

# EISELCROSS: HEROIC CHRONICLE

**LAN GUILL**

**An update to the Heroic Chronicle presented in Explorer's  
Guide to Wildemount.**



# ABOUT

This supplement is meant to accompany the Heroic Chronicle presented in the *Explorer's Guide to Wildemount*. When reading through the book, I fell in love with the settlement of Eiselcross and was disappointed when it was left out of the Heroic Chronicle. As this is a supplement, it does require you to have the *Explorer's Guide to Wildemount* to use it properly.

In this supplement you will find a playable yeti race to accompany one of the settlements of Eiselcross and over 30 tables to roll on to give flavor and backstories to your characters.

# CREDITS

**Designer:** Lan Guill

**Template:** [Simple Microsoft Word Template](#) by Laura Hirsbrunner

**Art Credits:** All art sourced from DM's Guild Creator Resources and shutterstock.

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Sample

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# AWAKENED YETI

The awakened yetis of Eiselcross are a relatively new phenomenon. When the city of Aeor crashed into the harsh tundra of Foren, a crystal from the city pierced the body of a yeti. Ever since, yetis who have touched the crystal have been imbued with intelligence and have had their primal urges dimmed. While those yetis who first touched the crystal have long since passed, it was not until recently that the yetis have begun to build a civilization. This is in part due to the efforts of the tribe's leader, Brightheart, who has placed an emphasis on recruiting their less enlightened brethren into the fold.

Every awakened yeti feels the need to protect the crystal that has given them a new life. For this reason, they insist on keeping the location of their settlement a secret. Who knows what might happen if the crystal is removed from its magical location, or if it were destroyed?

The question is, what has driven you to leave this settlement and seek out a life of adventure? Were you recruited by adventurers who happened upon your village? Or did you want to experience something beyond the harsh existence of Eiselcross? It is up to you to decide.

## NOT QUITE CIVILIZED

While the awakened yetis of Eiselcross may be more cultured than other yetis, they still have problems understanding the minutiae of civilized society. Between their lack of social skills and the sheer spectacle of being a yeti, they often stand out like a sore thumb in most cities. You may roll on the table below for a quirk related to your heritage.

### AWAKENED YETI QUIRKS

d6	Quirk
1	I am still working on my ability to speak common, and sometimes revert back to yeti out of habit.
2	I often feel sympathetic towards other "monstrous" creatures and wish I could gift them as I have been gifted.
3	While I understand the function of clothes, I am still unsure if they are truly necessary.
4	My curiosity and need to learn in new situations border on irresponsible.
5	Money is still a new concept to me, and not one that I am very proficient in or appreciative of.
6	While the crystal improved my intellect, I cannot say the same for my table manners.



## YETI NAMES

Most awakened yetis have two names: one from their life before touching the crystal, and one that they adopted shortly after. The pre awakening name is in yeti and is often very difficult for humanoids to pronounce. Their chosen name often symbolizes an aspect that they hope to embody. These names tend to be shortened when in the company of humanoids.

**Yeti Chosen Names:** Smilebringer (Brin), Griefshatterer (Reef), Shacklebreaker (Shack), Wisdomseeker (Dom)

## YETI TRAITS

Yetis have a lot of natural traits based on their physiology which is specially adapted to withstand the harsh environment of Eiselcross.

**Ability Score Increase.** Your Constitution, Intelligence, and Strength scores each increase by 1.

**Age.** Yetis reach adulthood at age 16 and live up to 120 years.

**Alignment.** After awakening, many yetis tend toward more lawful alignments, but some prefer to stick to their chaotic roots.

**Size.** Yetis stand between 8 and 9 feet tall and weigh between 300 and 500 pounds. Your size is medium. Here is how to determine your height and weight randomly, starting with rolling a size modifier.

Size Modifier = 2d12

Height = 7 feet + 2 inches + your size modifier in inches

Weight in pounds = 250 + (2d6 x your size modifier)

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Frozen Climate.** You are naturally adapted to cold climates as described in chapter 5 of the Dungeon Master's Guide.

**Yeti's Claws.** Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier instead of the bludgeoning damage normal for an unarmed attack.

**Chilling Gaze.** You can use your action to assault a creature you can see within 30 feet with the freezing energy of your heritage. That creature must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 cold damage on a failed save and is stunned until the end of your next turn. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your chilling gaze, you can't use it again until you complete a short or long rest.

**Languages.** You can speak, read, and write Common, and you can speak Yeti which does not have a written form.

# HEROIC CHRONICLE

The heroic chronicle is a system that allows players to work with their Dungeon Masters in order to develop characters that are already enmeshed in the world of Wildemount. This version was created in order to incorporate the region of Eiselcross, the desolate frozen wastes of the far north, and further flesh out characters from this region.

This document includes an updated “Homelands” section, as well as tables you can roll on or pick from to determine a character’s settlement, race, background, favorite food, and sometimes even additional fateful moments or mysterious secrets.

In order to use this document effectively, you must have the Explorer’s Guide to Wildemount. Other books referenced, but not required, are the *Dungeon Master’s Guide*, *Baldur’s Gate: Descent into Avernus*, and *Eberron: Rising from the Last War*.

## HOMELANDS

While this new table reflects Eiselcross as a possible homeland, it also tries to recognize the small population of this land. The table is also left vaguer in order to respect the source material. Roll a d100 to determine your homeland.

### HOMELANDS

#### d100 Region

1-19 Menagerie Coast

20-38 Marrow Valley

39-57 Zemni Fields

58-76 Greying Wildlands

77-95 Xhorhas

96-100 Eiselcross

## CREATING AN EISELCROSS CHARACTER

After determining that your character is from the forgotten lands of Eiselcross, roll or pick from the Settlements table to determine what settlement your character is from., then find that settlement to continue.

### SETTLEMENTS

#### d100 Region Type

1-54 Foren - Wildfolk Nomadic

55-74 Gelier - Wildfolk Nomadic

75-86 Foren - Allowak Village

87-90 Foren - Balenpost Village

91-94 Foren - Syrinlya Village

95-98 Gelier - Vurmas Village

99 Keltse - Court of Mynarc Furdahl Village

100 Foren - Aeor Crash Site City



## WILDFOLK OF FOREN

The wildfolk of Foren make up the largest population on the main island of Eiselcross. They live simple lives, traveling around the island in groups of 20 to 200. They mainly spend their lives hunting, gathering, and trying to survive the harsh environment around them.

For the most part, these tribes view the duty of raising children to be a communal one, making the entire tribe one, big family. Add 1d4 additional family relationships (detailed on page 194 of *Explorer's Guide to Wildemount*).

Wandering around the forgotten north lends itself to strange experiences. You may roll on the Mysterious Secrets (Foren Wildfolk) table to discover a strange event that happened to your character.

Humans make up the bulk of the wildfolk on this island, with halflings making up much of the rest. The larger tribes tend to have a mixture of races, while the smaller ones are more likely to be made up of a single race. Additionally, genasi make up a slightly higher proportion of the population in Eiselcross, likely due to the extreme weather of the region. Fire genasi may have been born around the River Inferno, while air and water genasi may have been born in raging blizzards. Genasi are viewed as a blessing granted to the tribe and are often revered as leaders.

### RACES (FOREN WILDFOLK)

#### d100 Race

1-61	Human
62-96	Halfling
97-99	Genasi
100	Your Choice

### BACKGROUNDS

Growing up among the roving nomadic tribes of the wildfolk did not provide many options when it came to livelihood, but it did have one perk. Every member of a wildfolk clan knows some sort of trade. When picking a background, you may exchange one language or tool proficiency for proficiency in the artisan's tools of your choice.

### BACKGROUNDS (FOREN WILDFOLK)

#### d6 Backgrounds

1	Outlander
2	Entertainer
3	Hermit
4	Folk Hero
5	Former Spy (Augen Trust)
6	Your Choice

## FAVORITE FOODS

Wildfolk are a largely hunter-gatherer society, which greatly limits the variety of foods available to them, but sometimes they trade with adventurers or other settlements. Specifically, the wildfolk of Foren are likely to have traded with the settlements of Balenpost or Syrinlya.

### FAVORITE FOODS (FOREN WILDFOLK)

#### d6 Food

1	Roll on the Favorite Food (Western Wynandir) table on page 197 of the <i>Explorer's Guide to Wildemount</i> .
2	Roll on the Favorite Food (Greying Wildlands) table on page 197 of the <i>Explorer's Guide to Wildemount</i> .
3	Seasoned Fire Snake – Found near the River Inferno, fire snakes are delicious, but rare, treats.
4	Mammoth Jerky seasoned with Dwendalian spices.
5	Elk Steak – a thick cut of venison that has been grilled to perfection.
6	Snow cream – a mixture of mammoth milk and fresh snow.

## MYSTERIOUS SECRETS

You have wandered a large section of Foren since a young age, it only makes sense that you have had a strange, unexplainable experience.

### MYSTERIOUS SECRETS (FOREN WILDFOLK)

#### d4 Secret

1	When you were a child, you saw a white dragon fly low over your tribe. The next day, one of your parents vanished mysteriously for a week before returning. There was never an explanation.
2	One of your childhood friends died from exposure to the elements. That night, you heard them outside your tent trying to get you to come play.
3	Once a year, your tribe would take all of the children to see a frost giant. The giant would strip you, measure you, and feed you before sending you back.
4	While out hunting, you found a series of humanoid shaped holes dug out of the snow. You could not see the bottom of any of them.

## WILDFOLK OF GELIER

The wildfolk of Gelier are very similar to those of Foren. The main differences are that their tribes tend to be smaller, 15 to 50 people, and that they have a different racial makeup.

Due to the familial nature of the tribes, add 1d4 -1 additional family relationships (detailed on page 194 of *Explorer's Guide to Wildemount*).

Wandering around the forgotten north lends itself to strange experiences. You may roll on the Mysterious Secrets (Gelier Wildfolk) table to discover a strange event that happened to your character.

Humans and Halflings makeup a large portion of the population, but due to the settlement of Vurmas, Orcs and Bugbears are not uncommon. Like with the wildfolk of Foren, those of Gelier also hold the birth of a genasi in high regard, with water and air being the most common.

### RACES (GELIER WILDFOLK)

#### d100 Race

1-79	Human
80-93	Halfling
94-95	Orc
96-97	Bugbear
98	Half-Orc
99	Genasi
100	Your Choice

### BACKGROUNDS

Like the wildfolk of Foren, those from Gelier did not have much choice in what to do in their day to day life. Everyone has a job to do, and idle hands often lead to starvation. When picking a background, you may exchange one language or tool proficiency for proficiency in the artisan's tools of your choice.

### BACKGROUNDS (GELIER WILDFOLK)

#### d6 Backgrounds

1	Outlander
2	Hermit
3	Entertainer
4	Folk Hero
5	Acolyte (Luxonborn)
6	Your Choice

### FAVORITE FOODS

The wildfolk of Gelier often supplement their hunting and gathering with fishing. Additionally, they sometimes receive care packages from the Xhorhas outpost of Vurmas.

### FAVORITE FOODS (GELIER WILDFOLK)

#### d6 Backgrounds

- 1 Roll on the Favorite Food (Eastern Wynandir) table on page 197 of the *Explorer's Guide to Wildemount*.
- 2 Roasted Chinook – A fatty fish roasted over a fire with onions and apples.
- 3 Hard shell crab fried in fish fat and served with potatoes.
- 4 Griffin egg omelet with onions and venison.
- 5 Hard Fish – a smelly, yet delicious, fish jerky.
- 6 Uthodernian Mead – nothing makes you feel quite as warm or relaxed as this sweet drink.

### MYSTERIOUS SECRETS

The island of Gelier houses many secrets, and you've spent your life exploring it.

### MYSTERIOUS SECRETS (GELIER WILDFOLK)

#### d4 Secret

- 1 Occasionally, when you are out at night, you see your mother at the edge of camp, calling to you. It isn't actually your mother.
- 2 When you were younger, one of your siblings sacrificed themselves to save you from wild men trying to force feed you meat. You've only seen them once since then, and they seemed wrong.
- 3 A couple years ago, a new member was adopted by your tribe. For some reason, you can't look at them for very long without your head hurting. No one else seems to notice.
- 4 You have dreams of an impossibly large light, looming just off the coast. You could swear that it gets closer every night.

## ALLOWAK

The settlement of Allowak is described in chapter 3 (page 125) of *Explorer's Guide to Wildemount*.

### RACES (ALLOWAK)

#### d100 Race

- |        |  |
|--------|--|
| 1-64   | Awakened Yeti (Born into the tribe)      |
| 65-100 | Awakened Yeti (Recruited into the tribe) |

### BACKGROUNDS

Being a somewhat new society, the Yetis of Allowak have not yet adapted to the point of having a variety of vocations.

### BACKGROUNDS (ALLOWAK)

#### d4 Backgrounds

- |   |             |
|---|-------------|
| 1 | Outlander   |
| 2 | Entertainer |
| 3 | Folk Hero   |
| 4 | Your Choice |

### FAVORITE FOODS

Unlike the nomadic wildfolk, the Yetis of Allowak have turned to farming to supplement their hunting. The growing period may be short, but potatoes, tomatoes, onions, strawberries, and squash are all common.

### FAVORITE FOODS (ALLOWAK)

#### d6 Backgrounds

- |   |  |
|---|--|
| 1 | You ate a human once... and it was delicious.  |
| 2 | Roasted mammoth and potatoes served with strawberries for dessert.   |
| 3 | One time your village took down a white dragon, and the meat was so tender, juicy, and naturally spicy.    |
| 4 | Elk steak with mashed potatoes and onions.   |
| 5 | Roasted potatoes topped with venison, mammoth, and onions.   |
| 6 | You found this weird, burning liquid that an adventurer dropped. It tasted bad, but made you feel so good! |

## BALENPOST

The settlement of Balenpost is described in chapter 3 (page 126) of *Explorer's Guide to Wildemount*.

### RACES (BALENPOST)

#### d100 Race

- |        |             |
|--------|-------------|
| 1-69   | Human       |
| 70-80  | Halfling    |
| 81-87  | Gnome       |
| 88-94  | Dragonborn  |
| 95-100 | Your Choice |

### BACKGROUNDS (BALENPOST)

#### d12 Backgrounds

- |    |                             |
|----|-----------------------------|
| 1  | Guild Artisan               |
| 2  | Soldier                     |
| 3  | Outlander                   |
| 4  | Charlatan                   |
| 5  | Criminal                    |
| 6  | Criminal (Myriad Operative) |
| 7  | Sage                        |
| 8  | Sage (Cobalt Scholar)       |
| 9  | Entertainer                 |
| 10 | Volstrucker Agent           |
| 11 | Spy (Augen Trust)           |
| 12 | Your Choice                 |

### FAVORITE FOODS

Being a settlement of the Dwendalian Empire, the food of Balenpost tries to emulate that of Western Wynandir. This experimentation does not always work out.

### FAVORITE FOODS (BALENPOST)

#### d6 Backgrounds

- |     |   |
|-----|---|
| 1-3 | Roll on the Favorite Food (Western Wynandir) table on page 197 of the <i>Explorer's Guide to Wildemount</i> . |
| 4   | Mammutwurstsemmel – a sandwich made with tomatoes and mammoth sausage.  |
| 5   | Wildkase Kartoffeln – fried potato slices covered in salted elk bits and cheese.                              |
| 6   | Wildschnitzel – Thinly sliced venison that has been breaded and fried.  |

## SYRINLYA

The settlement of Syrinlya is described in chapter 3 (page 129) of *Explorer's Guide to Wildemount*.

### RACES (SYRINLYA)

#### d100 Race

1-72 Dwarf

73-97 Elf

98-100 Your Choice

### BACKGROUNDS (SYRINLYA)

#### d8 Backgrounds

1 Soldier

2 Outlander

3 Guild Artisan

4 Entertainer

5 Sage

6 Volstrucker Agent

7 Folk Hero

8 Your Choice

### FAVORITE FOODS

Shipments from Uthodurn are not very common in Syrinlya, so the residents have had to adapt their tastes to their new environment.

### FAVORITE FOODS (SYRINLYA)

#### d6 Backgrounds

1-2 Roll on the Favorite Food (Greying Wildlands) table on page 197 of the *Explorer's Guide to Wildemount*.

3 Schni – soup made from fermented cabbage, potatoes, onions, and fresh venison.

4 Mammoth Pirozhki – Fried dough filled with potatoes, onions, and chunks of mammoth meat.

5 Shashlik – kebabs made with fresh ingredients shipped from Uthodurn.

6 Ikra – fresh fish eggs from the ocean spread over thin slices of crunchy bread.

## VURMAS

The settlement of Vurmas is described in chapter 3 (page 131) of *Explorer's Guide to Wildemount*.

### RACES (VURMAS)

#### d100 Race

1-51 Dark Elf

52-74 Orc

75-81 Goblin

82-86 Hobgoblin

87-90 Bugbear

91-100 Your Choice

### BACKGROUNDS (VURMAS)

#### d8 Backgrounds

1 Guild Artisan

2 Sailor

3 Acolyte (Luxonborn)

4 Entertainer

5 Sage

6 Outlander

7 Criminal

8 Your Choice

### FAVORITE FOODS

Because supply runs between Vurmas and Xhorhas are so common, getting food that tastes like home is not uncommon. The citizens of Vurmas also supplement this with fish and meat from Gelier.

### FAVORITE FOODS (VURMAS)

#### d6 Backgrounds

1-4 Roll on the Favorite Food (Eastern Wynandir) table on page 197 of the *Explorer's Guide to Wildemount*.

5 Chinookandl – fish that is grilled on a low heat for a long time so that it fries a little in it is fat making it juicy and crunchy. Usually served with rice.

6 Dungeoness Crab – A crab with legs the size of your arms that's boiled and served with butter sauce.



## COURT OF MYNARC FURDAHL

The small island of Kaltsel is ruled by Mynarc Furdahl, an undead warlock of Asmodeus. The few people who reside here are either those who serve Mynarc, or those who have been traded to him in exchange for power.

Between the dark rituals performed by Mynarc and the desperate adventurers who seek him out, there is no shortage of eventful moments for the residents of this island. Roll for an additional fateful moment from the table below.

The island's population is mostly made up of humans, but tieflings are also not uncommon.

### RACES (COURT OF MYNARC FURDAHL)

#### d100 Race

1-77 Human

78-94 Tiefling

95-100 Your Choice

### BACKGROUNDS

The court of Mynarc Furdahl attracts a wide variety of backgrounds, most of them nefarious. There are cults of Asmodeus, criminals and street urchins who were sold to the warlock for power, entertainers who have learned some of the darkest tales and songs of Exandria, and possibly even grinner agents who seek to free the inhabitants of this island from its tyrannical ruler.

### BACKGROUNDS (COURT OF MYNARC FURDAHL)

#### d6 Backgrounds

1 Acolyte

2 Criminal

3 Entertainer

4 Urchin

5 Grinner

6 Your Choice

### FAVORITE FOODS

Being undead, Mynarc is not overly concerned with the concept of food. This leaves the rest of his court to fend for themselves.

### FAVORITE FOODS (COURT OF MYNARC FURDAHL)

#### d6 Backgrounds

1 When a devil was visiting, you were lucky enough to find a leftover turkey leg that had been conjured. You've never had anything that delicious since.

2 Shkiry Bread – Hard bread that's been baked countless times so that it lasts for months. Popular with sailors. It may not be delicious, but it's familiar.

3 Mynozok – pickled octopus brain.

4 Whale Nuggets – kernels of whale meat that have been fried in blubber.

5 Morssup – Stewed sea lion with potato chunks.

6 Uthodurnian White Wine – a sweet, smooth wine that felt like velvet in your throat.

## FATEFUL MOMENTS

Growing up in a cult of Asmodeus is never a dull experience. You can roll on the table below for an additional fateful moment (described on page 195 of *Explorer's Guide to Wildemount*).

### FATEFUL MOMENTS (COURT OF MYNARC FURDAHL)

#### d8 Event

1 When you were a child, you either fell or were thrown off the cliffs of the island into the glacial ocean. When you awoke the next day on the beach, you were in the arms of a green skinned woman who kissed your forehead before disappearing. You believe this woman was the Wildmother, and she left you with the lifelong ability to breathe underwater.

2 One year of your life was spent in service to a visiting devil. This horrible experience left a terrible toll on your psyche. You have a random form of indefinite madness, determined by rolling on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*. Additionally, you learn the Infernal language and have the Magic Initiate (Warlock) feat from the *Player's Handbook*.

3 One of your duties in service to Mynarc was to ritually sacrifice prisoners to the god Asmodeus. The dagger you were gifted for this job was a Hellfire Dagger (from *Baldur's Gate: Descent into Avernus*) or a +1 dagger. 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*.

4 One day, an adventurer appeared in court claiming to be your true parent. They offered Mynarc riches and trinkets in exchange for your freedom, but he would not let you go. Before leaving, they left you with a satchel that contained a magical item. 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.

5 You stumbled upon a diabolic tome that unlocked your mind to unknowable truths. You can read all writing and you have advantage on Intelligence (Arcana) checks related to devils and the hells. Additionally, 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*.

6 You were possessed by an adventurer who was killed by Mynarc. Some of their skills and memories still reside inside of you. You gain proficiency in martial weapons, medium armor, and shields.

7 Either through some perceived or actual slight, you wound up on Mynarc's bad side. This has required you to slink around your home for years. You have the Skulker feat from the *Player's Handbook*.

8 Somehow, you befriended a devil who was visiting Mynarc's court. Roll on the Ally Relationship table in the *Explorer's Guide to Wildemount* to determine what your connection to this devil is.

## AEOR CRASH SITE

When Aeor crashed into Foren long ago, several pockets of civilization survived in stasis bubbles. The people contained in these bubbles were frozen in time for hundreds of years. It has not been until recently that the bubbles have started to break. The question is, why now? Was your bubble broken by an adventuring party from the Cerberus Assembly or Uthodurn? If so, why would they allow you to leave? Or maybe some darker entity granted you freedom? Either way, now you have a new life in an entirely different world.

As the former residents of Aeor have survived the crashing of their magical city, roll for an additional fateful moment from the table below.

The residents of Aeor varied greatly in their racial makeup. Humans, elves, half-elves, and gnomes are most common, but many more races existed amongst its inhabitants. This even includes warforged, a race of magical machines made to carry out various duties in the city.

### RACES (AEOR CRASH SITE)

#### d100 Race

1-32	Human
33-56	Elf
57-72	Half-Elf
73-81	Gnome
82-90	Warforged ( <i>Eberron: Rising from the Last War</i> )
91-100	Your Choice

### BACKGROUNDS

Before its fall, Aeor featured people of pretty much every kind. People of all backgrounds could be found in the floating city. Unfortunately for the survivors, not many of the connections they had before the fall still exist. If your background feature is no longer relevant, you may instead choose the feature "Like a sore thumb" detailed below.

### BACKGROUNDS (AEOR CRASH SITE)

#### d8 Backgrounds

1	Sage
2	Guild Artisan
3	Entertainer
4	Urchin
5	Noble
6	Charlatan
7	Soldier
8	Your Choice

### FEATURE: LIKE A SORE THUMB

Everything about you marks you as different. You are an outsider everywhere you go, and this is evident to others through your accent, figures of speech, and general assumptions about society. You can't help but stick out like a sore thumb. In some cases, this may not be for the best, but you may also be able to use it to your advantage.

If you wish to regale them with tales of your home, you may be able to catch the eye, and generosity, of anyone from tavern keepers and nobles to merchants and scholars.

### FAVORITE FOODS

Residents of Aeor had countless culinary options. From mana infused buns that keep you going on long nights to combinations of flavor and texture that seem unimaginable, there was no shortage of variety in the floating city. Unfortunately for you, none of that exists anymore.

### FAVORITE FOODS (AEOR CRASH SITE)

#### d8 Backgrounds

- 1 Birnatsu – breaded and fried poultry with sauce crystals peppered into the breading so that every bite gives you the perfect amount of sauce.
- 2 Mango noodles served with fried griffin and a spicy sauce.
- 3 Meat Spirals – thin strips of dough and a variety of meats that are rolled into a pastry and baked to perfection.
- 4 Mana Buns – cream filled pastries that come in a variety of fruity and creamy flavors and energize you for hours.
- 5 Orbles – small, jellied orbs that taste like a full course meal as you chew them. All the nutrition and flavor you need from something the size of a ball bearing.
- 6 Cream Berries – sweet, tart berries filled with a powder that turns to cream in your mouth.
- 7 Purple Soylent – it may not be the tastiest dish, but it is packed full of nutrients and keeps you regular.
- 8 Chocolate Ice Cream – does it really need a description?

## FATEFUL MOMENTS

You grew up in a magical, flying city, survived its crash into a frozen tundra by being trapped in a time bubble, and were awakened hundreds of years later. It goes without saying that you have had an eventful life. You can roll on the table below for an additional fateful moment (described on page 195 of *Explorer's Guide to Wildemount*).

### FATEFUL MOMENTS (AEOR CRASH SITE)

#### d8 Event

- 1 As a child, you were fond of creating magical, mechanical friends. You know the find familiar spell and can cast it as a ritual, but your familiar is a construct instead of the normal creature types.
- 2 One of the city's most powerful archmages was a parental figure in your life. You have the Magic Initiate (Wizard) feat from the *Player's Handbook*.
- 3 Daily life in Aeor was filled with magic. You became familiar with many basic properties of spellwork. You know the identify spell and can cast it as a ritual. Additionally, you are proficient in the Arcana skill.
- 4 You were frozen in stasis while still holding a couple magic items that you used in your daily life. You have up to three common magic items of your choice.
- 5 Since you awakened from stasis, you notice that you no longer feel hungry, and when you do eat you cannot keep it down. You no longer require food to survive.
- 6 You were involved in a magical experiment that went awry. You lost one of your eyes, but it has since been replaced with a special Ersatz Eye that gives you darkvision to 120 feet.
- 7 You grew up in a household where magic was so common that even the children could do it. You have the Ritual Caster feat from the *Player's Handbook*.
- 8 You befriended whoever released you from stasis. They become an ally to you. Roll a d20 and add 80 to determine your ally's identity on the Ally and Rival Identities table on page 195 of the *Explorer's Guide to Wildemount*.