



## The Wild Beyond the Witchlight

### Character Creation Primer

# Initial Character Creation

## Childhood Adventure.

You will begin the campaign as a child and student at the Blackstaff Tower in Waterdeep. Study isn't necessarily about learning to be a wizard but instead mastering one's craft and potentially how to use magic to enhance one's studies. Characters of any class can study there, whether they're full-fledged spellcasters like wizards, clerics, and druids or martialists like fighters and barbarians.

During your studies you have become good friends with three other students in particular-brought together by a surprise discovery a few months earlier. There will be an 8 year time skip before the main campaign begins so choose your starting age accordingly (recommend between 10 - 14 years old for a human). Please utilize the following stats during initial character creation:

- Your ability score array will start at 12, 11, 10, 10, 9, 8
- You begin play with the Lucky feat
- You are size Small regardless of your race/lineage
- You have 4 hit points
- You can only choose 1 skill proficiency
- Do not select a class or D&D background for your character (this will be done after the prologue).
- You should still plan to develop a background for your character as to why they are studying at Blackstaff Tower, connections, their personality, etc.
- Some background notes:
  - While you can have the Feywild be related to your character, keep in mind there is a "fish out of water" element to the plot
  - A large portion of the campaign takes place in the Feywild which may limit features and backgrounds that heavily depend on being elsewhere

You begin with **only** the following equipment:

- Two items worth 1 gp or less from the Adventuring Gear table in the Player's Handbook
- A snack and a small waterskin. Choose some food that your character would like to eat as a snack
- A few coins. Roll 1d6 to determine how many copper coins you have and 1d3 for how many silver coins you have
- **A trinket.** This can be anything that is special or beloved to your character. See the "Trinket Ideas" list below for ideas.

**Lost Things.** During the campaign you will lose something precious to you which you must choose ahead of time. This could be a physical thing, such as a cherished toy, a trinket, or something incorporeal, such as your ability to count. Some ideas include:

- Ability to keep secrets
- Ability to smile
- Ability to lie
- Ability to see color
- Ability to see without glasses
- Ability to remember your own name
- Artistic creativity
- Cherished doll or stuffed animal
- Handwriting
- Sense of confidence
- Sense of direction
- Sense of fashion
- Sense of taste
- Six inches of height
- Your luck
- Your brother or sister

#### **Trinket Ideas.**

- Cookie cutter shaped like a unicorn
- Two yew rings linked together
- Silver hand mirror with a nymph-shaped handle
- Painted wooden key whose teeth change configuration every day at dawn
- Delicate silver cameo with pictures of twin children opposite one another
- Golden pendant charm shaped like a leprechaun
- Tiny wooden box containing a croquet set sized for pixies or sprites
- Tiny pair of sharp, iron scissors
- Chess piece shaped like a dancing satyr wearing a bishop's hat and clutching a gnarled staff
- Saltshaker shaped like a wizard's tower
- Crystal orb that allows an elf who holds it to sleep
- Pendant that shows the phases of the moon
- Large iron fingernail
- Tiny electrum whistle that only Fey can hear
- Wooden jigsaw puzzle piece as big as a saucer, with a painted image of a jug on it
- Spool of glistening silver thread
- Sheet of music that goblins find upsetting when they hear it played or sung
- Rotten ogre's tooth with the Elvish glyph for "moon" etched into it
- Vitrified eye of a displacer beast
- Tiny duskwood coffin containing the ashes of a troll
- Old invitation to a banquet in the Summer Court, written in ink on vellum in Sylvan

- Gossamer shawl that glows faintly in moonlight
- Ball-and-cup toy that plays a short, victorious jingle whenever the ball lands in the cup
- Sprite's skull covered in ink fingerprints
- Silver fork with the outer tines bent sideways
- Tiny clockwork dragonfly that slowly beats its wings (but can't fly) when wound up
- Toy unicorn made of wood, painted with bright colors
- Pixie plushie that sings when you squeeze it
- 1-inch-square painting of a sleeping elf
- Thimble that helps you daydream when worn
- Pumpkin cupcake that magically regenerates itself in its paper cup each day at dawn
- Fake Three-Dragon Ante card depicting a faerie dragon
- Teacup made from a varnished mushroom cap that magically keeps its liquid contents lukewarm
- Rock that floats and is small enough to hide in your closed fist
- Tiny bottle filled with rainwater collected from the Feywild
- Opalescent conch shell that laughs when you hold it to your ear
- Vial of viscous liquid labeled "Fomorian spit. Do not drink!"
- Wax candle that roars and crackles like a bonfire while lit
- Potted daffodil that sways when near a source of music
- 8-ounce, glass wine bottle that magically reassembles itself 1 minute after being broken
- Tiny wooden sylph figurehead from a model ship
- Tiny pumpkin-shaped cauldron carved out of bog oak
- Bar of soap that smells like something memorable from your childhood
- Piece of orange parchment folded to look like a knight astride a unicorn
- Tinted glasses so dark that they can't be seen through
- 8-inch-long glass ant figurine
- Piece of parchment bearing a child's drawing of an oni
- Tiny hourglass without sand in it
- Empty vial with corked ends at the top and bottom
- Pair of green leprechaun boots tied together by their laces
- Smoking pipe made from a tree root
- Red cap that droops down to one's shoulders when worn
- Mask that helps you remember your dreams if you wear it while you sleep
- Notebook that shows what's written on it only when held upside down
- Wooden top with four sides, each bearing the image of child enjoying a different season
- Tiny beehive wig made for sprites or pixies
- Wooden mouse figurine that squeaks when held
- Stuffed oni doll with a creepy smile and one missing eye
- Empty bag labeled "Candy"
- Tinted glass monocle that makes things look green
- Black executioner's hood sized for a pixie or sprite
- Piano key carved from a satyr's horn
- Tiny wooden lute with cat hairs for strings
- Iron needle with an eye that refuses to let thread pass through it

- Tiny sundial that casts a shadow only in moonlight
- Wooden pan flute that attracts harmless local fauna when played
- Silvered pinecone
- Flask of spectral glowworms that change color to reflect the mood of the flask's holder
- Wooden apple painted blue
- Tuning fork that sounds the tone for the F key
- Nunchaku sized for a pixie or sprite
- Copper coin with a smiling satyr's face on one side and a satyr's skull on the other
- Severed chicken's foot attached to a leather cord
- Collection of baby teeth in a tiny wooden box
- Pinwheel whirligig that spins even when there's no wind
- Child's parasol covered in moss and leaves
- Wooden magnifying glass missing its lens
- Glossy mushroom with a red, bell-shaped cap that jingles when shook
- Pouch of seeds that smell like home
- Petrified robin's egg
- Wooden spoon with a hole in the center
- Paper wasp nest in a jar
- Sprig of rosemary wrapped with ribbon at one end
- Tiny, unfurnished dollhouse sized for a pixie child
- Paintbrush made entirely of ceramic—even the bristles
- Candlestick whose candlelight looks like a tiny, dancing fairy made of fire
- Spectacle frames in the shape of butterfly wings
- Set of false wooden teeth
- Tiny book of fairytales
- Rucksack in which one potato magically appears each day at dawn
- Pixie's winter jacket lined with fox fur
- Tasseled wine charm shaped like a sprite
- Weak magnetic wand
- 100-sided die the size of a plum, cut from coal
- Glass slipper, missing its mate
- Tiny dreamcatcher
- Barbell sized for a pixie or sprite
- Music box that plays a sprightly tune you remember from your childhood

## Final Character Creation

**Childhood's End.** At the end of the prologue you will update your character sheet. Your character will be eight years older than at the time of the prologue and will be about to finish their studies at Blackstaff Tower. Make the following adjustments as a result:

- Your ability scores should be re-selected using **the point buy method**
- You no longer have the Lucky feat by default
- Your hit points, skill proficiencies, etc. are determined as normal
- You should now choose a class and D&D background as normal
- The only money and equipment retained from the prologue is the following. The rest is removed, but you still select starting equipment as usual. Don't forget about your **lost thing!**
  - One of the prizes you procured as a child
  - Your selected childhood trinket

**Character Options.** All official backgrounds, classes, and races can be selected with the exception of the following. Keep in mind that your character is a student at Blackstaff Tower.

- Flying races (e.g., Aarakocra, Owlin)
- Magic: The Gathering classes, backgrounds, and races (e.g., Strixhaven, Theros)