

# Character Creation Guide for The Festering Lands

A world of quarantines, corruption, and survival.

This guide will help you **create a character that belongs in the world of [Norvostra](#)**, whether they are **a native survivor** or **an outsider drawn into the chaos of the [Rotmire Blight](#)**. Every character must have a **reason for being in [Faulmoor](#)** and an **even stronger reason for being in [Greymire](#)**.

Below are examples to help inspire your character's background and motivations. You are not limited to these choices—use them as a guide to craft your own story.

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## Background & Origins

### 1. Where is your character from?

- Are they a **native of [Faulmoor](#)**, or an **outsider** who arrived before or during the Blight?
- Did they grow up in **a noble house, a struggling village, a quarantined city, or a lawless swamp**?
- **Examples of places of origin:**
  - **Faulmoor:** Raised in a land of disease and conflict, you've seen firsthand what the Blight has done.
  - **Blackvale (Kingdom Capital):** You come from the heart of the kingdom, where nobles and merchants fight for control.
  - **Mistvale:** A land of cold, fog, and superstition, where healers and mystics cling to old secrets.
  - **Nighthollow:** A land of outlaws and assassins, where survival is determined by coin.
  - **Greyhelm:** The crown of the world, a range of mountains few have explored and even less dwelled.
  - **Ravenhollow:** A cursed place where shadows whisper and the dead don't always rest.
  - **Duskhollow:** A forgotten land where those who vanish are rarely searched for.
  - **Frostvale:** A frozen wilderness where only the strong endure.

### 2. What was their life before the [Rotmire Blight](#)?

- Were they a **farmer, scholar, noble, soldier, healer, merchant, smuggler, or something else?**
- How did the Blight change their circumstances?
- **Examples:**
  - **A doctor in Blackvale** who now amputates limbs more than healing wounds.
  - **A sellsword from Nighthollow** who now hunts the desperate instead of criminals.
  - **A knight of [Valkenheim](#)** struggling to keep their honor in a world that no longer values it.
  - **A scholar of Mistvale** who sought knowledge but may have found something worse.
  - **A smuggler from [Greymire](#)** who now runs supplies past quarantines—for a price.

### 3. What have they lost?

- Family, home, status, health—**what did the Blight or the ensuing chaos take from them?**
  - How do they **cope with that loss?**
  - **Examples:**
    - **A family trapped behind a quarantine wall**—do you seek to reach them, or do you believe them dead?
    - **A friend who turned Blighted**—did you end their suffering, or did they escape?
    - **A noble title stripped away**—do you seek to regain power, or have you embraced life among commoners?
    - **A home burned by the Baron's decree**—do you seek vengeance, or simply a new place to survive?
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### Why Did Your Character Come to [Faulmoor](#)? (*For non-natives—what drew them into the heart of the Blight?*)

- **A Desperate Hope:** You believe **a cure, relic, or knowledge** to stop the Blight exists in Faulmoor.
  - **A Mercenary's Opportunity:** Faulmoor is a land of conflict—**nobles, criminals, and survivors all need protection.**
  - **A Debt to Settle:** Someone **you love or hate is trapped behind quarantine lines.**
  - **A Holy Mission:** You follow a **vision, prophecy, or divine will**—as a knight, zealot, or wandering priest.
  - **A Crime Gone Wrong:** You fled here **to escape justice elsewhere**—but did the past follow you?
  - **A Smuggler's Trade:** The Blight hasn't stopped people from seeking passage—**are you a smuggler, refugee, or something in between?**
  - **A Noble's Scheme:** A ruler in **Blackvale, Greyhelm, or elsewhere** sent you here for **spying, sabotage, or diplomacy.**
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## Why Did Your Character Come to Greymire? (*Once in Faulmoor, what led them here?*)

- **A Meeting with a Contact:** You were told to find a **smuggler, scholar, or noble** in Greymire—but are they still alive?
  - **A Safe Haven—Or So You Thought:** You heard **Greymire was safer** than other settlements. You were wrong.
  - **A Bounty to Hunt:** Someone in **Greymire is worth silver**—a fugitive, a heretic, or a noble in hiding.
  - **A Deal to Make:** You came to **trade, steal, or barter**—for silver, relics, food, or passage.
  - **A Trail Gone Cold:** You were **tracking someone** (a loved one, a rival, or a target), but they vanished here.
  - **A Grim Experiment:** You came to **study the Blight**—but at whose command?
  - **A Last Resort:** You were **forced here**—by pursuit, quarantine, or simply having nowhere else to go.
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## Survival & Morality

### 4. How has your character adapted to life in the Blight?

The world is cruel—how has your character survived?

- **By becoming ruthless:** You take what you need, no matter the cost. You've **robbed the desperate, killed without hesitation, or turned away those in need**—because you refuse to die for someone else.
- **By forging alliances:** You find safety in numbers. Perhaps you've joined a **mercenary band, a smuggling ring, or a cult that claims to offer protection**.
- **By embracing superstition:** You cling to **charms, omens, or forbidden rituals**, believing they will keep you safe—even if it means making offerings to things better left undisturbed.
- **By staying unnoticed:** You avoid trouble, blending into the background. Maybe you're a **wandering beggar, a scavenger, or a gravedigger**, avoiding attention at all costs.
- **By keeping faith:** Whether it's the gods, destiny, or sheer determination, you believe **you are meant to survive**.

### 5. What is your character willing to do to survive?

Everyone has limits—what are yours?

- **Would you steal from the weak?** A child is clutching a sack of food. If you take it, they will starve—but if you don't, you might.
- **Would you betray a friend?** If handing over an ally meant saving your own life, would you hesitate?

- **Would you kill an innocent?** You are paid in silver to kill a man. He begs for his life. Do you hesitate?
- **Would you abandon someone in need?** Your traveling companion has been injured. Carrying them will slow you down and the undead are everywhere. Do you leave them behind?

## 6. How does your character view the quarantines?

Faulmoor is a land of walled-off towns and forced isolation. What is your stance?

- **A necessary cruelty:** The Baron is brutal, but without his control, the Blight would spread unchecked. You might even **enforce quarantines yourself**.
- **An injustice:** You have seen **too many innocents locked away and left to rot** inside the walls. Perhaps you're a smuggler, helping people escape—**for a price**.
- **An opportunity:** You control **who gets in and out**, selling **information, bribes, or access** to the highest bidder.

## 7. What does your character think of the [Blighted](#)?

- **Destroy them before they turn:** You believe **the infected must be purged**—quickly and without mercy. You may have even put down a **friend or family member** to protect yourself.
  - **There may be a cure:** You search for **alchemists, lost relics, or forbidden texts** that could stop the Blight.
  - **The Blight is misunderstood:** You believe **it is not simply a disease**—but something more. Have you seen the infected **whisper to each other? Move as one? What if they aren't mindless?**
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# Political & Social Ties

## 8. Which noble house (if any) does your character support?

Do you serve **one of Faulmoor's noble houses**, or do you despise them all?

- [House Valkenmar](#) (Brutal control, military dominance, iron-fisted rule)
  - You believe only **order and sacrifice** will save Faulmoor.
  - Perhaps you are a **soldier, executioner, or enforcer** for the Baron.
- [House Wilthorne](#) (Clever, opportunistic, and secretly plotting)
  - You work in **espionage, smuggling, or politics**, helping them **maneuver around the Baron's rule**.
- [House Harrowden](#) (Resentful, pragmatic, and rising in power)
  - You believe [Fenmire](#) should rule and have **allied with their marshland fighters or silver barons**.

- **No house at all:** You view nobles as **parasites**—why should they rule while the rest of the world burns?

## 9. How does your character view the [Silver Crisis](#)?

[Silver is rare](#), and its ability to harm the Blighted has made it more valuable than gold. What role does it play in your life?

- **Hoarder:** You **keep every ounce** you find, willing to **kill for more**.
- **Opportunist:** You trade **silver weapons and relics** to the highest bidder.
- **Martyr:** You donate **silver to the desperate, even if it puts you at risk**.
- **Hunter:** You use silver **to forge weapons, preparing for the worst**.

## 10. Does your character have connections to the criminal underworld?

- A smuggler of relics, medicine, or people across quarantine lines.
  - A thief, using the chaos to break into noble vaults.
  - A disgraced noble, living among criminals because you have nowhere else to go.
  - Hunted by an old gang or bounty hunters for a betrayal.
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# Faith & Superstition

## 11. Does your character believe in the gods?

- **Devout:** You **pray daily**, believing the gods have a plan.
- **Disillusioned:** You once believed—but you have seen too much suffering. **Why have the gods abandoned the world?**
- **Occultist:** If the gods won't save you, **perhaps something else will**. You may carry a **cursed relic, a forbidden text, or whisper to something unseen**.
- **Indifferent:** Gods or no gods, **only steel and coin matter now**.

## 12. Has your character witnessed something beyond mortal understanding?

- **A cursed relic**—a weapon, book, or statue that **whispered to you**—or worse, **listened**.
  - **A vision**—a **dream, an omen, or a ghostly figure** that changed your fate.
  - **A miracle**—you saw **something impossible**—was it **holy, or something far worse?**
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# The Journey & Motivations

## 13. What is your character's goal in this world?

- **Escape Faulmoor:** You seek **passage beyond the quarantines, no matter the cost**.

- **Find a cure:** You will **risk everything** to **stop the Blight** before it's too late.
- **Seize power:** There is **a throne to be taken, a title to be claimed, a name to be made.**
- **Seek revenge:** Someone **took everything from you—will you stop before you become worse than them?**

## 14. What would push your character to the edge?

- **A friend turning Blighted**—can you do what must be done?
- **A noble demanding your loyalty**—will you kneel or rebel?
- **A secret too terrible to be known**—will you silence those who learn it?
- **The power of forbidden magic**—would you use something unnatural if it meant survival?

## 15. What is your character's ultimate fate?

- **To be forgotten:** Just another corpse in the mud, like so many before.
- **To be feared:** A legend written in blood, a name whispered in dread.
- **To be remembered:** A hero in a land that no longer believes in them.

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