



The Blight

Richard Pett's Crooked City

Player's Handbook



FROG GOD
GAMES

The Blight

Richard Pett's Crooked City

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This setting is dedicated to Geoff Tew, a damn fine thief whose spirit still graces our gaming table and whose favourite character still walks these streets.

"In order to know virtue, we must first acquaint ourselves with vice."

Quotations except as noted otherwise are from the **Marquis de Sade (1740–1814)**

THE BLIGHT: RICHARD PETT'S CROOKED CITY

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LL6: The Northlands Saga Complete ^{PF, S&W}
LL7: The Blight ^{5e, PF, S&W}
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Dunes of Desolation ^{PF}
Fields of Blood ^{PF}
Mountains of Madness ^{PF}
Marshes of Malice ^{PF}

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THE BLIGHT: RICHARD PETT'S CROOKED CITY

The Blight Player's Handbook



“... You’ve just entered the wrong side of town ...”

For the Players

A stitched thing shambles through the night, the smog of the Canker caressing it. Hooded and covered, the thing's head is too large for its body, and it has to lean frequently against the dirt-smearred brick embankments of Sister Lyme and suck in air through broken lips. A stench like rotting vegetables and sugar surrounds it. People move by in the smog, quietly and nervously going about their business. Occasionally, a cockroach crunches under their feet. Some travellers are rich enough to have linkboys, and a ghastly yellow pallor surrounds the conspirators as they flit like will-o'-wisp through the poison air of the street.

The silence is suddenly stabbed by the sound of a carriage clattering along the cobbles — a child's nightmare pulls the carriage yet no one seems to notice; it gulps the air as it lurches by — a slick black thing that hobbles spastically yet with great purpose. Unseen within, a naga pulls at a hookah, her arcane limbs fidgeting nervous. She is reading an ancient cabalistic work that details a ragefire elemental, a hateful thing of such fury that it can consume cities. The naga smiles and blows out a crimson smoke-ring as she puzzles this new weapon that has fallen, or rather been dropped, into her presence. The naga bangs upon the roof of the carriage for the driver to speed on, and within moments, the streets are quiet again.

The hooded thing staggers on, beneath towering walls and sloping gables where great spiders crawl, the arachnids cowering from the spider-catchers

who ply their trade in the dark. Both avoid the rooftops where ancient scrimshaw gargoyles call to each other in haunting song. No one climbs to meet the scrimshaw; no one dares.

The figure passes a burnt-out pawnshop and is ignored by a young couple in a doorway; seeing only each other, one of the figures has two mouths full of jutting yellow teeth. The other, possibly a man, is dead, only alchemy keeps his wan body upright. He appears to be ignoring the prostitute's shortcomings, or perhaps is paying for them.

At last the stitched thing reaches its destination, a crooked house lit by the distant lights of the Great Fayre and the peculiar cutting beam of Hobbington's Lamp — the greatest of sea lanterns. Now hobbling down the stairs, it gives a secret knock and is allowed into the alchymic opium den. Entering, it sees something in the mirror opposite, but the thing it sees is not its own reflection, and as it watches the shadow moves out of the looking glass and into the room. The hooded figure bows, and hands over a package to the mirror dweller, who smiles crookedly and moves into the city night, drawing a shining meat-cleaver as it does so. Singing a nursery rhyme under its breath, it breaks into a skip.

Outside, countless other stories are taking place; misery and joy, and lust and sin abound here. This is their home; this is home to many, many things ...”



THE BLIGHT: RICHARD PETT'S CROOKED CITY

The Blight is vast; it is mad and random and teeming with life. Each doorway conceals a secret, every window a longing, every roof a hope and fear. A million faces stare from its broken soul. Each face hides a story.

In the appendices, you'll find a printable player's introduction to the Blight, its characters, streets and horrors. In essence, the Blight is a dark urban horror fantasy setting that can be used either on its own, or mingled with other areas of your GM's campaign world.

Many different races can trace their lineage back centuries in the Blight, and these Blight versions of standard races have developed their own unique abilities, contacts, and skills. In such a vast city, no guide can ever be considered entirely comprehensive, but here is a selection of new races and racial subtypes of the more established races commonly encountered. All the standard fantasy role-playing races may be met in the streets of Castorhage, but their environment may change local characters, as a dwarf living in the arctic or an elf living on a coral reef would change, but they are still unmistakably elves and dwarves.

Races presented hereafter represent Castorhage variations upon the core races, as well as new potential character races — derro, briny, coprophagi, night-slugs, and swyne. Racial subtypes of each of the core races are also presented. These subtypes are those that exist in addition to the standard core races; they have unique abilities due to their exposure and background in relation to the Great City.

Do not limit your choice to standard races; a party of ghoulish characters make an excellent change of pace. Skum and wererats also make interesting variations upon character races and enable you to develop a whole new skill set and viewpoint for your characters. Your GM will always point you in the direction she wishes her campaign to go, but do not be afraid to make suggestions. The Blight is, after all, a city of a million stories ...

City Races

The information given below could be useful in any urban setting. Races in the game manual of the world's most popular roleplaying game are a good starting point for variations based upon background, environment and attitude, and these are as numerous as campaign worlds they live in.

Thinking about the environment that races come from can be a fun addition to any gaming session — consider a race of dwarves that has lived far below the city in an area of the Underneath that has not been discovered until now. Perhaps greedy miners have followed a vein of silver down into the vast caverns beneath Castorhage, or maybe one of the pits has opened up somewhere in the city and the dwarves see the sun for the first time. Do the blind dwarves flee from the warmth or worship it? How do they react to the noise of the city and how do the locals react to them? Are they convenient monsters in the game of some local Streetclerk, or are they taken as freaks to Festival to be displayed and mocked for the delectation of the populace? Perhaps the dwarves are amazingly skilled artisans who begin work in secret for some unprincipled cad who kidnaps some of their number to ensure compliance. Perhaps the characters come upon an escapee one night being chased by constables who claim the blind dwarf is a killer ...

New Racial Traits

A curious aspect of life in the Blight is that it subtly, over generations, moulds its inhabitants, exaggerating the effects on their physicalities and mentalities of the ways in which they apply themselves within its confines. For example, descendants of labourers are, on average, noticeably more hulking and brutish than their forebears, and descendants of scholars have, on average, wider eyes and larger craniums.

Frog God Games — as a champion of old-school games — has taken for its cue on the use of racial subtypes the same approach as was used in 3.0/3.5 and earlier iterations of the world's most popular fantasy roleplaying game with a more traditional method more akin to the concept

of "subraces" of old. This approach was held by Necromancer Games during its years releasing 3.0/3.5 materials and has been carried through by the Frogs as well, most recently with the release of *LL8: Bard's Gate* and its (re)introduction of the street dwarf racial subtypes. It appears again in the shortly forthcoming *Mountains of Madness* with the mountain dwarf racial subtype. The latest iteration of the world's most popular fantasy roleplaying game has returned to the more traditional use of "subrace". However, for consistency between past and future products, we have opted to continue using racial subtype to represent a subrace.

Below you will find new, completely optional, racial traits and subtypes that can be used to add flavour and a distinctly Blight-like feel to your characters. Some of these are intended to replace existing racial traits and others can be used independently of existing traits. And as with all things **Frog God Games** provides, these rules are here for you to pick and choose as you please and as best suit your game. If you prefer to use the standard nomenclature regarding subraces, then drop the use of racial subtypes and go with subraces. As always, make of it what you will.

Dwarven Optional Racial Traits

Dwarven characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with dwarves (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard dwarven racial traits:

Blight Builder. Street dwarves in the Blight are especially talented builders and crafters. You gain expertise with the artisan's tools of your choice. Pick one from: smith tool's, brewer's supplies, mason's tools. This replaces the Tool Proficiency trait.

Blight Enmity. Street dwarves have redirected traditional dwarven enmities against creatures that are specific to the Blight. Choose one type of creature: Between creatures, constructs, lycanthropes, or undead (choose a single type). When tracking this type of creature, you have advantage on Wisdom (Survival) checks and on Intelligence checks to recall details about the creature. If that creature speaks a specific language, you also learn that language when declaring your enmity to the creature.

City Sharp. Some Blight dwarves have very strong ties to the city. You have advantage on Blight-related Intelligence (History) checks and on Charisma (Persuasion) checks to gather information within the Blight.

Trade Expert. Some Blight dwarves are descended from families with a focus on a skilled trade. In matters of trade, you are considered an expert, allowing you to add two times your proficiency bonus to Charisma (Persuasion) checks when trading with others.

Elves

Elven Optional Racial Traits

Elven characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with elves (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard elven racial traits:

Artistic Devotion. The Blight can transform elves of an artistic nature into obsessive practitioners, forever seeking the perfect expression of their form. You gain proficiency with one of the following: an instrument of your choice, calligrapher's supplies, cartographer's tools, cook's utensils, glassblower's tools, jeweller's tools, painter's supplies, or woodcarver's tools.

Fey Talent. Some Blight elves find that a talent for music, song, dance, or some other form of entertainment runs in their blood. You gain proficiency in one of the following skills: Acrobatics, Performance, or Sleight of Hand.

Immersive Memory. Some Blight elves are easily immersed within the memories of their ancient race and its history and experiences. You have

advantage on Intelligence (History) checks related to Castorhage and the Blight, the history of your race and the major events that your ancestors experienced.

Social Spirit. An inner radiance seems to shine bright in some Blight elves, positively influencing those with whom they interact. You have advantage on Charisma (Deception) checks for any lie you tell.

Gnomes

Blight Optional Racial Traits

Gnomish characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with gnomes (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard gnome racial traits:

Alchemy Fiend. The Blight elevates some gnomes' obsession with alchemy into incredible talent. You are proficient with alchemist's supplies. Crafting alchemical creations takes half the time and materials cost 10% less than market value (crafting and downtime activities are detailed in the game manual).

Blight-Blooded. Some gnome families have formed strong ties to the Blight through the latent action of their fey origins. This bond strengthens your relations with other gnome families. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks when dealing with other gnomes from the Blight.

Blight Enmity. Some Blight gnomes have redirected traditional gnomish enmities. Choose one type of creature: Between creatures, constructs, lycanthropes, or undead (choose a single type). When tracking this type of creature, you have advantage on Wisdom (Survival) checks and on Intelligence checks to recall details about the creature. If that creature speaks a specific language, you also learn that language when declaring your enmity to the creature.

Uncanny Business Acumen. Some gnomes find that the Blight enhances their naturally convoluted thought patterns into a talent for the abstract intricacies of trade, finance, and law. Because of your reputation as a businessperson, you receive a 10% discount on purchases within the Blight. You also receive a 10% bonus when selling to merchants in the Blight.

Truth Twister. A creative relationship with fact and fiction, especially serving within the courts of the Blight, has led to some gnomes' facilities with deceit being enhanced. You add twice your proficiency bonus to Deception, Insight, and Persuasion checks when interacting with authorities in the Blight.

Urban Magic. The Blight has altered the inherently magical nature of some gnomes. You know the *thaumaturgy* cantrip. Intelligence is the spellcasting ability for this trait.

Half-Elves

There is magic in her eyes, and a slight fey look about her. Her features are narrow, and her eyes purple. Her red hair is drawn into a tight pigtail by a deep blue cheesecloth scarf.

Everyone loves Tamarind, her smile, her laugh, her singing — she has broken a hundred hearts they say by refusing the advances of lesser men, claiming she is looking for a wealthy fat lord to live with and spend his money.

Behind those eyes, however, works a brain of evil. A black heart beats in her and Tamarind plots and weaves like a great, sick spider. She knows she is beautiful and knows it well, using what the gods have given her to bring her a better life.

She kills those who come too close to her web.

— Tamarind (Half-elf burglar)

Blight Optional Racial Traits

Half-elven characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with half-elves (as presented in the game manual). Some of the new traits may list a specific trait that it

is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard half-elf racial traits:

Emotionally Remote. Torn between two worlds, some Blight half-elves have grown emotionally distant to those around them. You have advantage on saving throws against being compelled against your will (such as the Command spell).

Racial Ambiguity. The Blight suppresses the elven appearance of some half-elves, allowing them to pass more easily as a different race while emphasising a talent for assuming alternative identities. You are proficient with a disguise kit and you have advantage on ability checks that would expose your identity while you are disguised.

Half-Orcs

Blight Optional Racial Traits

Half-orc characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with half-orcs (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard half-orc racial traits:

Slum Survivor. Some Blight half-orcs are skilled at surviving in slums, sewers, and underbellies. You have advantage on Dexterity (Stealth) and Wisdom (Survival) checks within an urban environment. In addition, you can use the Survival skill to find food and water in an urban environment. A successful DC 10 Survival check results in enough sustenance for one person for 1 day.

Nightbred. The Blight moulds some half-orcs toward the darkness, emphasising their subterranean heritage. Your eyes are attuned to dark and dim conditions beyond that of others of your race granting you superior darkvision but also shackling you with sunlight sensitivity. Your darkvision has a radius of 120 feet. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you or your target are in direct sunlight.

Halflings

Blight Optional Racial Traits

Halfling characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with halflings (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard halfling racial traits:

Deft Dancer. Some Blight halflings are infused with the rhythm and beat of the city's dark heart. Choose one of the following options:
a) proficiency in the Performance skill and with one type of musical instrument.
b) proficiency in the Acrobatics skill and advantage on Dexterity (Acrobatics) checks when entertaining an audience.

Rigging Rat. Some halflings have Blight-charged agility. You have advantage on Strength (Athletics) checks when climbing. Climbing also does not halve your speed.

River Runner. Many Blight halflings are drawn to its waterways, plying the Lyme with inborn expertise. You have advantage on Strength (Athletics) checks when swimming. Furthermore, you are proficient with Navigator's tools and waterborne vehicles.

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Humans

Blight Optional Racial Traits

Human characters that start in or near the Blight may not exhibit the same traits that are traditionally associated with humans (as presented in the game manual). Some of the new traits may list a specific trait that it is intended to replace, while others do not. For those that do specify which trait it would replace you should work with your GM to determine the best fit for the game.

The following racial traits may be selected instead of the standard human racial traits:

Citysoul. Within the Blight, you add your proficiency bonus to Wisdom (Perception), Wisdom (Insight), and Dexterity (Stealth) checks. In addition, once per day, you can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, you may make a Charisma (Persuasion) check with advantage. You regain the ability to become lost in thought after a long rest.

Recall. You have advantage on Intelligence (History) checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, you can spend at least 1 minute concentrating on your surroundings to know which district you are in, even if you cannot see your surroundings.

Polluted. The city itself seems infected with choking gases and corrosive chemicals, yet some humans seem to thrive in even the most pollutant-rich environments. You have developed an innate resistance to

these conditions and have advantage on saving throws against inhaled poisons and toxins.

Twilight Sight. Touched by exotic blood or Between, some humans can see better than their kin in dim light conditions. You have limited darkvision in a radius of 30 feet.

Water-Blooded. They say that blood is thicker than water, but for some Blight humans, the waters of the Lyme seem to run through their veins. You have the ability to hold your breath for twice as long as others (you have advantage on Constitution saving throws when holding your breath underwater) and have a base swim speed of 20 feet.

New Racial Subtypes

As mentioned above under Blight Racial Backgrounds, the use of racial subtypes here is in the traditional “subrace” sense.

The racial subtypes included here are all more or less unique to the Blight (with the exception of gypsy-souls). Not that they can't be found anywhere else — though that is likely to be rare enough — but rather that wherever they're found, their existence can be traced back to their Blight roots, proving that the Blight is so pervasive — so corrupting — that it changes everything it touches and usually not for the better.

Street Dwarf

Street dwarves were originally of mountain dwarf stock, but all trace their descent to a single band of exiles from the Great Mountain Clan Targ in the Forlorn Mountains. Called Gilyo's Brigade, the dwarves of this band had been cast out of the Great Clan for any number of petty crimes. The band relocated into the lowlands of the newly formed Domain of Hawkmoon after leaving their mountain home and found solace in the wild towns springing up across this new frontier. Their natural skills as craftsmen soon made them wealthy and allowed them to establish shops, inns, waystations, and merchant houses. In less than a century they had largely abandoned their old dwarven culture and had begun to establish their own rich traditions.

Since their early days in Hawkmoon, street dwarves have spread far and wide to many of the world's major urban centres. Commerce is their livelihood, and they simply follow the coin. They are savvy urbanites who know the ins and outs of city life. Well aware of the dangers of the city — pickpockets, footpads, thieves' guilds, corrupt officials, and assorted con artists — street dwarves have developed a characteristic wariness of all strangers that borders on paranoia. They are shrewd and cunning and are difficult to trick — especially when money is involved. It's equally difficult to intimidate or accost them because though they have distanced themselves from their heritage as mighty giant and orc fighters, they still remain a race of the stout folk and are notoriously hard of head and hard of knuckle in any barroom brawl or alley robbery attempt.

Physical Description. In appearance, street dwarves differ very little from one city to the next, being all descended from a single clan. They have the height of their mountain dwarf forebears, with most approaching 5 feet in height, though they are thinner and less stocky of build. Consequently, they tend to be more agile than their mountain cousins. Their beards are the darker shades of the mountain dwarves with a smattering of silvery white even among the younger folk, but they are usually kept trimmed shorter and closer to the chin than is typical for a dwarf. Hair is likewise usually kept at a shorter length, but hair and beards alike are always kept well-groomed and fashionably styled. Some street dwarf women are capable of growing beards as well, but they never do, preferring to go clean shaven as is the norm of females of other races with whom they interact. Street dwarf attire reflects the social caste and climate in which they live, but often it is an expression of affluence that they have achieved over the years.

Society. The clan kinship so strongly felt among mountain dwarves and even hill dwarves is largely absent among street dwarves. Though they all descend from a single clan, upon their arrival in the lowlands they spread out to settle and take on lowland ways. Now street dwarves relate more closely to their immediate family groups, and though they feel a



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kinship with fellow street dwarves it is no more than a vague sense of camaraderie, no more binding than any other acquaintances they make. Though street dwarves are mostly known for success in business, by no means are all street dwarves wealthy merchants and business owners. Most make a comfortable living in some trade that they have undertaken while some have amassed great wealth in trade or investments and others live in the gutter as homeless beggars, their fortunes fallen on hard times or from families that either lost or never made the great leap to affluence that some of their kin have. In all regards, street dwarves tend to reflect the majority of the society in which they live.

Relations. As mentioned, street dwarves lack the extreme kin-bonding found among mountain and hill dwarves. In fact, they often find mountain and hill dwarves that they meet to be discomfiting and uncomfortably intense, if not outright uncouth. For their part other dwarves typically look at street dwarves askance as if poor souls who have lost their way among the baubles and fancies of the soft lowlanders. In any case, the groups can maintain friendly relations with one another but rarely seek out any more social contact than is absolutely necessary. Street dwarves do not maintain the same prejudices towards other races that their kin do and therefore have no more animosity towards goblins or orcs than they would towards any other brigand. Likewise, they have no experience in fighting giants most having never even seen one. Instead they hold their ire towards those they that see as oppressing them, whether it be criminals or corrupt officials for a wealthy merchant or street bullies and corrupt city guards for a beggar. It is towards these that street dwarves devote their legendary dwarven grudges.

Religion. Of all types of dwarves, street dwarves are the most likely to be agnostic or outright atheists. They are pragmatic and practically minded, putting more faith in sound investments and a solid plan than divine protection or tradition. Those that are of a religious bent usually venerate the major gods of wherever they happen to live, though they tend to shy away from elven deities as flighty and strange and traditional dwarven deities as somehow familiar yet uncomfortably alien. Some street dwarves, especially those that dwell in the Domain of Hawkmoon, still worship the Hawkmoon deity for whom their ancestors took their name. Gilyo, God of Travel and Caprice. Outside Hawkmoon, though, such worship is little seen.

Adventurers. Adventure may not call so powerfully to street dwarves as it does to members of other races, as these folks usually prefer the known dangers of city life to the unknown dangers of the open wilderness. Nevertheless, they can sometimes be found among adventuring bands if for no other reason than the irresistible lure of treasure.

Male Names. Bariom, Caedimus, Cassius, Filo, Luciliun, Tiberonus

Female Names. Andromeda, Caliope, Gratica, Koryola, Veran, Vesta

Street Dwarf Racial Traits

Ability Score Increase. Your Intelligence score increases by 1.

Age. Dwarves mature at roughly the same pace as humans. They are considered young until the age of 50 and can live between three and four centuries.

Alignment. Street dwarves tend towards lawful alignments as the most reliable course to success among civilized folk but have no real leaning towards good, neutrality, or evil beyond their own individual moral compass.

Size. Street dwarves are among the tallest of the dwarves, their height averaging almost 5 feet but never shorter than 4 feet. They are stocky and broad and often weigh 150 pounds, sometimes more. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

Greed. You have advantage on Intelligence checks made to determine the price of nonmagical goods regardless of what they're made of.

Grudge. Someone or something crossed you at some point in your life and you will never forgive or forget that slight. Little did they know, dwarves hold grudges like no other. Pick a person (NPC or character) or creature that represents an injustice or harmful treatment you have endured. Regardless of whether they actually wronged you, they are the object of your violent obsession. When you score a critical hit against your hated foe, you can roll one additional damage dice (based on weapon

type) and add it to the extra damage of the critical hit. Because of your hatred of this foe you have disadvantage on Charisma-based skill checks against them.

Streetwise. You have advantage on Wisdom (Perception) checks to potentially notice hidden watchers, ambushes, or traps while on the streets of a city.

Urbanite. You can add your proficiency bonus to Charisma (Deception), Wisdom (Insight), and Charisma (Persuasion) checks when used in urban surroundings.

Weapon Familiarity. You have proficiency with short swords, rapiers, and whips. This replaces Dwarven Combat Training.

Languages. You can speak, read, and write Common and Dwarvish.

Elf, Primitive

Primitives are elves who have found themselves drawn to the strange, almost otherworldly allure that seems to shine just beneath the surface of the Blight for those with the sensitivity to see it. The result of their long exposure to this strange, intangible presence ever tickling at their minds has led them to devote their lives to its expression in art. They are fey — almost elemental — creatures inspired and tortured by wildly vivid dreams to the point of obsession over an act of creation to bring their dream visions to life. They may stand for hours immersed in the light play of sun on the gables, entranced by the reactions of an admixture of venoms, or crafting the perfect expression in musical movements about the unique potpourri of odours produced by a particular alleyway.

Physical Description. Primitives tend to stand taller and are more willowy than the typical elf, rarely with an ounce of fat on their bodies as they devote every waking moment and all their energy to the perfection of their art. Some with an epicurean bent lie at the opposite end of the spectrum, representing the shockingly phenomenon of a morbidly obese elf. They share the same almond-shaped eyes of other elves, but their wide irises are always completely black, blending seamlessly with their pupils, and creating the impression of looking into a vast, bottomless well. Their clothing tends toward minimalist ideals and ranges in quality from a few diaphanous veils or scarves to little more than a rough loincloth. They see their bodies as another form of expression of their art and wish to reveal their canvas to as many as can see, regardless of physique, injury, or deformity. Exotic and extravagant tattoos, often covering much of their bodies, are not uncommon. In the cold winters of the Blight, they bundle up in rough, primitive garments of hide and thick fur, channeling the inner nature they sense within the walls of the city. The hygiene of these elves varies wildly, with some taking great pride in their physical aesthetic and others seeing such concerns as mundanely gauche, preferring to revel in a natural state of filth.

Society. Primitives take their name from the fact that they see themselves entirely outside society. In fact, to them society is an unnatural aberration that separates them from the enlightened beauty that they forever seek to capture and emulate in their art. As such, primitives with any political leaning at all tend toward the Anarchist camp. Some may even believe the true expression of their inner eye's beauty lies in watching the entire city burn.

Relations. Primitives have poor relations with virtually every other race, including other elves. Only other primitives and the most avant-garde of art patrons within the city who share their bohemian outlook find themselves in the social circles of the primitives, and even then, these relationships tend to be short, self-absorbed, and one-sided, the primitive moving on to some new companion in their eternal quest to capture their inner eye in art.

Religion. Primitives have all of the emotional capriciousness of other elves but tend to lack much value for kindness or any concept of beauty that lies outside their own personal obsessions. Most primitives are chaotic, but very few of them are good. Primitives are never lawful. Many primitives gravitate toward agnostic or atheistic beliefs as all other matters are subordinated to their personal obsessions. Some do, however, venerate deities that represent certain types of art, freedoms, or simply hedonism in general. Among the primitives who venerate a deity, some of the more common divine patrons are Dame Torren, Moccavallo, Bacchus-Dionysus, the Queen of Spiders, Pan, Lurz-Urcia, Pelora, Eliphaz, Arialee, Sriasha, Gilyo, Demogorgon, Bast, Tiamat, Shupnikkurat, the Church of Marwan, The Poppy's Chorus, and one of the largest chapters

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Gnome, Tradelord

of the Cult of the Unspeakable in the Lost Lands. A few even call upon the blessings of The Ash Queen or The Horseman. Above all, they fear the demon lord Malthraugant the Mad, knowing full well even in their indolence that to fully succumb to madness is to lose their vision entirely. There are rumours, however, of some primitives who have done that very thing and now secretly seek to propagate the spread of the insidious cult among their peers.

In addition, it is not unusual to see a new cult spring up among a group of primitives dedicated to some wholly or partially fabricated deity drawn from an exotic land or a prehistoric past viewed as somehow purer or more visceral. Without the backing of a true deity to provide any sort of evidence of divine inspiration whatsoever, these small cults usually dissolve in a matter of days or months at the most. While they exist, though, some of them can become quite dangerous or vicious in their ideals of physical excess at any cost.

Adventurers. While the harrowing and strenuous life of an adventurer holds little appeal for most languid primitives, for those whose imagination it does visceral, little can hold them back. For them, something of the vision they seek to actualize lies in the chaotic freedom and risk of adventuring, and they jump into the life with both feet. There are few rigors they won't endure, dangers they won't face, and risks they won't take for the sake of their passion.

Male Names. Primitives eschew the names of their elven heritage and those of the surrounding human culture alike. They prefer to take on monosyllabic mononyms that they feel portray the underlying truth of their being or poetic descriptions that seek to do the same. To most others, their names seem pretentious, nonsensical, or both.

Male Names include Chak, Durst, Flower-Fire, Pum, Quell-The-Stone, Ran-The-Side-Fall, Son-Of-Nos, Slay-Made-Blue, Tak-tak, Thorn, Tutho, Uch, Willow, and Whole-Wind.

Female Names. Females use a similar naming convention as the males, but their names tend more toward the more poetic phrasing or individual words that they feel represent their moment. Such names include Abundance, Encounter-Upon-Green-Radiance-Of-Night, Light-In-Ever-Noise, Perfect, Pain-For-Promise, Rain, Sash, Two-Sides-Through, Under-Lives-Peace, and Willow.

Primitive Racial Traits

Ability Score Increase. Your Charisma score increases by 1.

Age. As with other elves, primitives are considered adults around the age of 100 and have a lifespan of up to 750 years.

Alignment. Primitives have all of the emotional capriciousness of other elves but tend to lack much value for kindness or any concept of beauty that lies outside their own personal obsessions. Most primitives are chaotic, but very few of them are good. Primitives are never lawful.

Size. Primitives are taller and thinner than other elves, averaging 5 and a half to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Artistic Devotion. Primitives are forever seeking the perfect expression of their form. You gain proficiency with one of the following: an instrument of your choice, calligrapher's supplies, cartographer's tools, cook's utensils, glassblower's tools, jeweller's tools, painter's supplies, or woodcarver's tools.

Fey Talent. Primitives quite often focus on their talent for music, song, dance, or some other form of entertainment. You gain proficiency in one of the following skills: Acrobatics, Performance, or Sleight of Hand.

Dreamspeaker. Primitives have the ability to tap into the power of sleep, dreams, and prescient reverie. Once per day, you may cast the *dream* spell. Charisma is your spellcasting ability for this spell. You regain this ability after a long rest.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow primitives.

Languages. You can speak, read, and write Common and Elvish.

Tradelord gnomes are a common sight amongst the financial areas of the city; they are cunning and astute, good judges of character and risk, and their talents are in demand — by the legal, financial, and speculative professions, as well as the less-legal arms of those groups. In many ways, their reputation resembles that of the street dwarves in other urban areas throughout Akados, but whereas the street dwarves are known for being hard-working business owners and workers, tradelord gnomes are specifically involved as financiers, bankers, commodity speculators, investors, and trade factors at the highest echelons of local and international trade. And while they are known for their business acumen, they are not especially well-regarded for their scruples. A person always feels more comfortable with a tradelord gnome on his side of a negotiating table but much less comfortable with one on the opposite side.

Physical Description. Tradelord gnomes superficially resemble ordinary gnomes in all ways, but all tradelord gnomes are descended from a handful of Castorhage gnome families (no matter how distantly related), and all tend to bear a certain family resemblance. Their hair tends toward muted shades of brown, red, or sometimes green, though grey and silver seem to predominate even at relatively young ages. In addition, there is an unusually high incidence of balding among their numbers. Eyebrows are almost always thick and bushy, with wide, hooked noses, and large, protruding ears. Thick, brushy moustaches and sometimes sideburns are extremely common, though beards are never worn. Their skin also tends to be more pallid compared with their kin and is frequently extremely thin, almost parchment-like, with a spider web of tiny veins visible on the cheeks, chin, nose, and ears. Eyes tend to be bleary and slightly jaundiced, and myopia is very common, with many tradelord gnomes wearing spectacles before they reach adulthood.

Society. Tradelord gnomes are extremely preoccupied with social class and form. They are extremely proud of their Castorhage lineage from a few well-placed families whose involvement in the politics and finances of the city-state date back for centuries. With family names such as Bothelwaite,



Cunningham, Evendon, and Shipwright, they feel that they are the true cream of the crop within the city-state, with a name that should open doors and get immediate recognition even among the unwashed Lowfolk. The fact that none of their family names is even remotely as well-known as the upstart parlor magician Shortstones and their seemingly endless progeny irks the families of the tradelords to no end, though they will never let on to being disturbed by a notion so far beneath them.

Relations. Tradelord gnomes tend to get on well with most other races, if at a comfortable and coolly indifferent arm's length. They hold ordinary gnomes in utter contempt, however. The city's Lowfolk recognize them as true "movers" within the Blight's social strata, and the Upper Class see them as formidable and respectable professionals, if not particularly friendly or suitable for socializing. The tradelord gnomes' natural standoffishness actually serves them well in their relations with others because it makes them seem stuffy and competent while at the same time masking their inclination toward pompousness biting condescension. The few that manage to get close to a tradelord gnome almost always find them rude and unpleasant but worthwhile companions nonetheless for their astute judgment and considerable skills at the bargaining table.

Religion. Favored religions are Sefagreth, Thy, Dre'uain, Archeillus, and Iskardar, and no doubt more than a few who secretly revere Lord Mammon. Noticeably absent among the worship of the tradelord gnomes is the worship of their chaotic racial deity Hammer Mittelschmerz.

Adventurers. Tradelord gnomes seldom become adventurers, but some find the thrill of the discovery of new trade markets and the victory over opposing forces as a great draw and become sea captains, caravan leaders, or even trade negotiators in the most hostile of environments.

Male Names. Bates, Cumberlin, Huffingham, Jomas, Myles, Perrington, Tomorj, Trevor, Willin

Female Names. Agathra, Agned, Delorys, Gertrand, Myllicent, Myrtle, Pennifor

Tradelord Gnome Racial Traits

Ability Score Increase. Your Charisma score increases by 1.

Age. Much the same as their kin, tradelord gnomes mature at the same pace as humans. They reach adulthood in their 40s and regularly live between 350 and 500 years of age.

Alignment. Tradelords have a tendency toward law and neutrality, being much more concerned with reaching the means to their ends through skilful manipulation of the existing rules rather than with whether or not the ends themselves might be in any way worthy or moral. Lawful neutral and neutral are their most commonly taken alignments, with some exceptional individual skewing toward lawful good or lawful evil. Neutral good and neutral evil are extremely rare, and chaotic alignments are unheard of among them.

Size. Tradelord gnomes are commonly between 3 and 4 feet tall and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Keen Senses. You have proficiency with the Perception skill.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow tradelords.

Truth Twister. Quick wits and an even quicker tongue are your trademark. You are exceptionally talented at negotiation, lying, and discerning lies. You have advantage on Charisma (Deception) checks when attempting to lie and have advantage on Wisdom (Insight) checks when determining if you are a being lied to.

Urban Magic. Like many other gnomes, the Blight has altered the inherently magical nature of tradelord gnomes. This ability allows you to cast each of the following spells, without components, once per day: *floating disk*, *knock*, *message*, and *unseen servant*. You can cast these spells again after completing a long rest. The spellcasting ability for these spells is Charisma.

Weapon Familiarity. You have proficiency with short swords, rapiers, and whips.

Languages. You can read, write, and speak Common and Gnomish and either Semuric or Xaon.

Half-Orc, Shadowlump

Shadowlumpers, as they are typically called, are half-orcs in the Blight born pale and sickly looking. The light still hurts the enlarged eyes of these half-orcs. Sometimes referred to as vampires, ghouls, or undead by other city folk, they prefer to do their business by night. To many, however, the Shadowlumper is a boon; someone who prefers to work at night can come in very handy, not only for the criminal underclasses, but also amongst more legitimate professions. The Queen's 4th Shadowlumpers are a renowned part of the City Watch, with a waiting list of seven years to join and the toughest entry tests in the whole Watch. The Illuminati have made great use of Shadowlumpers, and these half-orcs are also ranked amongst some of the most famous spider-hunters in the city's history.

Physical Description. Shadowlump half-orcs are tall like their more common kin, easily exceeding 6 feet in height for both genders, but lack the sheer muscle mass of their cousins. Their bodies are thin and corded with wiry muscle that makes them look more like scarecrows — or cadavers — than a typical half-orc, and their skins tend to run paler than the dusky or greenish hues more frequently found. They have wide eyes with large pupils that are frequently bloodshot and teary in bright lights. Though their lower canines are less prominent than is normal for half-orcs, they are nevertheless somewhat elongated, and the fact that their upper canines are likewise hypertrophied only adds to the comparisons to some sort of blood-drinking undead beast.

Society. As products of a wholly urban environment, shadowlumpers do not suffer the persecution and ostracization seen by the societies of both of a typical half-orc's parents. This is partially because shadowlump half-orcs are the offspring of mated shadowlump half-orcs, the initial orc/human crossing having occurred generations in the past. This is also because with so many underclasses in the Blight held with equal disdain by the upper crust of society, it is too much trouble for a lone segment to be singled out for specific prejudice. They receive the hardships and privations of a second-class citizen, but then so do most folk of the Blight, so it seems like no unique burden to shadowlumpers.

Relations. With no special prejudice levelled against them in the city of their birth and a generations-long dissociation from the separate cultures of their progenitors, shadowlump half-orcs get along with the other races that inhabit the city just as would any other. No special grudges are harboured, and no great blood feuds recognized. A shadowlumper on the streets of the city would have the same possibility to like or dislike an elf he met on the street as he would an orc. Though some folk are put off by their cadaverous appearance and exhibit a prejudice along those lines, the respect they command for the work they do and the myriad of other racial prejudices that swell within the disparate folk of the Blight causes shadowlumpers to not feel singled out as a target of vitriol by any particular group.

Religion. As creatures naturally suited for the dark of night, those few shadowlumpers who do observe a formal religion tend to gravitate toward those that favour the shadows such as Mirkeer and Sister Shadow or other aspects of the night such as Narrah or even relating to their occupation such as Vanitthu A shadowlumper worshipping Grotaag is unheard of, but most pay no attention to any religion in particular.

Adventurers. As individuals, skilled for a certain line of work, in particular guarding, watching, or hunting at night or in the dark places of the city, shadowlumpers make excellent adventurers, and many are drawn to such a life.

Male Names. Borkil, Daga, Hurk, Kultak, Merrik, Tarik, Yag

Female Names. Borlea, Dres, Morfuda, Shevzu, Tulik, Yada

Shadowlump Half-Orc Racial Traits

Ability Score Increase. Your Strength score increases by 1, and your Dexterity score increases by 2.

Age. Shadowlump half-orcs mature slightly faster than humans and are considered adults by the age of 14. They rarely live longer than 75 years.

Alignment. Shadowlump half-orcs have no great propensity toward evil nor toward chaos. Likewise, they hold no special fondness for good

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or law. They are just as likely to be chaotic evil as chaotic good, though only a very few could be considered lawful good. The largest portion of their population falls firmly within the boundaries of neutrality. Most work hard, do their job, support their families, and at the end of the day enjoy a pint and a cigar. They usually hold no great loyalty to the city or its institutions, but take great pride in their own work ethic and expertise in those areas in which they excel.

Size. Shadowlamp half-orcs are tall and lean, easily exceeding 6 feet in height for both genders. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Your darkvision extends to a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and sight-based Wisdom (Perception) checks that occur in direct sunlight.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow shadowlamps.

Keen Sight. You have advantage on sight-based Wisdom (Perception) checks made in dim light or darker conditions.

Weapon Familiarity. You have proficiency with the greataxe, greatsword, and maul.

Languages. You can speak, read, and write Common, Orc, and Undercommon.

Note. The shadowlamp half-orc is a variant of the half-orc described in the game manual. It is not a subtype and will not possess the same traits as non-variant half-orcs.

Halfling, Gypsy-Soul

Consummate traders and tricksters, gypsy-souls are halflings who feel a deep and abiding kindred with the Viroeni gypsy-folk of Akados. Though not related to these wandering tribes by blood, the gypsy-souls have associated with them for so many generations that these halfling bloodlines indeed seem more closely akin to the Viroeni than to their own kind. In fact, the gypsy-souls speak the Rama language of the Viroeni and generally keep to their own neighbourhoods, caravans, or encampments rather than mix extensively with others. The exceptions to this are, of course, the Viroeni themselves, who see the gypsy-souls as kindred little brothers and sisters and the halfling boatfolk of Castorhage. Interaction in the city, however, can draw some out of their insular natures, at least for a time. Gypsy-souls support themselves as tinkers, traders, and in the performance of odd jobs whenever possible. Some have small animal herds.

Physical Description. Gypsy-souls in general conform to the physical appearance of their halfling kin. They tend to be a little bit taller — some reaching the outlandish height of 3 foot, 6 inches — and a bit leaner, rarely having the paunch from a life of prosperity and good meals that tends to find its way onto many halflings as they reach middle age. They almost always go barefoot, which is not unusual for halflings in general, and their ears are less pointed, in some cases being completely indistinguishable from human ears in shape. Their thick curly hair tends toward dark brown and black, with many wearing thick sideburns and even short beards, though rarely moustaches, and they have a tendency to grey early, with many having thick streaks of white running through their unruly mops at even a relatively young age. Their eyes share dark shades similar to their hair though occasionally a striking ice blue appears. Their skins are a shade darker than the almond coloration of typical halflings, possibly from greater exposure to the sun in their wandering lifestyle. They quickly develop many fine lines and wrinkles from years in the sun and wind and a tendency toward laughter, though this does not make them appear older as much as it makes them seem jollier and more world wise.

Society. Like the Viroeni wanderers that they have come to identify with, gypsy-souls spend most of their life traveling upon the roads of Akados in caravans of small wagons. These are frequently included as part of a Viroeni caravan but not always so. When they are with Viroeni, they are treated as one of their own and answer to the tribes reigning matriarch just as do her human kinfolk. This arrangement is very egalitarian in that on many occasions the Viroeni themselves answer to a halfling gypsy-soul matriarch if she is the most senior member of the caravan. On the open road or in an encampment, gypsy-souls are prone to music, dancing, and

the telling of elaborate jokes. They do not involve themselves in pranks very frequently because they are accustomed to living on few resources and among hostile peoples so that anything that might damage another's property or dignity is seen as detrimental to their survival. Rather, they confine their internal rivalries to clever jests and barbs for the amusement of all, and a gypsy-soul that knows he has been bested enjoys the roast as much as any onlookers and begins planning his future rejoinder almost immediately. Pranks upon non-gypsy-souls, however, is an entirely different matter, and truly legendary members of their families are those who can pull the most outlandish pranks upon other peoples.

Relations. If folk look upon the Viroeni as roving skulks and thieves, they look upon the gypsy-souls who associate with them as little better than an infestation of vermin. Only in municipalities of established relation with gypsy-souls do they find any real welcome. In Castorhage, there are entire barrios occupied by gypsy-souls who have made a more permanent abode for themselves, and here they have become enough of a fixture to avoid constant persecution. It is true that the folk of the Blight look upon all gypsy-souls as cutpurses and pickpockets, but then, most other groups are suspected of the same, so the gypsy-souls find an easier acceptance than in most other places. In places not as accustomed to the presence of gypsy-souls, they are usually confined to isolated encampments away from towns and cities, and allowed entry only on market days when their wares and services might be of use. Gypsy-souls harbour some resentment toward this inherent disregard for them, but their own habit of tricks and pranks does not engender them to these communities.

Religion. Their love of the freedom of the road and the irreverent ways of halflings means a great many favour the halfling deity Mick O'Delving with Pekko almost equal in popularity. Their inherent wanderlust and love of the many hidden twists and turns of life leads many into reverence of Belon the Wise, Moccavallo, Tykee, or Zors. Some of the older gypsy-souls are devoted to the traditional Viroeni deities of Mert, Vionir, or Lurz-Urcia. Very rarely, an evil gypsy-soul might venerate Demogorgon as the Lord of Fate.

Adventurers. Their love of life on the road makes adventuring a natural choice for gypsy-souls. Many would claim that adventuring is their only occupation, whether they be an aged caravan matriarch, mischievous street urchin, or established urban tinker. The draw of an adventurer's life is one of the reasons that many gypsy-souls who establish themselves in cities such as Castorhage eventually abandon their sedentary life and take to the roads once again.

Male Names. Gypsy-souls have abandoned the typical naming conventions among halflings in favour of those of the Viroeni. Common male names include Alfonso, Andrej, Baldo, Hanzo, Luca, Marko, Stefan, and Toman.

Female Names. Esmara, Eva, Mirella, Nuri, Riva, Tabita, Violca

Gypsy-Soul Racial Traits

Ability Score Increase. Your Charisma score increases by 1.

Age. Gypsy-soul halflings reach the age of majority at 20 and can often live up to 150 years.

Alignment. Gypsy-souls are chaotic by nature though rarely truly evil. Many of them, in fact, have a heart of gold that is tempered by their impish ways. Their love of freedom and disdain of rules and the shackles of civilization means that they are never inclined toward lawfulness. Most frequently, they are chaotic good or neutral with some neutral good and chaotic neutral. Only on the rarest occasions are neutral evil or chaotic evil gypsy-souls encountered.

Size. Gypsy-souls in general conform to the physical appearance of their halfling kin. They tend to be a little bit taller — some reaching the outlandish height of 3 foot, 6 inches — and a bit leaner, rarely having the paunch from a life of prosperity and good meals that tends to find its way onto many halflings as they reach middle age. Your size is Small.

Speed. Your base walking speed is 25 feet.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Keen Senses. You have proficiency with the Perception skill.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow gypsy-souls.

Gypsy-Cant. You and your fellow gypsy-souls have a special cant that allows you to pass secret messages in front of listeners who do not speak Rama. Even those that speak Rama would find it near impossible to decipher these exchanges.

Shiftless. Gypsy-souls have a reputation for larceny and guile — and sometimes it's well deserved. You can add your proficiency bonus to Charisma (Deception) and Dexterity (Sleight of Hand) checks.

Weapon Familiarity. You have proficiency with short swords, rapiers, and whips.

Languages. You can speak, read, and write Common, Halfling, Rama and River Cant.

Human, Blighted

It is a peculiar facet of the Blight that those who dwell there notice a subtle change over many generations, almost as though their deeds truly become tattooed upon their bodies. This is true in general only for those who have several generations of Castorhage in their kin; those who manage to escape, who throw off the shackles even for a few years, or who by good fortune are somehow immune to this effect are unaffected.

Others are not so lucky, and this kinship manifests in subtle changes within the bodies of those who come from such long lines of locals. For example, those who use their bodies for brute force — the builders, labourers and roofers — can be identified by their peculiarly large hands, or shoulders, or backs. Miners develop wider eyes with larger pupils; chimney sweeps, an unsettling ability to voluntarily dislocate their limbs; nobility may be tainted by generations of envy or lust and have peculiarly feral or angered expressions. In general, these changes are not monstrous but are all the more unsettling for their subtlety.

Physical Description. Blighted humans are typical of the human folk of western Akados. Their skin tones are usually somewhat pale and range from sallow to ivory to pinkish all the way to the almost pure white of albinism. Whereas most of western Akados tends toward more aquiline features, those of the blighted are usually coarser and somewhat broader. Their hair runs to the same dark browns, auburns, and black of western Akados, and their eyes are a range of blue, grey, blue-grey, bluish-black, dark brown, and pale violet. As noted, their physical features do tend to reflect the sort of occupation their family has held for many generations, though these changes are subtle and fall well within the normal physical morphology found within the population.

Society. No single social stratum fits the blighted. They can be from the lowest of the city's gutters to the marbled galleries and halls of the Capitol. In fact, a member of the blighted would not even identify himself as such. Being one of the blighted is not a recognised classification; it is simply a physical reality of those whose families have dwelt in the city-state long enough for physical changes to occur. This is reflected in that the one feature they all truly have in common is their ancestry's long residence within Castorhage.

Relations. Like humans elsewhere, the relations of the blighted run the gamut from open integration with other races and cultures to rampant xenophobia and prejudice based on the individual's upbringing and circumstances.

Religion. The blighted have a higher tendency to follow the religions indigenous to the city of Castorhage as opposed to those of elsewhere in Akados. There are many exceptions to this, however, as the folk of Castorhage includes immigrants from across the world of Lloegy who have brought their native beliefs with them to their new homes. By far the largest human congregation of any god in Castorhage is that of Mother Grace, the city's de facto patroness deity.

Adventurers. The adventuring life among the blighted is more dependent upon their occupation and circumstances than their race. An indolent nobleman with money to burn and free time to spare might take up adventuring as a pastime to relieve his boredom, whereas a Lowfolk woman living in the gutter and begging or picking pockets to feed herself might see it as an opportunity to increase her prosperity.

Male Names. The blighted use the same styles and forms of names as the rest of the citizenry of Castorhage. Their naming conventions do not mark them in any way as different from anyone else.

Female Names. Like the males, blighted females share the same naming conventions as the folk of the city around them.



Blighted Human Racial Traits

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach the age of majority in their late teens. Their lifespan is usually less than a century.

Alignment. The full range of alignment options are commonly found among the blighted.

Size. Humans have a large degree of variation in their height and weight and can range from 5 feet to 6 and a half feet. Your size is Medium despite the large variance.

Speed. Your base walking speed is 30 feet.

City Knowledge. You have advantage on Intelligence (History) checks related to a specific city district. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Citysoul. Within the Blight, you add your proficiency bonus to Wisdom (Perception), Wisdom (Insight), and Dexterity (Stealth) checks. In addition, once per day, you can become lost in thought in a trance-like state for 1 minute to subconsciously plumb their knowledge of the city. At the end of the trance, you may make a Charisma (Persuasion) check with advantage. You regain the ability to become lost in thought after a long rest.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow blighted.

Recall. You have advantage on Intelligence (History) checks in relation to knowing the urban geography of the Blight, the fastest method to get from one location to another, and for finding specific locations within the city. In addition, you can spend at least 1 minute concentrating on your surroundings to know which district you are in, even if you cannot see your surroundings.

Languages. You can speak, read, and write Common and one additional human language of your choice including Rama, River Cant, Thieves' Cant, and Xaon

Note. The blighted human is a variant of the standard human described in the game manual. It is not a subtype and will not possess the same traits as non-variant humans.

New Races

The scourge of the Blight does more than simply twist the essence of those unfortunate enough to live there for generation after generation and create new traits and subtypes of existing races. The Blight also has entirely new races ... or has at least has attracted these otherwise rare races in numbers unknown elsewhere.

Briny (Half-Skum)

Fishermen spit when they hear the name mentioned — briny, fish-bred — born of a forced union between skum and the wives of men. The humans hate the children that flounder in the streets, children more at home in the cold, dark waters than in the lands of the sun and air. They are children that, they say, have some purpose in being on land; children that remind them of the foul act that created them; children that hate the day, hate the sun, yet are attracted to it, like moths to a flame, their eyes watering painfully as they stare into the glow of the summer orb, praying for someone to turn off the light.

They come from the deep and cold places below, watching the warmth of landmen's wives with greedy eyes, eyes that want to steal. Skum lurk everywhere in this city, and the local strain constantly seek a human mate to take and impregnate. If a skum is not born, the union is cast out — along with the mother — by the skum, who are bound by an ancient ritual not to kill them (some have conjectured that the aboleth expressly forbid such killings to allow their progeny to establish a foothold on land). The women (called "brine mothers" by most folk) often come back — poor, silent creatures that they are, no matter what they were like before. They always bring back what they have been given, these poor taken wives, but they never tell what they saw, or what happened to them. The given thing is called a briny, and hated although it is, it is well-known amongst the



fishermen that to kill the child means to also kill the wife, for many have tried. Many have killed the foul infant in the hope of freeing the wife, only to find her hanged a few days later — always by her own hand.

Physical Description. Some are more human than others, but each is deformed in some way, and about a quarter of them slowly change as they age, eventually undergoing a terrible transformation, and becoming a skum. However, for a character, this end can be a long way off, or perhaps it never occurs. They always inherit some aquatic feature: bulging eyes, shreds of wan, scaly skin between fingers or toes, or perhaps an unsettling smell of brine and fish.

Society. Briny tend to stick with other briny — it's safer that way, although the more human ones find it fairly easy to blend into society. Some briny thrive on their appearance and make a living from it in the freakshows and side-stalls of the city.

Relations. Many locals are bigoted, and fishermen in particular despise such creatures. This can harden the attitude of a briny, who may become aggressive. They make excellent friends, however, since anyone who overlooks their ancestry is unusual and to be prized. Some people pity the briny, and show them acts of great kindness; many religions in the city happily accept converts to their cause. Briny can procreate with another briny, and do so willingly and regularly in the city, most notably on the Gyre. The resulting offspring is always a briny who does not further transform as it ages and is considered, perhaps, the most blest of the briny by their small society.

Religion. Some briny are unaware of the eventual end fate has in store for them, while others seek to stop the awful transformation with devotion and prayer. Communities of briny develop their own religious practices based upon nature or sea, or adopt those of other races to better blend into the societies of which they are a small part. Amongst these, the worship of Brine is by far the most common.

Adventurers. Tough lives make rogues or fighters of many briny, whilst others take to religion and rise to high ranks. Amongst their own societies, religion tends to be more druidic than clerical. Be sure to check with your Dungeon Master to see if you can play a briny character.

Male Names. To blend in, briny often take human names, although those with an inherent favouring of the Aquan language may take a darker name more in keeping with their past.

Female Names. Like the males, the less common females also tend to take names from societies in which they find themselves.

Briny Racial Traits

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score decreases by 2.

Destined Devolution. Briny's age at the same rate as a half-orc. Of those that die of old age, 1 in 4 spontaneously slough off their skin to reveal a living adult skum within. This transformation functions as the *reincarnate* spell, with the newly formed skum. Your Strength and Constitution scores each increase by 4, your Dexterity score increases by 2, and your Charisma score decreases by 2.

Alignment. Although they can have any alignment, briny tend to be neutral, their upbringing making them more self-reliant and less biased toward one school of thought or another.

Size. Briny exhibit the same range of variance in height and build as humans. Your size is Medium.

Speed. Your base walking and swimming speeds are both 30 feet.

Type. You are of the monstrosity type.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

Amphibious. You can breathe air and water.

Sunlight Sensitivity. You have disadvantage on attack rolls and sight-based Wisdom (Perception) checks that occur in direct sunlight.

Aquatic Mastery. Intelligence (History), Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks are made with your proficiency bonus added while in an aquatic environment (regardless of whether you are above or below the surface). Wisdom (Perception) and Dexterity (Stealth) checks are instead made with advantage when you are below the surface of the water.

Damage Resistance. You are resistant to cold damage.

Languages. You can speak, read, and write Common.

Coprophagi (Roachfolk)

In a city of social dregs, the coprophagi (or roachfolk as they are more commonly known) are truly the scrapings from the bottom of the barrel. Reviled by all, the roachfolk live almost invisibly within the City-State of Castorhage, restricting their movements and habitats to areas where others wouldn't care to look or to the sheltering darkness of night that hides them from the eyes who might take umbrage at their very existence.

It is thought that roachfolk originally must have hailed from Between or some other vile plane because no records speak of their existence before the rise of the city-state, and they are largely unknown elsewhere on the continent. The fact that they bear a vague resemblance to dwarves, however, speaks of a far closer and more tragic origin, though none amongst the stout folk speaks of such a thing, and they would violently oppose anyone who attempted to lay such a claim. For their part, the coprophagi keep to themselves and avoid contact with others whenever possible for fear or instigating pogroms against their very existence — a circumstance that has occurred more than once in the past. The fact that they continue to survive within the Blight — and in significant numbers — is a testimony to their ruggedness and adaptability.

Physical Description. The coprophagi in all ways resemble a humanoid cockroach. They stand erect on two, thick insectile lower legs with two more sets of limbs extending from their torso, a pair of long insect-like arms extending from their flanks midway between waist and shoulder, and a second pair of smaller insectile appendages that extend from their shoulders. Their hide is brown or black and like a carapace in texture and durability, and a larger, thicker carapace extends down their backs from neck to thigh to provide their own natural armour. Their heads are like



those of a large roach, with long antennae extending from the front, but they do have an oddly and unexpectedly humanoid shape to them. Some even have feeble beards growing down from their mandibled jaws, giving rise to the rumour of some mysterious dwarven heritage.

Society. Roachfolk keep to themselves, their society largely opaque to outsiders. What most do know of them is that they have formed a sort of fraternal order called the Festering Brethren. Of all the roachfolk encountered by other races, it is these who are typically seen and are some of the few who will even go about in the daytime in the view of others. The Festering Brethren largely cover their bodies in rags and winding clothes like lepers, though it does not disguise their insectoid shapes, and many even carry a curved staff with a small bell on the end that rings as they use it to walk. Also like that of a leper, these staves are intended to give the other folk of Castorhage warning that a member of the Festering Brethren approaches so they can relocate elsewhere if they wish to avoid being in the presence of the roachfolk.

Relations. Roachfolk are tolerated at best and are unwelcome in most establishments within the city. They lack the stigma of true vermin borne by the night-slugs but nevertheless are treated little better. Outside the city, they are likely to be viewed as a monster and a threat. No law in Castorhage requires the coprophagi to use the bell-staves — though some insist that it is only a matter of time — and the rampant pacifism that the Festering Brethren tend to display certainly helps that situation. Despite their peacefulness, though, the coprophagi are willing to defend themselves, and the Festering Brethren in particular have proven on many occasions to be capable combatants, further discouraging outright acts of violence against their race. Of all races, the mongrelfolk are most sympathetic of the coprophagi, and might perhaps even be distant relations to the roachfolk.

Religion. Roachfolk are survivors and have little use for religion. The Festering Brethren in particular are an order dedicated to Zors, the Hanged Man, albeit in a much more lawful aspect than that with which that demigod is usually associated. The majority of coprophagi within the city worship either Mother Grace or Sister Shadows. There is a secretive

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minority, however, who cling to the prophecies of The Horseman as they time when their race will rise above all others.

Adventurers. The hardscrabble existence among the coprophagi makes techniques for day-to-day survival their first priority. A part of that is to avoid getting caught when they're scrounging about the gutters of the city. Be sure to check with your Dungeon Master to see if you can play a coprophagi character.

Male or Female Names. The names of the coprophagi are unpronounceable to most humanoid tongues. They, therefore, habitually take simple names borrowed from the predominant cultures around them irrespective of gender or meaning. However, they hold no special connection to these names and frequently take a new name whenever they next must deal with folk who are not of their own kind. Some common names include Abe, Ban, Bell, Bob, Cane, Cob, Dock, Duke, Guv, Jud, Lob, Lord, Mab, Nob, Pod, Prince, Queen, Rose, and Tune.

Coprophagi Racial Traits

Ability Score Increase. Your Dexterity score increases by 2, your Constitution score increases by 2, and your Intelligence and Charisma scores decrease by 2 points each.

Alignment. Coprophagi tend toward neutrality, and their actions are typically those necessary to get by each day. That said, few roachfolk are chaotic because they have learned that to provoke the populace of the Blight with their actions is to invite their own extermination.

Size. Roachfolk are between 3 and 4 and a half feet tall and weigh between 70 and 100 pounds. Your size is Small.

Type. You are of the monstrosity type.

Speed. Your base walking speed is 40 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray instead of color under darkness conditions.

Spider Climb. You can climb difficult surfaces without needing to make an ability check.

Four-Armed. Roachfolk possess two middle limbs and two smaller upper limbs. As a bonus action, when you make a successful melee attack against a target, you can attempt to grapple your foe (see the game manual for more information on grappling).

Winged. You have undersized wings tucked beneath your back carapace. You gain a fly speed of 40 feet but are not able to hover. You must land at the end of any round in which you fly or fall, taking 1d6 bludgeoning damage for every 10 feet you fall.

Sure-footed. You are able to use your extra limbs to assist with balance. You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Natural Weapons. Your claws are natural weapons which can be used to make unarmed strikes. If you successfully hit with your claws, you deal 1d4 + your Strength modifier slashing damage.

Natural Armor. Your thick carapace grants you an AC of 12 + your Dexterity Modifier.

Extreme Resilience. You are immune to all non-magical diseases and have advantage on saving throws against poisons. Additionally, you are not subject to the exhaustion effects of temperature extremes (see the game manual for more information on temperature extremes and their effects).

Languages. You can speak, read, and write Common and Mongrotic.

Lantern Folk

The lantern-folk are an offshoot from the species known as the derro, who are fey-descended creatures of the dark realms below the earth. The derro themselves are evil, and insane by any normal, surface-dweller's standpoint. The lantern-folk are less inclined to evil than their deeper-dwelling cousins, and also somewhat less insane.

At home in the Underneath, the lantern-folk have lived long enough in the shadow of the great city-state above to have taken on some of its characteristics, much like the blighted humans (see below).

Physical Description. The lantern folk have skin ranging from pale blue to stark white, and wild, bushy hair ranging from stark white to pale blue (hair and skin tone are rarely the same). They wear moustaches and sideburns with regularity, though beards are fairly uncommon. They have



bulging, pupil-less eyes like their cousins, the derro, and only four fingers on each hand, though their feet have five toes. They are small and slight of build, but extremely light on their feet and quick.

Society. Lantern folk dwell among the dwarves of the Underneath and elect delve-chiefs to govern their neighbourhoods in an orderly and peaceful fashion. They typically work as miners, craftsmen, traders, tunnel maintenance workers, or gatherers of resources available only in the Underneath or lower subterranean areas. When encountered on the surface in the night markets or well-shaded establishments during the day they sell their rare gems or negotiate contracts with surface firms for the kinds of specialised work that they can provide. The derros' racial propensity for sadistic experiments and poisoning only rarely emerges among lantern folk individuals.

Relations. The lantern folk have now lived in the Underneath for centuries without causing any (significant) problems. They are distrusted, but not generally feared or hated.

Religion. For the most part, the lantern folk have embraced the religion of the dwarves of the Underneath who sponsored them and hold Vergrimm Earthsblood or Crugas in high regard. Some revere Dwerfater or even Grox, but these are much fewer and farther between.

Adventurers. For folk interested in plumbing the maze of tunnels that exists beneath the Underneath, few are more suited to this lifestyle than the lantern folk. Their natural ability to navigate these low passages and survive in the great darkness makes them most suitable. They also do well aboveground in the many cellars of the city or even out on its winding streets at night. Be sure to check with your GM to see if you can play a lantern folk character.

Male Names. Bariom, Caedimus, Cassius, Filo, Lucilium, Tiberonus

Female Names. Andromeda, Caliope, Gratica, Koryola, Veran, Vesta

Lantern Folk Racial Traits

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 2.

Age. Lantern folk, like other derro, mature very quickly and are considered to be full grown by the age of 9 or 10 and have a lifespan similar to humans.

Alignment. The lantern folk no longer embrace the evil ways of their derro forebears. They have also shed much of the chaos inherent to the madness of others of their kind. Lantern folk prefer to live and let live, preferring a neutral approach to other races and to society. It is not unheard of for the chaotic madness of their ancestors to manifest in individual lantern folk.

Size. Derro stand between 3 and 4 feet tall and weigh between 35 and 45 pounds. Your size is small.

Speed. Your base walking speed is 25 feet.

City Knowledge. You have advantage on Intelligence (History) checks related to the Underneath. You can add your proficiency bonus to Intelligence (History) checks for one other city district of your choice.

Derro Magic. You know the *light* and *thaumaturgy* cantrips. When you reach 3rd level you can use the *color spray* spell once per day. When you reach 5th level you can cast the *darkness* spell once per day. You do not need material components for these spells but you are unable to cast these spells while in direct sunlight. You can cast these spells again with this trait after you have finished a long rest. Charisma is your spellcasting ability for these spells.

Darkvision. You are accustomed to dark and very dim conditions from having spent your life mostly underground. Under dim light conditions, you can see up to 60 feet as if the area were brightly lit. You see shades of gray instead of color under darkness conditions.

Sunlight Sensitivity. You have disadvantage on attack rolls and sight-based Wisdom (Perception) checks that occur in direct sunlight.

Know Your Own. You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks involving your fellow lantern folk.

Shadow Stealth. While in dim light or darkness, you can take the hide action as a bonus action.

Languages. You can speak, read, and write Common, Dwarvish, and Undercommon.

Night-Slug

None is as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Night-slugs maintain their existence simply by avoiding notice. Sometimes called the Tunnel People by the few folks of Castorhage that run across them in the endless sewer channels beneath the city, these elusive creatures often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. They can maneuver their bodies through seemingly impossible spaces. Those among their number who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

Physical Description. Night-slugs have a humanoid structure with blotch-grey skin bearing randomly arranged tufts of muddy-brown hair. Their arms are thin and elongated, hanging limply at their sides, and they seem to possess little if any muscle tone in general. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, in the process pulling what muscle it has closer to its frame. In addition, night-slugs have a “collapsible” skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas.

Society. Night-slugs are true scavengers living on the fringes of the societies of others. They usually prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them, mated couples rarely staying together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandoning their young as soon as they reach maturity after 3 years.

Relations. While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her



grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations. The only race that could truly be said to hold empathy for the night-slugs are the wretched mongrelfolk on the rare occasions when the two peoples cross paths.

Religion. In general night-slugs are not religious and devote little time or energy in contemplation of the gods. As such, there is no religion that could be said to be typical of night-slugs, and most follow no religion at all.

Adventurers. Unlike their skulk cousins who possess a more violent bent, night-slugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. Be sure to check with your Dungeon Master to see if you can play a night-slug character.

Names. As loners and outcasts, most night-slugs don't bother with names at all. Their lack of interaction with most others prevents any sort of need for one. A night-slug identifies everyone as either “self” or “other/danger.” Of the few that do take names, they are usually a single word — bereft of context — borrowed from another language or a monosyllabic name that sounds pleasing to a particular night-slug's ear. They make no distinction between male or female names. Examples include Bloo, Fancy, Glugh, Plop, Spoon, and Tater.

Night-Slug Racial Traits

Ability Score Increase. Your Dexterity score increases by 4, but your Intelligence is reduced by 2 and your Charisma is reduced by 4. No score can be raised above 20 or reduced below 3.

Age. Night-slugs are able to survive on their own by age 3. By age 5, they are considered adults. Night-slugs seldom live more than 30 years.

Alignment. Most night-slugs have no strong ethical convictions of any kind. They survive by stealing, so they tend toward Chaos and Neutrality.

Size. Night-slugs are Small creatures. Because they're so flexible and able to squeeze themselves into their surroundings, they make Stealth checks with advantage.

Type. You are of the monstrosity type.

Speed. Your base walking speed is 20 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray in darkness, not colors.

Sly Crawler. While prone, a night-slug has a Crawl speed of 20 feet, and crawling doesn't slow it down even in difficult terrain. A crawling night-slug doesn't trigger opportunity attacks when it crawls out of an enemy's reach.

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Slime Coat. The skin of a night-slug secretes a thin fluid resembling slimy perspiration that has a musty odor and leaves a stain on most fabrics. This coating protects the night-slug against grappling; other creatures have disadvantage when trying to grapple a night-slug, and a night-slug has advantage on its attempts to escape from grappling. It also makes night-slugs easy to track; Survival checks to follow a night-slug's trail across any type of terrain are made with advantage.

Compression. Night-slugs can move through spaces one size category smaller than themselves without squeezing, and they can squeeze through openings two size categories smaller.

Languages. You read, write, and speak Common.

Swyne

"Lord, why can't I get a decent tailor these days? Adjust my cravat, idiot; can't you see it's crooked? How can I go to the lodge dressed like a human? I hope they have those succulent kidneys tonight, the ones that they serve just lightly toasted with sugar. They have fine food at the lodge — not that you'd know about the finer things in life. We'll drink the finest Crava from crystal and eat our fill before talking business over cabb'e and hookahs filled with the finest tobacco and insectum money can buy. We'll trade millions tonight, you know? Millions! Can you imagine a million? I thought not. That's the trouble with humans — no imagination, and little appreciation for the finer things in life — little appreciation of anything, in fact."

Pleasure, pleasure, and pleasure: the three "P's" of swyne philosophy. A swyne lives to enjoy, to eat the finest food, to romance the most beautiful people, to plunder the greatest treasures. A swyne is a voyeur, a pleasure-seeker, a lothario. They do anything and everything to ensure that they get the most out of life.

In essence a humanoid pig, the swyne is usually fat, sallow-eyed, and hungover from excess. Dressed in the best he can buy, a swyne gets what he can out of life — as often and as plentifully as possible. Roughly human in size and shape — and with all the foibles and interests that accompanies — the swyne are often mistaken for fat humans from a distance, until their snouts and piggy eyes come closer into view. Swyne tend to stick together, and refer to each other as brother or sister hog.

Physical Description. Some swyne can pass for human; so subtle are their porcine features. Others resemble humanoid pigs, with hoggish features, clumsy hands, and squealing laughter. They all tend to be fat (a result of enjoying as much fine food as they can, as often as they can), and prone to being clumsy; their porcine ancestry runs deep, and occasionally shows itself in their eating habits.

Society. Swyne stick together. A swyne almost always helps another swyne in trouble, often with the benefit of a considerable lecture on the error of their ways and how the suffering swyne in question should follow the path of his benefactor, whatever that path may be. Swyne live for excess, and have developed many guilds of their own to band together to ensure mutual benefit — providing, of course, that the benefit is primarily

their own. The swyne have developed thousands of clubs related to excess and pleasure, the most famous of which are the Hedonists, a group perpetually related to dark rumours of excess, torture, and cruelty over enormously excessive luncheons.

Relations. Everyone has his uses, and a swyne judges life by the number of associates he has. Their selfish natures tend to make true friendships rare but incredibly close; a swyne friend is one for life, but a swyne associate cannot be trusted. Swyne deeply admire the banking gnomes of the city, and many close associations have and do take place across the city. They consider elves to be flighty and unpredictable, dwarves miserable, and half-orcs repulsive. They like a halfling's appetite and admire the human capacity for vice. They take great offence at being likened to pigs, and often refer to other humanoid races as monkeys as a riposte if so insulted.

Religion. Swyne religions are based around acquisition: be it monetary, rare objects, land, property, or any other such avarice. Porfask, the Swyne God of Wine-cellars is one; Hork, Goddess of Musk, another. Of course, Mammon has the greatest share of worshippers among the race and has been adopted into the swyne pantheon — whether he is aware of it or not. To many races, the swyne gods seem trivial in their focus; to a swyne, they are divine in their singular greed.

Adventurers. The restless greed of the swyne makes them useful allies, which, coupled with their brotherliness, makes them useful contacts. Be sure to check with your Dungeon Master to see if you can play a swyne character.

Male Names. Boarbrand, Bogglob, Grund, Gork, Hobb, Hogwell, Hoglard, Pikskin

Female Names. Asparagus, Cauliflower, Cupling, Ladywell, Lettuce, Pigmella, Porcinia, Porflower, Sugary, Winscent, Winseed

Swyne Racial Traits

Ability Score Increase. Your Constitution and Charisma scores each increase by 2, but your Dexterity is reduced by 2.

Age. Swyne mature at roughly the same rate as humans and typically have the same lifespan as their human counterparts.

Alignment. Swyne can be of any alignment. Most often, their gluttony and greed are their motivators pushing them to follow their whims and do whatever they are able to get away with. They tend to be chaotic neutral or neutral evil.

Size. Swyne are generally as tall as humans but are almost all very plump to morbidly obese. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. Under dim conditions, you can see up to 60 feet as if the area were brightly lit, and in darkness as if it were dim light. You see shades of gray in darkness, not colors.

Gut Feeling. Swyne are naturally gifted at judging people or sniffing out a bargain. You have proficiency in Insight.

Healthy. Swyne can — and often do — eat almost anything, and their powerful fortitude makes them highly resistant to toxins and sickness. You have advantage on all saving throws against poison and disease.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Stubborn. You have advantage on saving throws against being charmed or compelled.

Languages. You read, write, and speak Common and one additional modern language of your choice.

Blight Backgrounds

Where does your character's story begin? Why does it begin there? What experiences shaped your character and why? How did the environment that your character has lived helped determine who he is and why? These are some of the questions you might consider when you create your character. Below you will find numerous Blight backgrounds that can be used as a starting point when you are crafting your character and their story.

As you read through the below backgrounds, you will notice that several are tailored for specific races within the Blight. This was intentional and provides additional, defining characteristics to those races. That doesn't



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mean that other races are not allowed to have these backgrounds. If a specific background is good for your character then work with your GM to customize it for your game. As always, these are optional suggestions intended to immerse you and your character into the Blight.

For characteristics, ideals, bonds, and flaws, consult the game manual and choose those that work best for your character concept.

Alchymyst

Typically found surrounded by bubbling pipes and jars, frothing jugs of vile-smelling ichor, and tubes connecting to tubes connecting to tubes, you were once admired throughout the city for your nose for the task and cunning skills with all manner of exotic substances. But you grew obsessed with perfecting your art and your reputation quickly became that of dangerous and unpredictable, if not mad. You now ply your trade out of the eye of the public, and only to customers that are looking for less traditional means of enhancement.

Skill Proficiencies: Arcana, Medicine

Tool Proficiencies: Alchemist's tools

Languages: One of your choice

Equipment: A quill, bottle of black ink, a small notebook with various arcane formulae inscribed within, a set of common clothes, a pouch containing 15 gp

Feature: *Fleshwarp*

Fleshwarping is gruesome but all too common in the Blight. You have developed a knack for the practice of altering a creature's physical form through the use of alchemy. Much as life is extended through the use of *elixir of life*^{*}, you are able to enhance life with your alchemical potions and goo to make it bigger, better, stronger, and faster.

Boatfolk

The river barges where you were born, grew up, and have lived all your life are all you know. You and your people are fiercely insular and come from tightknit families. You celebrate your own holidays and have your own festivals, manners, and cant. Tradition is very important to you and yours, and no one, not even the Queen, will make you all change. You've seen the looks outsiders give you when you speak in River Cant, and you are sure their suspicious glares hide their disdain for you and your people.

Skill Proficiencies: History, Insight

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

Languages: River Cant

Equipment: A family heirloom, a clan symbol carved from **lyme walrus** ivory, a cudgel, and a pouch containing 5 gp

Feature: *Oral Tradition*

You are responsible for the lore and history of your clan. You were chosen by your gran to carry the traditions and ways of your people. At gatherings, children and adults alike seek you out to hear the stories, deeds and folklore of the boatfolk. One day, you too will pick someone to carry on the tradition.

Crooked

You have been touched by Between and are not like others. You cannot stand to look in the mirror for fear of seeing things from your worst nightmares reaching out to pull you down, into the dark, to slowly devour you as you unleash a scream that no one hears. Your peculiarity and random outbursts draw looks and whispers that make you uncomfortable and misanthropic.

Skill Proficiencies: Intimidation, Perception

Tool Proficiencies: None

Languages: Two of your choice

Equipment: A random trinket, a small ball of twine soaked in waters of the Lyme, a sickle, and a pouch containing 7 gp

Feature: *Prescience*

You have a strange prescience that often warns you out of danger. Your "gift" has you always looking over your shoulder, waiting for the glimpses of events you see to happen. You've told very few about your clairvoyance, fearing they will try to exploit you for their own gain.

Capitoler

The towering fist of the city, the Capitol, casts its intimidating shadow across the numerous districts, ghettos, and squalid sewers of Castorhage. Born in the heart of this immense city-in-a-building, your speech, dress, and demeanour reflect your privileged birth, compared to most born in the Blight, and you feel an air of superiority as you pass amongst the decrepit, stinking, filthy rabble that is the bulk of the lower castes. The intrigue, the betrayal and deceit, truth and lies - the daily drama enacted in the name of politics is a driving force in your life.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A gaming set, one set of fine clothes, a pouch containing 20 gold, a set of credentials, and a random trinket

Feature: *Capitol Access*

You hail from the Capitol, where your parents mingled with minor gentry, scholars, guards, or any number of other civil servants or people of some importance. Because of this you can come and go among the countless clerks, servants, butlers, and other necessary personnel within the labyrinthine halls that lie behind the Great Door. You know the inner workings of the extensive bureaucracy within the Capitol and can gain access to records that you normally would never be privy to. You can gain audience with minor functionaries if needed.

Cultist

The "Gods" of Castorhage are not divine but rather legends and myths that have risen to god-like prominence and developed cult-like followings. These "Gods" - Beltane, the Crooked Promethean, the Aspect of the Green Man, and many others - wield immense authority, influence, and fear over the people of the Blight. That influence extends to you.

You follow one of these "Gods" with slavish devotion, enacting their will and spread their influence across the Blight. Work with your gamemaster to determine which of the "Gods" fits with your character and the campaign.

Skill Proficiencies: Deception, Religion

Tool Proficiencies: Choose one: disguise kit, poisoner's kit, or herbalism kit

Languages: One of your choice

Equipment: A kit of your choosing, a book containing the testament and teachings of your "God," ritual accoutrements, and a pouch containing 5 gp

Feature: *Bolt Hole*

You lead a normal life, moving among the populace as any other resident might. Your affiliation with one of the cults of the "Gods" is secret but you have taken precautions just in case that is ever compromised. You have established a safe house where you and a few close associates can retreat to lay low for a time. Work with your GM to establish a location where you can hide out that fits with your character and the campaign.

Charmwell

Your features and mannerisms reflect your elven parentage and overshadow any human blood that runs through your veins. The fey blood flows strong within you; you might even have the stuff of the Old Ones or possibly the dark fey. You've taken advantage of your elven predominance and relish the role of the entertainer, hearing the cheer of the crowd, being at the centre of attention, with a commanding presence that holds rapt the attention of all that watch you perform.

Skill Proficiencies: Performance, Sleight of Hand

Tool Proficiencies: One type of musical instrument

Equipment: A musical instrument, a set of traveller's clothes, a set of juggling balls, a pouch containing 10 gp

Feature: Headliner

You have a steady gig at a local tavern or theater. Your show, whether comedy, drama, or tragedy, or simply riotous shenanigans of the bawdiest caliber, is always sold out days in advance. You might even have a paramour that is rather famous within the city!

Forsaken

You've come to the city to discover and learn, hoping that your lifetime of memories and experiences will reveal some greater meaning, but memories are fickle and what may have been your reality now seems like a dream. Your bitterness that your long life is slowly coming to an end is apparent and you have developed a grim reputation among the locals. You are one of those that have come to Castorhage in the twilight of your years, searching for meaning and understanding of what your life has truly meant.

Skill Proficiencies: History, Arcana

Tool Proficiencies: One type of musical instrument

Equipment: A musical instrument, a set of traveller's clothes, a small notebook containing memoirs, a pouch containing 10 gp

Feature: Lifetime of Learning

You have acquired a lifetime of knowledge and training, and life in the Blight evokes past experiences with the new. You can call upon your lifetime of learning and research and are considered a source of knowledge and lore for your peers. You are considered an expert in an obscure subject. Work with your GM to determine what subject and how it fits with your character.

Hoofigan

You are one of the Invisibles, the Lowfolk, or the Lowest of the Low. You were born and raised in the cesspit that passes for slums within the Blight. You know how dangerous the streets are but are able to navigate them with ease. These are your streets, your people, and you have a reputation among the underclass of Castorhage as someone not to be trifled with. Murder, blackmail, illegal insectum, extortion, racketeering - these are but a few of the things you and your crew traffic in. When something happens, you know about it thanks to your network of informants.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of gaming set, thieves' tools

Equipment: A gaming set, thieves' tools, a set of dark, a set of common clothes, a concealed dagger and cosh, a satchel containing a random type of insectum or other illicit good (work with your GM to determine the type), a small notebook with a list of those that owe you money (encrypted with a cipher of your creation).

Feature: Friends in Low Places

You have contacts in all parts of the underworld within Castorhage. Some owe you favors or money, some simply fear you, others respect you, but they all supply information that you can use to get ahead in this Between-dog-eat-Between-dog world.

Lyme-Blessed

Ah Sister Lyme, she slithers — or perhaps more rightly oozes — through the city, her veins reaching upstream to taint and choke. None can escape her. She peculiarly affects humans; you've spent many generations on her back or in her womb, and it has seeped into your pores. You wear this patina, this infestation, and she has a strong hold on you. You've never been able to venture far from her banks for long, always returning to her bosom, relishing her caress, and drinking deeply from her waters.

Skill Proficiencies: Nature, Perception

Tool Proficiencies: One set of artisan's tools

Equipment: A set of artisan's tools, traveller's clothes, spectacles with rose-coloured lenses, a flask filled with water from Sister Lyme, a pouch containing 10 gp

Feature: Clear Sight

Your eyes have subtly evolved to see better through water distortions and obstructions. You can see twice as far as others through fog, mist, and murky water. Work with your GM to determine how this will fit with your character and in the game.

Revolutionary

Vile politicians, twisted royalty, greedy thugs - the disease and decay that rules Castorhage must be excised completely so that those that suffer under the yoke of tyranny and oppression can be free. You've seen the malignancy first hand, after all, you were born to it as a child of the aristocracy. You grew to despise your station and those that perpetuate the rot. But now, now you fight!

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: A disguise kit, thieves' tools, a set of traveling clothes, a pouch containing 20 gold

Feature: Inside Man

Because you were born to the aristocracy, you are privy to the plots and schemes of the ruling class within Castorhage. You use this to your advantage and gather intelligence that can help the Shadow of Freedom or another underground revolutionary movement strike at the heart of the corruption and expose them for what they are.

Salt-o'-the-Earth

Coming from a respected family in the city, you can trace your local ancestry back over several generations to the dwarven kingdom said to have first carved the Underneath. You are extremely proud of your heritage and will never let your clan name be besmirched. You are well known within your home territory and have a reputation as forthright, stern, and wise.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set, one type of artisan's tools

Equipment: A gaming set, a set of artisan's tools, a set of common clothes, and a belt pouch containing 10 gp

Feature: Family Feud

You may choose an organization, a guild, a club, a cult, or a noted individual from the Blight with whom they have a longstanding grudge. You have a network of informants that reports on the activities of your hated foe. Additionally, you take any opportunity available to act on this family grudge.

Work with your GM to establish an acceptable grudge (and target for the grudge) for your character.

Savage

Your parents came to the city to seek their fortune; half-orcs themselves, they found life hard, and they joined a growing number of half-orcs who live in dark, rusty ghettos and hovels — grouped together for fear of attack. You are tough, independent, and smart and have learnt to survive alone in the city. You do what you must, the only way you know how — by any means necessary.

Skill Proficiencies: Intimidation, Survival

Tool Proficiencies: None

Languages: Two of your choice

Equipment: An improvised weapon of some type, and a backpack containing a bed roll, a healer's kit, flint and tinder, a mess kit, 3 days of rations, and water skin

Feature: Exit Strategy

People look upon you with disdain and suspicion. You know you must be wary when you are out of your home territory. The first thing you do when you enter a building is identify the different means of egress. You can handle your own but you are a survivor, and sometimes that means making a quick getaway.

Sprawl Mason

Some dwarves have a particularly strong background in all things connected to building. You have an extremely keen eye for quality craftsmanship and can identify who the craftsman was. Furthermore, you are an extremely well-respected craftsman in your district and are often sought after for your skill and innovation.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools, a set of well-made work clothes, a small sketch pad and pen and ink, a pouch containing 15 gp

Feature: Professional Reputation

You have earned the respect and admiration of others both in and out of your trade. You are the first person that others in your craft come to for advice and for permission to take commissions within your district. You have prospective apprentices begging for your tutelage.

Toiler

Myriad dwarf families came to Castorhage seeking work, and the reputation of their spirit of toil gained many of employment. A trade expert and successful merchant, you are always on the lookout for new ventures and investment opportunities. A rare spice from far off Khemit? Mustalbhin sundries? Jade figurines from an ancient and forgotten civilization? Not a problem, you can find it, which is why you are sought after by the most discerning clientele.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools, a set of traveller's clothes, a small notebook containing business ideas and possible investments, a pouch containing 15 gp

Feature: Trade Network

You have a well-established network of merchants and traders that come to you first when they arrive in Castorhage so that you can have first pick of any of their goods. You can find hard to locate goods, contraband, and other sundries, through legal and illegal means.

Thanatologist

Death is always present in Castorhage. The study of death, how bodies decay, the changes they go through the post-mortem period has always been fascinating to you. You spend all your spare time studying death and its processes. You are not concerned with the meaning of life and death, just the physiological and forensic aspects of death and how that knowledge can benefit those still living.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Choose one: a mortician's kit or a surgeon's kit

Languages: One of your choice

Equipment: A kit of your choosing, a hefty tome containing your notes and observations, a magnifying glass, a lantern, pen and ink, and a satchel with 15 gold.

Feature: Body Farm

You have established a body farm of sorts within the districts in Castorhage. You have been able to place bodies in various stages of decay in areas where they will not be disturbed. These locations are secluded enough that you can visit them and record your observations and findings without fear of interruption. You also have established contacts with several body snatchers who are always willing to take your coin for the freshest specimens.

Traveller

You are a brilliant performer that can dazzle, amaze, and entertain crowds. Not only are you blessed with talent and stage presence, but you have dashing good looks and are keenly aware of the effect you have on others. You have a silver tongue to match your charm and can often talk your way out of (or into) any situation.

Skill Proficiencies: Persuasion, Sleight of Hand

Tool Proficiency: One type of musical instrument or a forgery kit

Languages: One of your choice

Equipment: A musical instrument, a bright set of traveller's clothes, a flask of strong liquor, a pouch containing 10 gp

Feature: Grift

You can run the short or the long con, can spot the best marks, and have associates you can call on a moment's notice to run a scam. There are those that are still talking about your last con as if it were legendary.

Digilante

Life in the Blight is brutal. Injustice, murder, slavery, and worse plague the streets, subjecting the already hopeless residents to suffering unknown in the majority of other cities. You cannot stand to see this continue. You see the inequality, the abuse, and the rotten corruption at the heart of the Blight as cancers that must be excised. If the law won't protect them, you will.

Skill Proficiencies: Investigation, Stealth

Tool Proficiency: Poisoner's kit

Languages: One of your choice

Equipment: A poisoner's kit, a set of dark clothes with a cowled cloak, a mask, a weapon of your choice, a climber's kit, and a pouch with 10 gp

Feature: Judge, Jury, and Executioner

What gives you the right to cast judgement and sentence on those that prey on the weak? The fact that the law will not protect them gives you the right. You feel no remorse when you hunt down, cast judgement, and carry out the sentence on these vermin. You are the law.

Optional Blight Character Quirks

Abandoned. Abandoned to live on the streets as a child, you grew up tough. You have abandonment issues that hampers your ability to develop close relationships. When alone, you find it uncomfortable and try to seek out company if possible. (Optional: When alone, you begin to panic and must succeed on a DC 10 Wisdom save or become frightened.)

Alleychild. The narrow defiles and ginnels were your childhood playground and home. Wide-open spaces are panic inducing and make you extremely uncomfortable. (Optional: You must succeed on a DC 10 Wisdom saving throw or become frightened while in a wide-open space.)

Almost Killed. You fell in the Lyme, were hit by a runaway broken or undead horse, or fell from a tall building. You have odd nightmares about the event that somehow manifest themselves in the dreams of others, who find it impossible to save you.

Apprentice. Because you were raised by a tradesman, you have a keen understanding of tools and crafting. Consult your GM to determine what trade you might be adept at.

Artists' Quarter Born. You were raised or spent some considerable time in the crazy and creative district of the Artists' Quarter. You have done everything you can to stay out of the way of the three major factions and were once invited to join the Cult of the Self-Blinded Angel.

Bastard Nobility. You bear the hallmarks of an aristocrat's bastard. You can mingle easier than others with different castes, and can call upon an aristocrat that is known to you for a favour.

Between Marked. Whilst very young, a nightmare from Between somehow manifested itself and scarred you. You are deeply affected by the experience and cannot abide being near mirrors. (Optional. If you come within 20 feet of a mirror, you must succeed on a DC 10 Wisdom save or become frightened.)

Boatchild. You have grown up on the banks of Sister Lyme, and even swum her depths for dares. You are more comfortable on the water than on land.

BookTown Born. You were raised or spent some considerable time in BookTown. You are privy to secrets whispered among the stacks and shelves of the cavernous libraries of BookTown.

Body Harvest. You're quite the entrepreneur and have established yourself as the go to source for highest quality cuts of meat. Your customers are Cadaver-Surgeons, Homonucle-Wives, Golem-Stitches, and others who are in the market for body parts, cadavers, and sometimes even something alive...

Born in the Barn..acle. You were raised among nests and tunnels of the Barnacle. You know the tunnels and tight, winding streets better than most and can move through the Great Docks unhindered. There is a chance you know some information about a shady deal or two.

Born to Beer Slops. You were raised in the gin houses and taverns of the city. You know the best dives in the Blight and just so happen to have a legendary thirst that causes tavernkeepers to groan when you walk through the door.

Brine Touched. There is some briny in your family, a gift that your mother and father tried to hide. Your fingers and toes are webbed and you can hold your breath twice as long as average.

Brothel Waif. The child of a harlot from the Crimson Lantern, you have grown up hardened, independent, and tough. You have a soft spot for those in the "trade" and seek to aid them whenever possible. If you witness a prostitute being mistreated or abused, you will surely step in and aid them.

Capitol Born. You were raised or spent some considerable time in the Capitol. You have unique insight into the gossip and politics of this dangerous quarter. You might even know a secret way into the Capitol.

Child of a Famous Beauty. Your mother or father was famous in the city for their looks. However, you were often left alone when young and suffered from nightmares. To this day, the night terrors persist. (Optional. You must succeed on a DC 10 Wisdom check before attempting to sleep.)

Chimney Sweep. When young, you were small and used for cleaning chimneys of the wealthy or those of the Capitol. You can always find the

best hiding places but confined spaces are terrifying. (Optional. When you are in a confined space, you must succeed at a DC 10 Wisdom save or become frightened.)

Choir Child. You have an incredible singing voice but the brutal training regimen you endured at the hands of your cruel choir teacher has left you scarred and traumatized. (Optional. Pick a specific tune that reminds you of your time in the choir. You must make a DC 10 Wisdom save or become frightened.)

Circus Act. You ran away to join the circus. A colourful life of travelling through Festival and the Artists' Quarter followed, punctuated by trips to other parts of the city. You still have contacts within the myriad troupes that perform in the city. Interestingly, your closest contacts can be found in the Great Fayre, possibly within the Family.

Cruel Kin. Cruel parents or relatives raised you, and you left home early. You are independent and misanthropic but have a cruel streak that you try hard but often fail to control.

Devotee of Mother Grace. Very religious parents who found great solace in the order of things in the church of Mother Grace raised you. If someone blasphemes against Mother Grace within your hearing, you feel compelled to educate the blasphemer. (Optional. Succeed on a DC 12 Wisdom saving throw or act in an overzealous manner against the blasphemer.)

Distorted. Your anatomy has been altered by exposure to the toxins and pollutants of the Blight. You have a distinguishing anatomical feature caused by the environment of the Blight. This feature is something you could have been born with or developed through years of exposure. (Optional. Your distinguishing feature can have positive or negative effects on your Charisma. Work with your GM to determine if this is the case.)

Educated. You attended one of the minor schools in the city. Schools were vile, ordered places, and they have given you a healthy loathing for order and authority.

Festival Born. You were raised or spent some considerable time in Festival, but were not tainted by the place. You can move freely among the lycanthropy-inflicted locals. At some point in your life, you caught the attention of the Rat Queen. She still is interested in you.

Foundling. You were abandoned as a baby, but found. There is something distinctly odd about you. This can be a physical thing such as a minor deformity (an extra finger, mismatched eye colour and so forth), or simply an odd air about you.

Freakshow Touched. You were raised in a freakshow and became close to many acts. You have developed a very meaningful relationship, possibly romantic, with the "star" of one of the shows.

Gable Child. You spent your days up in the gables, where the air was clearer and there was always more to see. You know the best perches to watch the residents of the Blight and often see things not intended to be seen.

Gablemaester's Child. Your father was one of the brave gablemaesters who kept the rooftops clean, safe, and free from spiders. You have utmost familiarity with the rooftops of the city, and can often find the quickest and easiest path through the city using the rooftops.

Guild Child. You were raised as part of a guild and have a benefactor looking out for you. At some point, when you are most in need, there is a chance your benefactor will aid you. (Optional. Roll percentile dice. On a roll of 96-100, your benefactor will come to your aid in some manner determined by the GM.)

Guild-Bound Family. Your family is blighted by an agreement they made to a guild before you were born. Because of this, you are constantly fearful of being held accountable for your family's mistakes. (Optional. Succeed on a DC 12 Wisdom check any time you encounter a member of a guild. Failure results in an unpredictable outcome to be determined by you and the GM.)

Haunted by Between. Between seems somehow to follow you around. Every so often, you hear noises no one else does, feel something move behind you, or see a reflection in a corner of a mirror that cannot be there. You are inherently Between touched. (Optional. Succeed on a DC 12 Wisdom save or become frightened when hearing noises that others do not.)

Hideling. For reasons known only to you, you have chosen to mask your mixed racial heritage. Forsaking one for the other, you emphasise the ancestry that is most common, human, in the Blight and excel at hiding in plain sight.

Hollow Hills Born. You were raised or spent some considerable time in the hallowed and holy places of the Hollow and Broken Hills. You can

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move freely among the inhabitants of these areas and have explored every inch of the Great Blight Cemetary.

Jumble Born. You were raised or spent some considerable time in the Jumble. Because of this you are paranoid and untrusting, always lamenting that you are being watched. You are right.

Kissed by Angels. Some people are born lucky, and you're one of them. Cats sit in your lap, children stop crying and laugh when you enter a room, and frosty discussions thaw when you talk. Some petty people find such lucky folk annoying, and become jealous of them, of course.

Link Child. When younger, you worked the dark streets of the city as a link boy (or girl). Your night vision is excellent, and you have an almost sixth sense when operating in darkness. You find daylight unpleasant, and prefer to wear tinted lens when the sun is at its highest.

Messenger. When younger, you were hired by one of the many messenger guilds in the city to pass messages in haste. You know the fastest routes through the city.

Mill Child. You spent much of your childhood working in one of the many mills in the city. Worker safety was not a priority of the overseers in the mills. You bear the marks of having been involved in an industrial accident of some kind. Consult with your GM on how to utilize this trait in game.

One of Many. There were 10+1d6 other children in your family. You have a very high likelihood of encountering one of your siblings at any given time within the Blight. These encounters can be cordial or hostile, the choice is yours.

Orphan. Raised by an overseer, your early life was incredibly tough. You bear the physical and psychological scars of this experience. You have vowed to save as many orphans as you can. How you do this is up to you.

Out from the Asylum. You don't know how you escaped intact (mostly), but you did. You've been to the City of Golems and lived to tell about it, albeit with a noticeable alteration to your body. You've undergone a transformation at the hands of a Cadaver-Surgeon, Homoncule-Wife, or a Golem-Stitcher. Work with your GM to determine something noticeable that has been altered about your character.

Riverchild. You were raised in a boat town along the river; you speak River-Cant as if it were your native language. You know the right folk to talk to in the boat towns that ever-present within the city and always seem to have the best information about the goings on in these "neighbourhoods."

Seminarian. You were born or raised (or created) in the Seminary. You have seen the true horror of the ghastly experimentations that take place in this academic bastion at the foot of the Capitol. You rarely make it through the night without waking in a sweat, screaming at the horror you cannot forget.

Seventh Child of a Seventh Child. There is something decidedly odd about you; odd things happen around you, and occasionally unpredictable events occur — cats bristle and flee from you, plates fall on floors when you enter the room, or a clock strikes thirteen. This does not have a mechanical effect, and your GM should weave it into your character's story from time to time.

Sewer Brat. You spent a lot of time in Underneath, either as a runner for a guild, someone who ran away from home or the orphanage you were raised in, or some other story you deem appropriate. You have a sixth sense that allows you to navigate the sewers of the Blight better than most others.

Sideshow Touched. You were raised in a carnival sideshow and became close to many acts. You can move amongst the sideshow workers as if you were still one of them. You have a special affinity with many of them and are often given the best rumours and tales.

Sinks Born. You were raised or spent some considerable time in the Sinks. When you were younger, curiosity got the best of you causing you to venture down to the Grey Lake. You've seen things. Terrifying things. And you know the stories to be true.

Sinister Theatrics. You were raised or spent considerable time in the Theatres' Sinister. You'll never admit it, but you very well could have the ear of Aris Macwell or one of his Liars.

Sorrowful. You are of mixed heritage but struggle to understand why you feel you are missing something crucial to your makeup. Your parent's differences were too much to overcome after the love and lust faded. You favour the parent that raised you but are cursed with an unnaturally long life or a fleetingly short life in comparison to your parent.

Strange Relations. Somewhere in your family line is an anomaly. The hint of an elf, the touch of a gnome, the flicker of a halfling. Exactly how and where this came from is a mystery. Your character is slightly odd in a hard-to-define way. This is not a mechanic, but a story option; perhaps the PC has a luxuriant dwarvish beard, slightly pointed ears, or woolly feet that indicate that somewhere, far back, something odd happened in the family.

Streetwaif. You were raised on the hard streets of Castorhage and have learned how to survive. You made an enemy, however, and that enemy is looking for you. Work with your GM this develop this twist for you accordingly, and weave it into your ongoing story.

Thirteenth Child of a Thirteenth Child. There is something decidedly odd about you, and not all of it good. Strange effects follow your character. These are only minor but decidedly strange. horses keel over and die in the street when you walk by; a pyre-beetle lamp goes out; you find two-headed silver coins; or a plummeting magpie crashes into a wall as you walk past. Life, in short, continues to throw oddities about you.

Toiltown Born. You were raised or spent some considerable time in Toiltown. You know who to go to when you need the illicit services offered in Toiltown. Your fellow East Enders remain loyal and true to you, aiding you when you need it. (Optional. Whenever you encounter a slaver, you must succeed at a DC 12 Wisdom save or confront them, often violently.)

Touched by the Unsea. When young, you were taken to the Unsea, and it had a profound and unsettling effect upon you. The Unsea calls you, and you find it oddly consoling to have objects from there or even odd things from the mundane sea about your home or person. There is something oddly clammy and brackish about you.

Town Bridge Born. You were raised or spent some considerable time in Town Bridge, and can consider yourself a Town Bridge local. You despise Crown Prince Justice Cornlord and the ruthless landlords that act in his stead in Town Bridge. You have vowed to bring them all down.

Wicked Stepsisters. Wicked stepsisters who delighted in using you as little more than a slave raised you. This made you resilient, if sad, when young. That sad resilience has shaped your personality into one that is hardened and serious. You have little tolerance of frivolity.

Wild Child. You were feral as a child. Your feral nature remains with you and impacts your relations with "civilized" Blighters.

New Equipment

Equipment and Things to Part You From Your Lucre — Castorhage Goods

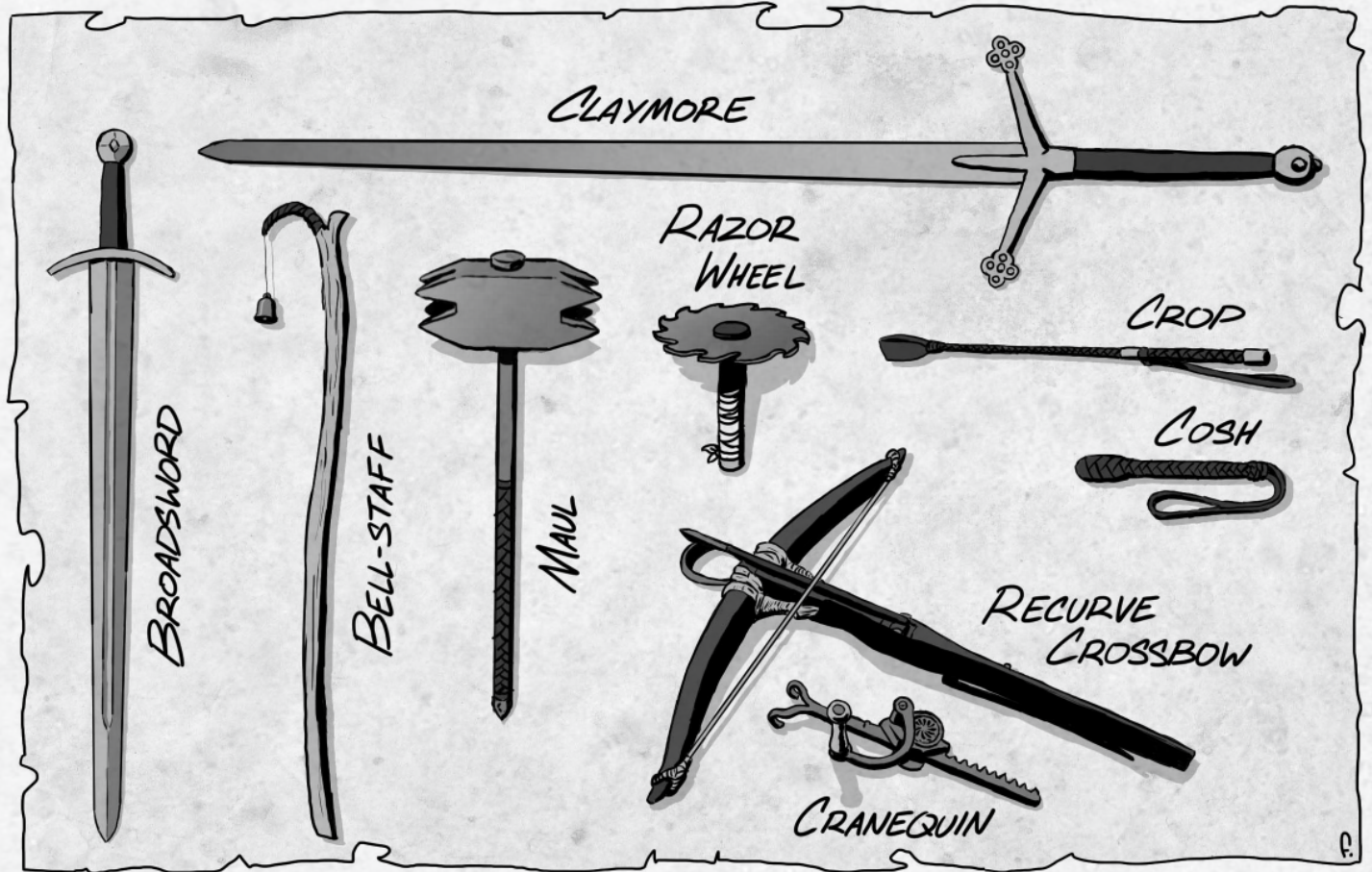
A short walk in the Blight avails one of the sheer volume of goods for sale, from Aarckle, Budge & Sons Gentlemen's Outfitters, to Zyn, Ripple & Wade, Pipe Makers to the Aristocracy. The wares are advertised across every available space; no wall is without a painted sign or hoarding, sandwich boards are carried by down-at-their-heels men eager to earn a tanner, and shop windows often show elaborate displays of wares. With so many people in such a small space, competition is stiff, and beyond their gaudy adverts, traders stop at nothing to be the best — and the richest — in the city-state.

Weapons of the Blight

Along with most other weapons, the following new weapons are used by the denizens of Castorhage.

Weapon Qualities

Misfire: The increased power or configuration of some crossbows can result in a misfire. If the natural result of your attack roll is equal to or less than the weapon's misfire value, that shot misses, even if you would



have otherwise hit the target, and the crossbow cannot be used again until a person proficient in the use of the weapon spends a full-round action to restore it to working order. Magical repeating crossbows will still misfire on a natural 1. Magical, non-repeating crossbows will not misfire, even on a natural 1.

Weapon Descriptions

Bell-staff, coprophagi. This is a simple walking staff usually of hornbeam or some other hardwood capped with a curving arm from which dangles a small bell. When the staff is carried, the bell rings, resulting in disadvantage on Dexterity (Stealth) checks. The coprophagi and sometimes lepers or other diseased individuals typically use these staves to give warning of their approach to others so they can be well away before they reach them. In the hands of a coprophagi or other individual proficient in its use, though, the bell-staff becomes a potent weapon.

The proficient user of a coprophagi bell-staff can flip the bell up and against the arm it hangs from so that the clapper is held still, and the bell no longer rings to cause disadvantage on Stealth checks. You can then flip it down again as well so that it returns to ringing as normal. A non-proficient user can perform the same maneuvers (if he thinks of them) as move actions that provoke attacks of opportunity.

Broadsword. The broadsword has a heavier, shorter blade than the longsword. It is 2-1/2 to 3 feet in length.

Claymore. The claymore is a heavier, longer version of the greatsword. It is 4-1/2 to 5 feet in length. The heavier weight of this devastating weapon contributes to it doing additional damage.

Crop. A stout leather crop used to spur on a mount or punish a peasant.

Crop, loaded. A loaded crop is a crop in which the shaft and head has been weighted with lead to provide some heft.

Cosh. This small, flexible club, also known as a blackjack, consists of a leather-wrapped lead weight attached to the end of a wooden shaft via a leather-wrapped coil spring.

Cosh, folding. This smaller, lighter cosh folds to make it easily

concealable. It can be unfolded as a bonus action. The gentleman's version — a handy weapon for the discerning person of quality to have in a tight spot, or on the rugged streets of the Blight — is usually rimmed with metal, and is readily transportable in a handy leather holder.

Crossbow, arbalest. Because of the size and weight of this heavy crossbow, you attack at disadvantage with it if you are not wearing an arbalest harness (see below).

The increased power of the arbalest crossbow tends to make it misfire. If the result of your attack roll with an arbalest crossbow is a natural 1, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical arbalest crossbow has no chance of misfiring.

Crossbow, folding. This smaller, light crossbow can be folded down to make it more easily concealable or disguisable. Unlike most other weapons of its size, you may attempt to conceal a folding crossbow upon your body. It can be assembled as a standard action. The gentleman's version — de rigueur at all fashionable or aristocratic shoots and hunts — is always of masterwork quality, usually inlaid with precious metals, and always comes collapsed in its own velvet-lined carry case.

The configuration of the folding crossbow tends to make it misfire. If the result of your attack roll with a folding crossbow is a natural 1, the crossbow cannot be used again until an action is used to restore it to working order. A magical folding crossbow has no chance of misfiring.

A folding crossbow is treated as if it were a light crossbow.

Crossbow, folding hand. This hand crossbow can be folded down to make it even more easily concealable or disguisable. It can be assembled as a standard action.

The configuration of the folding hand crossbow tends to make it misfire. If the result of your attack roll with a folding hand crossbow is a natural 2 or lower, the crossbow cannot be used again until an action is used to restore it to working order. A magical folding hand crossbow has no chance of misfiring.

A folding hand crossbow is treated as if it were a hand crossbow.

Crossbow, recurve. A recurve crossbow is a light crossbow modified with the power of a heavy crossbow at a shorter range. You draw a recurve

PLAYER'S HANDBOOK

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Crop	10 gp	1d2 bludgeoning	1 lb	nonlethal, bludgeoning
Crop, loaded	20 gp	1d3 bludgeoning	1 lb.	nonlethal, bludgeoning

Simple Ranged Weapons

Name	Cost	Damage	Misfire	Capacity	Rate/Fire	Weight	Properties
Crossbow, folding	50 gp	1d6 piercing	—	—	1	3 lb.	Ammunition (range 30/120), loading, two-handed
Crossbow, recurve	100 gp	1d10 piercing	—	—	1	7 lb.	Ammunition (range 80/320), loading, two-handed

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Bell-staff, coprophagi	5 sp	1d6 bludgeoning	5 lb.	Versatile (1d8), disadvantage (Stealth)
Cosh	5 gp	1d4 bludgeoning	3 lb.	Nonlethal, light
Cosh, folding	10 gp	1d4 bludgeoning	2 lb.	Nonlethal, light
Broadsword	12 gp	1d8 slashing	5 lb.	Versatile (1d10)
Claymore	50 gp	2d8 slashing	10 lb.	Heavy, two-handed
Razor wheel, coprophagi	5 sp	1d6 slashing	1 lb.	Finesse, light
Scythe	15 gp	1d10 slashing	8 lb.	heavy, two-handed

Martial Ranged Weapons

Name	Cost	Damage	Misfire	Capacity	Rate/Fire	Weight	Properties
Crossbow, arbalest	125 gp	2d6 piercing	1	—	1	22 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, folding hand	125 gp	1d6 piercing	1	—	1	2 lb.	Ammunition (range 30/120), light, loading
Crossbow, repeating arbalest	825 gp	2d6 piercing	3	6	2	30 lb.	Ammunition (range 100/400), heavy, two-handed
Crossbow, repeating heavy	300 gp	1d10 piercing	3	8	2	24 lb.	Ammunition (range 100/400), heavy, two-handed
Crossbow, repeating recurve	600 gp	1d10 piercing	3	10	2	10 lb.	Ammunition (range 80/320), heavy, two-handed

crossbow back by pulling a lever called a cranequin. A recurve crossbow fires crossbow bolts.

The increased power of the recurve crossbow tends to make it misfire. If the result of your attack roll with a recurve crossbow is a natural 1 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical recurve crossbow has no chance of misfiring.

Crossbow, repeating arbalest. This weapon functions identically to an arbalest crossbow, except that it does not need to be reloaded after firing a single bolt. It has a magazine capacity of 6 bolts and a rate of fire of two bolts per round. You must be wearing an arbalest harness to use the repeating arbalest crossbow. The increased power of the repeating arbalest crossbow tends to make it misfire. If the result of your attack roll with a repeating arbalest crossbow is a natural 3 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical repeating arbalest crossbow only misfires on a natural 1.

Crossbow, repeating heavy. This weapon functions identically to a heavy crossbow, except it does not need to be reloaded after firing a single bolt. It has a magazine capacity of 8 bolts and a rate of fire of two bolts per round.

You must be wearing an arbalest harness to use the repeating arbalest crossbow. The increased power of the repeating arbalest crossbow tends to make it misfire. If the result of your attack roll with a repeating arbalest crossbow is a natural 3 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical repeating arbalest crossbow only misfires on a natural 1.

Crossbow, repeating recurve. This weapon functions identically to a repeating heavy crossbow, except that its damage and range values are equivalent to those of a recurve crossbow. It has a magazine capacity of 10 bolts and a rate of fire of two bolts per round.

The increased power of the repeating recurve crossbow tends to make it misfire. If the result of your attack roll with a recurve crossbow is a natural 3 or lower, the shot misses even if you would have otherwise hit the target, and the crossbow cannot be used again until an action is used to restore it to working order. A magical repeating recurve crossbow only misfires on a natural 1.

Razor wheel, coprophagi. This weapon is made from a thin sheet of scrap metal that has been fashioned into a circular shape and given a serrated edge. A wooden handle is set in its centre at a perpendicular angle so that it can be gripped with the blade parallel to the wielder's arm and used in battle as a slashing weapon.

Blight Gear

Adventuring Gear

Item	Cost	Weight
Alchemical solvent	20 gp	½ lb.
Alchemist's Glue (bag)	50gp	1 lb.
Cage, pyrebeetle	5 gp	5 lb.
Everburning candle	25 gp	—
Everburning lamp	125 gp	1 lb.
Fishing tackle, basic	5 sp	—
Fishing tackle, luxury (Tugg, Wilmott & Son)	8 gp	2 lb.
Gable bridge, clockwork	200 gp	15 lb.
Harness, arbalist's	40 gp	3 lb.
Ladder, clockwork	300 gp	10 lb.
Lantern, pyrebeetle	20 gp	3 lb.
Pyrebeetle, live	5 cp/pound	—
Pyrebeetle carcass	1 cp/pound	—
Siklight cockroach	8 cp	—
Siklight sconce	5 sp	1 lb.
Siklight sconce, candelabra	5–10 gp	5–8 lb.
Vermin repellent	5 gp	—

Alchemical solvent. This bubbling gel eats through adhesives. Each vial contains enough solvent to cover a single 5-foot by 5-foot square. It destroys most normal adhesives such as glue, tar, sap).

Alchemist's Glue (bag). This bag of alchemical goo can be used to restrain a target. The bag is small, about the size of a medium humanoid's hand, and triggers upon impact when thrown. On a successful ranged attack roll, the target must make a DC 12 Dexterity saving throw or be restrained for up to 1 minute as sticky glue foams out of the bag and quickly adheres to the nearest surface. A successful saving throw results in the target's movement being halved until the end of their next turn. A failed save results in the target being completely restrained. A creature restrained by the alchemical glue can use its action to make a Strength check (escape DC 12) to end the effect.

Flying creatures hit by alchemist's glue must immediately land or take falling damage on their next turn.

The glue does not work underwater. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

Cage, Pyrebeetle. This is a small, portable cage capable of holding up to 5 pounds of pyrebeetles. If properly cared for and fed, pyrebeetles can survive in these cages for up to a week.

Everburning candle. This otherwise normal candle has a *continual flame* spell cast on its wick. Due to the small size of its wick, it sheds light only as an ordinary candle, but it does not emit heat or deal fire damage. If the candle is broken, its *continual flame* no longer functions.

Everburning lamp. Everburning lamps are oil lamps bearing a *continual flame* spell that function in all ways as an everburning torch. However, an everburning lamp is partially made of glass and is, therefore, more fragile than an everburning torch. If an everburning lamp is broken, its *continual flame* no longer functions.

Gable bridge, clockwork. Similar to a clockwork ladder, a gable bridge extends to 20 feet in length at the pull of a lever, enabling it to be used as a bridge, provided support is available at both ends. These objects, which weigh 15 lbs and are structurally stronger than the ladder, are frequently used by Gablemaesters on their hunt for spiders and other horrors in the rooftops.

Harness, arbalist's. This harness is worn over armour or normal clothing and is used to provide support for the use of an arbalest crossbow or repeating arbalest crossbow by allowing the stock to rest in a special socket built into the harness. The wearer of an arbalist's harness can mount the crossbow in place or remove it from its mount as an action, and

can fire and reload the crossbow while it is mounted.

Ladder, clockwork. A collapsible ladder able to extend up to 20 feet in length in a single round. Activating a clockwork ladder is equivalent to a move action. A clockwork ladder collapses back to 4 feet in length and weighs 10 lbs.

Lantern, pyrebeetle. This sturdy lantern comes equipped with a fireproof wire cage capable of holding a pound of pyrebeetles in its interior as well as built-in reflectors to magnify its light to equal that of a torch.

Pyrebeetle, live. These cockroach-like beetles have an extremely hardy carapace and produce a natural slow-burning oil from glands within their bodies. They are not especially incendiary, but burn readily if exposed to fire. Typically, they are set alight after being held within small fireproof cages or bags of tough fibres. A pound of burning pyrebeetles emits light in a 10-foot radius, but reflectors mounted on street lamps or within lanterns doubles this area of illumination to an area equal to that of a torch. A pound of live pyrebeetles burns with a largely smokeless fire for 12 hours. A single live pyrebeetle is insufficient to provide a light source, quickly burning out and crumbling. Burning pyrebeetles are not suitable to serve as flaming weapons because they do not burn particularly hot and readily crumble to ash if treated too roughly while burning.

Pyrebeetle carcass. As live pyrebeetles, the carcasses of pyrebeetles can be lit for use as a light source. They give off the same illumination as live pyrebeetles, but the oil-producing glands of a pyrebeetle break down soon after death. A pound of pyrebeetle carcasses burn for only 2 hours. A single pyrebeetle carcass is insufficient to provide a light source, quickly burning out and crumbling.

Siklight cockroach. These small, pale-grey roaches give off a soft, greyish light equal in illumination to candle when awake. They eat garbage and if properly cared for, will live for a year or more. They also give off a distinctive unpleasant odour so that anyone carrying one or more of these insects has disadvantage to Stealth checks when within olfactory range. Siklight cockroaches have a hard chitinous shell and 1 hit point. If their shell is pierced, the cockroaches explode similar to alchemist's fire, though only dealing 1 point of fire damage in the square where the explosion occurs and no splash damage to surrounding squares. However, they do burn for 1 round thereafter and deal 1 additional point of fire damage, so flammable objects and structures can easily be set alight by such an explosion. The cockroaches are also prone to rupturing their carapace under certain weather conditions and are known to start many small fires in Toiltown and in the hovels along the Great Lyme River (conditions for such a spontaneous explosion are at the GM's discretion). Fortunately, cumulative exploding siklight cockroaches do not cause additional damage or duration of burning. However, if many of them explode in a single square, they still only deal a total of 1 point fire damage and another point fire damage on the following round before they burn out. For this reason, they have found no practical application as weapons, though they can make good detonators.

Siklight sconce. This is a small candle sconce of tin, brass or some other non-flammable substance. The candleholder portion has a wire covering and allows space for a single siklight cockroach to be caged within. Beneath this is a small, connected repository that can hold a small amount of organic garbage upon with the caged cockroach can feed. As long as the food repository is kept stocked with garbage and the sconce is shielded from extremes in temperature or violent handling, a siklight cockroach can live in the sconce for up to a year or more. A siklight sconce can be set on a table or other surface as a candle stand or mounted to a wall.

Siklight sconce, candelabra. This functions in all ways as a siklight sconce but can have individual sconces for anywhere from 3 to 12 siklight cockroaches.

Vermin repellent. this vile-smelling paste can be spread on the skin to keep vermin at bay. It will repel most normal vermin such as rats, centipedes, beetles, spiders, snakes, and wasps. It is not as potent against swarms (up to the discretion of the GM).

Tools and Skill Kits

Item	Cost	Weight
Gablemaester's kit	200 gp	8.5 lbs.
Mortician's kit	100 gp	10 lbs.
Rat-catcher's kit	10 gp	40 lbs.
Second-story harness	55 gp	3 lbs.

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Gablemaester's Kit. Specialized kits for the spider-hunting gablemaesters that dare to venture across the spires and rooftops of Castorhage, this kit includes the crampons, pitons, and other tools found in a climber's kit plus a second-story harness, alchemical solvent, antitoxin, and vermin repellent.

Mortician's Kit. This kit contains the vials, instruments, tubing, tools and chemicals necessary to drain a corpse of all fluids, embalm a corpse, and prepare a corpse for presentation at a funeral. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to embalm or prepare a corpse.

Rat-catcher's Kit. For those brave enough to risk hunting dire rats and wererats within the city, special gear is often required. Rat-catcher's gear comes in a hefty trunk and consists of bags of pepper (to mask scent), a bag of silver dust, a hefty armoured leather shirt (equivalent of padded armor), and an shortspear.

Second-story Harness. This series of straps, trusses and buckles can be worn over clothing or armour and allows the wearer to secure herself in place, using a move action, on a vertical surface so that both her hands are free. The wearer can remain in this position without needing to make additional Strength (Athletics) checks. While anchored in this way she cannot move but does not need to make Strength (Athletics) checks to avoid falling whenever she takes damage. The wearer can release herself to start moving again using half of their total movement.

Surgeon's Kit. This kit contains various sizes of scissors, needles, forceps, clamps, scalpels, probes, and sutures necessary to perform most common types of surgery. Proficiency with this kit lets you add your proficiency bonus to any ability checks you when performing common surgical procedures.

Animals, Mounts, and Related Gear

Item	Cost	Speed	Carrying Capacity
Animal Sentinel (canary)	1 sp	40 ft.	—
Broken animal	varies*	—	—
Broken creature, intelligent*	varies*	—	—
Cage, canary	2 gp	5 lbs.	—
Camel	50 gp	50 ft.	480 lb.
Camel (combat trained)	110 gp	50 ft.	480 lb.
Canary	2 gp	40 ft.	—
Dog, fighting (blight-bull)	40 gp	40 ft.	150 lb.
Dog, fighting (pit-mastiff)	210 gp	40 ft.	195 lb.
Dog, terrier	2 gp	40 ft.	100 lb.
Elephant	450 gp	40 ft.	1,320 lb.
Elephant (combat-trained)	530 gp	40 ft.	1,320 lb.
Hyme	6,500 gp	—	—

Animal Sentinel (Canary). An animal sentinel is a normal animal used (normally by humanoids) to detect hazards before they can affect the animal's owner. Many types of animal sentinels exist, but the type most commonly encountered are the caged canaries used by miners. The caged canaries are carried into new or deep tunnels to detect the presence of carbon monoxide or coal gas or methane. The use of a canary animal sentinel gives advantage to the Survival check to detect the presence of the invisible, odorless gasses before larger creatures are affected or before exposed flames can ignite volatile pockets. When a canary sentinel is exposed to these types of bad air, the bird becomes poisoned for 1d4 rounds before its owner becomes affected. When the owner is exposed to the levels of gas that would cause negative effects to him, the canary



becomes unconscious and dies in 1d4 rounds. After an exposure to such a hazard, there is a 50% chance that the bird dies regardless of whether it was removed from the hazard in time or not.

Broken Animal. These sell for 10 times their standard value, so a broken heavy horse costs 2,000 gp. Animals come with a focus (a command word or command item, such as a rod or badge or tabard). The most common broken animals are performing monkeys (often dressed in human clothes to entertain) that sell for 500 gp. **Broken Creature, Intelligent.** These sell for 300 gp x Int x HD. A broken troll, therefore, would cost 10,800gp (300 x 6 x 6 gp). **Camel.** This camel is trained as a mount or pack animal. A combat-trained camel can be ridden into combat without danger. Refer to the game manual for details on mounted combat and for more information on camels.

Dog, Fighting. See *Part 6: The Blight Bestiary*

Dog, Terrier. See *The Tome of Blighted Horrors* by Frog God Games

Elephant. An elephant trained as a mount or pack animal. A combat-trained elephant can be ridden into combat without danger. Refer to the game manual for details on mounted combat and for more information on elephants.

Hyme. A hyme is an unpleasant but loyal draft animal detailed further in *Part 6: The Blight Bestiary*.

Transport

Item	Cost	Speed
Boat, Bilges narrowboat	1,000 gp	2 mph
Caravan, gypsy	150 gp	5 mph
Carriage, fancy	500 gp	5 mph

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Item	Cost	Speed
Fare, coarse cab	1 gp/mile	5 mph
Fare, elephant-wallah	2 sp/mile	4 mph
Fare, gable palanquin	10 gp/mile	4 mph
Fare, sedan chair	1 sp/mile	2 mph
Fare, treadmill ferry	2 sp	2 mph

Bilges Narrowboat. A horse or other dray animal pulls this 30- to 100-foot-long ship. It is 10 feet wide and has a living space. Sometimes the whole boat is given over to a living area, but costs are tripled for such vessels. In general, they travel at 1 mph along the city's lock-laden canal ways and 2 mph on rivers.

Caravan, Gypsy. A richly decorated and enclosed wagon used for living and travel. A family of 4 can easily live in a gypsy caravan. They are almost always drawn by a single horse.

Carriage, Fancy. A four-wheeled luxurious transport able to carry as many as four passengers in leather-clad luxury. Often, details are added to the carriage such as potion stores, armoured doors, and magical accessories. Installing these in the carriage costs one and a half times as much as a normal object. For example, installing a chest into a carriage would cost 2 gp and 2 sp.

Clotfing

Item	Cost	Weight
Cummerbund, silk	4 sp	1/2 lb.
Boots, farmer's heavy duty	1 sp	3 lbs.
Boots, gentleman's luxurious, (Forbes Winter; Grugg & Sons)	3 gp	2 lbs.
Boots, ladies' calfskin and crocodile hide, luxurious	8 gp	1-1/2 lbs.
Boots, ladies' dire wolverine and ermine, luxurious	75 gp	2 lbs.
Boots, wading, leather	5 sp	5 lbs.
Boots, workman's heavy	5 sp	3 lbs.
Fisherman's coat, heavy waxed	3 gp	6 lbs.
Gauntlets, black leather	3 gp	1 lb.
Gauntlets, owlbear hide	16 gp	1 lb.
Gloves, winter, gentleman's luxury (Forbes Winter; Grugg & Sons)	2 gp	—
Hat, stovepipe	15 sp	1 lb.
Hat, tophat, basic	1 gp	1/2 lb.
Hat, tophat, fancy ermine-lined (Forbes Winter; Grugg & Sons)	25 gp	2 lbs.
Hatpin, basic	1 sp	—
Hatpin, jewelled	5+ gp	—
Jacket, insectum, luxurious (Aarkle, Budge & Sons)	14 gp	3 lbs.
Jacket, smoking, luxurious (Forbes Winter; Grugg & Sons)	10 gp	4 lbs.
Keff	5 cp	1/2 lb.
Muff, basic	5 sp	1 lb.
Muff, ermine or beaver	1 lb.	100 gp
Overcoat, basic	5 sp	5 lbs.
Overcoat, luxurious, fur and silk lined (Maxim's)	40 gp	6 lbs.
Overcoat, waxed (Aarkle, Budge & Sons)	1 gp	5 lbs.

Item	Cost	Weight
Tailcoat, luxurious (Forbes Winter; Grugg & Sons)	8 gp	4 lbs.
Veil, mourning	2 sp	—
Veil, white	3 sp	—
Wrap, ladies winter	4 sp	4 lbs.

Fisherman's Coat, Heavy Waxed. This heavy long coat is made of canvas and carefully waxed to seal it against moisture. Because of its excellent insulating qualities, it grants advantage on Constitution saves against exposure to cold weather. It can be worn over light armour.

Keff. This is a thin, black full-face scarf. It is light enough with a loose enough weave to be worn in the summer months without being stifling or limited vision, but provides some protection against biting flies.

Personal Grooming and Accessories

Item	Cost	Weight
Dubbing (Mompeson's Finest)	3 cp	1/2 lb.
Flask, hunter's, plain	7 sp	1-1/2 lbs.
Flask, hunter's, silver	25 gp	1-1/2 lbs.
Grooming case, gentleman's (Watt, Simpkin & Dodd)	6 gp	2 lbs.
Hair oil, gentleman's (Forbes & Son)	1 sp	—
Hair oil, musked (Forbes & Son)	3 sp	—
Hipflask, fancy	15 gp	1/2 lb.
Hipflask, plain	1 gp	1/2 lb.
Hookah, fancy	15 gp	10 lbs.
Insectum container, fancy	10 gp	—
Insectum container, armoured	20 gp	1/2 lb.
Lucky rabbit's foot	1 gp	—
Monkey's paw, mounted on silver chain	2 gp	—
Moustache oil, basic	2 sp	—
Moustache wax, luxury (Hobb & Darkler, Gentleman's Groomers)	7 sp	—
Muscle balm (Colcott's, "Eases stiffness")	2 sp	—
Pipe, smoking, briar	2 sp	—
Pipe, smoking, clay	1 cp	—
Pipe, luxury smoking, calabash	5 gp	1/2 lb.
Polish, boot (Mompeson's Finest Tan)	5 cp	1/2 lb.
Razor, cut-throat (Hoppin & Sons)	1 gp	—
Razor, cut-throat, superior (Forbes & Son)	4 gp	—
Scrip, luxury leather	1 gp	1/2 lb.
Scrip, plain	2 sp	1/2 lb.
Shaving stick, military	2 cp	—
Shaving stick, perfumed	1 sp	—
Snuffbox, gentleman's	3 gp	—
Tantalus lock, walnut; average	50 gp	1/2 lb.
Travelbag, gentleman's	5 gp	3 lbs.
Travelbag, lady's	5 gp	3 lbs.
Umbrella, fancy	1 gp	1 lb.

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Item	Cost	Weight
Umbrella, plain	5 sp	1 lb.
Walking cane, fancy	2 gp	2 lbs.

Insectum Container, Fancy. A richly decorated container in which to keep live insectum.

Insectum Container, Armoured. As above, but made of steel.

Scrip, Luxury Leather. A small decorative pouch or wallet for carrying small amounts of coinage and important papers or calling cards.

Scrip, Plain. As above, but without decoration.

Tantalus Lock, Walnut. A tantalus lock for a liquor bottle encased in walnut. The lock can be picked by a creature proficient with thieves' tools with a successful DC 15 Dexterity check.

Food and Drink

Item	Cost	Weight
Ale (Tolly's Bottled Brown)	1 sp	1 lb.
Chocolate	10 gp/lb.	1 lb.
Cabb'e (coffee) beans	2 sp/lb.	1 lb.
Gin (pint)	2 sp–5 gp	1 lb.
Tea & Accoutrements		
Tea, common, brick or loose leaf	5 cp/lb.	1 lb.
Sieve, bland	2 cp	—
Sieve, fancy	1 sp	—
Sieve, silver	2 gp	—
Tea, Arrath Green Leaf	6 gp/lb.	1 lb.
Tea, Dazeel	1 sp/lb.	1 lb.
Tea, East Dominion Between Leaf	25 gp/ 1/4 lb.	1 lb.
Tea, Mugreebb Finest Quality (Gruss & Daughter)	4 sp/lb.	1 lb.
Teapot, earthen	1 sp	2 lbs.
Teapot, silver	15 gp	1 lb.
Tea set, common	5 sp	5 lbs.
Tea set, luxury silver (Hobbington & Daughter)	50 gp	7 lbs.
Tippling stock, luxury	20 gp	—
Tonic (Ad's, "Guaranteed to lift your spirits")	4 sp	—

Drugs

Item	Cost	Weight
Opium tincture	25 gp	—
Snuff, tobacco (1 pinch)	1 sp	—
Tobacco, rough shag	5 sp/lb.	1 lb.
Tobacco, Turkad	8 gp/lb.	1 lb.
Tobacco, personal mix (Tott & Grimwell, Royal Tobacconists)	2 gp/lb.	1 lb.

Opium Tincture. This small vial of liquid contains a single dose of ingestible opium.

Snuff, Tobacco. Typically carried in decorative silver boxes, snuff is a form of tobacco that does not require chewing or smoking. Instead, it is snorted into the nostrils with the effects experienced as swiftly as inhalation.

Boiling Death Lice (Injury). A failed experiment in insectum development, the bites of these alchemically enhanced lice inject a potent toxin that boils the victim's blood. Typically, they are kept in a flask that is thrown at the victim. If it hits, the flask breaks and the swarm of lice emerges to bite the victim. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 9 (2d8) poison damage and is poisoned for up to 1 minute. The creature can repeat the saving throw at the beginning of each of its turns. On each successive failed save, the creature takes 4 (1d8) poison damage. After three consecutive successful saves, the poison ends.

Boiling Death Toxin (Ingested or Injury). Harvested from the alchemically enhanced boiling death lice, this version of the toxin has been concentrated into an ingestible or injury poison that can be applied to weapons. A creature subjected to the boiling death lice toxin must succeed on a DC 15 Constitution saving throw. On a failed save, it takes 18 (4d8) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Insectum

Insects are everywhere in the Blight, a peculiarity even the wisest find difficult to explain. In summer, the night air boils with them, and even in the depths of winter, a hive of enormous elephant cockroaches may be seen huddling behind a hearth, or a black batmoth fluttering around a pyrelantern's glow in the snow. The Blight, which is host to many unique species, seems to nurture them, and many grow to uncommon, even giant, sizes. They have an alarming habit of forming swarms that — if not dealt with swiftly — may amass in quantities large enough to kill domestic animals and even people.

The preponderance of large and unique insects, as well as other types of vermin, in the city has led to a unique industry that combines alchemy, toxicology, and insect husbandry to produce a range of alchemically enhanced drug-like insect venoms. The purpose-bred species that result are known as insectum, and their use is tightly controlled by the corrupt and ruthless Insectum Guild, which issues licenses to only a handful of official dealers to collude on supply, and who respond swiftly to spikes in demand with commensurate price rises. A host of illegal street dealers fill out the market for insectum, but most are unpredictable in quality, with many of these disreputable dealers selling inferior, sick, or even dangerous insectum. While guild members are not spotless, the value of their official status and a fixed address tends to ensure that the effects of their products can be relied upon.

An insectum is typically used by ingestion or injury: eating it, or applying its bite or sting, sometimes to a particular body area, where it may remain attached for the duration of its effects. Usually, the user must willingly succumb to the effects of the toxin in order to also benefit from the alchemical boon it contains. Insectum are sold live and sterile, and die within a week of purchase. An insectum must be alive when used, and unless otherwise detailed, dies once it has been used. The price reflects a single dose of insectum.

Insectum	Type	Price
Angry weevil	injury	75 gp
Auceps scarabaeus	injury	40 gp
Bite spider	injury	100 gp
Blake's sanguisuga	contact	350 gp
Bloatfly	ingested	2 gp
Callus fleas	injury	50 gp
Cockerel spider	ingested	40 gp
Darkwasp	injury	175 gp
Dolor crabrao	injury	275 gp
Eyeleech	contact	125 gp
Festerfew	ingested	75 gp

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Poisons

Poison	Type	Save DC	Onset	Frequency	Effect	Cure	Price
Boiling death	ingested/injury	20	—	1/rd. for 6 rds.	2d8 poison	2 saves	2,300 gp
Boiling death lice	injury	18	—	1/rd. for 6 rds.	4d8 poison	2 saves	900 gp

Insectum	Type	Price
Fingerlice	injury	35 gp
Fire bite lice	injury	40 gp
Gadfly ambrosia	ingested	3 gp
Great snakefly	injury	40 gp
Howling nightshade grub	ingested	40 gp
Hungering wasp grub	ingested	250 gp
Joy scarab	injury	10 gp
Jubb's nasal lice	injury	140 gp
Kothrington's swan fleas	injury	150 gp
Libidinosus vermis	ingested	40 gp
Lobotomy hornet	injury	950 gp
Lucius spider	injury	40 gp
Misery slug	ingested	30 gp
Ochre lice	ingested	100 gp
Porr's scarab	ingested	275 gp
Rictus gnats	injury	150 gp
Screaming maggot	ingested	125 gp
Speed weevil	injury	40 gp
Thistle frenzy bug	injury	40 gp
Wart lice	ingested	175 gp
Water crane	ingested	110 gp

Angry Weevil. This black-and-red giant weevil injects a toxin that deals 1d4 points of damage and causes the user to fly into an uncontrollable fury for 1 minute, increasing their damage by 1 point, but taking a -2 penalty to AC. This does not stack with barbarian rage effects. When the user reduces a creature to 0 or fewer hit points, she must attempt a DC 12 Wisdom saving throw or become confused. For the remainder of the duration, she attacks the nearest creature other than herself. On the following round, refer to the *confusion* spell to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The user cannot end her fury voluntarily.

Auceps Scarabaeus. The bite of this golden scarab contains a poison that causes 3 (1d6) points of poison damage plus disadvantage on any Charisma-based checks (a DC 13 Constitution saving throw negates the effects on Charisma checks). If affected by the poison, the user gains advantage on initiative rolls and on Perception and Insight checks for 2 hours.

Bite Spider. The bite of this spider injects a toxin that causes the user to have disadvantage on Charisma-based checks and causes the user's skin to gradually harden over the course of 1 minute, at which point the user cannot have an AC less than 14 for 1 hour. When the effect ends, angry boils and warts cover the user's skin for the following 1d6 days, imparting disadvantage on Persuasion checks.

Blake's Sanguisuga. When this mottled brown leech is first attached, the user must succeed on a DC 14 Constitution saving throw or be incapacitated for 1 minute. The leech remains attached for 1d3 hours in which time the user has improved resistance to the effects of certain types of damage. The user gains resistance to bludgeoning, piercing, and slashing damage for the duration but becomes vulnerable to acid, fire, and poison during this time.

Bloatfly. Consuming this 2-inch-long fly provides a Medium or smaller creature sufficient nutrition for 1 day. The user must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

Callus Fleas. The bites of these fleas cause the user's skin to gradually harden over the course of 1 minute. This effect deals 3 (1d6) points of poison damage but provides a +2 bonus to AC for 1 hour.

Cockerel Spider. Ingesting this spider causes the user's voice to deepen and become more threatening. The user has advantage on Intimidation checks for 1 hour but must also succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours.

Darkwasp. The sting of this wasp injects a venom that deals 4 (1d8) points of poison damage and improves the user's ability to resist the effects of certain types of damage. If affected by the poison, the user gains resistance to acid, fire, and poison for 1 hour. The user becomes vulnerable to bludgeoning, piercing, and slashing damage while under the effects of the wasp venom.

Dolor Crabrao. The sting of this wasp injects a venom that deals 4 (1d8) points of damage to the user and forces the user into an uncontrollable fury for 1 minute. While in a rage, the user gains a +2 bonus to hit and damage on melee and thrown weapon attack and damage rolls, and advantage on Wisdom saving throws. In addition, she takes a -4 penalty to AC. She also gains 2d6 temporary hit points. These temporary hit points are lost when the effect ends. This does not stack with barbarian rage effects. While under the effects of the venom, the user cannot use any Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires concentration (such as spellcasting). The user cannot end her fury voluntarily, and gains 1 level of exhaustion after the effect ends. If the user falls unconscious, her fury immediately ends.

Eyeleech. When this black leech is attached to the eyelid, it injects a toxin that deals 3 (1d6) points of poison damage but the user's night vision is enhanced. The user gains darkvision 60 ft., and advantage on all sight-based Wisdom (Perception) checks, for 1d3 hours.

Festerfew. A user who eats a handful of these live lice gains advantage on all saves versus disease and poison for 1d4 hours but must also succeed on a DC 15 Constitution save or be stunned for 1 hour.

Fingerlice. A user whose hands are bitten by these lice gains exceptional manual dexterity but tiny maggots writhes under their skin. The user gains advantage on Dexterity (Sleight of Hand) checks for 2 hours, but has disadvantage on Strength (Athletics) checks that require use of the hands (climbing, swimming, and other similar activities).

Firebite Lice. A user bitten by these lice gains exceptional agility but the toxins cause the user to feel like they are on fire. The user takes 5 (2d4) points of fire damage, but gains advantage on Dexterity (Acrobatics) checks.

Gadfly Ambrosia. Consuming a paste made from the crushed remains of this fly provides a Medium or smaller creature with sufficient water for 1 day. The user must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Great Snakefly. The bite of this fly is applied behind the user's ear, whereupon she has advantage on Acrobatics checks for 2 hours. At the end of the duration, the user is deafened for 2 hours unless they succeed on a DC 16 Constitution saving throw.

Howling Nightshade Grub. This sausage-sized grub tastes disgusting and howls when eaten. For the following day, the user has advantage on skill checks and Constitution saving throws made to resist nonlethal damage from exhaustion, starvation, thirst, a forced march, or hot or cold environments, but becomes sluggish and has disadvantage on initiative rolls for the duration.

Hungering Wasp Grub. When eaten, this orange-and-black-striped grub provides the user with advantage on saves versus poison for 24 hours. At the end of the duration, the user must succeed on a DC 16 Constitution saving throw or fall unconscious for 24 hours.

Joy Scarab. The bite of this green scarab beetle injects a toxin that instills intense feelings of elation and joy. The user gains advantage on

saves versus emotion altering effects (*calm emotions, mind blank, detect thoughts*, etc.) for 4 hours. However, for the duration, the user fights only to defend herself. If the user is interacted with or questioned while under the effects of this spell, she can only defend herself and may not attack, though any advice or answers she gives may be disjointed due to her euphoric state.

Jubb's Nasal Lice. These lice must be snorted into the nasal passage where their bites grant the user advantage on Wisdom (Perception checks) that involve smell for 4 hours. For the duration, the user also has disadvantage on saves versus effects that would be inhaled, such as inhaled poisons and stench effects.

Kothrington's Swan Fleas. The bites of these fleas inject a toxin that deals 3 (1d6) points of poison damage but the user gains advantage on Strength checks and Strength saving throws for 1 minute. At the end of the duration, the user must succeed on a DC 15 Constitution saving throw or have disadvantage on Strength checks and saving throws for the following hour.

Libidinosus Vermis. Ingesting this worm grants the user advantage on Charisma (Deception, Intimidation, Performance, and Persuasion) checks for 4 hours, but the user also has disadvantage on Wisdom checks and Wisdom saving throws for the duration.

Lobotomy Hornet. The sting of this hornet injects a venom that grants the user advantage on Strength checks and Strength saving throws for 4 hours, but the user also has disadvantage on Intelligence checks and Intelligence saving throws for the duration.

Lucius Spider. This fist-sized grey spider's bite delivers a toxin that deals 11 (3d6) points of poison damage, but a user so affected gains advantage on Strength (Athletics) checks for the following 4 hours.

Misery Slug. Eating this slimy, black finger-long slug cures 1d8 points of damage at the beginning of the user's turn and at the beginning of their following turn. At the end of the duration, the user must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.

Ochre Lice. Eating a handful of these fat lice grants advantage on Dexterity (Stealth) checks for 2 hours, but the user has disadvantage on Wisdom saving throws for the duration.

Porr's Scarab. Consuming this crunchy, bitter black beetle grants advantage on Dexterity and Strength checks for 1 hour if the user succeeds on a DC 15 Constitution saving throw. Failure results in the user vomiting up the remains of the beetle and being poisoned for 10 minutes.

Rictus Gnats. The bites of these gnats cause the muscle tone of the user's face to relax, making it hard to convey expressions or emotion. For 1 hour, the user, if reduced to 0 hit points, drops to 1 hit point instead. For the duration and for 24 hours thereafter, the user's face remains devoid of expression, incurring disadvantage on Charisma (Persuasion, Deception, Performance, and Intimidation) checks.

Screaming Maggot. This writhing, bulbous maggot screams when eaten, dealing 3 (1d6) points of thunder damage to the ingester, who must also succeed on a DC 12 Constitution saving throw or be deafened for 10 minutes. The user gains advantage on Intelligence checks for 1 hour.

Speed Weevil. The venomous bite of this white weevil is applied to the chest near the heart, dealing 4 (1d8) points of poison damage and granting the user an extra 10 feet of movement to her base walking speed for 2 hours.

Thistle Frenzy Bug. If this insect is attached to the user's neck, its sharp claws inject toxins that deal 3 (1d6) points of poison damage but the user adds 1 to their AC while the bug remains attached. The bug remains attached for 3 hours before dropping off, but if it is forcibly removed before this time, the user must succeed on a DC 15 Constitution saving throw or take 11 (3d6) poison damage from a concentrated burst of venom.

Wart Lice. Ingesting these lice causes the user's skin to become malleable and flexible, granting advantage on Charisma (Deception) checks and checks involving a disguise kit for 4 hours. At the end of the duration, the user's skin forms ugly warts, imparting disadvantage on the user's Charisma (Persuasion) checks for 1d4 days before they disappear.

Water Crane. Eating this long-legged water insect grants the ability to breathe underwater (as the *water breathing* spell) for 1 hour. Once the user has breathed underwater, though, she must succeed on a DC 15 Constitution saving throw to be able to breathe air again so long as the water breathing duration is still in effect. If the user fails this saving throw, she is able to only able to breathe underwater for 10 minutes or until the water breathing effect ends, whichever is sooner. After this time, if the

water breathing duration is still effect, the user can attempt another saving throw to be able to breathe air again.

Lifestyle Expenses

Live a life of luxury; eat well, drink the finest wines, and be seen in all the right places. In the Blight, how well you eat and how well connected you are can have a direct effect on the characters. Lifestyle expenses add detail to life in a filthy, crowded city such as the Blight. If you don't want to add the minutiae of expenses, feel free not to employ this section.

Costs of living are associated with a specific standard of living: destitute, poor, average, wealthy, extravagant, and decadent (detailed below). Give your players a general sense of the options, and let them decide how they're going to spent their time and money. Generally, costs of living are subtracted at the start of each month, along with the effects as indicated.

Destitute (0 gp/month): Eating what you can beg.

At the end of each month, make a base DC 10 Constitution saving throw (add 1 to the DC for each consecutive month of **destitute** living) or reduce your Constitution by 1 point. If your Constitution reaches 0, you die. This reduction cannot be recovered except by magic healing or by an improvement in living standards up to at *least* average for at *least* 1 week, during which it can heal as normal. You must also make a base DC 12 Constitution saving throw at the end of each month of living destitute or contract the filth fever disease. If you contract filth fever, there is a cumulative 1 in 10 chance* for each consecutive month of living in destitution that you must make a Constitution saving throw or contract one of the following additional diseases. Roll percentile dice to determine which one. The cumulative chance stops and resets to 0 if you spend at least 1 week at an average standard of living. Likewise, if one of these comorbid diseases is contracted, there is no additional chance of catching another unless you are cured of the first one.

*Roll d10. At the the first month of destitute living, a roll of 1 indicates that you have contracted a disease and should roll on the Additional Diseases table. The second month, a roll of 1 or 2 on a d10 indicates that you contracted a disease. Repeat this process for each month, so month 3 would be a result of 1, 2, or 3, and so on.

Additional Diseases

d%	Disease	Save DC
01-03	Black Rot	19
04-15	Blinding Sickness	15
16-31	Bloody Flux	15
32-39	Devil Chills	13
40-42	Festering Lung	16
43-58	Grey Ache	13
59-60	Leprosy	17
61-64	Mindfire	13
65-72	Red Ache	15
73-80	Seizure	13
81-84	Slimy Doom	13
85-00	Sewer Plague	10

Treat Disease effects as per *contagion*, with this addition: "Saving throw can be repeated after each long rest. If the save is made, the creature is cured and the effects end."

Black Rot. This highly infectious disease affects the skin and muscles of the victim, creating an accelerated gangrenous process that turns the affected tissue black and eats it away. If exposed to the disease, a creature needs to make a DC 19 Constitution saving throw or contract the disease. The effects of the disease take hold during the first 24 hours. For every

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4 points of Constitution damage sustained by the victim, a random limb is lost and can only be recovered by regeneration or similar magic. Once contracted, the victim needs to make a new saving throw every 24 hours. If two consecutive saves are made, the disease is cured and all effects except for the loss of a limb are restored after a long rest. If the save fails, the victim suffers 1d6 Constitution damage, 1d6 Dexterity damage and 1d3 Charisma damage. If Constitution is reduced to zero, the victim dies.

Devil Chills. An infestation carried by various devils. It typically is not fatal. Potential victims must make a DC 13 Constitution saving throw or contract the disease. It weakens the victim over time, but generally is not fatal. Once contracted, the victim gains one level of exhaustion and cannot recover and exhaustion from non-magical means until the disease is cured. Repeat the saving throw every 24 hours. If the save is successful, the victim is cured and can recover exhaustion normally. If the save fails, the victim gains an additional level of exhaustion but this disease cannot increase exhaustion over 3 levels of exhaustion.

Festering Lung. Creatures exposed to this disease must make a DC 16 Constitution saving throw or become infected. This infection gets into the lungs of the affected creature and begins to break down the respiratory system, producing choking and copious amounts of bloody phlegm. It saps the strength from the victim due to poor oxygenation and renders him unable to speak or make any vocal noises two days after contraction. Creatures that do not breathe are immune to festering lung. While under the effects of this disease, the victim cannot cast any spells requiring a vocal component. In addition, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. The saving throw can be repeated after every long rest and if successful, the creature is cured and the effects of the disease end.

Grey Ache. Upon exposure to this disease, creatures must make a DC 13 Constitution saving throw or become infected. Once infected, the creature's bones begin to ache, and shortly following the onset of the ache, round or oval-shaped lesions begin to appear on the skin. The lesions are grey and scaly and within 1d12 hours begin to crack and ooze blood and pus. While infected, the creature has disadvantage on Dexterity and Charisma checks, saving throws, and any attacks that use Dexterity. This disease can only be cured through magical remedies, such as the *lesser restoration* or *heal* spells.

Leprosy. This disease slowly rots the flesh and numbs and stiffens limbs. Creatures exposed to this disease must make a DC 17 Constitution saving throw or become diseased. While diseased, creature has disadvantage on Dexterity and Charisma checks, Dexterity and Charisma saving throws, and attack rolls that use Dexterity. This disease cannot be cured except for by magic.

Red Ache. Living creatures must make a DC 15 Constitution saving throw or become infected. Their skin will become red and bloated and warm to the touch. While infected, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. The saving throw can be repeated after every long rest and if successful in 2 consecutive tries (two long rests in a row), the creature is cured and the effects of the disease end. A *greater restoration* spell will also cure the disease.

Poor (3 gp/month): Eating frugally, with little or no meat.

At the end of each month, make a **base** DC 5 Constitution saving throw (add 1 to the DC for each consecutive month of poor living) or take 1 point of Constitution damage. This damage cannot be recovered except by magic healing or by an improvement in living standards for at least 1 week, during which it will heal normally.

You must also succeed on a DC 13 Constitution saving throw at the end of each full month of average living to avoid contracting filth fever.

Average (10 gp/month): You have meat and ale occasionally, the odd night in a tavern, and generally your dress is fair.

You heal attribute damage at the normal rate (fully recover after a long rest) after maintaining an average standard of living for at least 1 week.

There is a 1 in 4 chance* that you must also succeed on a DC 13 Constitution saving throw at the end of each full month of average living to avoid contracting filth fever.

*Roll d4. A result of 1 indicates the DC 13 Constitution saving throw is required.

Wealthy (100 gp/month): You visit taverns regularly, eat meat most days, and drink wine.

After 3 consecutive months of this standard of living, you gain a temporary +1 bonus to your Constitution. If the temporary bonus to Constitution changes your Constitution modifier, your hit point maximum will also change, and would be as though you had the new modifier from 1st level. This bonus is lost if your lifestyle drops below the **wealthy** tier for at least 1 month.

Because you are well connected, you are considered proficient in social interaction skills (Deception, Persuasion and Intimidation) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops below the **wealthy** tier for at least 1 month.

Extravagant (1,000 gp/month): Only the finest things in life for you. You drink expensive wine as often as you wish, go out to expensive clubs and the theatre, and are seen and known by many.

After 3 consecutive months of this standard of living, you gain a temporary +2 bonus to your Constitution. If the temporary bonus to Constitution changes your Constitution modifier, your hit point maximum will also change, and would be as though you had the new modifier from 1st level. This bonus is lost if your lifestyle drops below the **extravagant** tier for at least 1 month.

Because you are well connected, you have advantage on social interaction skill checks (Deception, Persuasion and Intimidation) in your home district. This bonus stacks with any other you have gained through feats or traits. This bonus is lost if your lifestyle drops below the **extravagant** tier for at least 1 month.

Decadent (5,000 gp/month): You deny yourself nothing. You eat and drink and partake in whatever catches your fancy as often and as much as you like. You rarely go to clubs or the theatres because private showings and debauches are prepared for you. Your hedonism is known to all, and you have acquired a sizable entourage or sycophants, devotees, and hangers-on who emulate your every move.

After 3 consecutive months of this standard of living, you gain a temporary +3 bonus to your Constitution. If the temporary bonus changes your Constitution modifier, your hit point maximum will also change, and would be as though you had the new modifier from 1st level. This bonus is lost if your lifestyle drops below the **decadent** tier for at least 1 month.

While maintaining your lascivious lifestyle, there is a non-cumulative 5% chance that you contract one of the diseases on the **Additional Diseases** table at the start of this section. Roll a d20. If the result is 1, roll on the table above.

Sustaining a lifestyle of insectum abuse, alchemical enhancements, and hard living takes its toll on your body and immune system. After an entire year of **decadent** living, you lose the temporary Constitution bonus and begin taking 1 point of Constitution damage for every 6 months that you *continue* to maintain your hedonistic lifestyle. If your standard of living drops below **decadent** for at least 1 year, you can then recover the Constitution damage after a long rest.

You have a reputation of largesse and are very well connected. Because of this, you have advantage on social interaction skill checks (Deception, Persuasion and Intimidation) in any district within the city. This bonus stacks with any other you have gained through feats or traits. In addition, your reputation precedes you, allowing you once per day to add double your proficiency bonus to an interaction skill check in a non-hostile situation.

If your standard of living drops below **decadent** for at least 1 week these bonuses are lost completely, and your entourage and the crowds turn on you, casting you as the object of their derision.

Common Names of The Blight

These are examples of typical human names found within the Blight. There are many more names to be found within the city, but these can serve as a guide for capturing the feel of the average names spoken on the streets and in the gin houses of the city.

Male Names

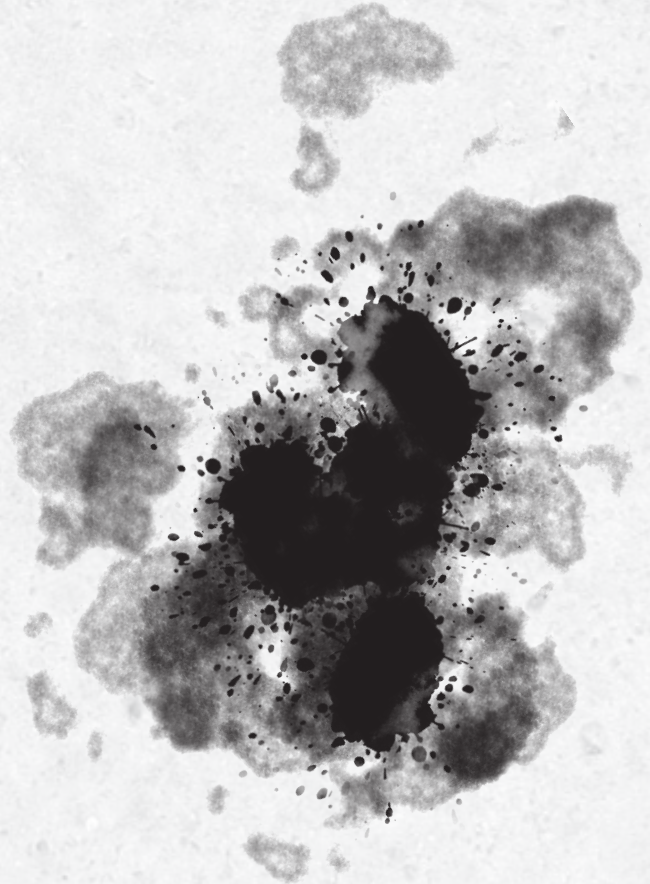
Barbel	Joshua	Sorrel
Bathsedomil	Kale	Spurge
Bedomile	Kotlin	Sturgeon
Borage	Loam	Tanner
Breck	Longhorn	Toadflax
Carbuncle	Luther	Tog
Carder	Natter	Tomlin
Cleg	Mab	Turnip
Cole	Mox	Turnstone
Crig	Oscar	Tussock
Droll	Padge	Uriah
Ekrin	Pleasant	Weald
Flax	Quarrel	Weld
Gideon	Qogg	Welt
Grund	Rudge	Woad
Henbit	Seth	Wrack
Jacob	Silas	Wryneck

Female Names

Ancona	Elisa	Mercy
Bernice	Elisabeth	Murnifell
Blackberry	Ettie	Nan
Briney	Fogou	Nightscent
Broom	Grace	Poppy
Brudella	Happiness	Primrose
Bunting	Hazel	Rull
Buttercup	Hemp	Shanny
Catkin	Hempy	Shanny
Celeress	Hope	Sheepsbit
Chastity	Hornet	Tansy
Chen	Humrineller	Teasel
Constance	Ivy	Thenna
Curlew	Juniper	Uneria
Dandelion	Katkin	Vellia
Dulse	Lettuce	Weft
Ella	Mallow	Zydora

Surnames

Alderfly	Grindylow	Purple
Bedstraw	Gutter	Rake
Blackfly	Hartwill	Rast
Blackhemp	Hogweed	Rowgate
Bladderwort	Humpless	Sedge
Botfly	Kumblecramps	Slyne
Brompton	Kumblekumble	Sough
Butterly	Linton	Stoat
Catchpenny	Lucksikard	Stotter
Cornuwell	Mine	Tangle
Cotter	Mowthorpe	Thornholme
Crump	Mumblechump	Tredge
Crush	Mumpsy	Troff
Dogerell	Pedimine	Turnkey
Flixton	Podge	Wodge
Frim	Pollard	Wold
Grindalythe	Porter	Zander



Appendix: Blight

Pre-Generated Characters

The following player characters represent several Wicken villagers about to be hanged in the *Redemption* prison hulk. As such, they have no gear other than ragged peasant's clothing. Each of these curiously gifted villagers was created using standard character creation rules for the Fifth Edition of the world's most popular role-playing game and has a background that ties them into the events of the *The Levee*. Although they are designed specifically for use with *The Levee*, they can be used — with appropriate gear added — in any other campaign or as sample Blight NPCs.

One thing you will notice about these particular characters is that they do not have a background selected. This presents the perfect opportunity for you and your players to explore the new backgrounds specific to the Blight in *The Blight Player's Guide*. Encourage your players to select a background, either from among the new Blight backgrounds or from the game manual, that best fits their style of play and while providing opportunities for interesting roleplay and interactions with the other characters and NPCs encountered while traveling or adventuring through the Blight.

References

When the adventure references something that's described more fully in *The Cyclopaedia Infestarum*, we use the † symbol to indicate that more detail is available (this is done in the city districts as well, so you're probably already aware of the method by now). In general, this indicates a new NPC type or a new monster. When there are cross-references to city districts, these will usually be specifically cited. To avoid pages filled with distracting notations, the † symbol is not used on *every* outside reference within an adventure — only the first few times it occurs.

Agnes Scroggs, Farmer

Female Human Druid 1, Neutral
Armor Class 10 **Hit Points** 9 (1d8 + 1)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Animal Handling +5, Athletics +2, Nature +3, Survival + 5
Senses passive Perception 13
Languages Common, Druidic, Goblin
Challenge 1/4 (50 XP)

PROFICIENCIES

Proficiency Bonus: +2

Armor: Light armor, medium armor, shields (armor and shields cannot be made of metal)

Weapon: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence +3, Wisdom +5

CLASS FEATURES

Druidic. You know Druidic, the secret language of the druids. You can speak the language and use it to leave hidden messages. You can automatically spot hidden messages left by others who know Druidic. These hidden messages can be spotted by non-Druidic speakers with a successful

DC 15 Wisdom (Perception) check but cannot decipher it without magic.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have that spell prepared.

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your druid spells.

Spellcasting. You can cast divine spells.

Spell Save DC: 13

Spell Attack Modifier: +5

Spells Known:

Cantrips (at will): *druidcraft*, *produce flame*

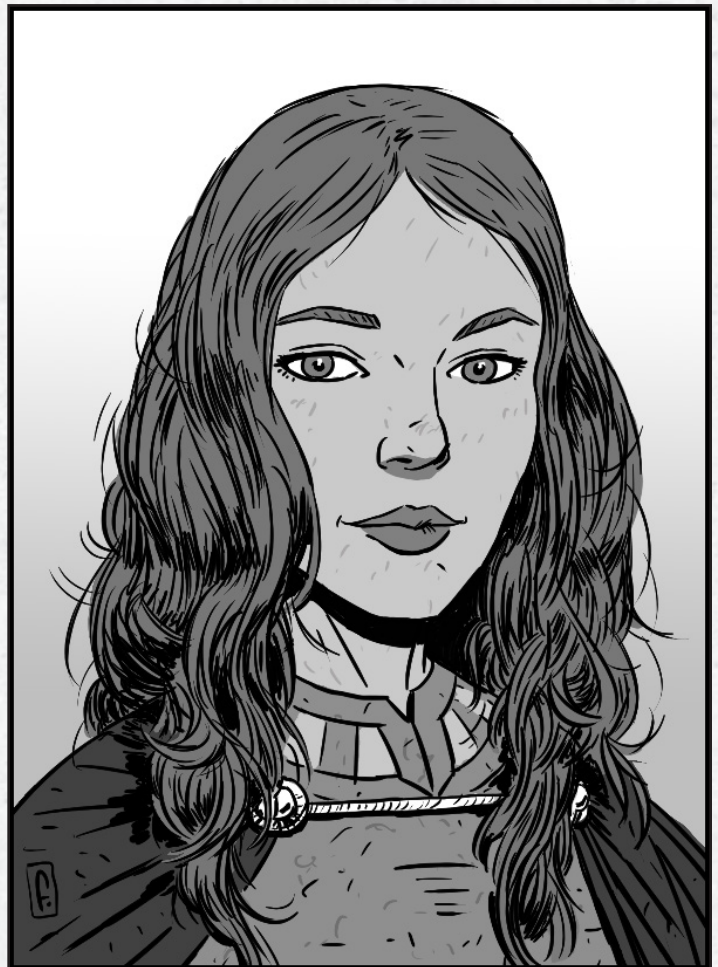
1st level (2 slots): *cure wounds*, *charm person*, *faerie fire*, *fog cloud*

ACTIONS

Attack. You can attack when you take this action, using the following:
Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1 + 0) bludgeoning damage.

EQUIPMENT

Peasant's outfit



PLAYER'S HANDBOOK

You were born and raised at your family's farm on the outskirts of Wicken, a village that lies several miles outside the great city of Castorhage. Your parents were much older than most others when they conceived, and your arrival was both a blessing and a surprise for they had all but given up the hope of having a family.

From an early age, you found you had a way with the animals of the farm, instinctively understanding them and being able to convince them to be calm or comply where others seemed to find their behavior confusing, aggressive, or stubborn. Your skill helped the farm to thrive and, by your late twenties, you had taken over from your aging parents.

When your mother died two years later, you met your Aunt Sorcha for the first time at the funeral. Aunt Sorcha stayed at the farm afterward — ostensibly to cook, clean, and help your father grieve — but primarily, having discovered your way with animals, to secretly pass on her knowledge of nature to you. With Sorcha's help, you learned how to speak with animals, and how to use your subtle influences on people too, many of whom began to seek you out to mediate disputes.

When your father died less than a year later, Aunt Sorcha had almost finished her teachings. When the soldiers came, she had been gone for less than a week. You do not know why you have been arrested, but you hope Aunt Sorcha's teachings help you and others to survive the experience. You are 5 ft. 6 in. tall and weigh 150 lbs. You have long, wavy brown hair, green eyes, and white skin tanned from long hours working outdoors. You are 31 years old, and The Green Father is your patron deity.

Eliza Crabapple, Trapper

Female Human Rogue 1, Neutral

Armor Class 13

Hit Points 9 (1d8 + 1)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	12 (+1)	12 (+1)	14 (+2)

Skills Athletics +3, Perception +3, Sleight of Hand +5, Stealth +5
Senses passive Perception 14
Languages Common, Elvish
Challenge 1/4 (50 XP)

PROFICIENCIES

Proficiency Bonus: +2

Armor: Light armor

Weapon: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity +5, Intelligence +3

CLASS FEATURES

Expertise. You are exceptionally proficient at Sleight of Hand and Stealth. You double your proficiency bonus for any ability check you make with either of these abilities.

Sneak Attack. You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature she hits with an attack while you have advantage on the attack roll, or if another enemy of the target is within 5 feet of it. You must be using a finesse or ranged weapon.

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages.

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1 + 0) bludgeoning damage.

EQUIPMENT

Peasant's outfit

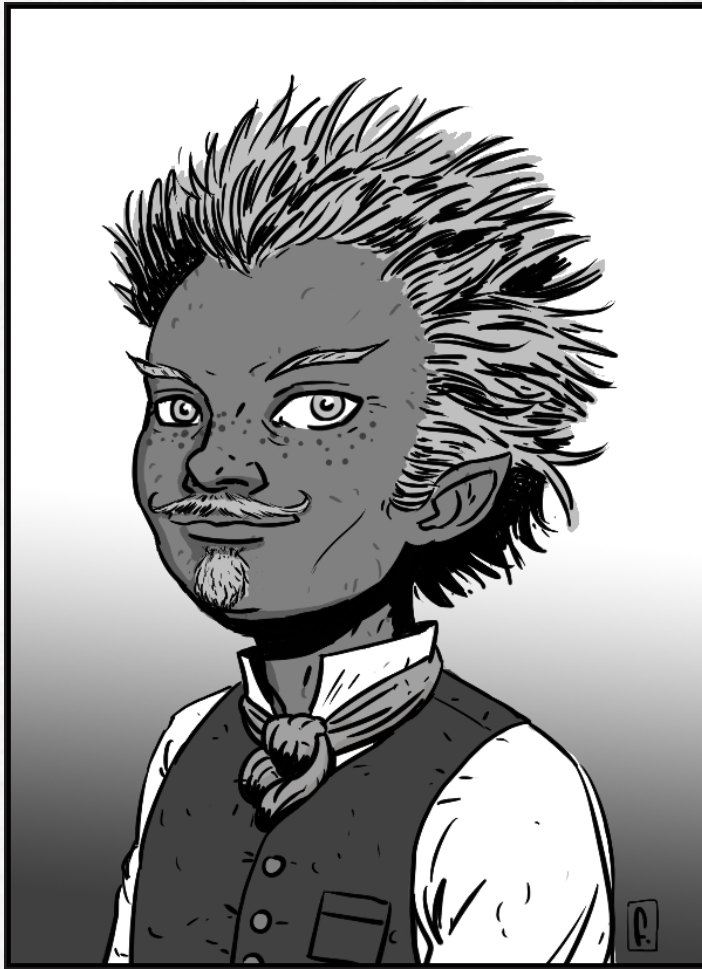
You were born and raised at your father's home in Wicken, a village that lies several miles outside the great city of Castorhage. You were named after your mother who died giving birth to you, weakened by a disease that she picked up from the markets in the city. Your father is a skilled artisan, adept in repairing clocks, locks, and simpler, mechanical devices. From a young age, you were taught the mysteries of cogs, gears, triggers, and trips as you helped him in his work, sometimes traveling with him to various parts of the city to make deliveries and pickups.

As you progressed into your teenage years, you grew tall and athletic. You loved running, jumping, and climbing all around the village and local area until you met Silas, a strong and handsome local shepherd's boy. Silas introduced you to Wild Grog, the local poacher, who taught you both how to trap game. You excelled in setting snares and making traps, a skill that your father's teachings had set a solid foundation for, and you were proud to contribute to the kitchen table. But Wild Grog, an old adventurer, also taught you both how to fight. You learnt to use your agility and speed to outmanoeuvre your opponent and find weak spots in their defenses.

When the soldiers came, though, your skill was outmatched by their armor and weaponry, and you were bludgeoned into unconscious for deigning to resist. You do not know why you and other villagers have been arrested, but you hope Wild Grog's teachings help you and the others to survive the experience.

You are 5 ft. 9 in. tall and athletically built, weighing 155 lbs. You have short, curly strawberry-blonde hair, green eyes, and freckled white skin. You are 19 years old, and The Green Father is your patron deity.

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Gideon Redmane, Cidermaker

Male Gnome Bard 1, Neutral Good

Armor Class 12

Hit Points 11 (1d8 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	8 (-1)	11 (+0)	17 (+3)

Skills Acrobatics +4, Intimidation +5, Performance +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnome, Sylvan

Challenge 1/4 (50 XP)

PROFICIENCIES

Proficiency Bonus: +2

Armor: Light armor

Weapon: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Bagpipes, lyre, pan flute

Saving Throws: Dexterity +4, Charisma +5

CLASS FEATURES

= As a bonus action, ad

Ritual Casting. You can cast a bard spell as a ritual if that spell has the ritual tag and you have that spell prepared.

Spellcasting Focus. You can use a musical instrument as a spellcasting focus for your druid spells.

RACIAL TRAITS

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Attack. You can attack when you take this action, using the following:
Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1 + 0) bludgeoning damage.]

EQUIPMENT

Peasant's outfit

You were born and raised at your parents' tavern in Wicken, a village that lies several miles outside the great city of Castorhage. Your father, Tully, is a master cider maker, and your mother is a cook and hostess to all who visit The Smiling Pig. As a gregarious and fun-loving youngster, you relished living in a home that attracted frequent visitors, even those from the city, and you loved helping your father and older sisters out in the orchards.

Due to your longevity and the centrality of your family's tavern and brewery to village life, you have grown to know all of the families of Wicken and can count several of the parents of your current close friends as former playmates. While some of the longer-lived races find such change to be sad, you have always had a talent for seeing the funny sides, the silver linings, and for making people laugh. The fact that you have learnt how to make people drunk as well just works in your favour. You also enjoy telling tall tales to the officious or the ill-humored, and you have developed the skill to cut them down to your size with a few choice, mocking words.

You had been back at Wicken for only six years when the soldiers came, having left for a decade to study music, comedy, and magic with talented members of your extended family who cleave even closer to their fey roots in the deep, wild forests even farther from the city. But your attempts to charm and distract the armored invaders fell on compassionless hearts, and you were bludgeoned into unconscious for making light of their serious, unknown business. You do not know why you and other villagers have been arrested, but you hope that your optimism and influence help you and the others to survive the experience.

Tall for a gnome, you stand 3 ft. 8 in. tall and weigh 43 lbs. You have spiky red hair, golden eyes, and nut-brown skin. You are 46 years old, and Hammer Mittelschmerz is your patron deity.

Meriwether Chubb, Preacher

Male Human Cleric of Mother Grace (The Beatific Quest) 1, Lawful Good

Life Domain

Armor Class 10

Hit Points 10 (1d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Skills Insight +5, Religion +5**Senses** passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

PROFICIENCIES

Proficiency Bonus: +2

Armor: All, shields

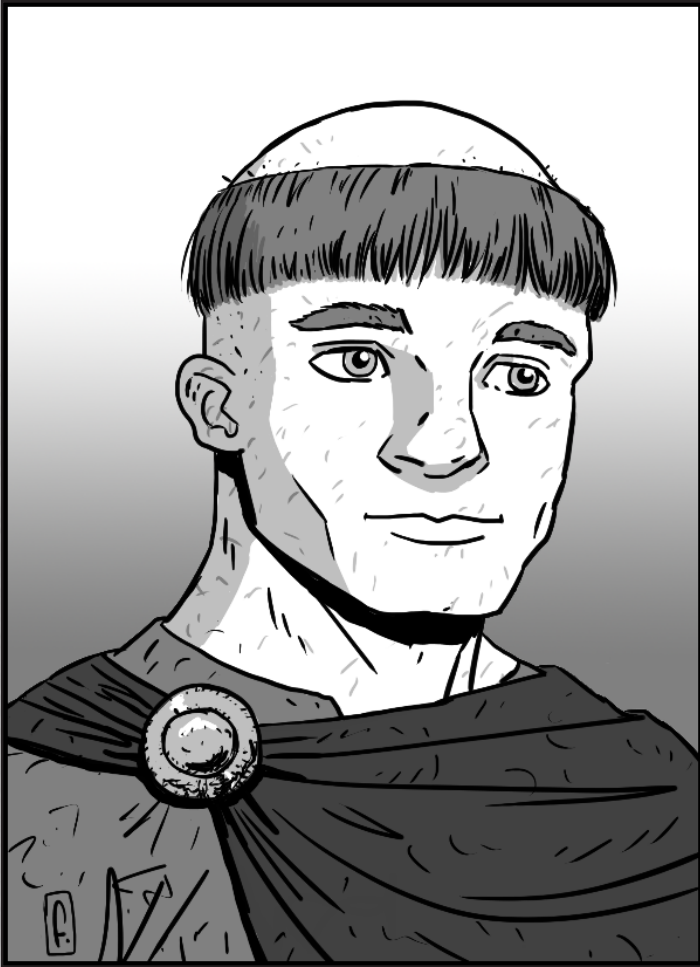
Weapon: Simple weapons

Tools: None

Saving Throws: Wisdom + 5, Charisma +3

CLASS FEATURES

Disciple of Life. Starting at 1st level, your healing spells are more effective. Whenever you cast a healing spell that restores hit points to a creature, the creature regains



Your faith in Mother Grace grew deep and, as you emerged from your teenage years, she blessed you with the power to heal, to inspire, and to protect those around you. When Father Gromwell confirmed you into the clergy, it was as much to his delight and pride as it was to your parents. In keeping with the teachings of the Beatific Quest, you began to lead religious and instructional sermons on the value of community, service, sacrifice, and the study of history working alongside your superior, Father Nettle, to build and lead the parish whenever Father Gromwell became immersed in his wonderful paintings of angels.

A short time later, when Father Gromwell announced that he was retiring and passing the torch to Father Nettle, the news was met with surprise and sadness, but also with understanding for you and the community knew that he had left the parish in good hands. It was only a few months after he had left, though — time in which you had hardly had the time to properly discuss the implications of Father Nettle's modernising ideas — when the soldiers came. You do not know why you and the other villagers have been arrested, but you hope that your faith and inspiration help you and the others to survive the experience.

You are 5 ft. 11 in. tall and, with the heavy, naturally strong build of your blacksmith father, weigh 185 lbs. Your short brown hair is cut in a tonsure, your eyes are blue, and your fair skin is pale from spending long periods indoors. You are 27 years old, and Mother Grace, as the Beatific Quest, is your patron deity.

Sept Alman, Painter

Male Half-elf Sorcerer 1, Lawful Good
 Wild Magic Bloodline
Armor Class 10
Hit Points 10 (1d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Skills Deception +5, Insight +3, Perception +3, Persuasion +5
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common, Elvish
Challenge 1/4 (50 XP)

PROFICIENCIES

Proficiency Bonus: +2
Armor: None
Weapon: Daggers, darts, slings, quarterstaves, light crossbows
Tools: None
Saving Throws: Constitution + 5, Charisma +5

CLASS FEATURES

Wild Magic Surge. Starting at 1st level, your spellcasting can unleash unpredictable surges of magic. After casting a sorcerer spell of 1st level or higher, roll a d20. If you roll a 1, a random magical effect is created. Consult with your GM for the results.

Tides of Chaos. Beginning at 1st level, you can manipulate chance and chaos to gain advantage on one attack roll, ability check, or saving throw. This can only be used once per long rest.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Spellcasting. You can cast sorcerer spells.

Spell Save DC: 13

Spell Attack Modifier: +5

Spells Known:

Cantrips (at will): *blade ward, mage hand, ray of frost, true strike*

1st level (2 slots): *magic missile, shield*

RACIAL TRAITS

Fey Ancestry. You have advantage on saving throws

additional hit points equal to 2 + the spell's level.

Life Domain Spells. 1st level: *bless, cure wounds*

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have that spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

Spellcasting. You can cast divine spells.

Spell Save DC: 13

Spell Attack Modifier: +5

Spells Known:

Cantrips (at will): *guidance, light, sacred flame*

Spells Prepared:

1st level (2 slots): *bless, cure wounds, healing word, sanctuary*

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1 + 0) bludgeoning damage.]

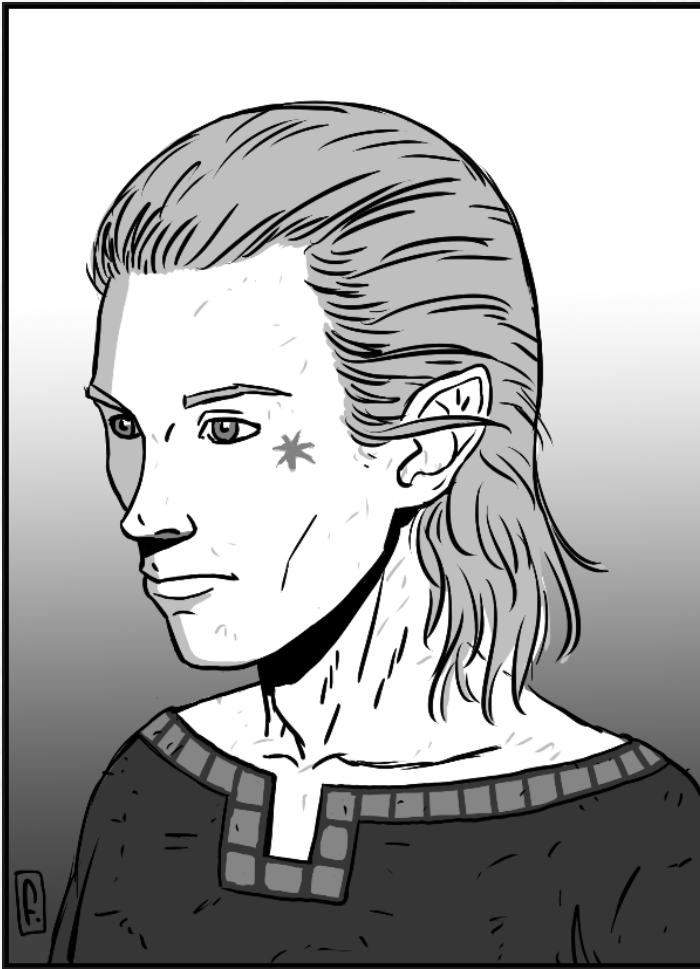
EQUIPMENT

Peasant's outfit

You were born and raised at your family's home in Wicken, a village that lies several miles outside the great city of Castorhage. Your father is the village blacksmith and your mother is a housewife. While your older brother followed your father into the family trade, your destiny was different from birth for you were born with the distinct rose-colored mark of the Mother and Child over your heart.

Father Gromwell, the priest of the parish's Church of Saint Alman, took you under his wing as an acolyte from a young age and, along with your friend Sept, filled your head with dreams of Heaven and Paradise with his stories of angels and the afterlife.

THE BLIGHT: RICHARD PETT'S CROOKED CITY



arrested, but you hope that the magic that suffuses your blood helps you and the others survive the experience.

You are 6 ft. 2 in. tall and slender, weighing only 170 lbs. You have shoulder-length blonde hair, violet eyes, and pale white skin. You are 26 years old, and Mother Grace, as the Beatific Quest, is your patron deity.

Gilas Hodd, Poacher

Male Human Fighter 1, Neutral
Wild Magic Bloodline

Armor Class 12

Hit Points 12 (1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)

Skills Athletics +4, Survival +2

Senses passive Perception 10

Languages Common, Elven

Challenge 1/4 (50 XP)

PROFICIENCIES

Proficiency Bonus: +2

Armor: All armor, shields

Weapon: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength +4, Constitution +4

CLASS FEATURES

Fighting Style: Two-Weapon Fighting. When you engage in

against being charmed, and magic can't put you to sleep.

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1 + 0) bludgeoning damage.]

EQUIPMENT

Peasant's outfit

You do not know where you were born or who your parents are, for you were found at the door of the Church of Saint Alman as a baby, laid in a basket woven of twigs and leaves, and bearing a red birthmark shaped like a seven-pointed star near your left eye. Father Gromwell, who found you, named you accordingly, and pronounced you a blessed child of Wicken and the son of all.

Many of the families of Wicken contributed to your upbringing, sharing the burdens and the pleasures of your company, and so you got to know almost everyone. Try as you might, though, you have never been quite able to overcome the lack of direct connection to the people who raised you, and you have remained emotionally remote, suffused at times with a deep sense of melancholy. You became good friends with Meriwether, however, the church's acolyte who was only a year older than you, and you spent many days with him in the church, learning the teachings of Mother Grace. You also spent time helping Father Gromwell paint his grand visions of angels — a skill that you became quite proficient in — and you also loved to listen to his stories of the realms of the afterlife.

Your magic came as you left your teenage years, a gift from an ancestor that causes the star high on your left cheekbone to burn with an inner fire and enables you to heal with a touch or with divine flame, and to dazzle with starlight. But when the soldiers came, there were too many for you to subdue, and you were bludgeoned into unconsciousness for daring to resist. You do not know why you and the other villagers have been



PLAYER'S HANDBOOK

two-weapon fighting, you can add your ability modifier to the damage of the second attack

Second Wind. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. You recover the use of this ability after completing a short or long rest.

ACTIONS

Attack. You can attack when you take this action, using the following:
Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1 + 0) bludgeoning damage.}]

EQUIPMENT

Peasant's outfit

You were born and raised at your family's home on a hill overlooking Wicken, a village that lies several miles outside the great city of Castorhage. Your father is a shepherd, and your mother and younger sister are seamstresses. You spent much of your youth helping your father, guiding the flock in the hills and dales, shearing and lambing in the spring,

and protecting them from wolves and other predators. You grew strong and quick as a result, with proficient knife skills and a sharp eye.

Your family was poor, however, and so as you got older, you also began joining Wild Grog, an old friend of your father's, as he poached game. You proved a proficient survivalist, with a particular talent for spotting game trails and burrows, knife-hunting, and skinning for meat and fur, but you had little patience for the finer points of trapmaking. When Grog mentioned you could both do with another pair of hands, you invited Eliza, a local girl who you'd had your eye on for a while, to join you. She proved to be an excellent trapmaker, and the three of you enjoyed great success. You loved Grog's stories of his old adventuring days, which he used as inspiration to teach you and Eliza how to fight. You learned how to use two daggers at once, as well as some handling tricks to warn opponents of your intimidating proficiency. But when the soldiers came, your skill was outmatched by their armor and weaponry, and you were bludgeoned into unconscious for deigning to resist. You do not know why you and other villagers have been arrested, but you hope Wild Grog's teachings help you and the others survive the experience.

You are 6 ft. tall and muscular, weighing 190 lbs. You have long brown hair, brown eyes, and tanned skin. You are 21 years old, and The Green Father is your patron deity.



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The Blight

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