

# Knights of Gartania

**Knights of Gartania: A D&D Character Supplement Book  
by Nathan Hill, March 2019**

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**Typeface: Arial Black, Hand of Hee, Tropical Asian**

**First Printing, 2019, Comic Printing UK, <https://comicprintinguk.com/>**

**Special thanks to the people who helped fund the printing of this book on  
Kickstarter**

# INTRODUCTION

**Hidden away in the lost and forgotten corner of the map lies the Kingdom of Gartania. A land of Knights, and Chivalry, and unique and eccentric armour. A land of knights waiting for their stories to be told.**

**These knights are not your average group of Sirs and Ladies. They're brave, strong, cunning, good, evil, loved, loathed, creative, destructive, and, sometimes, slightly obsessed with fish! They all have a tale to tell, will you be the one experiencing their tale first hand, or will you lend your hand to ensure their task is complete?**

**Just because you can't see their face doesn't mean they don't have a story to tell.**

**Back in 2016 a certain game called Shovel Knight inspired me to create my own set of eccentric and unique knights. I created 15 knights in total, lead by a character called Kettle Knight. I had a lot of fun creating them and from there I eventually developed them into character cards; fully coloured postcards, complete with descriptions as to who they are on the back. The following year I wrote and produced a short comic adventure about some of the knights chasing a dragon that stole a house! And then, in October of 2018, having further created a ridiculously overextended family tree, I decided to redraw the original 15, and the extra 31 new knights, for Inktober. It took longer than I thought it would (as things usually go) but I eventually inked up all 46 knights and started thinking of how to further develop them into a book that people would be interested in reading.**

**And that's when I thought of D&D!**

**The medium of Dungeons and Dragons is an excellent way of creating something that can easily be shared with other people in a way that is far more intimate than just showing a book of characters and explanations. I wanted to make it so that people can pick up this book, and even if they don't have a great understanding of the game, be able to see what kinds of people these knights really are on a far more intimate level than I would have otherwise been able to conjure.**

**I've designed Knights of Gartania as a 5th Edition Dungeons and Dragons supplementary book that both character players and DM's can use to either play as the characters (from level 1), or be used as interesting NPCs in an adventure set in a mysterious medieval kingdom. And if you don't play the game yourself, I've written in depth descriptions about the characters so that there's something for everyone to enjoy.**

**NAME  
OF THE KNIGHT**

**CLASS**

**PRONOUNS**

**ALIGN**

**HP 0/0**

Speed

**+4 INTV**

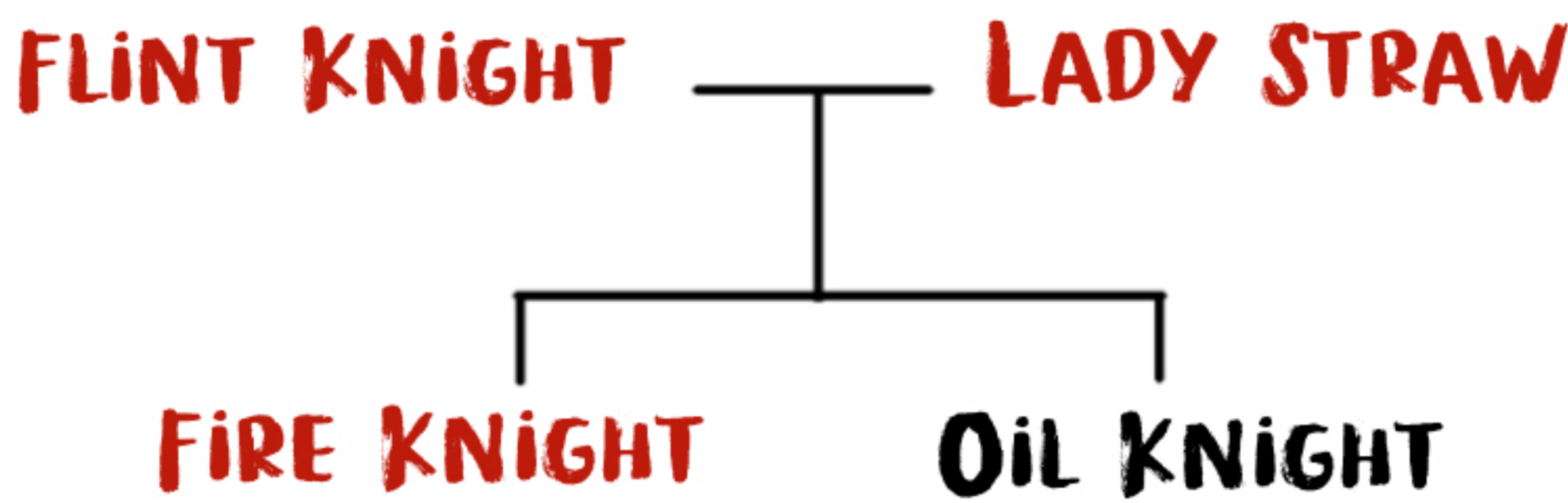
AC

**+4  
Dice**

### ABOUT

This area here will have descriptions about the knights themselves, what they like, what they don't like, their job (if they have one) and what sort of things that get up to!

This here is a family tree of this knights immediate relatives and children



This part underneath the family tree explains the knights relationship with their family, if they get one, how they treat each other, and also any relationships of note with any of the other knights

There is also a drawing of the Knights weapons down in this corner

**S** **10** **D** **10** **C** **10**  
**T** **(±0)** **E** **(±0)** **O** **(±0)**  
**R** **(±0)** **X** **(±0)** **N** **(±0)**

**W** **10** **I** **10** **C** **10**  
**I** **(±0)** **N** **(±0)** **H** **(±0)**  
**S** **(±0)** **T** **(±0)** **A** **(±0)**

**PB**

**+2**

**SAVES**

**SKILLS**

±0 Con

±0 Dex

±0 Dex

±0 Dex

**WEAPON**

Sword (±0)  
1d6 Pierce

Maybe a short description about the weapon

**ITEMS**

(Weight) Item  
(Weight) Item x2  
(Weight) Item

**MAGIC**

If the knight knows magic then info about it will be writted here

Cantrips  
1st Level

**Passive Ability - Name**

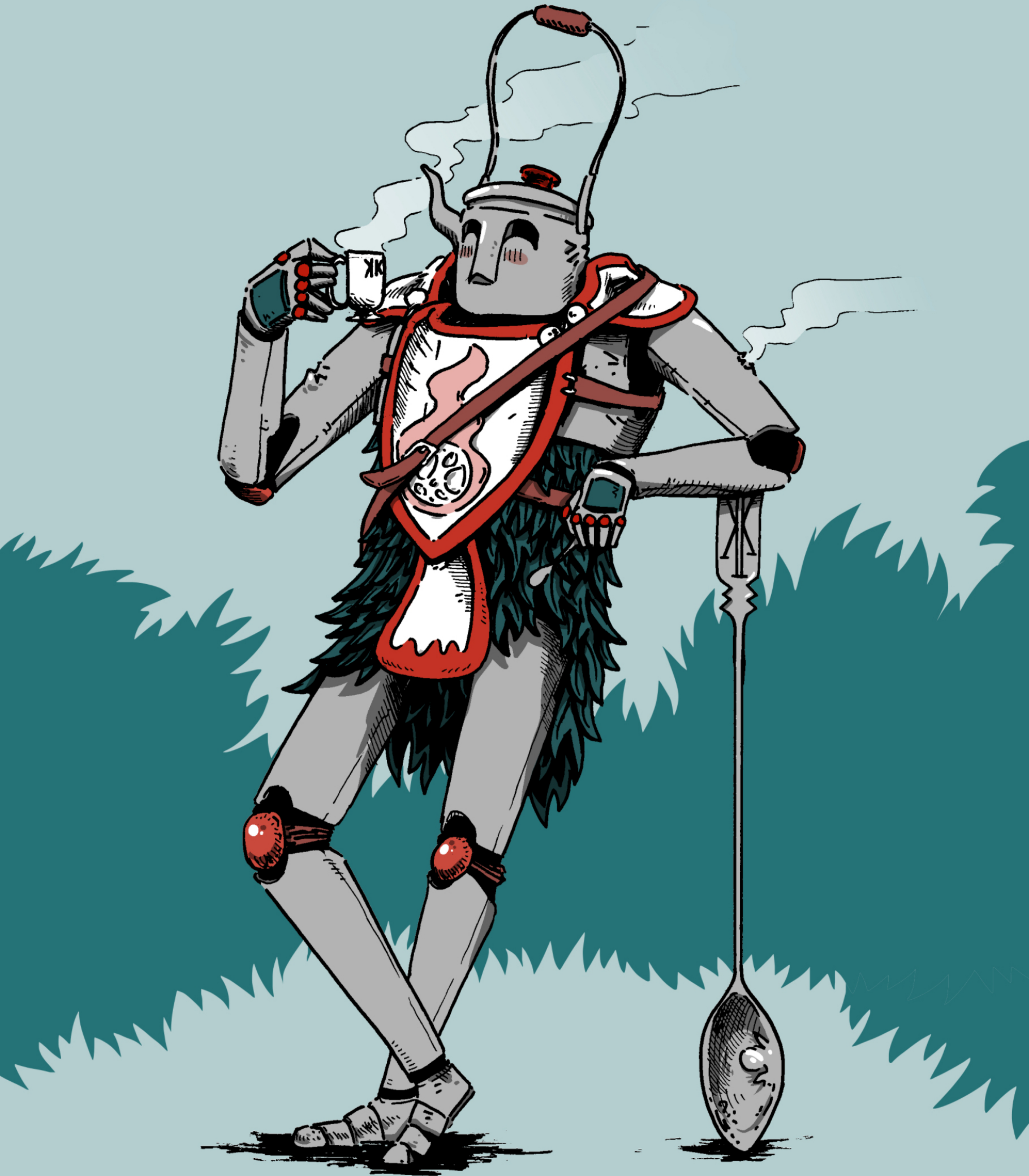
If the Knight has an innate ability this will be described here

**PROGRESSION**

**FOR THE DM's**

At higher levels this Knight will:

- Do this thing
- Also do this thing
- Follow this Archetype



# KETTLE KNIGHT

THEY/THEM

RANGER 1

LN

HP 8/8

20fy

+4

INTV

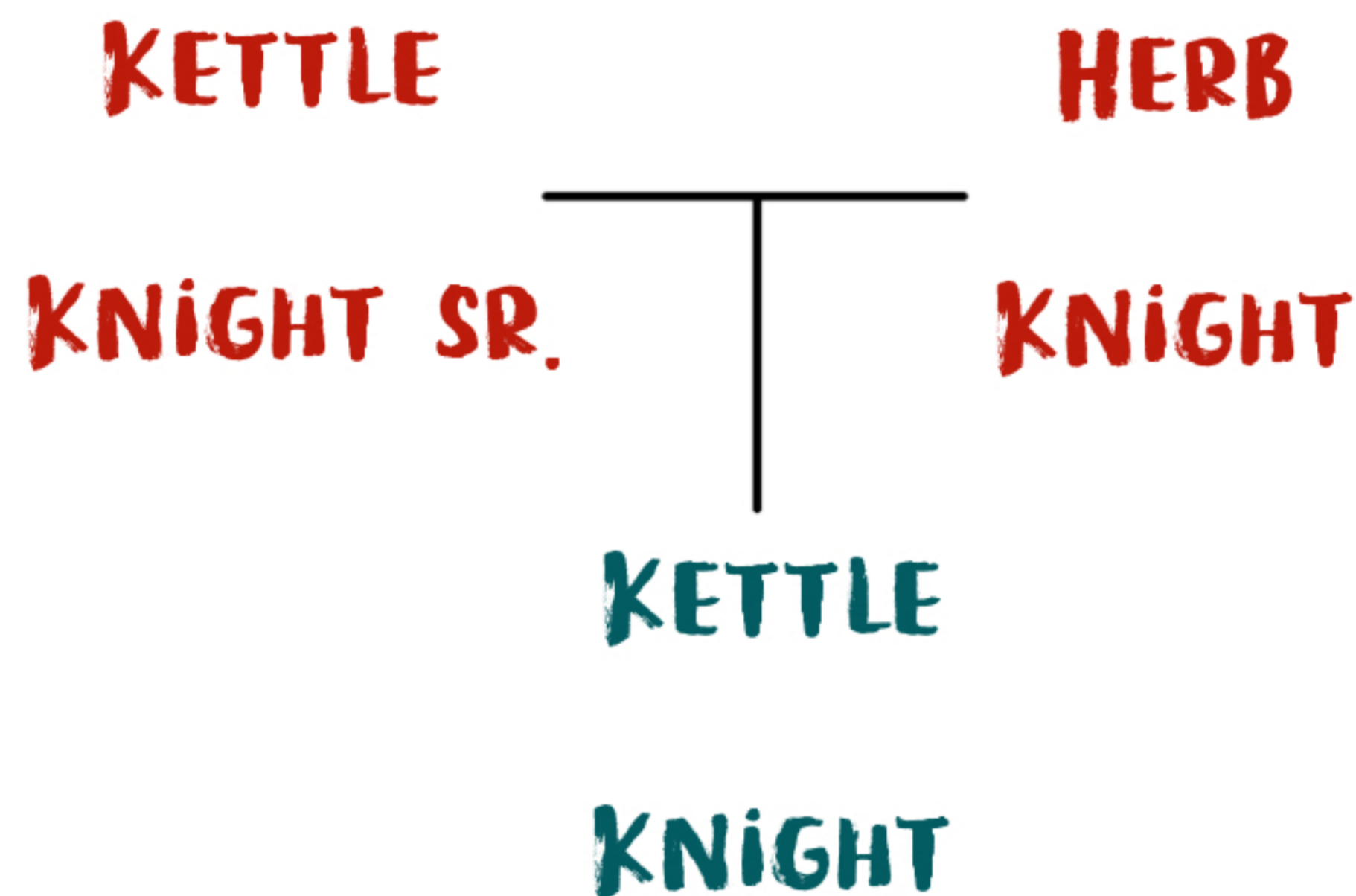
18

1d10

## ABOUT

I am a relaxed and inquisitive person, believing that most problems can be solved by having a nice chat over a cup of tea. I wish to travel everywhere in the many kingdoms, to meet new people and try new types of tea with them. In fact I keep a collection of leaves beneath my breast plate, as a means to recall the many places and people I've seen! They're very precious to me and symbolise the freedom I've gained since leaving home.

Although I don't identify as either standard gender, I feel that I don't sit within either of these two boxes and choose not to. I'm perfectly content as I am much to the annoyance of other knights in the kingdom. Sometimes my relaxed attitude conveys a sense of disinterest leading some people to either think lesser of me or just ignore me altogether.



I get on well with my father, Herb Knight, although I do find his romantic nature to be exceptionally cringey! My namesake dad on the other hand I feel gets on at me an awful lot. I do wish he'd just let me do what I want and explore with my friends!

<b>S</b>	<b>12</b>	<b>D</b>	<b>18</b>	<b>C</b>	<b>7</b>
<b>T</b>	(+1)	<b>E</b>	(+4)	<b>O</b>	(-2)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>6</b>	<b>I</b>	<b>2</b>	<b>C</b>	<b>13</b>
<b>I</b>	(-2)	<b>N</b>	(-4)	<b>H</b>	(+1)
<b>S</b>		<b>T</b>		<b>A</b>	

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+3 Str	-2 Inv
	+6 Dex	-2 Nat
		±0 Perc

<b>WEAPON</b>	<b>ITEMS</b>
Long Spoon (+3) 1d8 Bludgeoning	(1) Kettle
<u>Strumbringer</u> An ancient and powerful spoon passed down through the Container family.	(1) set of tea cups
	(1) fire starting kit
	(2) collection of assorted tea leaves

## PROGRESSION

At higher levels Kettle Knight:

- Favours dragon and nature based enemies
- Has a duelling fighting style
- Follows the Hunter Archetype
- Learns spells that focus on healing and exploration



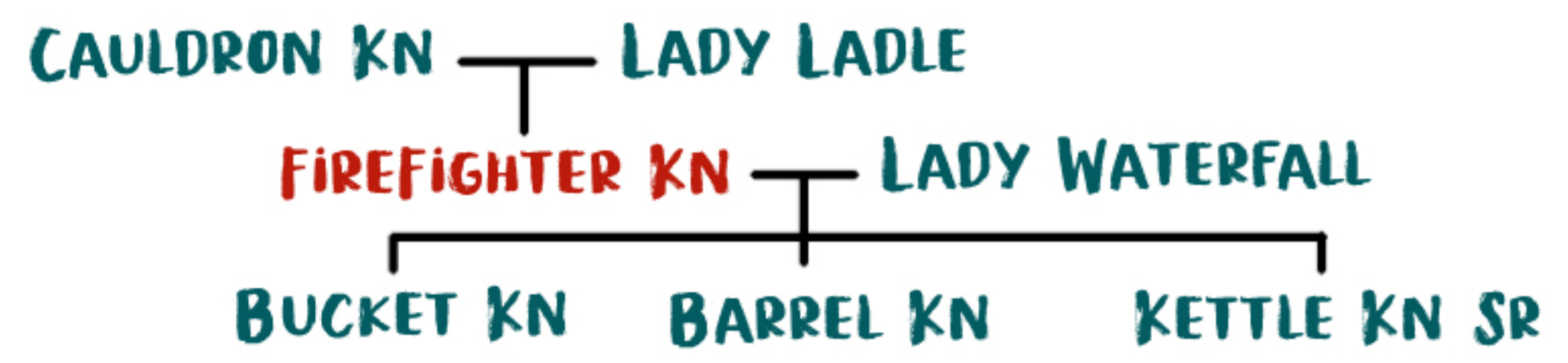
**FIREFIGHTER KNIGHT**  
HE/HIM

**FIGHTER 1**  
LG

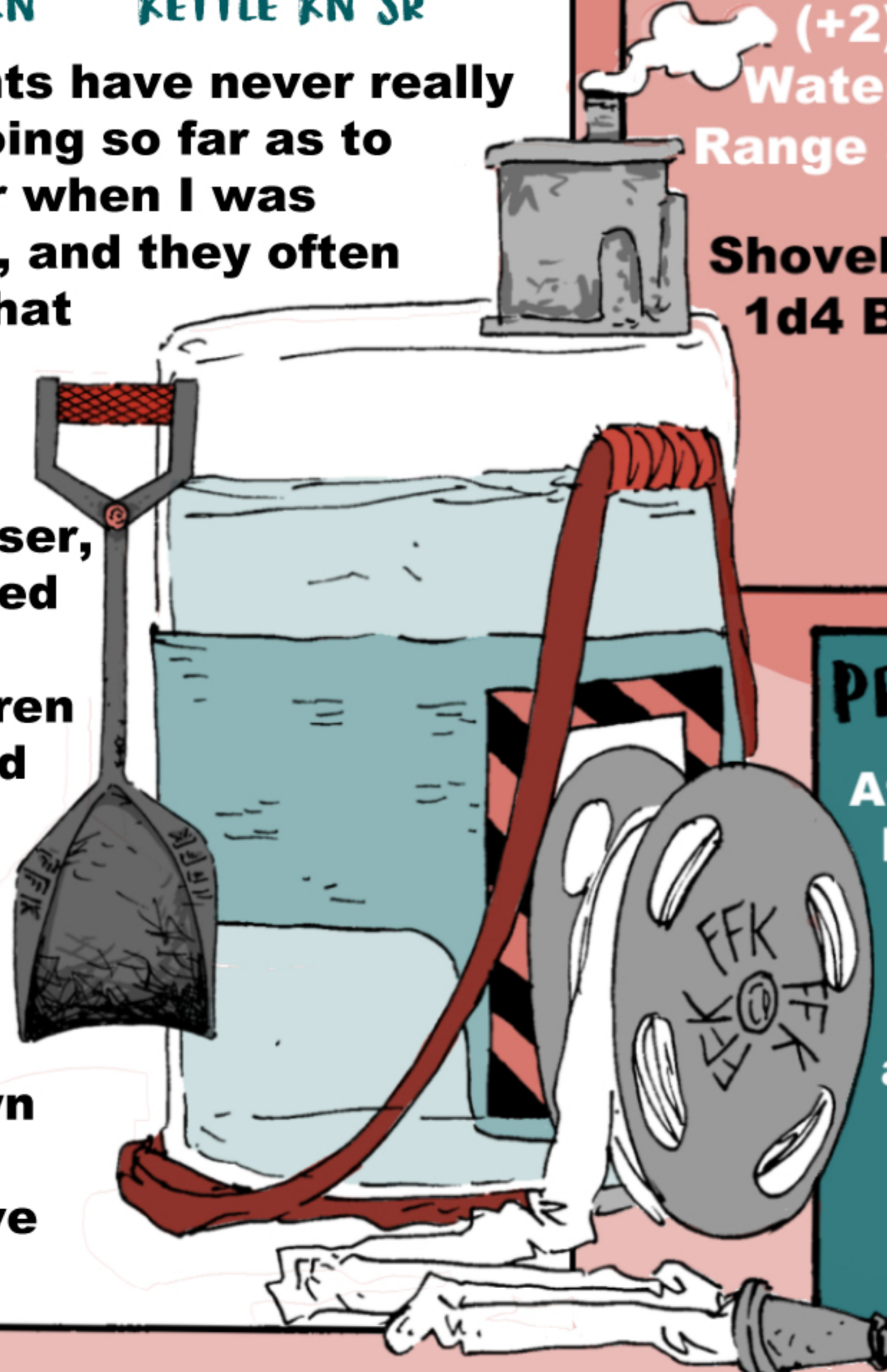
HP 10/10  
12fy → ±0 INTV  
14  
1d10

**ABOUT**

My job is the lead fireman for the kingdoms fire force! It is my sole duty to ensure that if a fire starts somewhere within Wall Kings kingdom, that either myself, or a group of trusted FireFighter Squires goes out and extinguishes the fires and prevents it from spreading and harming other people! If we don't get there fast enough, people die. When I'm not on the job, I'm a reserved and quite person, traits which make it hard for people to approach me although I don't really mind as I'm usually thinking about better ways to combat fire. On very rare occasions, I take on too much work, and have to begrudgingly admit to needing help from a few other knights in the kingdom. I don't really like to do this as I feel it tarnishes the role within the Fire Force.



From a young age my parents have never really liked me, my father even going so far as to scald me with boiling water when I was young! I still bear the scars, and they often remind me of the dangers that can happen to others. Our relationship was further stretched when I decided to marry a magic user, something their old-fashioned ideals didn't accept. They disowned me and any children I may have, saying our blood was tainted. The love of my life, Lady Waterfall, is always there for me, and I them, and my children, and grandchild, often go off and do their own things. I tend to stay out of their affairs as I always have so much work to do.

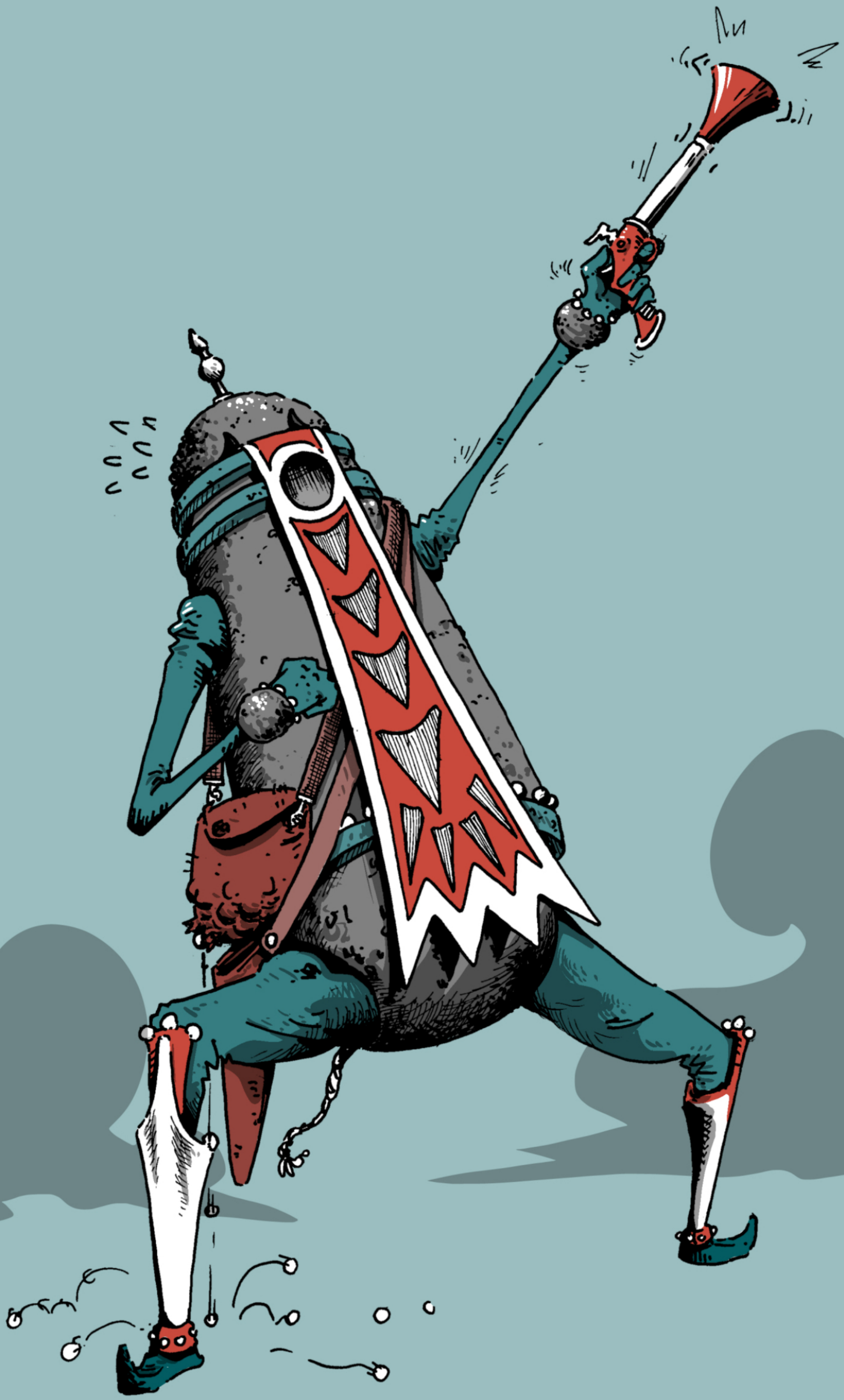


<b>S</b> <b>T</b> <b>R</b> 13 (+1)	<b>D</b> <b>E</b> <b>X</b> 10 (±0)	<b>C</b> <b>O</b> <b>N</b> 19 (+4)
<b>W</b> <b>I</b> <b>S</b> 6 (-2)	<b>I</b> <b>N</b> <b>T</b> 8 (-1)	<b>C</b> <b>H</b> <b>A</b> 8 (-1)
<b>PB</b> +2		<b>SAVES</b> +3 Str +6 Con
		<b>SKILLS</b> +5 Ath ±0 Sur

**WEAPON**  
Water Tank (+2) 1d6 Water  
Range 30/200  
Shovel (+3)  
1d4 Bludge

**ITEMS**  
(1) Water Bottle  
(1) Blanket  
+3AC vs Fire  
(1) Gas Mask  
(1) Charcoal  
(1) Paper

**PROGRESSION**  
At higher levels  
FireFighter Knight:  
-Favours a long ranged (archery) fighting style  
-Follows the Champion archetype





**CANON KNIGHT**  
**FIGHTER 1**  
**HE/HIM**  
**CN**  
**HP 14/14**  
**20fy**  
**-1 INTV**  
**13**  
**1d10**

## ABOUT

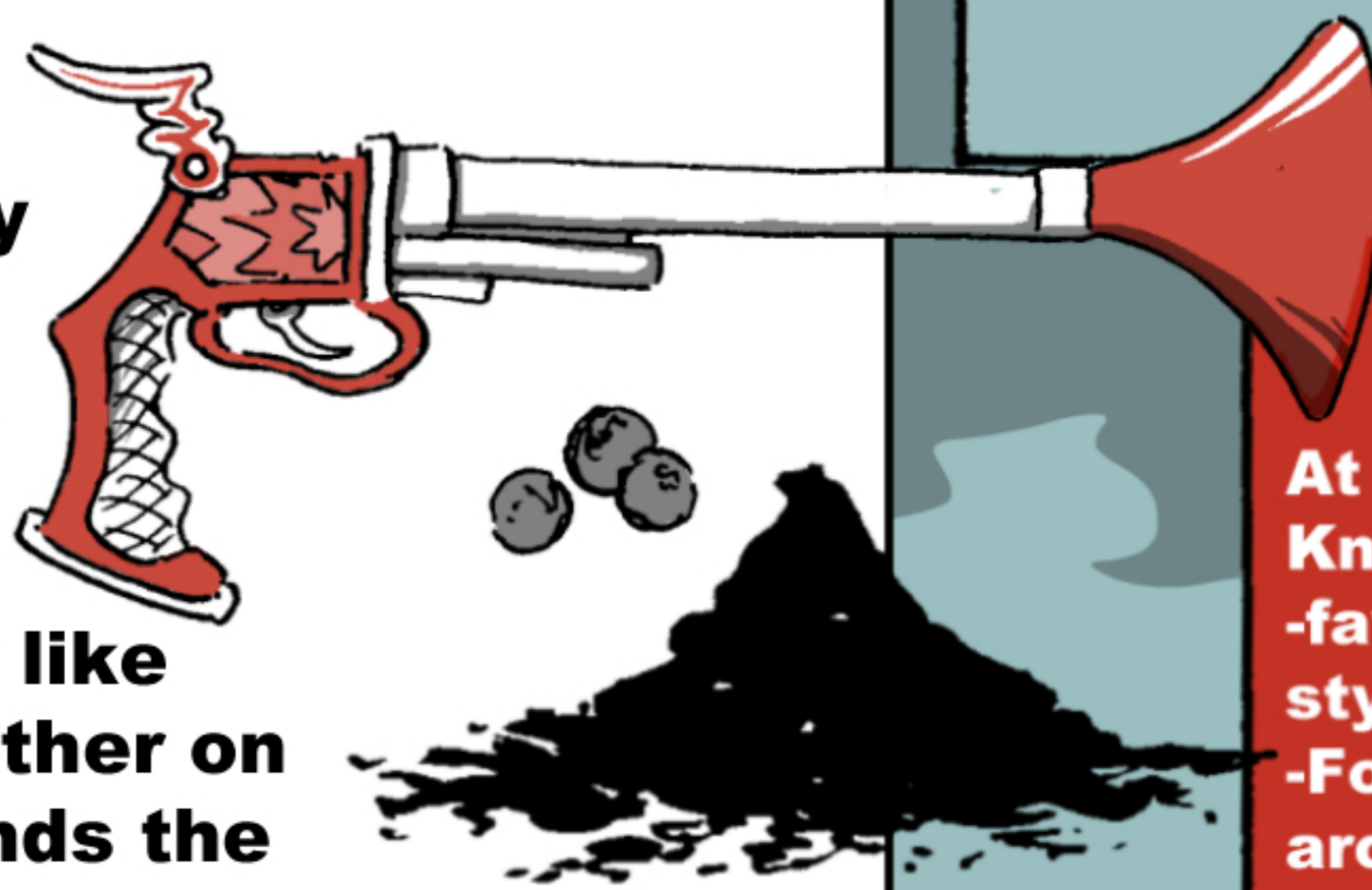
I am the leader of Wall Kings armed brigade. It is my job to command and defend the walls and entrances to the kings palace, making sure that absolutely nobody unwanted gets in at all ever or I'll lose my job and probably get told off or killed or executed or something!!!

I maintain the perimeters by shooting my blunderbuss at anything that gets too close and shouting really loudly at them. I find that this works best, and if anything gets past my first shot, I send out some of mine and Mechanic Knights squires, whilst I run up to the tallest tower to get a better look. I have to be able to see what's going on so I can tell the king later.

If someone manages to get past even those squires then I quickly run and tell the king, making sure to let him know that it's not my fault and to take me with him to hide in his safe room!



My mother is emotionally distant from me, I see her often enough around the kingdom, usually with another knight or squire, but it never feels like we really connect. My father on the other hand, just spends the whole time bragging about himself whenever I meet him.



<b>S</b> <b>T</b> <b>R</b> 10 (±0)	<b>D</b> <b>E</b> <b>X</b> 8 (-1)	<b>C</b> <b>O</b> <b>N</b> 19 (+4)
<b>W</b> <b>I</b> <b>S</b> 16 (+3)	<b>I</b> <b>N</b> <b>T</b> 19 (+4)	<b>C</b> <b>H</b> <b>A</b> 7 (+2)
<b>PB</b> <b>+2</b> SAVES +2 Str +6 Con		SKILLS +6 His +5 Sur

<b>WEAPON</b> Blunderbuss (+1) 2d6 piercing range 20/60, 2 handed reload	<b>ITEMS</b> (2) Gunpowder (2) Ammo (1) Hanker- cheif (1) Wall King's ring
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## PROGRESSION

At higher levels Canon Knight:  
 -favours a defensive fighting style  
 -Follows the Battle Master archetype, but with more emphasis on skill rather than knowledge



**ROPE KNIGHT**  
 CLERIC 1  
 NG  
 HE/HIM

HP 9/9  
 30ft  
 +1 INTV

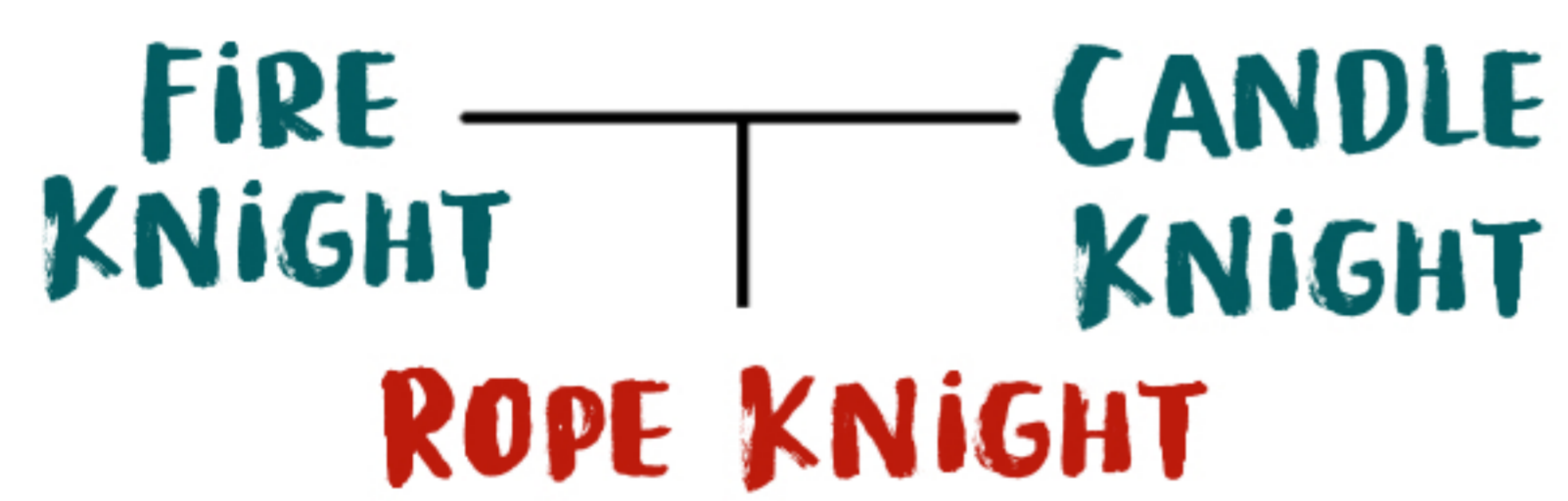


**ABOUT**

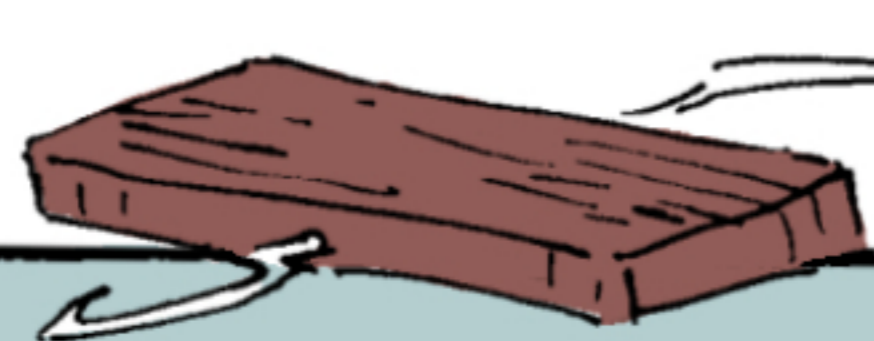
I am an enigmatic and aloof philosopher that questions the nature of the universe and how its machinations intertwine themselves with the lives of us mere mortals. It is by my calculations that I theorise that the universe is made of a countless unlimited number of cosmic strings that are threaded together into the material that makes up everything. This string theory of mine, if proven to be right, can utilise the nature of the universe to both shape and bend the fabric of reality and alter not only objects within the present, but events within the past and future as well!

To this end I shall chase any lead, not matter how ridiculous or crazy, even at the expense of those close to me, it won't matter, for if I am right then I can warp reality into whatever form I please.

The rope maker I carry with me acts both as a resourceful weapon, and a symbol that reminds me about the truth I'm searching for. Without it I would still follow my cause, but struggle to navigate the world and get to places that would tell me more about the cosmic strings.



I'm not all that interested in my family affairs if I'm being completely honest. My mother is hard to get a hold of at the best of times anyway. I do help out my father from time to time as I often feel bad for him. I'm pretty sure Scripture Knight is duping him in some way but I'd rather not interfere as it may result in my banning from his mother's library - a potent resource that I often use on the hunt for the cosmic string.



<b>S</b>	<b>3</b>	<b>D</b>	<b>13</b>	<b>C</b>	<b>12</b>
<b>T</b>	(-4)	<b>E</b>	(+1)	<b>O</b>	(+1)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>17</b>	<b>I</b>	<b>14</b>	<b>C</b>	<b>2</b>
<b>I</b>	(+3)	<b>N</b>	(+2)	<b>H</b>	
<b>S</b>		<b>T</b>		<b>A</b>	(-4)

**PB** +2

<b>SAVES</b>	<b>SKILLS</b>
+5 Wis	+4 His
-2 Cha	+4 Rel

<b>WEAPON</b>	<b>ITEMS</b>
Rope Maker (-2) 1d6 Bludgeoning Range 5/25	(1) Hemp (2) Rope 60ft (1) Book on String Theory (1) red string

**MAGIC**  
 Cantrips - Mending, Guidance, Thaumaturgy  
 1st Level - Command, Identity

**PROGRESSION**  
 At higher levels Rope Knight:  
 -Is a follower of the Knowledge Domain  
 -Learns spells that are related to navigating terrain, learning information, or have a rope like quality to them



# MECHANIC KNIGHT

FIGHTER 1

SHE/HER

NG

HP 15/15

20fy

-3

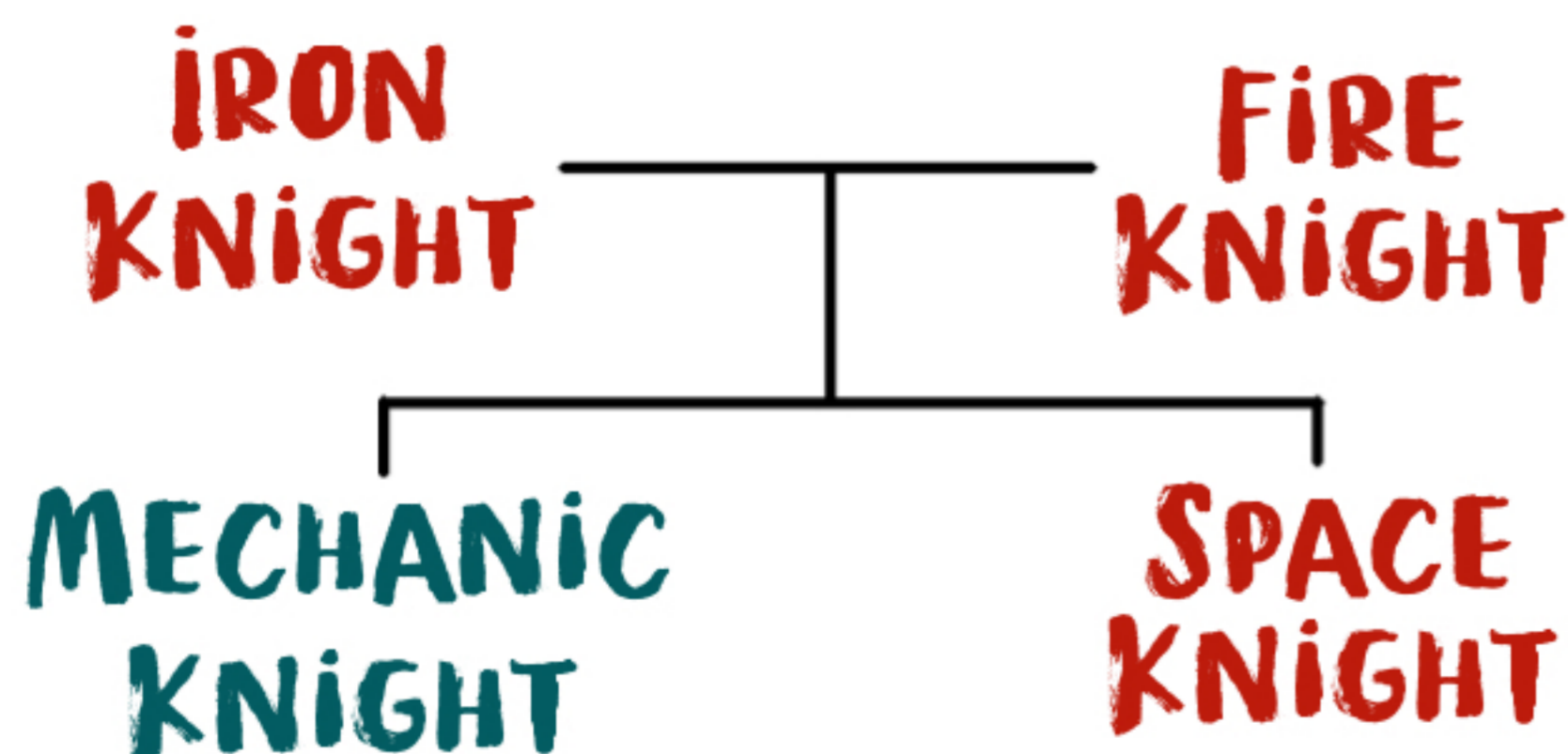
INTV



## ABOUT

As the lead engineer on Wall King's invention team I love to tinker and experiment with all sorts of machinery and find out how it all works. I find I'm most proud of my work when I've made something that makes someone else's life easier in some way. This, unfortunately, doesn't happen that often, as Wall King has teamed me up with Canon Knight to help create "defense" mechanisms and War Guns to defend his castle with. I feel bad that the things I've created can be used to hurt potentially innocent people, but I know that they're protecting the king and his people so I guess it's ok?

If I had all the free time in the world then I would use my trusty blow torch, and visored helmet (SAFETY FIRST) to create something that would make everyone in the kingdom happy! My current job keeps me happy enough, I'm helping plenty of people all the time, it's just only when I think back on all that I've created and made for the kingdom that I start to doubt my employers intentions and question whether I've been taken advantage of.

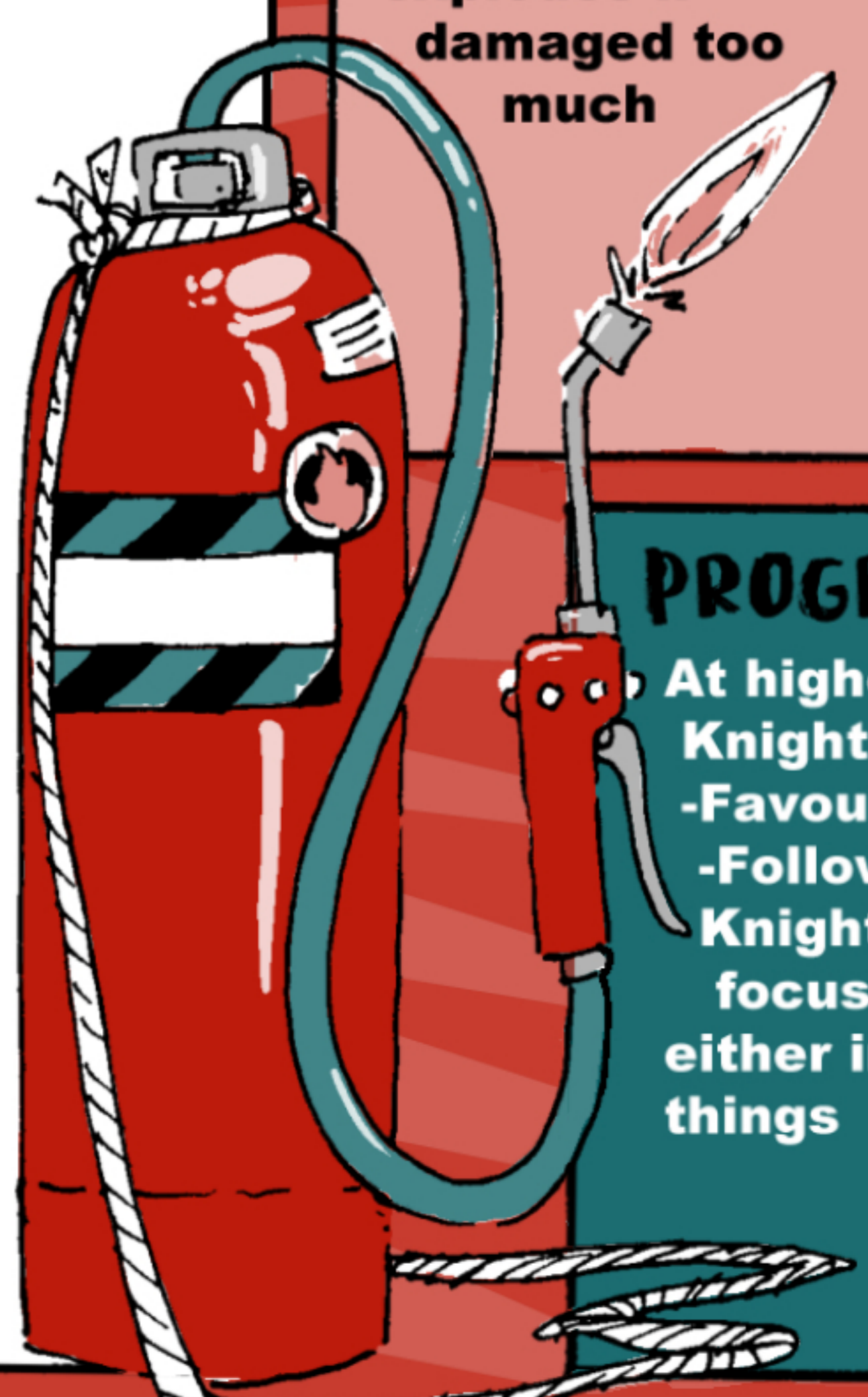


I don't really see much of either of my parents. Mother is usually with some man, and father will be off on one of his pilgrimages. I spend most of my spare time, when the King or Canon Knight allows it, with my brother, either entertaining him or helping him with his next project to get into space.

<b>S</b> <b>T</b> <b>R</b>	<b>15</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>5</b> (-3)	<b>C</b> <b>O</b> <b>N</b>	<b>20</b> (+5)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>4</b> (-3)	<b>I</b> <b>N</b> <b>T</b>	<b>19</b> (+4)	<b>C</b> <b>H</b> <b>A</b>	<b>13</b> (+1)

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+4 Str +7 Con	+6 His -1 Perc

<b>WEAPON</b>	<b>ITEMS</b>
Blowtorch (+4) 1d8 Fire Filled with combustible gas, explodes if damaged too much	(4) Gas Tank (2) Soldering metals (1) Cleaning rag



**PROGRESSION**

At higher levels Mechanic Knight:

- Favours the duelling style
- Follows the Eldritch Knight Archetype, focusing on spells that either involve fire or fixing things



**CHEQUERED KNIGHT**

ROGUE 1

CN

HP 9/9

20fy

+5 INTV

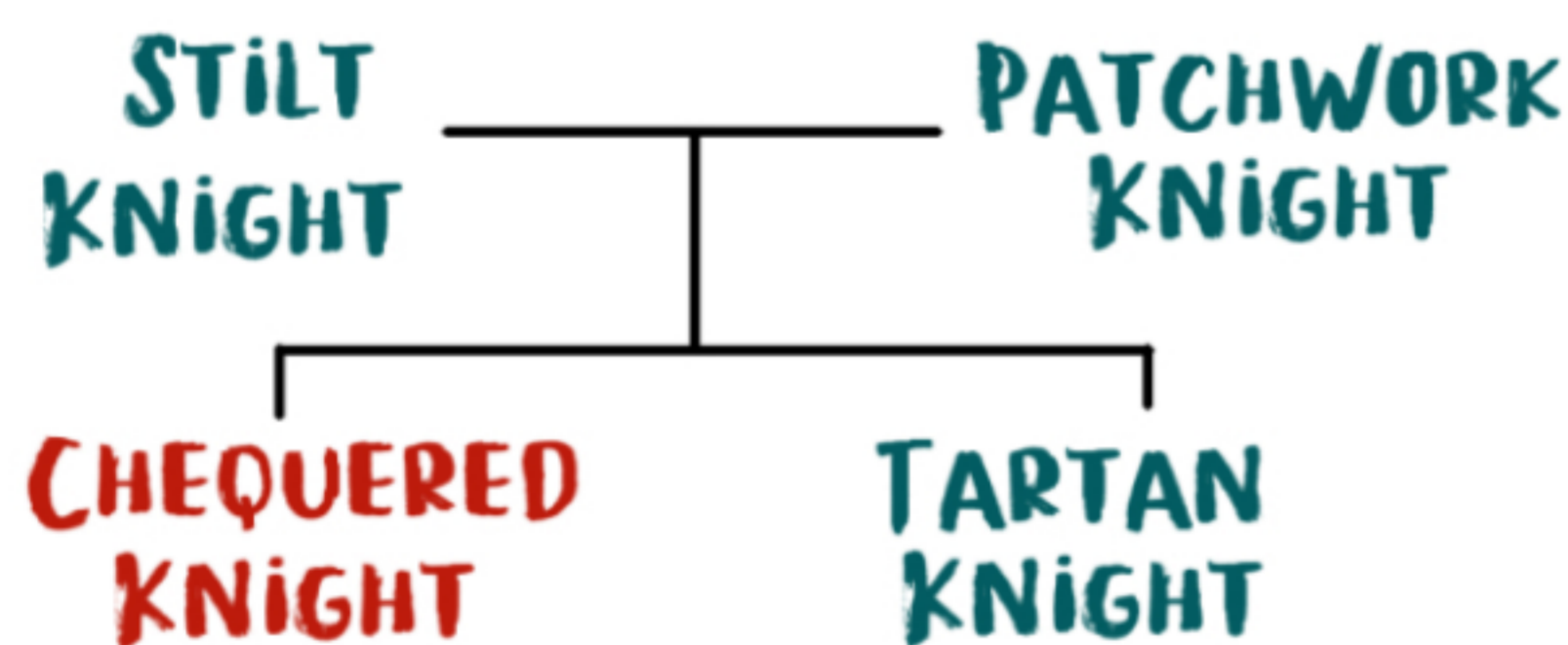
19

1d8

## ABOUT

For some unknown reason, completely unfathomable to a simple minded miscreant like myself, most of the Kings, Queens, Lords, Ladies, Dukes, Duchesses, and many of the Knights, (ooo and the Witches and Wizards, mustn't, no dare not, forget them), seem to have a problem with me and can't stand to have me around! Even going so far to banning me from many of their kingdoms and fiefdoms!

I mean it wouldn't have anything to do with my lack of decorum, and chivalry that goes against the very pillars that we base our society on? Or the fact that I'm brutally honest, especially when I know that it would annoy them the most? Or that I "borrow" precious items from people during times they may just happen to need them for something very important? Honestly I can't think why they'd hate me, I feel I've just describe a list pertaining to a wonderful and interesting hero! Not the banned-from-over-148-different-barns-taverns-castles-and-pigstys-rascal that is yours truly.



I act like I don't care for my parents. This is simply not true. I love them dearly, but often don't want people to think too badly of them so distance myself so as not to have attention drawn their way too often. My mother knows about this, but not my father who worries constantly. Because of this my lovely, darling, little tornado of a brother has committed himself to a personal manhunt with the aim of forcing me back home to sort matters out with my family. I would do it gladly, but I find it hilarious to see my brother try so hard attempting to accomplish this! Plus a little doubt never hurt anyone.

<b>S</b>	<b>7</b>	<b>D</b>	<b>20</b>	<b>C</b>	<b>12</b>
<b>T</b>	(-2)	<b>E</b>	(+5)	<b>O</b>	(+1)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>8</b>	<b>I</b>	<b>18</b>	<b>C</b>	<b>4</b>
<b>I</b>	(-1)	<b>N</b>	(+4)	<b>H</b>	(-3)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

<b>+2 SAVES</b>	<b>SKILLS</b>
+7 Dex	+7 Acro
+6 Int	+6 Inv
	-1 Dec, Pers

## WEAPON

Twin Daggers  
(±0) 1d4  
Pierce

My shield has protected me from a lot of deaths.

## ITEMS

(6) Shield +6AC  
(1) Theives kit  
(1) Sneezing Powder  
(1) x3 Stink Bomb

## PROGRESSION

At higher levels  
Chequered Knight:  
-Follows the Thief Archetype







# TARTAN KNIGHT

BARBARIAN 1

HE/HIM

NE

HP 15/15

30ft

+2 INTV

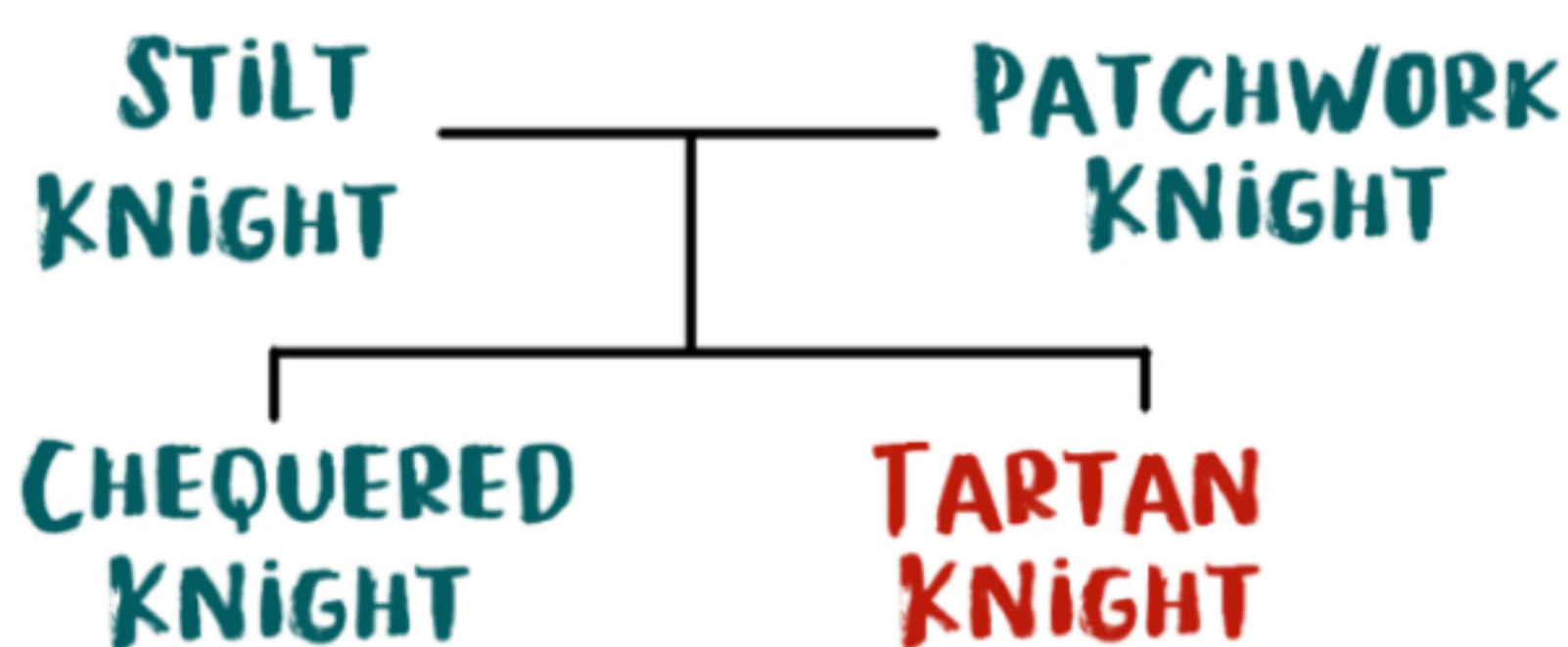
14

1d12

## ABOUT

My fondest memories are those that I have from when I was younger, helping my father defeat bad guys and sending them to prison. I remember my father as a strong and brave man who wouldn't run from a fight, which is why it infuriates me so much that my brother's attitude and actions have caused him to be reduced to a snivelling shell of his previous self!

It has infuriated me so much, and to such a degree, that I have sworn to make it my life's goal to see that Chequered Knight returns home and sorts out the problem that he has wrought upon our family! I am known for making quick, and often times wrong, judgements about people and holding fast to them, but I know that with my brother this is all just a sick game, and I'll use my strength and speed to ensure judgement is brought upon him.



I find my mother annoying even though I know she means well, I feel she just gets in the way and unfairly sides with Chequered Knight most of the time! It baffles my mind to think why she would do this when I know she knows what he's done to father. CK always was my mother's favourite.

<b>S</b> <b>T</b> <b>R</b>	<b>18</b> (+4)	<b>D</b> <b>E</b> <b>X</b>	<b>14</b> (+2)	<b>C</b> <b>O</b> <b>N</b>	<b>16</b> (+3)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>9</b> (-1)	<b>I</b> <b>N</b> <b>T</b>	<b>6</b> (-2)	<b>C</b> <b>H</b> <b>A</b>	<b>15</b> (+2)

**+2 SAVES**  
+6 Str  
+5 Con

**SKILLS**  
+1 Perc  
±0 Nat

## WEAPON

Claymore  
(+6) 2d6  
Slash

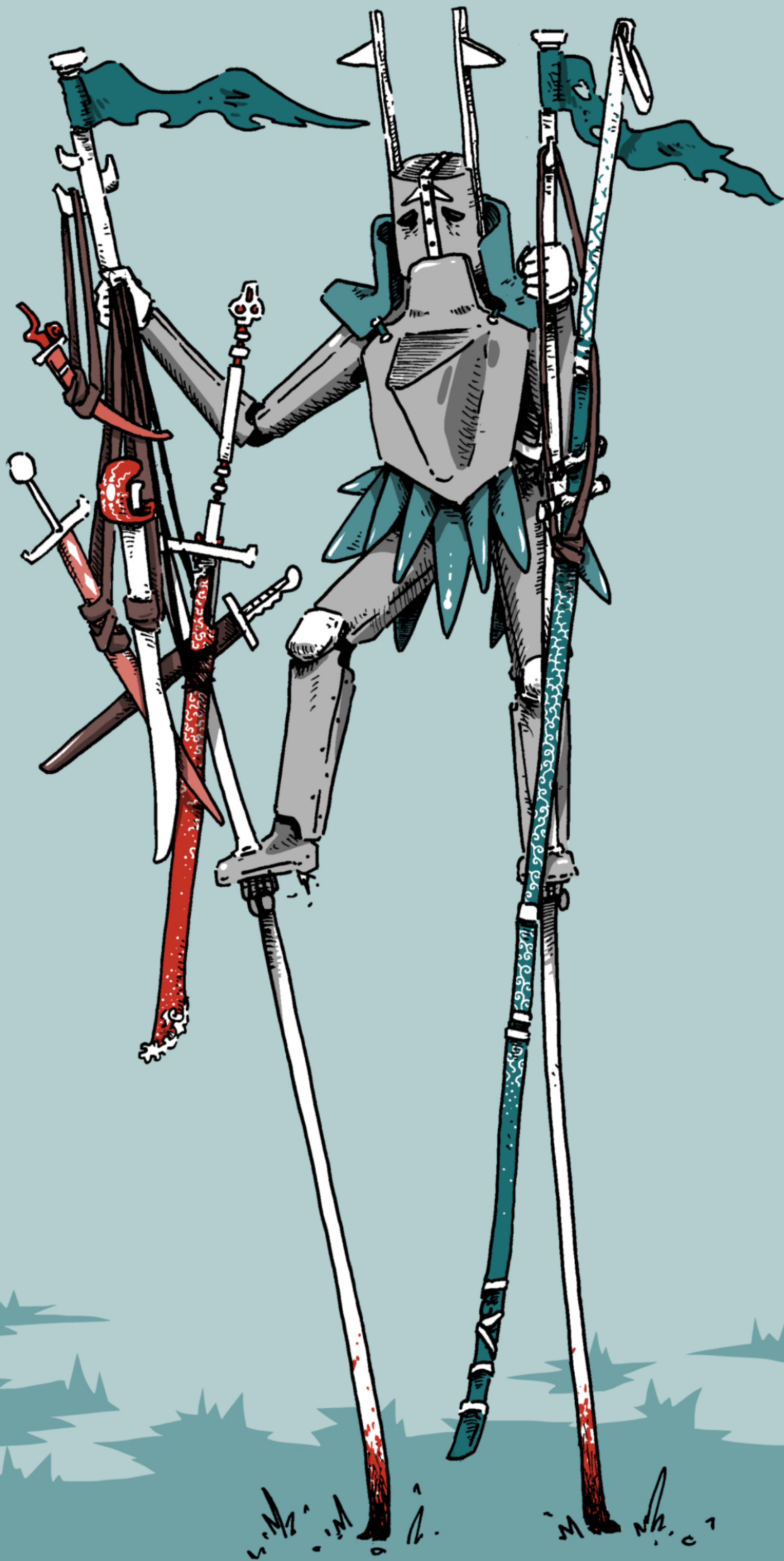
**Gann**  
Found it in the wilderness, I shall use it's ancient power and knowledge to help capture my brother!

## ITEMS

(1) Small Shield  
+1AC  
(1) Hand Cuffs  
(1) Rope 10ft  
(1) Beard Maintenance Kit

## PROGRESSION

At higher levels Tartan Knight:  
-Follows the Path of the Berserker Archetype



# STILT KNIGHT

FIGHTER 1

HE/HIM

N

HP 13/13

30ft

+4 INTV



## ABOUT

Once a confident and powerful Warden of the Realm, parenthood has since stripped me of my confidence and left me a much more cautious and nervous person. I still maintain the title of Head Warden, but find that I delegate much of the work to my Stilt Squires so that I can focus more of my attention towards either hiding from, or trying to placate the situation between my two sons.

One of my mantras from my time spent as a warden is "Peace, Order, Power" meaning nobody should have access to power outside of their capabilities or station lest the peace and order of others' lives are destroyed. I try to live to this motto every day, but find that my nervousness often gets the better of me. I find that I hold myself back in situations for fear that I incur the wrath of one of my children somehow.



Although she is usually distracted with one of her projects I always make an effort to show my love towards PK. Our loves burns strongly even to this day and I often display it to her by going to find some rare materials that she wishes to work with. Time with the Wardens never prepared me for the chaos of parenthood, something that I thought I would get better at with age and experience. But as time went on I found it harder and more anxiety inducing that I couldn't keep up with the calamitous actions of my sons. CK was always smart and would tease TK, provoking him to lash out, which would in turn make CK tease him again! Nowadays it's gotten to the point that their rivalry spans entire kingdoms and I have no hope of controlling it! I often try to keep out of their way and let them fight it out, but worry most about CK; I fear his cleverness will one day get him into serious trouble, more trouble than TK ever will get with his rash anger and quick assumptions.

<b>S</b> <b>T</b> <b>R</b>	<b>14</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>18</b> (+4)	<b>C</b> <b>O</b> <b>N</b>	<b>16</b> (+3)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>9</b> (-1)	<b>I</b> <b>N</b> <b>T</b>	<b>7</b> (-2)	<b>C</b> <b>H</b> <b>A</b>	<b>2</b> (-4)

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+4 Str	+6 Acr
	+5 Con	+1 Sur

<b>WEAPON</b>	<b>ITEMS</b>
Nodachi (+4) 2d8 Slash Versatile 1d10 Nagadesu I don't use the other swords; they're just trophies from my time spent as an active Warden.	(7) Assorted swords - locked and unuseable (1) Grabby hands (1) Maps of local areas

**PROGRESSION**

At higher levels Stilt Knight:

- Favours Great Weapon Fighting style
- Follows the Battle Master Archetype





# BUTCHER KNIGHT

RANGER 1

SHE/HER

NG

HP 9/9

20fy

+3 INTV

17

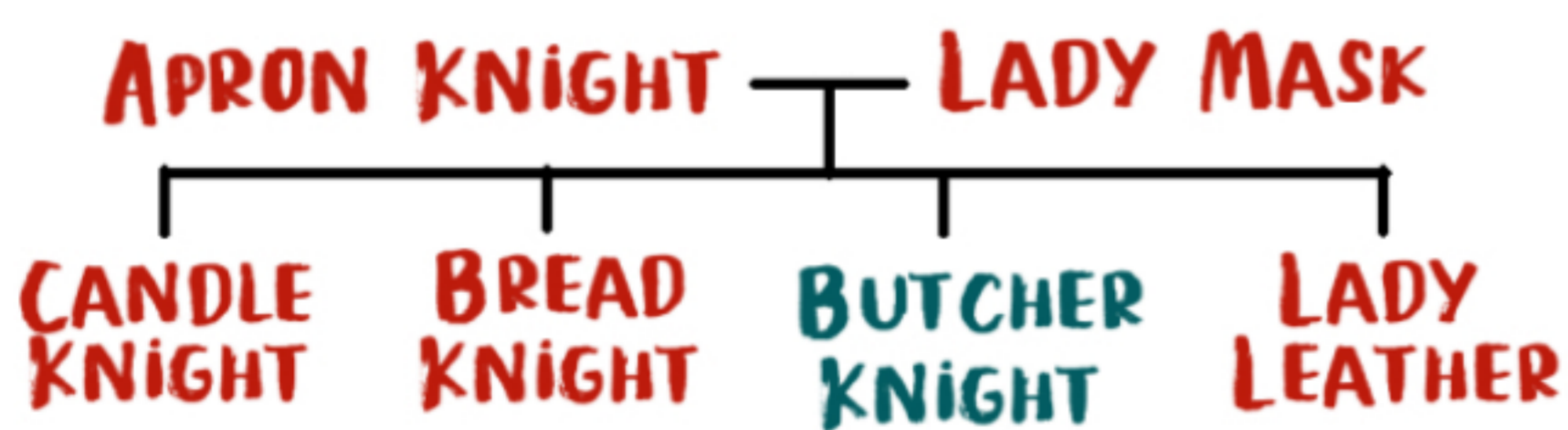
1d10

## ABOUT

I'm a shy person who loves animals a lot! The previous knight who was in charge of hunting and providing meat for the kingdom, often over killed, slaughtering an unnecessarily high amount of creatures and letting the excess corpses rot and fester. I took on the role as Butcher Knight to ensure that populations of wildlife can thrive and blossom, it was only through careful planning and cultivation that animals who were on the brink of extinction bloomed back into the beautiful and amazing wildlife that we have today. Part of the job does mean that I have to, regrettably, get my hands bloody and kill some of them for consumption; I kill them with kindness and love, doing what needs to be done for the sake of those who need the sustenance.

My pet dog, Clot, is my bestest friend in all of the kingdoms. They have a keen sense of smell and often try to comfort me when I get anxious or am about to do something that I don't like.

Whilst I am great with animals, I struggle around people. I find that words escape me and I can't even form a coherent sentence, something that is worsened by people confronting me about their dietary changes.



I get on best with my sister Lady Leather, probably because I see her the most due to her line of work. I occasionally see Bread Knight, but he's such a force of nature that I don't really process his coming and going until a while after he's left. Candle Knight I see the least. I worry about him, holed up in a dark room reading somewhere. But we send each other letters and support each other that way.

Both of my parents are distant and abusive in some form, Mother always tries to pretend that everything is fine hiding behind one of her new masks whilst either making or searching for another. And father merely passes on the abuse he receives from his parents to his wife and children. I see him cry sometimes and worry that he's not ok.

<b>S</b> <b>T</b> <b>R</b>	<b>13</b> (+1)	<b>D</b> <b>E</b> <b>X</b>	<b>16</b> (+3)	<b>C</b> <b>O</b> <b>N</b>	<b>8</b> (-1)
<b>W</b> <b>I</b> <b>S</b>	<b>12</b> (+1)	<b>I</b> <b>N</b> <b>T</b>	<b>20</b> (+5)	<b>C</b> <b>H</b> <b>A</b>	<b>6</b> (-2)

**+2 SAVES**

**PB** +3 Str  
+5 Dex

**SKILLS**

+3 An Han  
+7 Nat  
+3 Sur

**WEAPON**

Meat Cleaver  
x2 (+3) 1d8  
Slash, 2 Hand

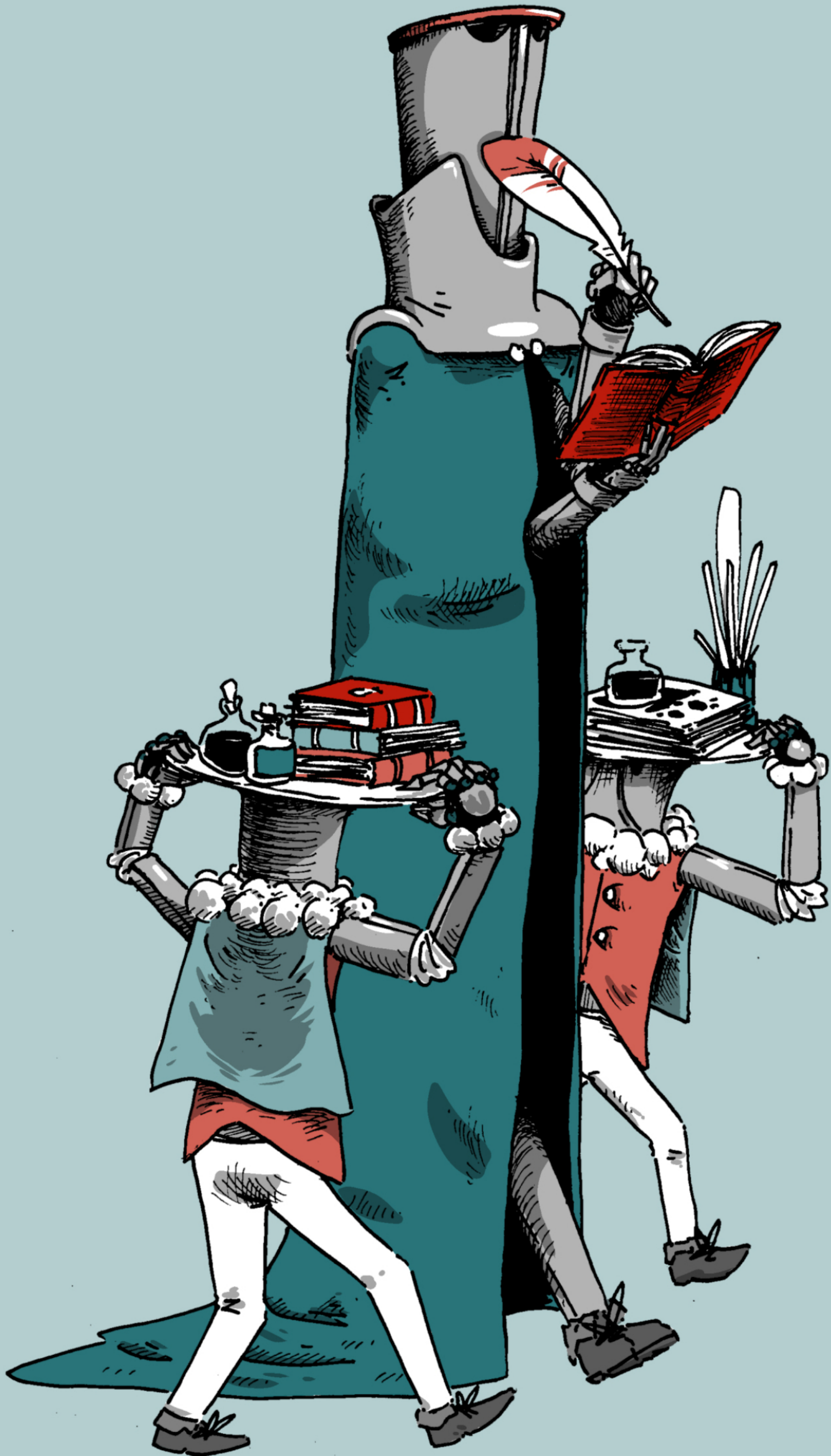
Big, heavy,  
sharp, 1 Hand  
at Lv 12 or  
STR 20

**ITEMS**

(1) Animal feed  
(2) Knife set  
(1) Bloody rag  
(1) Bag of salt  
(1) Cured meat

## PROGRESSION

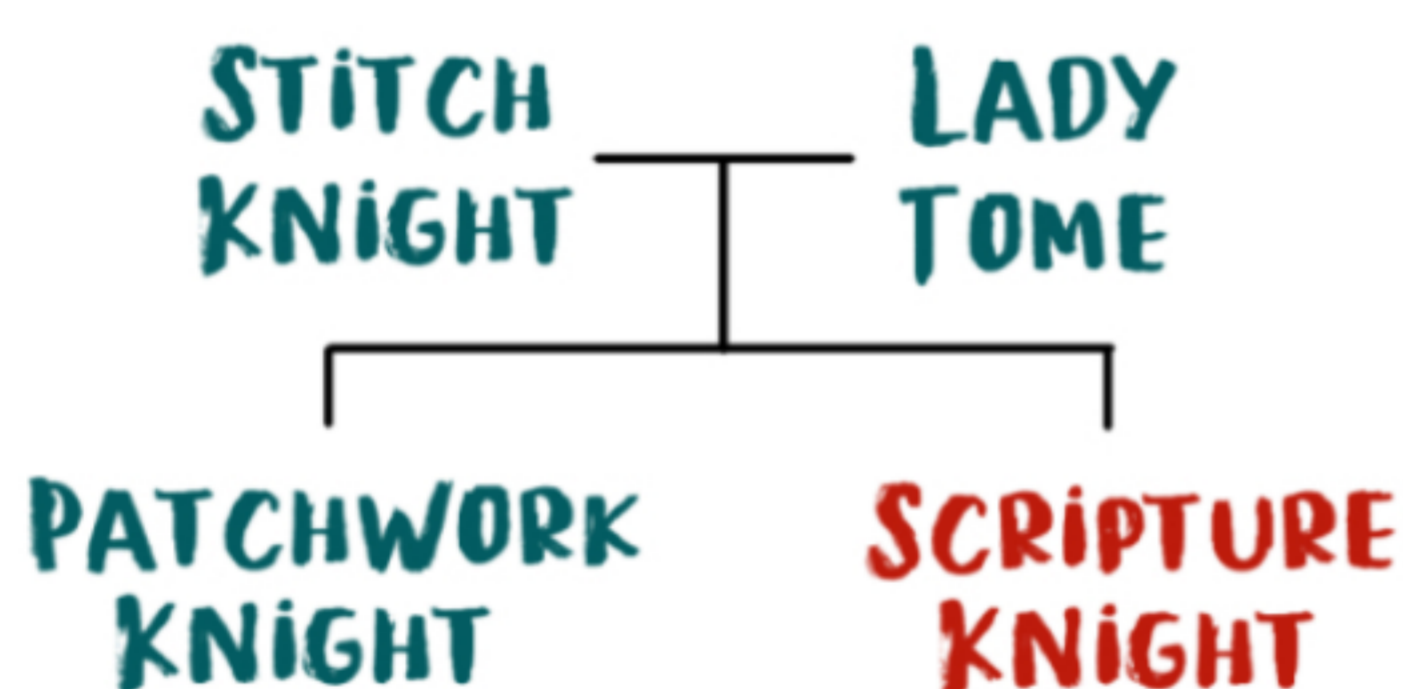
- At higher levels Butcher Knight:
- Favours human and beast enemies
  - Has a 2 weapon fighting style
  - Follows the Hunter Archetype
  - Learns spells that focus on painless deaths, healing, trap setting, and cutting/slashing





## ABOUT

People need to know their place in the world and I am here to get them to know it. This ideal of mine has been the groundwork for much of my research. There is a grand order to the ecosystem in nature, something that is grossly absent from civilisation. It is my grand endeavour that there be a system of categorisation within society, with each person being allocated a tier based on their gender, intelligence, appearance, and sexual preferences, and then each tier receiving their correct level of schooling, wages, and standard of living. I will use any means to achieve it, even the crass act of speaking to and manipulating those of a lower tier than myself, I often ignore most of the lesser beings as they're mainly useless and ignorant fools, but gullible fools like Candle Knight and my Scripture Scribes are perfect pawns for my undertakings. If someone doesn't perform as I please then I discard them like the useless trash that they are.



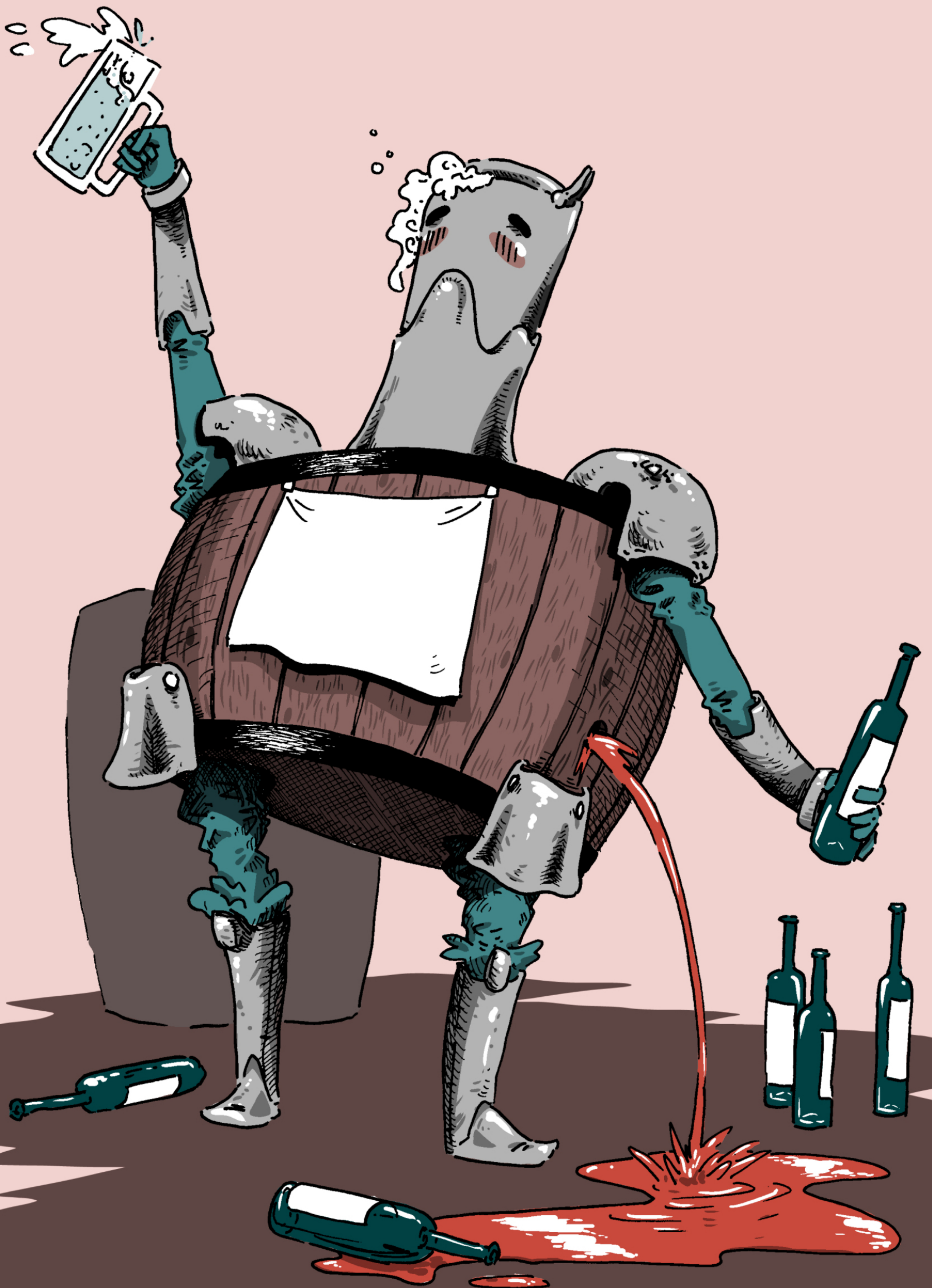
I cringe whenever I think of my sister, she has such talent and would be in one of the higher tiers, but she has married and bred with one of lowest castes, come the dawning of my new era I shall allocate her a proper partner of suitable tastes.

I would also think the same way of my mother if not for her colossal library and unknown contribution to my collection of reference books. My father I occasionally get on with as we have slightly similar goals. He has a habit of letting his own judgements and lack of foresight cloud his vision, and also has a persistent insistence that I'm a warlock for some reason, despite my contradictions otherwise. Definitely one for the lower tiers.



<b>S</b> <b>1</b> <b>D</b> <b>6</b> <b>C</b> <b>11</b> <b>T</b> <b>(-5)</b> <b>E</b> <b>(-2)</b> <b>O</b> <b>(±0)</b> <b>R</b>		
<b>W</b> <b>17</b> <b>I</b> <b>18</b> <b>C</b> <b>4</b> <b>I</b> <b>(+3)</b> <b>N</b> <b>(+4)</b> <b>H</b> <b>(-3)</b> <b>S</b>		
<b>PB</b>		
<b>+2 SAVES</b> +6 Int +5 Wis		<b>SKILLS</b> +5 His +6 Med
<b>WEAPON</b> Dagger (-3) 1d4 Pierce For when magic just doesn't cut it		<b>ITEMS</b> (1) Writing set (3) Journals (1) String 10ft
<b>MAGIC</b>		Cantrips - Mage Hand, Message, Minor Illusion 1st Level - Unseen Servant, Comprehend Languages

**PROGRESSION**  
 At higher levels Scripture Knight:  
 -Follows the School of Enchantment  
 -Learns spells that include learning information and the controlling or manipulation of others



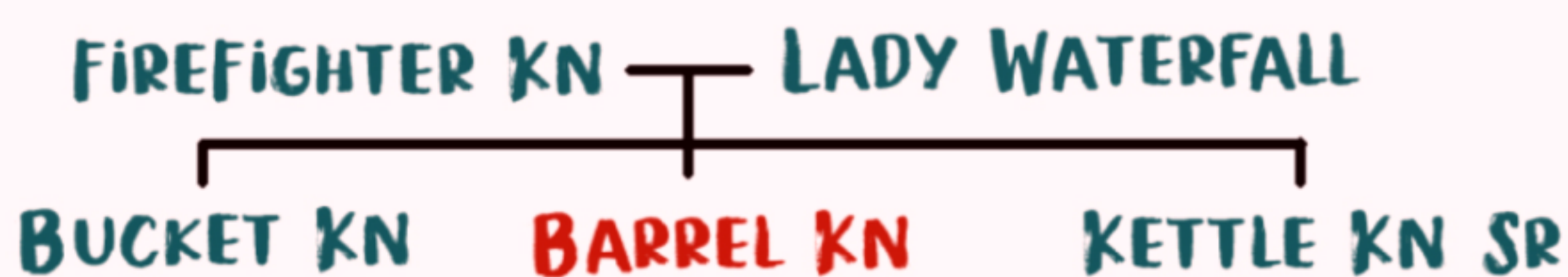


**BARREL KNIGHT**  
**BARBARIAN 1**  
 CG  
 HP 15/15  
 15fy → -3 INTV  
 1d12

**ABOUT**

Y'know I like to have a good time. And do you know what you need to have a good time? Do you know? I bet you don't! I do so I may just tell you if you ask really nightly... To have a- to have, a good time, you need alcohol.

Alcohol is the best! It lets you be happy, and warm, and meet pretty ladies, and be happy, and not let you think about the horrible things you've done to perfectly innocent people that didn't deserve the wrath you wrought upon them. It's,... the best,... hic. Anyway, to dwell not upon the inconshi,... incornshist,... bad stuff I've done, I shall take it upon myself to travel the kingdom tasting the many many many fine wines, beers, ciders, and spirits that the bars and the taverns have to offer! It'll be an amazing time that I sharn't never forget!!

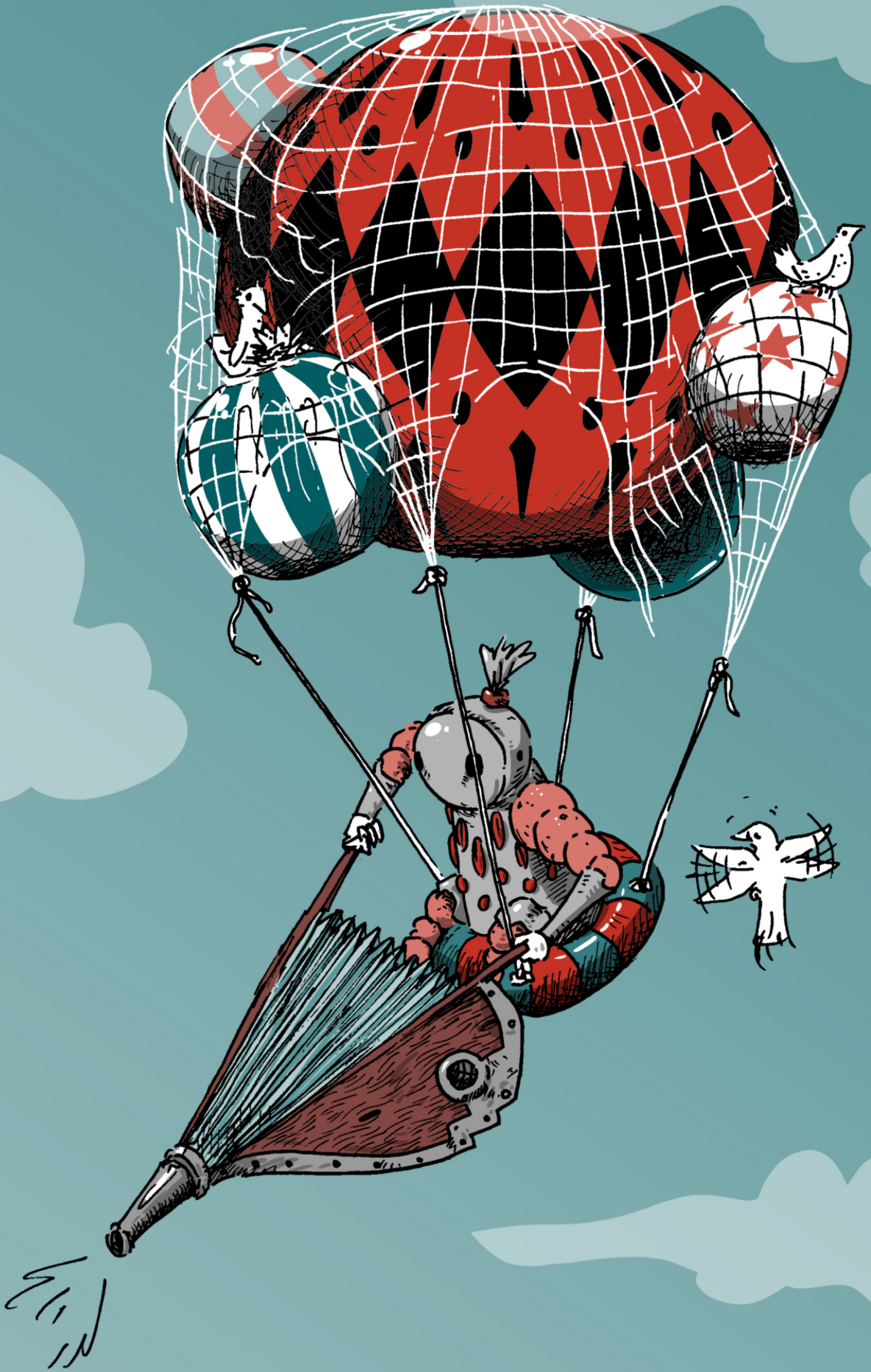


My father is always busy and my mother is always busy being busy with my aunt who is busy with water. That's a lot of busy's, hehe maybe they're bees? No! No, can't be bees, bees don't like water, I've seen my mother and aunt do funny things with water. Maybe the- maybe they're water bees,... o-or wees! HAHA! Wee! AHaHahahahahaha! Ahhhhh Whenever I see my mother or brothers they always seem to have a veeerrryyyy disappointed look on their face. I can't think why! I'm always so happy and fun to be around! The only one who doesn't look at me this way is my ickle teasprout nibling, Kettle Knight! He is a hoot he is! Has terrible taste for drinks mind you, but I'll soon sort that problem out!

<b>S</b> <b>T</b> <b>R</b>	<b>14</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>4</b> (-3)	<b>C</b> <b>O</b> <b>N</b>	<b>16</b> (+3)
<b>W</b> <b>I</b> <b>S</b> PB	<b>7</b> (-2)	<b>I</b> <b>N</b> <b>T</b>	<b>11</b> (±0)	<b>C</b> <b>H</b> <b>A</b>	<b>20</b> (+5)
<b>+2 SAVES</b>			<b>SKILLS</b>		
+4 Str +5 Con			+8 Int		
<b>WEAPON</b>			<b>ITEMS</b>		
Morning Star (+4) 1d8 Bludgeoning			(4) Wine bottles (3) Beer barrel small		
Glass Bottle (-1) 1d4 Pierce Ammo, Range 5/25			(3) Cider barrel small (1) Goblet (1) Stein Glass (1) Keyring of random keys		

**PROGRESSION**  
 At higher levels Barrel Knight:  
 -Follows the Path of the Berserker





**DIRIGIBLE KNIGHT**  
**SORCERER 1**  
 HE/HIM N

HP 10/10  
 20fy → -1 INTV



**ABOUT**

As the youngest knight in the realm I have a lot to prove! I must do my mothers proud and show them that I, Dirigible Knight, can strike it out on my own, that I don't need them to coddle me and protect me from things that go bump in the night, and that I am a force to be reckoned with! Questing here I come!

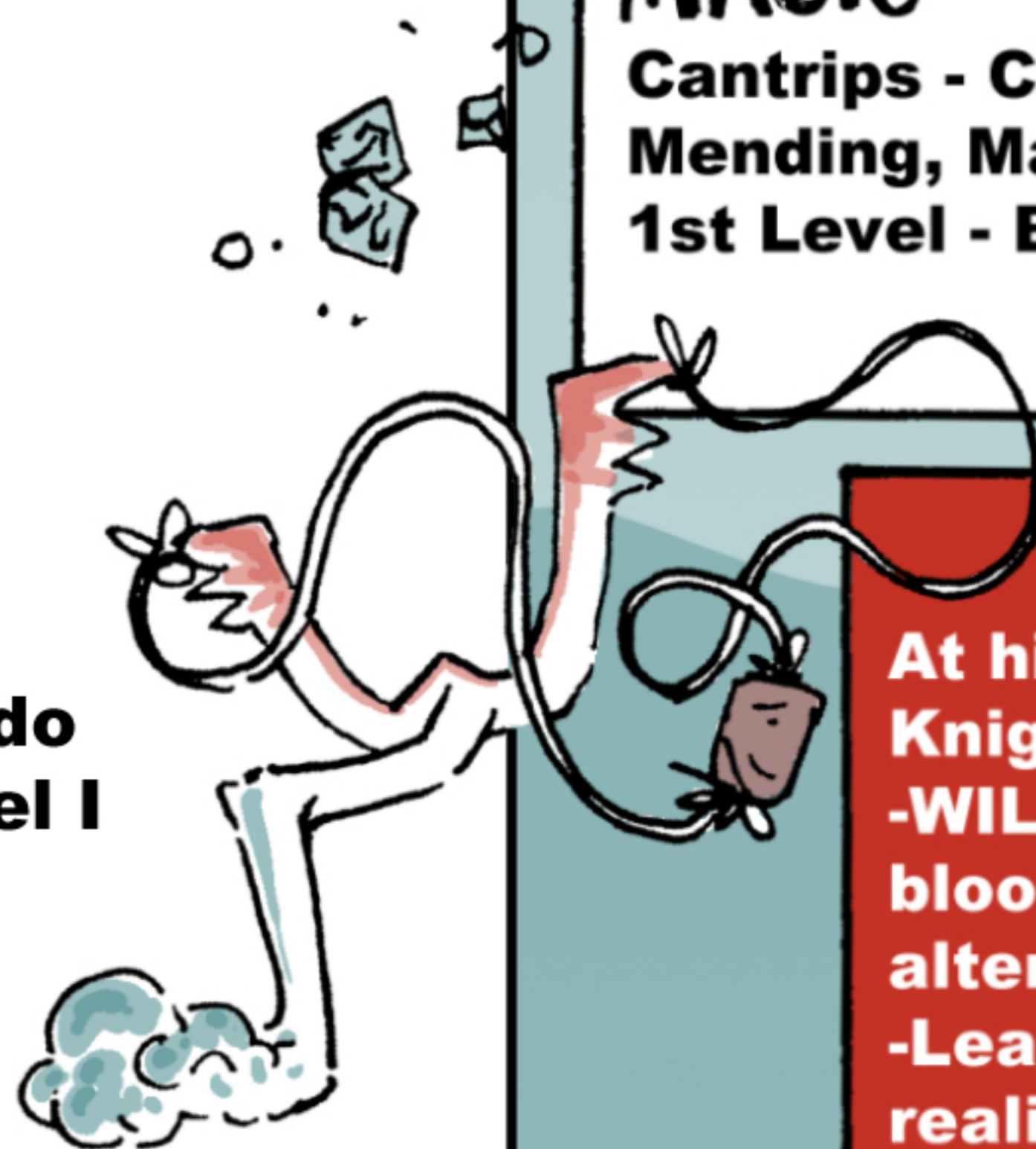
My plan to achieving questing immortality and becoming the coolest most impressive knight in all of the kingdoms is to first survey the kingdom in my mobile dirigible, and find people who need an awesome badass to save them! I then simply have to repeat this enough times until I'm the best knight ever! My balloons are my most essential tool for being able to do this as they'll give me unparalleled views of everywhere, and also give me the freedom that the boring crappy ground would never be able to offer!

LADY LEATHER

POCKET WITCH

DIRIGIBLE KNIGHT

Although I'm going to be a big independent awesome superstar knight who doesn't need any mums to help or look after me, I do love my mum's very much and feel I can talk to them about anything! Whenever I'm feeling super scared I like to curl up inside one of Pocket Mums pockets, but I won't be needing to that anytime soon as an awesome independent knight!



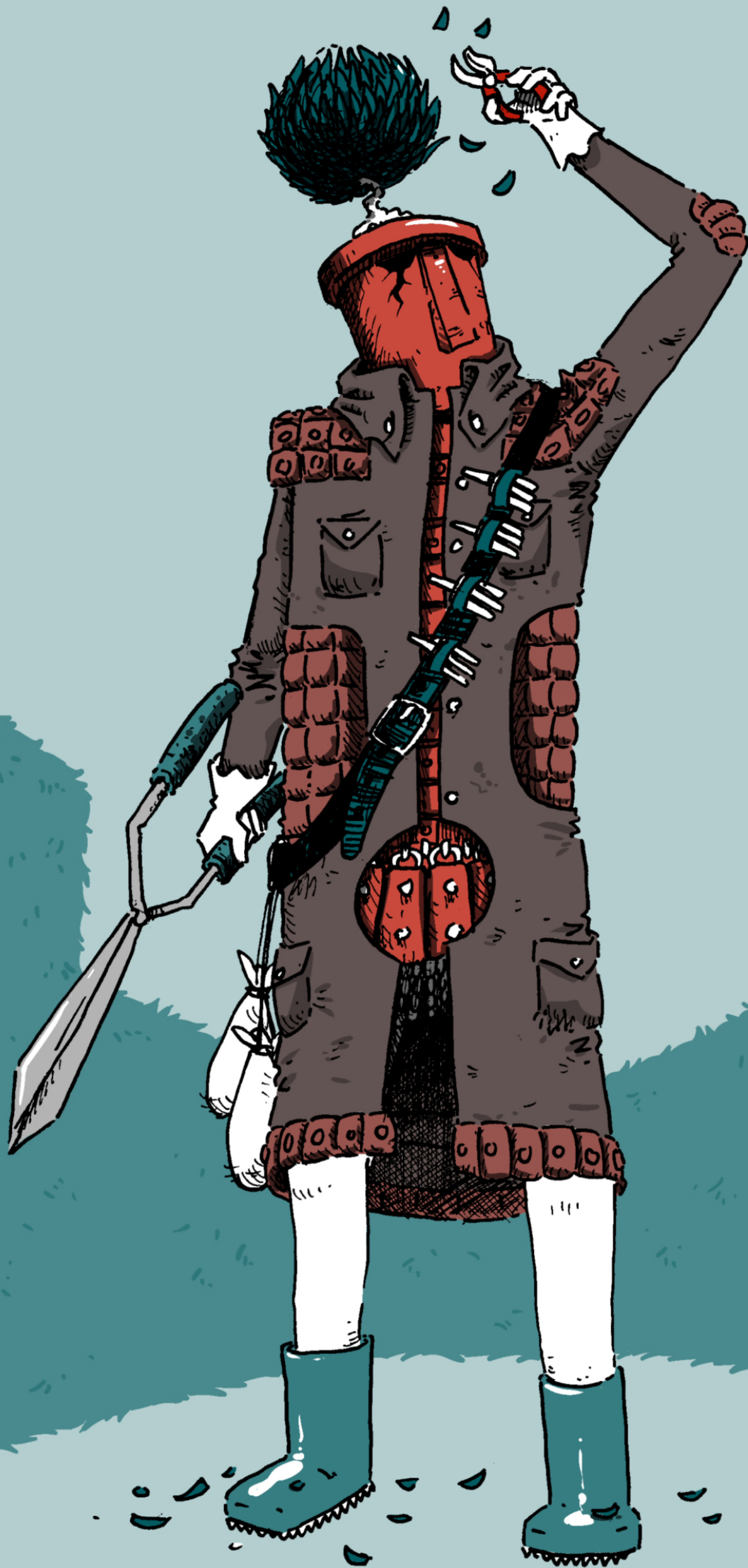
<b>S</b>	<b>3</b>	<b>D</b>	<b>8</b>	<b>C</b>	<b>19</b>
<b>T</b>	(-4)	<b>E</b>	(-1)	<b>O</b>	(+4)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>12</b>	<b>I</b>	<b>16</b>	<b>C</b>	<b>14</b>
<b>I</b>	(+1)	<b>N</b>	(+3)	<b>H</b>	(+2)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

<b>+2 SAVES</b>	<b>SKILLS</b>
+6 Con	+5 Arc
+4 Cha	+4 Dec

<b>WEAPON</b>	<b>ITEMS</b>
Slingshot (-2) 1d4 Bludge Ammo 30/120	(4) Big Billows (1) Bag of Winds (2) Balloon making kit

**MAGIC**  
 Cantrips - Chill Touch, Fire Bolt, Mending, Mage Hand  
 1st Level - Burning Hands, Magic Missile

**PROGRESSION**  
 At higher levels Dirigible Knight:  
 -WILD MAGIC - Inherited blood from a dimension altering witch  
 -Learns spells of either a reality/dimension altering nature, or have a long range or nature themed effect



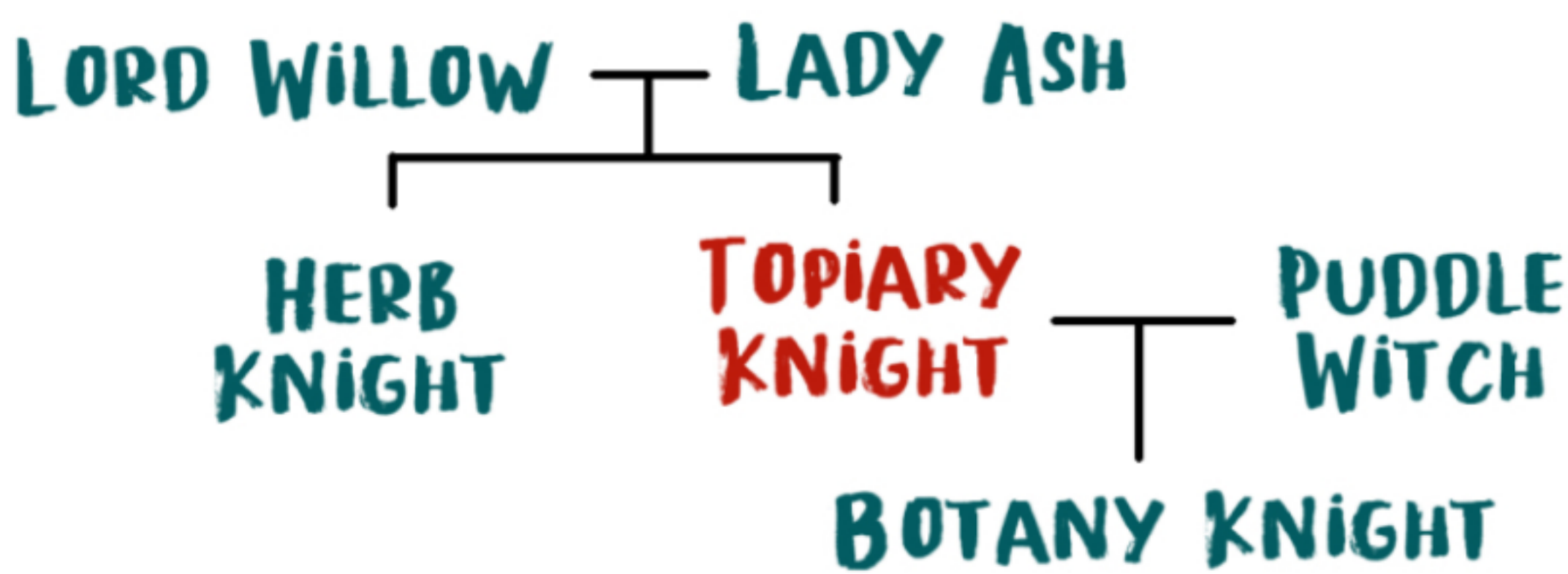
**TOPIARY KNIGHT**  
 DRUID 1  
 LN  
 HP 10/10  
 20fy  
 -4 INTV  
 10  
 1d8

**ABOUT**

As the kings head gardener precision and order are two traits that I feel do an exemplary job of defining me. If everything isn't just so in the gardens then I won't be able to relax, something I struggle of as late in my personal life, after all, a garden is infinitely more simple to control and groom than someone's life, although I do try anyway.

It is my biggest belief that nature can be harness and tamed to reflect perfection. The royal gardens are a perfect example of this; I took what was once unruly, wild, and imperfect, and bound it, wrestled with it, and cultivated it until it fit. The plants I trim aren't just made to look pretty, as some droll people say, they are a representation of the world in its most perfect state.

My daughter on the other completely disagrees with me, saying that nature is beautiful just the way it is, something I disprove on a regular basis by occasionally walking out into random corners of the wilderness and perfecting it.



My wife left me as she found my attentive nature suffocating and oppressive. I miss her sometimes, but then think about all the things I kept trying to change about her and think better of it, I'm far too busy attending the kings' gardens to worry about her anymore. My daughter on the other hand is someone that I try to correct and perfect. I think she's currently going through a rebellious phase, something I don't like, but I'm sure she'll grow out of it. I still try to point out her faults and ways she can improve herself, but she keeps pushing me away.

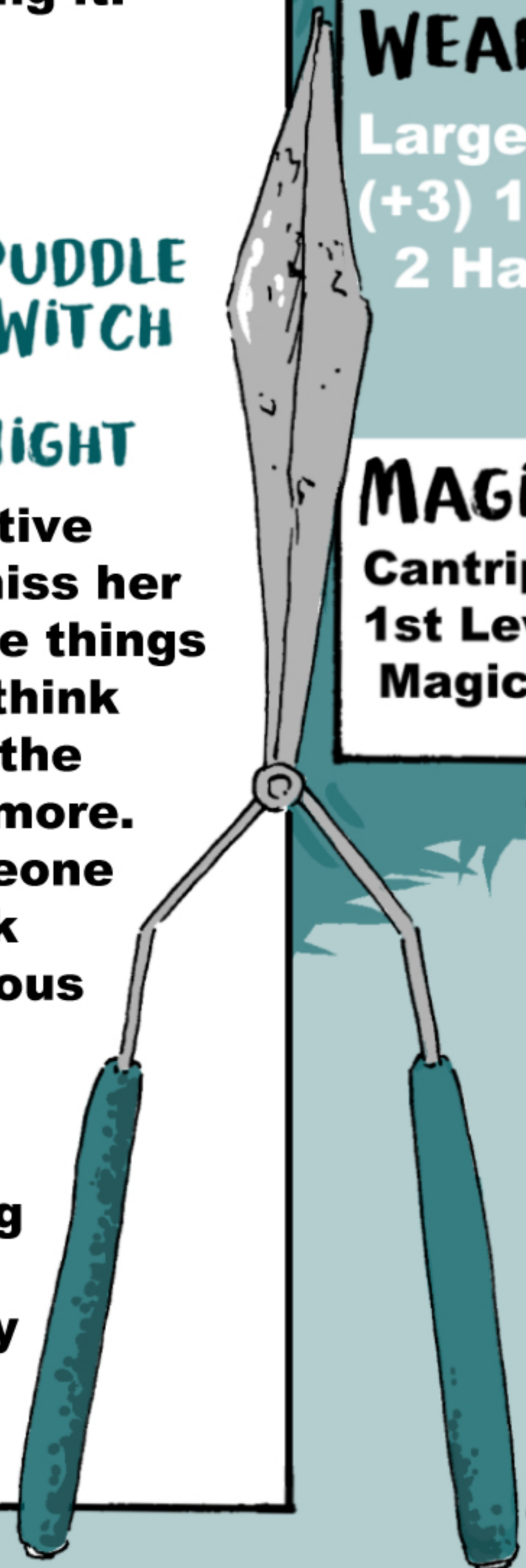
I don't really think about the rest of my family as I'm far too busy with work and the state of my daughter!

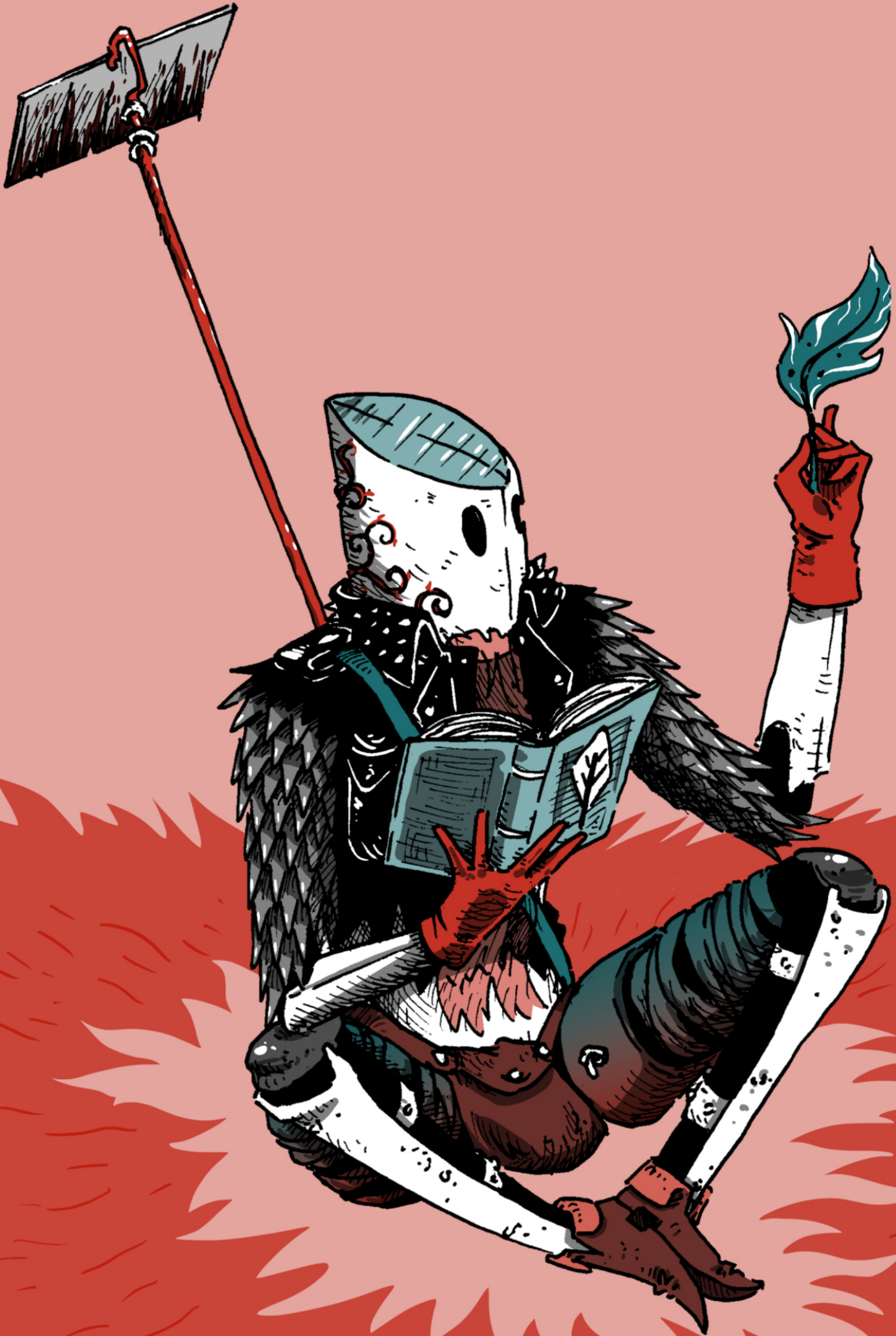
<b>S</b> <b>T</b> <b>R</b> 12 (+1)	<b>D</b> <b>E</b> <b>X</b> 2 (-4)	<b>C</b> <b>O</b> <b>N</b> 15 (+2)
<b>W</b> <b>I</b> <b>S</b> 17 (+3)	<b>I</b> <b>N</b> <b>T</b> 20 (+5)	<b>C</b> <b>H</b> <b>A</b> 9 (-1)
<b>SAVES</b> +2 +7 Int +5 Wis		<b>SKILLS</b> +8 Nat
<b>WEAPON</b> Large Sheers (+3) 1d6 slash 2 Handed		<b>ITEMS</b> (1) hand shears (3) Bag of compost (3) Trowels x4 (1) Bag of seeds
<b>MAGIC</b> Cantrip - Thorn Whip, Mending 1st Level - Good Berry, Detect Magic		

**PROGRESSION**

At higher levels Topiary Knight:

- Is a member of the Circle of the Forest
- Learns spells that focus on nature and controlling others





# BOTANY KNIGHT

SHE/HER

SORCERER 1

CG

HP 8/8

20ft

+4

INTV

18

1d6

## ABOUT

I'm a rebellious woman with a **BIG** attitude! If things aren't going my way, I let it be known, if things don't go the way I planned it to, I let it be known, and if someone tries to stop me from exploring the wilderness and having a good time with my friends, **DAD**, then I tell them to stuff it and I do as I please! The only reason my attitude is as big as it is is because of him! I have to be this in your face or he won't get the picture! I'm not so bad around other people, but I find I'm most irritable after I've spoken to my dad. **Kettle Knight** is the only one that really ever calms me down! I spend most of my free time with them. I'll be exploring for new forms of plant life, trying to determine if something edible or poisonous, and then **Ket** will either be searching themselves, or brewing up whatever I've found to see if it'll make a delicious tea. We have the best of times together although I do tend to lash out when I'm in a bad mood.

TOPIARY KNIGHT

PUDDLE WITCH

BOTANY KNIGHT

My dad is Super controlling, always emotionally manipulating me to make me feel lesser than I am and coercing me into being the way he wasn't me to be! He has this big beef with nature that I just can't get behind so we clash heads often, but living with him is slightly preferable to living with my mum. At least with dad I can sneak out, with mum she'll use her magic to keep me in the house until I've done all the chores and she demands - god she's lazy! Also my dad does grow some pretty flowers in his back garden, not that I like flowers or anything!

<b>S</b> <b>T</b> <b>R</b>	<b>2</b> (-4)	<b>D</b> <b>E</b> <b>X</b>	<b>18</b> (+4)	<b>C</b> <b>O</b> <b>N</b>	<b>15</b> (+2)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>10</b> (±0)	<b>I</b> <b>N</b> <b>T</b>	<b>12</b> (+1)	<b>C</b> <b>H</b> <b>A</b>	<b>19</b> (+4)

+2

### SAVES

+4 Con  
+6 Cha

### SKILLS

+6 Dec  
+2 Ins

### WEAPON

Hoe (-2) 1d4  
Piercing  
Dagger (-2)  
1d4 Slash

### ITEMS

(1) Book of Flora  
(1) Magnifying Glass  
(2) Investigation Kit

### MAGIC

Cantrip - Minor Illusion, Ray of Frost, True Strike, Dancing Lights  
1st Level - Sleep, Ray of Sickness

### PROGRESSION

At higher levels Botany Knight:  
-WILD MAGIC - Inherited blood from a water witch  
-Learns magic that focuses on nature, investigation and evasion





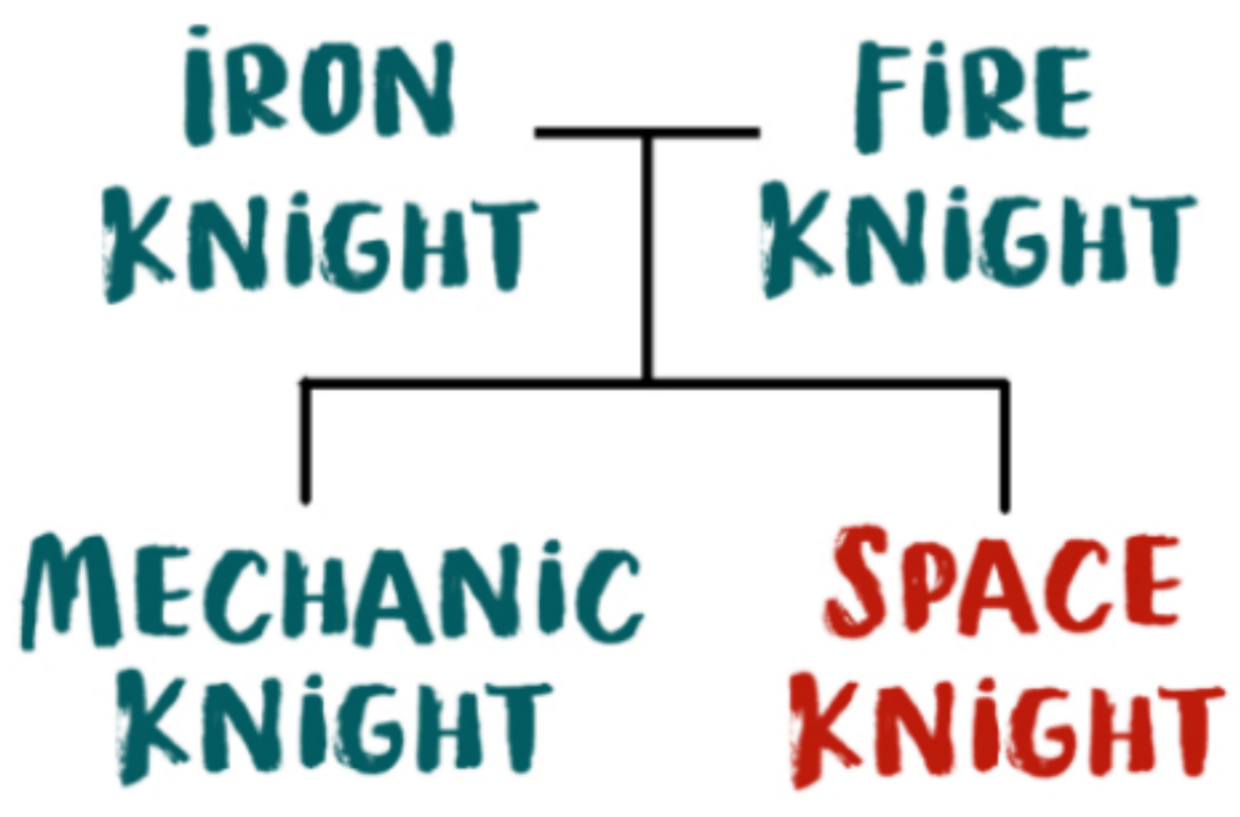
**SPACE KNIGHT**  
**FIGHTER 1**  
 HE/HIM N

HP 13/13  
 30ft → +2 INTV



**ABOUT**

SPACE!! OOooooooo I sooooo want to goooooo! But it's so hard, it's so high up! Even when I climb a really really really tall mountain or build a really really tall tower I still can't reach it! The stars look so pretty I wonder if they'll be my friends, I mean obviously not straight away, pfft, I have to probably perform a special star dance first before they'll even let me get near them. I have been practicing it, but I don't think I've got the moves done perfectly yet, Mechanic Knight says she knows the moves but sometimes I think she's just getting me to do silly things heehee. She was also the one who made my rocket boots!! With these I can explore alllllllllll of space! I'll see sooooo much, and make lots of friends, and bring lots back home to share with MK, I know she'd like that!



I'm not sure about mum and dad, but sometimes I see MK. She's helping me build all sorts of space things like air tanks, and space boots, oo oo, and a rocket ship! That one's taking the longest as it has the most parts needed so that I don't die and explode in space! MK looks tired a lot of the time, I think she's very busy inside the castle when she's not with me, but she won't have to worry soon cuz when the rocket is finished I'll go to space, and take her with me!

<b>S</b> <b>T</b> <b>R</b>	<b>14</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>15</b> (+2)	<b>C</b> <b>O</b> <b>N</b>	<b>17</b> (+3)
<b>W</b> <b>I</b> <b>S</b>	<b>4</b> (-3)	<b>I</b> <b>N</b> <b>T</b>	<b>14</b> (+2)	<b>C</b> <b>H</b> <b>A</b>	<b>6</b> (-2)

<b>+2</b> <b>SAVES</b>	<b>SKILLS</b>
+4 Str +5 Con	+4 Acr +4 Ath

<b>WEAPON</b>	<b>ITEMS</b>
Colapsible Lance (+4) 1d10 Pierce	(2) Jet boots, + jump height (2) Fuel Cells (2) Oxygen tank (1) Steel Wire 40ft (2) Whole Asteroid (1) Asteroid bits
<u>Mean Angel</u> MK said it fell off the moon one day so it's from space and must be special	

**PROGRESSION**  
 At higher levels Space Knight:  
 -Focuses on Great Weapon Fighting Style  
 -Follows the Champion Archetype



**BUCKET KNIGHT**

MONK 1

HE/HIM

N

HP 5/5

30ft

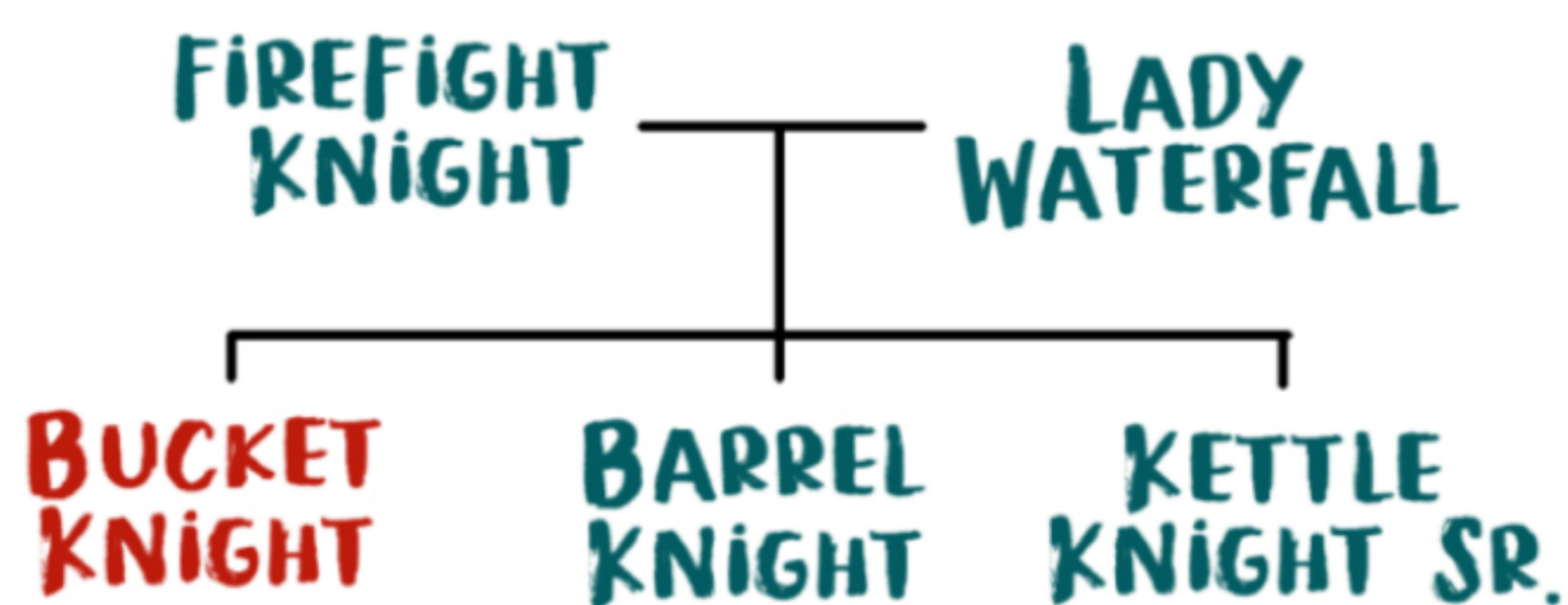
+5 INTV

19

1d8

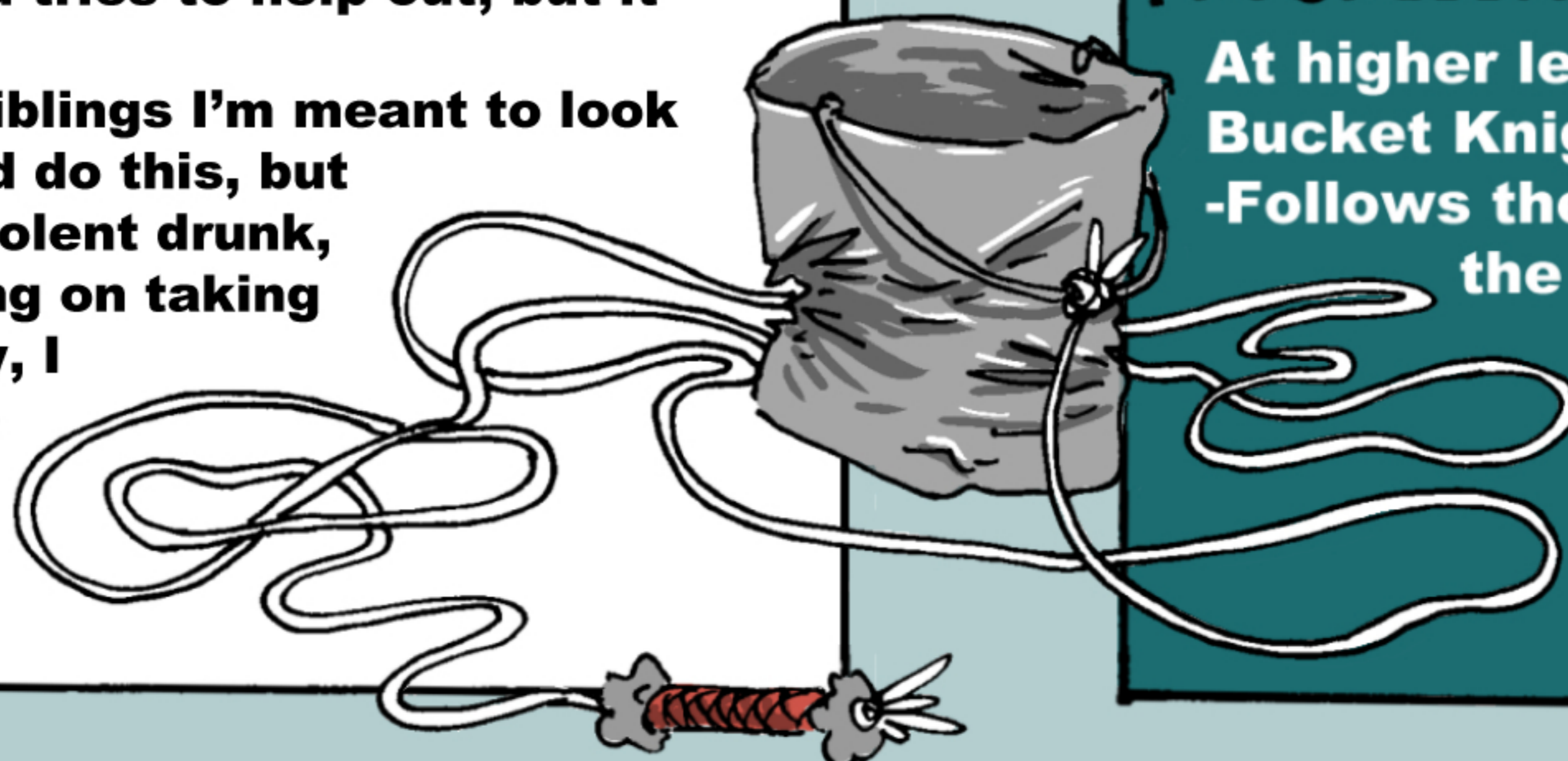
## ABOUT

I prefer to keep to myself, that way no one can expect anything of me, and I don't have to make expectations of anyone else. I lived that life in the past and all it did was bring regret, so now I live the hermitic lifestyle both as a means to distance myself from everyone, but also to better myself in case I'm desperately needed for something. My main process of self-improvement involves going into villages and camping out at the bottom of wells, the deep, dark, and kinda wet nature of them comforts me at a deep level and helps me feel calm whilst I contemplate my past mistakes and train myself to be better. I usually have to vacate the well after a short while as people tend not to like having someone live in their water supply. That's fine; I've incorporated into a part of my training. Provided something doesn't get too hard, I'll do my best to help out. I don't want to fail someone ever again.



My father doesn't seem to be aware of my morose attitude, I'll see him sometimes from a bottom of a well when he needs water, but I don't think he notices me. My mother is aware on the other hand and tries to help out, but it never works.

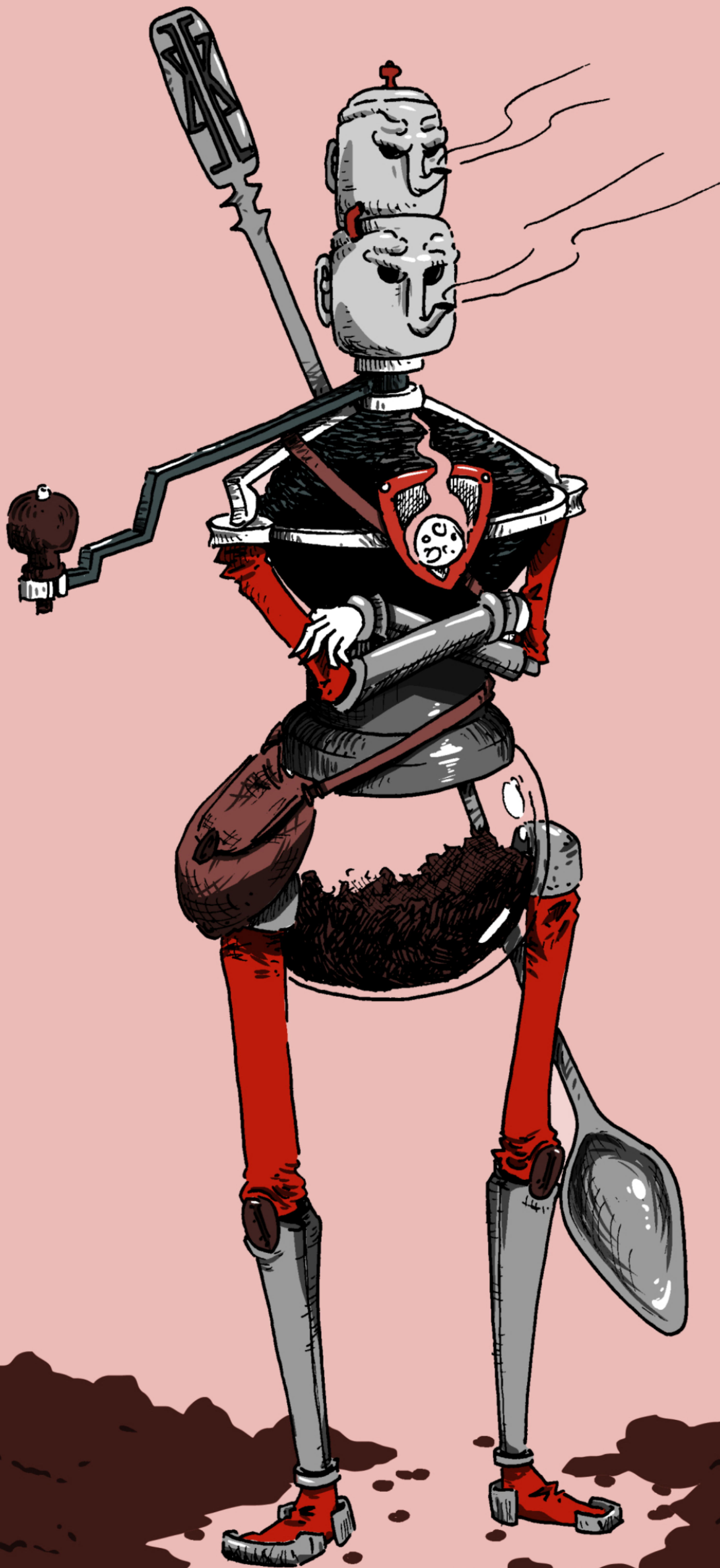
As the eldest of my siblings I'm meant to look after them all. I would do this, but with Barrel being a violent drunk, and Kettle Sr. insisting on taking responsibility anyway, I tend to leave them to it whilst I go off to a well to think.



<b>S</b>	<b>13</b>	<b>D</b>	<b>20</b>	<b>C</b>	<b>5</b>
<b>T</b>	(+1)	<b>E</b>	(+5)	<b>O</b>	(-3)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>10</b>	<b>I</b>	<b>11</b>	<b>C</b>	<b>13</b>
<b>I</b>	(±0)	<b>N</b>	(±0)	<b>H</b>	(+1)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>	<b>+2 SAVES</b>		<b>SKILLS</b>		
	+3 Str		+7 Acr		
	+7 Dex		+7 Ste		
<b>WEAPON</b>			<b>ITEMS</b>		
Bucket on a ope (+8) 1d6 Bludgeoning range 5/25			(1) Bucket		
Both useful and dangerous			(1) Rusty Key		
			(1) Old Ring		
			(2) Bag of assorted coins		

## PROGRESSION

At higher levels  
**Bucket Knight:**  
 -Follows the Way of the Open Hand



# KETTLE KNIGHT SR.

HE/HIM

FIGHTER 1

LG

HP 14/14

20ft

-4 INTV

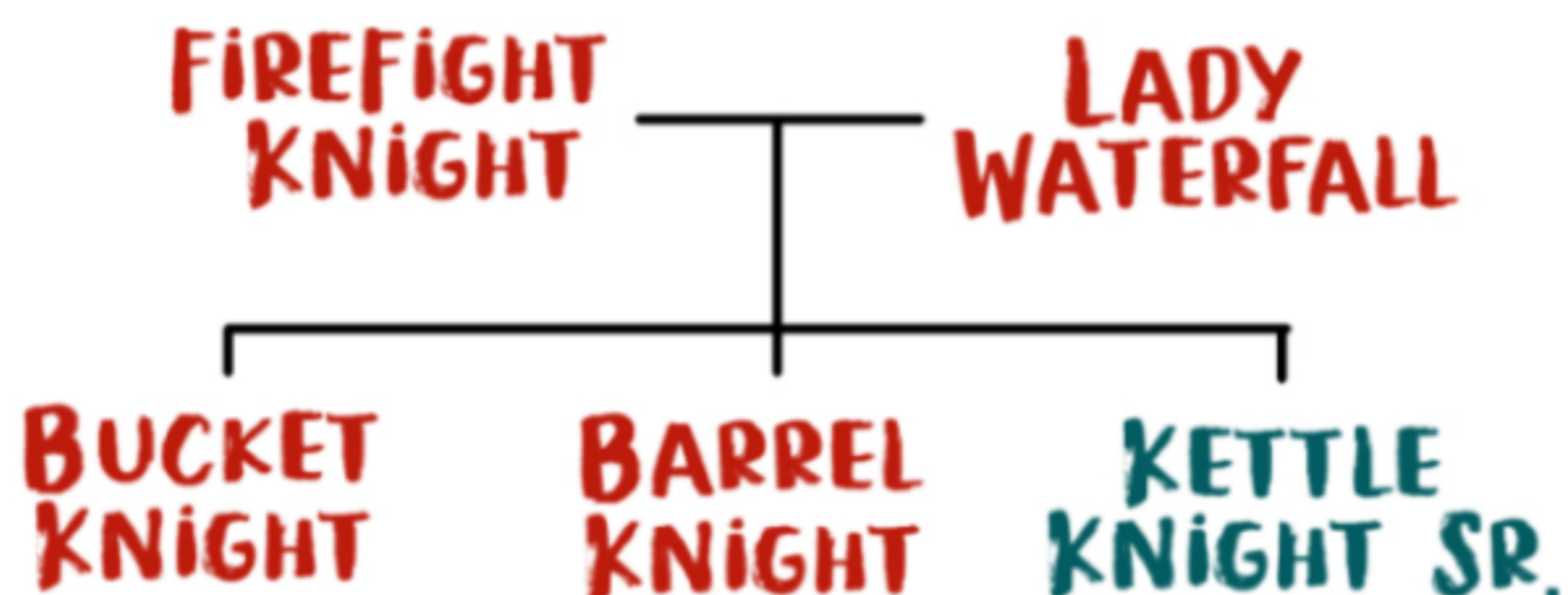
10

1d10

## ABOUT

I am someone who has their life under control! I keep myself in a regular routine and reap the benefits of an organised life! Every morning I start the day with a nice cup of coffee, freshly ground of course, followed by a quick clean of the house, another cup of coffee, eat the lunch that my husband makes for me, and then get on with the jobs I have lined up for the afternoon. If there was no control then my life would be miserable and my world would be in utter chaos.

To help maintain control on my life I constantly drink coffee to keep myself alert and aware of my surroundings. I've found that at least 14 cups a day is enough to keep me calm and ready for anything that may go wrong. I find that if I stop drinking coffee for too long the world dulls around me like I've been dropped into a dense fog.



As much as I find my husband's overly romantic gestures unnecessary and sappy, I do like them and allow them to be the one little bit of chaos that I have in my day. I love him dearly and his only fault is that he has a habit of doing things at the perfectly wrong time.

Kettle junior is far too relaxed for their own good! They need more focus and drive than a vague notion about exploration and tea! I'm sure that Botany Knight is a bad influence! I know they're related to my husband so can't be openly condescending about them, but her about parents aren't the best of people and she's turned out even worse!

Thankfully I don't take after my parents who are both distant to me and my brothers, mother less so but still hard to connect with I find. Because of this I often felt it was my responsibility to look after everyone - even if I wasn't very good at it - it's not like anyone else offered to do it!

<b>S</b>	<b>14</b>	<b>D</b>	<b>3</b>	<b>C</b>	<b>18</b>
<b>T</b>	(+2)	<b>E</b>	(-4)	<b>O</b>	(+4)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>13</b>	<b>I</b>	<b>9</b>	<b>C</b>	<b>19</b>
<b>I</b>	(+1)	<b>N</b>	(-1)	<b>H</b>	(+4)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+4 Str	+6 Int
	+6 Con	+3 Perc

<b>WEAPON</b>	<b>ITEMS</b>
Long Spoon (+4) 1d8 Bludgeoning	(2) Sack of coffee beans
What Strumbinger was modelled after, except better	(1) Kettle
	(1) Milk
	(1) Fire starting kit
	(1) Coffee grinder

## PROGRESSION

At higher levels Kettle Knight Sr:  
 -Has a defensive fighting style  
 -Follows the Battle Master Archetype



# HERB KNIGHT

DRUID 1

NG

HE/HIM

HP 7/7

25ft

+3

INTV

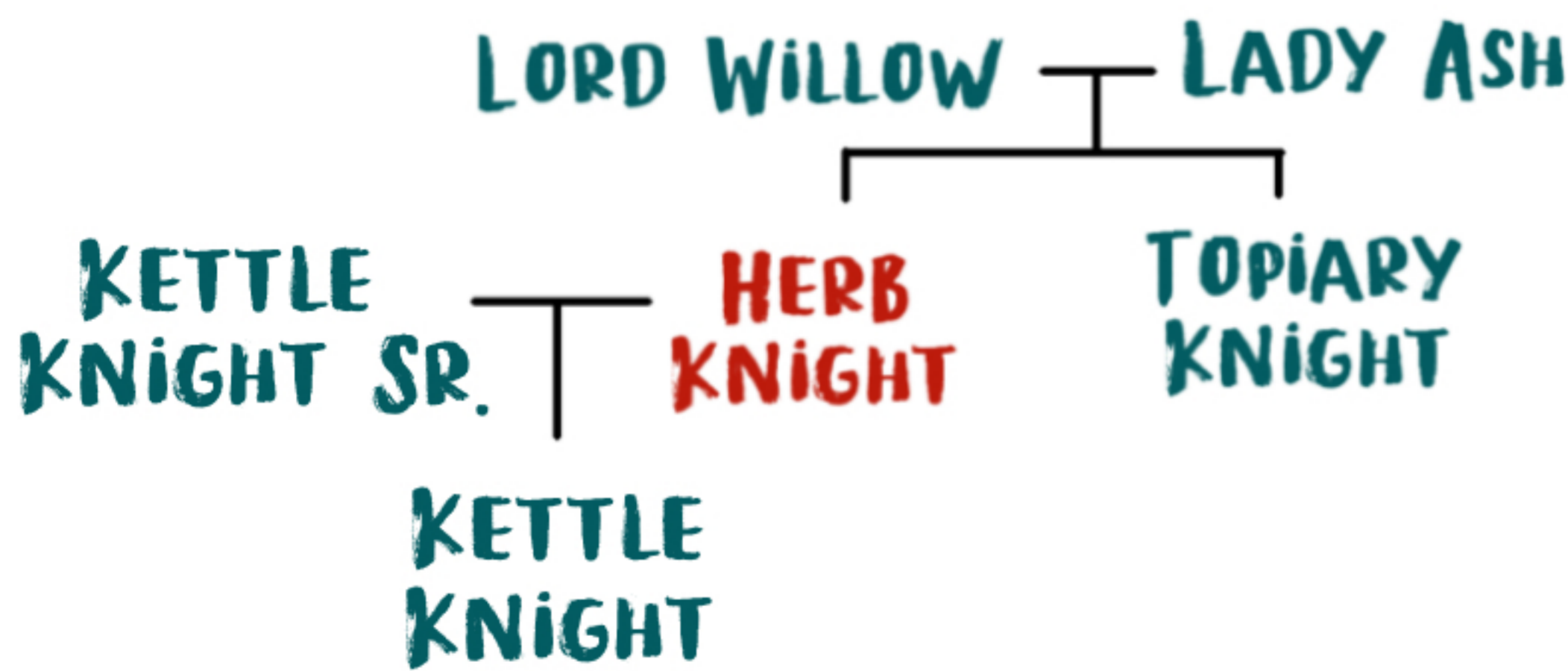
15

1d8

## ABOUT

Oh if only everyday was as perfect as the day I first met Kettle Knight; the trees were in full bloom, I had just harvested a delectable bundle of bumbledown bark and was planning on making some sleeping draughts for Crow Knight, but the sight of him drew me up short. I instantly stop what I was going to do and carved up a declaration of my love for him upon the bumbledown bark which I proclaimed to him that very evening! We have been together since and I've loved every day of it.

I often share this love with both KK and the world by bringing the beauty of nature into our home and the lives of other people. I find that using herbs is the best way to do this as they're both a treat for the eyes and the nose! If people could just focus on the good in the world then I'm sure all of the bad things will just go away.



Although my parents are rather stoic and reserved I love them and know that they support me in all of my life choices. I only ever really see or speak to my brother if I happen to bump into him, he's very private, and actually reminds me a bit of KK sometimes, but I'm super happy that KK junior and Botany Knight get along so well! It makes me feel connected to my brother even if we don't interact in some way.

<b>S</b>	<b>5</b>	<b>D</b>	<b>16</b>	<b>C</b>	<b>9</b>
<b>T</b>	(-3)	<b>E</b>	(+3)	<b>O</b>	(-1)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>20</b>	<b>I</b>	<b>12</b>	<b>C</b>	<b>5</b>
<b>I</b>	(+5)	<b>N</b>	(+1)	<b>H</b>	(-3)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+3 Int	+7 Ins
	+7 Wis	+3 Nat

<b>WEAPON</b>	<b>ITEMS</b>
Sickle (-1) 1d4 Slash	(1) Dried herbs (1) String 10ft
Quarterstaff (-1) 1d6 Bludge	(1) Honey (1) Scissors

**MAGIC**  
 Cantrips - Shillelagh, Poison Spray  
 1st Level - Detect Poison & Disease, Charm Person

## PROGRESSION

At higher levels Herb Knight:  
 -Is a member of the Circle of the Grasslands  
 -Learns spells that focus on nature and supporting and charming people







# CAULDRON KNIGHT

FIGHTER 1

HE/HIM

NE

HP 12/12

20fy

±0 INTV

14

1d10

## ABOUT

Why aren't things as good as they used to be? I've ask myself this question a lot recently. I remember when I was young and you couldn't step out of the front door of your house without something exciting happening! Nowadays you have to go look for adventure, and everyone's busy being all pansy and staying inside all the time! It makes me sick!

For example, when I first met my wife, I had to fight my way through an entire army of gingerbread men just be allowed to court her, and even then I wasn't allowed to wield her families heirloom until I'd sworn loyalty to the throne! Nowadays kids just go round and ask each other out!! It doesn't even matter if it's the man or the girl asking apparently. I fear for the way the world is going with everyone in it continuing down this path of improperness!

CAULDRON KNIGHT — LADY LADLE

FIREFIGHTER KNIGHT

Me and my wife keep to ourselves and keep our family life private even if the rest of my family do not.

I have disowned my son for marrying that magical born strumpet! It is not proper marrying someone of magical decent; it's filthy and dirties the blood, it still baffles me to this day why Fire married the enemy when me and his mother had plenty of lovely Ladies lined up for potential betrothal. The thing that really put the carrot in the stew was that upon disownment, that wench cursed me into being constantly surrounded by scalding hot broth! I can never escape the stuff, even outside of my armour. It clings to me like a raindrop to a spider's web.

I refuse even acknowledge the problem of course. She will not know how this encumbers me!

STR 6 (-2) DEX 11 (±0) CON 15 (+2)

WIS 8 (-1) INT 9 (-1) CHA 1 (-5)

+2

### SAVES

±0 Str  
+4 Con

### SKILLS

+1 His  
-3 Int

### WEAPON

Ladle (±0)  
1d8 Bludge

Obtained through marriage to my wife, was hers but is now rightfully mine as the man in the marriage

### ITEMS

(1) Soup Stock  
(2) Vegetables  
(1) Dentures

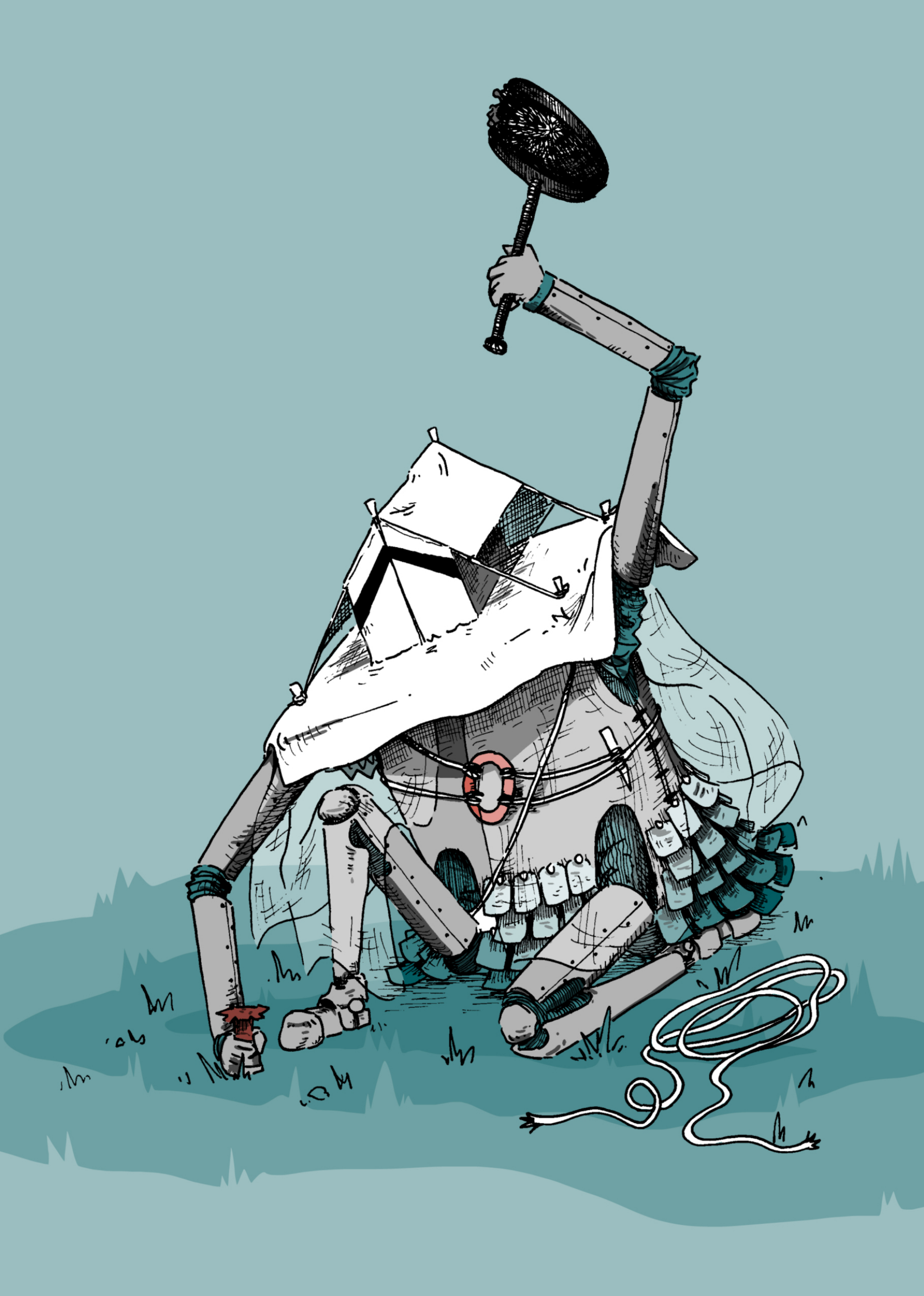
Passive Ability: Hot Broth - DEX Saving Throw. if successful then completely impervious to fire/acid attacks

## PROGRESSION

At higher levels Cauldron Knight:

-Has a Great Weapon Fighting Style

-Follows the Eldritch Knight Archetype, he's in denial about having powers and rarely uses them, but knows spells that use fire/water or counterspells



**CAMP KNIGHT**  
**RANGER 1**  
**HE/HIM**  
**CN**  
**HP 13/13**  
**20ft**  
**+4 INTV**  
**18**  
**1d10**

## ABOUT

I like to get out of the house. A lot. My dads, they're both lovely people, but their displays of affection for each other are so embarrassing and cringey that I just have to get out of there sometimes, I just have to leave! It's even worse when we're together in public; all I can imagine is what other people are saying about us behind our back. We don't exactly live in a very modern, or accommodating part of the kingdom, so our situation is still frowned upon by many people that we meet.

Whenever I leave I like to set up my tent about half a day's walk from my house, and spend time to myself, just thinking, beneath the comforting canvas of my tent, about the nature of love and how it works. This is a subject that I come back to often as it confuses me an awful lot. I would talk to my friends about it if I had any, but I'm often too unconfident to introduce myself to anyone.

**LORD THIMBLE** — **LORD TUSK**

## CAMP KNIGHT

As already stated, I love my dad's, they're my best friends in the world, being around them lets me forget that I want other people to talk to. Until they start being all lovey-dovey to each other that is. Even when they're not acting this way, the way they're treated by the older generations and the way my dad's themselves respond to it – "we'll just keep being ourselves, their scowling isn't going to change who we are" they say – makes me feel confused and uncertain about why people are the way they are.

I know the love that my dads have for each other is real, and that they couldn't do anything to change it even if they wanted to (they don't), but why do people treat them the way they do just because of who they love?

<b>S</b>	<b>10</b>	<b>D</b>	<b>18</b>	<b>C</b>	<b>16</b>
<b>T</b>	(±0)	<b>E</b>	(+4)	<b>O</b>	(+3)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>3</b>	<b>I</b>	<b>14</b>	<b>C</b>	<b>7</b>
<b>I</b>	(-4)	<b>N</b>	(+2)	<b>H</b>	(-2)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

**+2 SAVES**  
**+2 Str**  
**+6 Dex**

**SKILLS**  
**+4 Inv**  
**+4 Nat**  
**-2 Sur**

## WEAPON

**Frying Pan**  
**(+2) 1d6**  
**Bludgeoning**

Simple and kept clean, so as to both cook and hit things with it

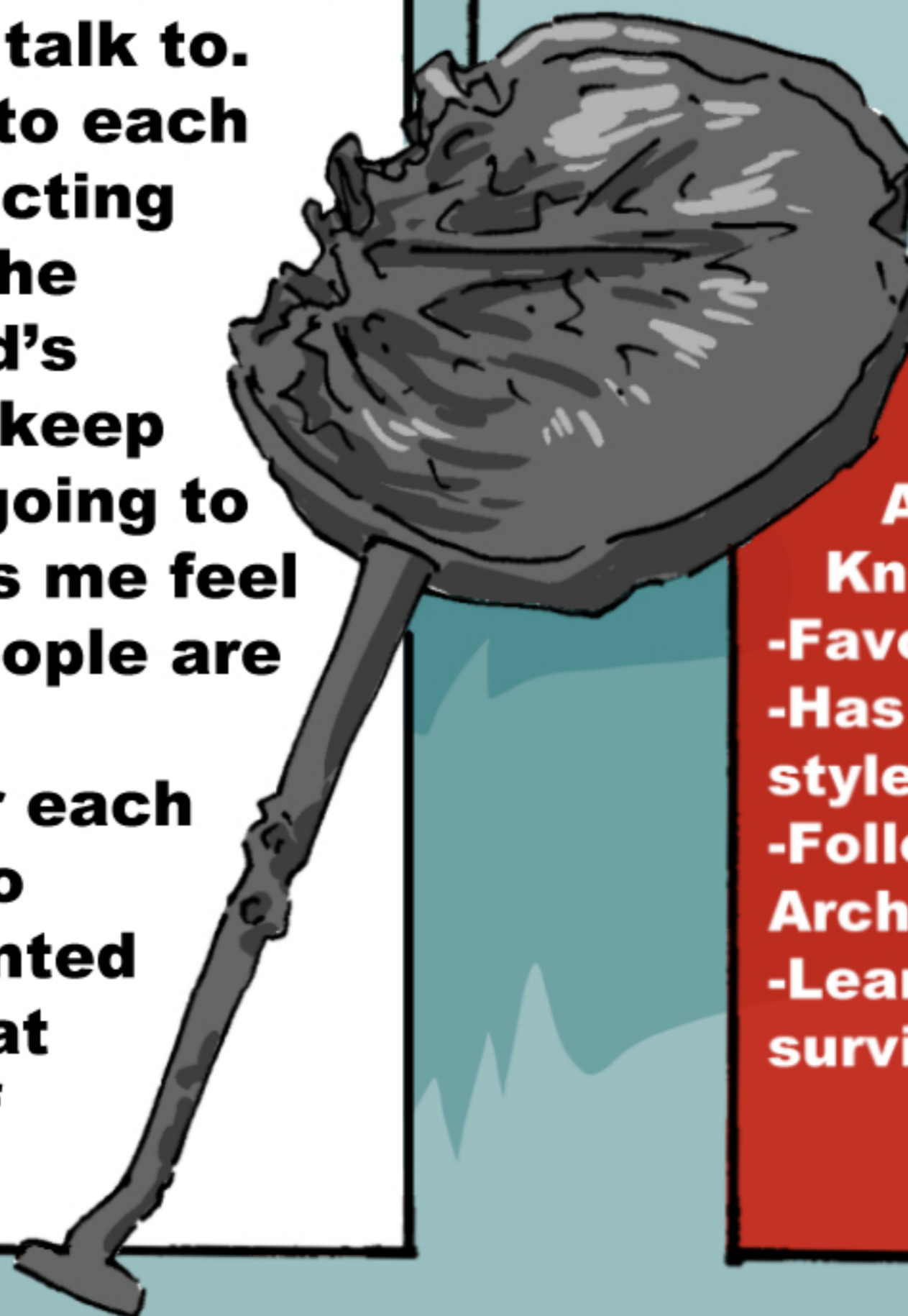
## ITEMS

(2) Rope 100ft  
 (4) Tent Canvas  
 (1) Sleeping bag  
 (1) Fire starting kit  
 (1) Oil Lamp  
 (1) Rations x4  
 (1) Water pouch

## PROGRESSION

At higher levels Camp Knight:

- Favours Giant enemies
- Has a Defensive fighting style
- Follows the Hunter Archetype
- Learns spells that help with survival or fixing things





# RUST KNIGHT

FIGHTER 1

HE/HIM

CG

HP 13/13

25ft

+1

INTV

15

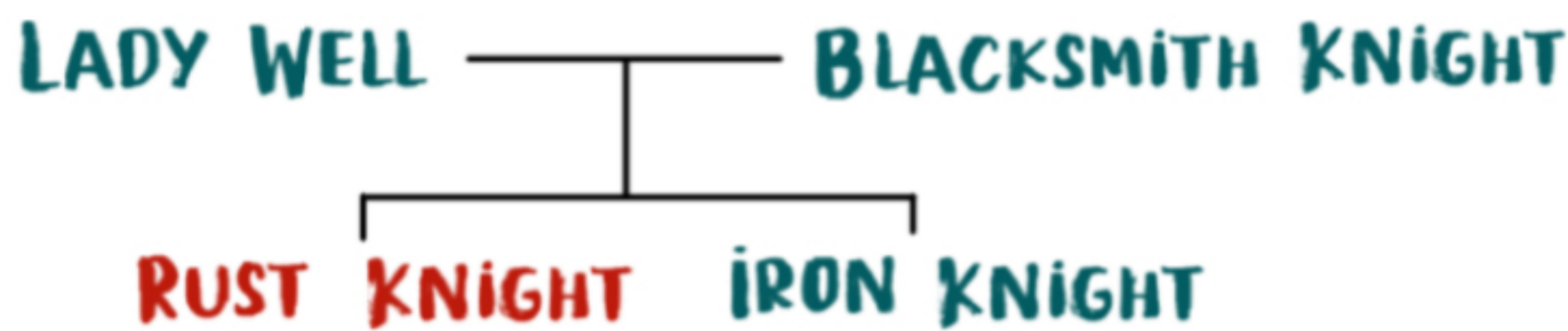
1d10

## ABOUT

I am one of the many proud Knights of this fair kingdom! I have sworn sacred, solemn oaths to uphold justice and.... Err... something important maybe? Anyway! I'm actually in the middle of a quest! It was just the other day whilst I was by the,... umm thing, and a fair Lady had something happen to her, yes, it happened very muchly to her in a way that I can't recall right now. Anyway, I must have misplaced her,... and... what I'm meant to do, I remember it being very important and that she was sad, so currently I'm on the look out for the sad fair lady and for her to tell me what my quest is! Ha Haa!

As one of the many proud Knights of this fair kingdom I must make sure that my armour is kept up to spec! It is my pride and joy to see the sun beaming back off my shining plate as I walk through the su- oh no! What's happened!? My armour is ruined! And so my quest shall begin to find that sad lady who shall tell me where to find a new helmet!

Hmm who was that lady again? Oh yes I met her by the,... ummmmm.



I love both of my mothers; they're so big and huggable, although a lot more tired than I remember, and seem to have concerned looks on their faces. They often seem to find me when I'm off questing for my helmet,... or was it a lady..... I'm not sure, but they take me home feed me my favourite meal, and tuck me into bed after a bedtime story.

I can never seem to find my brother, but this big man who looks a little bit like him does bump into me sometimes on my knightly quests, he's even quite spiritual too like how my brother was. I don't see him too often, but whenever we do he's really nice and helps me back home. Shame I can't find my brother, maybe he'll be at home under my bed?

<b>S</b> <b>T</b> <b>R</b>	<b>15</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>12</b> (+1)	<b>C</b> <b>O</b> <b>N</b>	<b>16</b> (+3)
<b>W</b> <b>I</b> <b>S</b>	<b>6</b> (-2)	<b>I</b> <b>N</b> <b>T</b>	<b>6</b> (-2)	<b>C</b> <b>H</b> <b>A</b>	<b>20</b> (+5)

+2

**SAVES**  
+4 Str  
+5 Con

**SKILLS**  
-5 His  
±0 Perc  
±0 Sur

## WEAPON

Rusted Sword  
(+4) 2d6  
Bludgeoning

This isn't my sword! Mines twice the length and shiny! Now I have to go find a new one from ummmm...

## ITEMS

- (1) Blank books
- (1) Candles
- (1) Book of Memories
- (1) Writing kit
- (1) Pot of Spice
- (1) Pot of Dirt
- (1) Jaw bone

## PROGRESSION

At higher levels Rust Knight:  
-Favours a Dueling Fighting style  
-Follows the Champion Archetype



# PATCHWORK KNIGHT

ROGUE 1

SHE/HER

CG

HP 7/7

30ft

+4 INTV

18

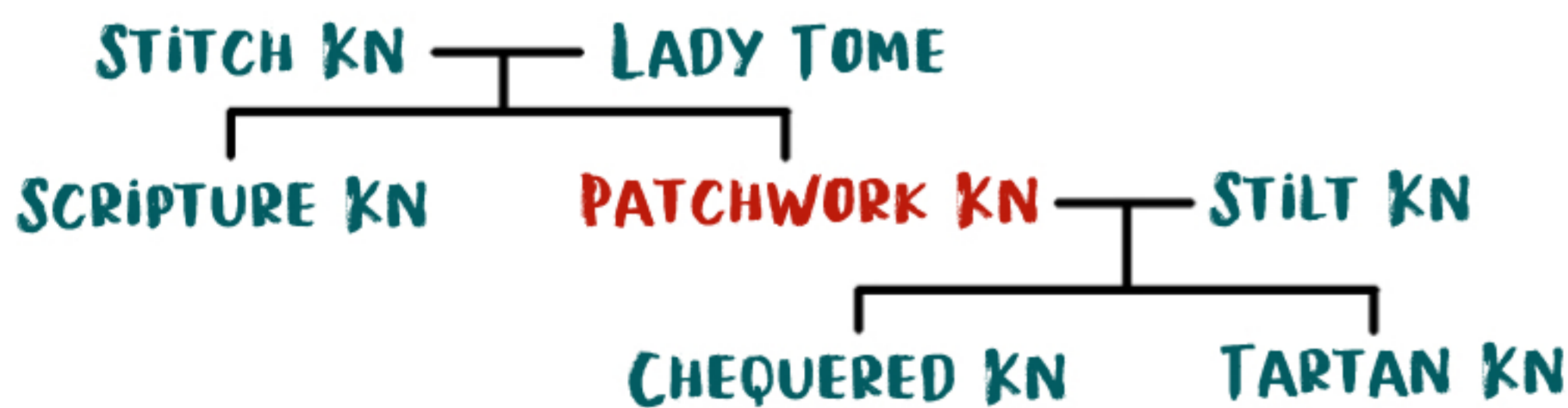
1d8

## ABOUT

I am a repurposer! I collect and hoard things that people would otherwise use and throw out (or actually use except I want it more) and reuse them for something else! Something new and exciting and beautiful! The rooms in my house are full of all sorts of odds and ends that are waiting for me to fix them together with something else to make something new!

I will go to great lengths to gather materials for my projects; scales from dragons, the hide of a gigantic boar, or the tusk of an undead walrus. These are some of the more exotic examples of my supplies, but often times people find me rooting around in their rubbish, or house, or locked safe, taking their stuff which I will use for something better! Waste in my mind, is unforgiveable!

Once I've made something new, I'll either use it myself (like my armour - all of my best armour was made by me), or give it to someone I love and know will treasure it!



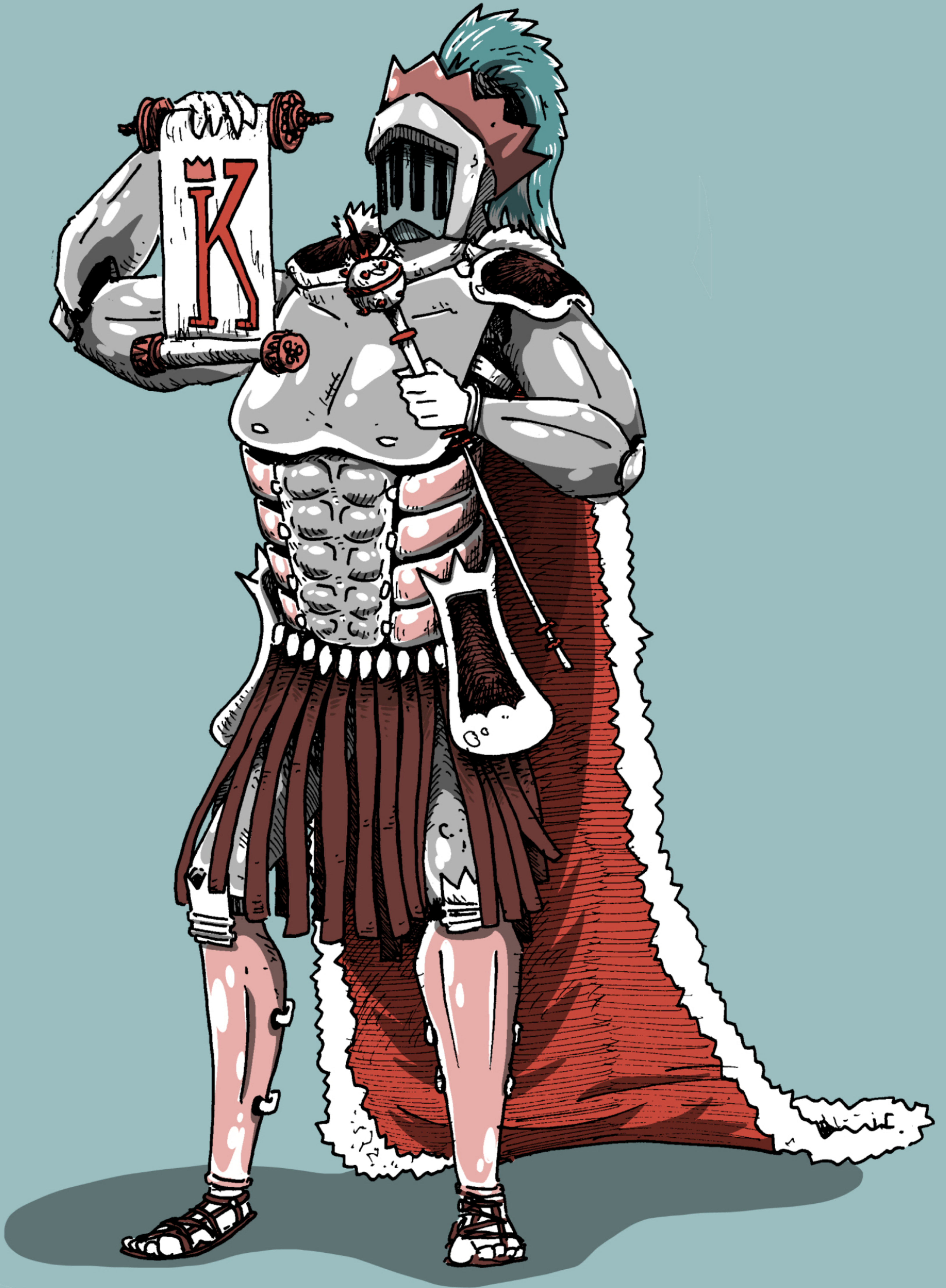
I love my husband to this day! His armour and stilts are the only thing I've never really been able to steal, I mean repurpose. Although he did do a good job of stealing my heart so I suppose I can let it slide. I know it'll be safe with him. I have a soft spot for my son Chequered Knight, mainly because I can see how smart he is and often marvel at the different things he does. I'm also a tad jealous about the shield he made, but it's his creation so I shall leave it in his worthy hands. My brother and parents on the other hand are very dismissive of me, often outright ignoring I exist sometimes! They only really see me for my thieving skills, a talent I only like to employ for personal matters, and not evil means like my father would have me do. Outside of that they see me as a waste of time. I often feel sorry for my mother as I know she is stuck in a very toxic situation that she can't get out of.

<b>S</b> <b>T</b> <b>R</b>	<b>10</b> (±0)	<b>D</b> <b>E</b> <b>X</b>	<b>19</b> (+4)	<b>C</b> <b>O</b> <b>N</b>	<b>8</b> (-1)
<b>W</b> <b>I</b> <b>S</b>	<b>7</b> (-2)	<b>I</b> <b>N</b> <b>T</b>	<b>16</b> (+3)	<b>C</b> <b>H</b> <b>A</b>	<b>15</b> (+2)
<b>PB</b>		<b>+2 SAVES</b>		<b>SKILLS</b>	
		<b>+6 Dex</b>		<b>+6 Inv</b>	
		<b>+5 Int</b>		<b>+4 Pers</b>	
				<b>+6 SoH</b>	
<b>WEAPON</b>			<b>ITEMS</b>		
Shichishito (+6) 1d10 Slash			(1) Fabric scissors		
My baby! Crafted with help of Blacksmith Knight from 7 swords I happened to find lying around the house.			(3) Bundle of assorted cloths and fabrics		
			(1) Sewing Kit		

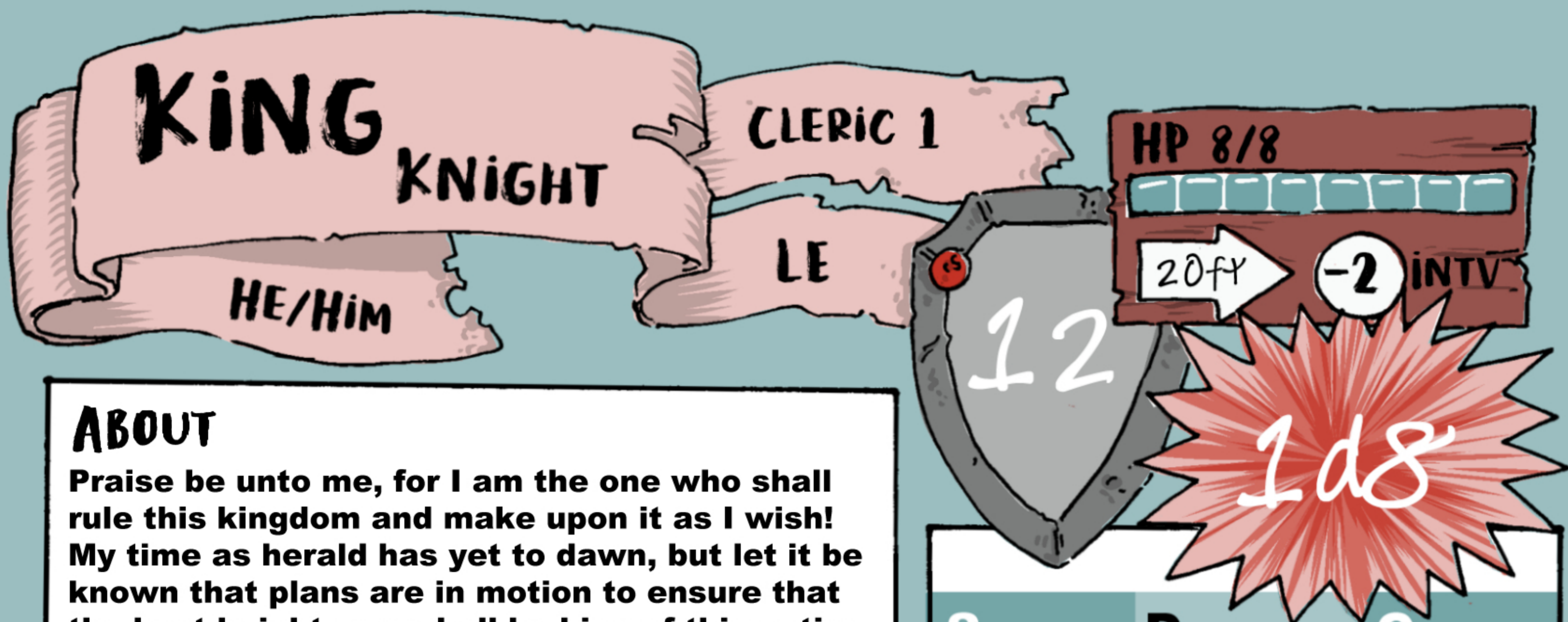


## PROGRESSION

At higher levels Patchwork Knight:  
-Follows the Thief Archetype



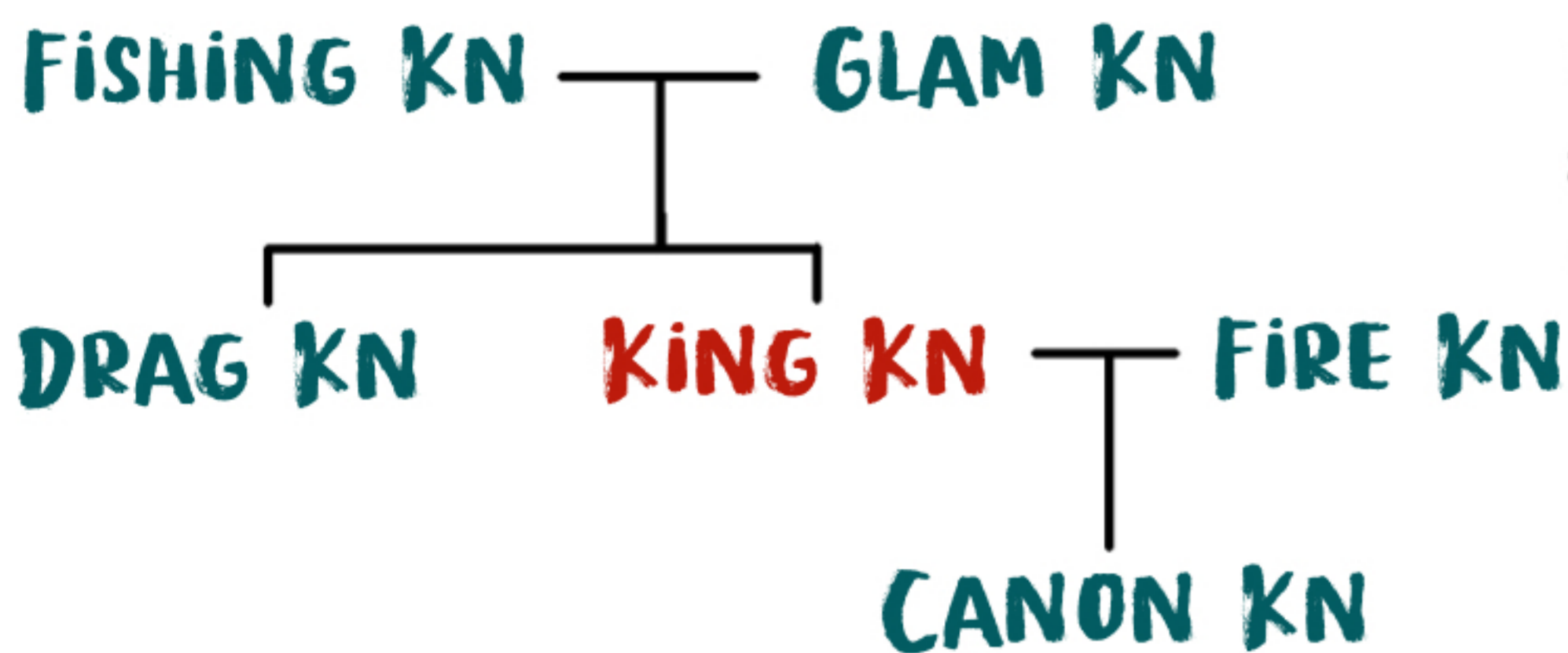




## ABOUT

Praise be unto me, for I am the one who shall rule this kingdom and make upon it as I wish! My time as herald has yet to dawn, but let it be known that plans are in motion to ensure that the best knight ever shall be king of this entire land, ergo, Me.

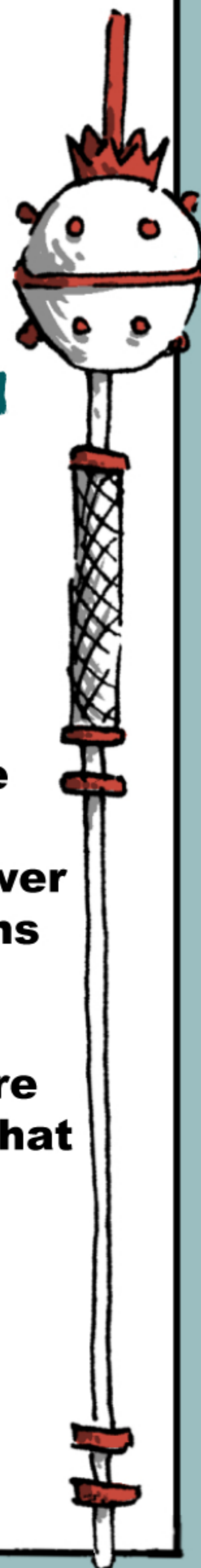
When I am crowned I shall be known as King King, a double good title for a doubly good king who shall do what he wants, gets what he wants, and have the masses love him for it. My first decree will be proclaiming this and that all other kings across the land are now redundant having fallen below my doubled standard. Until then I'll have to get by with my dashing good looks, and absolutely amazing physique whilst trying to push away all the gorgeous women who literally throw themselves upon me as I come up with an amazing plan to overthrow that mimsy Wall King.



I had a child with Fire Knight because of course who wouldn't want a piece of that firecracker! I'm not sure why she kept the child, but who cares because the little squirt loves me! I often visit him and shower him in glorious tales of my deeds and plans for the kingdom.

My parents and Brother (for that is the gender he was born) on the other hand, are all a bunch of drama queens! They think that by upstaging me I'll lose my grasp on the ladder to power and fail at becoming the almighty King King? Well have they got another thing coming if they do!

The only one who doesn't try to get in my way is father, who's boring and does nothing anyway.

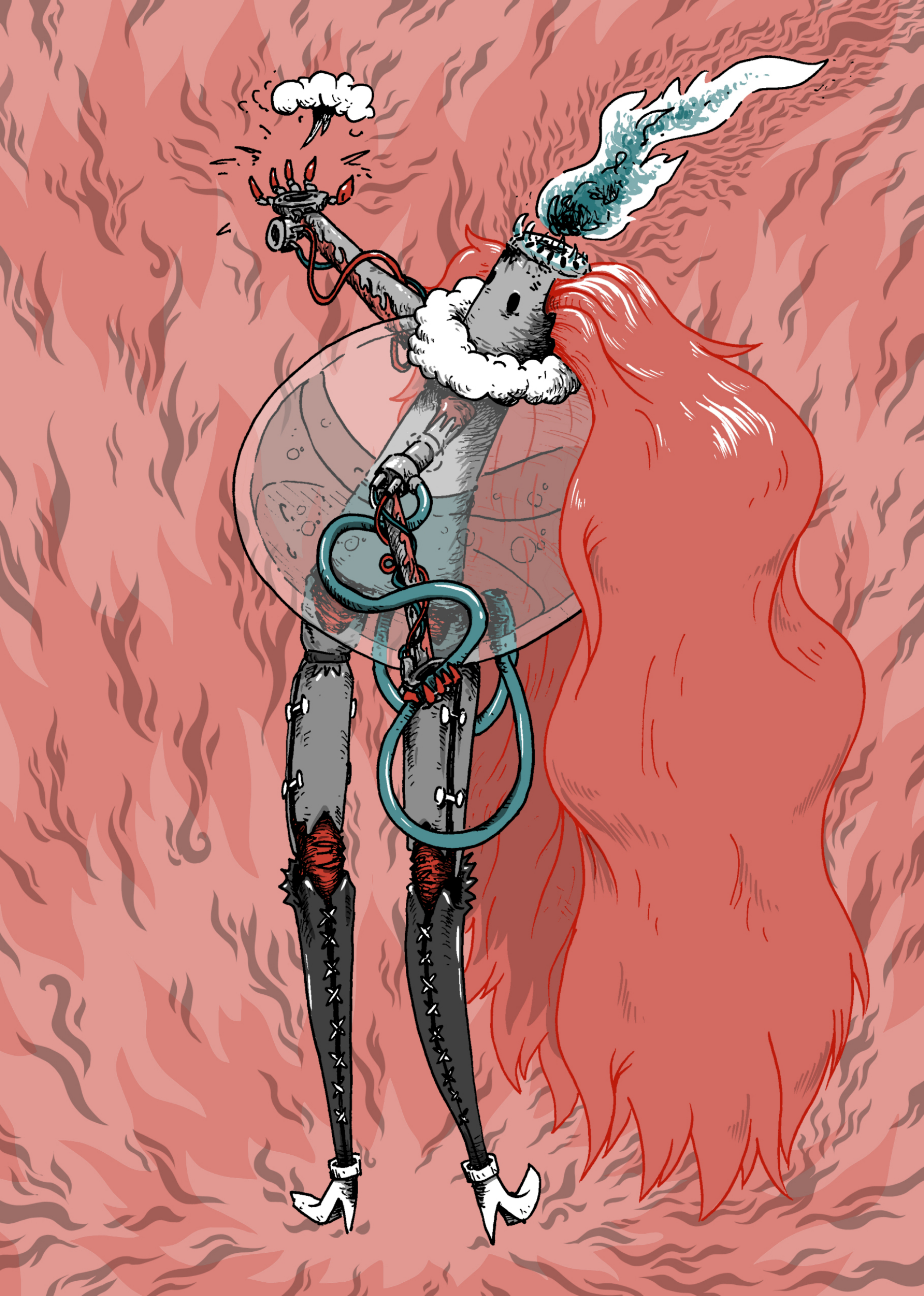


<b>S</b>	<b>2</b>	<b>D</b>	<b>6</b>	<b>C</b>	<b>16</b>
<b>T</b>	(-4)	<b>E</b>	(-2)	<b>O</b>	(+3)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>20</b>	<b>I</b>	<b>17</b>	<b>C</b>	<b>12</b>
<b>I</b>	(+5)	<b>N</b>	(+3)	<b>H</b>	(+1)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>	<b>+2 SAVES</b>		<b>SKILLS</b>		
	+7 Wis		+4 Pers		
	+3 Cha				
<b>WEAPON</b>			<b>ITEMS</b>		
Regal Mace (-2) 1d6 Bludgeoning			(1) Scroll		
For exacting judgement and royal decrees upon people			(1) Spare Crown		
			(1) Armour Polish		
			(1) Signet Ring		

## PROGRESSION

At higher levels King Knight:

- Is a part of the War Domain, following the path of Conquest and Domination
- Learns spells that follow the theme of destruction and manipulation of others



# FIRE KNIGHT

MONK 1

SHE/HER

CN

HP 6/6

20fy

+5

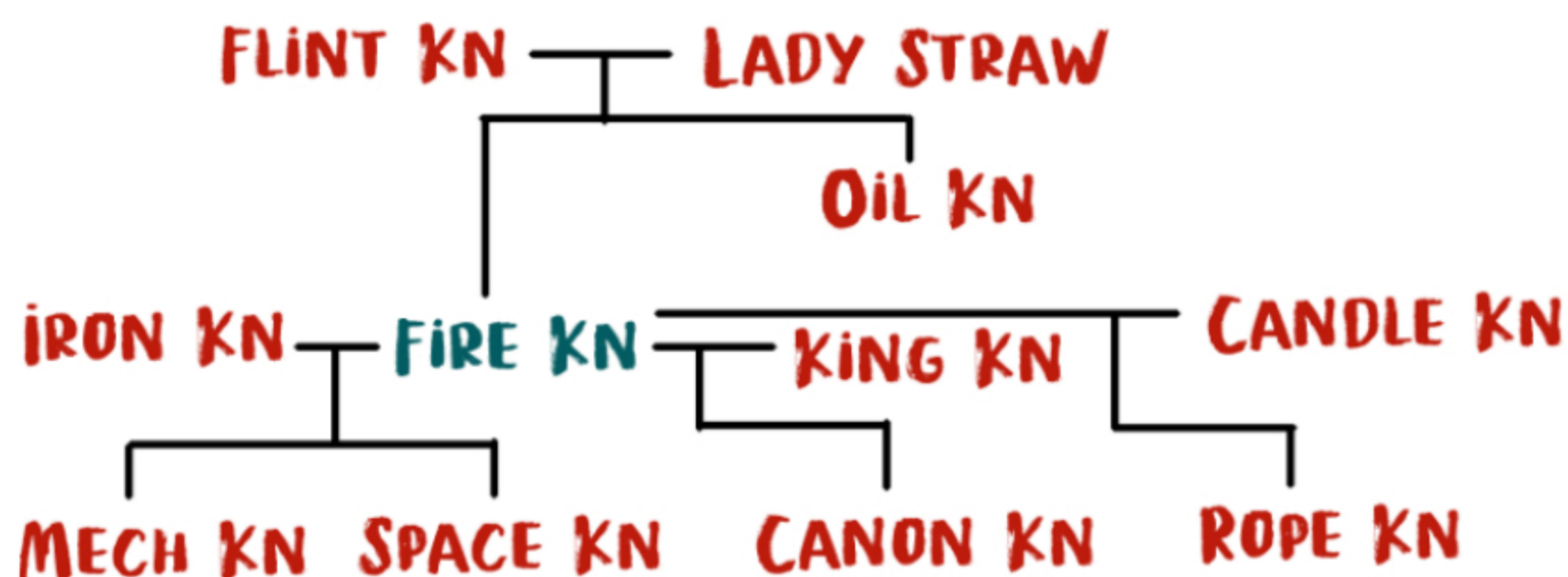
INTV

19

1d8

## ABOUT

I am a driven, no-nonsense woman that gets what she want, when she wants, and however she wants it. Because of this a lot of people assume, quite wrongly, that I sleep around because I'm a basic, shallow, woman who will allow "free access" to any man with at least 2 brain cells, an "easy hit" as some of them might say. No. I sleep around because I enjoy sex, well, sex from someone who knows what they're doing even, a talent that's unsurprisingly hard to find. Plus often as not I learn most of my blackmail material through such encounters, giving me the upper hand in many other relationships. Aside from good sex, I explore the world for good experiences, nay the best experiences, and make sure that my body is in top physical condition for whatever may come my way. Recently however I've been mostly using my body to fend off petty, jealous, little men who think they own me just because I slept with them once.



My parents pretend not to notice my activities, but I know they know, they always focus on my other "accolades", and keep pushing me towards marrying one of the men I've bared a child with, whenever we meet up. So I often make a point of being extra open around them about the people I meet and how good it was.

My brother is a slimy sleaze ball who I try to avoid as he just tries to make pervy jokes whenever I'm around. He seems to think that because I have sex, I'll find misogynistic, sex jokes about dicks and vaginas funny. Instead, without him realising it unsurprisingly, he just sounds like the jokes themselves; misogynistic, creepy, and desperate. Of my partners and children I don't have any particular favourites, but I do respect those who make more of an effort to be independent of both myself and those around them who hold them back. At the moment the current contender is Mechanic Knight, although only by a small margin as she stupidly still has a bad situation hanging around her like a carcass does flies. If I was her, I'd be out of there quicker than you could say "Flaming Flambés."

<b>S</b>	<b>17</b>	<b>D</b>	<b>20</b>	<b>C</b>	<b>7</b>
<b>T</b>	(+3)	<b>E</b>	(+5)	<b>O</b>	(-2)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>11</b>	<b>I</b>	<b>15</b>	<b>C</b>	<b>6</b>
<b>I</b>	(±0)	<b>N</b>	(+2)	<b>H</b>	(-2)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

+2

## SAVES

+5 Str  
+7 Dex

## SKILLS

+5 Ath  
+2 Ins

## WEAPON

Fire Gauntlets  
(+5) 2d8 Fire  
Range 50/100

Handy  
I like to brand past flings on the ass with a fiery hand print.

## ITEMS

(1) Hairbrush  
(1) Cleaning equipment  
(2) Emergency oil tanks x2

## PROGRESSION

At higher levels Fire Knight:

-Follows the Way of the Four Elements, although she favours fire based attacks





# OIL KNIGHT

DRUID 1

HE/HIM

LN

HP 6/6

25ft

+4 INTV

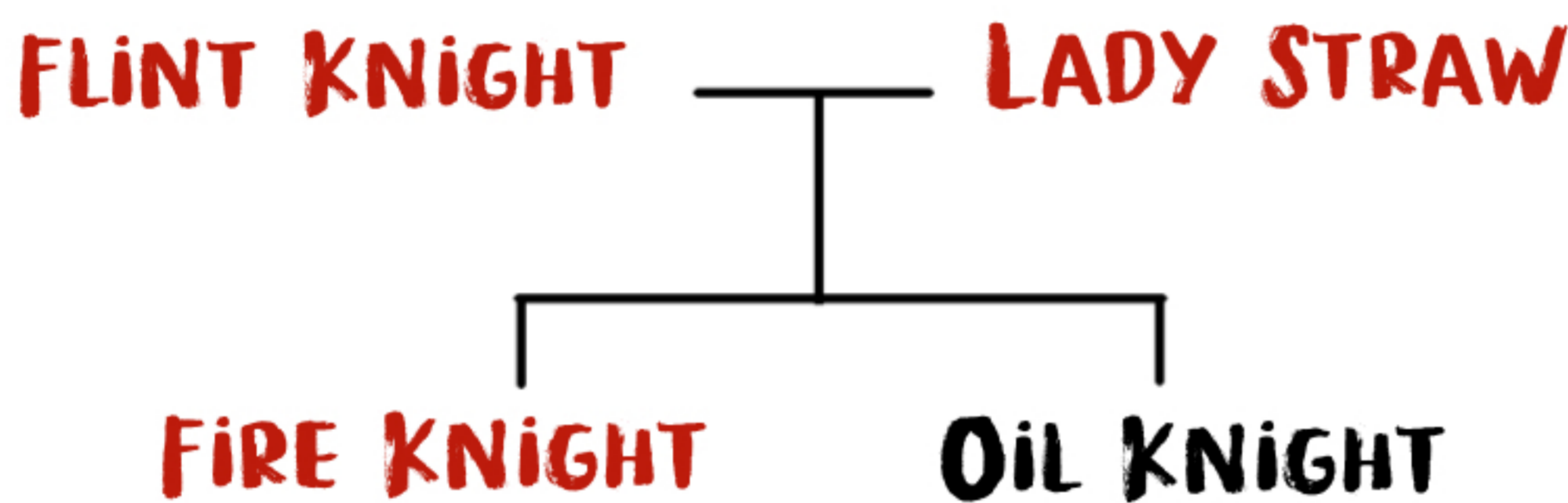
18

1d8

## ABOUT

My life right now is pretty tight (lol), I currently live at home, but that's alright cuz my parents are helping me find a girlfriend, I'm not one of those stay at home virgin boys are anything! I just haven't found the one yet is all.

At least I'm doing better than my sister, she sleeps around soooooo much! It makes my parents so uncomfortable it's hilarious to watch them try to talk to each other. To keep myself fresh and ready for "the one" I always make sure to keep my skin well moisturised and clear by using the oil that I dwell in. It kinda gets everywhere, but that's ok cuz mum usually tidies up after me.



Whenever I see my sister I try to unnerve her by telling her crude jokes, that fact that she's had 4 kids with 3 different men doesn't seem to bother her, and neither do my parents, so I have to make sure I get through to her somehow and show her that I'm the best child.

My parents, who I know secretly share my opinion of my sister with me, are currently assisting me to find a beautiful amazing wife from the many knights in the kingdom! They haven't been doing a very good job of it though as none of my moves have worked on a single one of them; they always seem to be prudes that don't understand that a gyrating crotch means I'm hitting on them.

<b>S</b>	<b>7</b>	<b>D</b>	<b>18</b>	<b>C</b>	<b>7</b>
<b>T</b>	(-2)	<b>E</b>	(+4)	<b>O</b>	(-2)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>19</b>	<b>I</b>	<b>15</b>	<b>C</b>	<b>11</b>
<b>I</b>	(+4)	<b>N</b>	(+2)	<b>H</b>	(±0)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

<b>+2 SAVES</b>	<b>SKILLS</b>
+4 Int	+6 AnH
+6 Wis	+6 Med

<b>WEAPON</b>	<b>ITEMS</b>
Pick Axe (±0)	(1) Kettle
2d8 Pierce	(1) Cuppa joe mix
What helps me find my black gold!	(1) Fire starting kit
	(1) Mug

**MAGIC**

Cantrips - Poison Spray, Produce Flame

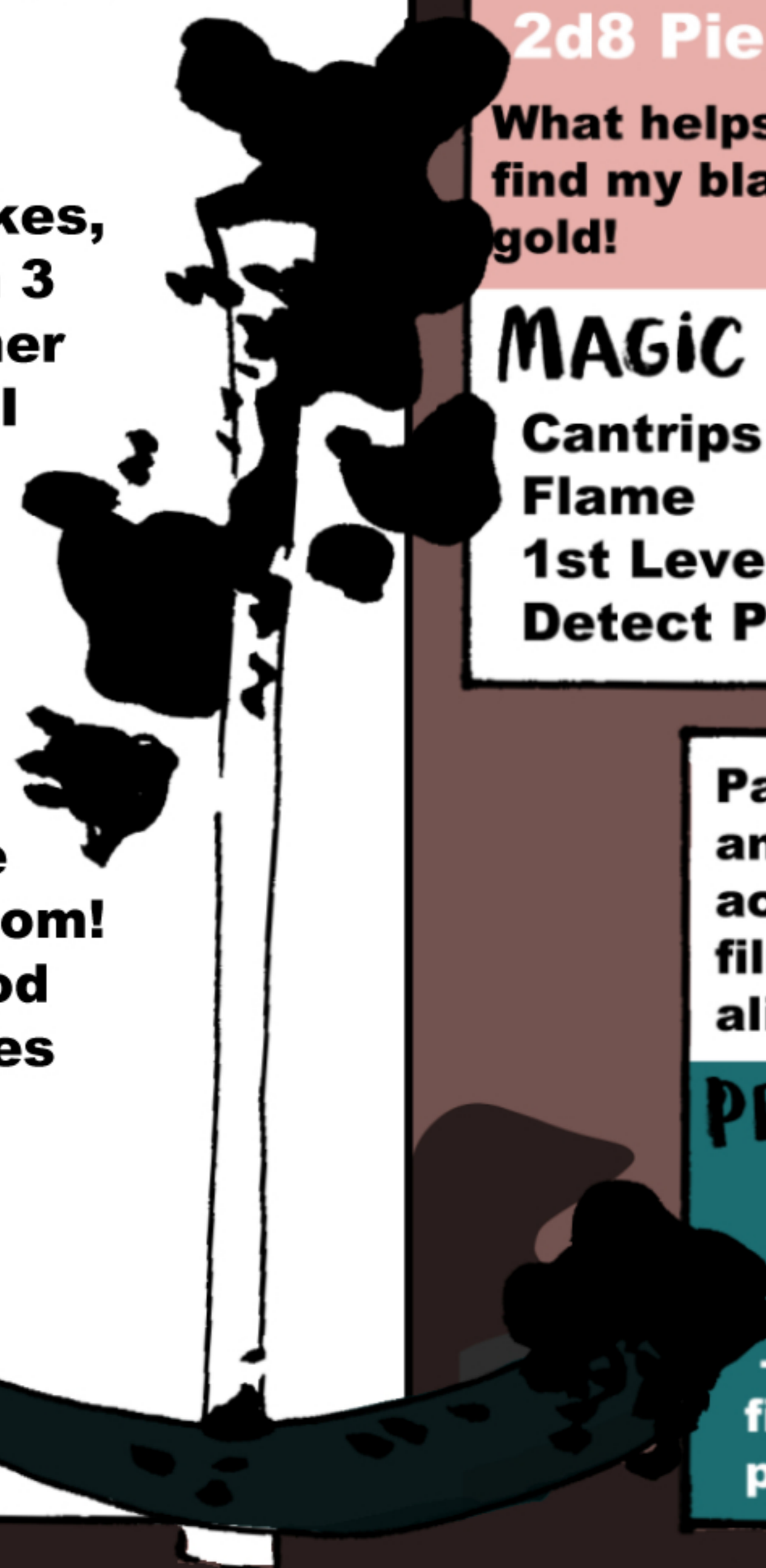
1st Level - Purify Food and Drink, Detect Poison and Disease

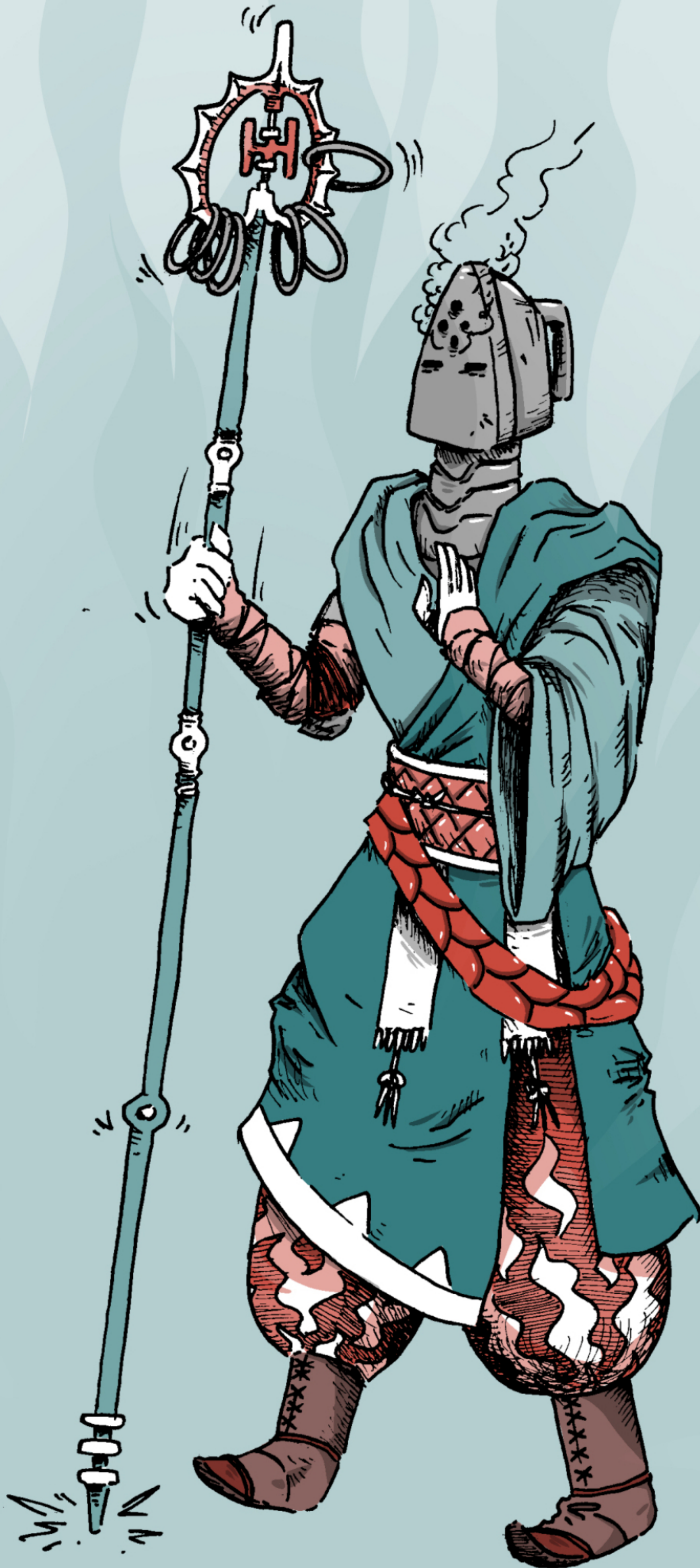
**Passive Ability - Oily Touch**  
anything I touch or walk across gets coated in a thin film of oil that can be set alight

## PROGRESSION

At higher levels Oil Knight:

- Is a member of the Circle of the Desert
- Learns spells that focus on fire, and detection and purification





# IRON KNIGHT

HE/HIM

MONK 1

LG

HP 5/5

20ft

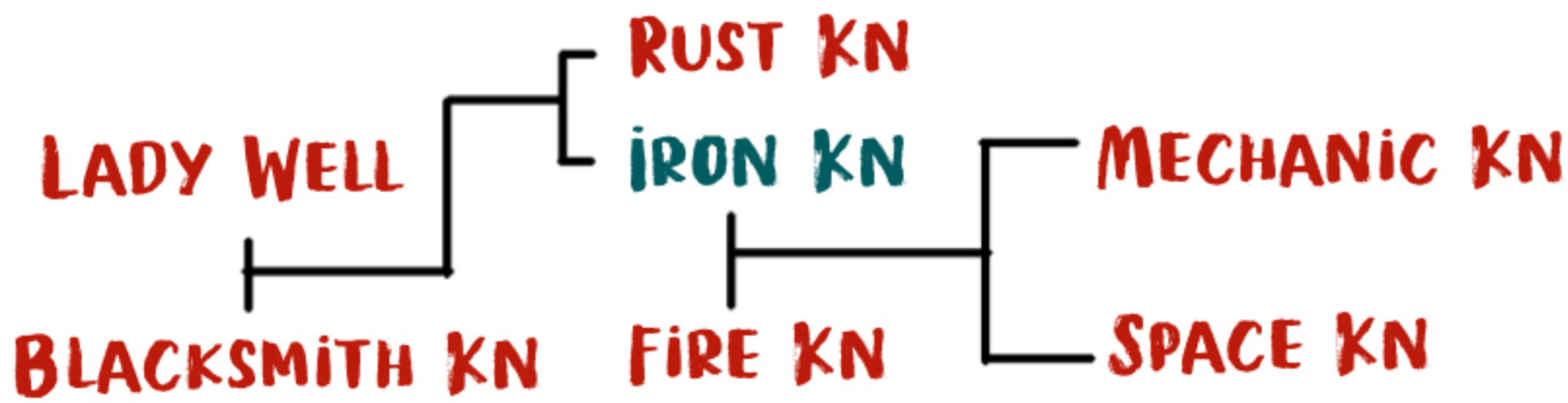
+5

INTV

## ABOUT

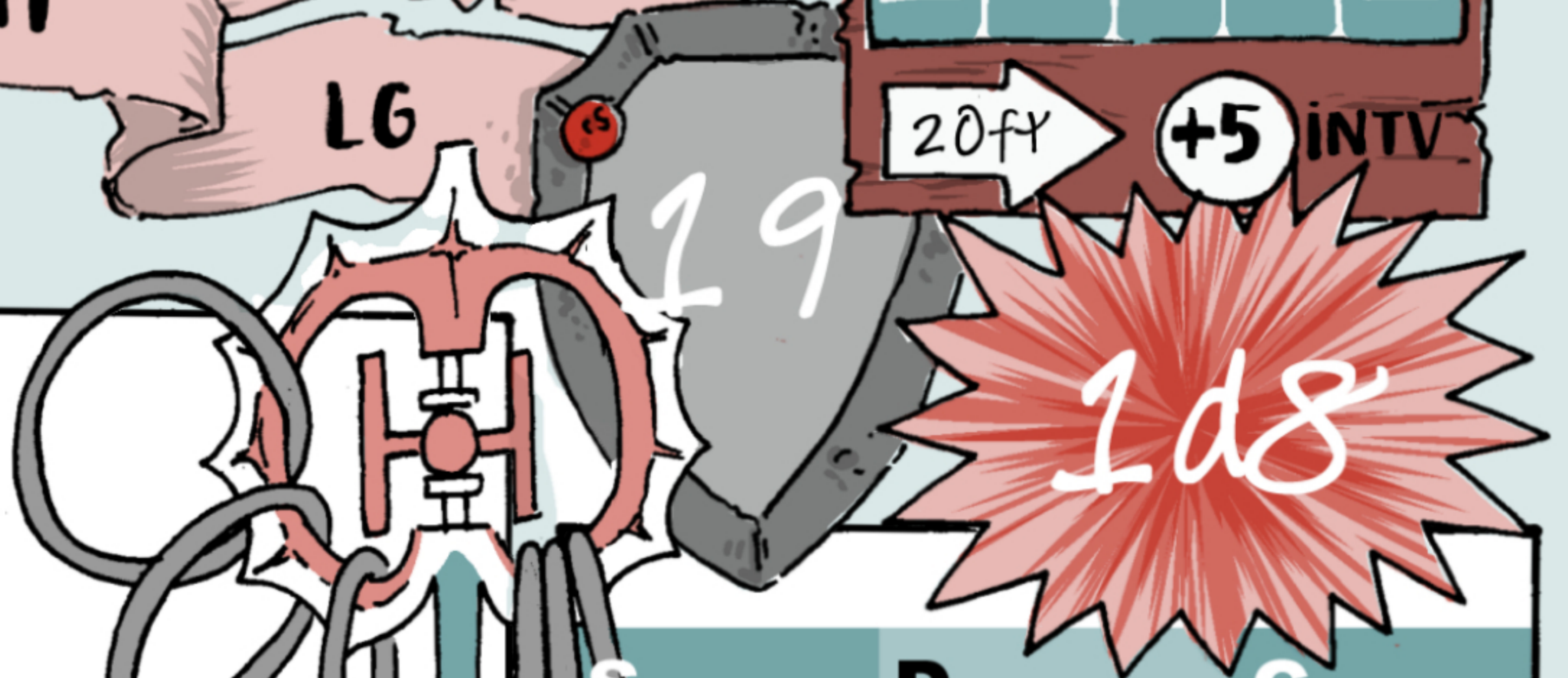
Where must I travel to find the cure that ails my brother and son? I travel mile after mile on pilgrimage after pilgrimage in search for something, anything that help either of them. In doing so I have travelled a vast amount of both the physical and mental realm transforming myself from the once hot headed youth, and beating him into the shape of the pensive, spiritual man that you see today.

Sometimes the sheer overwhelming nature of the task gets the better of me and my journey falters. Spending a lot of time alone it can be difficult to overcome mental barriers, but through force of will, and the physical reminder of my solid, unbending Iron Staff, I overcome these obstacles and progress onwards to, hopefully, where the answers may lie.



When visiting my mothers I see how tired Rust Knights condition makes them; he runs away a lot, thinking he's in the middle of a quest, and they're getting a bit too old to help rein him back home. They don't say anything to me as I know they don't want to trouble me, but their pain is evident on their face. I do my best to help regardless when I can spare time from searching for a cure.

Fire Knight is a whirlwind of a woman but is a distraction I don't need right now; she only seems interested in Mechanic Knight and I don't want to get into another argument with her about why she should care. MK is an amazing daughter, one that I'm far too undeserving to have, she does a fantastic job of looking after sweet and simple Space Knight whilst I wander off in search of something that'll help.



**STR** 11 (±0) **DEX** 20 (+5) **CON** 5 (-3)

**WIS** 6 (-2) **INT** 16 (+3) **CHA** 7 (-2)

+2

### SAVES

+2 Str  
+7 Dex

### SKILLS

±0 Ins  
+5 Rel

### WEAPON

Khakkhara (+2) 1d6 Bludgeoning  
Top end (+2) 1d4 Bludge  
Target: DC10 Con saving throw or be blinded  
Dis on DEX (Stealth) rolls

### ITEMS

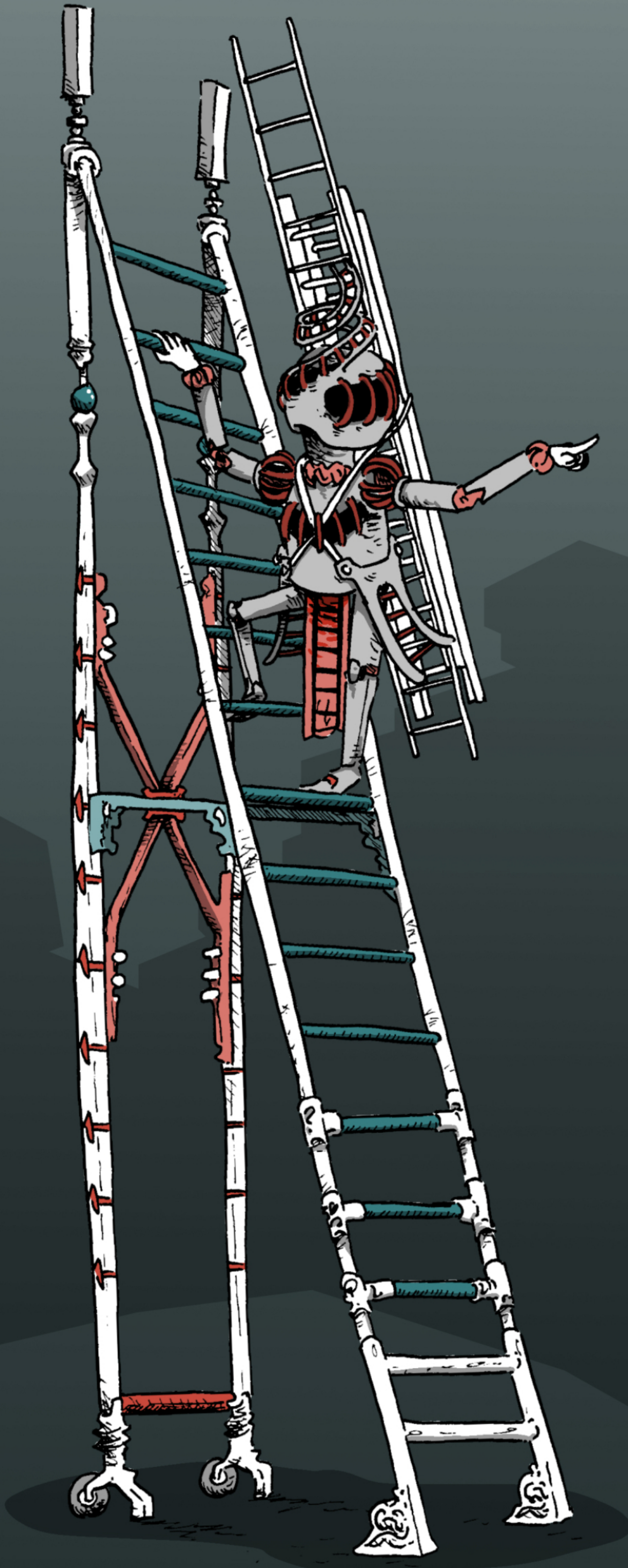
(1) Prayer Bell  
(1) Prayer Mat  
(1) Bag of Charms  
(1) Bag of small bells  
(1) Thread 35ft

### Passive Ability - Fog Cloud

At will can summon a large fog cloud (40ft sphere) Disadvantage to all within it

### PROGRESSION

At higher levels Iron Knight:  
-Follows the Way of the Shadow





# LADDER KNIGHT

ROGUE 1

LN

HE/HIM

HP 8/8

25ft

+4

INTV

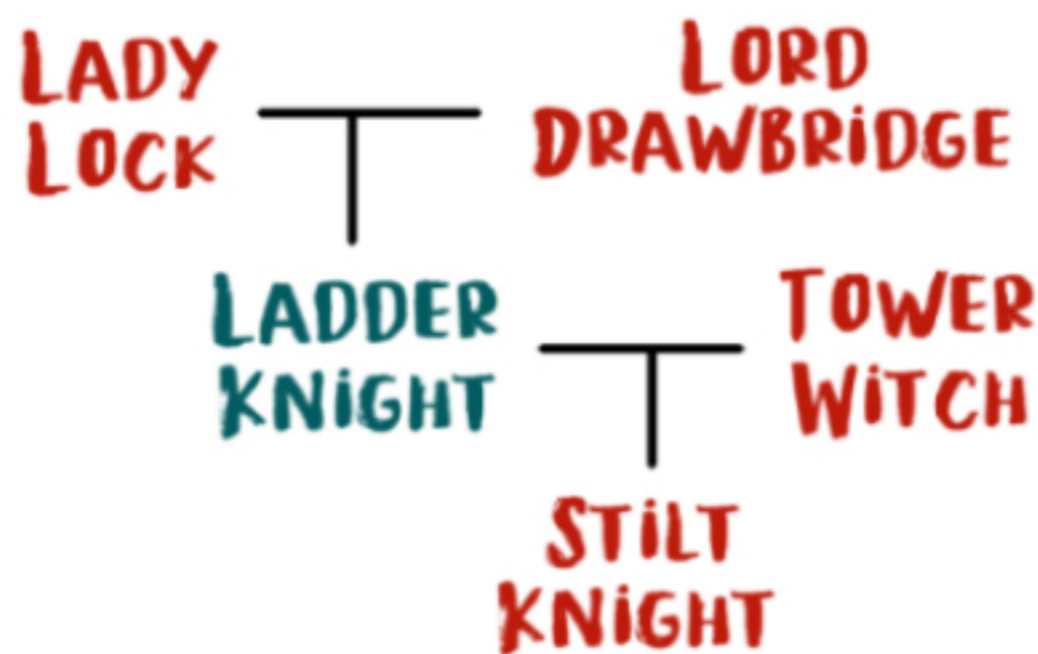
18

1d8

## ABOUT

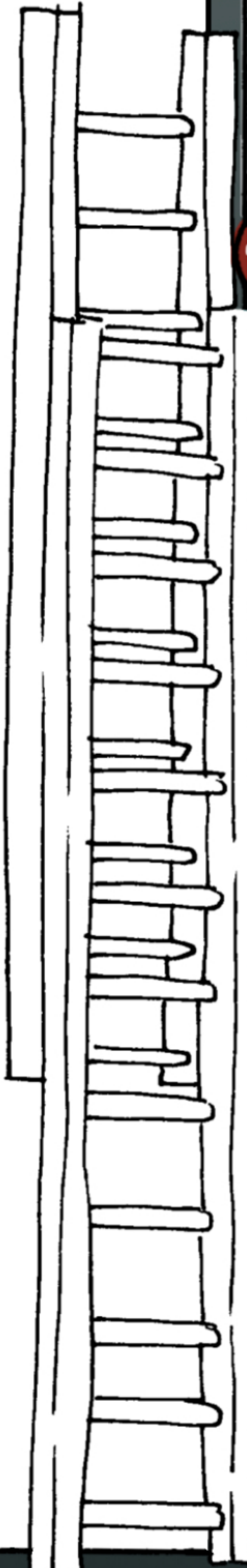
I am a helpful individual that sees the world as a challenge that needs to be conquered! I offer a hand of assistance to any who need it, and spend most of my time foiling the plans of those who seek power at the expense of those who cannot protect themselves.

Since usurping my malicious and violent mother, I currently spend a lot of time in Lady Tome's library under the pretence of organising her books. I'm actually ensuring that the more dangerous volumes and tomes don't fall into the hands of her son or husband, and otherwise encumbering their efforts to find anything at all.



The child of extremely violent parents, I've learnt from a young age that nothing will happen unless you face down that which tries to suppress and frighten you, even if at first it seems an impossible task. Since helping to confine my mother in an ancient and long forgotten prison, the world has been a safer place, and I have felt a lot more free and independent.

I have even found comfort and solace with my now partner, Tower Witch. I love her very much and have proudly raised a son with her; although lately I fear his hesitance to confront his children is make him fall into a vicious cycle of unconfidence.



<b>S</b>	<b>3</b>	<b>D</b>	<b>19</b>	<b>C</b>	<b>10</b>
<b>T</b>	(-4)	<b>E</b>	(+4)	<b>O</b>	(±0)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>1</b>	<b>I</b>	<b>18</b>	<b>C</b>	<b>20</b>
<b>I</b>	(-5)	<b>N</b>	(+4)	<b>H</b>	(+5)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+6 Dex	-2 Ath
	+6 Int	+8 Int
		+6 SoH

<b>WEAPON</b>	<b>ITEMS</b>
Ladder (-2)	(3) Spare Ladder
1d6 Bludge	(1) can/Pointing Stick
Allows me to both reach high places and hit things that are far away!	(2) Books

**PROGRESSION**

At higher levels Ladder Knight:

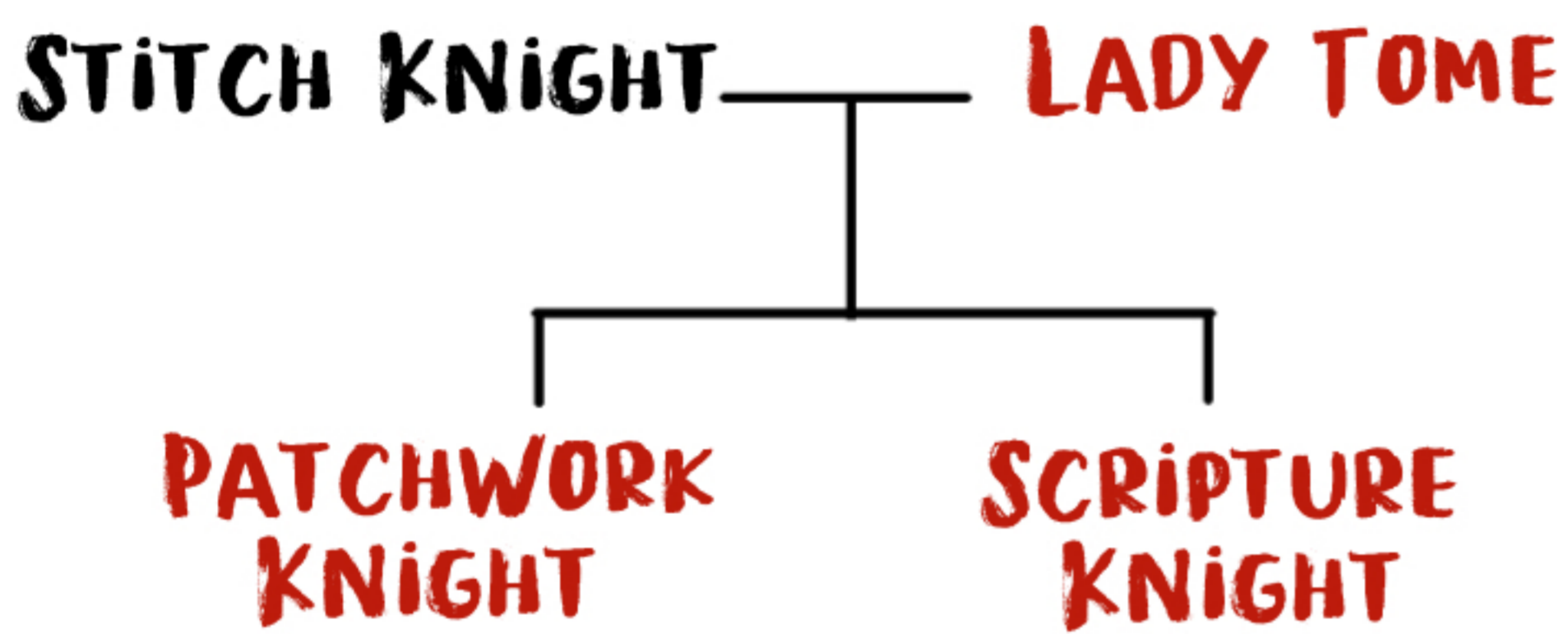
- Follows the Arcane Trickster Archetype, learning spells that deceive, hinder, or create illusions



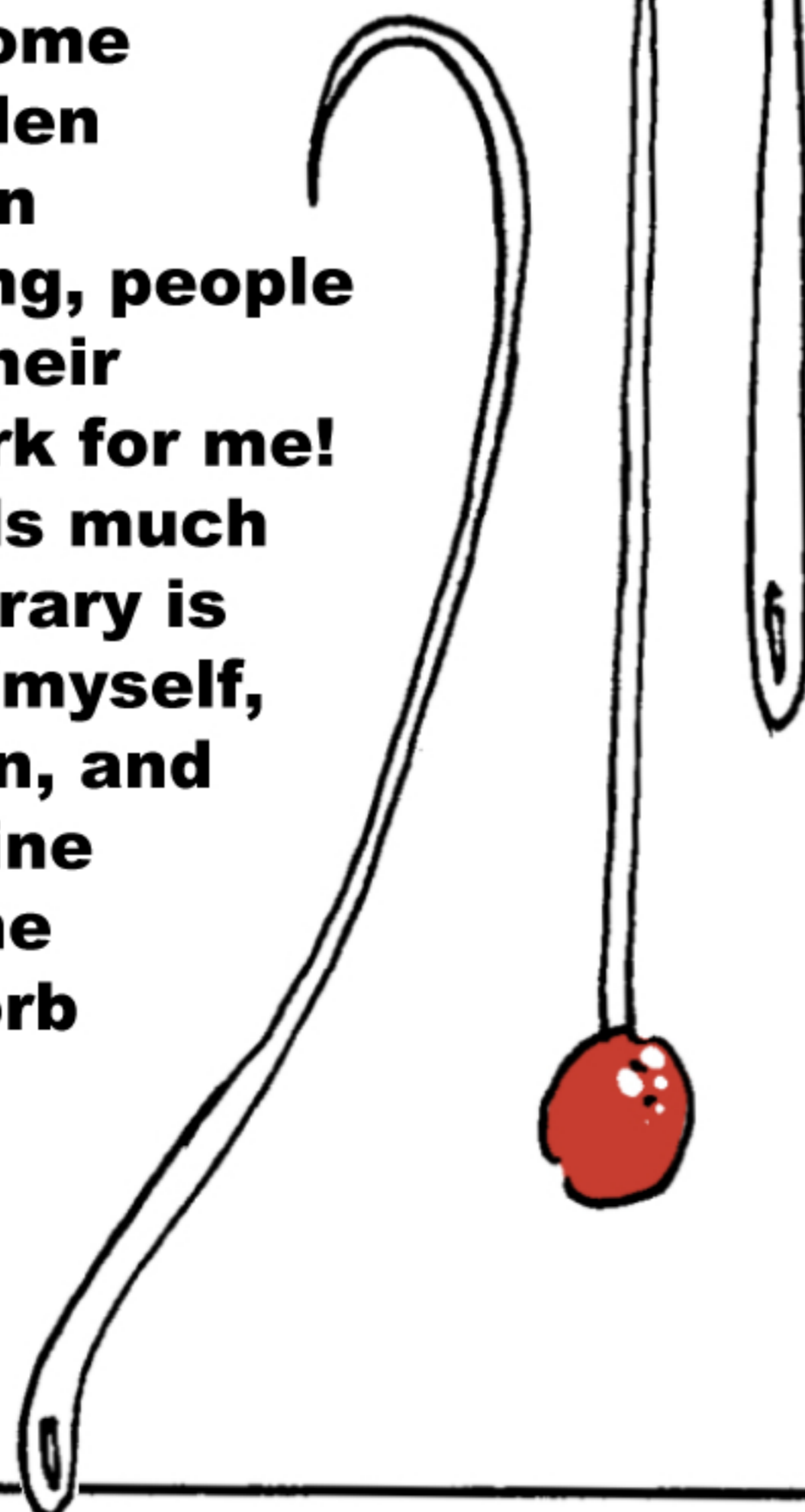


## ABOUT

I am a commander of a glorious empire the likes of which have never been seen! It was built upon the good will of my people and is an example to all of how one rules over a kingdom. Whenever I walk the streets people rush towards me with children to bless, and books to sign. I have to sadly deny them their just desserts for if I want to grow my little fiefdom into a proper and all-encompassing kingdom like it so rightly should be, well, then I've got some serious work to do.



My wife is a useful tool that I use to spy on and collect data about many of the other inhabitants in the kingdom. Many of her Tome Squires run around, hidden in plain sight, blending in with society and listening, people may think that they're their friends, but actually work for me! My son who often spends much of his time within my library is a powerful warlock like myself, a fact that I take pride in, and together we shall combine our powers to subdue the other fiefdoms and absorb them into ours! I don't really care about the other one. Such a shame really.

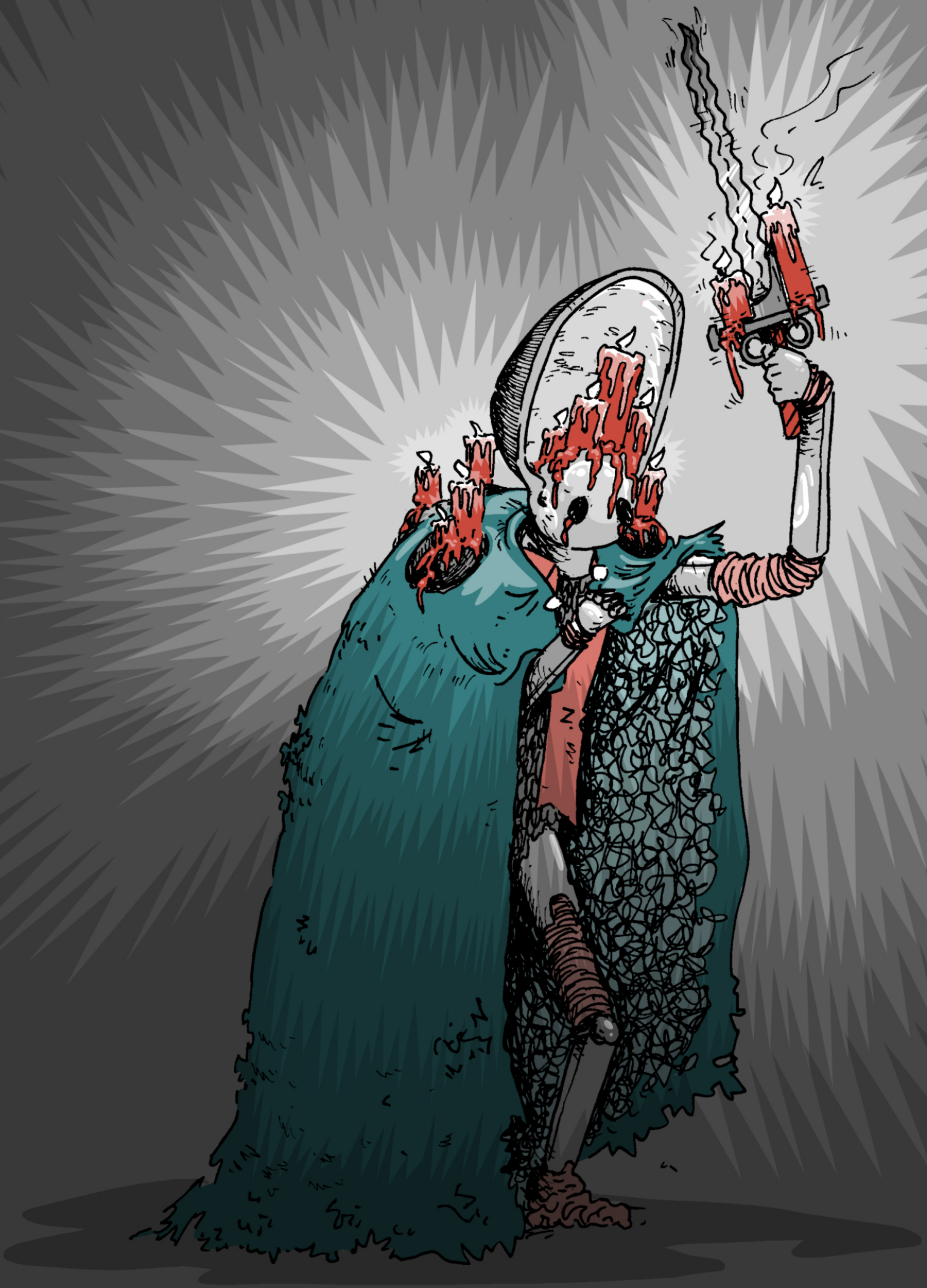


<b>S</b>	<b>3</b>	<b>D</b>	<b>11</b>	<b>C</b>	<b>11</b>
<b>T</b>	(-4)	<b>E</b>	(±0)	<b>O</b>	(±0)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>16</b>	<b>I</b>	<b>13</b>	<b>C</b>	<b>19</b>
<b>I</b>	(+3)	<b>N</b>	(+1)	<b>H</b>	(+4)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>	<b>+2 SAVES</b>		<b>SKILLS</b>		
	+5 Wis		+6 Dec		
	+6 Cha		+5 His		
<b>WEAPON</b>			<b>ITEMS</b>		
Needle (-2)			(1) Sewing kit		
1d8 Pierce			(1) Thread 50ft		
Finesse			(1) Steel pegs x5		
Used to both slay the thankless and stitch communities together			(1) Rope 50ft		
			(2) Large fish-hook needle		
			(2) Large pin		

## PROGRESSION

At higher levels Stitch Knight:

- Patron is a Fiend
- Learns Pact of the Blade
- Learns spells that focus on conquering, manipulation, or can be used in tandem with his needles



# CANDLE KNIGHT

HE/HIM

WIZARD 1

N

HP 7/7

20fy

+1

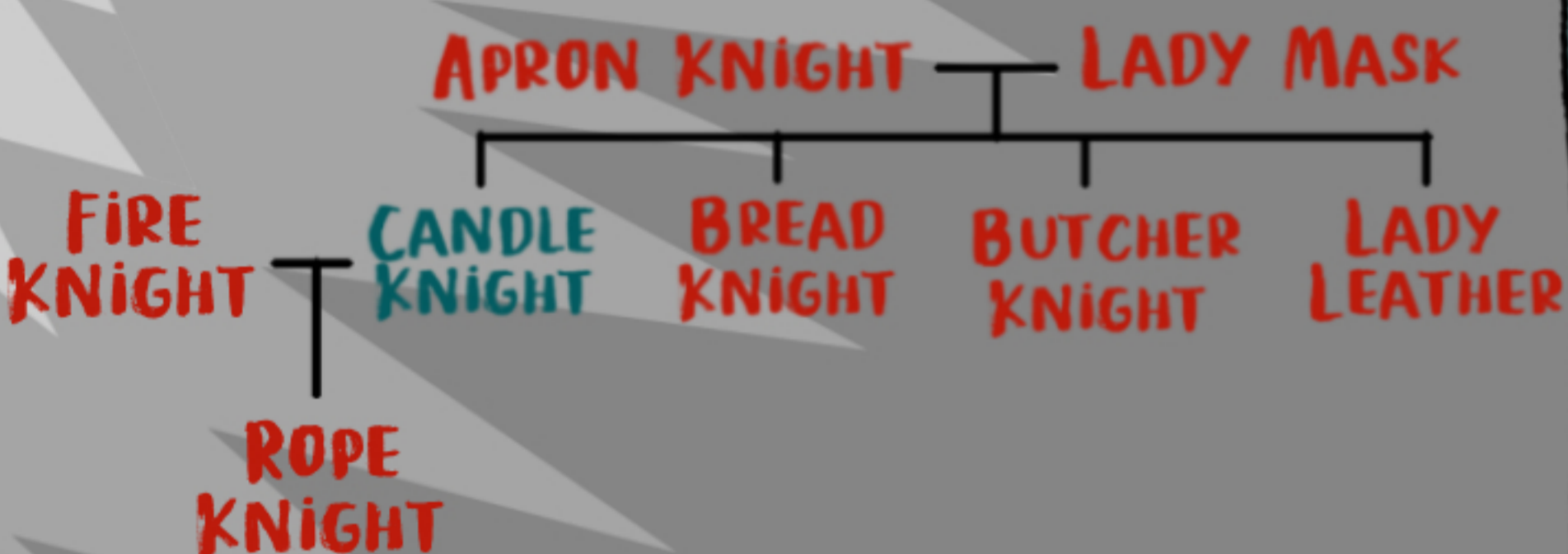
INTV

15

1d6

## ABOUT

I guess if I was to try to describe myself, I would say that, I'm not very confident, cowardly even – that's what Scripture Knight says, I mean – and I like to be lead around by those who are more assertive than I am. I guess I just don't want to do something wrong and be shouted at later, but if I just do what the other person says, then they'll be happy with me and everything will be ok, right? When I have the time, I guess I like to try to look for ancient texts, and learn from them. It's my dream to find a long forgotten magic that rewrite, or alter, time. With it I would go back and change the childhoods of myself and my siblings, giving us a happy upbringing where no one cries. Scripture Knight often helps me in my search for ancient texts. He has a good eye for them, but doesn't let me have anything until he's checked that it won't be useful for his own work.



I try to keep my distance from my family, especially my parents, the abuse I associate with them is the reason I'm studying what I am. However, I do keep in touch with Butcher Knight via letter which is nice. She's the most sensitive of my siblings and I always welcome her words and opinions.

I was rather swept up in Fire Knights passions when I first met her, the whole experience is just a fleshy, hot, blur in my mind that I'm too embarrassed to approach her and haven't spoken to her since. I do see our son, Rope Knight, on occasion, although he doesn't seem to like Scripture Knight for some reason, which is weird as SK is one of my closest friends who's always helping me; my research wouldn't be at the point it was without his help and his mothers' library.



**S** 15 **D** 12 **C** 13  
**T** (+2) **E** (+1) **O** (+1)  
**R** **X** **N**

**W** 17 **I** 19 **C** 10  
**I** (+3) **N** (+4) **H** (+0)  
**S** **T** **A**

+2

### SAVES

+6 Int  
 +5 Wis

### SKILLS

+6 Arc  
 +6 Rel

### WEAPON

Light Sword  
 (+4) 1d8 Slash

### ITEMS

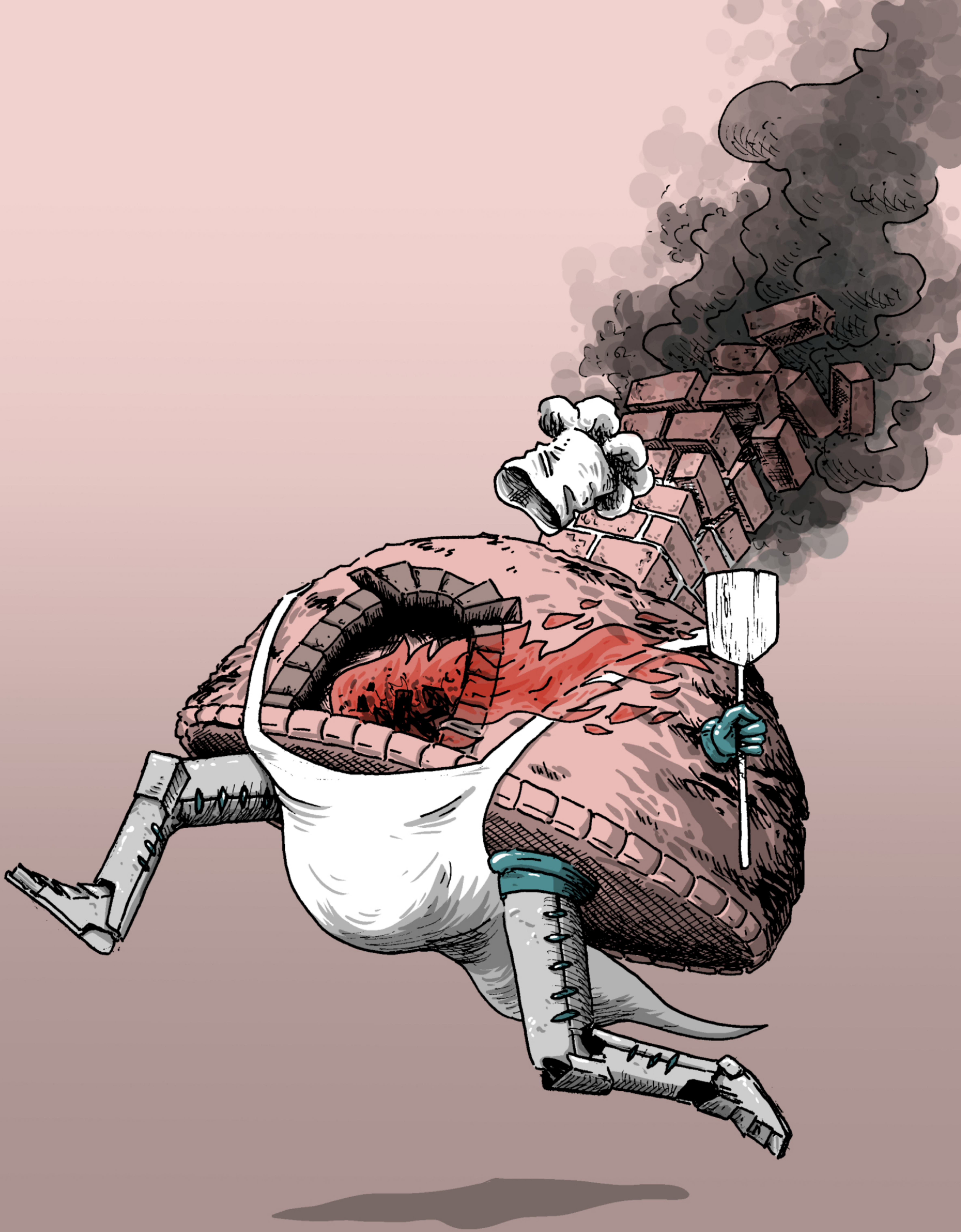
(1) Candles  
 (1) Mirrors  
 (3) Thick cloak  
 (1) Matches

### MAGIC

Cantrips - Light, Dancing Lights,  
 Minor Illusion  
 1st Level - Colour Spray, Illusory  
 Script

## PROGRESSION

At higher levels Candle Knight:  
 -Joins the School of Illusion  
 -Learns spells that focus on light, illumination, and illusions





HP 10/10  
 20fy → +3 INTV



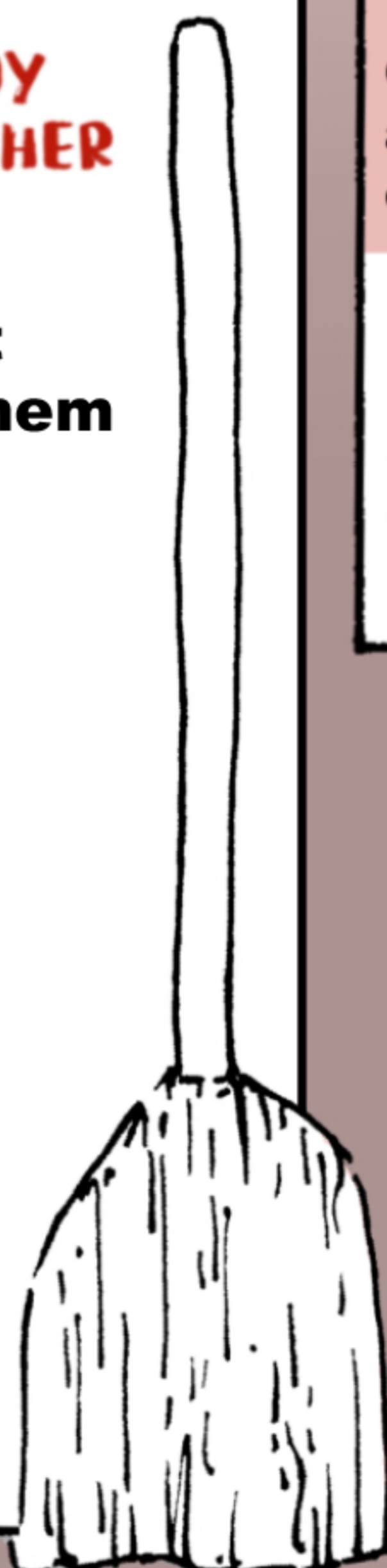
**ABOUT**

Many years ago, through a freak magical accident involving Scripture Knight, my soul was linked to an ever-burning flame. When it first happened I was enraged at what had been done to me, but now I can see the upsides. I am far more energetic than I once was – my heart is a raging inferno fighting to let itself run free – my emotions run rampant like a forest fire, passions and ideals spring forth off my tongue garnering the attentions and comradery from those who hear me speak, and I am now even closer to my beloved craft of bread making – I myself am now an integral part of the process!

With this new found fire in my soul, I strike out across the lands, bringing happiness to everyone, and making sure they're well fed and protected from those that would see harm come to them.



I don't talk about my family, just that the work I'm doing is sure to make them as happy and as proud as I am!



<b>S</b> <b>T</b> <b>R</b> 13 (+1)	<b>D</b> <b>E</b> <b>X</b> 17 (+3)	<b>C</b> <b>O</b> <b>N</b> 11 (±0)
<b>W</b> <b>I</b> <b>S</b> 3 (-4)	<b>I</b> <b>N</b> <b>T</b> 2 (-4)	<b>C</b> <b>H</b> <b>A</b> 11 (±0)

<b>+2 SAVES</b> +3 Str +2 Con	<b>SKILLS</b> +5 Acr +3 Ath
-------------------------------------	-----------------------------------

<b>WEAPON</b> Peel (+3) 1d6 Bludgeoning Great for slapping, and getting stuff out of the oven!	<b>ITEMS</b> (1) Yeast (4) Bag of flour (1) Fire kit (3) Bread x5
--	---

**Passive Ability – Fire Ball**  
 Provided the oven is lit and I have ammunition, I can fire fireballs out of the mouth of my helmet

**PROGRESSION**  
 At higher levels Bread Knight:  
 -Favours a Protection Fighting Style  
 -Follows the Champion Archetype





# APRON KNIGHT

MONK 1

LG

HE/HIM

HP 11/11

30ft

+3 INTV

13

1d8

## ABOUT

From an early age I received abuse from my parents, they would pick on the way I looks, the clothes I dressed in, the fact I enjoyed cooking. Every time they said something it was to the lamentation of me not being good enough, or that I wasn't going to become a real man acting the way I did. Hearing these things I would often lash out, even at the lightest of teasing. Their berating has followed me to this day. On top of constantly questioning my masculinity - something I try to prove to them every, single, god, damned, day - they now berate me for my lack of control over my children, and how my wife is distant to them. Unfortunately because of this the bottled up anger I get receive from out interactions often then get passed on to my wife and children. I always instantly regret they things I say and do to them, and I don't blame them for keeping their distance from me. My only respite is cooking, even if it's not seen as the most masculine of activities by my parents, it's something I truly love to do. There's nothing better than eating a cake baked with the thoughts of their eventual death and toxicity baked into it.

LORD COD — LADY EEL

APRON KNIGHT — LADY MASK

CANDLE KNIGHT — BREAD KNIGHT — BUTCHER KNIGHT — LADY LEATHER

My parents raised me in an unloving and abusive environment which they still maintain to this day. As a result I often doubt my trust in others, and worth as a man, leading me to also have a semi-abusive relationship with my family. I would leave them as I know they would be better off and happier without me, but I'm selfishly clinging on to them as they're the reason I'm not an entirely bad person. My wife especially, when not protecting herself from me, helps to comfort and calm me down.

<b>S</b>	<b>17</b>	<b>D</b>	<b>17</b>	<b>C</b>	<b>16</b>
<b>T</b>	(+3)	<b>E</b>	(+3)	<b>O</b>	(+3)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>6</b>	<b>I</b>	<b>13</b>	<b>C</b>	<b>13</b>
<b>I</b>	(-2)	<b>N</b>	(+1)	<b>H</b>	(+1)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

+2

## SAVES

+5 Str  
+5 Dex

## SKILLS

+5 Ath  
+5 Ste

## WEAPON

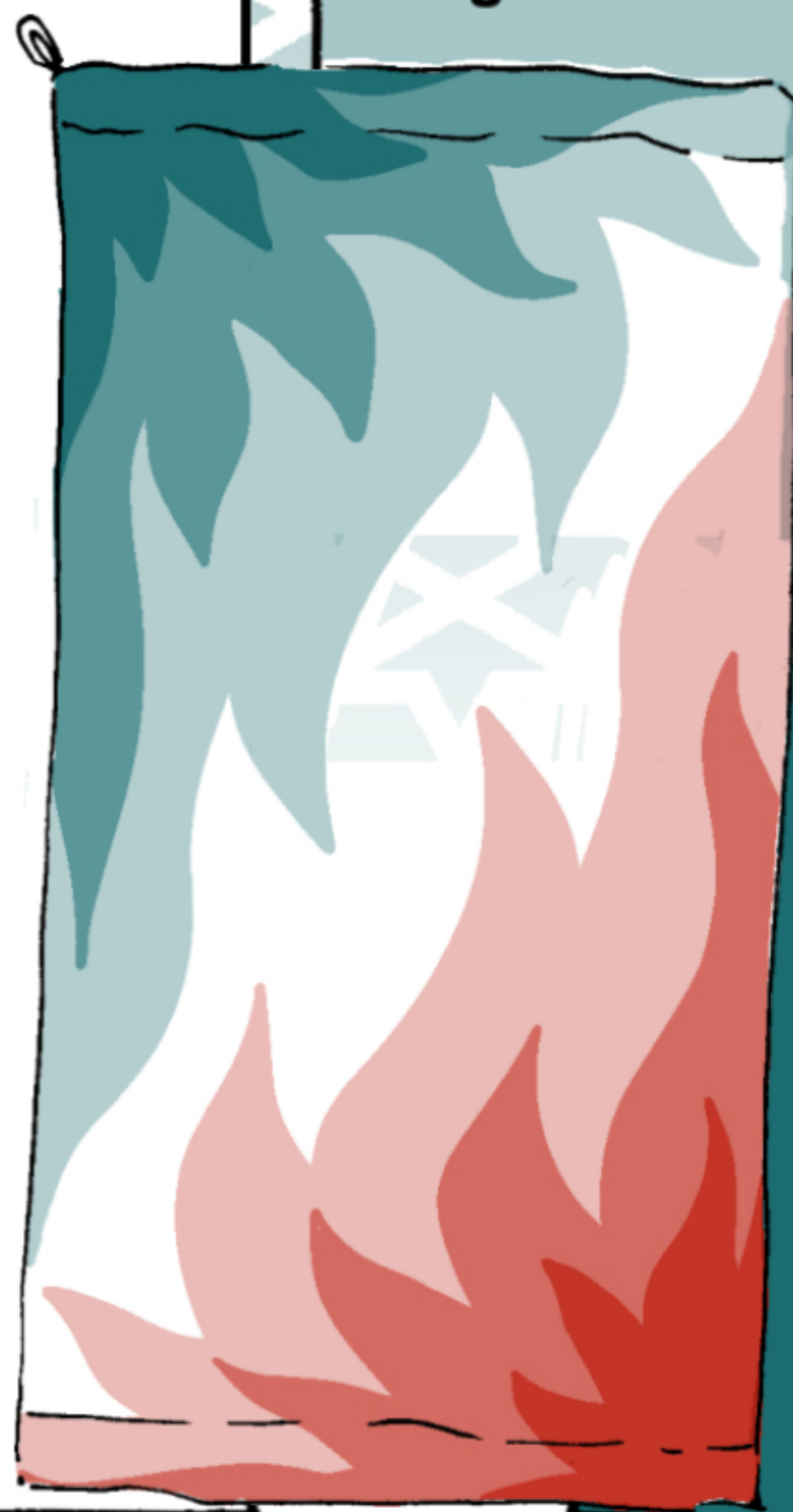
Towel Whip  
(+5) 1d4 Slash  
Leaves a nasty sting

## ITEMS

(2) Aprons  
(1) Cookbook  
(1) Rope 20ft

## PROGRESSION

At higher levels  
Apron Knight:  
-Learns the Way of the Open Hand



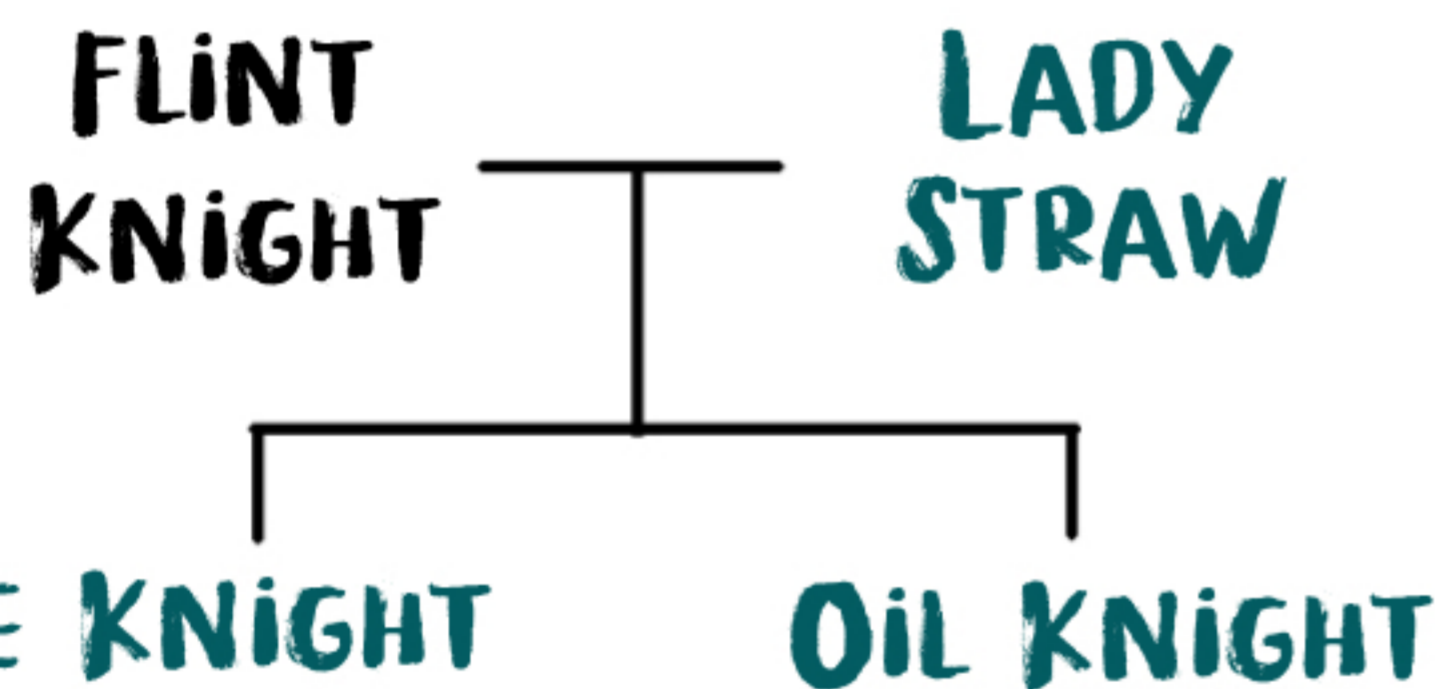


**FLINT KNIGHT**  
**RANGER 1**  
**LN**  
**HP 8/8**  
**20fy** **+2 INTV**  
**16**  
**1d10**

**ABOUT**

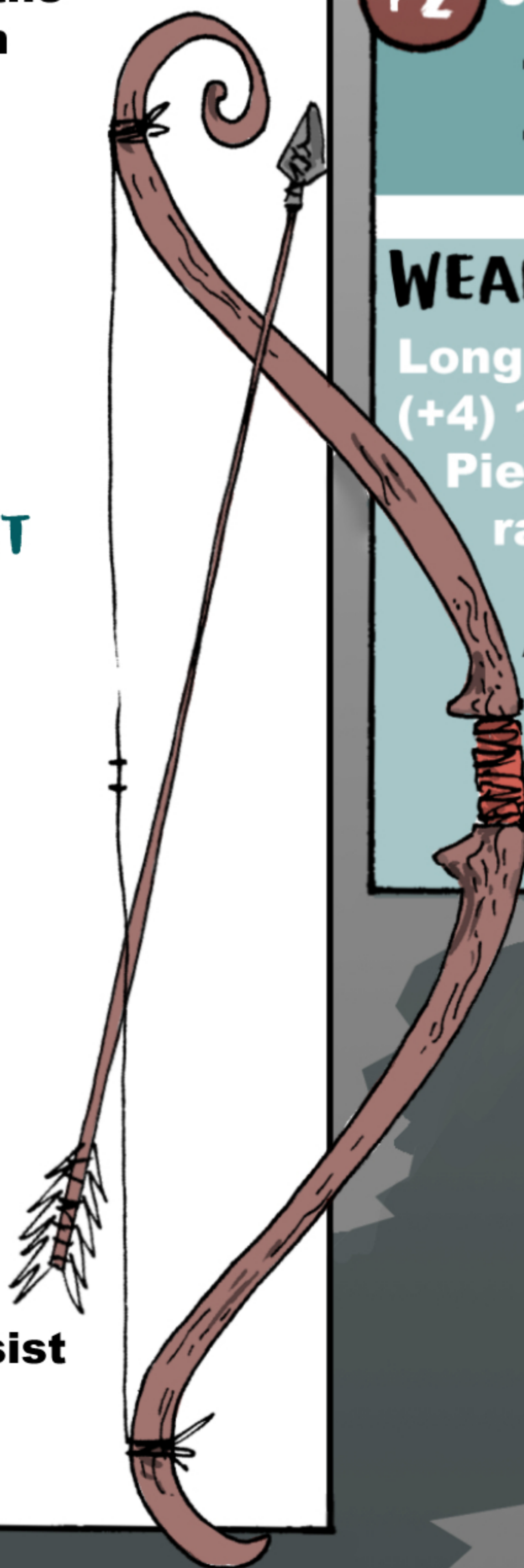
Whilst I don't agree entirely on Cauldron Knights' attitude on adventuring and valour, I do agree with him on the subject of the youths of today. As someone who respects the traditions that built this kingdom, and upholds them to this very day, it turns my stomach at the thought of how children run around, doing whatever they fancy and with whomever they fancy. Gone are the days when there was a proper writ and order for everything, now there are just feelings and fantasies.

Hunting is the one sport where the old traditions are kept alive, although reducing it to a mere "sport" is a slap in the face I'll have to live with. The planning, the procedure, the anticipation of an arrow well shot, it's all a right minded man could ask for.



My wife and I enjoy our separateness from our children. One has become a painted harlot, who shows a complete disregard for the sanctity of marriage, flaunts around the whole kingdom as if no one's going to look and comment upon it.

The other, my son, who is slightly more bearable, has devolved into a lecherous creep who is in desperate need for a woman to sort him out! My wife and I have attempted to assist him in the matter, but I fear that this is a lost cause.



<b>S</b> <b>T</b> <b>R</b>	<b>14</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>15</b> (+2)	<b>C</b> <b>O</b> <b>N</b>	<b>6</b> (-2)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>15</b> (+2)	<b>I</b> <b>N</b> <b>T</b>	<b>11</b> (±0)	<b>C</b> <b>H</b> <b>A</b>	<b>14</b> (+2)

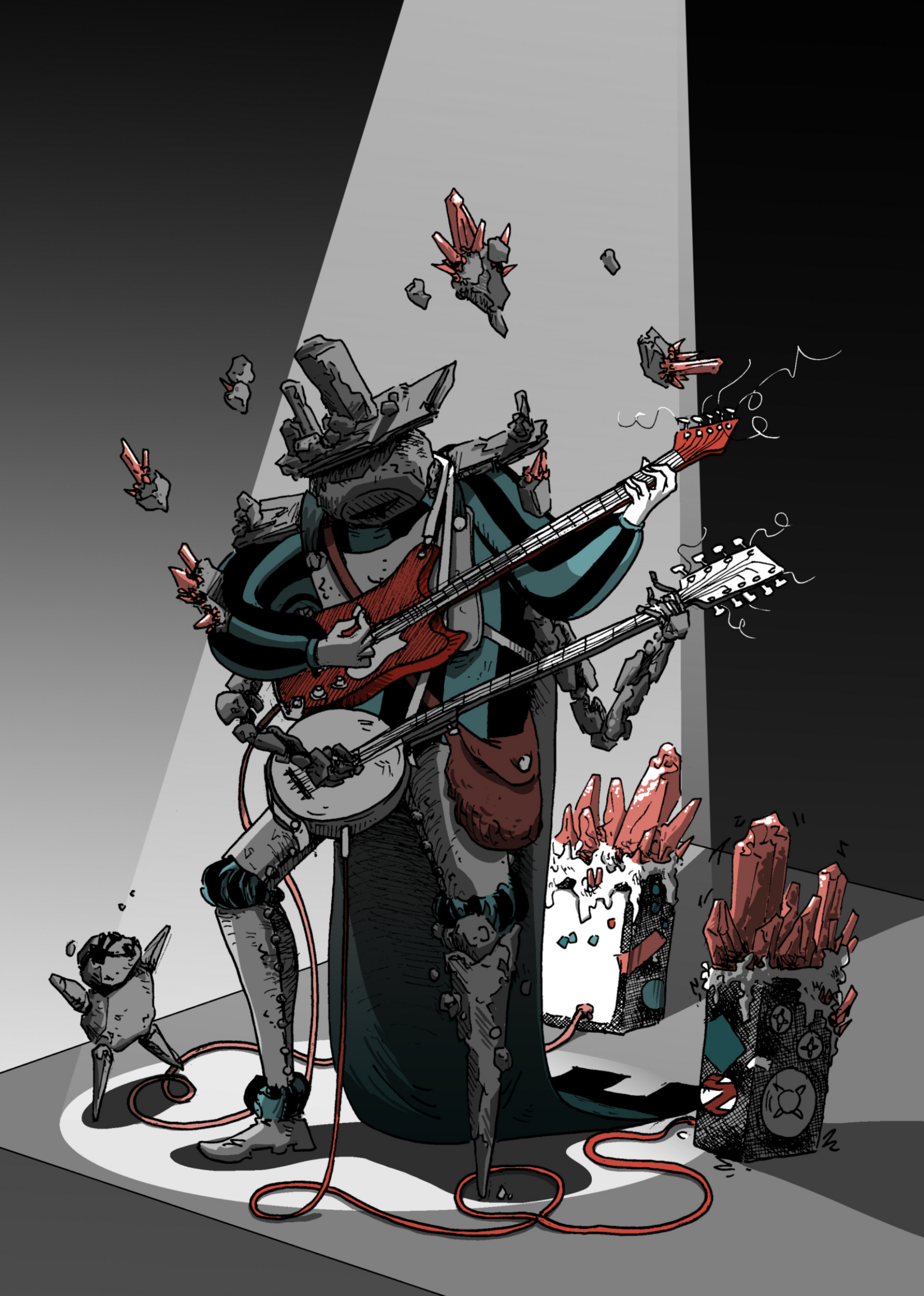
<b>+2 SAVES</b>	<b>SKILLS</b>
<b>+4 Str</b>	<b>+4 Ins</b>
<b>+4 Dex</b>	<b>+4 Perf</b>
	<b>+4 Sur</b>

<b>WEAPON</b>	<b>ITEMS</b>
<b>Long Bow</b> (+4) 1d8 Pierce range 150/600 A reminder of why we follow rules and traditions.	<b>(3) Stone tablets</b> <b>(1) Feathers</b> <b>(1) Spare bow string</b> <b>(1) a Geode</b> <b>(1) a Pretty Rock</b> <b>(1) a Sapphire</b>

**PROGRESSION**

At higher levels Flint Knight:

- Favours an Archery Fighting Style
- Favours Fey enemy types
- Follows the Hunter Archetype
- Learns spells that assist with long range attacks or setting traps



# ROCK KNIGHT

BARD 1

HE/HIM

NG

HP 7/7

20ft

+4

INTV

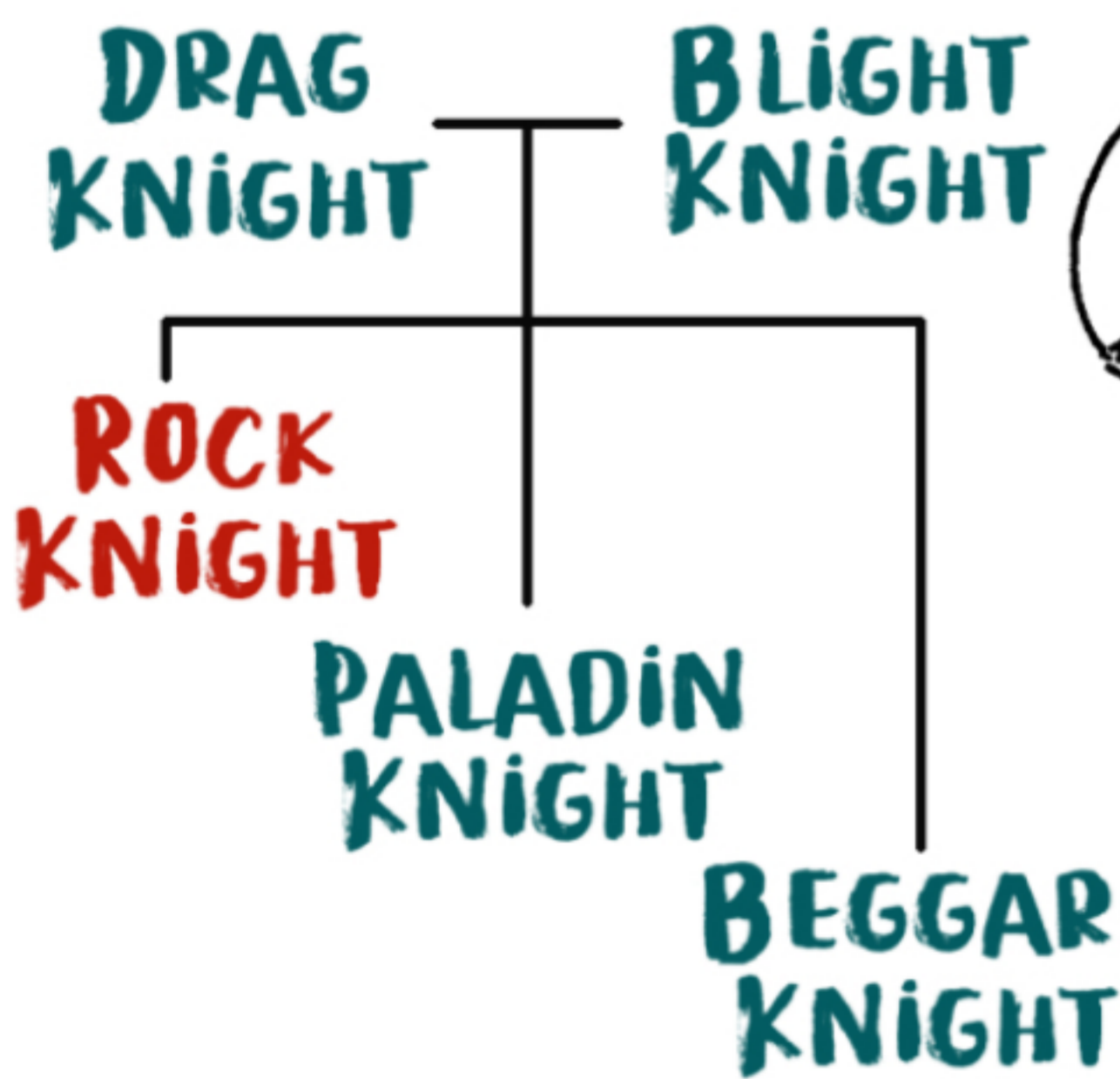
18

1d8

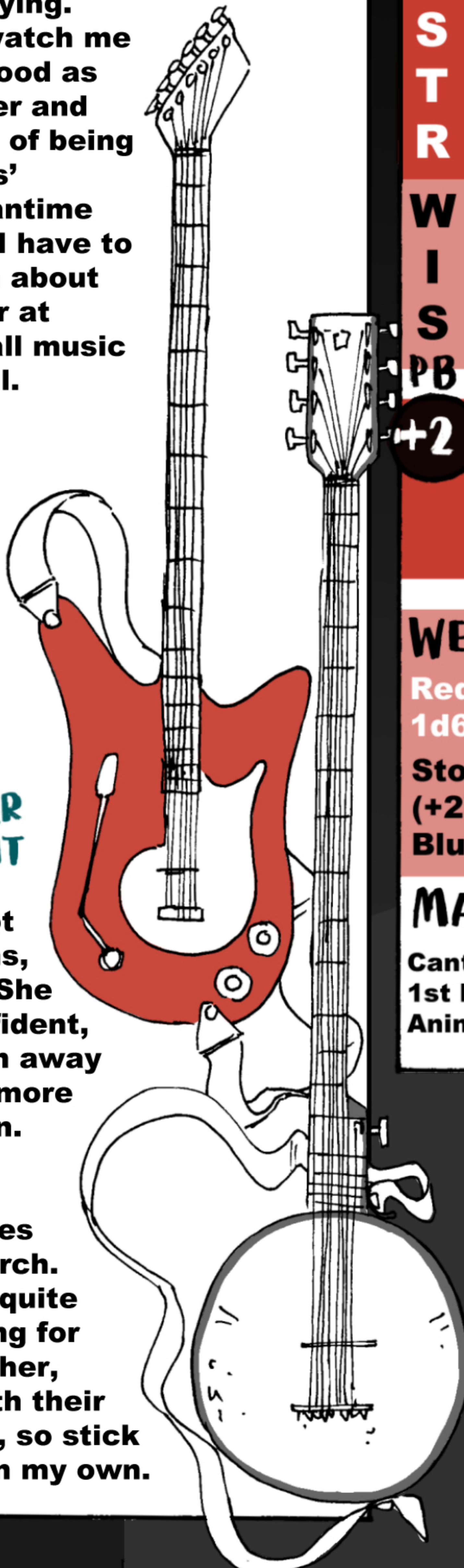
## ABOUT

I feel most alive when I'm playing my guitar. When I'm not I'm quite the reserved and sombre person, only speaking when I feel I have something worth saying.

A lot of people come to watch me play my guitar which is good as it means I'm getting better and getting closer to the goal of being able to chase my mothers' demons away. In the meantime I'll use whatever powers I have to find out more information about demons, and to get better at playing the guitar. After all music is the gateway to the soul.



My mother, when she's not overcome with her demons, is a loving and kind person. She used to be brave and confident, but the demons have worn away at her until she's nothing more than a frail, scared woman. My other mother, Drag Knight, does her best to support her and encourages me to continue on my search. I get on with my brothers quite well, all of us are searching for some way to cure my mother, although I do disagree with their methods most of the time, so stick to completing my quest on my own.



<b>S</b>	<b>11</b>	<b>D</b>	<b>19</b>	<b>C</b>	<b>8</b>
<b>T</b>	(±0)	<b>E</b>	(+4)	<b>O</b>	(-1)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>6</b>	<b>I</b>	<b>16</b>	<b>C</b>	<b>13</b>
<b>I</b>	(-2)	<b>N</b>	(+3)	<b>H</b>	(+1)
<b>S</b>		<b>T</b>		<b>A</b>	

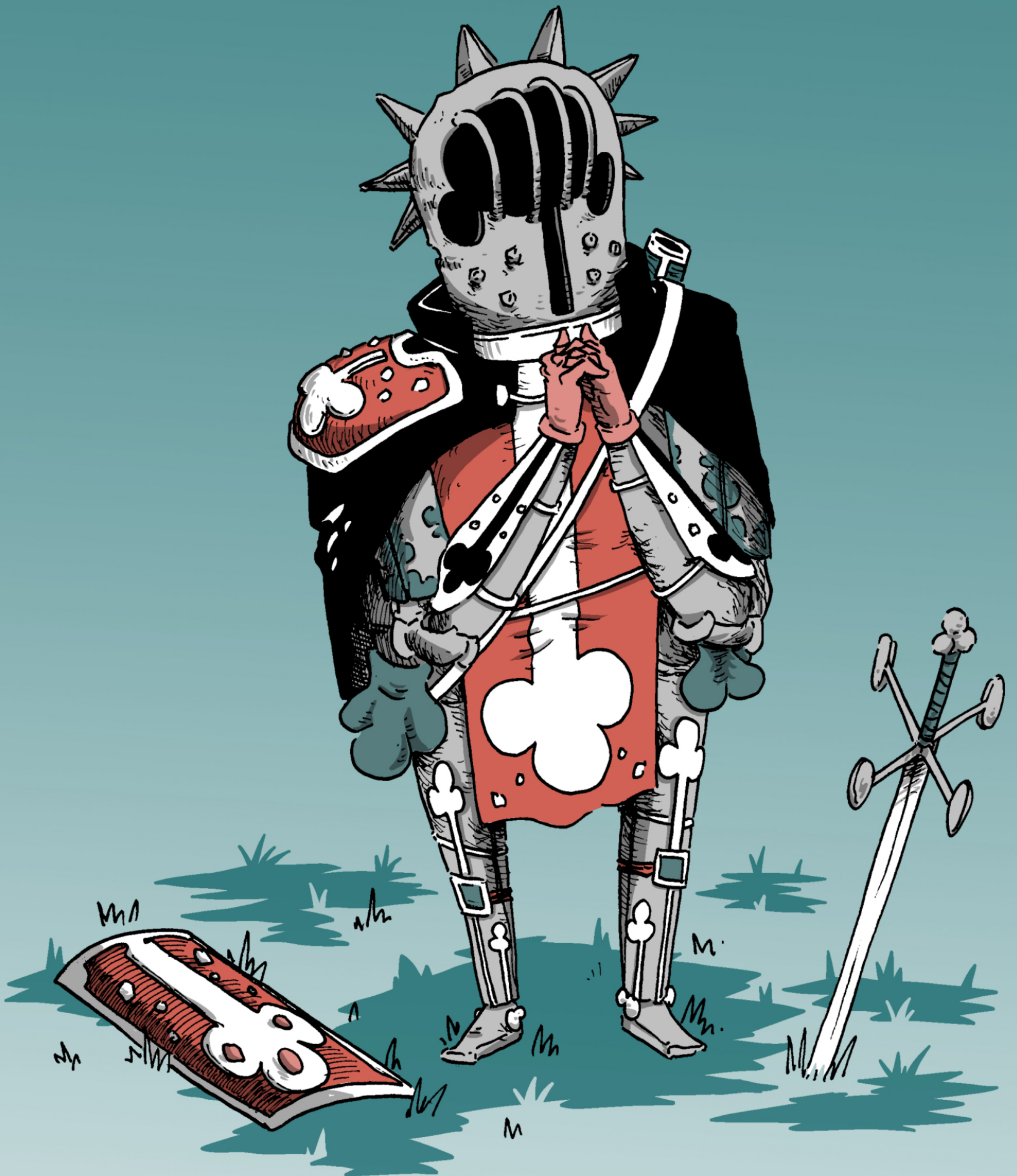
<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+6 Dex	+5 Arc
	+3 Cha	+5 Nat
		+6 SoH

<b>WEAPON</b>	<b>ITEMS</b>
Red Bass (+2)	(6) Amps
1d6 Bludge	(1) Pics
Stone Banjo	(2) Concert fliers
(+2) 1d10	(2) Crystals
Bludgeoning	(6) Guitars

**MAGIC**  
 Cantrips - Minor Illusions, Mage Hand  
 1st Lvl - Disguise Self, Unseen Servant, Animal Friendship, Healing Word

**Passive Ability - Rock Float**  
 Whilst playing an instrument can levitate and manipulate any rock not attached to the ground within a 60ft sphere

**PROGRESSION**  
 At higher levels Rock Knight:  
 -Joins the College of Valor  
 -Learns spells that aid with healing, or investigation and deception



# PALADIN KNIGHT

PALADIN 1

HE/HIM

LG

HP 15/15

20fy

-2 INTV

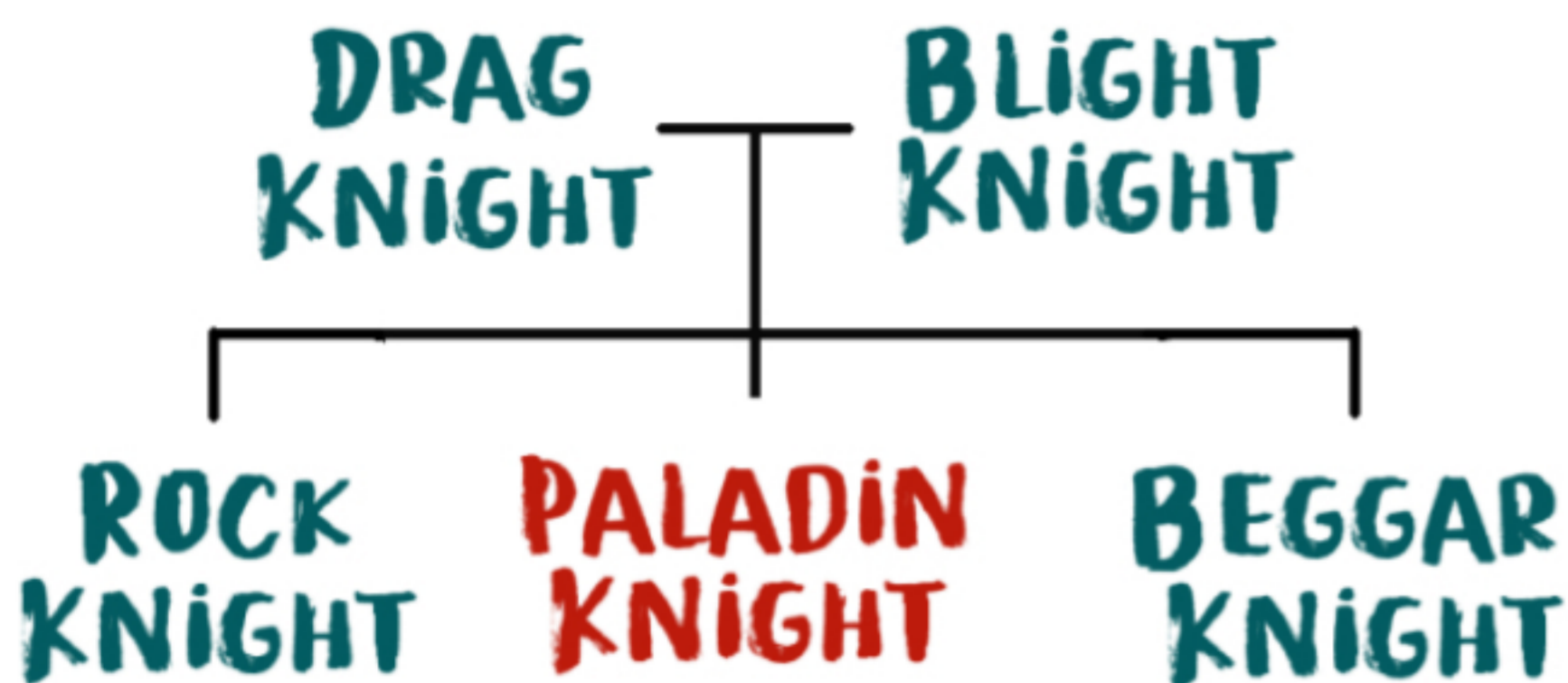
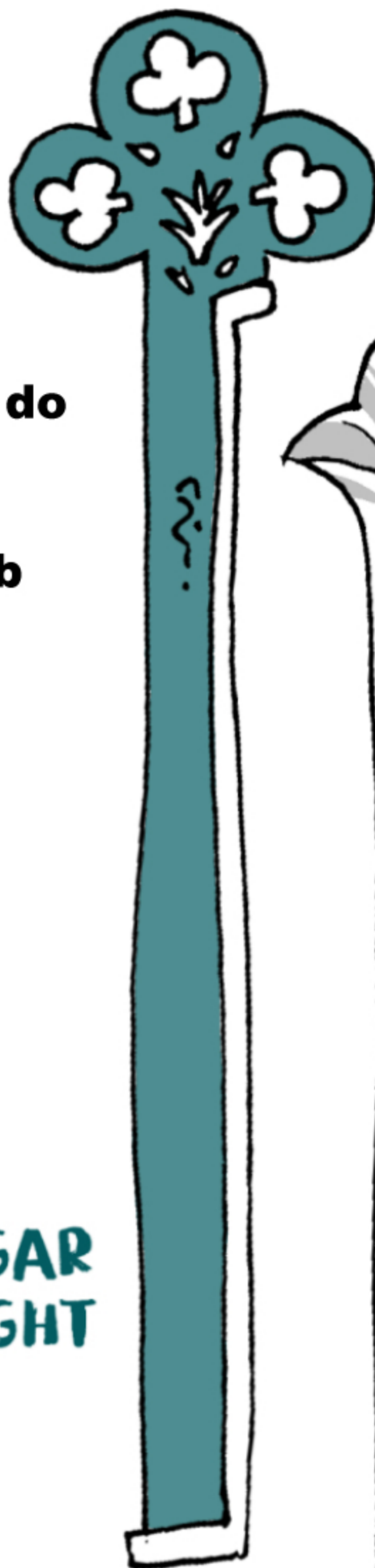
12

1d10

## ABOUT

Heaven have mercy upon my soul and the soul of my mother, for I asketh a favour that only your shepherding hand could hope to assist. My mother be plagued by an onslaught of foul and writhing demons! They ail her nightly, and only your guiding light can cure her of the beasts and show her the way to redemption.

I have travelled across many lands, praying in many temples, and convincing many of your children to pray on my behalf so that you may hear my plight and do something about it. I still have many more places to visit, and mother is still afflicted, so my job is yet to be complete.



My mothers are both supportive of my cause, although one less so when the foul demons have their grasp upon her. They're not the most religious of people, but I forgive them for that, they will see the miracle of God when I purify mother of her ailment.

My brothers on the other hand, stubbornly refuse to convert to my cause! Instead of joining our prayers in the name of the Lord, they instead wish to seek out dead-end solutions and make believe fairies!

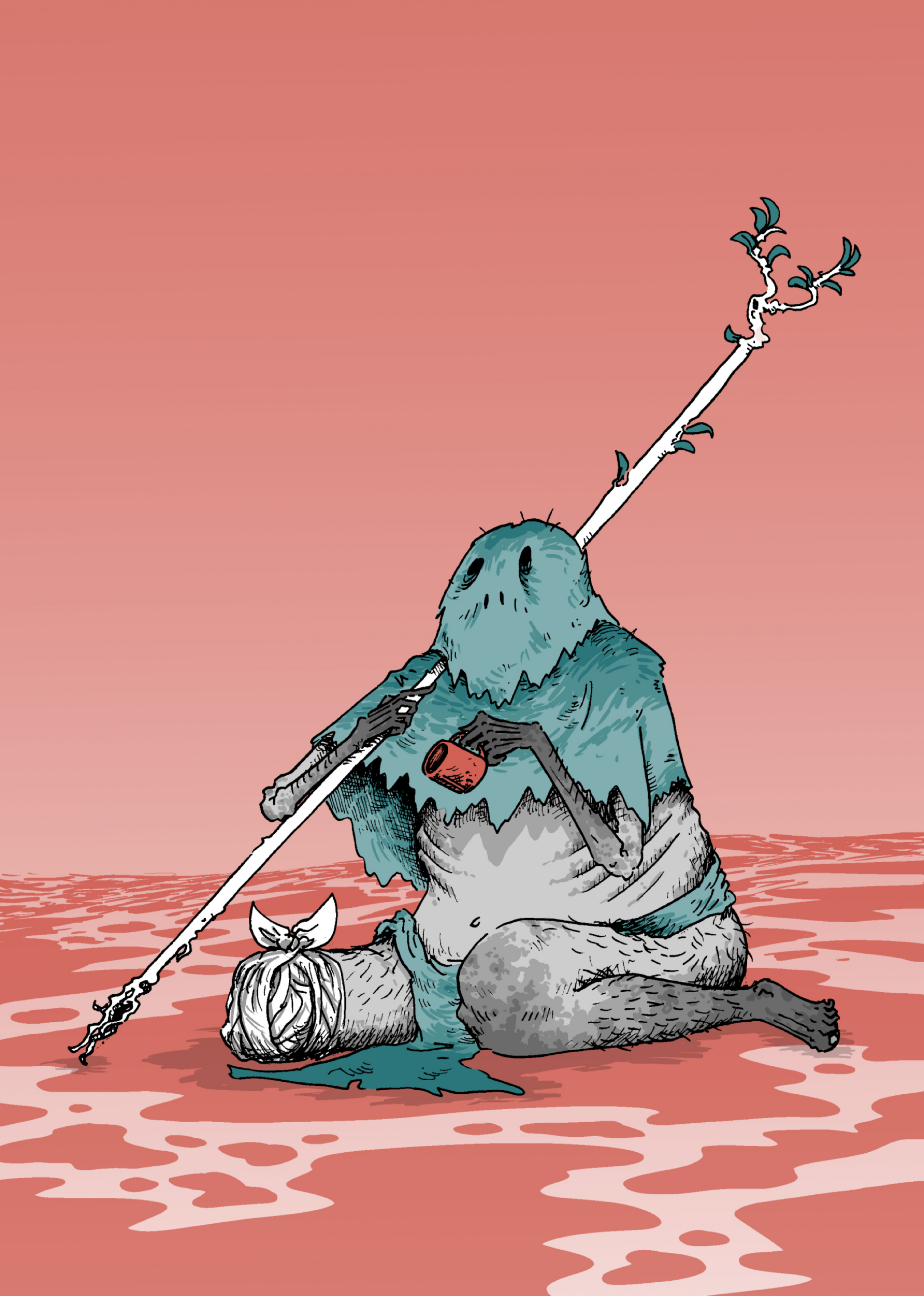
<b>S</b> <b>T</b> <b>R</b>	<b>8</b> (-1)	<b>D</b> <b>E</b> <b>X</b>	<b>7</b> (-2)	<b>C</b> <b>O</b> <b>N</b>	<b>20</b> (+5)
<b>W</b> <b>I</b> <b>S</b>	<b>16</b> (+3)	<b>I</b> <b>N</b> <b>T</b>	<b>19</b> (+4)	<b>C</b> <b>H</b> <b>A</b>	<b>11</b> (±0)

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+5 Wis +2 Cha	+5 Ins +6 Rel

<b>WEAPON</b>	<b>ITEMS</b>
Devout Sword (+1) 1d8 Slash	(2) Shield (1) Religious texts (1) Pendant
Granted upon my by a High Priestess! I can see that it is imbued with the light of God!	

## PROGRESSION

- At higher levels Paladin Knight:
- Adopts a Protective fighting style
  - Learns spells that assist with healing, or are related to religion
  - Has taken an Oath of Devotion





# BEGGAR KNIGHT

HE/HIM

WARLOCK 1

CG

HP 4/4

20fy

-1

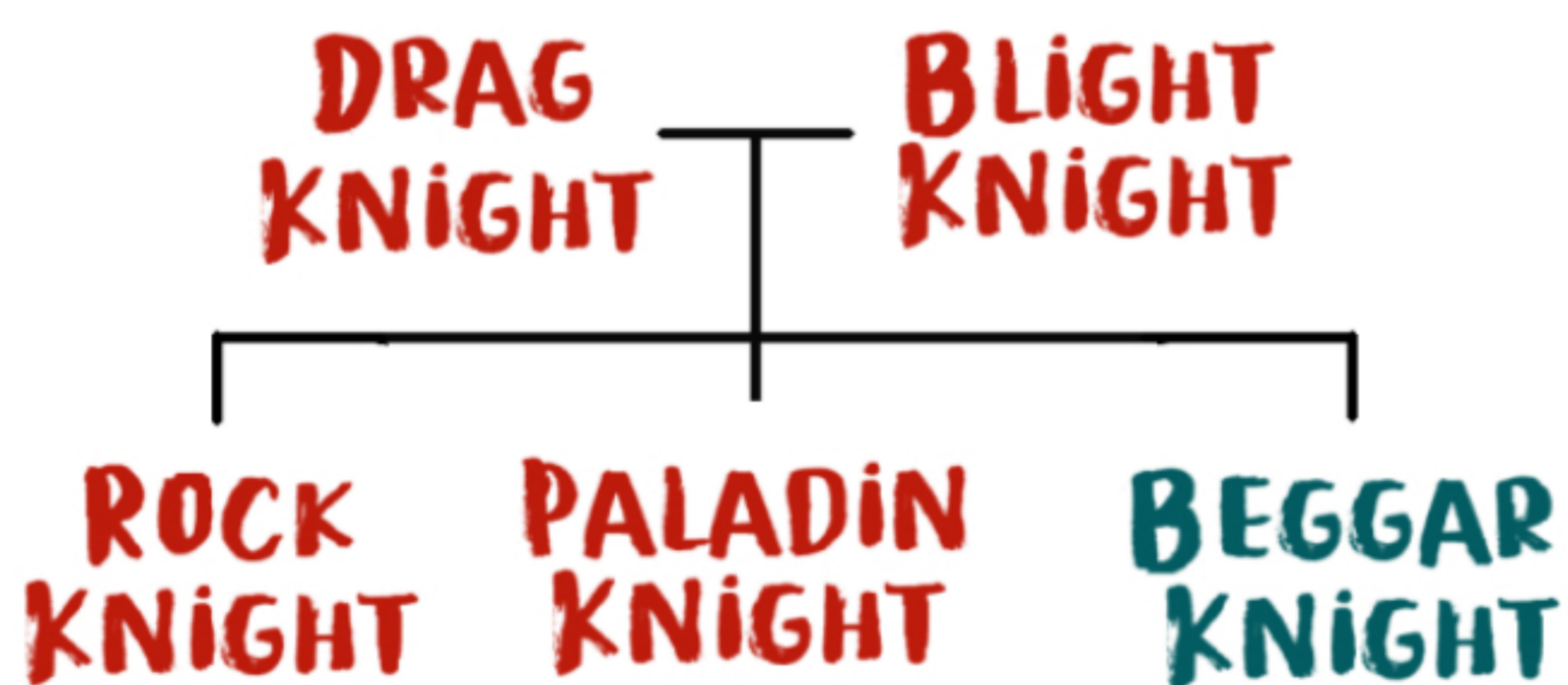
INTV



## ABOUT

Despite my seemingly more dire situation in comparison to my brothers, it is the ideal way for me to source information and find creative solutions that I had barely even considered in my life before. I'm a very open minded person with a broad view of life that's willing to try many things out to see if they'll work.

Since abandoning my material possessions I have met a great many people who I consider to be worthy of any and all virtues one could bestow upon them. It is through them that I have learnt to be accepting of people, and the worth of people accepting you for you in spite of appearances and preconceptions. With their help I will learn a way for my mother to be able to conquer her demons!



Although I know my parents worry for my condition, I know that they accept what I'm trying to do and knew the risks involved when I set off on this path. I can see the value in both of my brothers' quests, but wish they weren't both so stubborn as to dismiss the other and myself. If only they would cooperate, we might be able to help our mother sooner rather than later.

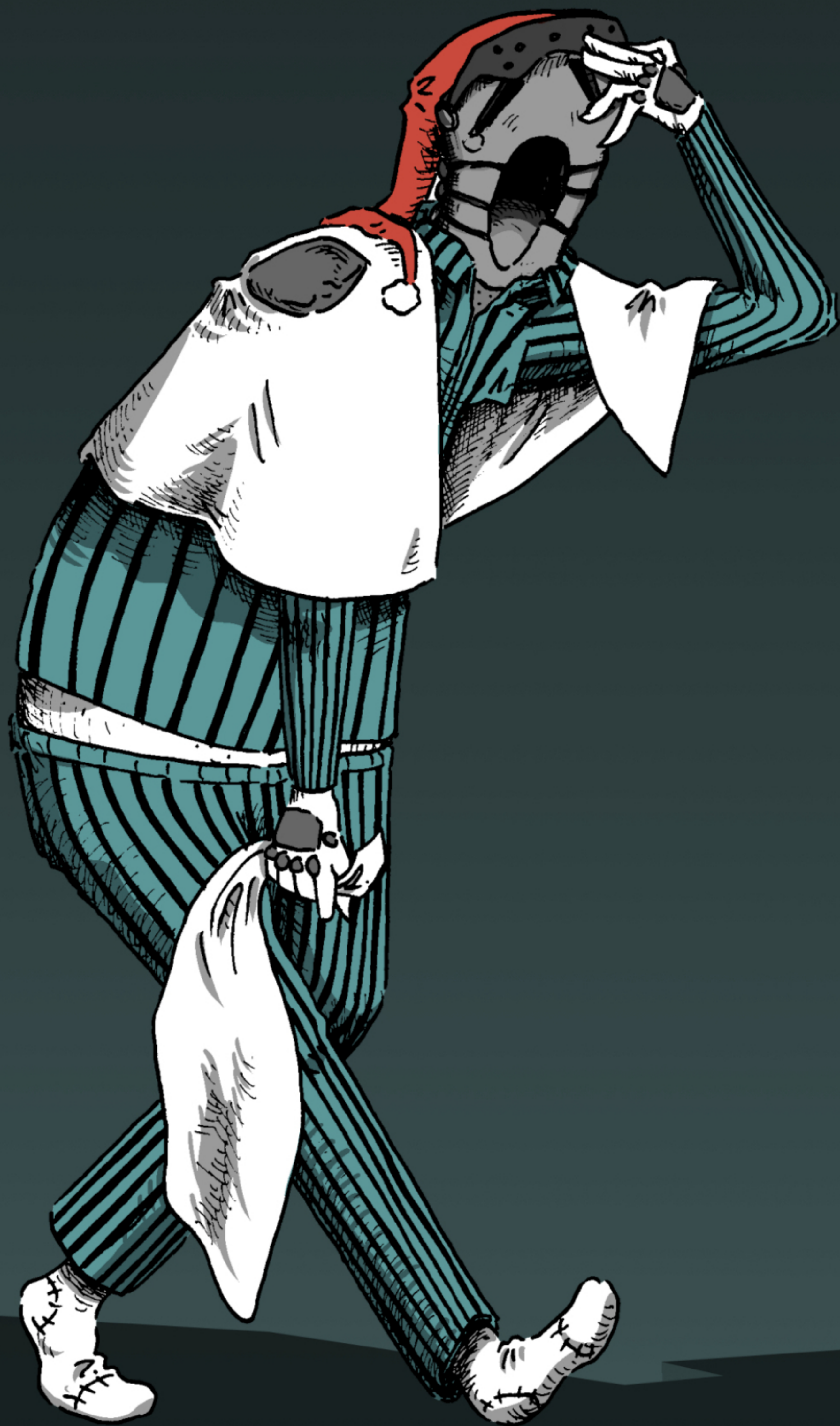
<b>S</b> <b>T</b> <b>R</b>	<b>15</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>9</b> (-1)	<b>C</b> <b>O</b> <b>N</b>	<b>2</b> (-4)
<b>W</b> <b>I</b> <b>S</b>	<b>20</b> (+5)	<b>I</b> <b>N</b> <b>T</b>	<b>5</b> (-3)	<b>C</b> <b>H</b> <b>A</b>	<b>15</b> (+2)

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+7 Wis +4 Cha	-1 Nat +7 Sur

<b>WEAPON</b>	<b>ITEMS</b>
Elderitch Staff (+4) 1d6 Bludgeoning Helps me walk, and helps me poke people.	(1) Rags (1) Loose coins (1) Cup

**MAGIC**  
Cantrips - Elderitch Blast, Chill Touch  
1st Level - Farie Fire, Sleep

**PROGRESSION**  
At higher levels Beggar Knight:  
-Patron is an Archfey  
-Learns Pact of the Chain  
-Learns spells that are linked to Fairy magic, and coldness



# NIGHT KNIGHT

SOURCERER 1

HE/HIM

N

HP 11/11

30fy

+1 INTV

13

1d6

## ABOUT

Yawwwnnn..... Do I have to write this? I just want to go back to bed. It's hard being this tired all the time you know? You wake up and it's too bright so you go to find somewhere nice and dark, but the ground is too hard, so then you have to go and find somewhere comfortable, by this time you're really awake, so you might as well make a proper effort out of it and go and properly have a quest to find a better place to sleep. Although knowing your luck you'll have just as bad a night's sleep and have to do the thing all over again in another 15 to 18 hours!

Anyway if you'll excuse me I just need to roll over and zzzzzzzzzz

LUNAR KNIGHT

STARLIGHT KNIGHT

NIGHT KNIGHT

My parents kinda just let me do what I want. They're often too busy fighting with my grandparents anyway to care about where I'm sleeping.

<b>S</b>	<b>7</b>	<b>D</b>	<b>12</b>	<b>C</b>	<b>20</b>
<b>T</b>	(-2)	<b>E</b>	(+1)	<b>O</b>	(+5)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>6</b>	<b>I</b>	<b>9</b>	<b>C</b>	<b>17</b>
<b>I</b>	(-2)	<b>N</b>	(-1)	<b>H</b>	(+3)
<b>S</b>		<b>T</b>		<b>A</b>	
<b>PB</b>					

+2

### SAVES

+3 Con  
+7 Cha

### SKILLS

+7 Dec  
+7 Int

### WEAPON

Dagger (±0)  
1d4 Slash

For the monsters under the bed

### ITEMS

- (1) Night cap
- (1) Blanket
- (1) Teddy
- (1) Sleeping powder

### MAGIC

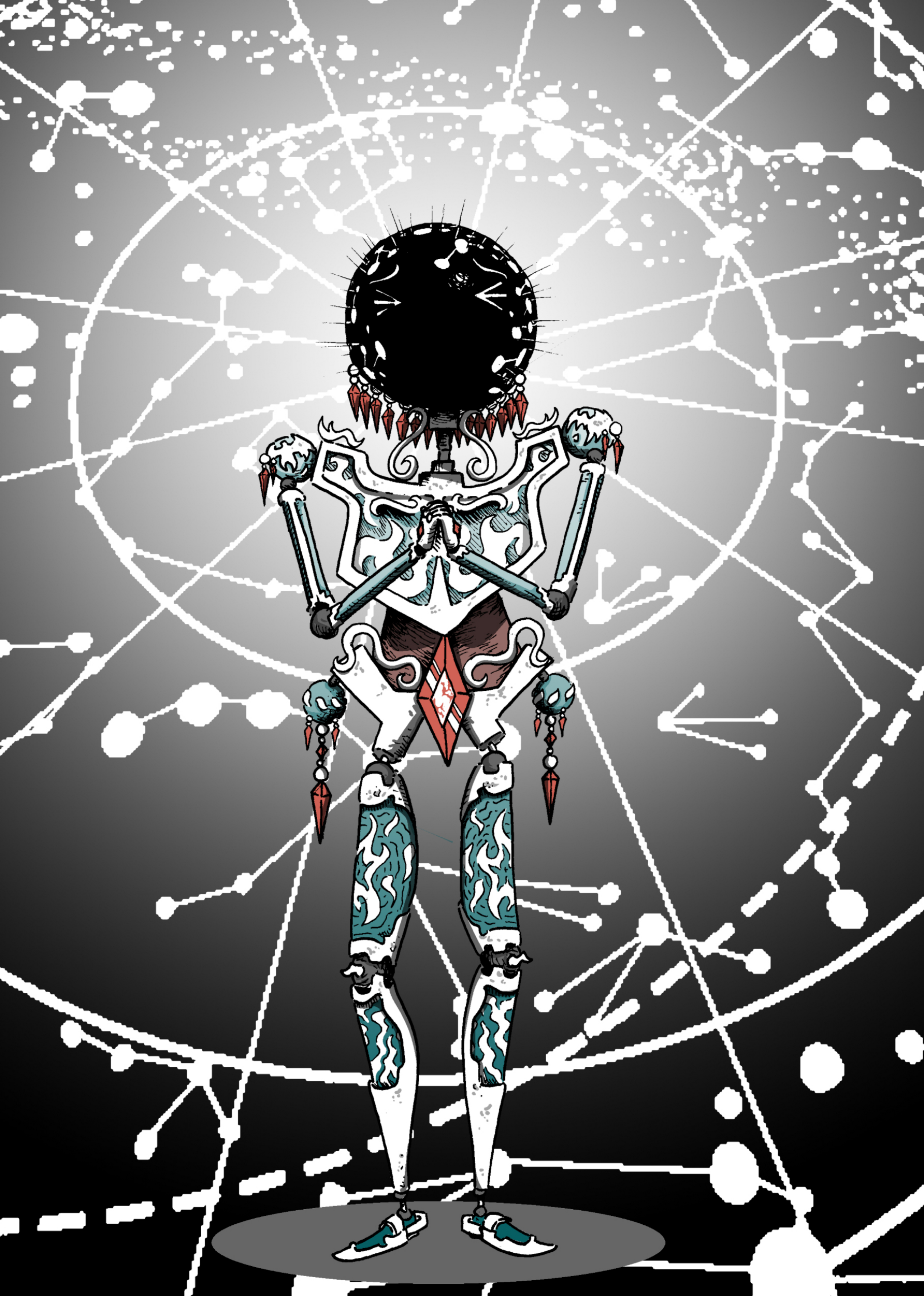
Cantrips - Fire bolt, Shocking Grasp, Chill Touch, Acid Splash  
1st Level - Mage Armour, Expeditious Retreat

Passive Ability - Sleep  
Whenever I sleep people within the immediate area feel drawsy and are also likely to sleep

### PROGRESSION

At higher levels Night Knight:  
-WILD MAGIC - Inherited blood from an illusion/dimension witch  
-Learns spells that focus on defence, escaping, and dimension alteration





# STARLIGHT KNIGHT

SORCERER 1

SHE/HER

LN

HP 9/9

20fy

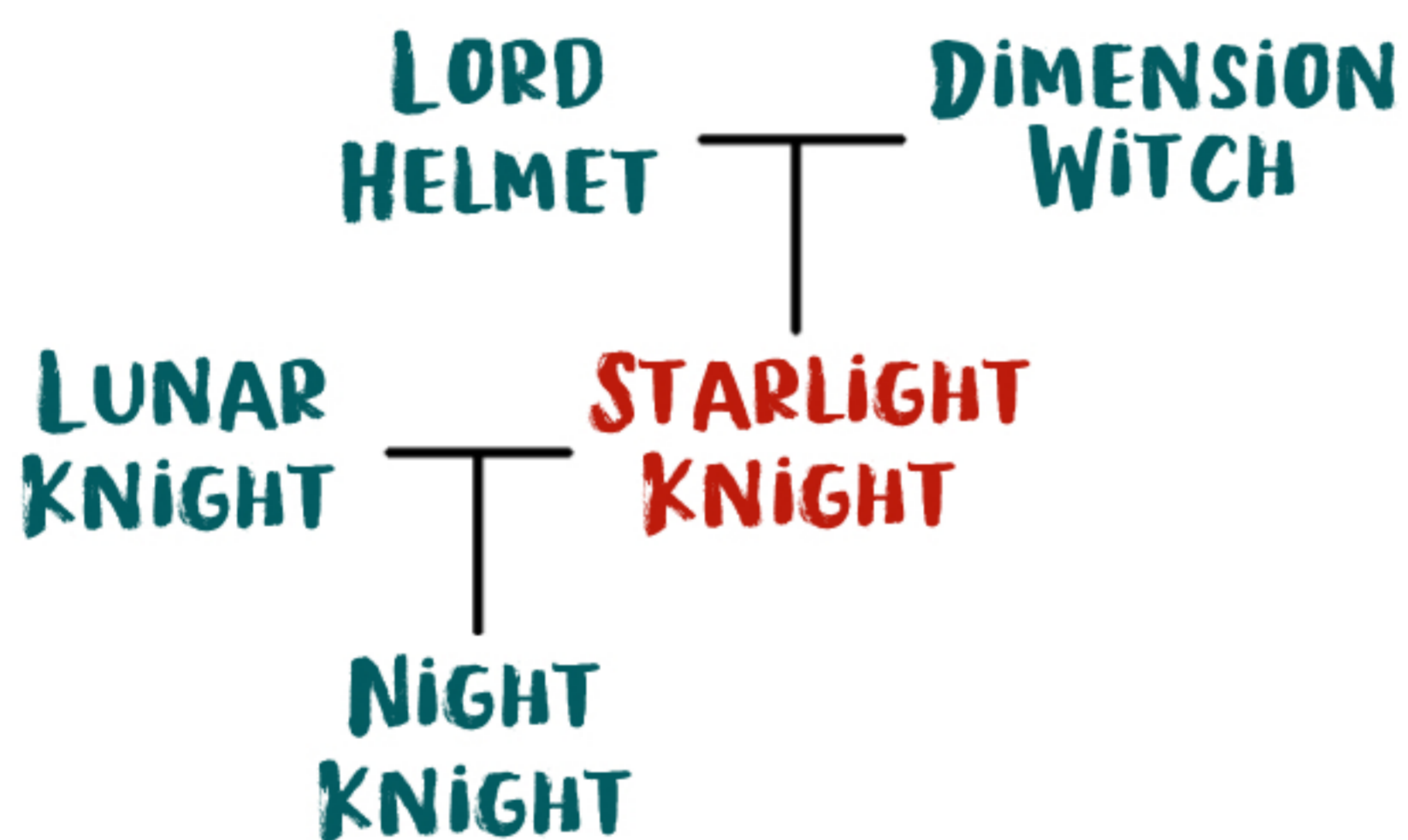
+3 INTV

17

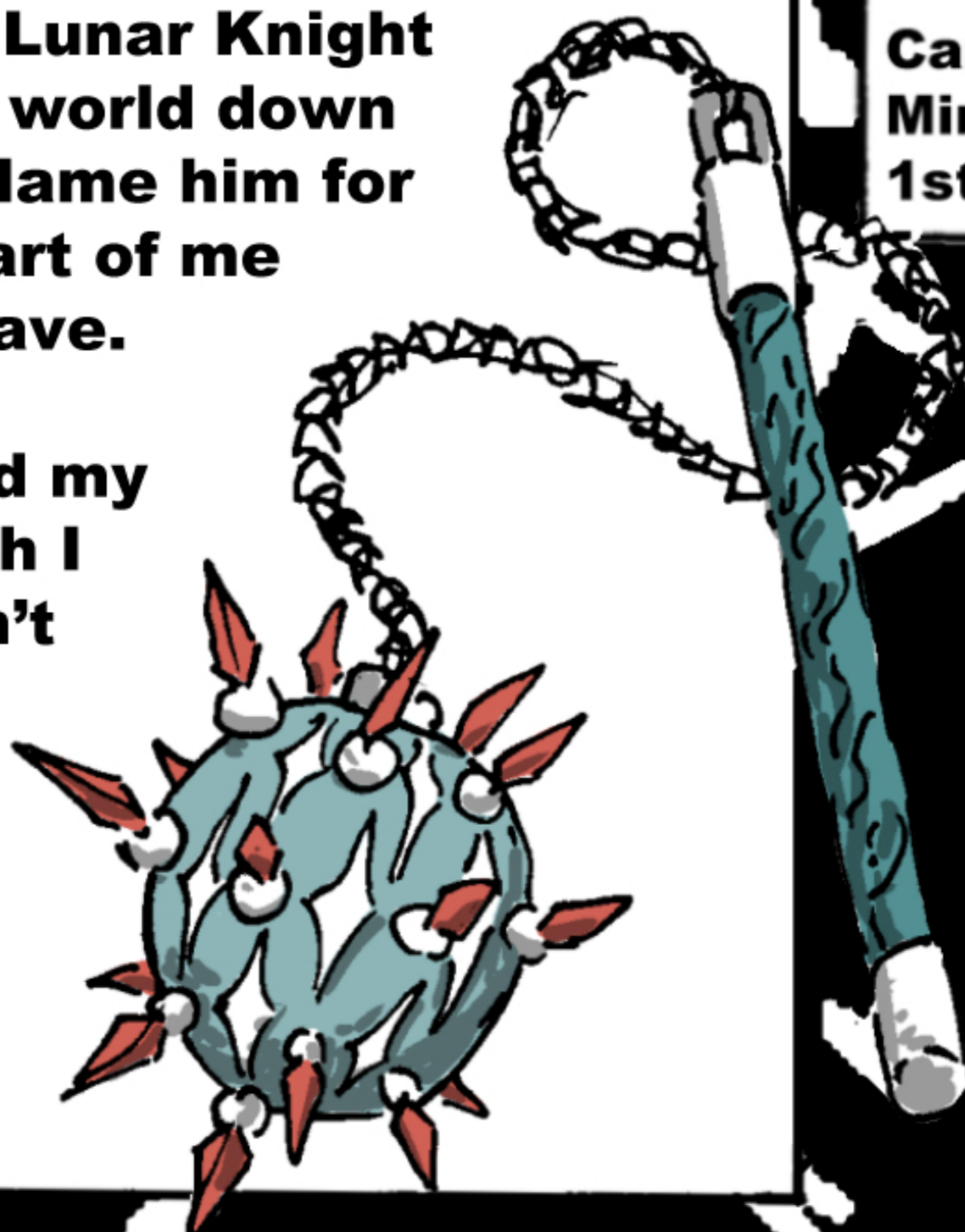
1d6

## ABOUT

Mmmmmm I don't really know if I should be doing this!!!! Mummy and Daddy are so angry. Should I go back to them? I should shouldn't I? Ohhhhhh but if I do then it will eally make the Moon man sad, we've had so much fun together, and even had a wonderful child! No, I should stay! It's for the best. Mummy and Daddy will just have to understand! It's not like they'll never see me just not as often. A part of me is a little glad though that Lunar Knight took me away. I'd wanted to get out for ages. The world can't be that dangerous, even the women in the books I read survive just fine and they're bumbling sillies that need someone to look after them alllll the time. At least now that I'm free of them I can study the night sky to my heart's content!



My parents are super protective of me! They used to have me hidden away in a house on the moon until Lunar Knight came and told me of the world down below. My parents still blame him for taking me away, but a part of me has always wanted to leave. Because of this misunderstanding LK and my parents often fight, which I don't like at all, but I can't always do anything about that.



<b>S</b> <b>T</b> <b>R</b>	<b>6</b> (-2)	<b>D</b> <b>E</b> <b>X</b>	<b>16</b> (+3)	<b>C</b> <b>O</b> <b>N</b>	<b>17</b> (+3)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>11</b> (±0)	<b>I</b> <b>N</b> <b>T</b>	<b>2</b> (-4)	<b>C</b> <b>H</b> <b>A</b>	<b>19</b> (+4)

+2

### SAVES

+5 Con  
+6 Cha

### SKILLS

+6 Pers  
-2 Rel

### WEAPON

Midnight Star  
(±0) 1d8  
Pierce

With this I can make people's faces go SQUISH!

### ITEMS

- (1) Earrings
- (1) Crystals
- (1) Star map
- (1) Telescope
- (1) Sextant

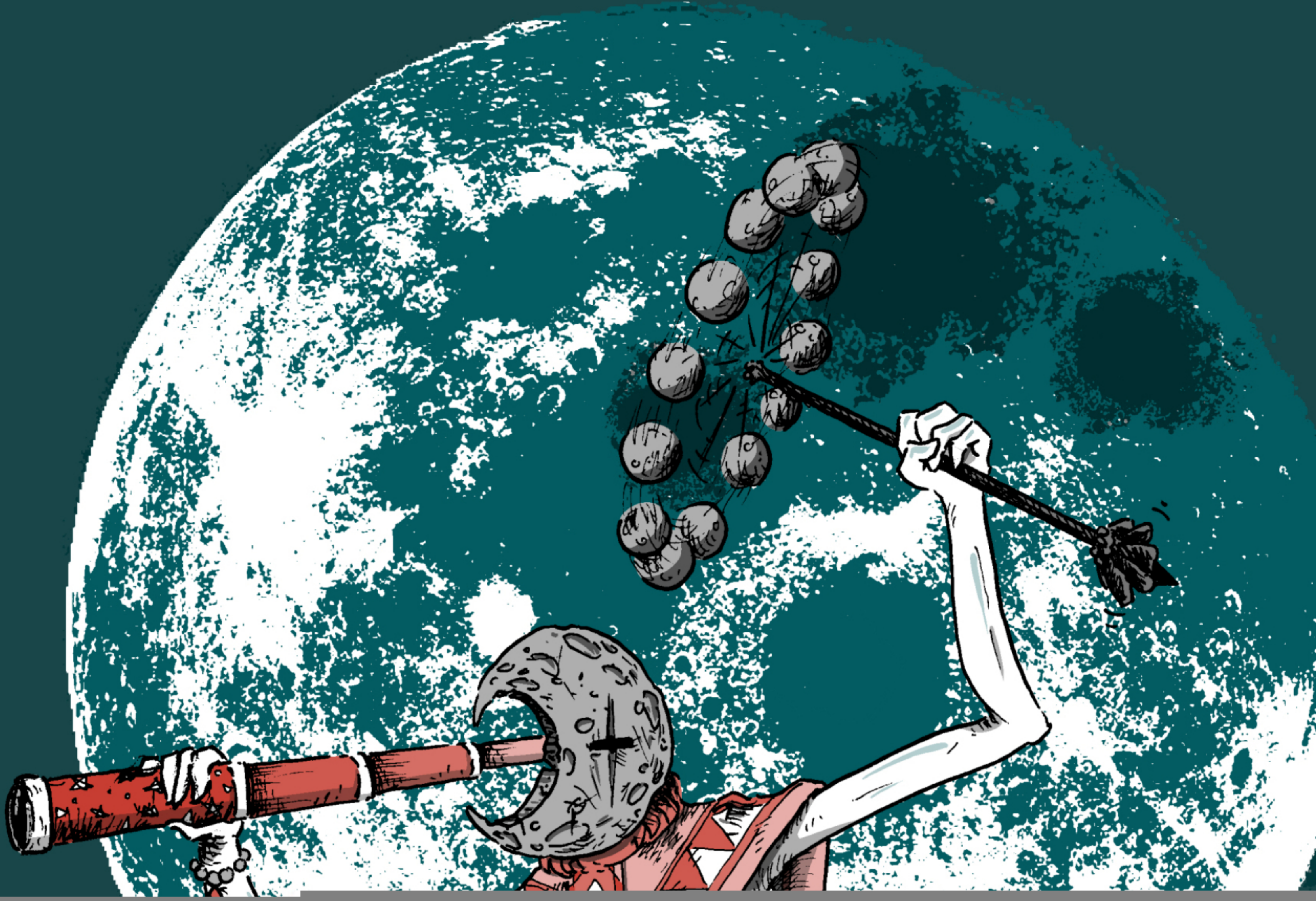
### MAGIC

Cantrips - Mage Hand, Mending, Minor Illusion, Ray of Frost  
1st Level - Magic Missile, Witch Bolt

Passive Ability - Light  
At will i can use the spell Light

### PROGRESSION

At higher levels Starlight Knight:  
-WILD MAGIC - inherited blood from dimensional witch  
-Learns spells that focus on Light, illusions, coldness, and investigation



# LUNAR KNIGHT

PALADIN 1

CN

HE/HIM

HP 6/6

30ft

+1 INTV

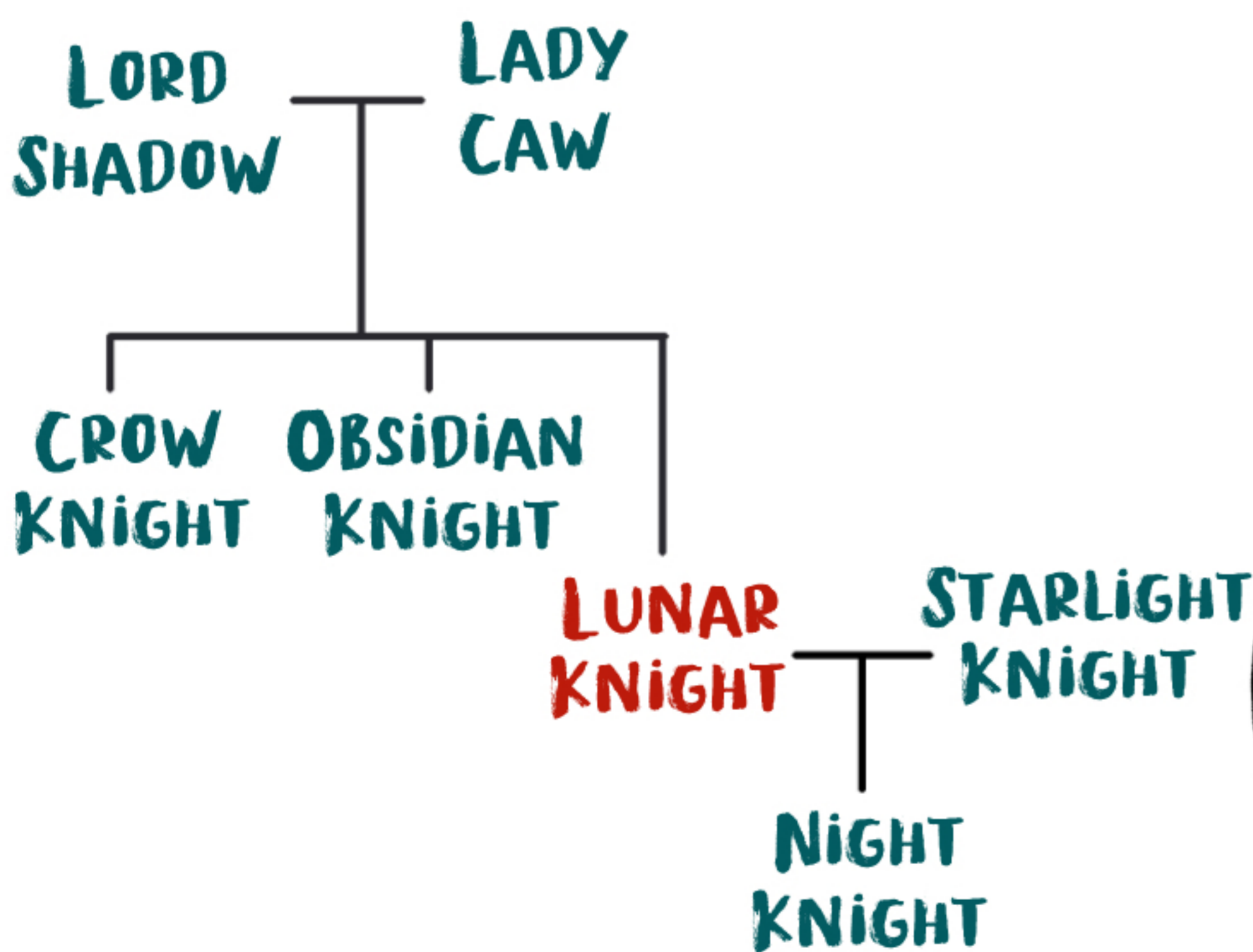
11

1d10


## ABOUT

If my theories are correct, then the moon has more secrets hidden from me than it's letting on!

It was not so long ago that I discovered secret dimensional beings that wish to take control of this world hiding within our moon! As one does when discovering a theory is correct, one charges straight in to investigate and determine how far the creatures had gotten in their dastardly plans. Upon my arrival I discovered a maiden held captive against her will; I freed her and retreated for the time being. But soon the day shall come when I unlock your cryptic secrets moon!! In the meantime two dimensional beings in particular have fought to take back my lovely maiden! I shall protect her as I know she is the key to finding the TRUTH!



My parents – once shrouded in secrecy – now look down upon me for having figured them out. They respect me as they rightly should and often steer clear of my conspiracy theories and quantic notions. My siblings too keep their distance from me for this very same reason! They know that if I put my mind to it I would figure them out, for with the power of my insight I can wreak havoc upon that which I set my mind to.

<b>S</b> <b>T</b> <b>R</b>	<b>12</b> (+1)	<b>D</b> <b>E</b> <b>X</b>	<b>12</b> (+1)	<b>C</b> <b>O</b> <b>N</b>	<b>2</b> (-4)
<b>W</b> <b>I</b> <b>S</b>	<b>20</b> (+5)	<b>I</b> <b>N</b> <b>T</b>	<b>7</b> (-2)	<b>C</b> <b>H</b> <b>A</b>	<b>14</b> (+2)
<b>PB</b>		<b>+2 SAVES</b>		<b>SKILLS</b>	
		+7 Wis +4 Cha		+3 Ath +7 Med	
<b>WEAPON</b>			<b>ITEMS</b>		
Evening Star (+3) 1d6 Bludgeoning			(1) Telescope (1) Cheese (1) Poncho (1) Calendar (1) Little black notebook		
 <p>Shaped in the likeness of my greatest foe!</p>					

### PROGRESSION

At higher levels Lunar Knight:

- Has a Duelling fighting style
- Has taken an Oath of Vengeance
- Learns spells that are linked to learning information and combatting forces that are not of this world





# CROW KNIGHT

PALADIN 1

SHE/HER

LN

HP 10/10

30fy

+1

INTV



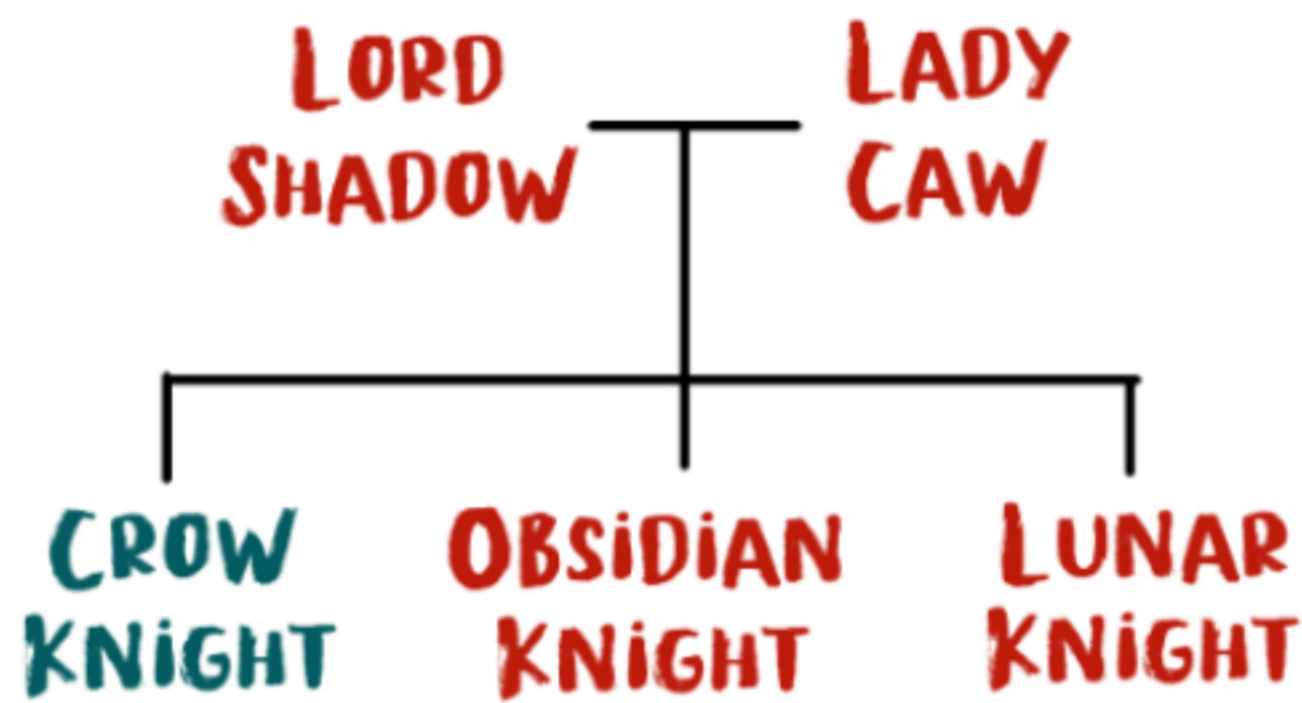
1d10

## ABOUT

Doctor by trade, doctor by nature, I am a contemplative physician who is always questioning who and why things work the way they do. The things in question often pertain to structures and systems of the body.

If I can figure out how everything works, and how everything reacts to different substances then I will be able to ensure that nobody gets sick ever!

To this end I will never make a medicine for someone that I myself would not take. A declaration that often results in my own personal ill health or irreversible bodily changes the likes of which I still suffer from today. But alas I am glad that it is me that suffers these blights, and not some poor guinea pig.



My parents raised us in a rather sheltered and secretive way leading to my thirst for knowledge of the world. I'd often sneak off to a great big library and read books that spoke of god like beings, and vast plagues that would wreck the land and people of it. The latter is what inspired me to take an interest in medicine.

I don't hate my parents for bringing me up this way, as they never held me back from doing the things I wished to do, provided it all happened on their estate of course. My brother Lunar Knight thinks I fear him, but in reality I'm just too busy and can't be bothered to deal with his shenanigans on a constant basis. My other brother Obsidian Knight, like me, is also quite absorbed by his job, we don't really see each other much except when I need some specially made equipment for my work or he has need of me.

<b>S</b> <b>T</b> <b>R</b> 10 (±0)	<b>D</b> <b>E</b> <b>X</b> 12 (+1)	<b>C</b> <b>O</b> <b>N</b> 10 (±0)
<b>W</b> <b>I</b> <b>S</b> 15 (+2)	<b>I</b> <b>N</b> <b>T</b> 10 (±0)	<b>C</b> <b>H</b> <b>A</b> 12 (+1)

+2

### SAVES

+4 Wis  
+3 Cha

### SKILLS

+5 Med

### WEAPON

Scythe (+2)  
2d4 Slash

Hung with an incense jar, doubled up with my mask they mostly deter the smell of rot and death

Scalpel (+2)  
1d4 Slash

### ITEMS

- (1) Medical notes
- (2) Books
- (1) Smelling salts
- (1) Medicinal brandy
- (1) Health potion x3
- (1) Antivenom x1
- (1) Bandages

## PROGRESSION

At higher levels Crow Knight:

- Has a Great Weapon Fighting style
- Has taken an Oath of Hippocrates\*
- Learns spells that aid with healing or transformation



# OBSIDIAN KNIGHT

RANGER 1

HE/HIM

LN

HP 10/10

20fy

±0 INTV

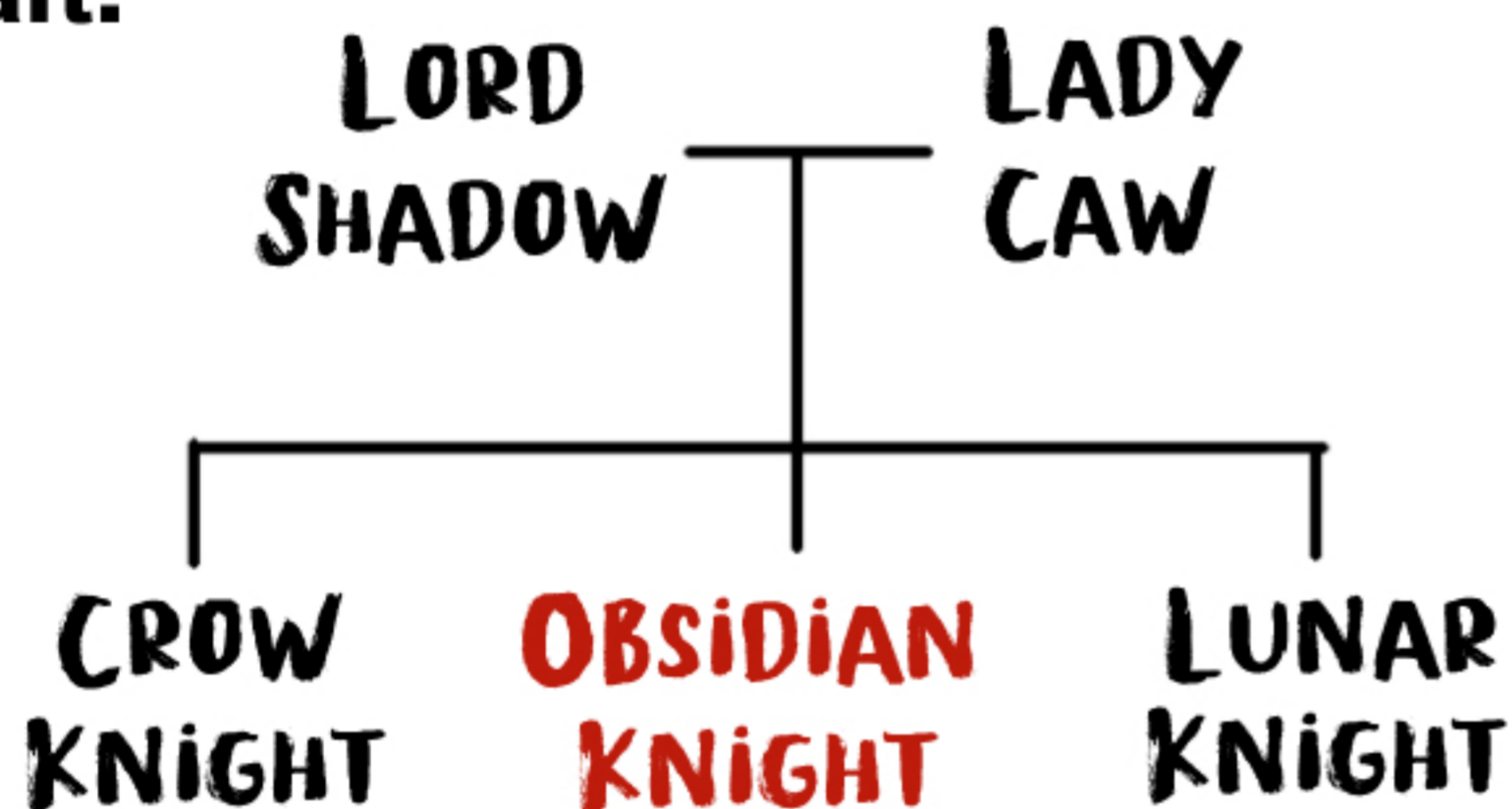
14

1d10

## ABOUT

It can be quite lonely being a warden of the outer plains and mountains, but someone has to protect the kingdoms borders, and I'm not one to complain, I actually quite like it if I'm being entirely honest.

My sole charge as a warden is to keep all of the kingdoms within safe from intruders who would threaten the state of the kingdoms within our borders. When I'm not doing this I enjoy making pottery and glassware. There's something extremely satisfying about creating something physical. I often use my hobby as a means of expressing myself; people are often really surprised when they see my wares as they don't associate me with that kind of craft.



My parents taught me the dangers of the world and how people in the past have taken advantage of the citizens within our borders, hence why I took the job that I have. It is because of my parents that I keep extra vigilant of trespassers and people who don't look the same whilst out on my patrols.

I don't see my siblings that often. Lunar seems to despise me for some reason; he always gives me the stink eye and starts mumbling under his breath whenever I appear. I hope it hasn't anything to do with my pots again - he smashed a whole collection of round-bottomed flasks I'd made for Crow once as they apparently had the face of his enemy upon them! Crow on the other hand is much more agreeable, although I do find her a little bit introspective and work obsessed.

<b>S</b> <b>T</b> <b>R</b>	<b>15</b> (+2)	<b>D</b> <b>E</b> <b>X</b>	<b>10</b> (±0)	<b>C</b> <b>O</b> <b>N</b>	<b>10</b> (±0)
<b>W</b> <b>I</b> <b>S</b> <b>PB</b>	<b>19</b> (+4)	<b>I</b> <b>N</b> <b>T</b>	<b>8</b> (-1)	<b>C</b> <b>H</b> <b>A</b>	<b>3</b> (-4)

<b>+2 SAVES</b>	<b>SKILLS</b>
+4 Str +2 Dex	+6 AnH +1 Inv +6 Sur

<b>WEAPON</b>	<b>ITEMS</b>
Obsidian Spear (+2) 1d8 Pierce	(1) Kettle
Obsidian Knife (+4) 1d6 Slash	(1) set of tea cups
Made myself using specially hardened volcanic glass!	(1) fire starting kit
	(2) collection of assorted tea leaves

**PROGRESSION**

At higher levels Obsidian Knight:

- Has a Defensive Fighting Style
- Prefers human and orc enemies
- Follows the Beast Master Archetype
- Learns spells that are linked to investigation, detection, and long ranged attacks



# QUACK KNIGHT

ROGUE 1

CN

HE/HIM

HP 9/9

20fy

+2

INTV

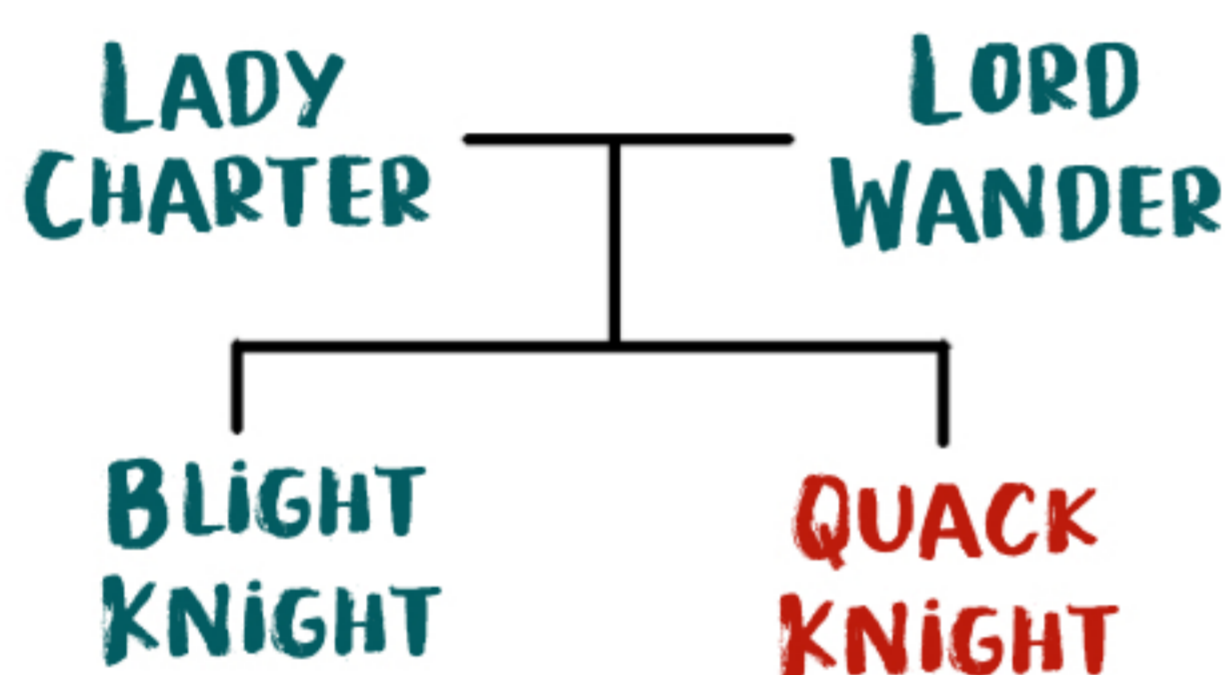
16

1d8

## ABOUT

Why does Crow Knight do this to me!? Every time I fail to heal someone she comes along and heals them with no problem! Even the ones I've successfully heal she'll inspect and then heal them even better! Do my healing crystals and chakra charts mean nothing!?!?

I've spent years learning the fine art of traditional healing from the Gartanicus Historicus, ensuring that the way I was going to heal everyone was going to be the right and proper way! This wasn't a problem before Crow Knight arrived. I used to treat people all the time! They'd either get better or just die from not following my instructions correctly. The traditional healing methods are infallible, except to that blasted Crow apparently!!



My parents are both perpetual explorers, they never stay still, always moving on to the next area of uncharted map. Growing up it was hard to find your bearings sometimes, I used to always follow behind, but they would never stop to look at what I wanted to see, often just leaving me behind whilst I examined an interesting plant or mushroom.

So one day I left them behind (they definitely didn't leave me) and discovered so many things for myself! Now the world is my personal medicine cabinet! I take what I want, and as much as I want, and use it to treat people. If I happen to have anything left over, well I just throw it back into nature.

I'm not quite sure what my sister is up to, I believe she has some mental health problems, but it's not my area of expertise. I'm sure she'll feel much better if she wasn't so gloomy all the time - I mean it's all just inside of her head.

<b>S</b>	<b>7</b>	<b>D</b>	<b>14</b>	<b>C</b>	<b>13</b>
<b>T</b>	(-2)	<b>E</b>	(+2)	<b>O</b>	(+1)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>1</b>	<b>I</b>	<b>14</b>	<b>C</b>	<b>15</b>
<b>I</b>	(-5)	<b>N</b>	(+2)	<b>H</b>	(+2)
<b>S</b>		<b>T</b>		<b>A</b>	

+2

### SAVES

+4 Dex  
+4 Int

### SKILLS

+4 Dec, Perf,  
Pers, SoH  
-6 Med

### WEAPON

Halberd (±0)  
1d10 Slash

#### The Bill

With this I have an excellent affinity for nature! Whatever doesn't comply gets chopped down!

Knife (±0)  
1d4 Slash

### ITEMS

(1) Healing crystals  
(1) Powdered roots  
(1) Chakra chart  
(1) Mysterious poion x3  
(1) Personal Biography

## PROGRESSION

At higher levels Quack Knight:

-Follows the Arcane Trickster Archetype, I earning spells that focus on healing and illusions





# BLIGHT + THE KNIGHT

SHE/HER  
IT/THEM

WARLOCK 1  
BARBARIAN 1

LG CE

HP 6/6 17/17

25fy

-3  
+3

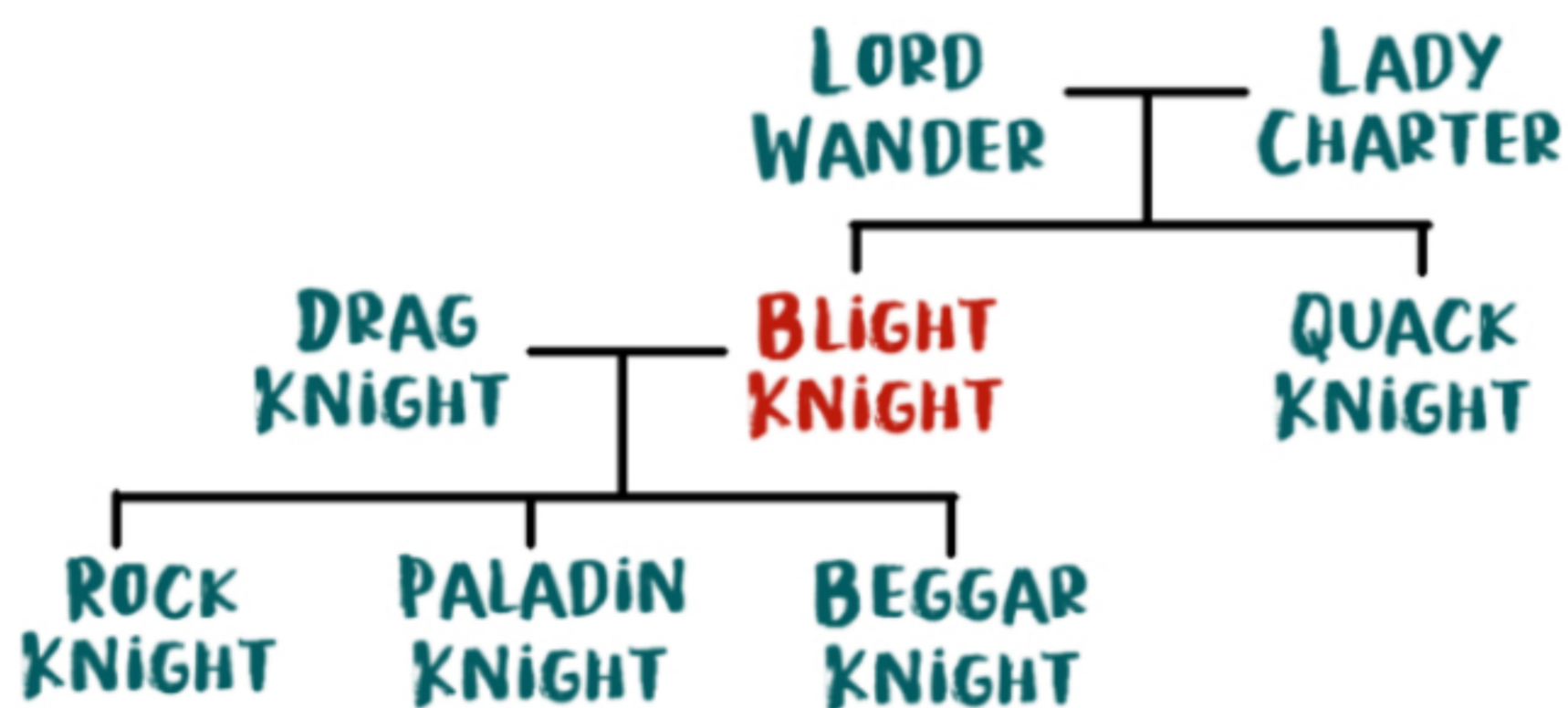
INTV



## ABOUT

Once upon a time there was a young woman. She was brave, and confident, and didn't know the risks she was unwittingly taking. One day whilst she was trying to keep up with her parents, she got terribly lost. All alone and afraid, the young woman called out for her parents, shouting for help. But no one replied or came. Eventually when the young woman was about to lose all hope, a demon appeared offering their hand in assistance provided that they too could escape the accursed forest. The young woman quickly accepted, not thinking of the consequences, and together with the demon they cut their way out of the woods, violently slaughtering their way through the trees and out into the grassy fields beyond. Seeing this the young woman thanked the demon expecting to be on her way. But the demon just laughed and has been with her ever since.

This is my story. Sometimes I'm in control, and sometimes it's the demon. Right now I'm just tired and want to be rid of it.



Shadow me is a barbarous, violent, blood thirsty individual who does whatever it takes to survive. We sometimes have conversations inside of my head, and whilst we do agree on somethings, for the most part we severely disagree and wish to be rid of the other.

My wife helps me stay sane most days, and I know my sons search for a cure for me but I know it's not going to be as simple as drinking a magic potion or praying to some god.

**Passive Ability - Shadow Manipulation**  
Can alter and manipulate the shape of my own shadow. Can be used as either a distraction or to interact with things in the real world that weigh less than 5lb.  
Range 10/30, Shadow me 10/100

## MAGIC

Cantrips - Mage Hand, Minor Illusion  
1st Level - Dissonant Whispers, Tasha's Hideous Laughter

<b>S</b> 7	<b>1</b>	<b>D</b> 5	<b>1</b>	<b>C</b> 6	<b>2</b>
<b>T</b> 8	<b>8</b>	<b>E</b> 6	<b>0</b>	<b>O</b> 0	<b>0</b>
<b>R</b> (-2)	<b>(+4)</b>	<b>X</b> (-3)	<b>(+3)</b>	<b>N</b> (-2)	<b>(+5)</b>
<b>W</b> 1	<b>6</b>	<b>I</b> 1	<b>5</b>	<b>C</b> 8	<b>2</b>
<b>I</b> 1	<b>1</b>	<b>N</b> 1	<b>H</b> 0	<b>0</b>	<b>0</b>
<b>S</b> (±0)	<b>(-2)</b>	<b>T</b> (±0)	<b>(-3)</b>	<b>A</b> (-1)	<b>(-8)</b>

**+2**

**SAVES**

**SKILLS**

+2 Wis +6 Str +2 Arc +7 Int  
+1 Cha +7 Con +2 Rel ±0 Perc

## WEAPON

Staff (±0) 1d6  
Bludgeoning  
Used to convene with the old ones and Shadow me

**Shadow Knife (+6) 1d4 Slash**

Created from MY shadowsssss, can only be summoned when I'M awake,

## ITEMS

(1) Bone dice  
(1) Dominoes  
(1) Collection of small skulls  
(2) Feather cloak

## PROGRESSION

At higher levels Blight Knight:

-Patron is a Great Old One  
-Learns Pact of the Tome  
-Learns spells that pertain to illusions and mental attack magic

At higher levels Shadow Blight Knight:

-Follows the Path of the Berserker





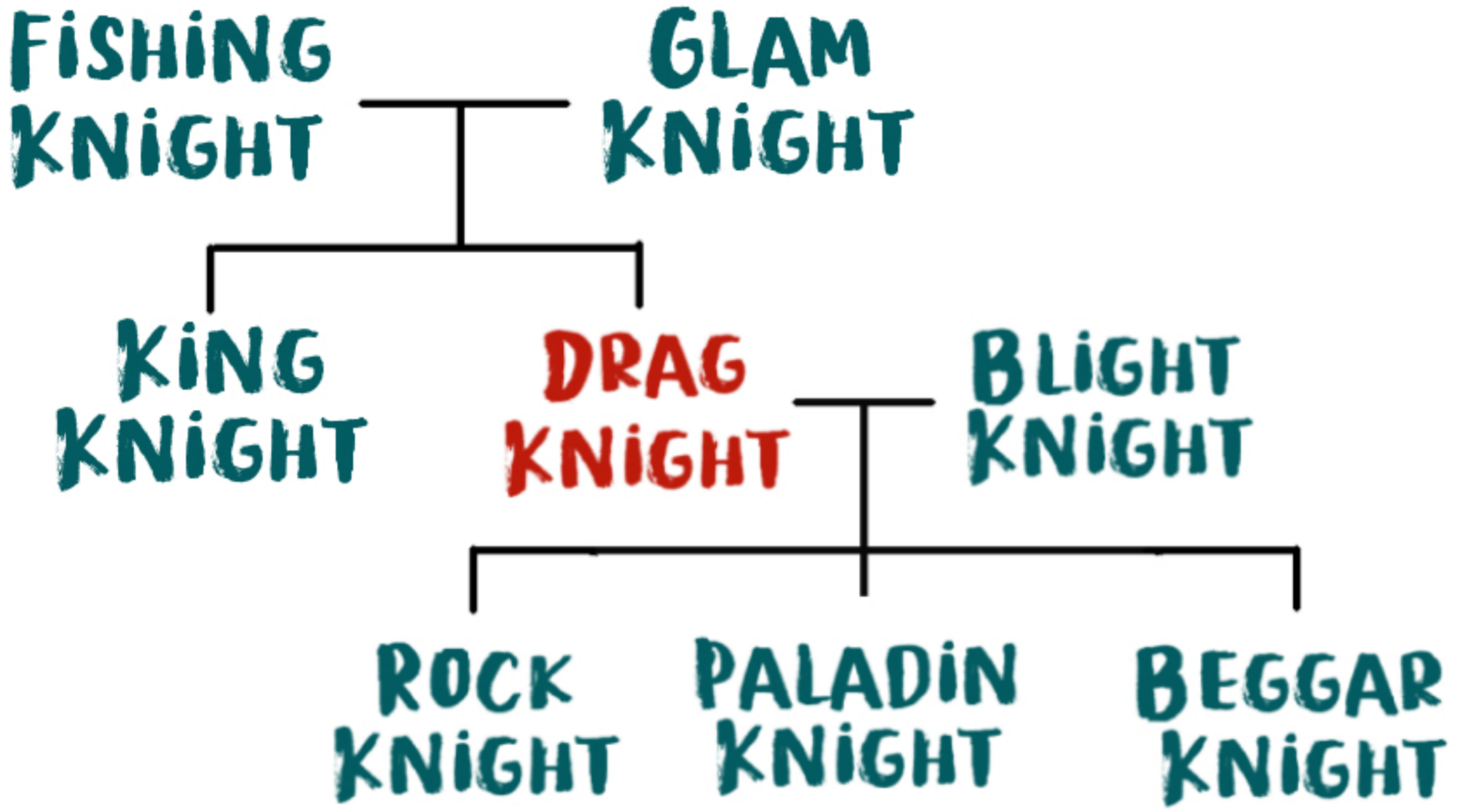


**DRAG KNIGHT**  
 CLERIC 1  
 NG  
 SHE/HER

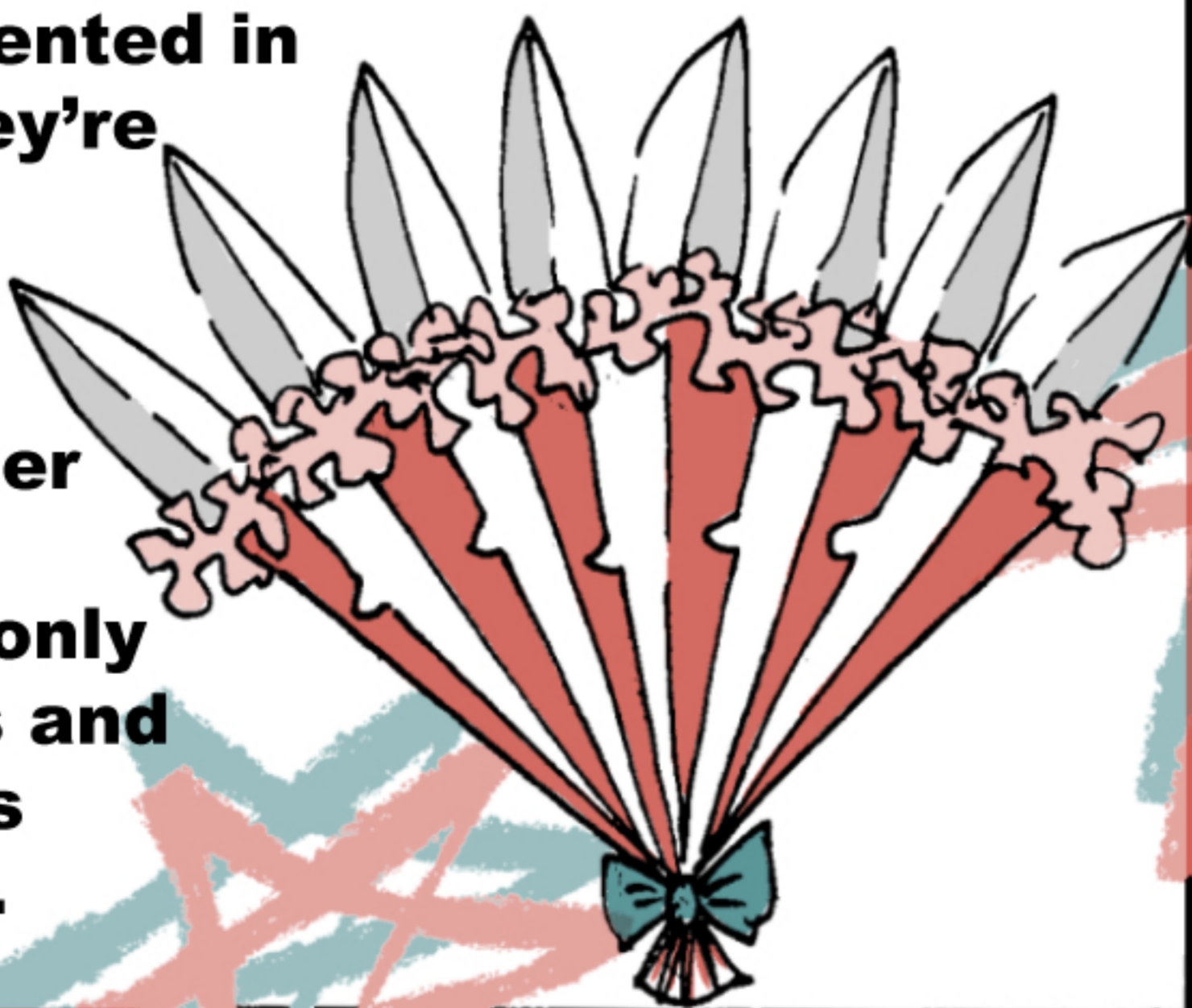
HP 5/5  
 20fy → ±0 INTV  
 14  
 1d8

**ABOUT**

I am a queen of the common people! Everyone loves me, not because I demand it of them, but because I see the best in people and love them for that! I wish I could spend all of my time travelling from town to town, helping people be the best versions of themselves and reaching their full potential, but I must spend a lot of time caring for the love of my life and looking after her mental health.



My parents love and support me, my brother on the other hand is such an attention seeking drama queen that I'm actually at risk of being upstaged most days. Luckily I have the better wardrobe and manage to pull it out of the bag without even needing to leave my home most days. It's hilarious. My wife is the sun in my sky, I do what I can to help but always wish I could do more. My sons are the best a mother could ever ask for - each is so talented in their own way. They're all driving towards the same noble goal, I wish they would work together but I know that pushing them will only hinder their efforts and slow their progress towards their goal.



<b>S</b> <b>T</b> <b>R</b> 14 (+2)	<b>D</b> <b>E</b> <b>X</b> 11 (±0)	<b>C</b> <b>O</b> <b>N</b> 4 (-3)
<b>W</b> <b>I</b> <b>S</b> 16 (+3)	<b>I</b> <b>N</b> <b>T</b> 14 (+2)	<b>C</b> <b>H</b> <b>A</b> 18 (+4)

<b>+2</b> <b>SAVES</b> +5 Wis +6 Cha	<b>SKILLS</b> +7 Pers
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<b>WEAPON</b> Serated Fan (+4) 1d6 Slash As deadly as it is fabulous darling	<b>ITEMS</b> (1) Make up kit (1) Ribbon (1) Comb (1) Little book of secrets
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**MAGIC**  
 Cantips - Light, Guidance, Thaumaturgy  
 1st Level - Fog Cloud, Thunder hand

**PROGRESSION**  
 At higher levels Drag Knight:  
 -Is a follower of the Tempest Domain  
 -Learns spells that relate to putting on a performance, or electricity



# GLAM KNIGHT

THEY/THEM

BARD 1

CG

HP 6/6

30ft

+1

INTV

13

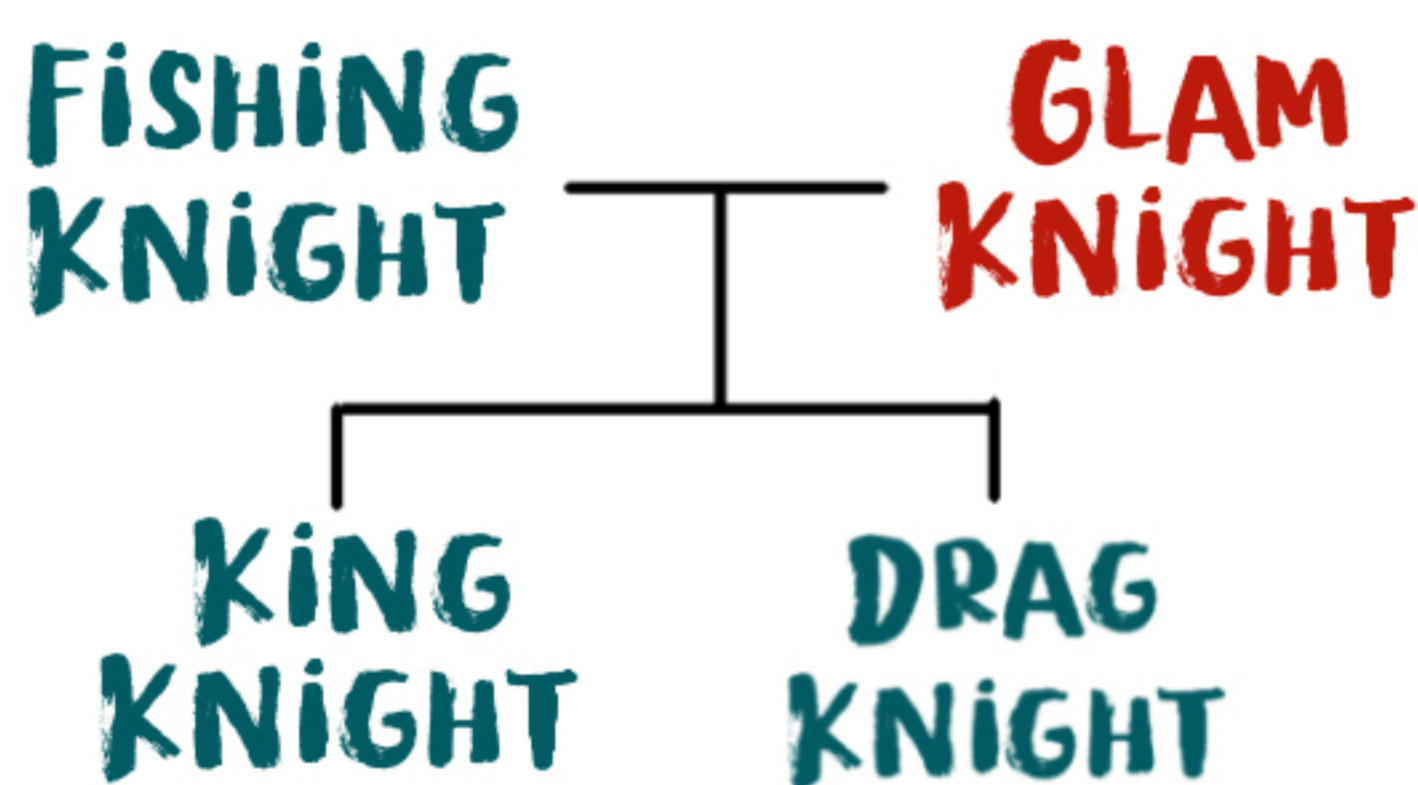
1d8

## ABOUT

Are you ready to Rock!? Cuz I'm here and ready to perform!!

My name is Glam Knight and I, am a super star! People from all across the kingdoms flock to my concerts to watch me play, and as long as everybody else is having a good time, I'm having a good time!

Recently I've seen a new, young, and mellow rock star rising through the ranks of the kingdoms musicians. His name is Rock Knight and I humbly accept his challenge. Our battle shall be epic, mountains will fall! Angels will fall from heaven as the sky comes crashing in around us as we play sweet sweet jams to each other. The night shall be epic and revered for all eternity as the most life changing event that's ever going to happen.



My husband is a chill lover of my music, he doesn't want me playing whilst he fishes, but otherwise he's the best, most honest, critic of my work that's ever walked the face of this planet.

My children are both performers to some extent and I always encourage them to show off. I make sure to tell them to always keep their appearance looking awesome and fresh; a rock star must always look their best, lest they have to spontaneously put on a rock concert in the middle of what they're doing. King always seems to rebel from me and my advice, but I know he'll perform like a star one day, I can see it in his eyes.

<b>S</b>	<b>10</b>	<b>D</b>	<b>12</b>	<b>C</b>	<b>7</b>
<b>T</b>	(±0)	<b>E</b>	(+1)	<b>O</b>	(-2)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>6</b>	<b>I</b>	<b>3</b>	<b>C</b>	<b>18</b>
<b>I</b>	(-2)	<b>N</b>	(-4)	<b>H</b>	(+4)
<b>S</b>		<b>T</b>		<b>A</b>	

+2

### SAVES

+3 Dex  
+6 Cha

### SKILLS

+7 Perf  
+6 Pers

### WEAPON

Mic Stand (+2)  
1d8 Bludge

Used to fend off hordes of evil as well as hordes of fans

### ITEMS

- (1) Hairspray x3
- (2) Guitar
- (1) Mic
- (1) Autograph pen
- (1) Bag of glitter
- (1) Make up kit

### MAGIC

Cantrips - Vicious Mockery, Mend  
1st Level - Tasha Hideous Laugh, Thunder Wave, Silent Image, Feather Fall

## PROGRESSION

At higher levels Glam Knight:

- Joins the College of Lore
- Learns spells that enable him to put on an even better more awesome show!



# FISHING KNIGHT

WIZARD 1

HE/HIM

N

HP 10/10

30fy

+2 INTV

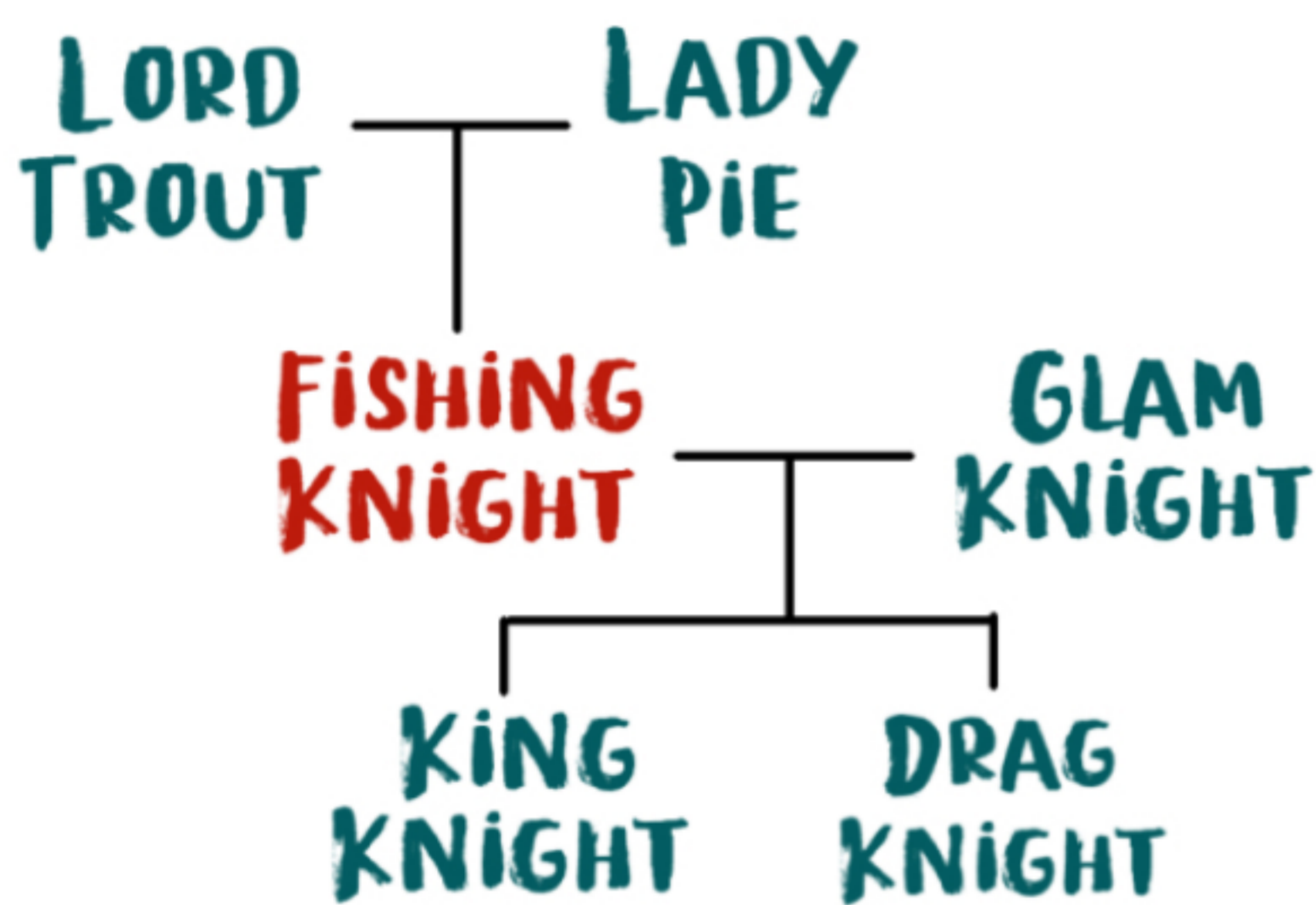
14

1d6

## ABOUT

I used to rely so much on magic. I thought it was amazing how with a simple flick of the wrist and command of one's own will, a person could do anything, from pouring oneself a cup of tea from afar, to levelling the top off a mountain. It can be quite intoxicating.

It's only in recent years that I have found the value in patience and the physicality of actual labour. I have been weening myself off of using magic as much as I possibly can, taking up the hobbies like fishing as it requires me to focus my full attention on the rod and patiently wait burst a burst of strength of activity and satisfaction at a job well done. I wish to prove that, with patience, one can make perfect.



My parents are the ones who first got me infatuated with fishing, for which, in later life, I am now extremely grateful for it has taught me a lot in life.

I was attracted to my partner for their singing voice. Although they have a habit of screaming and shouting when on stage, when in private they have one of the most beautiful voices I have ever heard; it was through them I learnt how varied the world is, and how different people can apply themselves to things.

My children take after Glam which I am happy about, but a tad concerned too, for as much as I love them, whenever any of them come to visit me out on the lake, they scare all of the fish away.

<b>S</b>	<b>9</b>	<b>D</b>	<b>14</b>	<b>C</b>	<b>18</b>
<b>T</b>	(-1)	<b>E</b>	(+2)	<b>O</b>	(+4)
<b>R</b>		<b>X</b>		<b>N</b>	
<b>W</b>	<b>20</b>	<b>I</b>	<b>15</b>	<b>C</b>	<b>6</b>
<b>I</b>	(+5)	<b>N</b>	(+2)	<b>H</b>	(-2)
<b>S</b>		<b>T</b>		<b>A</b>	

+2

### SAVES

+4 Int  
+7 Wis

### SKILLS

+7 Ins  
+7 Perc

### WEAPON

Fishing Rod  
(+1) 1d8  
Bludgeoning  
Rod Bait (+4)  
1d4 Bludge  
Range 30/250

### ITEMS

(2) Fishing tin box  
(1) Bait  
(1) Fishing hooks  
(2) Fishing rod  
(1) Fishing net

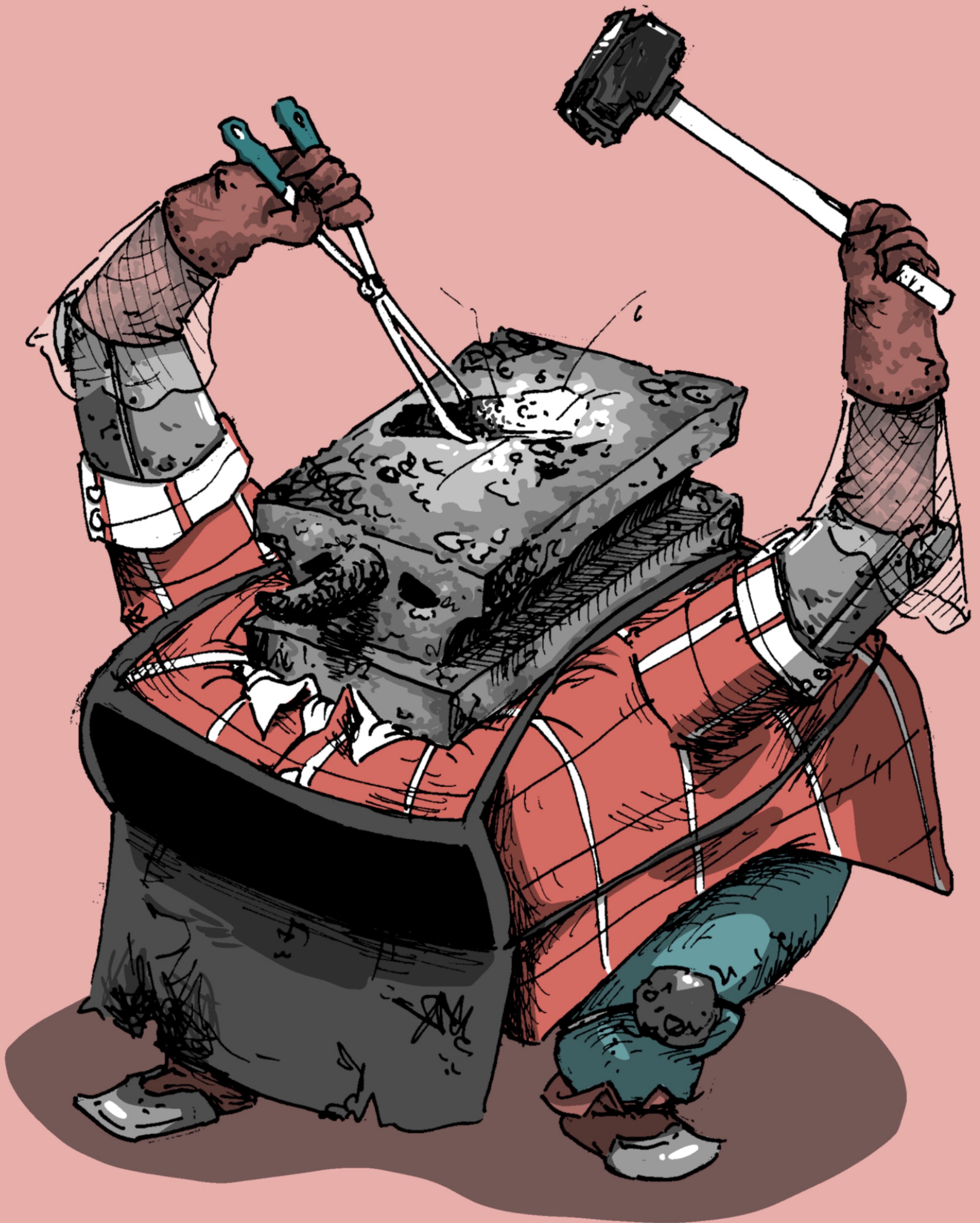
### MAGIC

Cantips - Shocking Grasp, Blade Ward, Prestidigitation  
1st Level - Mage Armour, Tensors Floating Disc

## PROGRESSION

At higher levels Fishing Knight:

- Joins the school of Conjunction
- Learns spells that enable him to fish better, and protect himself and others from danger



# BLACKSMITH KNIGHT

BARBARIAN 1

NG

SHE/HER

HP 12/12

20fy

-2 INTV

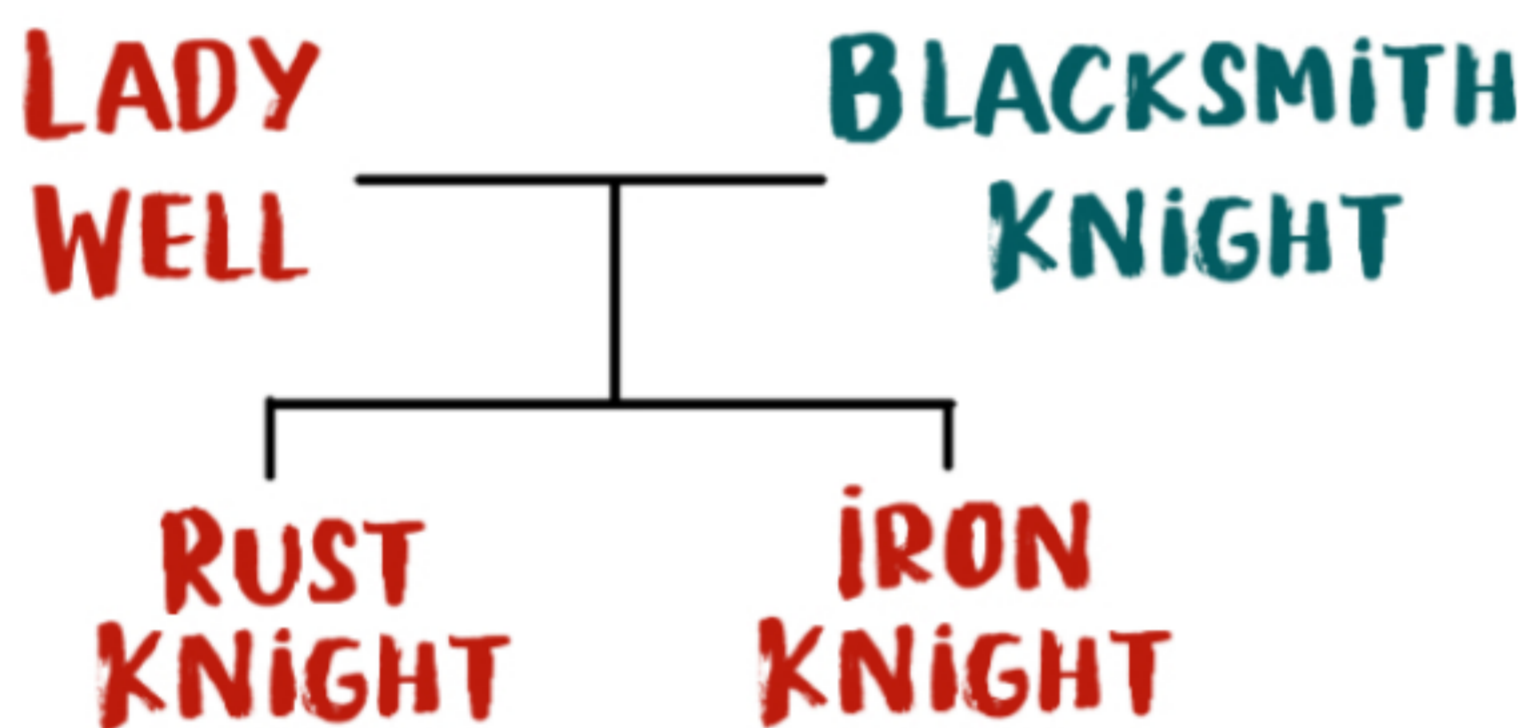
10

1d12

## ABOUT

As a blacksmith I know how hot and how hard to hit metal in order to shaped it the right way. And as a mother I know how stern and loving you need to be to raise good respectable children. But,... all the sternness and love doesn't do a slag of difference if your baby boy is forgetting who he even is as the days goes by!!

I used to make beautiful pieces of armour that all of the knights would wear, but I don't have as much time to do that these days. I have a waiting list as long as my hammer, but getting through them all is an uphill battle when you're trying to care for someone who keeps thinking they need to go off on a quest.



I fell in love with my wife as we're both big ladies and I enjoy making armour for her large form; it takes a lot of metal to do a full set for her, but it's worth it to see her looking all beautiful and shiny. She often tried to help me with my sons but I know the situation distresses her and I don't want to force her through any more turmoil.

My sons I worry about an awful lot. Rust Knight has terrible memory problems, the likes of which I have never seen. He'll run off into the wilderness, trying to complete a quest that has long since been complete. He comes home with rusted armour, even if I make him new parts they just rust away faster than I can make them, so I have since given up with trying to maintain his appearance, just his safety.

Iron Knight on the other hand I fear takes on too much, he's trying to solve both his brothers' problems and his sons', I would talk some sense to him, tell him to take a break or just focus on one, but he's so distant to everyone, and it's extremely hard to find him, especially with Rust to look after.

<b>S</b> <b>T</b> <b>R</b>	<b>18</b> (+4)	<b>D</b> <b>E</b> <b>X</b>	<b>7</b> (-2)	<b>C</b> <b>O</b> <b>N</b>	<b>11</b> (±0)
<b>W</b> <b>I</b> <b>S</b>	<b>5</b> (-3)	<b>I</b> <b>N</b> <b>T</b>	<b>11</b> (±0)	<b>C</b> <b>H</b> <b>A</b>	<b>18</b> (+4)

<b>+2</b>	<b>SAVES</b>	<b>SKILLS</b>
	+6 Str +2 Con	+6 int -1 Perc

<b>WEAPON</b>	<b>ITEMS</b>
Hammer (+6) 1d8 Bludge  For hot metal and stupid monsters	(1) Tongs (1) Ring guide (1) Fireproof gloves (5) Spare metal



## PROGRESSION

At higher levels Blacksmith Knight:  
-Follows the Path of the Totem Warrior, learning from animals with great perception and survival skills