

# APPENDIX A: BACKGROUNDS

This appendix provides players with an easy way to create characters with compelling ties to the events of the *Tyranny of Dragons* storyline.

## BACKGROUND TEMPLATE

Below is a background template that applies to any background that you select or create. You can replace or augment some or all of the options in your chosen background with one or more of the elements given below. Each section tells you whether it replaces or adds to your background.

### THE STORY THUS FAR . . .

As the Cult of the Dragon has grown bolder, its actions have drawn attention. Your character has stumbled into the Cult's scheme in some manner or has a connection to dragons. The following tables provide you with bonds tailored to this campaign. Use them in place of or in addition to the ones you selected from (or created for) your background.

#### Bond (d10)

1. Leosin Erlanther, a wandering monk, once saved your life. He's sent urgent word for you to meet him in a small town called Greenest. Looks like it's time to pay off that debt.
2. When an orc raid drove your family from your home, the people of Greenest took you in. Anyone who threatens Greenest is your sworn enemy.
3. Every five nights, you have a strange sequence of apocalyptic dreams. The world is destroyed by cold, choking fumes, lightning storms, waves of acid, and horrible fire. Each time, the dream ends with ten evil eyes glaring at you from the darkness. You feel a strange compulsion to travel to Greenest. Perhaps the answer to the riddle of your dreams awaits you there.
4. Ontharr Frume, a crusading warrior and champion of good, is your friend and mentor. He has asked you to travel to Greenest in search of rumors of increasing dragon activity.
5. You have heard rumors that your close childhood friend, a half-elf named Talis, has been kidnapped by a strange group of dragon cultists. Your investigations into the cult have led you to the town of Greenest. You must save her! (Talis appears as a villain in the full *Hoard of the Dragon Queen* adventure, so do not use this bond unless you plan on running the full adventure.)
6. Being the grandchild of a renowned dragon slayer is usually a good way to impress people, but just last week a gang of ruffians attack you. You barely escaped with your life, but as you fled, the ruffians told you that the Cult of the Dragon never forgets and always avenges. You're hoping to lie low in a sleepy little town called Greenest until this blows over.
7. On his deathbed, your father confessed that he had become involved with a group called the Cult of the Dragon. They paid him to smuggle goods across the Sword Coast. Wracked

by guilt, he begged you to investigate the cult and undo the evil he may have helped foster. He urged you to begin your search in a town called Greenest.

8. The dragons destroyed everything you hold dear. They killed your family and destroyed your home. Now, with nothing but what you carry on your back and a horrid scar of the near fatal wounds you sustained in the attack, you seek revenge.
9. You and your family were members of the Cult of the Dragon, until your rivals in the cult arranged to wipe you out. Though they slaughtered your kin, you survived, but they think you're dead. Now is your chance for vengeance! Your hit list consists of three names: a human cultist named Frulam Mondath, a half-orc named Bog Luck, and a half-dragon named Rezmir. You have arrived in Greenest, knowing it's next on the cult's list of targets.
10. You have a secret. You once were a gold dragon who served Bahamut. You were too proud and vain, to the point that Bahamut decided to teach you a lesson. You have been trapped in a weak, humanoid body, with your memories of your former life but a dim shadow. You remember only one thing with perfect clarity: Bahamut's command to go into the world and prove your devotion to the cause of good. If you prove worthy, on your death you will return to his side in your true form.

## OPTIONAL FEATURES

Below are two optional features that you can choose in place of the feature normally granted by your background.

#### OPTIONAL FEATURE: CULT OF THE DRAGON INFILTRATOR

You have infiltrated the ranks of the Cult of the Dragon. Having spied on the organization for quite some time, you are familiar with its inner workings and customs. You have a second identity as an initiate of the cult, enough of a facade to blend in as a simple grunt or servant.

#### OPTIONAL FEATURE: DRAGON SCHOLAR

You have studied dragons and their lore for many years. You can automatically identify locations built or used by dragons and can identify dragon eggs and scales by sight. If you fail an Intelligence check to recall lore relating to dragons, you know someone or some book you can consult for the answer unless the DM rules that the lore is unknown.