

Glennbrook: Starting Area

You will begin your adventures in Glennbrook, a quiet farming town in the northern part of the kingdom of Condalyn. The kingdom is a feudal state, with lords and Vassels at various levels. The Lord of Glennbrook is a kindly man who generally gives the people a good deal of autonomy. Hunting and fishing is also a common activity of people in the area to supplement their diet and provide trade.

There are the standard artisans in the village, blacksmith, leatherworker, tavern keep, etc. The town is also situated on the road to the great Mage University, so they have magic users through from time to time (so a magic shop, alchemist, herb seller could be a background option). This city is not large enough for a Thieves' Guild but we can talk about rogue background options.

Glennbrook Connection

I would like most (if not all) of the party to have a connection to the town of Glennbrook. For example:

- You have lived in the town all your life
- You have recently moved in the past few years
- You have family or close friends living in Glennbrook
- You visit the town regularly for trade or some other purpose

If you don't have a connection, you'll need to have a reason to be there. I don't want this to be a stumbling block for anyone, so I'd be glad to go over some ideas with you.

Some Background Options

In addition to what is listed in the handbook, some common jobs you might have in Glennbrook would be (these are not all exclusive):

- Town guard
- Member of the militia
- Farmer
- Cleric/Priest of the local temple
- Paladin stationed at the local temple
- Brew master
- Blacksmith
- Leatherworker
- Weaver / Seamstress
- Cook
- Herbalist
- Monk at a nearby monastery
- Scribe
- Minor noble / bureaucrat
- Fisherman
- Handyman
- Hunter
- Lumberjack
- Artificer (wizard who creates and tends magical artifacts)
- Alchemist
- Bard or performer (traveling or resident)
- Researcher studying the local ruins
- Merchant or Merchant's guard
- Part of a druidic group in the nearby forest

Also, think about if you will be noble, artisan, merchant, clergy or commoner.

Playable Races

All classes and many races are available for play in this campaign. I am adding some races from Volo's Guide to Monsters to give you guys some fun choices (see link in email for full race details). However, some of the uncommon and rare races will either be from a particular area or be associated with that region. Also, if you choose to play a rare or fearful race, NPC's may treat you differently. In the case of a Firbolg, he or she might be met with curiosity and wonder. Whereas a Thefling, might be met with fear and suspicion.

Common

- Human
- Dwarf
- Elf
- Halfling

Rare

- Dragonborn*
- Thefling *
- Firbolg (Volo)
(Uncommon in the deep forests)
- Triton (Volo)

Uncommon

- Gnome
- Half-Elf
- Goliath (Volo)
(More common in the Northern Kingdom of Gunvarr)
- Kenku (Volo)
(More common in large cities)
- Tabaxi (Volo)
(More common in the Eastern Kingdoms)
- Lizardfolk* (Volo)
(Common in the marshes near the Elvish forests in the East)
- Half-Orc*

*These races may cause fear and suspicion among common races