

## Background: Former Innkeeper

You either ran an inn owned by others or once owned your own small inn. Throughout your life so far, you've heard of grand adventures from the many travelers that passed through your inn. You've finally become fed up and decided to start up an adventuring life of your own. With the tricks and tips you gleaned from your customers, what you've wrangled up from the lost & found, and gifts from well-wishing patrons, you have enough to begin your life of adventure!

**Skill Proficiencies:** Insight and either Persuasion or Intimidation

**Tool Proficiencies:** Brewer's supplies or Cook's utensils

**Languages:** One of your choice (including Thieves' Cant)

**Equipment:** A set of Brewer's supplies or Cook's utensils, a flask or bottle of alcohol, a set of traveler's clothes, a shovel, a two-person tent, and a belt pouch containing 10 gp.

### Feature: Warm Welcome

When you first meet new people, your demeanor is such to put them at ease and they usually assume you are friendly. You ran an inn, which you gave up for the life of adventure. However, the new owner of the inn or tavern may give you free room and board at a modest standard. You also know a lot of former patrons hailing from many places near and far, who may offer you favors or jobs.



### Innkeeper Spells

*Prerequisite: Spellcasting or Pact Magic class feature*

For you, the spells on the Innkeeper Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Spell Level	Spells
Cantrip	message, prestidigitation
1st	purify food and drink, sleep
2nd	calm emotions, zone of truth
3rd	catnap, create food and water, tiny hut
4th	aura of purity, private sanctum
5th	telepathic bond

## Suggested Characteristics

Innkeepers are mostly defined by their customers, for better or worse. People know you ran your former inn as a place for both visitors and locals. They know you for your ability to make friends, for your ready weapon to enforce the peace within your building, a willingness to clean up a mess, and that you always have the right key available.

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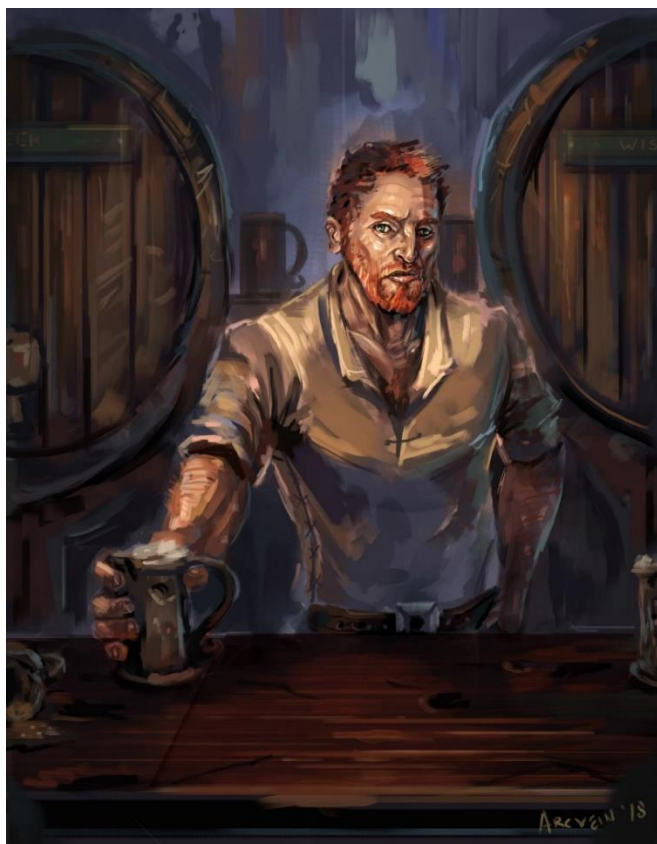
### d8 Personality Trait

- 1 Everyone has a story to tell.
- 2 In my estimation, if you're honest, you're a friend.
- 3 I'd rather make a new friend than a new enemy.
- 4 I've never been scared to back down from a fight.
- 5 My sharp wit and cunning remarks can cut tension like a hot knife.
- 6 I'm confident in my own abilities and do what I can to instill confidence in others.
- 7 I like to collect trinkets and magical objects, even if that means stealing them sometimes.
- 8 I know a story relevant to almost every situation, and sometimes they're true.

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### d6 Ideal

- 1 Kindness: A smile and ale can raise most spirits. (Good)
- 2 Frugal: Every coin counts, if I can haggle a price I will. (Lawful)
- 3 Power: Gold can get you a lot, but a threat can get you more. (Evil)
- 4 Curiosity: I'm always thinking of new concoctions and dishes. (Neutral)
- 5 Knowledge: With enough alcohol, you can make someone tell you anything. (Chaotic)
- 6 Freedom: If something is being given away, chances are, I will always take it. (Any)



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### d6 Bond

- 1 I idolize a hero of the old tales and measure my deeds against that person's.
- 2 I remember leaner times and will push for all folks to be treated equally.
- 3 I want to be famous, whatever it takes.
- 4 I wish my childhood sweetheart had come with me to pursue my destiny.
- 5 I accidentally served a dangerous criminal and now the guards don't trust me.
- 6 The inn where I learned my trade is the most important place in the world to me.

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### d6 Flaw

- 1 I always speak my mind, for better or worse.
  - 2 I'm a sucker for a pretty face. I fall in and out of love easily and am always pursuing someone.
  - 3 I am too enamored of ale, wine, and other intoxicants. Once I start drinking, it's hard to stop.
  - 4 I'll do anything to win fame and renown. I'm never satisfied with what I have--I always want more.
  - 5 I tend to get carried away when insulting someone.
  - 6 I have a 'tell' that reveals when I'm lying.
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