

# PATREON FAMILY TIES

## ADDITIONAL ROLEPLAYING OPTIONS

All adventurers come from somewhere, from a family of some kind. Whether the family is adoptive, of natural birth, or of circumstance, they define in a majority of ways who the adventurer is, what values they hold, and what ideals they strive for.

Whether family members support each other, play at games of power, or experience contentious and complicated relationships, they often look to one another for help. This in mind, the tables and rules that exist here are a way to include a character's family more actively in the plot of a game. The rules here are intended to build off of the material present in the This Is Your Life section of *Xanathar's Guide to Everything*, though that material is not required to be able to utilize these additional rules.

### THE TIES THAT BIND

Having an adventurer in the family may be seen as a mark of dignity, as an outright disgrace, or anywhere in between by the family your character belongs to. Nevertheless, your character is likely recognized by their family as being more capable than most, and, as such, an excellent person to turn to in times of trouble.

When the party experiences a period of downtime of 15 days or greater, the DM may decide to have a family member of one of the characters call in for help. The DM may randomly determine the character whose family member is calling, or they may choose a character if doing so aligns better with their plans.

Regardless, such requests for help may come in the form of written notes, a personal visit, a magical spell, a package, a dream, or any other method appropriate to the means of the family member and the problem they are experiencing. The DM may select a family member, a problem, and an antagonist threatening them, or they may roll for them on the tables provided.

d20	Family Member
1-7	Sibling
8-14	Parent
15-18	Aunt/uncle or niece/nephew
19-20	Grandparent, great-grandparent, or child

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d20	Family member needs help with...
1	Retrieval of a family heirloom
2	Settling a conflict with another family member
3	A substantial threat to their livelihood
4	Finding another family member that disappeared
5	Settling a large debt
6	Mysterious threats made against them by persons unknown
7	Securing a large treasure or powerful item
8	Freeing another family member who joined a cult
9	A witch's curse
10	A person or creature hunting them for sport
11	Locating a rare ingredient related to their profession
12	A horrifying, recurring nightmare
13	Finding an exotic gift for a mutual acquaintance
14	Venturing to a land of ancient significance to your family
15	A sinister hidden chamber they discovered under their house
16	A dark family secret that has come to light
17	Thieves who have stolen something precious from them
18	Being wrongly accused of a crime
19	Getting out after falling in with the wrong people
20	Roll twice (rerolling this result), family member needs both

d20	The antagonist is...
1	The current party antagonist
2	A current party ally
3	Another family member (roll on the Family Member table)
4	A friend of another family member
5	The spirit of a deceased family member
6	A noble or other ruler
7	A secretive organization
8	A rival adventurer or party
9	A local knight or warlord
10	A group of monstrous humanoids
11	A powerful magic user
12	A planar entity
13	A local cleric or clergy member
14	A jilted spouse
15	An old family adversary
16	A crime boss
17	A rival in your family member's profession
18	Roll twice more on this table (rerolling 18-20), antagonist involves both results
19	Roll three times more on this table (rerolling 18-20), antagonist involves all results
20	Roll four times more on this table (rerolling 18-20), antagonist involves all results

### NEEDS AND ANTAGONISTS

The tables here are intended to be a rough guide to creating a side quest for the party to experience, and creative application is encouraged when using these tables. Not all antagonists mesh up evenly with every need a family member may have, but the circumstances can be tailored to accommodate nearly any combination of need and antagonist.

As an example, a character's sister found a dark chamber under her house, but the antagonist is a jilted spouse. Perhaps that jilted spouse has laid claim to half of whatever treasure lies in wait, and thus the challenge becomes both a dungeon delve and a roleplaying opportunity.



## ADDITIONAL MAGIC ITEMS

The items included here are intended to create additional ties to a character's family, both past and present. These may be included as a reward for helping your family members, as an element of a character's past, or simply as found treasures in locations that would make logical sense.

### ANCESTRAL PENDANT

*Wondrous item, uncommon*

The spirit of an ancestor belonging to a specific family line lives within this pendant. When worn, the ancestor spirit becomes visible to the wearer, and the wearer may speak with the ancestor spirit freely. While the pendant is worn, the ancestor spirit may choose to make itself visible to others, speak audibly, or speak using telepathy with the wearer of the pendant. The ancestor spirit must stay within 10 feet of the pendant, and may not interact with the physical world in any way.

A relative of the ancestor spirit may attune to this pendant. An attuned creature can cast the *mage hand* and *message* cantrips. Once per day, an attuned creature may call upon the knowledge of their ancestor spirit, adding their proficiency bonus to an ability check they are making before dice are rolled. This bonus is cumulative with any proficiencies or expertise (as with the rogue feature) the attuned creature may already have. Your DM may rule that the ancestor spirit may not be able to contribute worthwhile knowledge in some skills, depending on that ancestor spirit's background.

### CAMEO BROOCH

*Wondrous item, uncommon*

This small ivory brooch opens with a hinge and clasp, and has two slots which can be made to contain two pictures of humanoids its holder is related to, by blood or marriage.

Once per day, the creature that holds this brooch can begin concentrating (as if on a spell) on one or both of the pictures contained within. If the humanoid depicted in the picture is willing and on the same plane, their picture animates, and speaks aloud any words that humanoid speaks, regardless of distance. For the duration, that humanoid also hears any sounds near the brooch, enabling communication. If both pictures are concentrated upon, this may be a three-way conversation.

Regardless, this conversation lasts no longer than 10 minutes, or until the brooch's holder closes the brooch. If one of the humanoids affected by this item is unwilling, they may choose to send a short 10 word reply explaining their circumstances. If this item is used and none of the recipients are willing, the item's use is not expended.

### HEIRLOOM WEAPON

*Weapon (any weapon), rare (requires attunement)*

This weapon is a masterwork, perhaps forged of rare materials or with a distinctive design. Such weapons usually carry a name, handed down through the generations as a symbol of a particular family line.

This weapon may only be attuned to by a member of a specific family. While attuned, that creature has proficiency with this weapon, and this weapon gains the finesse property if it lacks the heavy or two-handed properties. A creature attuned to this weapon also gains a +1 bonus to attack and damage rolls made with the weapon. This bonus increases to +2 if the creature is of a CR or

total character level of 11 or greater, and +3 if the creature is of a CR or total character level of 17 or greater.

### TOGETHERNESS SCROLL

*Wondrous item, common*

When unrolled, this magical scroll draws out the holder's family tree, to the best of that individual's knowledge. The scroll depicts family members both living and dead, and initially only shows three generations, but can be made to show up to 10 by unrolling it fully. Dead family members are noted as such.

Once per day, the holder of this scroll may touch the name of a living family member on their family tree. If that family member is on the same plane of existence, the holder of the scroll knows a rough estimate of the cardinal direction to that family member, their approximate distance away, and that family member's general emotional state.

#### CREDITS:

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