Wildemount Heroic Chronicle

The Heroic Chronicle is a system that allows players and Dungeon Master to work together to build a compelling character story. It even allows characters to gain additional proficiencies, magic items, spells, or feats before the campaign begins.

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Backstory

A character's story begins with determining the region where they were born, the job they had before becoming an adventurer, their social status, the settlement where they grew up, and their family relationships. As this backstory develops, the character will gain allies and rivals, as well as learn some of the fateful moments that set them on the path of adventure.

Homelands

The known lands of Wildemount are divided into four major geographic regions. From west to eat, these regions are the Menagerie Coast, Western Wynandir (which is further divided into the Marrow Valley and the Zemni Fields), the Greying Wildlands, and Eastern Wynandir. The northernmost reaches of the continent - the forgotten lands of Eiselcross - are not included in this section

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| Homelands | |
| d100 | Region (Government) |
| 01-21 | Menagerie Coast (choose either the Clovis Concord or Revelry Pirates) |
| 22-40 | Marrow Valley in Western Wynandir (Dwendalian Empire) |
| 41-72 | Zemni Fields in Western Wynandir Dwendalian Empire) |
| 73-77 | Greying Wildlands (choose either the Tribes of Shadycreek Run or Uthodurn) |
| 78-00 | Xhorhas in eastern Wynandir (choose either the Kryn Dynasty or Xarzith Kitril) |

Background

In addition to granting you items, gold, and proficiencies, your background gives you a sense of belonging in the world.

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| Backgrounds | | |
| d20 | Background | Source |
| 1 | [Acolyte](http://dnd5e.wikidot.com/background:acolyte) | Player's Handbook |
| 2 | [Acolyte (Luxonborn)](http://dnd5e.wikidot.com/background:acolyte) | Explorer's Guide to Wildemount |
| 3 | [Charlatan](http://dnd5e.wikidot.com/background:charlatan) | Player's Handbook |
| 4 | [Criminal](http://dnd5e.wikidot.com/background:criminal) | Player's Handbook |
| 5 | [Criminal (Myriad Operative)](http://dnd5e.wikidot.com/background:criminal) | Explorer's Guide to Wildemount |
| 6 | [Entertainer](http://dnd5e.wikidot.com/background:entertainer) | Player's Handbook |
| 7 | [Folk Hero](http://dnd5e.wikidot.com/background:folk-hero) | Player's Handbook |
| 8 | [Grinner](http://dnd5e.wikidot.com/background:grinner) | Explorer's Guide to Wildemount |
| 9 | [Guild Artisan](http://dnd5e.wikidot.com/background:guild-artisan) | Player's Handbook |
| 10 | [Hermit](http://dnd5e.wikidot.com/background:hermit) | Player's Handbook |
| 11 | [Noble](http://dnd5e.wikidot.com/background:noble) | Player's Handbook |
| 12 | [Outlander](http://dnd5e.wikidot.com/background:outlander) | Player's Handbook |
| 13 | [Sage](http://dnd5e.wikidot.com/background:sage) | Player's Handbook |
| 14 | [Sage (Cobalt Scholar)](http://dnd5e.wikidot.com/background:sage) | Explorer's Guide to Wildemount |
| 15 | [Sailor](http://dnd5e.wikidot.com/background:sailor) | Player's Handbook |
| 16 | [Sailor (Revelry Pirate)](http://dnd5e.wikidot.com/background:sailor) | Explorer's Guide to Wildemount |
| 17 | [Soldier](http://dnd5e.wikidot.com/background:soldier) | Player's Handbook |
| 18 | [Soldier (Augen Trust)](http://dnd5e.wikidot.com/background:soldier) | Explorer's Guide to Wildemount |
| 19 | [Urchin](http://dnd5e.wikidot.com/background:urchin) | Player's Handbook |
| 20 | [Volstrucker Agent](http://dnd5e.wikidot.com/background:volstrucker-agent) | Explorer's Guide to Wildemount |

Social Status

Each nation in Wildemount views people's backgrounds according of its cultural values. Based on your character's background, think about your social status within the context of the details of your homeland presented below. Then use the Social Status Relationships table to determine how many allies and rivals you'll roll for later.

Menagerie Coast

Both the Clovis Concord and their hated nemesis, the Revelry pirates, price personal freedom over all other things. The Revelry simply takes this ideology one bloody step further. People of the Concord celebrate folk heroes and entertainers, and all other people who might become celebrities, iconoclasts, and figures of legend.

At the same time, the common working-class sailor is a symbol of the Concord's strength. As with the crew of a well-run ship, the small actions of individuals can have a huge impact when all are working toward common goals. Common sailors despise the Revelry, and noteworthy sailors might even have a rival within the Revelry.

Western Wynandir

The Dwendalian Empire prizes king and country over personal freedoms - at least as far as the freedoms of the poor are concerned. For the wealthy noble class, most laws are mere guidelines, since bribery and political favors can make almost any problem go away.

In the Dwendalian Empire, rural folk are seen as honest, hardworking, and pious, while the wealthy ruling class are viewed as beneficent patricians - or as miserly tyrants. Patriotism is a core virtue, and enlisting in the Righteous Brand and adhering to the empire's strict religious laws are the most patriotic acts of all.

Greying Wildlands

The Greying Wildlands and the settlement of Shadycreek Run are lawless. Crime is a virtue here, mercy a vice. Only strength rules in the land run by the coalition of criminals known as "the Tribes." Anyone who doesn't have the personal strength to defend themselves is treated with contempt, and those who represent the iron fist of the empire are utterly despised.

Travel further north, however, and one reaches the Diarchy of Uthodurn, a stable and ancient city rule by elves and dwarves. Here, order and art are prized over chaos and personal enrichment. If you character is from Uthodurn rather than Shadycreek Run, replace any rival you gain from the Social Status Relationships table with an ally and vice versa.

Eastern Wynandir

Accumulating knowledge and achieving spiritual enlightenment are the virtues of the Kryn Dynasty, whose society is built around the tenets of the Luxon. Artists, entertainers, artisans, and all people who create are well-valued in Kryn society. yet, in this age of war, people whose skills allow them to destroy are paradoxically prized just as highly.

To the Kryn, a person's background is less important than the experiences they've accumulated - particularly for those who have begun walking the sacred path known as consecution. Nonetheless, even the most enlightened society can't help but look down upon its lowest citizens and sneer at its haughty elite. Once all beings are beloved by the Luxon, perhaps these ills of society will be purged once and for all.

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| Social Status Relationships | | | | | |
| d20 | Background | Clovis Concord | Dwendalian Empire | Greying Wildlands | Kryn Dynasty |
| 1 | Acolyte | 1 ally | 1 ally (legal faith) 1 rival (illegal faith) | 1 rival | 1 ally |
| 2 | Acolyte (Luxonborn) | — | 1 rival | — | 1 ally |
| 3 | Charlatan | 1 ally | 1 rival | 1 ally | 1 rival |
| 4 | Criminal | 1 rival | 1 rival | 1 ally | 1 rival |
| 5 | Criminal (Myriad Operative) | 1 rival | 1 ally | 1 rival | — |
| 6 | Entertainer | 1 ally | 1 ally | 1 rival | 1 ally |
| 7 | Folk Hero | 1 ally | 1 rival | 1 rival | 1 ally |
| 8 | Grinner | 1 ally | 1 rival | — | — |
| 9 | Guild Artisan | 1 rival | 1 ally | — | 1 ally |
| 10 | Hermit | — | 1 rival | 1 ally | 1 ally |
| 11 | Noble | 1 ally | 1 ally 1 rival | 1 ally | 1 ally 1 rival |
| 12 | Outlander | — | — | 1 ally | — |
| 13 | Sage | 1 rival | 1 rival | — |  |
| 14 | Sage (Cobalt Scholar) | 1 rival | 1 ally 1 rival | 1 ally | 1 rival |
| 15 | Sailor | 1 ally 1 rival | — | 1 rival | 1 ally |
| 16 | Sailor (Revelry Pirate) | 1 ally 1 rival | — | 1 ally | — |
| 17 | Soldier | 1 ally | 1 ally 1 rival | 1 rival | 1 ally 1 rival |
| 18 | Soldier (Augen Trust) | — | 1 ally | — | 1 rival |
| 19 | Urchin | 1 ally | 1 rival | 1 rival | 1 rival |
| 20 | Volstrucker Agent | — | 1 ally | — | 1 rival |

Home Settlement

Once you've determined your nation and considered your social status within that realm, roll on the appropriate table to determine which settlement you grew up in. If your character is a traveler - a child of soldiers, a nomad, a traveling performer, and so forth - you can roll for up to three settlements that you've visited often and have some connections in.

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| Menagerie Coast Settlements | | |
| d100 | Settlement Name | Type |
| 01 | Brokenbank | Town |
| 02 | Darktow | Town |
| 03-09 | Feolinn | City |
| 10-19 | Gwardan | City |
| 20-36 | Nicodranas | City |
| 37-40 | Othe | City |
| 41 | Palma Flora | Town |
| 42-84 | Port Damli | City |
| 85-93 | Port Zoon | City |
| 94-00 | Tussoa | City |

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| --- | --- | --- |
| Marrow Valley Settlements | | |
| d100 | Settlement Name | Type |
| 01-02 | Alfield | Town |
| 03-05 | Ashguard Garrison | Military Outpost |
| 06-07 | Berleben | Town |
| 08-12 | Bladegarden | City |
| 13-18 | Deastok | City |
| 19-22 | Felderwin | City |
| 23-32 | Grimgolir | City |
| 33-40 | Hupperdook | City |
| 41-44 | Kamordah | City |
| 45 | Talonstadt | Town |
| 46-50 | Trostenwald | City |
| 51-52 | Vol'antim | Town |
| 53-00 | Zadash | City |

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| --- | --- | --- |
| Zemni Fields Settlements | | |
| d100 | Settlement Name | Type |
| 01 | Blumenthal | Town |
| 02-07 | Bysaes Tyl | City |
| 08-11 | Druvenlode | City |
| 12-13 | Icehaven | Town |
| 14-18 | Nogvurot | City |
| 19-20 | Odessloe | City |
| 21-26 | Pride's Call | City |
| 27-96 | Rexxentrum | City |
| 97-98 | Rockguard Garrison | Military Output |
| 99 | Velvin Thicket | Nomadic Disapora |
| 00 | Yrrosa | Town |

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| Greying Wildlands Settlements | | |
| d100 | Settlement Name | Type |
| 01-03 | Boroftkrah | Town |
| 04-06 | Palebank Village | Village |
| 07-30 | Shadycreek Run | City |
| 31-00 | Uthodurn | City |

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| Eastern Wynandir Settlements | | |
| d100 | Settlement Name | Type |
| 01-20 | Asarius | City |
| 21 | Bazzoxan | Town |
| 22 | Charis | Village |
| 23-30 | Igrathad | Seven Villages |
| 31-36 | Jigow | City |
| 37 | New Haxon | Military Outpost |
| 38-89 | Rosohna (Ghor Dranas) | City |
| 90-93 | Rotthold | City |
| 94-96 | Urzin | Town |
| 97-00 | Xarzith Kitril | City |

Family

Roll twice on the appropriate Family Size table - once to determine how many living parents you have, and once to determine your living siblings.

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| --- | --- | --- |
| Family Size (Village) | | |
| d100 | Parents | Siblings |
| 01-10 | 3 or more | 2d4 + 2 |
| 11-50 | 2 | 2d4 |
| 51-89 | 1 | 1d4 |
| 90-00 | 0 | 0 |

|  |  |  |
| --- | --- | --- |
| Family Size (City) | | |
| d100 | Parents | Siblings |
| 01-05 | 3 or more | 2d4 + 2 |
| 06-60 | 2 | 2d4 |
| 61-80 | 1 | 1d4 |
| 81-00 | 0 | 0 |

Powerful Family Relationships

Your first allies and rivals are your family. Sometimes your family members are your closest friends. Sometimes you hate their guts. Roll a d3. This is the number of powerful relationships you have within your family.

Roll once on the Family Relationships table for each powerful relationship you have within your family, to determine the setup of your friendship or rivalry.

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| Family Relationships | |
| d100 | Relationship |
| 01-10 | You thought you killed this family member, whether by accident or otherwise. You never expected to see them again - but they're out for your blood. You gain one rival. |
| 11-20 | You insulted this family member so gravely that they left your life forever. If they ever return, it will be to settle the score. You gain one rival. |
| 21-30 | You have always been better than this family member at a particular activity. They grew jealous and abandoned you, so that they could return and best you one day. You gain one rival. |
| 31-40 | You uncovered a secret about this family member, whether a tiny embarrassment or a life-changing scandal. They now seek to unveil your darkest secret. You gain one rival. |
| 41-50 | You and this family member have a friendly rivalry, and are constantly trying to best each other in an activity, craft, or other pursuit. You visit occasionally to test each other's skills. You gain one rival. |
| 51-60 | This family member owes you a debt, and they don't like it. They'll help you out when you need it, but only to clear the slate. You gain one ally. |
| 61-70 | This family member loves you, but you were never that close. They'll do anything to help you - as long as they won't be at risk of injury or death. You gain one ally. |
| 71-80 | This family member caused you to have a horrific accident when you were a child. They still feel incredible guilt, which they would do anything to assuage. You gain one ally. |
| 81-90 | This family member left long ago for reasons you don't understand or won't talk about. Before they left, they promised you that they would return in your hour of greatest need. You gain one ally. |
| 91-00 | This family member has always loved you with all their heart, and would do anything for you. You gain one ally. |

Acquired Allies and Rivals

If you gained allies or rivals based on your background and your homeland, this section allows you to establish your relationship with those allies and rivals, as well as the broad strokes of their identities.

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| d100 | Ally | Rival |
| 01-10 | This ally is a loyal pet. Rather than rolling on the Ally and Rival Identities table, choose one beast of CR 1/8 or lower as your pet. | This person believes you murdered their sibling. Regardless of your guilt or innocence, they are out for your blood. |
| 11-20 | This person once lost a bet to you and is still trying to scrounge up the cash to pay you back. They've decided you'd both be better off if they put you in their debt instead. | You bested this person in combat, but they believe you cheated to defeat them. They long to prove that they are the superior warrior. |
| 21-30 | This person was once a beggar to whom you gave a large sum of money. They have transformed their life thank to you, and now want to repay your generosity. | You broke a promise to this person, and it caused them to suffer greatly. Now they conspire to make someone else break a valuable promise to you. |
| 31-40 | You were this persons' favorite drinking buddy, and their home is always open to you and your friends. | You once loved this person, but broke their heart. They are now obsessed with making you feel the same pain they felt. |
| 41-50 | This person was once your mentor, but you left before you could complete your training. You are welcome to return and finish what you started, but only when you are ready. | This person was ordered to arrest you, and doggedly hunts you wherever you go. |
| 51-60 | You bonded with this person over a traumatic event such as a battle or an armed robbery. If you ever tell them that you are in danger, they will try to aid you. | This person thinks that you were replaced by a doppelganger or possessed by a spirit or monster. They are now trying to defeat you, so as to find or free the original you. |
| 61-70 | You and this person share a terrible secret, and you have sworn to never reveal it to anyone. They will help you keep this secret if it is ever in danger of being revealed. | You fled from your home under mysterious circumstances. This person is obsessed with finding out the truth of what caused you to leave. |
| 71-80 | This person fell in love with you. If you reciprocated, they always stand at your side. If you didn't, they took it well, and still consider you their closest friend. | You and this person tried to harness power beyond your control, and it left them disfigured and in constant pain. Having since mastered the power that nearly destroyed them, they now seek to turn it upon you. |
| 81-90 | You and this person were affected by powerful magic, and now you both share a telepathic connection that functions while you are within 1 miles of each other. | You helped this person out once when they were down on their luck, and now they go to you whenever they need help. |
| 91-00 | This person owes you their life. Even if they can't follow you everywhere you go, they will do anything they can to protect you. | This person wants to be your friend, but their help has always made your life harder. |

Ally and Rival Identities

When you've determined the relationships between you and your acquired allies and rivals, roll for each one on the Ally and Rival Identities table to determine their game statistics. This table includes monsters and NPCs in this book and in the Monster Manual.

If you roll a particularly powerful ally or rival on this table, their involvement in your life causes a fateful moment to occur in your backstory, as determined on the Fateful Moments table.

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| --- | --- | --- | --- |
| Ally and Rival Identities | | | |
| d100 | Stat Block | Source | Fateful Moment |
| 01-05 | Commoner | Monster Manual | N |
| 06-10 | Acolyte | Monster Manual | N |
| 11-15 | Bandit | Monster Manual | N |
| 16-20 | Bandit Captain | Monster Manual | N |
| 21-25 | Berserker | Monster Manual | N |
| 26-30 | Cultist | Monster Manual | N |
| 31-35 | Cult Fanatic | Monster Manual | Y |
| 36-40 | Druid | Monster Manual | N |
| 41-45 | Gladiator | Monster Manual | Y |
| 46-50 | Guard | Monster Manual | N |
| 51-55 | Knight | Monster Manual | N |
| 56-60 | Priest | Monster Manual | N |
| 61-65 | Scout | Monster Manual | N |
| 66-70 | Spy | Monster Manual | N |
| 71-75 | Tribal Warrior | Monster Manual | N |
| 76-80 | Veteran | Monster Manual | N |
| 81-84 | Mage | Monster Manual | N |
| 85-88 | Noble | Monster Manual | N |
| 89-92 | Assassin | Monster Manual | N |
| 93-94 | Blood Hunter | Explorer's Guide to Wildemount | Y |
| 95-96 | Good or neutral Werebear or Weretiger | Monster Manual | Y |
| 97-98 | Evil Wereboar, Wererat, or Werewolf | Monster Manual | Y |
| 99 | Archmage | Monster Manual | Y |
| 00 | Adult Gold Dragon or Adult Red Dragon | Monster Manual | Y |

Fateful Moments

No one decides to go adventuring without a reason. Some might set out from home in the name of vengeance, seeking retribution for themselves or their kin. Some might be looking for wealth or glory. Others might seek only a change from their dreary lives, never realizing that they'll soon be caught up in events beyond their understanding along the open road.

Roll once on the Fateful Moments table for each such moment you accrued in the previous section, courtesy of the allies and rivals that are part of your backstory.

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| --- | --- |
| Fateful Moments | |
| d20 | Event |
| 1 | Your parents were murdered in front of you. Roll on the Ally and Rival Identities table to determines the type of creature that killed them. You have proficiency in the Stealth and Survival skills. |
| 2 | You met a dark elf dying in the wilderness. Around their neck was a silver talisman containing a cameo of their child and the name "Il'viranya." It is an amulet of proof against detection and location. |
| 3 | A mysterious stranger gave you a gift that saved your life while you were lost in the wilderness. Roll on the Ally and Rival Identities table to determine the identity of the stranger. Then roll on Magic Item Table B in the Dungeon Master's Guide to determine the item. If you roll a consumable item from the table, roll again. |
| 4 | You were caught in a terrible storm but miraculously survived. Now your dreams contain visions sent by a mysterious god or demigod. You have proficiency in the Arcana or Religion skill (your choice). |
| 5 | A famous warrior trained you with what has become your signature weapon. You have proficiency with a martial weapon of your choice, and you own one such weapon. It has special features as detailed in chapter 7 of the Dungeon Master's Guide. You also have the [Martial Adept](http://dnd5e.wikidot.com/feat:martial-adept) feat from the Player's Handbook. |
| 6 | You were the sole survivor when a horde of rampaging monster raided your village or your neighborhood. You have proficiency in the Stealth skill or proficiency with martial weapons (your choice). |
| 7 | A famous mage saw potential in you and tutored you in the arcane arts. You have a spellbook and the [Magic Initiate](http://dnd5e.wikidot.com/feat:magic-initiate) feat from the Player's Handbook. |
| 8 | While on a long journey, you were picked up by a traveling circus, spending a year with them before returning to your home. You have proficiency in the Acrobatics or Performance skill (your choice) and proficiency with the disguise kit. |
| 9 | You were transformed into a bear by mysterious magic, and lived for a year as an animal before you were saved by a druid. Magic still lingers within you, though, and you can cast [Speak With Animals](http://dnd5e.wikidot.com/spell:speak-with-animals) at will. |
| 10 | You were press-ganged into military service, and were left shaken by what you saw on the battlefield. You have proficiency with medium armor, shields, and martial weapons. You also have a random form of indefinite madness, determined by rolling on the Indefinite Madness table in chapter 8 of the Dungeon Master's Guide. |
| 11 | You were kidnapped by bandits while traveling between towns. While captured, you met an old thief who helped you escape. You have proficiency with thieves' tools and proficiency in the Stealth skill. |
| 12 | You were visited by a demon lord in a dream. You awakened knowing the Find Familiar spell and are now able to cast it as a ritual, but your familiar always takes the form of a quasit. You also have a random form of indefinite madness, determined by rolling on the Indefinite Madness table in chapter 8 of the Dungeon Master's Guide. |
| 13 | While exploring a remote forest, you were attacked by evil lycanthropes but escaped before being killed. You are cursed with wereboar, wererat, or werewolf lycanthropy (DM's choice). |
| 14 | While lost in a remote forest or jungle, you were saved by a werebear or weretiger (DM's choice). The lycanthrope believed you were destined for greatness and granted you the give of lycanthropy with your consent. |
| 15 | You saved a pseudodragon from being eaten by a giant spider in a dark forest. The pseudodragon now loyally follows you wherever you go, even if you'd rather it stay hidden. It is controlled by the DM but obeys your commands if treated well. |
| 16 | You nearly died from a virulent disease (the DM's choice of cackle fever, sewer plague, or sight rot, see chapter 8 of the Dungeon Master's Guide). Your life was saved by an agent of the Cobalt Soul, who could not cure the disease, but who gave you a periapt of health that suppresses it. |
| 17 | You were accused of a crime and were exiled or imprisoned, regardless of whether or not you were guilty. Having spent time among criminals, you have proficiency in the Intimidation skill and you know thieves' cant. |
| 18 | You saved a riderless horse wearing full tack and harness from wolves. You own a riding horse and a saddle, and you have proficiency in the Animal Handling skill. |
| 19 | While reading through a mysterious tome once owned by your parent, you found a treasure map that points toward a place in Wildemount of the DM's choice. |
| 20 | You received a letter revealing that you were the secret child of a wealthy noble family living in Rexxentrum within the Dwendalian Empire. They enclosed 100 gp to ensure your safe passage to the imperial capital, and a signet ring bearing your true family's seal. |

Mysterious Secret

You saw something you weren't supposed to. A note came into your possession by mysterious means. You can roll on the Mysterious Secrets table or work with your DM to create a secret.

Prophecy

Write down three aspirations or goals you have for your character, and which you want to achieve over the course of the campaign. A prophecy goal should have two parts. First is the goal that your character wants to attain. Second is a sense of what complication might ensue once the goal is met - for good or ill.

One of your prophecy goals should be an immediate goal, one should be long term, and one should be a goal that concludes your character arc at the end of the campaign. You don't have to choose all three goals at the start.

If you're looking for prophecy goals for your character, you can roll on the Prophecy Inspirations table for a random goal and a consequence of that goal. If this goal isn't a perfect fit for your character, you can fine-tune it or roll again to find one that works better.

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| Prophecy Inspirations | |
| d20 | Prophecy |
| 1 | I will defeat the creature that killed my parents. Its defeat might make me question my purpose in life. |
| 2 | I will uncover the reason that the Cerberus Assembly took my sibling away. Finding my sibling will set political events beyond my control into motion. |
| 3 | I will save my village from the gnoll tribe that has raided us for the past year. Their defeat will inspire me to perform even greater feats of heroism. |
| 4 | I will unlock the secrets of consecution that the Kryn are hiding. This knowledge will open my mind to a terrifying truth. |
| 5 | I will join a blood hunter order. My new comrades-in-arms will make me powerful, but I must pay a steep price for that power. |
| 6 | I will steal a king's ransom from a Revelry pirate. That wealth will make me happy, but it will also draw unsavory characters to me. |
| 7 | I will become a hero of the war between the Dwendalian Empire and the Kryn. I will be haunted by the atrocities I witness on the battlefield. |
| 8 | I will cleanse the Savalirwood of its corruption while welcoming that corruption into my own body. |
| 9 | I will infiltrate the Myriad, but doing so will compel me to commit evil acts. |
| 10 | I will uncover a relic from Eiselcross and become famous, but the relic will exact a terrible cost. |
| 11 | I will speak to a dragon, live to tell the tale, and provoke the dragon's everlasting wrath. |
| 12 | I will steal a holy relic of the Kryn Dynasty, making me a target for anyone who desires its power. |
| 13 | I will hesitate at an important moment. Another person will suffer for it. |
| 14 | I will stumble by accident into the arms of the Golden Grin. Though I will reject their call at first, something will draw me back. |
| 15 | I will befriend a flying beast and ride it through the skies. Others will envy me for the bond I have with this creature. |
| 16 | I will kneel before the Bright Queen Leylas Kryn without knowing who she is. This moment of uncertainty will lead to danger. |
| 17 | I will stand before Princess Suria Dwendal and briefly hold the fate of the empire in my hand. I won't realize the gravity of my decision until it is too late. |
| 18 | My actions will lead to the death of a marquis of the Clovis Concord. I will know exactly who killed them, but no one in power will believe me. |
| 19 | I will anger one of the Tribes of Shadycreek Run. As its members hunt me in retribution, other will suffer and I will pay the price. |
| 20 | I will meet my birth parents. Doing so reveals a secret about my birth that will change the way I look at the world. |

Sword Coast Heroic Chronicle

The Heroic Chronicle is a system that allows players and Dungeon Master to work together to build a compelling character story. It even allows characters to gain additional proficiencies, magic items, spells, or feats before the campaign begins.

|  |
| --- |
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Backstory

A character's story begins with determining the region where they were born, the job they had before becoming an adventurer, their social status, the settlement where they grew up, and their family relationships. As this backstory develops, the character will gain allies and rivals, as well as learn some of the fateful moments that set them on the path of adventure.

Homelands

The Sword Coast and the North can be divided into five major political regions, each of which are described in chapter 2 of the Sword Coast Adventurer’s Guide. These regions are the Lords’ Alliance, the Dwarfholds of the North, the Island Kingdoms, Independent Realms, and the Underdark.

To determine your homeland, roll 1d100 on the Homelands table below. You may decide your character was born in one region but grew up in another. In that case, roll twice to determine the land of your birth and the land you were ultimately raised in.

|  |  |
| --- | --- |
| Homelands | |
| d100 | Region (Government) |
| 01-50 | Lords' Alliance |
| 51-60 | Dwarfholds of the North |
| 61-70 | Island Kingdoms |
| 71-95 | Independent Realms |
| 96-00 | Underdark |

Background

In addition to granting you items, gold, and proficiencies, your background gives you a sense of belonging in the world.

|  |  |  |
| --- | --- | --- |
| Backgrounds | | |
| d100 | Background | Source |
| 1-4 | [Acolyte](http://dnd5e.wikidot.com/background:acolyte) | Player's Handbook |
| 5-8 | [Charlatan](http://dnd5e.wikidot.com/background:charlatan) | Player's Handbook |
| 9-12 | [City Watch](http://dnd5e.wikidot.com/background:city-watch) | Sword Coast Adventurer's Guide |
| 13-16 | [Clan Crafter](http://dnd5e.wikidot.com/background:clan-crafter) | Sword Coast Adventurer's Guide |
| 17-20 | [Scholar](http://dnd5e.wikidot.com/background:Cloistered) | Sword Coast Adventurer's Guide |
| 21-24 | [Courtier](http://dnd5e.wikidot.com/background:courtier) | Sword Coast Adventurer's Guide |
| 25-28 | [Criminal](http://dnd5e.wikidot.com/background:criminal) | Player's Handbook |
| 29-32 | [Entertainer](http://dnd5e.wikidot.com/background:entertainer) | Player's Handbook |
| 33-36 | [Faction Agent](http://dnd5e.wikidot.com/background:faction-agent) | Sword Coast Adventurer's Guide |
| 37-40 | [Far Traveler](http://dnd5e.wikidot.com/background:far-traveler) | Sword Coast Adventurer's Guide |
| 41-44 | [Folk Hero](http://dnd5e.wikidot.com/background:folk-hero) | Player's Handbook |
| 45-48 | [Guild Artisan](http://dnd5e.wikidot.com/background:guild-artisan) | Player's Handbook |
| 49-52 | [Hermit](http://dnd5e.wikidot.com/background:hermit) | Player's Handbook |
| 53-56 | [Inheritor](http://dnd5e.wikidot.com/background:inheritor) | Sword Coast Adventurer's Guide |
| 57-60 | [Knight of the Order](http://dnd5e.wikidot.com/background:knight-of-the-order) | Sword Coast Adventurer's Guide |
| 61-64 | [Mercenary Veteran](http://dnd5e.wikidot.com/background:mercenary-veteran) | Sword Coast Adventurer's Guide |
| 65-68 | [Noble](http://dnd5e.wikidot.com/background:noble) | Player's Handbook |
| 69-72 | [Outlander](http://dnd5e.wikidot.com/background:outlander) | Player's Handbook |
| 73-76 | [Sage](http://dnd5e.wikidot.com/background:sage) | Player's Handbook |
| 77-80 | [Sailor](http://dnd5e.wikidot.com/background:sailor) | Player's Handbook |
| 81-84 | [Soldier](http://dnd5e.wikidot.com/background:soldier) | Player's Handbook |
| 85-88 | [Spy](http://dnd5e.wikidot.com/background:spy) | Player's Handbook |
| 89-92 | [Urban Bounty Hunter](http://dnd5e.wikidot.com/background:urban-bounty-hunter) | Sword Coast Adventurer's Guide |
| 93-96 | [Urchin](http://dnd5e.wikidot.com/background:urchin) | Player's Handbook |
| 97-99 | [Uthgardt Tribe Member](http://dnd5e.wikidot.com/background:uthgardt-tribe-member) | Sword Coast Adventurer's Guide |
| 100 | [Waterdhavian Noble](http://dnd5e.wikidot.com/background:waterdhavian-noble) | Sword Coast Adventurer's Guide |

Social Status

Even in lands as free as the Sword Coast and the North, most folk are trapped in their social station by forces they can’t control like wealth, family, and political power. Your story begins with you as a member of one social class, determined by your homeland and your background.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Social Status Relationships | | | | | |
|  |  |  |  |  | Underdark |
|  |  |  |  |  | 1 ally (good deity) or 1 rival (evil deity) |
|  |  |  |  |  | — |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | — |
|  |  |  |  |  | — |
|  |  |  |  |  | 1 ally 1 rival |
|  |  |  |  |  | 1 ally |
|  |  |  |  |  | 1 ally |
|  |  |  |  |  | 1 ally (of your faction) 1 rival (of another faction) |
|  |  |  |  |  |  |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | — |
|  |  |  |  |  | 1 ally 1 rival |
|  |  |  |  |  | — |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | 1 ally 1 rival |
|  |  |  |  |  | — |
|  |  |  |  |  | — |
|  |  |  |  |  | — |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | — |
|  |  |  |  |  | 1 rival |
|  |  |  |  |  | — |
|  |  |  |  |  | — |

Home Settlement

Once you've determined your nation and considered your social status within that realm, roll on the appropriate table to determine which settlement you grew up in. If your character is a traveler - a child of soldiers, a nomad, a traveling performer, and so forth - you can roll for up to three settlements that you've visited often and have some connections in.

|  |  |  |
| --- | --- | --- |
| Lords' Alliance Settlements | | |
| d100 | Settlement Name | Type |
| 01-10 | Amphail | Town |
| 11-25 | Baldur's Gate | City |
| 26-39 | Daggerford | Town |
| 40 | Longsaddle | Hamlet |
| 41-50 | Mirabar | City |
| 51-60 | Neverwinter | City |
| 61-70 | Silverymoon | City |
| 71-90 | Waterdeep | City |
| 91-00 | Yartar | Town |

|  |  |  |
| --- | --- | --- |
| Dwarfholds of the North Settlements | | |
| d100 | Settlement Name | Type |
| 01-20 | Citadel Adbar | City |
| 21-40 | Citadel Felbarr | City |
| 41-60 | Gauntlgrym | City |
| 61-70 | Ironmaster | Town |
| 71-80 | Mithral Hall | Town |
| 81-99 | Sundabar | City |
| 00 | Thornhold | Fortress |

|  |  |  |
| --- | --- | --- |
| Island Kingdoms & Moonshaes Settlements | | |
| d100 | Settlement Name | Type |
| 01-25 | Mintarn | Island City |
| 26-35 | Northlander Isles | Island Tribes |
| 36-85 | Moonshae Isles | Island Kingdoms |
| 86-89 | Orlumber | Island Town |
| 90-99 | Southern Isles | Small Island Nations |
| 00 | Evermeet | Mythical Island Nation |

|  |  |  |
| --- | --- | --- |
| Independent Realms Settlements | | |
| d100 | Settlement Name | Type |
| 01 | Boareskyr Bridge (Fort Tamal) | Fortress |
| 02-04 | Candlekeep | Castle |
| 05 | Darkhold | Village |
| 06-31 | Elturgard (Elturel) | Nation (City) |
| 32-41 | Evereska | Hidden City |
| 42-48 | Hartsvale | Isolated Kingdom |
| 49 | Helm's Hold | Fortress |
| 50-52 | High Moor (Secomber) | Wilderness (Town) |
| 53-55 | Trielta Hills (Hardbuckler) | Wilderness (Town) |
| 56-60 | Uthgardt Lands | Nomadic Wilderness |
| 61-90 | Luskan | City |
| 91-00 | Icewind Dale (Ten Towns) | Wilderness (Alliance of Towns) |

|  |  |  |
| --- | --- | --- |
| Underdark Settlements | | |
| d100 | Settlement Name | Type |
| 01-20 | Gracklstugh | City |
| 21-30 | Mantol-Derith | Village |
| 31-80 | Menzoberranzan | City |
| 81-00 | Blingdenstone | City |