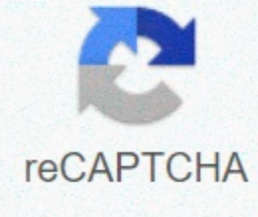




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2014-12-15, 05:25 (ISO 8601) So after a long break from D&D I have decided to make the jump to 5E. I recently purchased Player's Handbook and The Hoard of the Dragon Queen and am currently in the process of recruiting friends and relatives to play. My boyfriend, who has never played D&D before, has brought a wooden elf to a standstill. She chose hermit background, which gave her the discovery function. I would like to tie this discovery into the larger campaign but hoped to get some input from some more experienced players. The obvious solution seems to be for her discovery to be tied to some kind of draconic mystery or Cult of the Dragon, but I'm very open to suggestions. I also thought it would make the most sense or what it is to be located in the High Forest because it seems to be a relatively safe place for a young wooden elf to have grown up. But it doesn't look like the adventure will really lend itself to traveling this far inland, so I'm a little lost. Last edited by Zach J.; 2014-12-15 at 05:28 PM. 2014-12-15, 6:54 PM (ISO 8601) The bond she chose is recurring apocalyptic dreams. What if her discovery was that there is an event on the way that could change the Realms for the worse? She wouldn't necessarily know that some cultists are trying to summon Tiamat to Material Plane, but rather that something bad is happening, and if she's not in the right place at the right time, that things can go sour for Faerun. 2014-12-15, 8:27 (ISO 8601) I've played HotDQ very little, so I can't help specifically. But reading through hermit background, it's pretty clear that Discovery is nothing simple that will be processed and forgotten over the few first levels. It could be, for example, that the entire seam between the material and another plane is torn apart, which would cause the creatures from that plane to pour into the material plane and destroy life as it is. It would be a recurring fact that only the specific character would know about and would discover clues throughout the game. Perhaps go when collecting victims of a wizard who was preparing a ritual that would bring back to life an ancient evil, etc. Recurring apocalyptic dreams as a bond? I didn't see this opportunity. ps now that I read through this it sounds like oots story. Huh... Last edited by MrUberGr; 2014-12-15 at 08:30 #YOLO DnD style 2014-12-15, 8:33 p.m. (ISO 8601) On the back of hoard of the Dragon Queen adventure has optional Bonds the player can roll or choose. The last one on the list is where the sign used to be a dragon, but has lost all memories of it. I think it would be perfect for a hermit who has pictures of her dreams that lead her to the Greenest. 2014-12-15, 9:30 (ISO 8601) The previous dragon bond would be pretty handy. I may have to encourage her to consider that 2014-12-16, 12:37 (ISO 8601) So I'm not sure the previous dragon thing will work for druid after all. The next character made was a sun elf fighter folk hero. He chose the option that revealed that a heavenly, fey, or other creature revealed his destiny or blessed him in some way. Given this possibility, it makes a lot of sense for his character to find out that he used to be a dragon. Plus, druid plays really like apocalyptic dreams for some reason. Would knowledge of shape change be a valuable discovery? She plans to be part of the Lunar Circle. Last edited by Zach J.; 2014-12-16 at 12:38 PM. 2014-12-16, 1:09 PM (ISO 8601) I would strongly encourage all players to make up bonds, moves and mistakes instead of using the published ones unless you see a published one that really suits your character. As for hermit discovery, maybe Tiamat has a weakness – and as you progress through HotDQ, druid discovers more and more about exactly what this weakness is. Weak scale just below the left foreleg, terrified of spiders, anything. This... is my signature finishing move! It's never good when you're doing a devil creep – MadGrady According to some online quiz, I'm a 6th level TN Wizard. They didn't give me full XP for all the monsters I've defeated while daydreaming. I'm a Ranger Archetype: Shiny Gardenen (thx for Ninja Shrimp) 2014-12-16, 1:51 (ISO 8601) My group also has a hermit in it. Here's what I gave him: For months now, your character has received visions of a great malevolent force that has been locked away. At first they were vague and blurry, but over time they have become clearer and clearer. After digging through ancient religious texts, your character has fit the puzzle together. The malevolent force is Tiamat, the queen of dragons that has been locked deep inside the Nine Hells. And she has figured out how to escape Hells and enter Faerun. It's something the party shouldn't know at first. Basically, his background let him leap forward past some of the mystery. But since his character likes to keep secrets and doesn't talk much, he's kept a really good lid on this. The rest of the party still doesn't know what the cult is up to. No, she's already given her epic one-liner! We are committed now! 2014-12-16, 05:16 (ISO 8601) Originally posted by Zach J. So I'm not sure the previous dragon thing will work for druid after all. The next character made was a sun elf fighter folk hero. He chose the option that revealed that a heavenly, fey, or other creature revealed his destiny or blessed him in some way. Given this possibility, it makes a lot of sense for his character to find out that he used to be a dragon. druid plays really like apocalyptic dreams for some reason. Would the knowledge of change of form be a Discovery? She plans to be part of the Lunar Circle. I think you may be able to mix in apocalyptic dreams with discovering her ability to shape-shift. You can even tweek Madfellow's suggestion of not giving away what you don't want to give away, with a malevolent force starting to awaken. Perhaps druid has a vision of a druid ceremony in which a druid shape-switches to a large bear, but the ritual is interrupted by a fiery dragon. After that her dreams / visions grow more apocalyptic in nature. Zoom into her character's eye as she shape-shifts and then it transform into the world globe of Faerun and zoom back out to watch Tiamat destroy it with her breath weapon. I dunno. I just had a thought there. => Dizlag 2014-12-16, 5:32 (ISO 8601) Dizlag, I really like your suggestion. Assuming I can find enough players I think that's what I'll end up using. Thanks! 2014-12-16, 5:42 (ISO 8601) Awesome! I would be interested to read how your campaign is progressing! Good luck! Dizlag 2014-12-17, 05:12 (ISO 8601) Originally posted by Dizlag I think you may be able to mix in apocalyptic dreams with discovering her ability to shape-shift. You can even tweek Madfellow's suggestion of not giving away what you don't want to give away, with a malevolent force starting to awaken. Perhaps druid has a vision of a druid ceremony in which a druid shape-switches to a large bear, but the ritual is interrupted by a fiery dragon. After that her dreams / visions grow more apocalyptic in nature. Zoom into her character's eye as she shape-shifts and then it transform into the world globe of Faerun and zoom back out to watch Tiamat destroy it with her breath weapon. I dunno. I just had a thought there. => Dizlag posted. You can also have a recurring and progressing dream where each night the player receives more and more information. So the first night she dreams: It's a warm spring evening, and she's on the edge of her favorite happy, sitting against a pleasant old oak tree, watching fireflies blip through the grass. The sky above is just beginning to show the stars, and a pleasant breeze touching the leaves above. The sky begins to brighten suddenly, turning the crimson, and the air begins swirling visibly above. With a high CRACK! Heaven rends in twain, and... you wake up in cold sweats. Second dream: As above, but the sky splits open and you see an omen, shady figure. As it reaches out a scratchy appendage, grabs the sides of the portal and begins to pull through, the very trees around begin to wither, and the ground below you tremble knocking you to the ground, waking you up. Third dream: This time you can see that the figure reaching through the portal is a dragon (or sharing features with maybe some draconic opponent that the players have fought), but it has many heads. As you creep together in Every head backs back and looks at you and unleashes a blast of cold, acid, lightning and flame! You somehow remain untouched, but the land around you is burned, trees and woodland, your home is gone, all that remains is the twisted ashy remains of tree stumps, soon blown away by a cold wind. When you wake up, you know that this is not just a dream, but a warning of things to come. Connections better than redefining Well, here's one thing. Should bonds always be life-defining bonds, or simply strong emotional bonds? A lot of the bonds you list are basically character concept defining aspects (Wait, I was a dragon? what?) Personally, I see most bonds are things like emotional bonds, family, old friends, mentors, people that you've helped, people who might have/know something you've been looking for. When you treat it like that, it's much easier to incorporate into the character. Well, I was a soldier campaign during the Heartland Wars, it makes sense, I would probably have made friends with aliens. Oh, yes! I can totally see myself having friends who got me out of danger during my smuggling days. My clan is widespread, there are probably cousins and uncles and 3rd removed people everywhere. As a player, I'd be great with incorporating relationships and past connections, but I probably don't want the character-defining right-cons thrown at me after I've already created a character. (If we played Exalted, where your past life is a problem, there may be another story, but you go into this game already knowing it's what to expect...) Bonds Should Not Be Your Primary Hook From the Examples You've Given... these feel very much like really over-far-reaching story hooks. I'd rather just give the players a mission to be in the Greenest, or let them come with a reason – Ok, the setup is that you'll be going to the Greenest at Small Business when you uncover something... much bigger and worse. What kind of small business is this? Bonds shouldn't be cords, and when you have things redefining the characters' existence, their families, etc. it feels a lot like when GM grabs you at the back of your head and railroads you. If there is conflict in the Greenest, then it becomes much more interesting when you have different bonds that are secondary but still important. A player may be very determined to take the time to talk to his long-lost uncle, who was the last to see his parents before they disappeared, but at the same time there is time critical things going on. Another player might be too happy to see someone's house burn during a match just because they are an old rival. These things become chances for players to play their characters and show you their personalities because these are going to be choices they make in how they handle it – very much end that get a You Are X and Must/Should Do Y kind of Bond. Bond. Bond.

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