

PARTY BONDS

To help promote party cohesion, it is recommended that each player generate one or more bonds with their fellow adventurers. Roll twice on the table below and choose the most appropriate and/or fun connection.

The examples provided are for inspiration, and should be modified as desired. The entries are primarily in the vein of prior professions, or significant past events, but could easily be rejigged as ongoing concerns.



| 1d20 | Bond with Party Member |
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| 1 | Pirates or sailors on the notorious galley <i>Green Devil</i> , under the command of <i>Captain Scasali</i> . |
| 2 | Lone survivors of the <i>Blackbrand Mercenary Company</i> , destroyed in a recent engagement with their bitter rivals, the <i>Shen-Zu Raiders</i> . |
| 3 | Students under the tutelage of the very famous (and highly respected, or feared) <i>Master Macau</i> . |
| 4 | Bounty Hunters that worked together to take down <i>Madame Iossa</i> and her sidekick, the infamous <i>Ufreg the Hammer</i> . |
| 5 | Guards or Militia patrolling the merchant quarter of <i>Neferai City</i> , when the violent <i>Silk Riots</i> erupted. |
| 6 | Devotees of a similar philosophy, religion or other teachings, under the direction of <i>Mistress Aria</i> . |
| 7 | Partners in <i>Ficklebender's Delicate Draperies</i> ; a failed (or otherwise disappointing) rare clothing and textiles business. Smuggling unrelated contraband may or may not have been part of the business model. |
| 8 | Bodyguards to <i>Lady Horruck</i> , <i>Duchess of the Vander Lowlands</i> , and day to day director of <i>Horruck's Arms & Armour</i> . |
| 9 | Inquisitors that investigated and expunged the dark <i>Witches of Whitefern</i> . |
| 10 | Indentured gladiators of the dreaded <i>Ogorien Fighting Pits</i> . |
| 11 | Conmen, muscle or other agents working closely with <i>Arbus Twolicks</i> , the best thief in all of <i>Sump Town</i> (even if he does say so himself). |
| 12 | Siblings or cousins (adopted or otherwise). Possibly with an evil, bankrupt, sick, missing or filthy rich parent or other close relative. |
| 13 | Drinking buddies from way back, frequenting the much maligned <i>Five Rats Tavern</i> , and well known by <i>Mr Boddic</i> , the proprietor and former soldier of fortune. |



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| 14 | Chain gang prisoners who built the <i>Northern Highroad</i> between <i>Thussleton</i> and <i>Port Redbank</i> . |
| 15 | Caravan guards on the months long expedition out from <i>Westbrook</i> , through the <i>Suuvea Jungle</i> , finally arriving in remote <i>Innoqueb City</i> . |
| 16 | Explorers, herbalists or surveyors of the northern reaches of the sprawling <i>Sunhorn Mountains</i> . |
| 17 | Defenders (or captive residents) in the <i>Siege of Ironhall</i> . |
| 18 | Indebted to the same crime boss, <i>Guildmaster Marakett</i> . |
| 19 | Monster Hunters who dispatched the much maligned <i>Ogre Twins, Sorg & Grunkor</i> . |
| 20 | Soldiers at the infamous <i>Battle of Blackcrag</i> . |

