

CHARACTER CREATION AND YOUR CHARACTER'S BACKSTORY

You may well already have a strong idea for your character (and group). From experience we are aware that incorporating your own ideas in to an existing game world is sometime a daunting exercise. However, we also strongly believe that players should be given the opportunity to express their creativity in a way that allows their vision to add to the collective game experience. If, after reading this document, you are not sure how you would like to fit your character in to the game world then please get in touch with us.

If you have written a background and would like us to incorporate this in to your gaming experience, please ensure that we have a copy of the background ready to work with. Backgrounds should be emailed to the Design Team at the following address: characters@eventyr.org.uk. Whilst we cannot guarantee that it will be incorporated right from your first event, we do try and add detail and encounters that help keep the Eventyr game world as vibrant and as deep as possible. Your contributions help us to develop that depth in a way that matches where you feel your character has come from.

You do not have to provide a background, but it is essential to know how your character has come to the island of Eventyr. There are three main avenues for new player characters to join in, each of which allows for your origin story to integrate with the game world. These are as follows;

1. Arrival to the Island of Eventyr via a charter from one of the Merchant Houses. The world of Verden has many different regions and continents, so your background may well fit here, or indeed help us develop the game world beyond the island.
2. Those people native to the island of Eventyr, the remnants of those who inhabited the island before the demon incursion that closed the island off for multiple generations. If your background is one more of a survivalist group, then this may be the option for you.
3. An individual not native to the plane of Verden; an off-worlder. There are a couple of main themes for this pathway. One is those who have escaped the demons that arrived through the gateways. The other is people who have gotten lost and may not know how to get home.

Regarding race, a player's character can be of any living race. It is important to note that racial benefits do not exist for players, so there are no mechanical differences between races played by players, your abilities are dictated only by your class and how you decide to spend your experience.

OPTION 1: CHARTERED BOATS

There are seven major trading houses that span the world of Verden, each with their own perspectives and foci, we perceive this as being the main inroad for new characters. Passage on any of the incoming boats to Eventyr can be arranged via these houses, a brief description of which is given below. If you are not sure if you're character or group would have come from the mainlands of Verden then please consult with us, we will be happy to help you determine which merchant house you're likely to have secured transport with.

The Merchants Arbour	House description
	<p>The Arbour has a reputation for being able to provide some of the finest crafted goods from all kinds of races, they seem particularly effective at obtaining items of elven heritage, and most of their representatives show at least some elven blood in their lineage.</p>
	Why does the House send people to Eventyr?
	<p>The trading house recruits and transports to Eventyr any that are willing to grant first refusal on antiquities they find to the trading house. Anyone who shows potential for being able to track down the finest works of antique craftsmanship can often find employment within the Arbour.</p>
House logo	
A tree with five gold bands around its trunk	

The Sanaura Collective	House description
	<p>Beyond the living recollection of all but the longest-lived races, the Sanaura Collective has been dealing in items of power, and the ebbs and flows of the arcane powers across the world of Verden. In fact, they are one of the few trading houses you can turn to reliably obtain items of an arcane nature. The house has strong links with almost all mages guilds and it is thought that it was the Sanaura Collective that enlisted them to block all teleportation magics from the island to the rest of Verden.</p>
	Why does the House send people to Eventyr?
	<p>Mages, and those associated with the arcane arts frequently find it easy to negotiate passage to Eventyr through the Sanaura Collective. They are particularly willing to do so in return for either first refusal of arcane based resources, or for assurances that information about why these energies all seem to flow to and from Eventyr will be shared with their representatives.</p>
House logo	
An open tome with a wand laid across it	

The Freeman Navy	House description
	<p>As one of the only merchant houses to have a clear and distinct domain, the Freeman Navy controls a vast number of seafaring vessels. Directly or indirectly, the house has enough influence to monopolise the costs of transporting goods to and from the various nations of Verden.</p>
	Why does the House send people to Eventyr?
<p>House logo An ornate goblet resting on crossed cutlasses</p>	<p>This house recognises and respects two things above all; coin and the rights for all to be free to adventure and make their name in a new, 'undiscovered, unexploited' territory. If your character would be looking for a 'no strings' pathway to Eventyr and they may have had the means, then the Freeman Navy may be the obvious route of passage.</p>

The Scaled Purse	House description
	<p>The Scaled Purse is a relatively new trading house, using expansive resources to carve itself a niche in the trading markets of Verden. Of note is the variety and prolific nature of their alchemical resources. If you're looking to buy or sell components that may be used in potions, then find a member of the Scaled Purse to get the best prices.</p>
	Why does the House send people to Eventyr?
<p>House logo An overflowing coin purse in front of a dragon's scale</p>	<p>The unknown natural resources of the mythical island are of great interest to the members of the Scaled Purse. Any who show an interest or aptitude for alchemy often find it easy to negotiate travel with them. Also, those who show high levels of skill with hunting and harvesting are sometimes offered reduced rates if they bring some of their newfound spoils to its representatives.</p>

Crescent Moon Trading Company	House description
	<p>One of the most recent trading houses to come to light, the Crescent Moon Trading Company focusses heavily on religious iconography and associated items. Unlike some of the more established houses, traders from the Crescent Moon Trading Company eschew grandiose and flamboyant dress of their peers.</p>
	Why does the House send people to Eventyr?
	<p>The members of the Crescent Moon Trading Company frequently show signs of obsession with the isle of Eventyr. There are legends that the island is the birthplace of the gods, and from this any pious soul can use this as leverage to gain passage. They also offer passage to those who agree to share knowledge learnt about the origins of the gods from the island.</p>
House logo	
An eye with a crescent moon as its iris	

House Natas	House description
	<p>House Natas has been a feature of the various nations of Verden for as long as literally anyone can remember. They've been trading in all forms of goods and services and the symbol of a set of scales typically represents somewhere that you can get a good deal, or source that rare item you've been looking for.</p>
	Why does the House send people to Eventyr?
	<p>With a potentially untapped abundance of new goods to be discovered and potential trading rights to be contended for, it would be remiss of House Natas not to consider Eventyr as a new opportunity. House Natas has a vested interest in ensuring its representatives are well represented on the island of Eventyr. Budding merchants and those capable of making a good deal for a fair price can typically find passage via House Natas.</p>
House logo	
Set of scales	

The Duchy of Knedda	House description
	<p>The Grand Duchess Evelia is the only head of a merchant house that is a known figure. She rules over her duchy with wisdom and foresight. This has allowed her to develop a startling reputation as foremost supplier of martial arms. The duchy itself sits on a major trade route and acts as a haven for all honest merchants that wish to do business there. Their military forces are among some of the most skilled and dangerous to be found on Verden. It is not unheard of for the Duchy to head hunt highly decorated warriors from other nations to form its ranks.</p>
	<p>Why does the House send people to Eventyr?</p>
<p>House logo A sword and helmet resting on a shield</p>	<p>Whilst trade and strength of arms have proven to be the most effective way for the Duchess, she has made no secret of her reluctance to go back to the island of Eventyr. Nevertheless, her agents have been actively looking for those of a militaristic background to go and scout out the island, and will offer favourable deals to those who agree to report back regarding potential hazards and militaristic strengths of those who inhabit the island.</p>

OPTION 2: NATIVE TO THE ISLAND OF EVENTYR

If you envision your character and group as having had to survive of their wits and cunning, possibly as a family unit, or the last remaining members of a nomadic community then this origin may be right for you.

Not everyone who came to Eventyr in the time before the demons' arrival abandoned the Island when they came. However, so much time has passed that no one has a living memory of the time before. The truth of the matter is that the descendants of these remaining individuals have been forced to live a more nomadic and transitory lifestyle, as any permanent settlement would be raided, with resources and people taken by the demons.

OPTION 3: OFF-WORLDER

Is your character background more alien? Do you have an idea for a group that you're not sure how it would fit in to either options 1 or 2? Do you want to play someone who has escaped from an oppressive regime? Alternatively, do you want to play someone who is lost, far, far away from home? Then this option may be the most advisable for you.

The demons that have been travelling around the island of Eventyr were not alone; they frequently had with them other races that were bound to servitude, used for manual labour and other menial tasks. Occasionally, individuals or small groups of these slaves managed to escape or slip away from their controllers. Those that evaded recapture may be looking for allies to turn the tide against their former oppressors.

Away from the main body of demons that have appeared on Eventyr, there are rare and vague stories of uncontrolled portals appearing across the island, through which bands of travellers have stumbled, only to have the portal snap shut behind them. Lost on an unknown island on an unknown plane, these wanderers may be searching for anything or anyone that might help them find their way home.