who offer security services, hunt monsters and brigands, or go to war in exchange for gold. Some organizations, such as the Zhentarim, Flaming Fist, and the nation of Mintarn have hundreds or thousands of members and can provide private armies to those with enough funds. A few organizations operating in the North are described below.

The Chill. The cold and mysterious Lurkwood serves as the home of numerous groups of goblinoids that have banded together into one tribe called the Chill. Unlike most of their kind, the Chill refrains from raiding the people of the North and maintains relatively good relations so that they can hire themselves out as warriors. Few citystates in the North are willing to field an army alongside the Chill, but several are happy to quietly pay the Chill to battle the Uthgardt, orcs, trolls of the Evermoors, and other threats to civilization.

Silent Rain. Consisting solely of elves, Silent Rain is a legendary mercenary company operating out of Evereska. Caring little for gold or fame, Silent Rain agrees only to jobs that either promote elven causes or involve destroying orcs, gnolls, and the like. Prospective employers must leave written word (in Elvish) near Evereska, and the Silent Rain sends a representative if interested.

The Bloodaxes. Founded in Sundabar nearly two centuries ago, the Bloodaxes were originally a group of dwarves outcast from their clans for crimes against the teachings of Moradin Soulforger. They began hiring out as mercenaries to whoever in the North would pay them. Since then the mercenary company has broadened its membership to other races, but every member is an exile, criminal, or misfit of some sort looking for a fresh start and a new family among the bold Bloodaxes.

Skill Proficiencies: Athletics, Persuasion

	Tool Proficiencies: 1 type of gaming set, vehicles (land) Equipment: A uniform of your company (traveler's clothes in quality), an insignia of your rank, a gaming set of your choice, and a pouch containing the remainder of your last wages (10 gp) Mercenary Life: You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the taverns and festhalls where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle.																						
	Monstrous Adoptee <i>*(Tome of Heroes)*</i> Songs and sagas tell of heroes who, as children, were raised by creatures most view as monsters. You were one such child. Found, taken, left, or otherwise given to your monstrous parents, you were raised as one of their own species. Life with your adopted family could not have been easy for you, but the adversity and hardships you experienced only made you stronger. Perhaps you were “rescued” from your adopted family after only a short time with them, or perhaps only now have you realized the truth of your heritage. Maybe you’ve since learned enough civilized behavior to get by, or perhaps your “monstrous” tendencies are more evident. As you set out to make your way in the world, the time you spent with your adopted parents continues to shape your present and your future. Skill Proficiencies: Intimidation, Survival Languages: One language of your choice, typically your adopted parents’ language Equipment: A club, handaxe, or spear, a trinket from your life before you were adopted, a set of traveler’s clothes, a collection of bones, shells, or other natural objects, and a belt pouch containing 5 gp Adopted: Prior to becoming an adventurer, you defined your history by the creatures who raised you. Choose a type of creature for your adopted parents or roll a d10 and consult the table below. Work with your GM to determine which specific creature of that type adopted you. If you are of a particular race or species that matches a result on the table, your adopted parent can’t be of the same race or species as you, as this background represents an individual raised by a creature or in a culture vastly different or even alien to their birth parents. <table><tr><th colspan="2">Creature Type (1d10)</th></tr><tr><td>1</td><td>Humanoid (such as gnoll, goblin, kobold, or merfolk)</td></tr><tr><td>2</td><td>Aberration (such as aboleth, chuul, cloaker, or otyugh)</td></tr><tr><td>3</td><td>Beast (such as ape, bear, tyrannosaurus rex, or wolf)</td></tr><tr><td>4</td><td>Celestial or fiend (such as balor, bearded devil, couatl, deva, or unicorn)</td></tr><tr><td>5</td><td>Dragon (such as dragon turtle, pseudodragon, red dragon, or wyvern)</td></tr><tr><td>6</td><td>Elemental (such as efreeti, gargoyle, salamander, or water elemental)</td></tr><tr><td>7</td><td>Fey (such as dryad, green hag, satyr, or sprite)</td></tr><tr><td>8</td><td>Giant (such as ettin, fire giant, ogre, or troll)</td></tr><tr><td>9</td><td>Plant or ooze (such as awakened shrub, gray ooze, shambling mound, or treant)</td></tr><tr><td>10</td><td>Monstrosity (such as behir, chimera, griffon, mimic, or minotaur)</td></tr></table> Abnormal Demeanor: Your time with your adopted parents taught you an entire lexicon of habits, behaviors, and intuitions suited to life in the wild among creatures of your parents’ type. When you are in the same type of terrain your adopted parent inhabits, you can find food and fresh water for yourself and up to five other people each day. In addition, when you encounter a creature like your adopted parent or parents, the creature is disposed to hear your words instead of leaping directly into battle. Mindless or simple creatures might not respond to your overtures, but more intelligent creatures may be willing to treat instead of fight, if you approach them in an appropriate manner.	Creature Type (1d10)		1	Humanoid (such as gnoll, goblin, kobold, or merfolk)	2	Aberration (such as aboleth, chuul, cloaker, or otyugh)	3	Beast (such as ape, bear, tyrannosaurus rex, or wolf)	4	Celestial or fiend (such as balor, bearded devil, couatl, deva, or unicorn)	5	Dragon (such as dragon turtle, pseudodragon, red dragon, or wyvern)	6	Elemental (such as efreeti, gargoyle, salamander, or water elemental)	7	Fey (such as dryad, green hag, satyr, or sprite)	8	Giant (such as ettin, fire giant, ogre, or troll)	9	Plant or ooze (such as awakened shrub, gray ooze, shambling mound, or treant)	10	Monstrosity (such as behir, chimera, griffon, mimic, or minotaur)
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	For example, if your adopted parent was a cloaker, when you encounter a cloaker years later, you understand the appropriate words, body language, and motions for approaching the cloaker respectfully and peacefully.
	Mysterious Origins <i>*(Tome of Heroes)*</i> Your origins are a mystery even to you. You might recall fragments of your previous life, or you might dream of events that could be memories, but you can't be sure of what is remembered and what is imagined. You recall practical information and facts about the world and perhaps even your name, but your upbringing and life before you lost your memories now exist only in dreams or sudden flashes of familiarity. You can leave the details of your character's past up to your GM or give the GM a specific backstory that your character can't remember. Were you the victim of a spell gone awry, or did you voluntarily sacrifice your memories in exchange for power? Is your amnesia the result of a natural accident, or did you purposefully have your mind wiped in order to forget a memory you couldn't live with? Perhaps you have family or friends that are searching for you or enemies you can't even remember. Skill Proficiencies: Deception, Survival Tool Proficiencies: One type of artisan's tools or one type of musical instrument Languages: One language of your choice Equipment: A mysterious trinket from your past life, a set of artisan's tools or a musical instrument (one of your choice), a set of common clothes, and a belt pouch containing 5 gp Unexpected Acquaintance: Even though you can't recall them, someone from your past will recognize you and offer to aid you—or to impede you. The person and their relationship to you depend on the truth of your backstory. They might be a childhood friend, a former rival, or even your child who's grown up with dreams of finding their missing parent. They may want you to return to your former life even if it means abandoning your current goals and companions. Work with your GM to determine the details of this character and your history with them.
	Noble <i>(Player's Handbook)</i> You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them. Work with your DM to come up with an appropriate title and determine how much authority that title carries. A noble title doesn't stand on its own—it's connected to an entire family, and whatever title you hold, you will pass it down to your own children. Not only do you need to determine your noble title, but you should also work with the DM to describe your family and their influence on you. Is your family old and established, or was your title only recently bestowed? How much influence do they wield, and over what area? What kind of reputation does your family have among the other aristocrats of the region? How do the common people regard them? What's your position in the family? Are you the heir to the head of the family? Have you already inherited the title? How do you feel about that responsibility? Or are you so far down the line of inheritance that no one cares what you do, as long as you don't embarrass the family? How does the head of your family feel about your adventuring career? Are you in your family's good graces, or shunned by the rest of your family? Does your family have a coat of arms? An insignia you might wear on a signet ring? Particular colors you wear all the time? An animal you regard as a symbol of your line or even a spiritual member of the family? These details help establish your family and your title as features of the world of the campaign.

Skill Proficiencies: History, Persuasion
Tool Proficiencies: 1 type of gaming set
Languages: 1 of your choice
Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp

Position of Privilege: Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Variant Noble - Knight: As a knight, you would not benefit from Position of Privilege. Instead, you have the service of three retainers loyal to your family. These retainers can be attendants or messengers, and one might be a majordomo. Your retainers are commoners who can perform mundane tasks for you, but they do not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused.



Northern Minstrel **(Tome of Heroes)**

While the tribal warriors residing in other parts of the wintry north consider you to be soft and cowardly, you know the truth: life in northern cities and mead halls is not for the faint of heart. Whether you are a larger-than-life performer hailing from one of the skaldic schools, a contemplative scholar attempting to puzzle out the mysteries of the north, or a doughty warrior hoping to stave off the bleakness of the north, you have successfully navigated alleys and stages as treacherous as any ice-slicked ruin. You adventure for the thrill of adding new songs to your repertoire, adding new lore to your catalog, and proving false the claims of those so-called true northerners.

Skill Proficiencies: Perception plus one of your choice from among History or Performance

Tool Proficiencies: One type of musical instrument

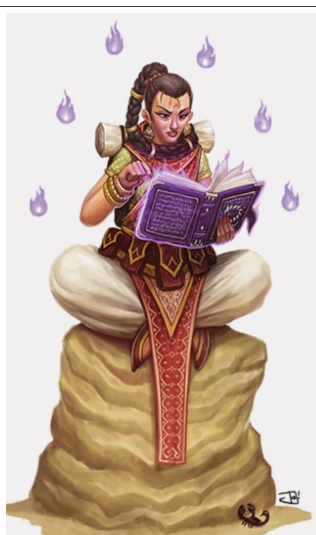
Languages: One of your choice

Equipment: A book collecting all the songs, poems, or stories you know, a pair of snowshoes, one musical instrument of your choice, a heavy fur-lined cloak, and a belt pouch containing 10 gp

Skaldic Specialty: Every minstrel excels at certain types of performance. Choose one specialty or roll a d8 and consult the table below to determine your preferred type of performance.

1	Recitation of epic poetry
2	Singing
3	Tale-telling
4	Flyting (insult flinging)
5	Yodeling
6	Axe throwing
7	Playing an instrument
8	Fire eating or sword swallowing

Northern Historian: Your education and experience have taught you how to determine the provenance of ruins, monuments, and other structures within the north. When you spend at least 1 hour examining a structure or non-natural feature of the terrain, you can determine if it was built by humans, dwarves, elves, goblins, giants, trolls, or fey. You can also determine the approximate age (within 500 years) of the construction based on its features and embellishments.



Occultist **(Tome of Heroes)**

At your core, you are a believer in things others dismiss. The signs abound if you know where to look. Questions beget answers that spur further questions. The cycle is endless as you uncover layer after layer of mystery and secrets.

Piercing the veil hiding beyond the surface of reality is an irresistible lure spurring you to delve into forgotten and dangerous places in the world. Perhaps you've always yearned toward the occult, or it could be that you encountered something or someone who opened your eyes to the possibilities. You may belong to some esoteric organization determined to uncover the mystery, a cult bent on using the secrets for a dark purpose, or you may be searching for answers on your own. As an occultist, you ask the questions reality doesn't want to answer.

Skill Proficiencies: Arcana, Religion

Tool Proficiencies: Thieves' tools

Languages: Two of your choice

Equipment: A book of obscure lore holding clues to an occult location, a bottle of black ink, a quill, a leather-bound journal in which you record your secrets, a bullseye lantern, a set of common clothes, and a belt pouch containing 5 gp

Strange Lore: Your passions for forbidden knowledge, esoteric religions, secretive cults, and terrible histories brought you into contact with a wide variety of interesting and unique individuals operating on the fringes of polite society. When you're trying to find something that pertains to eldritch secrets or dark knowledge, you have a good idea of where to start looking. Usually, this information comes from information brokers, disgraced scholars, chaotic mages, dangerous cults, or insane priests. Your GM might rule that the knowledge you seek isn't found with just one contact, but this feature provides a starting point.



Orzhov Representative *(Guildmaster's Guide to Ravnic)*

The prospect of immense wealth is the promise of membership in the Orzhov Syndicate. All of the guild's endeavors channel wealth from Ravnic society into the ranks of the Orzhov and concentrates the spoils at the top of the hierarchy. As a functionary in that system, your best hope is to claim as much as possible of the money that passes through your hands on its way up, so that you can work your way into a more prominent position.

Regardless of your past and the wealth of your family, your initial status with the guild is near the bottom, until you have proven your value.

Skill Proficiencies: Intimidation, Religion

Languages: Two of your choice

Equipment: An Orzhov insignia, a foot-long chain made of ten gold coins, vestments, a set of fine clothes, and a belt pouch containing 10 gp

Leverage: You can exert leverage over one or more individuals below you in the guild's hierarchy and demand their help as needs warrant. For example, you can have a message carried across a neighborhood, procure a short carriage ride without paying, or have others clean up a bloody mess you left in an alley. The DM decides if your demands are reasonable and if there are subordinates available to fulfill them. As your status in the guild improves, you gain influence over more people, including ones in greater positions of power.

Orzhov Guild Spells: The spells on the Orzhov Guild Spells table are added to the spell list for your spellcasting class.

Cantrips	Friends, Guidance
1 st Level Spells	Command, Illusory Script
2 nd Level Spells	Enthrall, Ray of Enfeeblement, Zone of Truth
3 rd Level Spells	Bestow Curse, Speak with Dead, Spirit Guardians

	4 th Level Spells	Blight, Death Ward, Leomund's Secret Chest																						
	5 th Level Spell	Geas																						
Your magic tends to manifest as swirling shadows, brilliant light, or sometimes the momentary appearance of shadowy spirit forms. Your spells might draw the blood of your enemies, or even directly touch their souls.																								
	Outlander <i>(Player's Handbook)</i>																							
	You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.																							
	You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to determine your occupation during your time in the wild, or choose one that best fits your character.																							
	<table><tr><th colspan="2">Outlander Origins (1d10)</th></tr><tr><td>1</td><td>Forester</td></tr><tr><td>2</td><td>Trapper</td></tr><tr><td>3</td><td>Homesteader</td></tr><tr><td>4</td><td>Guide</td></tr><tr><td>5</td><td>Exile or outcast</td></tr><tr><td>6</td><td>Bounty Hunter</td></tr><tr><td>7</td><td>Pilgrim</td></tr><tr><td>8</td><td>Tribal Nomad</td></tr><tr><td>9</td><td>Hunter-gatherer</td></tr><tr><td>10</td><td>Tribal Marauder</td></tr></table>		Outlander Origins (1d10)		1	Forester	2	Trapper	3	Homesteader	4	Guide	5	Exile or outcast	6	Bounty Hunter	7	Pilgrim	8	Tribal Nomad	9	Hunter-gatherer	10	Tribal Marauder
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Skill Proficiencies: Athletics, Survival Tool Proficiencies: 1 type of musical instrument Languages: 1 of your choice Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 10 gp																								
Wanderer: You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.																								



Parfumier **(Tome of Heroes)**

You are educated and ambitious. You spent your youth apprenticed among a city's more reputable greenhouses, laboratories, and perfumeries. There, you studied botany and chemistry and explored properties and interactions with fine crystal, rare metals, and magic. You quickly mastered the skills to identify and process rare and complex botanical and alchemical samples and the proper extractions and infusions of essential oils, pollens, and other fragrant chemical compounds—natural or otherwise.

Not all (dramatic) changes to one's lifestyle, calling, or ambitions are a result of social or financial decline. Some are simply decided upon. Regardless of your motivation or incentive for change, you have accepted that a comfortable life of research, science and business is—at least for now—a part of your past.

Skill Proficiencies: Nature, Investigation

Tool Proficiencies: Alchemist's supplies, herbalism kit

Equipment: Herbalism kit, a leather satchel containing perfume recipes, research notes, and chemical and botanical samples; 1d4 metal or crystal (shatter-proof) perfume bottles, a set of fine clothes, and a silk purse containing 10 gp

Aromas and Odors and Airts, Oh My: Before you became an adventurer, you crafted perfumes for customers in your home town or city. When not out adventuring, you can fall back on that trade to make a living. For each week you spend practicing your profession, you can craft one of the following at half the normal cost in time and resources: 5 samples of fine perfume worth 10 gp each, 2 vials of acid, or 1 vial of parfum toxique worth 50 gp. As an action, you can throw a vial of parfum toxique up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the parfum as an improvised weapon. On a hit, the target takes 1d6 poison damage and is poisoned until the end of its next turn.



Plaintiff *(Acquisitions Incorporated)*

Sure, accidents happen. But they seem to happen an awful lot when Acquisitions Incorporated operatives are on the scene. Naturally, nothing ever happens when there are no witnesses left behind. But sometimes one casualty is left a little less than dead, just waiting to discover what a lucky break that accident actually was.

You were a victim of a legal incident that was ostensibly the fault of Acquisitions Incorporated. At least that's what the local magistrate said. But before a final ruling could be handed down, Acquisitions Incorporated offered you a job! Don't know how to swing a sword? They promised to teach you! Think you have what it takes to sling spells? They've got masters who'll have you throwing fire in no time!

With the promise of untold treasures and realms of magic and mystery just a dungeon away, you left your old life behind. Now a world of adventure is yours. Just initial here and sign here and here. Absolve Acq Inc of all former claims, and acknowledge you understand past outcomes don't guarantee future results.

Skill Proficiencies: Medicine, Persuasion

Tool Proficiencies: 1 type of artisan's tools

Languages: 1 of your choice

Equipment: 1 set of artisan's tools, fine clothes, 20 gp

Legalese: Your experience with your local legal system has given you a firm knowledge of the ins and outs of that system. Even when the law is not on your side, you can use complex terms like *ex injuria jus non oritur* and *cogitationis poenam nemo patitur* to frighten people into thinking you know what you're talking about. With common folks who don't know any better, you might be able to intimidate or deceive to get favors or special treatment.



Prismari Student *(Strixhaven: A Curriculum of Chaos)*

You are an artist, and you have been preparing to hone your craft according to the traditions of Prismari College. Whatever your medium - sculpture, dance, paint, music, drama, architecture, or any other field - you have grand visions of bringing your art to life in a fusion of magic and creativity.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: 1 type of musical instrument or artisan's tools

Languages: 1 of your choice

Equipment: A bottle of black ink, an ink pen, a set of artisan's tools or a musical instrument, a school uniform, a trinket from the table below, and a pouch containing 10 gp

Prismari Trinkets (1d6)

1	A pair of rose-tinted glasses with glittery frames
2	A stoppered glass bottle that, when opened, plays a brassy orchestral piece
3	A quartet of hovering water motes in a vial
4	A bandolier of watercolor paints
5	A tiara capped with a crystal that crackles with harmless lightning
6	An iridescent quill

Prismari Initiate: The spells on the Prismari Spells table are added to the spell list of your spellcasting class.

1 st Level Spells	Chromatic Orb, Thunderwave
2 nd Level Spells	Flaming Sphere, Kinetic Jaunt
3 rd Level Spells	Haste, Water Walk
4 th Level Spells	Freedom of Movement, Wall of Fire
5 th Level Spells	Cone of Cold, Conjure Elemental

Consider customizing how your spells look when you cast them. You might wield your Prismari spells with dynamic, gestural movement - as much dance as somatic component. Even a blast of fire in your hands is a sculpted work of art; elemental forces make grand designs as you hurl spells. These forces might linger on your body or in your clothes as decorative elements after your spells are dissipated, as sparks dance in your hair and your touch leaves tracings of frost on whatever you touch.

Strixhaven Initiate Feat (Prismari): You have studied some magical theory and have learned a few spells associated with Strixhaven University.

Choose two of these cantrips: Fire Bolt, Prestidigitation, Ray of Frost
Choose one 1st level bard or sorcerer spell. You may cast this spell once per long rest without using a spell slot.



Quandrix Student *(Strixhaven: A Curriculum of Chaos)*

In preparation to become a student of Quandrix College, you have spent years working through the college's math problems for prospective students. Your interests concentrate on the mathematical principles and patterns found in the natural world. You might lean more toward mathematics or physics, or you delve into more abstract studies of metaphysics, arcana, or logic.

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: 1 type of artisan's tools

Languages: 1 of your choice

Equipment: A bottle of black ink, an ink pen, an abacus, a book of arcane theory, a school uniform, a trinket from the table below, and a pouch containing 15 gp

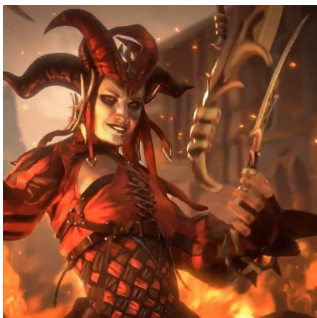
Quandrix Trinkets (1d6)	
1	A small succulent in a dodecahedral clay pot
2	A blue knit hat that looks a bit like a bottle folding in on itself
3	A model hypercube carved from green crystal, showcasing the fourth dimension
4	A crumpled test on the theory of gravity manipulation, with a failing grade on the front and the name of a famous Quandrix professor
5	A blue tetrahedron that, when tapped twice, projects a recording of an old mathematics lecture
6	A round bread roll cut so that someone could spread butter on both halves without ever lifting the knife

Quandrix Initiate: The spells on the Quandrix Spells table are added to the spell list of your spellcasting class.

1 st Level Spells	Entangle, Guiding Bolt
2 nd Level Spells	Enlarge/Reduce, Vortex Warp
3 rd Level Spells	Aura of Vitality, Haste
4 th Level Spells	Control Water, Freedom of Movement
5 th Level Spells	Circle of Power, Passwall

Consider customizing how your spells look when you cast them. Your Quandrix spells might manifest amid kaleidoscopic swirls of fractal patterns, amplifying the tiniest movements of your somatic components. When your magic creates or alters creatures, it might briefly surround the targets with shimmering fractal designs or tessellated patterns.

Strixhaven Initiate Feat (Quandrix): You have studied some magical theory and have learned a few spells associated with Strixhaven University. Choose two of these cantrips: *Druidcraft*, *Guidance*, *Mage Hand*. Choose one 1st level druid or wizard spell. You may cast this spell once per long rest without using a spell slot.



Rakdos Cultist *(Guildmaster's Guide to Ravnica)*

You're an entertainer at heart, a performer with a flair for the dramatic and a love of the spotlight. You've spent years honing your craft, mastering a demanding set of skills so you can perform them with panache and make them look easy. The wild applause, the screams of the crowds, the mayhem and terror spreading into the streets-this is what you live for.

You're also a member of a cult devoted to an ancient demon who delights in violence and chaos. It just so happens that Rakdos loves a good show, and your highest aspiration is to please the Defiler, the Lord of Riots, with your own performance.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: One type of musical instrument

Languages: Choose either Abyssal or Giant

Equipment: A Rakdos insignia, a musical instrument (one of your choice), a costume, a hooded lantern made of wrought iron, a 10-foot length of chain with sharply spiked links, a tinderbox, 10 torches, a set of common clothes, a belt pouch containing 10 gp, and a bottle of sweet, red juice

Fearsome Reputation: People recognize you as a member of the Cult of Rakdos, and they're careful not to draw your anger or ridicule. You can get away with minor criminal offenses, such as refusing to pay for food at a restaurant or breaking down a door at a local shop, if no legal authorities witness the crime. Most people are too daunted by you to report your wrongdoing to the Azorius.

Flair for the Dramatic: Rakdos performance styles typically fuse standard circus-style acrobatics with fire, wrought-iron spikes and hooks, and monsters. You can roll a d8 or choose from the options in the Performance Options table to determine your preferred style of performance.

Performance Options (1d8)	
1	Spikewheel acrobat
2	Lampooning satirist
3	Fire juggler
4	Marionette puppeteer
5	Pain artist
6	Noise musician
7	Nightmare clown
8	Master of ceremonies

Rakdos Guild Spells: The spells on the Rakdos Guild Spells table are added to the spell list of your spellcasting class.

Cantrips	Fire Bolt, Vicious Mockery
1 st Level Spells	Burning Hands, Dissonant Whispers, Hellish Rebuke
2 nd Level Spells	Crown of Madness, Enthrall, Flaming Sphere
3 rd Level Spells	Fear, Haste
4 th Level Spells	Confusion, Wall of Fire
5 th Level Spell	Dominate Person

Your magic often produces a flashy spectacle, wreathing you or your targets in a mixture of harmless flame and shadowy shapes. When you manipulate an opponent's mind, a flaming symbol of Rakdos might momentarily appear like a mask over the target's face.



Rival Intern *(Acquisitions Incorporated)*

You were an intern at a rival of Acquisitions Incorporated, and you gained a healthy respect for not just the job and the franchising opportunities, but for the ruthless and efficient way Acquisitions Incorporated goes about its business. Why deal with the rest, when you can work for the best?

Perhaps the rival did not treat you as well as you were hoping, or you washed out of that organization. Maybe you hope to leverage the knowledge you gained there for an advantage at Acquisitions Incorporated. Either way, you're now bringing your talents to the company, ready to put your skills to use.

Skill Proficiencies: History, Investigation

Tool Proficiencies: 1 type of artisan's tools

Languages: 1 of your choice

Equipment: One set of artisan's tools, a ledger from your previous employer containing a small piece of useful information, a set of fine clothes, and a belt pouch containing 10 gp

Inside Informant: You have connections to your previous employer or other groups you dealt with during your previous employment. You can communicate with your contacts, gaining information at the DM's discretion.



Rune Carver *(Bigby Presents: Glory of the Giants)*

You've dedicated your life to studying runecraft. Whether you were taught by a master rune carver or learned by poring over ancient engravings, you can tap into the supernatural power held within runes.

The art of runecraft was initially created by giants, but over time, the practice has been adopted by many peoples. As such, though Giant runes are the most commonly used, many rune carvers incorporate symbols from their native languages into the craft.

Skill Proficiencies: History, Perception

Tool Proficiencies: 1 type of artisan's tools

Languages: Giant

Equipment: A set of artisan's tools (one of your choice), a small knife, a whetstone, a set of common clothes, and a pouch containing 10 gp

Rune Shaper Feat: You've studied the magic of Giant runes, granting you the following benefits:

Comprehend Languages. You learn the comprehend languages spell. You can cast this spell without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using any spell slots you have.

Rune Magic. You know a number of runes equal to half your proficiency bonus (rounded down), chosen from the Rune Spells table. Whenever you finish a long rest, you can inscribe each rune you know onto one nonmagical weapon, armor, piece of clothing, or other object you touch. You temporarily learn the 1st-level spells that correspond to the runes you inscribed, as specified on the Rune Spells table, and you know those spells until you finish a long rest, when the runes fade. While you are wearing or carrying any rune-marked object, you can cast the spells associated with those runes using any spell slots you have.

You can also invoke a rune inscribed on an object you are wearing or carrying and cast its associated spell without expending a spell slot or using material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Your spellcasting ability for this feat is Intelligence, Wisdom, or Charisma (choose when you select this feat).

Each time you gain a level, you can replace one of the runes you know with another one from the Rune Spells table.

Rune	Spell
Cloud	Fog Cloud
Death	Inflict Wounds
Dragon	Chromatic Orb
Enemy	Disguise Self
Fire	Burning Hands
Friend	Speak with Animals
Frost	Armor of Agathys
Hill	Goodberry
Journey	Longstrider
King	Command
Mountain	Entangle
Stone	Sanctuary
Storm	Thunderwave

Rune Styles: Each rune carver has a unique style and preferred medium. To determine how you make your runes, you can roll on the Rune Style table.

	Rune Styles (1d6) <table><tr><td>1</td><td>You inscribe runes in wax or clay with a fine metal needle.</td></tr><tr><td>2</td><td>You whittle pieces of wood into small figurines you mark with runes.</td></tr><tr><td>3</td><td>You engrave runes onto glass beads and thread them onto necklaces and bracelets.</td></tr><tr><td>4</td><td>You stitch runes into the hems of clothing.</td></tr><tr><td>5</td><td>You carve runes on a set of animal bones you can throw in different formations.</td></tr><tr><td>6</td><td>You draw runes into candles, melting the wax to smooth over the engravings.</td></tr></table>	1	You inscribe runes in wax or clay with a fine metal needle.	2	You whittle pieces of wood into small figurines you mark with runes.	3	You engrave runes onto glass beads and thread them onto necklaces and bracelets.	4	You stitch runes into the hems of clothing.	5	You carve runes on a set of animal bones you can throw in different formations.	6	You draw runes into candles, melting the wax to smooth over the engravings.						
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	Sage <i>(Player's Handbook)</i> You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study. To determine the nature of your scholarly training, roll a d8 or choose from the options in the table below. <table><tr><th colspan="2">Sage Specialties (1d8)</th></tr><tr><td>1</td><td>Alchemist</td></tr><tr><td>2</td><td>Astronomer</td></tr><tr><td>3</td><td>Discredited academic</td></tr><tr><td>4</td><td>Librarian</td></tr><tr><td>5</td><td>Professor</td></tr><tr><td>6</td><td>Researcher</td></tr><tr><td>7</td><td>Wizard's apprentice</td></tr><tr><td>8</td><td>Scribe</td></tr></table> Skill Proficiencies: Arcana, History Languages: 2 of your choice Equipment: A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you haven't been able to answer, a set of common clothes, and a belt pouch containing 10 gp Researcher: When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.	Sage Specialties (1d8)		1	Alchemist	2	Astronomer	3	Discredited academic	4	Librarian	5	Professor	6	Researcher	7	Wizard's apprentice	8	Scribe
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	Sailor <i>(Player's Handbook)</i> You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new. Discuss the nature of the ship you previously sailed with your Dungeon Master. Was it a merchant ship, a naval vessel, a ship of discovery, or a pirate ship? How famous (or infamous) is it? Is it widely traveled? Is it still sailing, or is it missing and presumed lost with all hands? What were your duties on board—boatswain, captain, navigator, cook, or some other position? Who were the captain and first mate? Did you leave your ship on good terms with your fellows, or on the run?																		

	Skill Proficiencies: Athletics, Perception Tool Proficiencies: navigator's tools, vehicles (water) Equipment: A belaying pin (club), 50 feet of silk rope, a lucky charm of some sort (rabbit's foot, small stone, or any trinket from the Trinkets Table), a set of common clothes, and a pouch containing 10 gp Ship's Passage: When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage. Vatiant Sailor - Pirate: You spent your youth under the sway of a dread pirate, a ruthless cutthroat who taught you how to survive in a world of sharks and savages. You've indulged in larceny on the high seas and sent more than one deserving soul to a briny grave. Fear and bloodshed are no strangers to you, and you've garnered a somewhat unsavory reputation in many a port town. Rather than Ship's Passage, you have Bad Reputation: No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.
	Scoundrel <i>*(Tome of Heroes)*</i> You were brought up in a poor neighborhood in a crowded town or city. You may have been lucky enough to have a leaky roof over your head, or perhaps you grew up sleeping in doorways or on the rooftops. Either way, you didn't have it easy, and you lived by your wits. While never a hardened criminal, you fell in with the wrong crowd, or you ended up in trouble for stealing food from an orange cart or clean clothes from a washing line. You're no stranger to the city watch in your hometown and have outwitted or outrun them many times. Skill Proficiencies: Athletics, Sleight of Hand Tool Proficiencies: One type of gaming set, thieves' tools Equipment: A bag of 1,000 ball bearings, a pet monkey wearing a tiny fez, a set of common clothes, and a pouch containing 10 gp Urban Explorer: You are familiar with the layout and rhythms of towns and cities. When you arrive in a new city, you can quickly locate places to stay, where to buy good quality gear, and other facilities. You can shake off pursuers when you are being chased through the streets or across the rooftops. You have a knack for leading pursuers into a crowded market filled with stalls piled high with breakable merchandise, or down a narrow alley just as a dung cart is coming in the other direction.
	Selesnya Initiate <i>(Guildmaster's Guide to Ravnica)</i> You are a member of a blessed community, built on the ideals of harmony. Here, nature and civilization coexist peacefully, living and growing in accordance with the will of the Worldsoul, Mat'Selesnya. As a member of the Selesnya Conclave, you are surrounded by people and other creatures who share your worldview and your longing for deeper spiritual communion with the world, and you have a fervent desire to share the joy you have experienced with Ravnica. Along with the rest of the conclave, you are committed to resisting the ambitions of the other guilds-with military force if necessary. Skill Proficiencies: Nature, Persuasion Tool Proficiencies: One type of artisan's tools or musical instrument Languages: Choose one from Elvish, Loxodon, or Sylvan Equipment: A Selesnya insignia, a healer's kit, robes, a set of common clothes, and a belt pouch containing 5 gp

Conclave's Shelter: As a member of the Selesnya Conclave, you can count on your guild mates to provide shelter and aid. You and your companions can find a place to hide or rest in any Selesnya enclave in the city, unless you have proven to be a danger to them. The members of the enclave will shield you from the law or anyone else searching for you, though they will not risk their lives in this effort.

In addition, as a guild member you can receive free healing and care at a Selesnya enclave, though you must provide any material components needed for spells.

Selesnya Guild Spells: The spells on the Selesnya Guild Spells table are added to the spell list of your spellcasting class.

Cantrips	Druidcraft, Friends
1 st Level Spells	Aid, Animal Friendship, Charm Person
2 nd Level Spells	Animal Messenger, Calm Emotions, Warding Bond
3 rd Level Spells	Plant Growth, Speak with Plants
4 th Level Spells	Aura of Life, Conjure Minor Elementals
5 th Level Spells	Awaken, Commune with Nature

Members of the Selesnya Conclave refer to their magic as "doruvati," a Sylvan word meaning "gift." When you use these gifts of Mat'Selesnya, graceful swirls of green and silver light dance in the air around you, and phantasmal green leaves might waft through the air. A sensation of gentle warmth and the smell of spring flowers or autumn leaves might accompany your spells.



Sentry **(Tome of Heroes)**

In your youth, the defense of the city, the community, the caravan, or your patron was how you earned your coin. You might have been trained by an old, grizzled city watchman, or you might have been pressed into service by the local magistrate for your superior skills, size, or intellect. However you came to the role, you excelled at defending others.

You have a nose for trouble, a keen eye for spotting threats, a strong arm to back it up, and you are canny enough to know when to act. Most importantly, though, you were a peace officer or a protector and not a member of an army which might march to war.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of dice or deck of cards, a shield bearing your previous employer's symbol, a set of common clothes, a hooded lantern, a signal whistle, and a belt pouch containing 10 gp

Specialization: Each person or location that hires a sentry comes with its own set of unique needs and responsibilities. As a sentry, you fulfilled one of these unique roles. Choose a specialization or roll a d6 and consult the table below to define your expertise as a sentry.

1	City or gate watch
2	Bodyguard or jailor
3	Caravan guard
4	Palace or judicial sentry
5	Shop guard
6	Ecclesiastical or temple guard

Comrades in Arms: The knowing look from the caravan guard to the city gatekeeper or the nod of recognition between the noble's bodyguard and the district watchman—no

	matter the community, city, or town, the guards share a commonality of purpose. When you arrive in a new location, you can speak briefly with the gate guards, local watch, or other community guardians to gain local knowledge. This knowledge could be information, such as the most efficient routes through the city, primary vendors for a variety of luxury goods, the best (or worst) inns and taverns, the primary criminal elements in town, or the current conflicts in the community.																						
	Shipwright (<i>Ghosts of Saltmarsh</i>) You have sailed into war on the decks of great ships, patching their hulls with soup bowls and prayers. You once helped build a fishing vessel that single-handedly saved a town from starvation. You have seen a majestic prow in your dreams that you have not been able to replicate in wood. Since childhood, you have loved the water and have been captivated by the many vessels that travel on it. Your life at sea and in port has shaped you; you can roll on the following table to determine its impact or choose an element that best fits your character. <table><tr><th colspan="2">Sea's Influence (1d6)</th></tr><tr><td>1</td><td>Grand Designs. You are working on plans and schematics for a new, very fast ship. You must examine as many different kinds of vessels as possible to help ensure the success of your design.</td></tr><tr><td>2</td><td>Solid and Sound. You patched up a war galley and prevented it from sinking. The local navy regards you as a friend.</td></tr><tr><td>3</td><td>Favored. You insisted on thicker planking for a merchant vessel's hull, which saved it from sinking when it smashed against a reef. You have a standing invitation to visit the merchant's distant mansion.</td></tr><tr><td>4</td><td>Master of Armaments. You specialized in designing and mounting defenses for the navy. You easily recognize and determine the quality of such items.</td></tr><tr><td>5</td><td>Low Places. You have contacts in the smuggling outfits along the coast</td></tr><tr><td>6</td><td>Mysteries of the Deep. You experienced an encounter with a possibly divine being while sailing alone. Work with your DM to determine the secret about the deep waters of the sea that this entity revealed to you.</td></tr></table> Ships make Saltmarsh's economy run. You have contacts with one of the following leaders in town. Choose or roll on the table. <table><tr><th colspan="2">Saltmarsh Contacts (1d6)</th></tr><tr><td>1 to 2</td><td>Eda Oweland</td></tr><tr><td>3 to 4</td><td>Gellan Primewater</td></tr><tr><td>5 to 6</td><td>Anders Solmor</td></tr></table> Skill Proficiencies: History, Perception Tool Proficiencies: Carpenter's tools, vehicles (water) Equipment: A set of well-loved carpenter's tools, a blank book, 1 ounce of ink, an ink pen, a set of traveler's clothes, and a leather pouch with 10 gp I'll Patch It: Provided you have carpenter's tools and wood, you can perform repairs on a water vehicle. When you use this ability, you restore a number of hit points to the hull of a water vehicle equal to $5 \times$ your proficiency modifier. A vehicle cannot be patched by you in this way again until after it has been pulled ashore and fully repaired.	Sea's Influence (1d6)		1	Grand Designs. You are working on plans and schematics for a new, very fast ship. You must examine as many different kinds of vessels as possible to help ensure the success of your design.	2	Solid and Sound. You patched up a war galley and prevented it from sinking. The local navy regards you as a friend.	3	Favored. You insisted on thicker planking for a merchant vessel's hull, which saved it from sinking when it smashed against a reef. You have a standing invitation to visit the merchant's distant mansion.	4	Master of Armaments. You specialized in designing and mounting defenses for the navy. You easily recognize and determine the quality of such items.	5	Low Places. You have contacts in the smuggling outfits along the coast	6	Mysteries of the Deep. You experienced an encounter with a possibly divine being while sailing alone. Work with your DM to determine the secret about the deep waters of the sea that this entity revealed to you.	Saltmarsh Contacts (1d6)		1 to 2	Eda Oweland	3 to 4	Gellan Primewater	5 to 6	Anders Solmor
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Silverquill Student *(Strixhaven: A Curriculum of Chaos)*

You have spent years practicing your writing and oration in the hope of becoming a student of Silverquill College. Your studies focus on language, literature, and the power of words, both magical and otherwise. The metaphorical power of words to illuminate or conceal is joined with the literal ability of magic to do the same in your academic pursuits.

Skill Proficiencies: Intimidation, Persuasion

Languages: 2 of your choice

Equipment: A bottle of black ink, an ink pen, a book of poetry, a school uniform, a trinket from the table below, and a pouch containing 15 gp

Silverquill Trinkets (1d6)	
1	A black leather notebook filled with half-finished poems
2	A set of flashcards detailing different colloquialisms and their meanings
3	A canteen that makes any liquid drunk from it taste sweet
4	A forged permission slip granting access to the special archives of Strixhaven's libraries
5	A stylish silver pin that references a famous series of novels about warlocks
6	A stack of small pieces of parchment, each enchanted to stick to whatever surface it's pressed against and peel off easily

Silverquill Initiate: The spells on the Silverquill Spells table are added to the spell list of your spellcasting class.

1 st Level Spells	Dissonant Whispers, Silvery Barbs
2 nd Level Spells	Calm Emotions, Darkness
3 rd Level Spells	Beacon of Hope, Daylight
4 th Level Spells	Compulsion, Confusion
5 th Level Spells	Dominate Person, Rary's Telepathic Bond

Consider customizing how your spells look when you cast them. Your Silverquill spells might be accompanied by visual effects resembling splotches of ink or radiating ripples of golden light. Any auditory effects of your spells often sound like amplified echoes of your own voice speaking the spells' verbal components - even amid the crash of lightning or a fiery eruption.

Strixhaven Initiate Feat (Silverquill): You have studied some magical theory and have learned a few spells associated with Strixhaven University. Choose two of these cantrips: Sacred Flame, Thaumaturgy, Vicious Mockery. Choose one 1st level bard or cleric spell. You may cast this spell once per long rest without using a spell slot.



Simic Scientist *(Guildmaster's Guide to Ravnica)*

Imagine a perfect world: one in which nature and civilization exist in harmony, adapted to each other; one in which life is shaped to match its environment and the environment is shaped to match life. That's the world you have been trying to grow in the laboratories of the Simic Combine. Nature is all about adaptation, evolution, and balance-but for it to keep up with the pace of advancing civilization, nature needs some help from biomancers and terraformers. If, along the way, you happen to create super-soldiers and mutant monsters that can bolster the combine's defenses against the schemes and ambitions of the other guilds, so much the better.

Skill Proficiencies: Arcana, Medicine

Languages: Two of your choice

Equipment: A Simic insignia, a set of commoner's clothes, a book of research notes, an ink pen, a bottle of squid ink, a flask of oil (made from blubber), a vial of acid (derived

from digestive juices), a vial of fish scales, a vial of seaweed, a vial of jellyfish stingers, a glass bottle of unidentified slime, and a belt pouch containing 10 gp

Clades and Projects: As a Simic researcher, you are part of a clade—a diverse group of individuals combining disparate talents in pursuit of a common goal—or a researcher on a specialized, short-term project focused on addressing an immediate need. You can roll a d6 or choose from the options in the Research Options table to determine your area of research.

Research Options (1d6)	
1	Hull Clade, focused on protection and durability
2	Fin Clade, focused on movement
3	Gyre Clade, focused on cyclical patterns and metamagic
4	Guardian Project, focused on creating guard monsters and super soldiers
5	Crypsis Project, focused on intelligence and counterintelligence
6	Independent research in a new area

Researchers: When you attempt to learn or recall a magical or scientific fact, if you don't know that information, you know where and from whom you can obtain it. Usually, this information comes from a Simic laboratory, or sometimes from an Izzet facility, a library, a university, or an independent scholar or other learned person or creature. Knowing where the information can be found doesn't automatically enable you to learn it; you might need to offer bribes, favors, or other incentives to induce people to reveal their secrets.

Your DM might rule that the knowledge you seek is secreted away in an inaccessible place, or that it simply can't be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Simic Guild Spells: The spells on the Simic Guild Spells table are added to the spell list for your spellcasting class.

Cantrips	Acid Splash, Druidcraft
1 st Level Spells	Detect Poison and Disease, Expeditious Retreat, Jump
2 nd Level Spells	Alter Self, Enhance ability, Enlarge/Reduce
3 rd Level Spells	Gaseous Form, Water Breathing, Wind Wall
4 th Level Spells	Freedom of Movement, Polymorph
5 th Level Spell	Creation

When your magic causes physical alterations in yourself or others, the result often displays the characteristics of fish, amphibians, or other water-dwelling creatures. Blue-green eddies of magical energy sometimes accompany your spellcasting, forming spirals that reflect the mathematical perfection of nature.



Smuggler *(Ghosts of Saltmarsh)*

On a rickety barge, you carried a hundred longswords in fish barrels right past the dock master's oblivious lackeys. You have paddled a riverboat filled with stolen elven wine under the gaze of the moon and sold it for twice its value in the morning. In your more charitable times, you have transported innocents out of war zones or helped guide herd animals to safety on the banks of a burning river.

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

Smuggler Accomplishments (1d6)	
1	Spirit of the Whale. You smuggled stolen dwarven spirits in the body of a dead whale being pulled behind a fishing boat. When you delivered the goods, the corpse suddenly exploded, sending whale meat and whiskey bottles for half a mile.
2	Cart and Sword. You drove a cart filled with stolen art through the middle of a battlefield while singing sea shanties to confuse the combatants.
3	The Recruit. You enlisted in another nation's navy for the purpose of smuggling stolen jewels to a distant port. You attained a minor rank before disappearing from the navy and making your way here.
4	River of Shadows. Your riverboat accidentally slipped through the veil into the Shadowfell for several hours. While you were there, you sold some stolen dragonborn artifacts before returning to this plane and paddling home.
5	Gold-Hearted. You agreed to transport a family escaping a war. The baby began to cry at a checkpoint, and you gave the guards all your gold to let you pass. The family never found out about this gesture.
6	Playing Both Sides. You once smuggled crates of crossbow bolts and bundles of arrows, each destined for an opposing side in a regional war, at the same time. The buyers arrived within moments of each other but did not discover your trickery.

It's an open secret, at least among the old-timers in town, that Gellan Primewater runs the biggest smuggling operation in this section of the coast. You have contacts with him and his organization, enabling you to request an audience with him as necessary.

Skill Proficiencies: Athletics, Deception

Tool Proficiencies: Vehicles (water)

Equipment: A fancy leather vest or a pair of leather boots, a set of common clothes, and a leather pouch with 15 gp

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



Soldier *(Player's Handbook)*

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role:

Soldier Specialties (1d8)	
1	Officer
2	Scout
3	Infantry
4	Cavalry
5	Healer
6	Quartermaster
7	Standard bearer
8	Suport staff (cook, blacksmith, etc.)

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: 1 type of gaming set, vehicles (land)

Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or part of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp

Military Rank: You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.



Trophy Hunter **(Tome of Heroes)**

You hunt the mightiest beasts in the harshest environments, claiming their pelts as trophies and returning them to settled lands for a profit or to decorate your abode. You likely were set on this path since birth, following your parents on safaris and learning from their actions, but you may have instead come to this path as an adult after being swept away by the thrill of dominating the natural world.

Many big game hunters pursue their quarry purely for pleasure, as a calming avocation, but others sell their skills to the highest bidder to amass wealth and reputation as a trophy hunter.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Leatherworker's tools, vehicles (land)

Equipment: A donkey or mule with bit and bridle, a set of cold-weather or warm-weather clothes, and a belt pouch containing 5 gp

Shelter from the Storm: You have spent years hunting in the harshest environments of the world and have seen tents blown away by gales, food stolen by hungry bears, and equipment destroyed by the elements. While traveling in the wilderness, you can find a natural location suitable to make camp by spending 1 hour searching. This location provides cover from the elements and is in some way naturally defensible, at the GM's discretion.



Urban Bounty Hunter *(Sword Coast Adventurer's Guide)*

Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people who collect bounties, though, you aren't a savage who follows quarry into or through the wilderness. You're involved in a lucrative trade, in the place where you live, that routinely tests your skills and survival instincts. What's more, you aren't alone, as a bounty hunter in the wild would be: you routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. The community where you plied your trade might have been one of Faerun's great metropolises, such as Waterdeep or Baldur's Gate, or a less populous location, perhaps Luskan or Yartar - any place that's large enough to have a steady supply of potential quarries.

As a member of an adventuring party, you might find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives - but on the other hand, you can take down much more formidable targets with the help of your companions.

Skill Proficiencies: Choose 2 from Deception, Insight, Persuasion, and Stealth

Tool Proficiencies: Choose 2 from 1 gaming set, 1 musical instrument, and thieves' tools

Equipment: A set of clothes appropriate to your duties and a pouch containing 20 gp

Ear to the Ground: You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.



Urchin *(Player's Handbook)*

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

You begin your adventuring career with enough money to live modestly but securely for at least ten days. How did you come by that money? What allowed you to break free of your desperate circumstances and embark on a better life?

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, a set of common clothes, and a belt pouch containing 10 gp.

City Secrets: You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.



Uthgardt Tribe Member *(Sword Coast Adventurer's Guide)*

Though you might have only recently arrived in civilized lands, you are no stranger to the values of cooperation and group effort when striving for supremacy. You learned these principles, and much more, as a member of an Uthgardt tribe.

Your people have always tried to hold to the old ways. Tradition and taboo have kept the Uthgardt strong while the kingdoms of others have collapsed into chaos and ruin. But for the last few generations, some bands among the tribes were tempted to settle, make peace, trade, and even to build towns. Perhaps this is why Uthgar chose to raise up the totems among the people as living embodiments of his power. Perhaps they needed a reminder of who they were and from whence they came. The Chosen of Uthgar led bands back to the old ways, and most of your people abandoned the soft ways of civilization.

You might have grown up in one of the tribes that had decided to settle down, and now that they have abandoned that path, you find yourself adrift. Or you might come from a segment of the Uthgardt that adheres to tradition, but you seek to bring glory to your tribe by achieving great things as a formidable adventurer.

Though this section details the Uthgardt specifically, it can be used for a character whose origin lies with one of the other barbarian tribes in Faerun. You might be a fair-haired barbarian of the Reghed, dwelling in the shadow of the Reghed Glacier in the far North near Icewind Dale. You might also be of the nomadic Rashemi, noted for their savage berserkers and their masked witches. Perhaps you hail from one of the wood elf tribes in the Chondalwood, or the magic-hating human tribes of the sweltering jungles of Chult.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: 1 type of musical instrument or artisan's tools

Languages: 1 of your choice

Equipment: A hunting trap, a totemic token or set of tattoos marking your loyalty to Uthgar and your tribal totem, a set of traveler's clothes, and a pouch containing 10 gp

Uthgardt Heritage: You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the North. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

	Additionally, you can call upon the hospitality of your people, and those folk allied with your tribe, often including members of druid circles, tribes of nomadic elves, the Harpers, and the priesthoods devoted to the gods of the First Circle.														
	Volstrucker Agent (<i>Explorer's Guide to Wildemount</i>) The Volstrucker are a clandestine organization of arcane assassins and enforcers in the service of the Cerberus Assembly. Their operatives bear no official title, but are referred to in hushed tones as "scourgers" by residents of large Dwendalian cities such as Zadash and REXXENTRUM. You are a Volstrucker agent. Your duty is to silence dissidents who would undermine the will of King Dwendal - and more importantly, the will of the Assembly. Happy people aren't selected to join the Volstrucker. The Cerberus Assembly preys upon talented individuals who have been broken by tragedy - in some cases, tragedy that the Volstrucker has arranged for. A slightly broken mind is more easily reshaped and reeducated. Choose the tragedy that set you on this path, or roll on the Tragedies table. <table><tr><th colspan="2">Volstrucker Agent Tragedies (1d6)</th></tr><tr><td>1</td><td>Familicide. Through deceit or manipulation, the Volstrucker convinced you to slaughter your own family.</td></tr><tr><td>2</td><td>Amnesia. You were forced to study magic so potent that it strained your mind beyond mortal limits, stealing away the memories of your past.</td></tr><tr><td>3</td><td>Capture. You were captured and tortured by agents of the Kryn Dynasty, and barely escaped.</td></tr><tr><td>4</td><td>Starvation. A terrible blight afflicted your rural village, and many of your friends and family members starved to death. You survived, but only barely.</td></tr><tr><td>5</td><td>Disfigurement. One of your arcane experiments went wrong and scarred or dismembered you so gravely that others now shun you. Only the Volstrucker showed you kindness after that day.</td></tr><tr><td>6</td><td>Vicissitude. You were once the scion of a wealthy family who lost their entire fortune in the blink of an eye.</td></tr></table> Skill Proficiencies: Deception, Stealth Tool Proficiencies: Poisoner's kit Languages: 1 of your choice Equipment: A set of common clothes, a black cloak with a hood, a poisoner's kit, and a pouch containing 10 gp Shadow Network: You have access to the Volstrucker shadow network, which allows you to communicate with other members of the order over long distances. If you write a letter in a special arcane ink, address it to a member of the Volstrucker, and cast it into a fire, the letter will burn to cinders and materialize whole again on the person of the agent you addressed it to. The ink used to send a letter across the shadow network is the same as that used by a wizard to scribe spells in a spellbook. Writing a letter in this ink costs 10 gp per page.	Volstrucker Agent Tragedies (1d6)		1	Familicide. Through deceit or manipulation, the Volstrucker convinced you to slaughter your own family.	2	Amnesia. You were forced to study magic so potent that it strained your mind beyond mortal limits, stealing away the memories of your past.	3	Capture. You were captured and tortured by agents of the Kryn Dynasty, and barely escaped.	4	Starvation. A terrible blight afflicted your rural village, and many of your friends and family members starved to death. You survived, but only barely.	5	Disfigurement. One of your arcane experiments went wrong and scarred or dismembered you so gravely that others now shun you. Only the Volstrucker showed you kindness after that day.	6	Vicissitude. You were once the scion of a wealthy family who lost their entire fortune in the blink of an eye.
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Waterdhavian Noble *(Sword Coast Adventurer's Guide)*

You are a scion of one of the great noble families of Waterdeep. Human families who jealously guard their privilege and place in the City of Splendors, Waterdhavian nobles have a reputation across Faerun for being eccentric, spoiled, venal, and, above all else, rich.

Whether you are a shining example of the reason for this reputation or one who proves the rule by being an exception, people expect things of you when they know your surname and what it means. Your reasons for taking up adventuring likely involve your family in some way: Are you the family rebel, who prefers delving in filthy dungeons to sipping zzar at a ball? Or have you taken up sword or spell on your family's behalf, ensuring that they have someone of renown to see to their legacy?

Work with your DM to come up with the family you are part of - there are around seventy-five lineages in Waterdeep, each with its own financial interests, specialties, and schemes. You might be part of the main line of your family, possibly in line to become its leader one day. Or you might be one of any number of cousins, with less prestige but also less responsibility.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: 1 type of gaming set or 1 musical instrument

Languages: 1 of your choice

Equipment: A set of fine clothes, a signet ring or brooch, a scroll of pedigree, a skin of fine zzar or wine, and a purse containing 20 gp

Kept in Style: While you are in Waterdeep or elsewhere in the North your house sees to your everyday needs. Your name and signet are sufficient to cover most of your expenses; the inns, taverns, and festhalls you frequent are glad to record your debt and send an accounting to your family's estate in Waterdeep to settle what you owe.

This advantage enables you to live a comfortable lifestyle without having to pay 2 gp a day for it, or reduces the cost of a wealthy or aristocratic lifestyle by that amount. You may not maintain a less affluent lifestyle and use the difference as income – the benefit is a line of credit, not an actual monetary reward.



Wildspacer *(Spelljammer: Astral Adventurer's Guide)*

You were raised in the void of Wildspace—home to asteroid miners, moon farmers, and other hardy folk. Perhaps you grew up in a far-flung settlement such as the Rock of Bral (described in chapter 3), or you spent your early years on the crew of a spelljamming ship, performing helpful chores such as swabbing the deck, loading and offloading cargo, and scraping barnacles off the hull.

You had a harrowing encounter with one of Wildspace's many terrors. You escaped with your life, but the encounter left you with a scar or two, or perhaps a recurring nightmare. Roll on the Close Encounter table to determine which creature nearly got the best of you.

Wildspacer Close Encounters (1d10)

1	Beholder
2	Cosmic horror
3	Feyr
4	Lunar dragon
5	Mind flayer
6	Neh-thalgu
7	Neogi
8	Space clown
9	Vampire

10	Void scavver
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Skill Proficiencies: Athletics, Survival
Tool Proficiencies: Navigator's tools, vehicles (space)
Equipment: A belaying pin (club), a set of traveler's clothes, a grappling hook, 50 ft of hempen rope, and a pouch containing 10 gp

Wildspace Adaptation: You gain the Tough feat. This gives you 2 extra hit points per level. Additionally, being in zero gravity does not give you disadvantage on any of your melee attacks.



Witchlight Hand *(The Wild Beyond the Witchlight)*

You crept into the Witchlight Carnival as a child or youth and never looked back, earning a place among those who work behind the scenes to keep the carnival in business. As a hand, you work hard and party hard. The carnival has borne you to many fantastic worlds, circling back around to your home world once every eight years, but you know almost nothing about these worlds because you spend all your time in the carnival. You know the other hands well, but the carnival's owners-Mister Witch and Mister Light-remain mysterious to you even after all these years.

Maybe you joined the carnival to escape a dismal life at home, or maybe you were enchanted by the idea of visiting new places or the dream of becoming one of the carnival's star attractions. Now that you're older, carnival life has lost some of its appeal. The daily routine has grown tedious, the cyclical nature of the carnival's journey monotonous. The carnival no longer fills your heart with a sense of wonder. Perhaps greater adventures await you beyond the carnival's gates.

Over the years, you have earned the friendship of another carnival fixture. Roll a d8 and consult the Carnival Companion table to determine whom or what you've befriended, or you can choose an option that you like. Work with your DM to flesh out this friendship. This companion hangs around you while you're in the carnival, but it won't voluntarily leave the carnival.

Carnival Companions (1d8)	
1	Old, cantankerous Witchlight hand
2	Young, impressionable Witchlight hand
3	Performer (such as an acrobat, a clown, or a musician)
4	Retired performer
5	Seasoned animal trainer
6	Old blink dog
7	Cheery sprite
8	Harmless, magical wisp of light (no stat block required) that has a flying speed of 30 feet, can hover, and sheds bright light in a 5-foot radius and dim light for an additional 5 feet

Skill Proficiencies: Performance, Sleight of Hand
Tool Proficiencies: Disguise kit or 1 musical instrument
Languages: 1 of your choice
Equipment: A disguise kit or a musical instrument of your choice, a deck of cards, a carnival uniform or costume, one trinket from the [Feywild Trinkets](#) table, and a pouch containing 8 gp

Carnival Fixture: The Witchlight Carnival provides you with free, modest lodging and food. In addition, you may wander about the carnival and partake of its many wonders at no cost to you, provided you don't disrupt its shows or cause any other trouble.



Witherbloom Student *(Strixhaven: A Curriculum of Chaos)*

You filled your childhood with rudimentary alchemical experiments, all in the hope of becoming a student of Witherbloom College. The life sciences are the focus of your reading, which include biology and necromancy. Brewing strange concoctions with medicinal properties, exploring the anatomies of monsters, and cataloging swamp flora are the kinds of studies you might pursue at Witherbloom College.

Skill Proficiencies: Nature, Survival
Tool Proficiency: Herbalism Kit
Languages: 1 of your choice
Equipment: A bottle of black ink, an ink pen, a book about plant identification, an iron pot, a school uniform, a trinket from the table below, and a pouch containing 15 gp

Witherbloom Trinkets (1d6)	
1	A black bird-shaped mask, trimmed with glowing green thread
2	A set of rabbit bones
3	A pair of thick knee-high waders, stained with muck and moss
4	A slimy green tentacle, which occasionally wriggles
5	A notebook containing waterproof paper
6	A necklace of five small vials, each filled with luminescent white liquid

Witherbloom Initiate: The spells on the Witherbloom Spells table are added to the spell list of your spellcasting class.

1 st Level Spells	Cure Wounds, Infect Wounds
2 nd Level Spells	Lesser Restoration, Wither and Bloom
3 rd Level Spells	Revivify, Vampiric Touch
4 th Level Spells	Blight, Death Ward
5 th Level Spells	Antilife Shell, Greater Restoration

Consider customizing how your spells look when you can cast them. Your Witherbloom spells might rely on material components or a spellcasting focus drawn from the swamp environment of Witherbloom, and your spells might take on an appearance suggesting those natural elements. Spectral shapes of swamp animals or plants might form amid your spell effects.

Strixhaven Initiate Feat (Witherbloom): You have studied some magical theory and have learned a few spells associated with Strixhaven University. Choose two of these cantrips: Chill Touch, Druidcraft, Spare the Dying Choose one 1st level druid or wizard spell. You may cast this spell once per long rest without using a spell slot.