

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.

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?

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.

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?**

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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