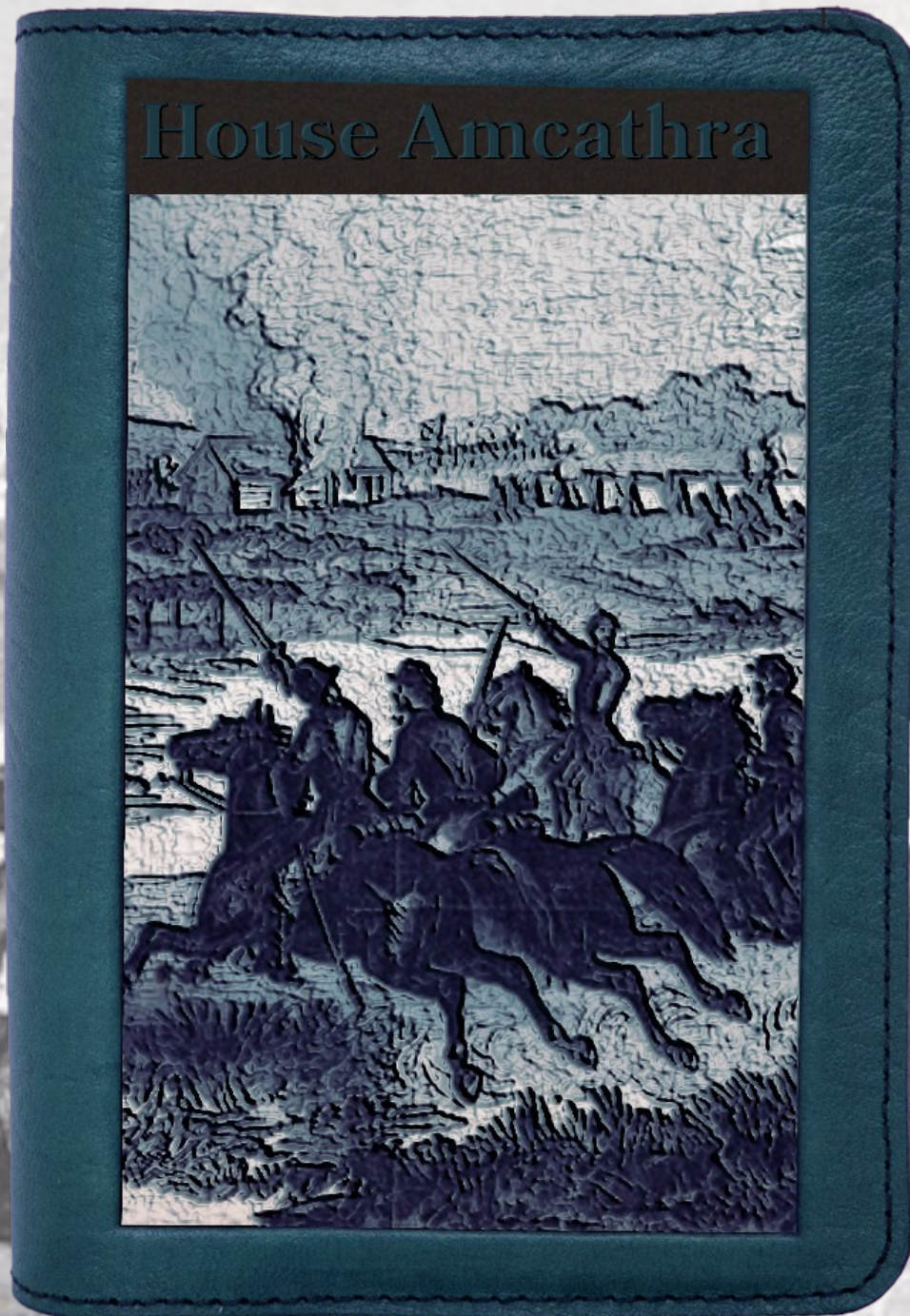


HOUSE AMCATHRA



WE TRAMPLE OUR TROUBLES



HOUSE AMCATHRA

Written for players, dungeon masters and game designers, this document is designed to provide both historical and current details on House Amcathra. If you're a player who chose the noble background for your character, a dungeon master looking for additional flavor for your players, or a game designer wanting to add House Amcathra into your campaign, this is intended to be a resource for everyone.

This document also serves as a compliment to both *Waterdeep – Dragonheist* and *Waterdeep Dungeon of the Mad Mage*.

The author attempted to keep historical House details as close to canon as possible. As fifth edition details of the House are very limited, some current details on the family and properties are not canon and homebrewed for this document to fill in the blanks and provide opportunity for storytelling and development.



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House Amcathra (Am-CATH-ra) has a long and distinguished history as a noble family involved with both commercial interests and in the service of Waterdeep. Its primary commercial interests are wine, sword forging, and horse breeding and training. The family's roots trace back to Rorgar Amcathra, a swordsmith who established a large horse farm in what is now Amphail after the First Trollwar. With ample hillsides north of Amphail in the foothills of the Sword Mountains, the family found vineyards to be a natural fit for their business enterprise. Over the years, the family has established a close relationship with the city of Waterdeep as a supplier of both cavalry horses and weapons. Virtually every citizen of Waterdeep has heard of the Amcathra family and understands its close connections with the city's elite. The family's motto "We trample our troubles" leaves little doubt to what happens to those who try to cross the family.

House Amcathra has a grand estate in the North Ward with a separate smithy in the heart of Waterdeep's smithing district located on the Street of Smiths. The Amcathra's horse ranch in Amphail is where most of the breeding and raising occurs; with final training being completed at the Amcathra's horse ranch in Undercliff.

Amphail is a small city north of Waterdeep, in the foothills of the Sword Mountains discussed briefly later in this document, but more thoroughly in the *Sword Coast Adventurer's Guide*.

Family Details

One of the wealthiest families in Waterdeep, House Amcathra has built a significant commercial empire around three core products: horses, wine, and steel-bladed weapons. For the last several hundred years, the Amcathra's have been a cornerstone noble family in Waterdeep and the name is recognized well beyond the city's gates.

House History

932, the beginning. The First Trollwar begins and ends, seeing Rorgar Amcathra establish a horse stable in modern day Amphail and begin selling horses to Waterdeep to replenish its depleted cavalry.

1248, the ennobled. After assisting Waterdeep with replenishing its cavalry, the Amcathra's were invited into the ranks of Waterdeep's nobility.

1350's, the Knights and Lords. Mourngrym Amcathra became both Lord of Shadowdale and an important member of the Knights of Myth Drannor, sealing his place in history and increasing the fame and fortune of the entire family.

1370's, the troubles. For several years the Cassalanter and Amcathras worked towards an arranged marriage between Regnet Amcathra and Myrna Cassalanter to strengthen the bond between the two houses in a mutually beneficial relationship. Despite the wishes of both families and to the extreme disappointment of Myrna, Regnet married Galinda Raven-tree (a leading Waterdeep socialite at the time), sparking a feud between houses that has lasted well beyond the lives of everyone involved.

To add to the families troubles, a deep business dispute emerged with House Gralhund where the Gralhunds began secretly lacing their weapons with duergar-obtained mithral in order to gain an upper hand on quality and strength. This sparked a family dispute lasting generations.

Separately and more consequentially, Lord Mourngrym became possessed by a member of the Zhentarim in an effort to occupy Shadowdale. While ultimately freed of this possession, Mourngrym stepped down as Lord of Shadowdale.

Dragonheist – Waterdeep took place in 1492 DR.

Notable Historical Members

- * **Rorgar Amcathra:** Founding father
- * **Hargrym Amcathra:** Accepted Waterdeep's offer of nobility.
- * **Challas Amcathra:** Patriarch of the family during the 14th century, father of 9 including Mourngrym, Regnet, and Arilos
- * **Arilos Amcathra:** First family member to become Senior Master of the Stablemasters' & Farrier's Guild
- * **Galinda Raventree Amcathra:** At one time, a Waterdeep socialite who sparked the feud between the Amcathras and Cassalanters
- * **Mourngrym Amcathra:** The Lord of Shadowdale and Knight of Myth Drannor was also a Harper and friend of the Blackstaff
- * **Lady Shaerl Rowanmantle Amcathra:** Former envoy to Cormyr and spouse of Mourngrym who died to save his life and was resurrected
- * **Regnet Amcathra:** Founder of the Deep Delvers adventuring company
- * **Scothgar "Scotti" Amcathra:** Knight of Myth Drannor and son of Mourngrym and Shaerl

Family Crest

The family crest is three flaming crescent moons on a field of red.

Arms: red

Crescents: silver

Flame: blue

The family uses a variant of the family crest, which is simply three crescents. This image is used as a mark of quality and is branded on their horses, engraved on their swords, and molded into their wine bottles.

The Current House

House Amcathra is currently led by Randal Amcathra. There are approximately 25 living members of the Amcathra family in the Waterdeep registry, some of which are in Amphail or beyond.

Monarchy

Patriarch: Randal Amcathra (Appendix B)

Consort: Not married

Heir: No direct heir

Other Members of Note: Selphorn Amcathra, from Amphail has recently gone missing while attending a funeral in Waterdeep.

Selphorn's disappearance is addressed in level 17 of *Waterdeep – Dungeon of the Mad Mage*.

Faction Relationships

House Amcathra has relationships with numerous factions.

Bregan D'aerthe. While no formal ties exist between Bregan D'aerthe and House Amcathra, a working relationship exists for high quality weapons made to the faction's specifications.

Emerald Enclave. While the relationship with the Emerald Enclave is warm, the goals of the Enclave and House Amcathra don't typically have much overlap.

Gray Hands. House Amcathra has a good relationship with the Gray Hands; who seem to be in constant need of fresh weapons and horses. Some previous family members have been Gray Hands members, with a few moving on to become part of Force Grey.

Harpers. House Amcathra has a long and strong relationship with the Harpers, stemming from Mourngrym's close relationship with Elminster and the Knights of Myth Drannor. Many Amcathras have been Harpers in years past.

Lords' Alliance. House Amcathra's strongest faction bond is typically with the Lords' Alliance, as House Amcathra has enough scale in manufacturing to satisfy the demands of multiple city cavalries. House Amcathra has regular communications with the Lords' Alliance, with several house members providing direct support to the Alliance.

Order of the Gauntlet. Over the years, the Order has found House Amcathra a valuable resource for dependable mounts and weapons.

The Xanathar Guild and Zhentarim. With House Amcathra's formal ties to the City of Waterdeep as a weapons and mount supplier, the family actively shuns any public relationship with these organizations (although the City Guard has found more than one dead agent with an Amcathra-engraved sword in its hand, causing much speculation).

Guild Memberships

House Amcathra is actively involved in several trade guilds in Waterdeep, with membership guaranteed for any interested family member. Once a family member has put in the required time with a guild, promotion to Master is almost assured.

- * Stablemasters' & Farrier's Guild
- * The Splendid Order of Armorers, Locksmiths, and Finesmiths
- * The Vintners', Distillers', & Brewers' Guild

Deities

The family's favored deity is Tymora, the goddess of good fortune and family members are often seen at the Tower of Luck in the Castle Ward.

Rival Houses

With House Amcathra involved in multiple businesses, numerous family rivalries are impossible to avoid, some based on business competition, some based purely on jealousy.

House Gralhund. For as long as anyone can remember, a bitter rivalry has existed with House Gralhund, who is a direct competitor in sword sales to Waterdeep and abroad. Both families are members of the Splendid Order of Armorers, Locksmiths, and Finesmiths and many a monthly guild meeting has ended with the two families in heated argument.

House Agundar. While House Agundar has made its fortune off of swords smithing, it's market is slightly different, focusing on mercenaries and warriors. A friendly rivalry exists between the two families.

House Bladesemmer. Perhaps the only crafters in Waterdeep making equal or greater quality swords than House Amcathra's would be House Bladesemmer. This family has focused on swords and exotic weapons since its founding and House Amcathra provides them grudging respect.

House Cassalanter. In what has turned into a seemingly never-ending rivalry between the Cassalanter's and Amcathra's, the two families actively engage in small and subtle acts of revenge against each other for a failed arranged marriage between the families.

Houses Piiradost and Sultlue. These two families have been trying to get into the 'in crowd' of horse breeders for generations and both hold more than a little animosity and jealousy towards the Amcathras for being repeatedly shunned.

House Alliances

Houses Ammakyl, Melshimber, Rosznar, and Thann. These houses represent the other main winemakers in Waterdeep. As Waterdeep holds an endless supply of wine consumers, the houses have built strong relationships with each other over time, often sharing grape cuttings as each growing area produces a slightly different flavor.

Houses Ilzimmer, Jhansczil, Roaringhorn, and Tarm. All four of these houses have horse ranches in Amphail. Along with the Amcathra's, they represent an elite group of horse breeders. Significantly all prestigious horses in Waterdeep have been raised by one of these four families. Each family focuses on a slightly different market to help keep business rivalries at a minimum, although friendly competition does exist (sleek and fast race horses for the Ilzimmers, strong and dependable cavalry mounts for the Amcathras, high stamina caravan horses for the Tarms, and light and sturdy adventuring horses for the Roaringhorns and Jhansczils).

Welcome to the Family

Waterdeep – Dragonheist provides the opportunity to begin a character as part of the Amcathra family, through the noble background (Appendix G). It is recommended that the character be a periphery family member and not directly involved in family politics unless approved by the Dungeon Master. Whether the character was born in another city or a cousin of a cousin, all family members are given a *signet ring* (linked at end of document). Other family member benefits include:

Downtime Activity. As a downtime activity, you can work in the family smithy or ranch for 10 gp per workweek, with no risk of complication.

Mount. When requested, you are given one **Amphail gray** (Appendix A), a riding horse branded with the family crest. Free boarding is

also provided for this mount and is replaced if it dies or is stolen.

Weapon. You are given one adamantine bladed weapon (type of your choice) engraved with the family crest, which is not replaced without the character paying current market price minus a 10 percent discount.

Family as a Group Patron

Even if not an actual member of the family, a character can use the House as a group patron. The perks are the same as those noted in the ‘Welcome to the Family’ section (but without the *signet ring*). Roles can include advisor, bodyguard, informant, house staff, messenger, or others with DM approval.

Properties

House Amcathra owns three main properties in Waterdeep including a sprawling estate, a large smithy in the heart of the Smiths’ district, and a horse training facility on Undercliff Way in Undercliff. They also have additional holdings in Amphail including a horse ranch and numerous vineyards in the foothills of the Sword Mountains.

1. Amcathra Estate

Located in the North Ward on The High Road, the Amcathra main estate is between Stabbed Sailor Alley and Hassantyr’s Street. It is one of the largest private estates in Waterdeep. The main estate was originally five separate buildings but have been joined through the years. See appendix C for details.

2. Smithy

The Amcathras operate their main smithy and retail store on the Street of Smiths in the Southern Ward. More secretive projects and research and development are completed at their private smithy on the estate property. See appendix D for details of the smithy.

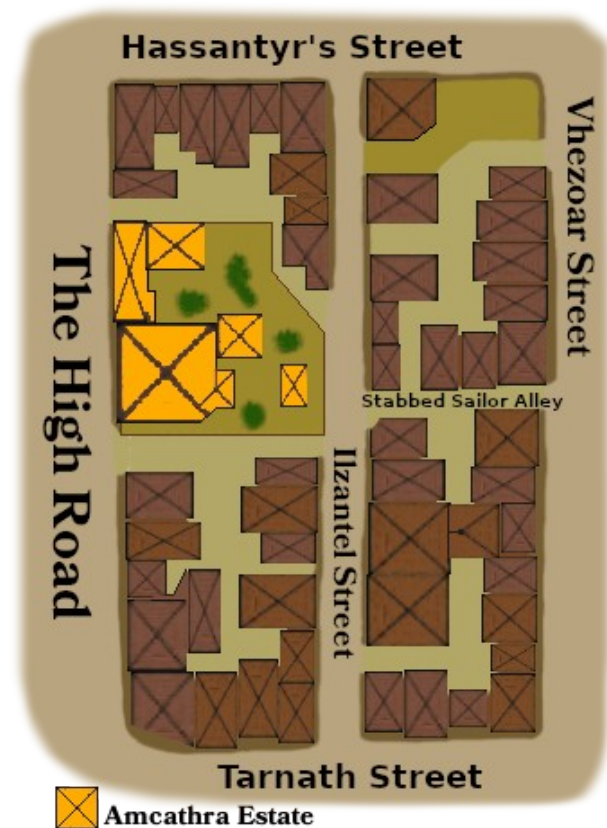
3. Undercliff Ranch

The Amcathras own a large horse ranch in Undercliff. This is where most of the final training occurs for horses destined for cavalry use. Along with various breeds of cavalry horses, there are typically numerous **Amphail grays** awaiting purchase by Waterdeep’s nobility. All horses at the Undercliff Ranch have the Amcathra brand.

Along with two large fenced-in fields north of the ranch, the family is frequently seen training horses in the open fields adjacent to the pond, north west of the ranch.

The ranch is usually occupied by about 12 resident staff members, which are a combination of **commoners, guards, knights, and veterans**. Additionally staff members work during the day as business warrants. There are typically a couple rooms at the ranch reserved for visiting family members.

The family also uses the ranch as a wine storage area with a large quantity of aging wine in the cellar. See Appendix E for Undercliff ranch details.





Waterdeep

City of Splendors



North Tower

North Gate

Heroes Garden

Farwatch Tower

West Gate

Fields of Triumph

Endcliff Tower

The Market

Fetlock Court

Peaktop Acro

Biergeiron's Palace

Waterdeep Castle

The River Gate

Mount Waterdeep

Harborwatch Tower

Great Harbor

Smuggler's Bane Tower

South Gate

Outer Fort

Deep Water Isle

Inner Fort



0 250 500 1000 feet

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Vertical decorative text on the right border.

4. Amphail Ranch

For numerous generations, the Amcathras have been breeding horses in Amphail. The sturdy and dependable **Amphail grays** have helped extend the family's fortune and reach well beyond Waterdeep. The family has a large ranch just west of town. The family also uses it as a central base for its numerous vineyards in the Sword Mountain foothills, bringing most of the grapes to the ranch for processing. There are typically about 20 staff members on the property, which are a combination of **commoners, guards, knights, and veterans.**

Amphail

Amphail, population roughly 700, lies on the Long Road, about three days' ride north of Waterdeep. The town is named after Amphail the Just, one of Waterdeep's early warlords, who is said to haunt the surrounding hills in spirit form, frightening away monsters. Horses are bred and trained here, rich Waterdavians maintain secluded estates in the hills, and farmland is plentiful. Stands of dark duskwood and spruce trees are everywhere.

In one corner of the town square stands the Great Shalarn, a black stone statue of a famous war stallion bred in Amphail long ago. Gelded by a prankster, the rearing horse is often painted bright colors by highspirited locals. Children are allowed to hurl stones at birds perched on the statue, to keep it free of droppings. The children often climb it themselves and cling precariously to the high, tilted saddle, waving their arms and commanding imaginary armies into battle. Within spitting distance of the statue is the Stag-Horned Flagon, a cozy tavern.

Sword Coast Adventurer's Guide has additional information on Amphail.

Appendix A. Monsters

Amphail Gray

Amphail grays are purebred riding horses that can trace their lineage to Amphail. The breed is famous across Faerûn for being loyal and hardy. These dappled gray light horses appear rather unremarkable in appearance; however, market price for these steeds is typically three times that of a standard riding horse.

AMPHAIL GRAY

Large beast, unaligned

Armor Class 10

Hit Points 15 (2d10 + 4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	13 (+1)	9 (-1)

Senses Passive Perception 10

Languages –

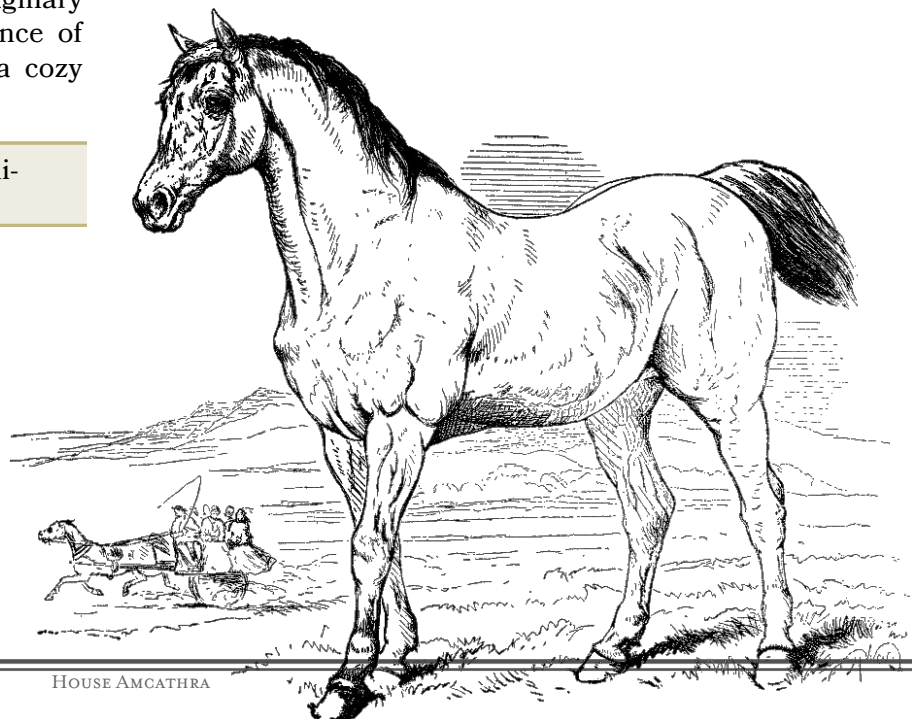
Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

<https://www.dndbeyond.com/monsters/1499969-amphail-gray>



Appendix B. NPCs

Randal Amcathra

The public face of the Amcathra family, Randal is well known throughout the city of Waterdeep. A bit overly concerned with his looks, he has provided steady leadership for the family and has been a longstanding member of the The Vintners', Distillers', & Brewers' Guild.

RANDAL AMCATHRA

Medium humanoid (human), lawful good

Armor Class 16 (*mithral breastplate, ring of protection, cloak of protection*)

Hit Points 39 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Str +5, Con +5

Skills Animal Handling +3, Deception +4, History +3, Insight +3, Persuasion +4

Senses passive Perception 10

Languages Common, Dwarvish, Elvish

Challenge 5 (450 XP) **Proficiency Bonus** +3

Special Equipment. Randal has a *ring of protection*, *cloak of protection*, a *+2 longsword*, and *mithral breastplate*.

Born to the Saddle. Randal has advantage on saving throws made to avoid falling off his mount. If he falls off his mount and descends no more than 10 ft., he can land on his feet if he's not incapacitated. Mounting or dismounting a creature only costs him 5 ft. of movement.

Mounted Combatant. While Randal is mounted and isn't incapacitated, he has advantage on melee attack rolls against any unmounted creature that is smaller than his mount. He can force an attack targeted at his mount to target him instead. If his mount is subjected to an effect that allows it to make a DEX saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Great Weapon Fighting. Randal can reroll a 1 or 2 on damage dice when wielding a weapon with two hands.

ACTIONS

Multiattack. Randal makes two longsword attacks.

Longsword +2. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Action Surge (1/short rest). Randal can take one additional action on his turn.

Unwavering Mark (1/long rest). When Randal hits with a melee weapon attack, he can mark the creature until the end of his next turn (or if he is incapacitated or dies). While it is within 5 ft. of him, a marked creature has disadvantage on any attack roll that doesn't target him. If the marked creature deals damage to anyone else, he can make a special melee attack against it on his next turn as a bonus action with advantage and +2 extra damage.

BONUS ACTIONS

Second Wind (1/short rest). Randal can regain 1d10 + 5 HP.

<https://www.dndbeyond.com/monsters/1876747-randal-amcathra>



Appendix C. Amcathra Estate

First Floor

Main House

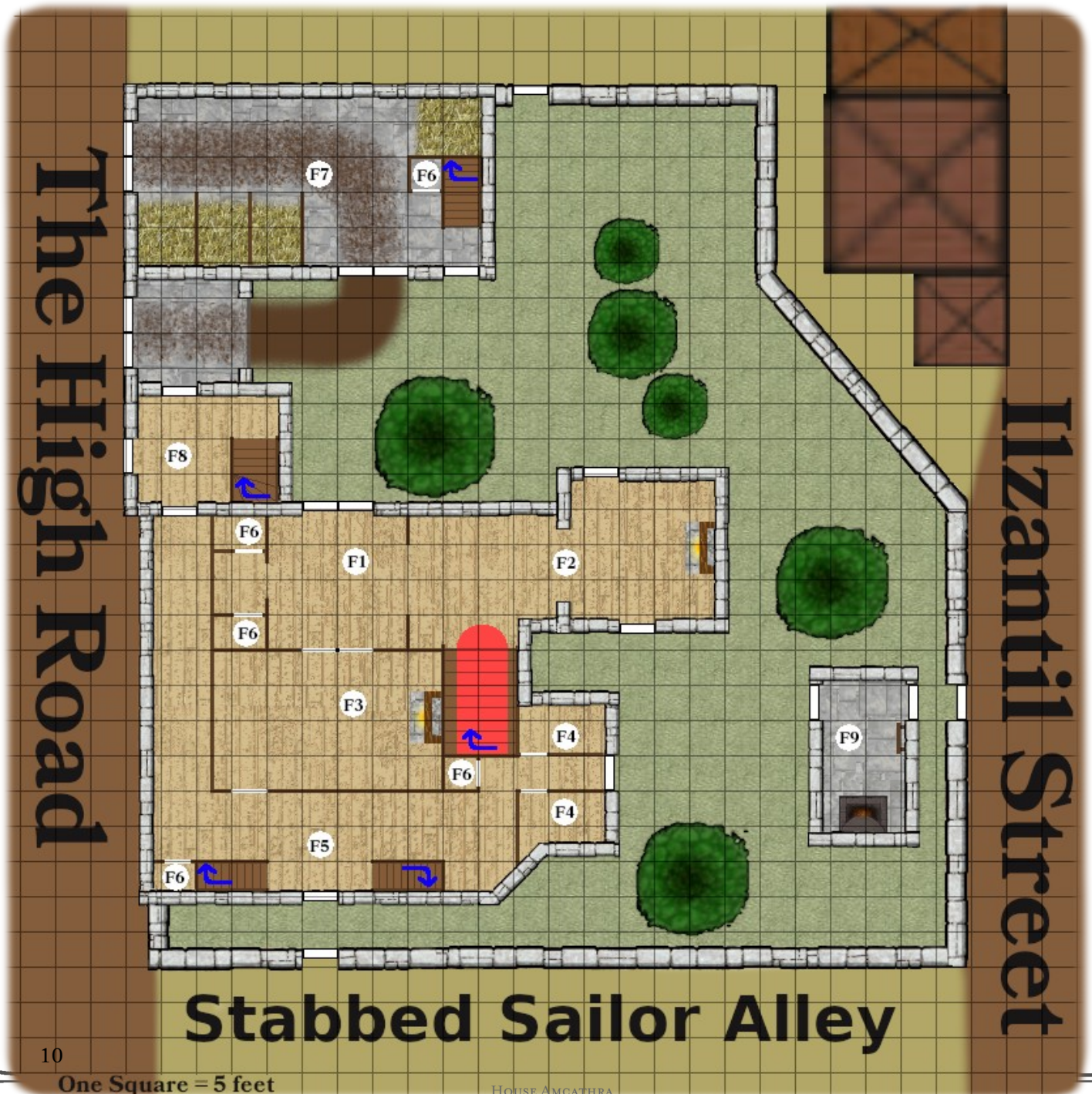
- F1. Main entry
- F2. Social and seating area
- F3. Main dining area
- F4. Staff bedrooms
- F5. Kitchen
- F6. Privy

Staff Buildings

- F6. Privy
- F7. Stables
- F8. Foyer

Smithy

- F9. Family smithy



Second Floor

Main House

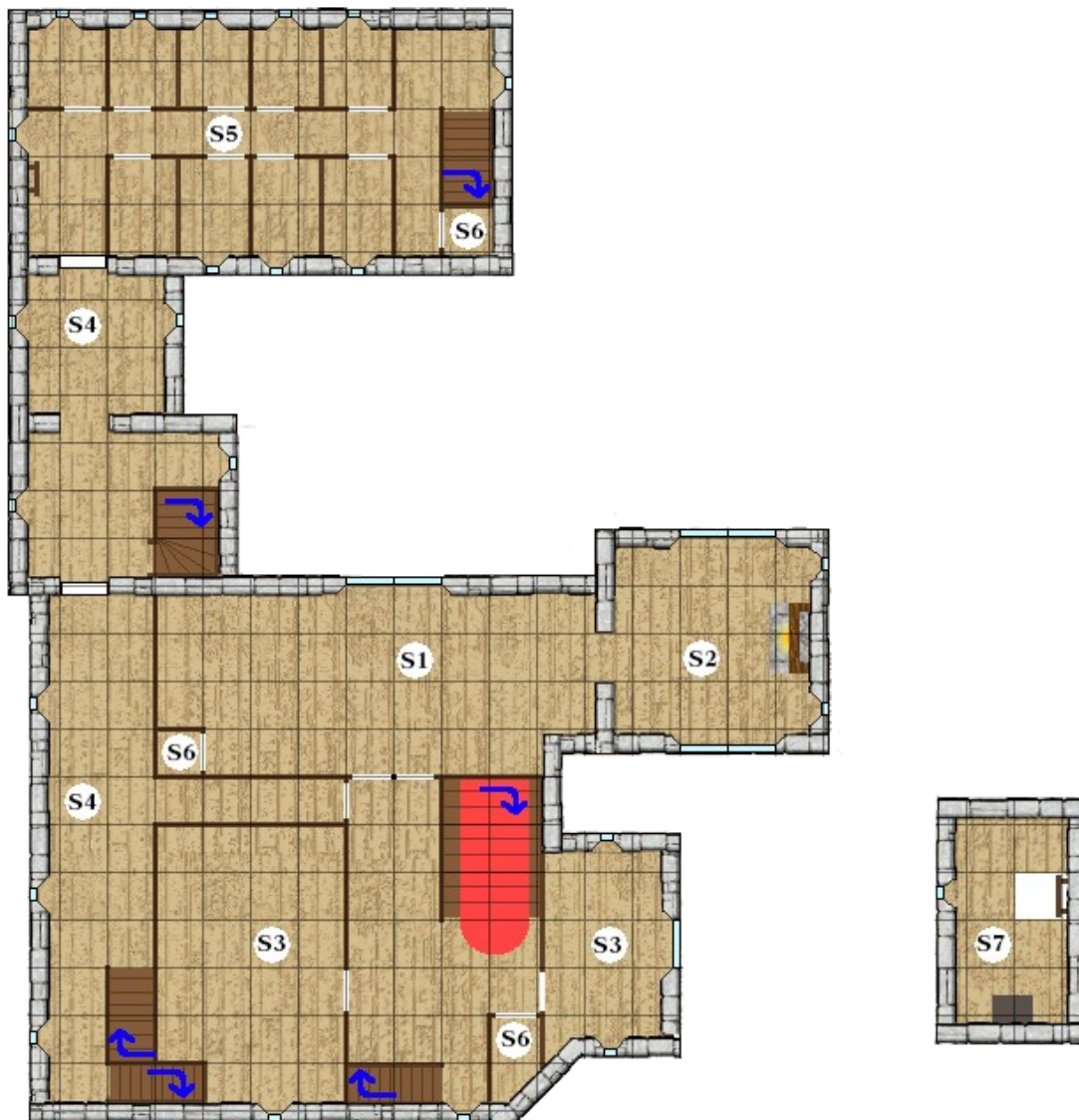
- S1. Master bedroom
- S2. Private study
- S3. Bedrooms
- S4. Storage and staff area
- S6. Privy

Staff Buildings

- S5. Sleeping quarters
- S6. Privy

Smithy

- S7. Storage



One Square = 5 feet

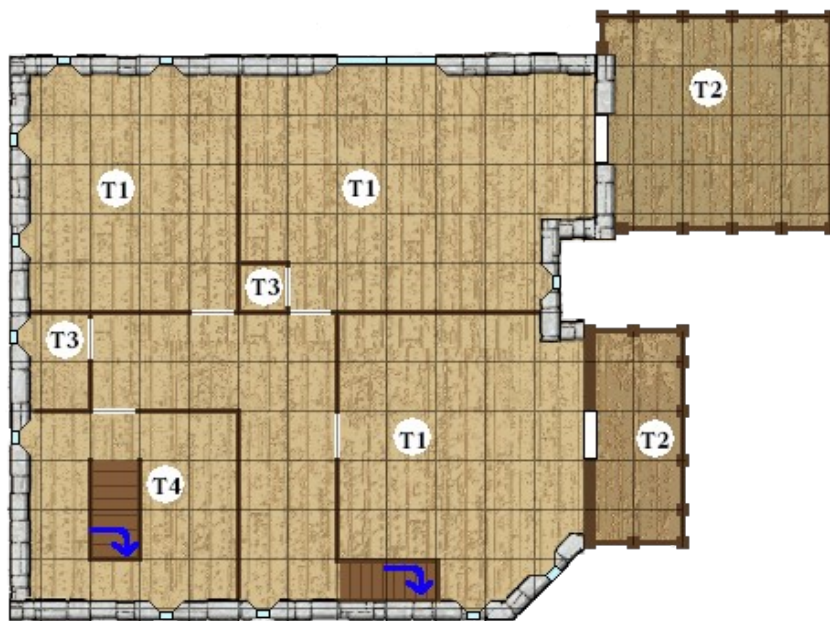
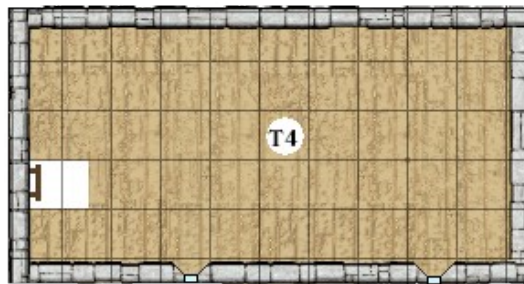
Third Floor

Main House

- T1. Bedrooms
- T2. Patios
- T3. Privy
- T4. Staff area

Staff Buildings

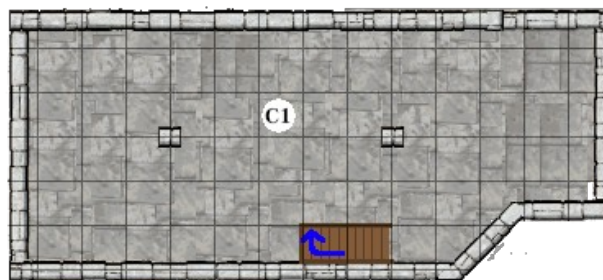
- T4. Storage area.



One Square = 5 feet

Cellar

- C1. Wine cellar and storage



One Square = 5 feet

Appendix D. Smithy

The family has a small smithy on its estate property which it uses for prototypes and for more private special-order weapons. Their main smithy is on the Street of Smiths in the Southern Ward, which was originally two separate buildings with two separate furnaces.

While much of their weapons sales are wholesale to the city of Waterdeep, the smithy does have a retail counter. Weapons are typically 10-20 percent more than the prices listed in the *Player's Handbook* and all weapons are engraved with the Amcathra crest. They can also custom make nontraditional bladed weapons for a premium.



One Square = 5 feet

Appendix E. Undercliff Ranch

First Floor

The ranch's first floor is primarily an eating and break area for the staff.



1 square = 5 feet

Second Floor

For those workers that live on the ranch, their sleeping quarters are on the second floor. A few rooms are reserved for visiting family members.

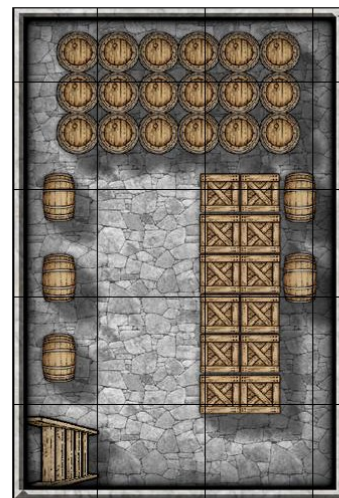


1 square = 5 feet

Michael LaBossiere

Cellar

A wine cellar is in the basement, which stores some of the family's private reserve when the estate and rented warehouses are out of capacity.



1 square = 5 feet

Appendix F. Amphail Ranch

First Floor

As with the ranch in Undercliff, the first floor is designed as a meeting and eating area for the ranch workers. Some of the more senior staff have well-adorned rooms on the east side of the building. A small lake is adjacent to the ranch house.

Horse Pond. A large horse pond is north east of the ranch house. It has grown over the decades and is more akin to a small lake. There was a legend that at the bottom of the pond there was a hidden entrance to the tomb of the Maiden King, who ruled the area a long time before the 14th century DR. According to legend, she lay sleeping forever on a stone bed with her magic two-handed sword resting on her chest. Some adventurers entered the pond on several occasions and found nothing, but one band at least never returned.

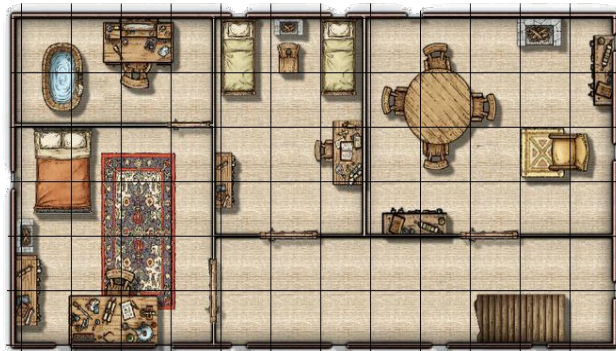


Second Floor

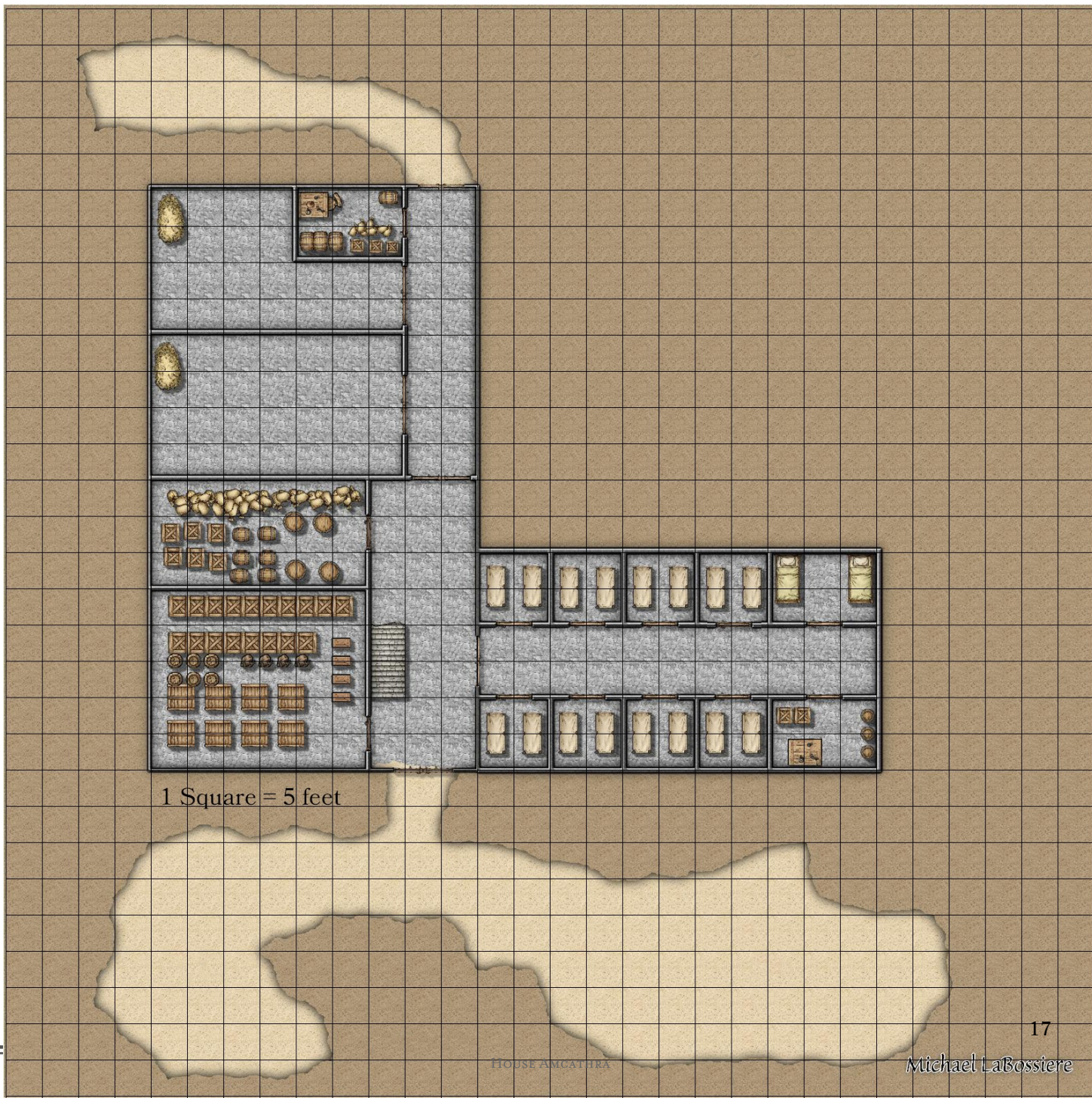
The second floor is typically reserved for family members and visiting dignitary.

Cellar

The cellar contains additional beds for hired hands who work for a tenday at a time. The cellar has been expanded into a cave system, providing natural cooling and additional storage space for large quantities of aging wine.



1 Square = 5 feet



1 Square = 5 feet

Appendix G.

Background

While the *Player's Handbook* provides a noble background which can be used for a character, the *Sword Coast Adventurer's Guide* provides a more specific Waterdavian noble background.

Waterdavian Noble

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, Waterdavian nobles have a reputation across Faerûn 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: One type of gaming set or one musical instrument

Languages: One 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

FEATURE: 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.

Suggested Characteristics

Use the tables for the noble background below as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of a Waterdavian family.

Like other nobles, you were born and raised in a different world from the one that most folk know—one that grants you privilege but also calls you to fulfill a duty befitting your station. Your bond might be associated with your family alone, or it could be concerned with another noble house that sides with or opposes your own. Your ideal depends to some extent on how you view your role in the family, and how you intend to conduct yourself in the world at large as a representative of your house.

d8 Personality Trait

- 1 My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 2 The common folk love me for my kindness and generosity.
- 3 No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
- 4 I take great pains to always look my best and follow the latest fashions.
- 5 I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
- 6 Despite my noble birth, I do not place myself above other folk. We all have the same blood.
- 7 My favor, once lost, is lost forever.
- 8 If you do me an injury, I will crush you, ruin your name, and salt your fields.

d6 Ideal

- 1 **Respect.** Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)
- 2 **Responsibility.** It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
- 3 **Independence.** I must prove that I can handle myself without the coddling of my family. (Chaotic)
- 4 **Power.** If I can attain more power, no one will tell me what to do. (Evil)
- 5 **Family.** Blood runs thicker than water. (Any)
- 6 **Noble Obligation.** It is my duty to protect and care for the people beneath me. (Good)

d6 Bond

- 1 I will face any challenge to win the approval of my family.
- 2 My house's alliance with another noble family must be sustained at all costs.
- 3 Nothing is more important than the other members of my family.
- 4 I am in love with the heir of a family that my family despises.
- 5 My loyalty to my sovereign is unwavering.
- 6 The common folk must see me as a hero of the people.

d6 Flaw

- 1 I secretly believe that everyone is beneath me.
- 2 I hide a truly scandalous secret that could ruin my family forever.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I have an insatiable desire for carnal pleasures.
- 5 In fact, the world does revolve around me.
- 6 By my words and actions, I often bring shame to my family.



Family Brooch

To serve as a player reminder of family benefits, a *family brooch* is a magic item that lists the benefits noted under the “Welcome to the Family” section, which can be added to a character’s inventory. While listed as a magic item for sharing purposes, there are no other magical benefits. The item can be found here: <https://www.dndbeyond.com/magic-items/2933336-amcathra-family-brooch>