

# Return to Northmoor

## Character Worksheet and Glossary

**The PCs:** (Player Characters) Our heroes, the characters created by the players of the adventure. The PCs once served in at the **Outpost** in one capacity or other. Determining what they did there is part of their background development. Currently, they work for the **Raftman**.

**The Outpost:** A hardened fort set on the northern edge of the Lost Bog in the **Northmoor**. It is there primarily to defend against creatures and pirates coming into the Northmoor from the Sea. At the Outpost, all the PCs had a relationship with the **Mentor**. There are a number of Outposts along the northern edge of the Lost Bog, next to the Sea. The PCs were at the oldest, "main" outpost.

**The Mentor:** A former mentor of the PCs at the Outpost. Wiser, more experienced, generally loved and trusted. The players will flesh him/her out, and determine their group and individual relationships with them. Well known for wearing a particular item, that the players will define.

**The Raftman:** Current employer of the PCs. Respected, but not well liked. The players will flesh him/her out, and determine their group and individual relationships with them. He has floated his raft down the river from towards the **Lost Village** with the PCs as crew. The **Blackwater Cat** is the name of his raft.

**The Blackwater Cat:** A medium-sized river raft made of wooden logs, with a large central shelter. There is tarpaulin-covered cargo all over the raft, even strapped on top of the shelter.

**The Northmoor:** A large region of rolling hills, cold wind, and peat bogs, known for its mysteriously high gold content. The northern half of Northmoor is taken up by the **Lost Bog**.

**The Lost Bog:** The largest bog in the Northmoor, it is a vast region of semi-solid land, sodden and dark. Although there is a lot of gold to be found amongst the peat, many prospectors never come back. A thousand years ago when the world was warmer, it was the primary seat of the Old People.

**The Old People:** An ancient race that once inhabited the Northmoor area. Not much is known about them, although most suspect that the gold that is found in the Lost Bog is actually artifacts from their civilization.

**The Lost Village:** A vibrant community of prospectors, adventure seekers, and farmers who live life on the very edge of the dangerous Lost Bog. A popular entertainment spot there is the seasonally docked **Hole on the Water Inn**.

**The Hole on the Water Inn:** A large, multi-tiered raft with a rooftop bar that is a popular party spot for folks working the river, as well as prospectors of the bog. It is run by the Ranger.

**The Ranger:** A former adventurer, the halfling Ranger that runs the Hole on the Water retired from adventuring some time ago, and rumor has it that it was after a particularly bad quest that ended very badly. He doesn't talk about it. The PCs are welcome to add personality quirks and appearance notes for the Ranger, as well as a name.

**The Big City:** Far to the south of the Lost Village is the Big City, where the King lives. In recent years, his influence barely reaches more than 20 miles outside the city. He still sends people to the Outposts, but he doesn't even collect taxes in the Lost Village...so far.

**The King:** An increasingly weakening monarch of advanced age, he has little influence any longer, and has no known heir.

# Group Items

## The Outpost

**Each PCs Public Role at the Outpost when they were there:**

PC: _____	Role: _____
PC: _____	Role: _____
PC: _____	Role: _____
PC: _____	Role: _____
PC: _____	Role: _____
PC: _____	Role: _____

## The Mentor

**Name** of Mentor: \_\_\_\_\_

**Description** of Mentor:

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**Description of Mentor's Signature Item:**

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**Each PCs Public Relationship with the Mentor:**

PC: _____	Relationship: _____
PC: _____	Relationship: _____
PC: _____	Relationship: _____
PC: _____	Relationship: _____
PC: _____	Relationship: _____
PC: _____	Relationship: _____

## The Raftmaster

**Name** of Raftmaster: \_\_\_\_\_

**Description** of Raftmaster: \_\_\_\_\_

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**Each PCs Public Role on the Blackwater Cat and Relationship with the Raftman:**

PC: _____	Role: _____
PC: _____	Role: _____
PC: _____	Role: _____

PC: \_\_\_\_\_ Role: \_\_\_\_\_  
PC: \_\_\_\_\_ Role: \_\_\_\_\_  
PC: \_\_\_\_\_ Role: \_\_\_\_\_

**Reasons the PCs are considering leaving the Cat (can be individual or group):**

Reason: \_\_\_\_\_  
Reason: \_\_\_\_\_  
Reason: \_\_\_\_\_  
Reason: \_\_\_\_\_  
Reason: \_\_\_\_\_  
Reason: \_\_\_\_\_

**The Ranger**

**Name** of Ranger: \_\_\_\_\_

**Description** of Ranger: He is a retired adventurer, and has has a limp that he doesn't talk about. He used to do big jobs for the King, but he retired after a big failed job many years ago.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**The King**

**Name** of the King: \_\_\_\_\_

**Rumor** about him: \_\_\_\_\_  
\_\_\_\_\_

**The Big City**

**Name** of the Big City: \_\_\_\_\_

What it's **known for**: \_\_\_\_\_

# Character Requirements

1. 1st level
2. Uncertain parentage
3. No real home to speak of

## Individual Items

Real role at Northmoor Outpost:

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Real relationship with Mentor:

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Real role on Blackwater Cat:

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Real relationship with Raftmaster:

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Real reason for wanting to get off of the Cat:

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Keystone event that you want/need to leave home:

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Keystone event that led to you to serving at the Northmoor Outpost:

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A lost love (does not have to be a person) \_\_\_\_\_

A phobia (does not have to be debilitating) \_\_\_\_\_

Someone you know in the Lost Village that other people may not know

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A secret that your fellow PCs know about you, but the world at large does not:

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A secret you've not yet shared with any of your fellow PCs, but would be interesting if it came out during play:

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secret that you shared with the Mentor: \_\_\_\_\_

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A recurring dream:

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