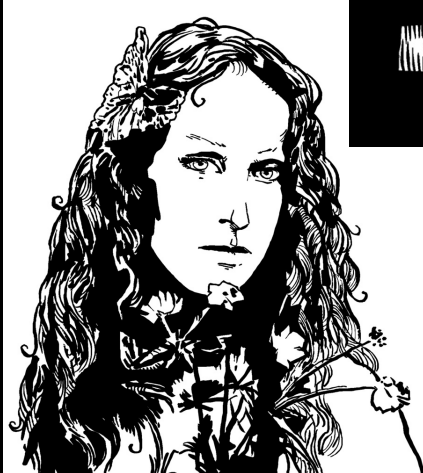
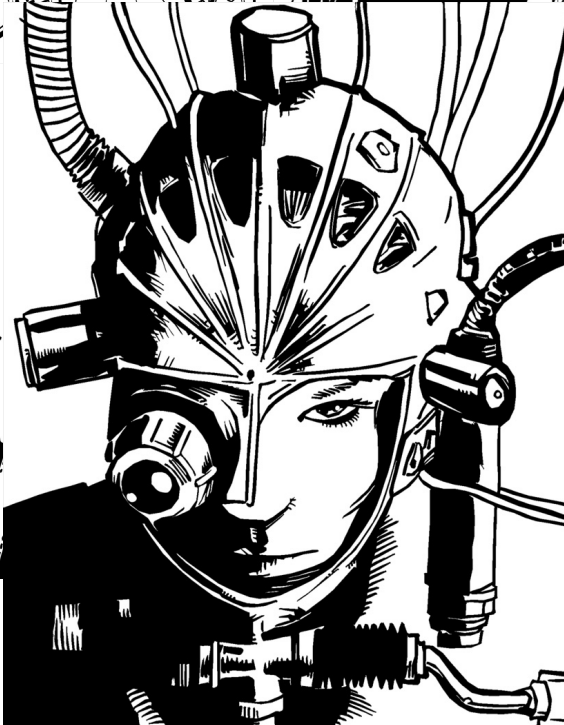
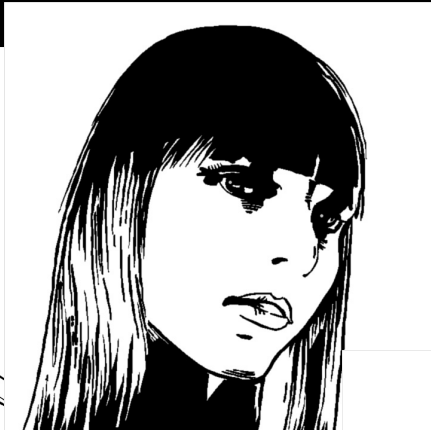
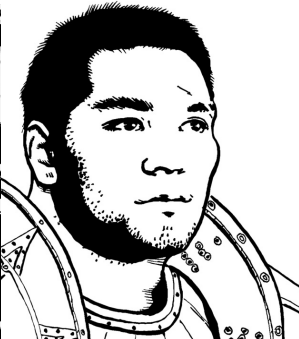




10 ELF BACKGROUNDS



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Cover Art: Terrible Character Portraits
(<http://www.drivethrurpg.com/product/91360/108-Terrible-Character-Portraits>)

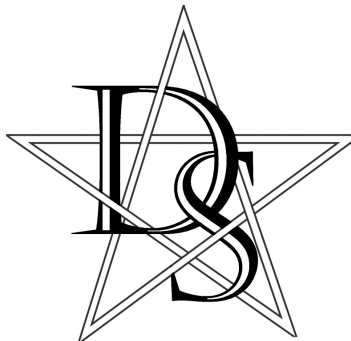
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TCP was coordinated by Duane O'Brien (<http://aterribleidea.com/ccworks/>)
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ELF BACKGROUNDS

Backgrounds grant you the ability to customize your character even further by suggesting ideas for your character's history. Likewise, the DM can use backgrounds to make NPCs more memorable with personality traits & their own odd, little habits.

Although the 10 backgrounds we present here are specially tailored for elves, backgrounds are virtually rules agnostic. Feel free to use them with any game, any race, any character!

About elves & backgrounds, as nigh-immortal creatures with a proclivity for freedom & self-expression, elves almost never stick with a single, permanent "life-pursuit."

Elves are so intelligent, graceful, & just so damned *good* at everything they do, they aren't limited to a single "life's calling." Likewise where shorter-lived races may consider a background to be a lifelong career, studying for years, or even decades, is nothing but the blink of an eye in the centuries-long lives of elves.

When selecting an elven background, it's better to think of it as an interesting event or hobby rather than the elf's vocation.

ARCANE ARTIST

Imagine you're an eternally young, incessantly curious immortal. With magic almost literally dripping from your fingertips & years, if not decades or even centuries, to perfect your chosen pastime, what kind of art would you pursue? This is what life is like for elven artists. From dream-shaping to *reverse gravity* ballet, the elves have created many fantastical forms of artistic expression over the centuries of their dreamlike existence.

Artists create because they must. They feel an urge to express their ideas, but find mere words lacking. They need a medium through which to realize their full potential. Whereas other races content themselves with finger painting on cave walls, elves communicate their ideas through elaborate projects that can sometimes take years to come to fruition.

What is your medium? How did you start? Did you have a teacher? Did you figure out how to make flowers shoot fireworks all on your own? Time is almost irrelevant in the millennium long lives of elves. How much are you willing to put in to a project? For example, did you magic up those pyrotechnic flowers with a dainty illusion? Or did you specially breed a new flower-salamander hybrid over the period of a hundred years?

What piece of art do you especially love / hate? What is it about the art that touches you? Where is this piece of art (or, if the art is a piece of music or a play, where is the performer)? If you had to choose between preserving the artwork & saving a human life, what would you do?

Skill Proficiencies: Perception, Performance

Tool Proficiencies: Two of your choice from the artisan's tools

Equipment: One set of artisan's tools of your choice; a paint-stained smock & beret; a scraggly haircut / beard; a set of common clothes; & a belt pouch containing 10 gp.

FEATURE: AESTHETIC INTERPRETATION

In addition to creating great beauty, you can imbue your art with special meanings, allowing you to communicate ideas &/or messages through your work. Likewise, you can interpret messages left in other artists' displays, such as graffiti, maps, or illuminated books.

Most people will only take away the most superficial impression of your work ("How pretty!"), but creatures who understand art will comprehend the full impact of your ideas.

Generally speaking, aesthetic messages are vague, evocative emotions, but more detailed messages (such as locations of a treasure &/or details of the traps that guard it) can be encoded in art as well. At the DM's discretion, ability rolls may be required to decipher especially difficult aesthetic interpretations.

d8	Type of Art	d8	Type of Art
1	Animated Tattoos	5	Pipe-Smoke Puppetry
2	Dream Choreography	6	Reverse Gravity Ballet
3	Firework Flower Canons	7	Sculptured Moonlight
4	Living Balloon Animals	8	Shapechange Belly Dancing

SUGGESTED CHARACTERISTICS

Cutting edge, avant garde art, especially the esoteric art of the unfathomable elves, is never "mainstream." Whether it's from artists' superior intellect, naturally rebellious nature, or just plain weirdness, artists sit on the outside of society looking in, reflecting civilization back at itself.

Artists always feel like outsiders. It's part of what drives them to create. They can't express themselves with something as simple as friendly conversation. Something deeper is needed to communicate the feelings the artists are incessantly awash with.

d8 Personality Trait

- 1 I always carry a sketchbook & a stub of pencil in my pocket so I am ready to draw the instant inspiration hits
- 2 The only thing that matters is my art. When inspiration takes hold of me, everything else (like eating or bathing) must wait for later
- 3 A lot of my money comes from my street performances
- 4 Everything I eat or drink must only be stirred counterclockwise, otherwise I *freak OUT*
- 5 Skin-on-skin contact is filthgustingly repulsive. Do you *know* how many germs people have under their fingernails?
- 6 My body is my best canvas. I'm always on the lookout to get an interesting new tattoo, piercing, or deep body modification
- 7 I always have a drink of some sort in my hand.
- 8 When inspiration strikes, my eyes blaze gold / like crimson fire / blue with lightning

d6 Ideal

- 1 **Beauty.** The difference is I make this look *good*. (Neutral)
- 2 **Delight.** True grace is the joy in an awestruck audience (Good)
- 3 **Egotism.** How DARE you talk to me? Come back when you know the difference between a Renoir & a hole in the ground (Evil)
- 4 **Expression.** Throw your whole self into the performance. Hold nothing back. Bare your soul on the stage of life! (Chaotic)
- 5 **Self-Identity.** No one understands me! *You* never did! (Neutral)
- 6 **Suffering.** When was the last time you met a "happy" artist? Here, let's make you more... "artistic"(Evil)

d6 Bond

- 1 I'm certain the famed inventor-artist Vincio DeLeona hid clues to a treasure / catastrophe / prophecy in his various works of art
- 2 I hide countercultural messages in my works, hoping to encourage revolt against the Tyrant King. *RAGE AGAINST THE MACHINE!*
- 3 I lost my muse to orcs / drow / Death Incarnate. I must rescue him / her / it from oblivion or risk losing my art *forever*
- 4 I've no idea why, but a "prince" is offering to buy one of my childhood scribbles for a suspiciously large amount of money.
- 5 The Groll King threatens to destroy every piece of art (including some of mine) within the borders of the fallen Kingdom of Malaci
- 6 I'm looking for the exact right type of hair (Manticore? Spidersilk? Angel?) to create the bristles of a brush for my next project (Dragonscale? Ghoul? Rabbit?)

d6 Flaw

- 1 I am as passionate about Love as I am about Art. I haven't met anyone I'd cut my ear off for yet, but it's just a matter of time!
- 2 My harshest critic (myself / my mom / a random, know-nothing idiot) *always* ruins my shows with their excessive commentary
- 3 Although I am incredibly skilled, I lack any real creativity. All of my pieces are actually well-detailed copies of better artists' work
- 4 I suffer from a deep rooted trauma. Yes, my pain inspires my most haunting pieces, but it often leads me down rather self-destructive roads as well.
- 5 I reject traditional creative techniques, instead bashing my art into shape with my mace / *burning hands* / screams & punches
- 6 My art is so incredibly hideous that people would rather rip their own eyes out than risk viewing it a second time, which is not always the reaction I'm going for.

BEAST FRIEND

There are places in the world untouched by human hands. Columns of golden sunlight dapple the twisted roots of ancient oaks where wise owls & crusty bears doze. Squirrels & finches frolic among the leaves, chasing each other in chattering games of tag. It is in these places, far from the noise & smog & bustle of "civilization," that life is most at peace.

People are difficult. People are demanding. Nothing is ever good enough. Every little problem is the end of the world. No one ever stops to smell the roses. Well, *you* did, & why should you start up again? Deep in the cool shade of the wilderness, you discovered new friends: animals whose only demands are that you simply relax & share your company. One animal in particular has devoted their life to you as their alpha. Now, adventure calls & this pack-of-two is ready to face the world once more.

What kind of animal accompanies you? How did you meet? Did you rescue the animal from a trap? Did they rescue you? Did you raise your beast from a cub? What do you call your beast? What's their favorite treat? What makes them pout? What do you do to make them happy again? How would you feel if your beast was killed? Could they ever be replaced?

Where did you meet your beast? Were you lost in the jungle as a baby & raised by wolves? Did you get fed up with the insanity that people call "society" & retreat into the wilderness? What calls you back to civilization? Do you still have ties to family or friends? Is your wilderness home under threat? Who or what is the danger? What lengths are you willing to go through to save your friends?

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Leatherworker's tools & weaver's tools

Equipment: A dog whistle; a pouch of animal treats such as jerky / dried corn / catnip; a ball with a bell in it; a set of common clothes; & a pouch with 10 gp

d8 Friendly Beast

- 1 Crows / Ravens
- 2 Elk / Deer
- 3 Falcons / Giant Eagles
- 4 A Flock of Fireflies / Butterflies

d8 Friendly Beast

- 5 Panthers / Black Cats
- 6 Snakes / Frogs
- 7 Tanuki (Raccoon-dogs)
- 8 Wolves / Hounds

FEATURE: BEAST COMPANION

You gain 2 benefits from the Beast Companion feature. First, you have an animal companion that follows you everywhere. Secondly, you have the ability to communicate with creatures of the same species as your beast companion.

Your beast friend is wild, possibly even feral, but loves you like the alpha of its pack. Initially, other than the love they feel for you, your beast is under no compulsion to follow your orders. They will not risk their life in a fight & know no tricks, but you can spend time training the beast if you are so inclined. Thankfully, your ability to talk with your animal friend makes training a little bit easier than it might otherwise have been.

When role-playing the beast, PCs & DMs should keep in mind the animal's intelligence. For example, a beast might be able to count as high as 5 before resorting to words like "lots," "too many," or "BORED now. Play!?"

SUGGESTED CHARACTERISTICS

Beast friends share 2 defining characteristics: a retreat from civilization & empathy for animals. Many beast friends are introverts who simply can't deal with too many people for long, & so left the world of people for one less demanding.

(Elves too smart for this, but...) Other beast friends might have been lost in the wilderness as babies or children. Those that were lucky enough to survive may have been adopted by gorillas / wolves / elephants & to be raised with animals as their only friends & family.

d8 Personality Trait

- 1 I distrust anyone my beast friend doesn't like
- 2 I insist that my beast friend eats the same food at the same table as the rest of my companions
- 3 I call my beast friend either something incredibly twee (like "Nummy Skoochems Cuckoo Butter") or completely ordinary ("Bob")
- 4 I can't rest unless my beast friend sleeps curled up with me
- 5 My beast friend has a voice box (a minor magic item that allows the attuned animal to talk) & he Won't. Shut. Up. SQUIRREL!
- 6 I feel like I have to run things past my beast friend for their OK before I make any big decisions
- 7 I refuse to eat anything my beast friend won't or can't eat.
- 8 I am actually really, *really* allergic to animal dander. With my beast friend nearby, I can't stop sneezing all the time, but I put up with it

d6 Ideal

- 1 **Conservation.** Too many people have forgotten what it's like to live *with* Mother Nature, not against her (Good)
- 2 **Empathy.** The pack moves only as fast as its slowest member (Neutral)
- 3 **Frolicking.** There's nothing I enjoy more than playing & relaxing in the woods (Chaotic)
- 4 **Law of the Jungle.** Shuddup, pipsqueak. If you want this back, you have to fight me for it. Survival of the fittest! (Evil)
- 5 **Naturalness.** Plants & animals have a magic all their own (Neutral)
- 6 **Wilderness.** You ever just want to sell it all & disappear? (Chaotic)

d6 Bond

- 1 You're not really an elf. You're an animal-fairy that got trapped in humanoid form when your magic mysteriously locked up
- 2 An animal spirit watches over you. The warmth of its presence is an unending comfort
- 3 You were adopted by a wolf pack / mother bear / pair of cougars who mysteriously disappeared after caring for you for years
- 4 You possess a frog-stone, a yellowish stone resembling a frog in shape which must be carried in your pocket for good luck.
- 5 The animals lay silent & the plants are withering in your wilderness home & you don't know why
- 6 A flock of owls / rats / butterflies follows you no matter where you go. Sometimes they sleep with you or leave treats in the morning

d6 Flaw

- 1 I care more about animals than I do people. So what!? What's so bad about that?!
- 2 I'm unashamed of speaking to animals in public, especially my beast friend, even if that means I ignore the people around me
- 3 I don't notice it, but I stink of cat / ferret / snake / bird... leavings
- 4 I've lived among wild animals so long that I've forgotten how things work in the cities. Outhouses are so small! Tell me again what is it you're supposed to do in them?
- 5 When I speak to animals, it takes a moment or two to switch back to Common. Until then, I tend to bark, pant, screech, meow, etc.
- 6 I have fleas, which spread to everything & everyone I touch

CHRYSLIS

Rebirth, transformation, a clean slate, sometimes people just need to drop everything & start over. When elves do this, it's called a chrysalis (sometimes complete with an actual cocoon).

Chrysalis is a complete change. For all intents & purposes, the person before & after the chrysalis is two entirely different people complete with a mental, a philosophical, perhaps even a physical metamorphosis. Changes to the person's race, gender, or appearance are not unheard of.

Chrysalis can take many forms. At its most basic, a person might undertake a "chrysalis" simply by swearing to change their lives. Even still, this is more than a simple "Holiday Resolution." The person must commit to daily re-affirmations of their new self until the change goes from aspiration to reality.

Occasionally, the change is accidental. A character might don a *girdle of femininity/masculinity* & find they feel more complete with the change. More often, people actively seek out magical chrysalis. Lichdom is one form that wizards aspire to & rebirth is a goal common to many religions all over the world.

How did you accomplish your change? How much did you change? Was it purely mental or did your body change as well? Did you need magic for the chrysalis? Do you need to perform mental / physical / medical / mystical exercises to maintain your new identity?

What did it cost you to change? Magic often exacts a dear price in the form of your voice, blood, or soul. Even ordinary forms of chrysalis could have a hidden cost as friends or family who can't or won't understand the changes you needed. What did you lose as you emerged from your chrysalis? More importantly, what did you gain?

Skill Proficiencies: History, Insight

Tool Proficiencies: Weaver's tools

Languages: One of your choice reflecting your new life

Equipment: A book of poems containing a pressed forget-me-not flower; 1d4 ID papers of various identities; a cocoon-encased-in-amber pendant; a new set of common clothes; & a belt pouch containing 15 gp.

FEATURE: STARTING OVER

You aren't afraid to try something new, making you particularly good at multiclassing. After all, you've already been through the greatest change anybody could possibly go through. Learning a new job is almost trivial by comparison.

When you multiclass, "pure" practitioners accept you as a full-fledged member of their class. For example, priests might think of you only as the cleric you are (conveniently ignoring the few levels of warlock you might've picked up). Thanks to your rebirth, people take the most favorable view of you, rather than dwelling on what could be taken as split loyalties.

SUGGESTED CHARACTERISTICS

As near-immortals, elves often undergo chrysalis as a simple matter of life. It is a way to keep things fresh, despite living centuries, so that the elf can keep up an interest in day to day living. There's only so many times you can eat the same food day-in, day-out before ennui becomes a literal life threatening danger. The trick is to make everything new again by approaching it with new eyes.

Chrysalis can also be an escape from a great crime, tragedy, or punishment. These people often feel a terrible weight in their hearts, something a mere false identity cannot fix. By undergoing chrysalis, they hope to be reborn free of their past regrets or sins.

d8 Personality Trait

- 1 I practice mediation / yoga / mantra chants to cleanse my psyche
- 2 Fezzes / neckties / kilts are cool. I wear one of these now
- 3 I avoid my reflection like the plague. Mirrors repulse me.
- 4 I am fanatic about my new life. I constantly quote prayers / platitudes / proverbs from a little book to everyone around me
- 5 I find myself mimicking the body language or even the speaking patterns of new people I meet
- 6 After emerging from my chrysalis, I found my eyelashes had been replaced with soft petals like butterfly wings
- 7 I'm addicted to using the *cosmetic glamour* cantrip to "update" my appearance from day to day (or even hour to hour)
- 8 I choose to hide my features behind a mask until my transformation is complete

d6 Ideal

- 1 **Change.** And now for something completely different (Chaotic)
- 2 **Oblivion.** At times the Waters of Lethe can be a blessing (Any)
- 3 **Rebirth.** "Seward" is nothing but a dead name. I am Crystalania Brightwing now. Kindly address me as such. (Any)
- 4 **Redemption.** I don't expect absolution, but I won't be able to live with myself until I make things right. (Good)
- 5 **Selfishness.** Look, forget all that murdering & stealing I did. I'm a new person! (Evil)
- 6 **Whimsy.** Captain Thunderstruck? *What* are you talking about? Oh! That was, what? Four? Five personalities ago? You don't honestly expect me to remember them all, do you? (Chaotic)

d6 Bond

- 1 Thanks to my Fairy Godmother / personal genie / guardian angel, I can start over again with a new life!
- 2 I wasn't born an elf. My transformation is the result of a magical intervention / accident, but now I finally feel like a whole person.
- 3 I've been reincarnated several times. Oddly (almost uniquely), I can remember each of my previous lives.
- 4 My chrysalis involved hypnotism. Sometimes, I blackout & can't remember anything from the previous couple of hours / days
- 5 I need the services of a really, *really* good transmuter
- 6 I wear a gem embedded in my forehead / in my heart / on a ring. If the gem is ever removed from me, I'll revert to my old form

d6 Flaw

- 1 I committed a great evil (familicide / tyranny / betrayal) which I regret with all my being. Any reminder is almost physically painful
- 2 Sometimes, I suffer from irrational flashes of anger I can't explain
- 3 My metamorphosis involved an actual, years-long slumber. Still sleepy, I randomly yawn, stretch, or even nod off
- 4 I love my new life / hate my old life so much that I refuse to acknowledge anyone I used to know. I completely "forgot" them
- 5 I randomly wander off by myself. I can disappear for years at a time if my friends aren't careful about keeping track of me.
- 6 I drink to forget... sometimes I drink so much I forget to wake up or change my crusty clothes... or how to hold my sword...

COGNIZATTI

What people don't know... what they don't *want* people to know... is that there is an ancient, secret fraternity originated by the high elves that has been manipulating events for centuries, if not millennia, in order to foment a new world order under their oh-so-benevolent rule.

And you are one of their agents.

The Cognizatti is a group of likeminded individuals who all ostensibly share the common goal of creating the Utopia, a place of the greatest good for the greatest number of people. Whether each Cognizatti member truly believes in this goal, or even if the Utopia is actually achievable, is still up to debate, as the Cognizatti has not been immune to the typical espionage, counterespionage, & betrayals that regularly plague secretive fraternities of this type, regardless of their stated good intentions.

The Cognizatti are among the first to respond to world-threatening dangers. They regularly confront omnicidal doomsday cults, reality-unmaking delusional elder gods, & alien intelligences worming their way in from the Outer Realms. In more peaceful times, the Cognizatti plot ways to gain greater control over the world's governments so as to "better the lives of their peoples"... or so they say.

How did you learn about the Cognizatti? Why did you join them? Do you see potential for a better world than the one you were born into? Are you in it for the chance to seize power greater than any puny king could imagine? Did you join to find answers for all the general weirdness that's out there?

If there's one secret, world-shaking fraternity manipulating kings behind the scenes, who's to say there aren't others? Perhaps with far eviler, or even inhuman, ones? What is the strangest thing you've ever seen? What's the public story about what happened? What *really* happened? Are you absolutely certain it's not the Greys preparing an invasion?

Skill Proficiencies: Perception, Persuasion

Tool Proficiencies: Calligrapher's supplies, mason's tools

Equipment: Calligrapher's supplies; a secret tattoo of an eye contained within an illuminated pyramid; a crystal earpiece to communicate with other Cognizatti brethren; a set of fine clothes; & a belt pouch containing 20 gp

FEATURE: DEEP THROAT

You have a mysterious informant / agent / handler that has access to top secret information & who may sometimes share that intel with you.

You've never seen your informant beyond an unidentifiable, shadowy silhouette. You've probably never even heard their voice, & even if you did, it was highly altered to a deep rumble, distorted beyond recognition. It is for these reasons you refer to your informant as "Deep Throat."

Deep Throat leaves coded scrolls or possibly supplies in dead drops hidden in trees, fake rocks, or water-tight containers in wells that only the 2 of you (you hope) know about.

The exact form of the contents is left to the DM's discretion. Most often, Deep Throat's dead drops contain information relevant to your current mission. However, in times of trouble, Deep Throat may provide simple supplies such as rations (possibly even unpoisoned) or a small healing potion, depending on how dire your situation is.

If any non-Cognizatti ever discovers the identity of Deep Throat, your informant will immediately cut ties with you, costing you to the benefit of this feature.

SUGGESTED CHARACTERISTICS

The Cognizatti are a group of very, *very* intelligent people with a flat organization. Theoretically, there's no hierarchy, no leaders, no followers. Every Cognizatti is just as capable & influential as any other. Theoretically.

In practice, more often than not agents acquiesce to any implied demands. Not for fear of punishment, but rather because if you refuse too many calls, fewer & fewer come until they all but disappear. This means "I was just following orders" is no excuse in the Cognizatti. Each member has no choice but to own the consequences of the choices they make. Meanwhile, the Cognizatti cultivates a plausibly deniable yet highly capable set of agents to draw upon.

d8 Personality Trait

- 1 My face & body are perfectly, eerily symmetrical, without blemish. Like porcelain, expressionless
- 2 No matter what I eat, I pour huge dollops of hot sauce over it all. I happily snack on raw habanero or red dragon peppers if available
- 3 I always use "Mr." & "Ms." regardless of a person's actual title, often oddly emphasizing "MISter Greenleaf" "MISstress Ironbeard"
- 4 I keep a scrapbook of newspaper clippings, sworn testimonies, government reports, etc of Weird Happenings
- 5 The Cognizatti summoned me here from an alternate dimension where the rules of reality are slightly, but profoundly, different
- 6 My dreams & thoughts sometimes manifest as bright crystals that orbit my head for a time
- 7 I wear a dark suit & stylish, black sunglasses at all times
- 8 I keep & regularly update a corkboard full of "Strange News" stories & weird photos pinned up & connected with strings

d6 Ideal

- 1 **Callousness.** Who cares what happens to a handful of humans? You blink & they grow old & die, breeding like rats all the while. Frankly, keeping them culled is a Health & Safety issue. (Evil)
- 2 **Caution.** We've run the numbers hundreds of thousands of times. There will certainly be fallout, but this is demonstrably the best course of action for the greatest number of people (Lawful)
- 3 **Magnanimity.** Do all the good you can. By all the means you can. In all the places you can. For all the people you can. (Good)
- 4 **Perfection.** We can be as the gods themselves. Nothing less is acceptable. (Any)
- 5 **Self-Accountability.** I am a peer among peers. The actions I choose to commit are no one's fault but my own (Chaotic)
- 6 **Self-Criticism.** Do not delude yourself. Choosing the lesser of two evils is still siding with evil. (Any)

d6 Bond

- 1 The king / bishop / thieves' guild boss has been replaced by a deftly disguised Reptilian, but I need more evidence to prove it
- 2 Sometimes my teeth vibrate & I hear buzzing voices speaking an odd, unintelligible language in my head
- 3 I keep discovering tiny metallic chips embedded under the skin in creatures I meet... most recently, I found one in my own arm...
- 4 Incomprehensible alien intelligence(s) is seeping in at the cracks between the worlds, trying to corrupt our reality
- 5 I've seen colorful flashing lights flying in the sky in unnatural patterns on a specific night each year for the past 2d10 years
- 6 I have *conclusive* conjecture that a doomsday cult of diablerists has infiltrated all levels of society to instigate a looming apocalypse

d6 Flaw

- 1 Those aren't orcs. They're mutant slave-beasts created by the All Seeing Eye as a false flag operation to give them an excuse for martial law & take over the kingdom as a shadow government
- 2 I never let go of an idea once it gets in my head, especially if it's a conspiracy theory
- 3 I kill every cat / ant / crow I come across, if I can. They are telepathic slave-spies of the Hive
- 4 I am certain the Cognizatti Inner Circle is scrying me at all times. I take appropriate measures when necessary. (Tinfoil is a plus.)
- 5 I see every coincidence as evidence of a nefarious, world-spanning conspiracy... I'm not saying it's aliens... but it's *aliens!*
- 6 Just because I'm paranoid doesn't mean they're not out to get me!

CURSED

Once upon a time, you were a simple, everyday farmer / milkmaid / prince doing simple, everyday things in your simple, everyday life. Until, one day, you fell afoul of a wicked witch whose curse changed your life forever. You labored long under the curse, fetching & carrying, scrubbing & cleaning, until you finally seized your chance to break free!

Fairies are famously fickle creatures, not to mention incredibly petty. Some fairies react to any little slight, real or imagined, with vicious curses, surrounding whole kingdoms with gigantic barbed vines or condemning their victims to live as pigs until they "learn their lesson."

You had the bad luck to meet one of these creatures. Who was it you met? A fairy? A witch? A hag? What happened to anger the witch? Did you fail to welcome a traveler properly? Were you too lazy to complete your chores?

Was the curse your fault or was the fairy evil? Did the fairy trick you, naïve youth that you were, into the curse? Did you trespass into the fairy's home & get transformed into a piglet for the trouble you caused? Did you stupidly buy worthless beans or autumn leaves that turned out to be magical after all?

How did you escape the curse? Were you clever enough to trick the near-sighted cannibal witch with a twig? Did you fool the fairy into saying its own name backwards? Is the fairy / witch still alive? Are you adventuring to avoid the inevitable backlash? Is adventuring the price you must pay to be free of the curse?

Skill Proficiencies: Survival, & one of your choice from the following: Animal Handling, Deception, or Insight

Languages: Giant, Sylvan

Equipment: A goose / cat / rat that used to talk; a large chunk of stale gingerbread; a locked jewelry box that must never be opened; a set of common clothes; & a pouch containing 10 gp

FEATURE: HAPPILY EVER AFTER

You've done it! You've broken the curse & now it's time to ride off into the sunset to live happily ever after! (Or, at least it would be, if all these monsters would just stop popping up to attack you & your friends.)

You have entered a charmed period of your life. Good things just drop into your lap, sometimes literally. Grandmas accidentally bake an extra apple pie. There's always room at the inn, or at least a warm, clean stable. It's not unusual to find a penny in the gutter. Things generally break your way.

When you're in a situation where the outcome is uncertain (but not resolved on a roll of the dice), the DM should rule in your favor. Keep in mind that this feature won't prevent you from facing the consequences of any bad decisions you might make, but it will help you avoid the worst of the worst.

VARIANT FEATURE: GENRE SAVVY

If your character has the cursed background, you may select this background feature in place of Happily Ever After.

Your experience living through a fairy tale grants you the ability to break the 4th wall a little bit. You may use your out-of-game knowledge about fairy tales (myths, etc), monsters, & story tropes in-game.

Obviously, you can't reference any books / resources during the game session, but anything you remember is fair game. (Likewise, try not to antagonize your DM too much with this feature. Keep it tactful!)

d8 Curse

- 1 I pricked my finger on a spindle & slept for one hundred years
- 2 A witch kept me locked in a doorless tower / chicken-legged hut / cloud-bound castle. I escaped by climbing down my long hair
- 3 I was transformed into a frog / cricket / piglet until a kiss restored me to my proper shape
- 4 People kept invading my hut to eat my porridge & sleep in my bed
- 5 I gave up my ability to speak / see / hear for true love. I recently regained the skill... Let's just leave it at that.
- 6 I was cursed to dance until my feet wore down to the bone & I dropped dead from exhaustion. Turns out, I can't dance.
- 7 I was stuck inside a mirror until an unlucky bystander broke it & was trapped in my place
- 8 I was rendered invisible & intangible, ghostlike, until I made up for my sins. It... took a long time...

SUGGESTED CHARACTERISTICS

People who fall prey to fey curses generally have a fault that caught the witch's / fairy's ire in the first place, such as lacking manners or being lazy. Sometimes, they are so innocent or naïve as to fall into a trap. Clever people can often break their curse early, although innocence, again, is sometimes enough to break free, especially if all they had to do was simply apologize.

d8 Personality Trait

- 1 When I was born, I was no bigger than my father's thumb
- 2 It's not my fault that I'm a golden, "Prince Charming" type
- 3 Small birds & cute critters gather 'round to listen when I sing
- 4 I really enjoy cleaning, because everything is so nice & sparkly when you're done
- 5 My grandmother gave me a crimson cloak for my birthday. I wear it every day.
- 6 I'm super honest. I never lie, even when it would be polite to do so.
- 7 I dislike any type of work. I spend a lot of time & energy trying to get other people &/or creatures to do it for me
- 8 I was forced to sleep in the hearth for so long that the caked-in ashes turned my hair raven-black (& still gives me coughing fits)

d6 Ideal

- 1 **Altruism.** I don't mind being cursed if it means someone else is spared (Good)
- 2 **Cleverness.** You gotta think outside the box sometimes. I'd still be in that damned tower if I had followed the rules (Chaotic)
- 3 **Freedom.** The first thing I'm gonna do is drink some fine wine. NO! Cliff diving! WAIT!!! *I have an even better idea!* (Chaotic)
- 4 **Innocence.** What's such a sweet, little old lady doing living in a gingerbread house all the way out here in the middle of the Ravenshadow Forest? I'd better see if she's alright. (Good)
- 5 **Propriety.** I could have avoided so much trouble if I had just remembered my manners. (Lawful)
- 6 **True Love.** I would do anything for love! (Any)

d6 Bond

- 1 Tell me if you see a prince asking people about a glass slipper. I have unfinished business with him...
- 2 I haven't seen my Fairy Godmother since The Incident
- 3 Werewolves destroyed my house. This time I'm building it of sticks, or maybe bricks if I can find enough treasure to afford them
- 4 When I escaped my curse, I stole / rescued the witch's golden-egg laying goose... except it hasn't lain anything yet...
- 5 My son / nephew / squire sold our last cow for these stupid beans!
- 6 I escaped my curse, but my sister / husband / king is still trapped as a statue decorating the witch's hideous Garden of Fear

d6 Flaw

- 1 I have an irrational fear of / love for / obsession with little old ladies / the number 3 / pipers dressed in motley
- 2 3 iron bands are fixed around my heart to stop it from breaking. However, they leave me cold, unfeeling, & horrible
- 3 I've never been kissed. (I'm kinda afraid of what I'll transform into)
- 4 My escape from the curse wasn't complete. I still randomly fall asleep / eat flies with my long tongue / occasionally lose my voice
- 5 My laziness often gets me & my friends in trouble.
- 6 I must never reveal my true name, nor use another, on pain of suffering a fate worse than my earlier curse

DUELING INSTRUCTOR

Elves are known the world over as magical, sharpshooting swashbucklers. No other culture in the history of the world has achieved the sophistication, the intellectualism, the beauty that elves have. That's why the Quick Races, like humans & halflings, whose lives are often century-short, vie (rightly so!) for the attentions of elven instructors.

In this violent world, elven tutors are most well known for teaching the secrets of magic, archery, & swordplay. However, their expertise also comprises far more refined topics such as art, music, philosophy, as well as the elven language itself. It's not uncommon for the nominal "dueling" instructor to take over their ward's entire education, especially after the elven tutor sees how abysmal the humans' so-called "school system" actually is.

As an instructor, what is your area of expertise? Are you best with swords? Bows? Magic? Are you gentle? Stern? What kind of teacher are you? Will you be remembered for rewarding success? Or will your students dwell on the horrible punishments you mete out?

How much of a responsibility do you feel for your students? Does your student's bad behavior weigh upon you? Do you feel your students reflect upon your quality as a person? What would you do if your student used the skills you taught them to free the land from an evil dragon? To quell a rebellion? To slay their father & rule the kingdom with an iron fist?

Are you a wandering teacher? Is teaching something you do when you stop in town for a week or so? Were you retained by a royal court? How does that affect your daily life? What kind of clothes do you wear? As a teacher, is it important to maintain your image or is it the results that matter most?

Skill Proficiencies: Acrobatics, Arcana

Tool Proficiencies: One musical instrument of your choice

Languages: Either Elvish or Draconic (quite a lot of magical lore is written in these languages)

Equipment: A padded training vest & mask; a blunted wooden sword / arrows / dummy wand; a humanoid target painted on burlap; a set of common clothes; & a pouch containing 15 gp

FEATURE: THE TEACHER STARE OF DEATH

Your ruler-to-knuckle accuracy is the stuff of legend the world over. Children everywhere stand at attention the moment you come into view. Your glare can freeze a glass of water at 10 paces. You have perfected The Look.

It's not what you say; it's *how* you say it. You know exactly how to pitch your voice, what sort of body language to project, &, most devastatingly of all, how to employ the dreaded Teacher's Stare that teachers of every species use to maintain discipline.

As long as a creature comes from a culture that has some kind of teaching custom (& many that don't), you may attempt to discipline the creature regardless of whether or not you share a common language. You might even be able to do so entirely wordlessly, daunting them with nothing more than a sudden, piercing look.

SUGGESTED CHARACTERISTICS

Teaching requires 3 things: useful knowledge of your topic; confidence to lecture in front of large groups of people; & the ability to communicate your ideas clearly. In fantasy settings, you may be in charge of your students' well being as well as their etiquette, whether good or, especially, bad. After all, you *are* their mentor, so be prepared to accept that kind of responsibility.

d8 Personality Trait

- 1 Um... I, er, tend to lose my train of...? thought when I, uhh, lecture
- 2 It's fun to grade my allies' performances. No one's gotten over a C+ so far. It really bugs them!
- 3 I carry a pouch with sticks of chalk & a writing slate wherever I go
- 4 I insist that everyone refers to me as "sensei" / "shifu" / "master"
- 5 My war cry is the Pythagorean Theorem / the First Law of Motion / the Transitive Property of Equality
- 6 When I defeat my enemies, I stamp a grade on their foreheads so they can improve their work next time
- 7 I've been known to let my enemies off the hook if they sincerely apologize & bring me a nice brightly polished apple
- 8 I wear glasses (without any lenses. They just make me look smart)

d6 Ideal

- 1 **Corporality.** How disappointing. You fail. You know the consequences. Fetch me the willow cane... again. (Evil)
- 2 **Dialecticism.** Nice riposte! So, what would you do if I changed my line of attack *thusly*? (Neutral)
- 3 **Hard Knocks.** HA! That hurts, doesn't it? You're not gonna forget THAT hit any time soon! (Chaotic)
- 4 **Patronage.** I see much potential in you, young one. JOIN me, & we shall rule the realm of men! (Neutral)
- 5 **Positivity.** Well done! If you succeed 10 more times, I'll bake you my famous Chocolate-Elven Surprise! (Good)
- 6 **Self-Direction.** We all learn at our own pace (Chaotic)

d6 Bond

- 1 I have a favorite mentor / student / school I visit once a year / decade / century. My usual anniversary is next month
- 2 I just received a letter from a former student. They have a child whom they wish me to mentor
- 3 My students are some of the best in the kingdom, but recently someone has been beating them to within an inch of their lives
- 4 I am currently traveling with my student, the prince. Rote exercise is no substitute for real life experience in the field.
- 5 I'm as good with a practice sword / arrow / wand as I am with a real one, often allowing me to settle disputes w/o shedding blood
- 6 A former student of mine is tarnishing my reputation by using the skills I taught them to raise Hell in a nearby kingdom

d6 Flaw

- 1 My students' actions are a reflection of my teaching skills, & therefore of me. To use my lessons wrongly is to earn my wrath.
- 2 I have *very* high standards. None of my students have lived up to my expectations, yet. To be honest, I'm starting to hate people.
- 3 I'm much more interested in adventuring than teaching. My student is just a doe-eyed burden I haven't managed to shake off yet
- 4 I'm an excellent instructor... of theory. I've never actually had to fight anyone!
- 5 My students can do no wrong. Any over-exuberance they might possibly display is nothing more than youthful indiscretion
- 6 (I'm actually not that good a teacher. It's just a good excuse to get paid to play with swords & arrows)

The GENTRY

Smarter, faster, more beautiful, longer lived, more artistic: in every way that counts, elves are better than any other race you'd care to name, but the Gentry are a step above even that. The Gentry are the Grand Procession, the Trooping Faeries. They travel between the worlds, the Prime, the Feywild, & Elsewhere, growing to become both more & less than they were.

Although it's not entirely accurate, humans might think of the Gentry as the itinerate knights of the Feywild. Like human itinerate knights, the Gentry have no homes, instead travelling as a way of life. Most Gentry even mete out justice wherever they travel, giving them a reputation for goodness that is mostly (though by no means, entirely) deserved.

One of the biggest differences between the Gentry & itinerate knights is that the Gentry are beholden to no Chivalric Code. Instead, they do the things they do because that is who the Gentry are. The Gentry have no aspirations for greatness & fear no divine condemnation. They are the *Gentry*, & need no more encouragement to do good than a bird needs to fly.

How long have you been a Trooping Elf? Where have you traveled? Do you restrict yourself to the Prime, with all of its wars & starving masses, so that you can do the most good? Do you travel the Feywild amongst the ogres & cloud-bound castles & troll-haunted bridges? Is there a reason you travel or is the journey its own reward?

Skill Proficiencies: Arcana, Insight

Languages: Sylvan & one other of your choice

Equipment: A crystal rose whose northernmost petals glow pale pink; a cloak woven of living ivy; a vial of liquid memories; a set of traveler's clothes; & a pouch with 15 gp

FEATURE: GATES & PATHS

You know how people say the shortest distance between 2 points is a straight line? Well, that's just not true. The shortest distance is no distance at all. Some people describe it as folding or warping or fairy-steps or whatever. Regardless what you call it, you know the "soft points" in reality, the gates, the little mystic rituals that bend space & time like the illusions that they are.

When you are not in combat, you & a handful of companions under your guidance can travel twice as fast as your (or your mounts') usual overland travel speed would normally allow between any 2 locations in the open world that you know well.

SUGGESTED CHARACTERISTICS

In the vast experience of their long, long lives, the Gentry have achieved an imperturbable tranquility. What initially manifests as worldliness in younger elves easily combines with the natural elven superiority to ennoble the elf body & soul. The Gentry possess an ancient dignity that transcends the physical realm giving them an almost supernatural atmosphere of peace.

d8 Personality Trait

- 1 I have an ocarina / harmonica / ukulele I picked up on my travels. Playing the instrument produces an almost meditative serenity
- 2 Using the Gates & Paths (see above) creates a softly glowing fairy light that hangs, mist-like, over the ground & around the travelers
- 3 I much prefer walking to riding, but if I must, I'd rather ride a proper elven mount like a grand elk / forest panther / giant eagle
- 4 Mortals are so cute when they get excited! I love watching them run around in their natural environment.
- 5 My impassive countenance often makes people nervous
- 6 People make no sense to me. I tend to stare, trying to figure them out for a while, before I attempt to talk with them
- 7 Very little can disturb my peacefulness. Only my companions' pleas spur me to act with any urgency
- 8 A flying squirrel / emerald garden snake / cloud of fireflies accompany me on my journeys

d6 Ideal

- 1 **Beautiful Aching.** Every dreamer knows it is entirely possible to be homesick for a place you've never been (Neutral)
- 2 **Detachment.** So what if the king is a tyrant? He'll be dead in a decade or so. Why all the fuss? (Neutral or Evil)
- 3 **Enigma.** The world is nothing but a dream made mad in the telling. The more I say, the less we can know (Chaotic)
- 4 **Otherworldliness.** Gaze upon me, mortal. You'll not see the likes of me again in this life... but perhaps in the next... (Any)
- 5 **Transience.** Yes, Man is mortal, but they burn all the brighter for their brevity. Let us witness them & celebrate (Neutral or Good)
- 6 **Wanderlust.** A good traveler has no fixed paths & is not intent on arriving (Chaotic)

d6 Bond

- 1 I am patron for a mortal (a king / a milkmaid / one of my traveling companions) whom I hope will achieve much in their brief life
- 2 I have homes / nests / boudoirs in 2d3 different kingdoms that I rotate through over the seasons / years / decades
- 3 A recurring dream of twin snakes devouring the sun plagues me. Who are the snakes? What is the sun? I must find what it means!
- 4 For decades, I've suffered an unfulfilled longing. For whom or for what, I do not know, but I will when I see them.
- 5 I am a plague carrier / accursed / bounty-hunted. Bad things happen to the people around me if I stay in one place too long
- 6 I protect the ley lines & fairy paths that stretch between places of natural power

d6 Flaw

- 1 In my travels, I've met more sentient creatures than I can count. I've long since given up trying to remember people's names
- 2 As both an elf & a world traveler, it's difficult for me to regard the locals as anything other than playthings there for my amusement
- 3 My travel experience has made me so aloof & snooty that even other elves are annoyed by my attitude
- 4 Sometimes, it's easier for me to cut my losses & move on than it is to face my problems
- 5 Humans / halflings / half-orcs? Honestly? I can't tell the difference. They all look alike to me.
- 6 Over the decades, I've become ever more impassive. Sometimes the dispassion is so great that I worry I'm not long for this world.

SEELIE COURTIER

From the snow-crystalline peaks of giant infested mountains to the green shadows of the Gloaming Woods, the Seelie Court promenades in all its stately splendor among the faeries of the Feywild: a storm of satyrs, pixies, & nymphs caught up in incessant revelries & shenanigans around Seelie Courtiers & their convoluted webs of capricious politicking.

Queen Titania rules the faerie maelstrom with ease & grace like the goddess that she is. At her pleasure, the Seelie Courtiers pit themselves one against the other in political games.

Sometimes, the faeries play out of pure greed. At times, they seek to garner favor with the Faerie Lords. Most times, however, the faeries are simply in it for the sheer hell of it.

You hail from the so-called Kindly Courts. How long have you played the political games? Who owes you favors? How did you earn them? What services did you perform, what bribes or gifts did you deliver? Do you owe anyone any favors? Whom do you owe? Are they minor boons you could repay with a snap of your fingers or is your debt more weighty?

Who is your Faerie Lord? Little Queen Mab? Grimalkin, the Warlock Cat? The Lady of the Faeries, herself: Queen Titania? What did you do to earn your Lord's patronage? What makes you so useful to them?

Conversely, perhaps you earned your Lord's wrath. What can you do to regain their favor? Will their anger simply burn out over time? Is it more serious, requiring a concerted effort on your part to make amends? Why would you leave the Feywild to live amongst the mortals?

Skill Proficiencies: Deception, Persuasion

Languages: Giant, Sylvan

Equipment: A cobweb crown; a leather-&-horn masquerade mask; a gift for your patron (a puff of baby's breath / a gold acorn / a twist of a lovers' quarrel); a set of fine clothes; & a pouch with 20 gp

d8 Courtly Patron

- 1 Grimalkin, Cat-Queen of Warlocks & their Familiars
- 2 Pesky Jenny, Prancing Pixy Princess of the Spring Court
- 3 Queen Mab of the Dreaming
- 4 Oberon, King of the Summer Court
- 5 Robin Goodfellow, Trickster, Knave, & Jester
- 6 Queen Titania, Ruler of the Seelie Court
- 7 The Twin Princes – Peaseblossom & Mustardseed
- 8 Bottom the Weaver. An Ass.

FEATURE: FAVORS & BOONS

The Seelie Court runs on a complicated, ever-shifting web of favors, debts, & boons. Most of these favors manifest as simple alliances & rivalries, but the more serious ones are enforced by imposing geas.

You start the game owing 1d4 minor boons to various faerie courtiers or nobles. Likewise, a number of faeries owe you 1d4 minor boons. When you are at Court, you may call due boons owed to you, pay back ones you owe, or create new boons. Work with your DM to detail the faeries you are involved with.

In addition, you may extract boons from mortals. When you enter into an agreement with a mortal, you may take a small, supernatural Token such as the mortal's shadow, ability to take pleasure from food, or a treasured memory. As long as you retain the Boon Token the mortal is beholden to you to fulfill their part of the bargain. Once the boon is discharged, the Boon Token instantly returns to where it belongs.

SUGGESTED CHARACTERISTICS

As the seat of the most powerful Faerie-kind, the Seelie Court is a chaotic mix of festivities & viciousness. Most pixies simply revel in the never-ending pageantry. The greater fey, however, clash egos in intricate, sometimes lethal, political gambits while maintaining a façade of civility. To survive long amongst the Seelie Court, one must be perceptive, wily, & confident in the extreme. It also helps to have more than a modicum of ambition.

d8 Personality Trait

- 1 In the FeyWild, everything is magic, magic, magic! It's so refreshing to be around such primitively honest people. Imagine! Using actual fire to light & heat your home! How delightfully crude!
- 2 I'm allergic to iron (including things that contain iron - like dwarves). I break out in a bleeding rash if I touch the horrid metal
- 3 I speak in rhyme all of the time
- 4 I find myself slipping into baby-talk whenever I address someone less than a century of age
- 5 Why chat when you can sing? Why walk when you can dance? Why must everything be so *bland* all the time?
- 6 I've always been fascinated by beards. Why do mortals grow them? *How* are they grown? I annoy whiskered people to no end
- 7 My skin sparkles in moonlight / by candlelight / with pixie dust
- 8 I am meticulous about my appearance. You never know what pesky sprites might be spying in the woodwork

d6 Ideal

- 1 **Grace.** One's dignity may be assaulted, vandalized, or mocked, but it can never be taken away unless it is surrendered (Any)
- 2 **Haughtiness.** My word! A king, you say? Judging by the rags you wear, I'd've guessed a drudge... or cupbearer at best! (Neutral)
- 3 **Impishness.** Wanna see what happens when Queen Titania falls in love with a jackass? Here! Slip her this *philter of love*! I'll get the donkey ready! (Chaotic)
- 4 **Passion.** I serve no orders, commands, nor geas, save those of my own heart. When I return to court, I shall regale my queen with songs of my exploits (Neutral or Chaotic)
- 5 **Revelry.** Eat, drink, & be merry! For tomorrow, we do it again! It's good to be Seelie, my friend! (Chaotic)
- 6 **Splendor.** What's the use of nobility if we don't look good doing it? (Neutral)

d6 Bond

- 1 My Lord laid a geas upon me: I must retrieve the lost babe / goose egg / gold needle before 1,001 days elapse or my ears will fall off
- 2 My Lord is ensorcelled (transformed into a pig / caught in a love potion / cannot speak). I seek a way to break the enchantment
- 3 I seek something (or someone?) that will impress the nobles of the Faerie Court & improve my reputation
- 4 For my knavery, I have been banished from the Court until I can catch my fleeing shadow
- 5 My Lord suffered a vision of me consumed by "the Fire in the Heart of Darkness"
- 6 My Lord's dire rival owes me a boon, a favor for saving their life

d6 Flaw

- 1 Being nigh-immortal, it's difficult for me to take anyone with a lifespan of barely a century (or less!) seriously.
- 2 I crave the excitement of the Seelie Court so much that I'm not above throwing monkey-wrenches just to stir things up
- 3 My adventuring party is like a mini-court. I like to preserve courtly traditions like lying, political manipulations, & shifting alliances
- 4 I might be overly selfish, but I put my own courtly quests & interests ahead of my adventuring party's goals
- 5 Mortal food cannot compare to the honey-wine & ambrosia of the Seelie Court. It's hard for me to hide my distaste for the muck
- 6 I love / fear / am so loyal to my faerie Lord that I might betray my adventuring party at their command

The WICKED

Did you ever wonder why people refer to faeries as “Fair Folk,” “the Kindly Ones,” or “Good Neighbors”? Anyone who’s actually met an elf knows it’s not because they’re particularly “fair,” “kind,” nor even “good.” No, you use all these brilliant euphemisms to make sure you stay on the Shining Ones’ *good* side.

Humans, with their short lifespan & inferior intellects, are hardly better than pets. Think about it: how would you deal with a cat that insisted on tearing up the house, picking fights with the neighbors, & breeding with anything that wasn’t nailed down? That is what humans look like from the elvish point of view. It’s no wonder elves appreciate proper etiquette & not a little obsequiousness from the shorter lived “Quick Races.”

The Wicked are what happens when you finally piss an elf off. Elves, as a rule, are not vengeful, but they are vindictive. Kill a man’s brother & he’ll murder you back & that’ll be the end of it. But an elf? An elf will curse you with bad luck your whole life, then plague your children, & your children’s children down through umpteen generations for an arcane breach in etiquette that you never knew about in the first place.

You are one of these terrifying elves, the witch of the woods, darkness in the basement, monster in the closet. What happened to make you so angry? Was it a single defining event, or did the problem build up over time? Do you lash out at everyone or focus your ire on the single, triggering target? Can your temper be assuaged? What does it take to calm you down?

Living a life of malice is certainly not a good act. It’s not even healthy. Are you worried about your slide into darkness? Do you even care anymore?

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Disguise kit, poisoner’s kit

Equipment: A blood-red apple; a poisoner’s kit, a pet black cat / large tarantula / raven; a set of common clothes; & a belt pouch containing 15 gp.

FEATURE: FEARSOME REPUTATION

You are the scary cat lady living alone in the woods, the bent old man screaming at kids to get off his lawn. Your years, if not decades, of wickedness have garnered a certain threatening air around your name. Even people who have never heard of you recognize the darkness behind your eyes.

You are, almost literally, the boogeyman. Common folk scatter before you. You never have to wait at a bar, or push your way through a crowded street. In fact, shopkeepers will rush to your service, if just to get you out of their establishment all the sooner (& make holy gestures behind your back as you leave). It’s true that if push comes to shove & a witch-hunter or 2 come to town, you’ll be the first on the pyre, but until then, no one wants to risk the ire of a Wicked elf.

SUGGESTED CHARACTERISTICS

You don’t have to be evil to be Wicked, but it helps!

Wicked people aren’t happy. Something happened to sour their view of the world & the people that infest it. This doesn’t necessarily mean a Wicked elf is evilly aligned, but even the good-aligned are prone to fits of pique or righteous indignation (& probably an alignment shift in the future...).

The defining characteristic that every Wicked elf shares is that they act upon their vengeful / righteous urges, whether that means something as small-minded as spilling a farmer’s milk or as debilitating as transforming a prideful king into a terrible beast.

Most Wicked avoid inflicting violence or murdering the objects of their wrath. After all, what’s the point of it all, if the target isn’t around to comprehend the horror of the Wicked’s retribution?

d8 Personality Trait

- 1 My powers are tinged with the horrible green fires of spite
- 2 I have a magic mirror that whispers reassurances to me ...
Why, yes! I *am* the fairest of them all!
- 3 I tend to squint & stare real hard when I get bent out of shape
- 4 I feel naked without my tall, black, pointy hat & hobnail boots
- 5 I can’t help it, but I find myself smiling (or even cackling!) at bad news (only *usually* uncomfortably)
- 6 My step-sister “lent” me a pair of gorgeous glass slippers I wear to important functions
- 7 I have an obsession with the color black / bats / flying broomsticks
- 8 I have a large, hairy wart on the side / end / top of my nose which I absentmindedly scratch when I concentrate

d6 Ideal

- 1 **Forgiveness.** Don’t we all deserve a chance to start over? (Good)
- 2 **Pettiness.** How *DARE* they not invite me to their baby shower!? (Chaotic or Evil)
- 3 **Reciprocity.** You reap what you sow. I’m your reaper, & you’ve been very wicked indeed... (Neutral)
- 4 **Relativism.** Look, you don’t know the whole story. I was just defending myself! They got what they deserved. (Neutral)
- 5 **Selflessness.** You’re still so young to know such hate. Leave this trouble to the mean old dogs like me. (Good)
- 6 **Vengeance.** An eye for an eye. A life for a life... They owe me. They owe me *everything* (Evil)

d6 Bond

- 1 I play “fairy godmother” to 2d3 ingenious protégés whom I visit about once a year, each in turn
- 2 I transformed an offensive idiot into the pig that he always was. Now his sister seeks vengeance.
- 3 I’m hunting the fool who dropped a house on my sister.
- 4 I seek a prince held in a castle east of the sun & west of the moon. I’m not above cursing others into helping me find him
- 5 A warlock kept me weakened & captive for nearly half a century. His death allowed my escape, but robbed me of my vengeance. I will plague his descendants for generations!
- 6 I found (the remains of?) a pair of waifs abandoned by their father deep in ogre-infested woods. Such awfulness *must* be addressed

d6 Flaw

- 1 Elves aren’t meant for bloody vengeance...
I feel almost like I’m changing into one of the draw...
- 2 I brood all the time, moping on the dark thoughts that constantly fill my mind.
- 3 I am vindictive to the point of being petty. I don’t meet every tiny insult with violent murder, but I can’t let an affront slip by without answering it in some way or other.
- 4 I need to be around people or my thoughts turn dark & violent
- 5 I’ve done things in my evil funks involving children, a cauldron, & lots & lots of spices...
- 6 I have an abject fear of fire / water / the holy. Unless it’s carefully contained, even the smallest dollop can send me into fits of fright

WOODCRAFTER

Deep in the mystical homelands of the elves, you'll find fantastic, arcane monuments of all shapes & sizes: bridges of living vines spanning the air between the towering giants of the forest; elegant domiciles grown directly into & around the ancient trees; fountains that encapsulate the moon's crystalline magic in the dew-water they collect from the surrounding leaves & fronds. All of these wonders & many more are thanks to the Tawar-o-Churu, or "Woodcrafters" as they're called in the Common Tongue.

In the same way that smiths, engineers, & architects work for less sophisticated peoples, the woodcrafters are artisans that provide everything from arms to tools to buildings for the elven nations. However, rather than sweating away in a soot-filthy forge, the woodcrafters use their magic to strengthen & cultivate plants into witchwood, a material as strong as steel & a living joy. Thanks to the magic of the tawar-o-churu, the elves enjoy a mystical collect of objet d'art that last a lifetime.

As a woodcrafter, what do you enjoy growing the most? Arms? Armor? Homes? Art? What project is your greatest triumph? Where do you grow your projects? Are your woodcrafting techniques a secret passed down from one master to another? Are you more casual, growing projects for anyone in need?

Do you have a particular grove you always use, or do you enjoy finding new sources of lush vegetation to cultivate? How would you react if your groves were endangered? Has anyone ever threatened your Art? How do you feel about the destructive practices of the humans, orcs, & other industrious races?

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Gardener's tools, herbalism kit

Equipment: A set of gardener's tools; paper packets of various seeds, vines, & sprouts; a special fertilizing potion of your own design; a set of common clothes; & a pouch containing 15 gp.

Special: Your starting weapons & armor may be grown of witchwood at the DM's discretion.

FEATURE: WOODCRAFTING

Much like a dwarf can smith together a hammer or a halfling can dig a comfy den, you can grow plants into tools, buildings, & other useful items.

Woodcrafting is a profession you can practice in your downtime. Likewise, you can use woodcrafting to grow weapons, tools, armor, or even buildings, at the DM's discretion. See page 187 in the PHB for more details.

Follow normal crafting rules. To woodcraft, you need gardener's tools, raw materials (fertilizer, seeds, special twine, etc), & access to living vegetation, with larger projects requiring larger areas of vegetation. At the DM's discretion, an especially thick or magical area of vegetation, such as an elvish city, could reduce the cost of the raw materials to as low as 25% of the total market value of the final project.

The resulting product is grown of witchwood: a wood that is as strong & as durable as steel but still retains the plant's flexibility & light weight.

SUGGESTED CHARACTERISTICS

Plants are living, breathing things. You can't just pound them into shape like you can with iron. You either need to find the form of the tool the plant holds naturally, or come up with techniques to coax the witchwood into growing the item that you want. This is why woodcrafting takes a lot of creativity & patience, especially if you're working with unfamiliar plants.

d8 Personality Trait

- 1 I have a net of ivy vines growing throughout my wild, bushy hair
- 2 All of my gear is grown of witchwood, which I crafted myself
- 3 I collect seeds, nuts, clippings, shoots, bulbs, etc from new plants that I encounter on my travels for my private garden at home
- 4 I have a pet bluebird / winter stoat / mini-hamster that likes to sit on my shoulders & nest in my hair
- 5 I'm a pure carnivore. I hate the idea of eating my veggie friends.
- 6 I found an acorn cap / mushroom / pinecone large enough to wear like a hat!
- 7 Pollen covers me so thickly that some people are allergic to me
- 8 My hands (& thumbs!) are literally green, stained from all the gardening I do

d6 Ideal

- 1 **Bounty.** Come join us, friend! There's more than enough for everyone! (Good)
- 2 **Eco-Terror.** Humanity poisons the rivers, befouls the woods. Those parasites... It's time to do a little weeding... (Evil)
- 3 **Growth.** Newer is *always* better. I can't wait to see what our next harvest brings! (Chaotic)
- 4 **Nature.** Take care of your Mother & she'll take care of you (Neutral or Good)
- 5 **Nurture.** The gift is there, in the heart of the wood, waiting for us to give it a shape, & by shaping it: a meaning (Neutral)
- 6 **Wilderness.** You can't cage the Green. The tiniest saplings will tear down the strongest castle walls to get to the light (Chaotic)

d6 Bond

- 1 My home is a magical garden I've been cultivating for more than a century
- 2 Orcs razed my original woodcrafting grove. The magical seeds I saved for the new orchard are the only ones left in the world
- 3 I'm trying to rehabilitate an awakened fly-trap that a horrid warlock corrupted with her foul "gift"
- 4 I'm working on a new type of witchwood that continues growing after harvest in order to allow damaged tools to repair themselves
- 5 I recently encountered a twisted mockery of witchwood: bloodbriar, a horrid, soul-sucking undead version of this sacrosanct plant
- 6 There is an ancient, secret tree that only I know about, from which I grow all of my best witchwood projects.

d6 Flaw

- 1 I prefer the company of my plants. I get tongue-tied around strange, new people.
- 2 Touch my witchwood grove & you're a dead man.
- 3 Mithral? Adamantine? *Steel?* Nothing but stones & dirt. No *true* elf would deign to use such base materials.
- 4 I can't help but compare manufactured goods I find against my witchwood projects. Frankly? Most of it's crap.
- 5 The Quick Races (humans, orcs, halflings, etc) know nothing about Nature. I'm violently opposed to them expanding their influence
- 6 Do you know how *dead* leather is? I can't stand the thought of covering myself with something that's rotting-deceased. I'd rather go naked than wear anything non-vegetative & dead.