



Character Info

Name: Lumaeria 'Luma' Aylin Aldmeri (Alias: Luma Tsaer)

Gender: Female (she/her)

Race: Pallid elf

Class: Moon Cleric

Age/Birthday: 100 yo, 26th of Unndilar

Height: 5'3" (160cm)

Weight: 122 lbs/55 kg

Appearance: Lumaeria is petite in size. She has inherited most of her looks from her mother, with her extremely pale skin, long wavy white hair, and lavender eyes.

When it comes to her attire, she prefers simple, flowy clothes in light colors. As for accessories, she often wears silver-colored jewelry of elven design. Mostly necklaces, bracelets, and minimalist diadems. And if she finds a flower, she'll often tuck it into her hair.

Alignment: Chaotic Good

Personality traits: Lumaeria is filled with endless curiosity, always eager to explore new horizons and delve into the mysteries of the world. She

approaches life with a dreamy, romanticized outlook, often finding beauty in the smallest of details and moments. However, the downside to that habit is that Lumaeria often uses that outlook to ignore her negative feelings and the mistakes she's ashamed of.

In social settings, Lumaeria is warm and approachable, often showing enthusiasm and excitement.

Also, as a devoted cleric of Sehanine, Lumaeria upholds the values of love and secrecy. She is fiercely protective of lovers and those who work in secrecy and trickery, as long as their goal is not to harm others. This protective nature extends to her companions and those she holds dear, making her a loyal and compassionate friend.

Ideals:

- I seek to prove myself worthy of my god's favor by matching my actions to her teachings.
- Love is the purest form of innocence and deserves my utmost protection.


Bonds:


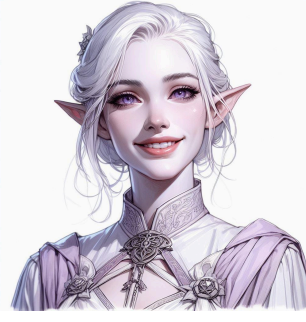

- I'm committed to doing everything within my power to make amends with those I've hurt and let down.
- I aspire to experience a love as pure and beautiful as the one my parents shared.




Flaws:




- I use a glamorized version of reality to avoid confronting my darkest emotions and shameful mistakes.

Lumaeria's connections

Name (Connection/pronouns)	Traits	Information + Backstory Connection
Aldmeri Family (Lumaeria's family) 	<ul style="list-style-type: none">- Old- Powerful- Connected- Wealthy	<ul style="list-style-type: none">- Gained influence over generations through their dedication to arcane studies.- Members of the family are encouraged to go above and beyond to guarantee the family's continued success.- They're also encouraged to make connections with other powerful people, be it through politics, business, marriage, etc...
Lucan Aldmeri (Father, he/him)	<ul style="list-style-type: none">- Confident- Stern- Intelligent	<ul style="list-style-type: none">- Moon elf, 441 yo.- Is very dedicated to maintaining the family's name and power.- Was married to Siofra. Their marriage ended in amicable

	<ul style="list-style-type: none"> - Eloquent - Ambitious - Authoritative - Strict 	<p>separation.</p> <ul style="list-style-type: none"> - Had three children with Siofra. - Is very proud of his two eldest children's success. - Experienced intense love with his second wife, Aelaena. - Married Aelaena despite societal disapproval, due to her lack of nobility. - Loved Aelaena's personality, but disapproved of the fact that Lumaeria behaved similarly to her mother. - Knew Aelaena worshiped Sehanine, but tried to convince her to convert to Ioun. - Suffered immensely when his wife passed away. - Became a much more closed person after losing Aelaena. - His relationship with Lumaeria became more strained without Aelaena to mediate. - Disapproves of Lumaeria's lack of interest in the arcane - Arranged marriage for Lumaeria to increase the family's influence.
<p>Aelaena Tsaer Aldmeri (Deceased mother, she/her)</p> 	<ul style="list-style-type: none"> - Charismatic - Bubbly - Curious - Daydreamer - Romantic - Emotional 	<ul style="list-style-type: none"> - Pallid elf, 214 yo at death. - Lived in Bysaes Tyl, before leaving due to wanderlust. - Aelaena had some family in Bysaes Tyl, but her Lumaeria doesn't know much about them. - Lived a nomadic life until she met Lucan while passing through Zadash. - Loved him from the first moment they met. - Was very happy in her marriage, despite the difference in their social status. - Tried to be a good stepmother to Lucan's children, but the two eldest never cared much for her. - Had a good relationship with Lucan's third oldest son, Naeris. - Was saddened by the fact that Lucan and Luameria didn't get along. - Her personality had a strong influence on Lumaeria's. - Taught Lumaeria about her people's worship of Sehanine. - Fell mysteriously ill at the age of 212. - Lumaeria was Aelaena's caretaker for about two years before she passed away. - Passed away 68 years ago.
<p>Siofra Selakiir (Father's ex-wife, she/her)</p> 	<ul style="list-style-type: none"> - Charming - Confident - Demanding - Eloquent - Elegant - Sophisticated - Wise 	<ul style="list-style-type: none"> - Moon elf, 427 yo. - Has a cordial relationship with her ex-husband, Lucan. - Has a good relationship with her Children. - Is particularly overprotective of her youngest child, Naeris. - Finds Lumaeria inferior in comparison to her own children.
<p>Illidan Aldmeri (Oldest sibling, he/him)</p>	<ul style="list-style-type: none"> - Determined - Intelligent - Proud 	<ul style="list-style-type: none"> - Moon elf, 232 yo. - Is the 'official' heir of the Aldmeri family. - Is determined to be a great arcane master.

	<ul style="list-style-type: none"> - Ambitious - Imposing - Unrelenting - Dedicated 	<ul style="list-style-type: none"> - Strives to protect and expand the family's name and power. - Disapproves of Lumaeria for her lack of interest in following the family's traditions. - Is a great influence on his brother, Naeris. - Attended the Soltryce Academy. - Might have met Vetallica's character? Might be a researcher at the academy? (Waiting on what we agree on).
<p>Aelara Aldmeri (2nd oldest sister, she/her)</p> 	<ul style="list-style-type: none"> - Persuasive - Charming - Ambitious - Influential - Resourceful - Diplomatic - Wise 	<ul style="list-style-type: none"> - Moon elf, 193 yo - Strives to protect and expand the family's name and power. - Has a talent for politics. - Disapproves of Lumaeria for her lack of interest in following the family's traditions. - Assisted Lucan in selecting an ideal candidate to be Lumaeria's betrothed. - Caught Lumaeria while she was escaping her home. - Struggle with Lumaria and fell out of the tallest window of the family's manor when she tried to stop Lumaria's escape. - Survived, despite Lumaria's belief that she is dead. - Hates Lumaeria and is out for her blood (HC roll - Family relationship)
<p>Naeris Aldmeri (3rd oldest sibling, he/him)</p> 	<ul style="list-style-type: none"> - Self-conscious - Studious - Intelligent - Awkward - Compassionate - Anxious 	<ul style="list-style-type: none"> - Moon elf, 157 yo - Has a talent for the arcane. - Admires the success of his oldest Brother, Illidan. - Is very attached to his mother, Siofra. - Got long very well with his step-mother, Aelaena. - Loves Lumaeria very much. - Knows Lumaeria worships Sehanine. - Helped Lumaria through the death of her mother. - One night, he sat at the foot of Lumaria's bed, looked at her, and told her very seriously, "The time is soon," and then left the room. When Lumaria tried to get answers out of him, he had no idea what she was talking about. (HC roll - Mysterious Secret) - Helped Lumaeria plan an escape to avoid her marriage to Luthien. - Witnessed Lumearia's and Aelara's struggle, and convinced Lumaeria to continue her escape.
<p>Luthien Vyshaan (Former fiancé, he/him)</p>	<ul style="list-style-type: none"> - Gallant - Tough - Chivalrous - Strong-willed - Disciplined - Self-assured 	<ul style="list-style-type: none"> - Sun elf, 215 yo - Is a member of a prominent family in Zadash. - Is a member of the Righteous Brand. - Agreed to an arranged marriage with Lumaeria. - Has strong feelings for Lumaeria - Was happy that Lumaeria seemed to love him back. - Treated Lumaria very well. - Was abandoned with no explanation a couple of months before the wedding, when Lumaeria decided she wasn't ready to get married. - Is now obsessed with making Lumaria feel the same pain he

		<p>felt. (HC roll - Rival relationships)</p>
<p>Alaric Evenwood (best friend/housemate, he/him)</p> 	<ul style="list-style-type: none"> - Observant - Resourceful - Stubborn - Compassionate - Good-humored - Reserved 	<ul style="list-style-type: none"> - Wood elf, 186 yo - Was born in Bysaes Tyl. - Left his home at around 30 years old after the death of his only family, his grandmother. - Traveled around for a few years making money as a hunter. - Eventually settled in Hupperdook due to its proximity to the Perlbow wilderness and the Labenda swamps, which are good hunting grounds. - After getting hired to track a missing person, Alaric decided he had the talent for it. (HC roll - Identity: Scout) - Began offering his talents as a tracker and acquired years of experience. - Heard of a noble family in Zadash offering a large sum of gold for anyone who could track Lumaria's whereabouts. - After tracking Lumaeria, he couldn't bring himself to turn her in. - Befriended Lumaerie and suggested she go to Hupperdook. - Offered Lumaria a room at his home. - As time passed, they became closer and he fell in love with Lumaria. (HC roll - Ally Relationships) - He never told Lumaeria that he was tracking her.
<p>Priestess (Acquaintances, she/her)</p> 	<ul style="list-style-type: none"> - Spiritual - Luma didn't have time to learn more 	<ul style="list-style-type: none"> - Halfling, age unknown. - Follower of Sehanine. - Met Lumaria briefly while she was lost in the forest between Zadash and Feldwin. - Never told Lumaeria her name. - Consoled Lumaeria in her time of grief for her sister. - Helped Lumaeria strengthen her connection to Sehanine. - Gave Lumaeria a Robe of useful items to help on her journey. (HC roll - Fateful moments) - Left as mysteriously as she arrived.

Backstory bullet points

Early years (0 - 32 years old)

- Lumaeria was born in Zadash into the noble Aldmeri family.
- She did not get along with her Father and two oldest siblings, due to her lack of ambitions in regard to the family's growth.
- Lumaeria had a great relationship with her mother and her brother, Naeris.
- Lumaeria's mother taught her to look at the world with wonder and curiosity.

- Lumaeria first learned of the goddess Sehanine from her mother. From then on, she worshipped Sehanine in secret.
- Lumaeria pretends to worship Ioun like the rest of her family.
- When Lumaeria was 30, her mother fell ill with an unknown disease.
- Despite receiving many treatments, normal and magical, she couldn't be healed.
- Lumaeria was her mother's caretaker during her remaining years.
- Lumaeria's mother made her daughter promise that she wouldn't let her death stop her from loving life.
- Lumaeria was 32 when her mother passed away.
- Lumaeria made sure to keep her mother's amulet of Sehanine.

Later years (32 - 95 years old)

- Naeris supported Lumaeria through the tough years after her mother's death and the pair became even closer.
- Having always seen her parents' relationship as the most perfect and beautiful form love could take, Lumaeria was devastated to see that a part of her father died alongside her mother.
- After her mother's death Lumaeria tried to strengthen her relationship with the rest of her family, but their differences were too pronounced.
- For a while, Lumaeria tried to please her family, but she felt suffocated by the strict and oppressive environment.
- With time, Lumaeria's two oldest siblings, Ilidan and Aelara, started to become accomplished in their respective areas of interest.
- Naeris began to delve into his interest in the arcane as well.
- Lacking her siblings' talents, Lumaeria began to prioritize enjoying life rather than worrying about pleasing her family.
- On a random night, Lumaeria woke to see Naeris sitting at the foot of her bed. He, looked at her, and told her very seriously, "The time is soon," and then left the room. When Lumaeria tried to get answers out of him, he had no idea what she was talking about.
- Lumaeria and Naeris never talked of the incident again

Current years (96 - 100 years old/present)

- Lumaeria's father decided she would contribute to the family name through marriage.
- With Aelara's help, Lucan selected a knight named Luthien, of the noble house Vyshaan, to be Lumaeria's betrothed.
- As a romantic, it didn't take Lumaeria long for her to believe herself in love with the gallant Luthien.
- Both families decided that the wedding would take place soon after Lumaeria's 100th birthday.
- Over the next couple of years, Lumaeria and Luthien spent a decent amount of time together, and Luthien showed signs that he truly loved Lumaeria.
- Lumaeria could not stop thinking of how she felt about her parents' perfect love and how she didn't feel the same towards Luthien.
- Lumaeria realized she wasn't ready for a serious commitment without knowing her true feelings. However, her father ignored her concerns and insisted the wedding would proceed.
- Eventually, with Naeris' help, Lumaeria planned an escape in the hopes of avoiding her wedding.
- On the night of her escape, she was caught by her sister, Aelara.
- Lumaeria and Aelara struggled, resulting in Aelara falling off the manor's tallest window.
- Naeris, who witnessed the whole thing, convinced Lumaeria to continue her escape.
- Lumaeria escaped in a panic, believing that Aelara could not have survived the fall.
- Knowing her father would send for her, Lumaeria decided it was best to travel through the wilderness.
- While in a forest, Lumaeria got lost only to be found by a Halfling priestess of Sehanine.
- Unsure of the reason why, Lumaeria ends up opening up to the priestess about her grief towards her sister.
- The priestess comforts Lumaeria by telling her that Sehanine's love will help Lumaeria find her way toward self-healing and redemption.

- The priestess' words help Lumaeria strengthen her connection to Sehanine.
- The priestess shows Lumaeria the way out of the woods and gives her a Robe of useful items to help her on her journey.
- Shortly after, while sleeping under the moonlight, Lumaeria has a dream of a feminine shape weaving silvery ribbons around the moon, Catha. In the end, the ribbons reach out and gently wrap around Lumaeria.
- After waking up, Lumaeria notices that her amulet of Sehanine is warm to the touch, and realizes she must have been chosen by the goddess.
- While on the road, Lumaeria tries to practice her cleric abilities.
- At some point, while traveling through the Labenda swamp Lumaeria gets attacked by a Troll.
- Severely injured and poisoned, she barely manages to escape alive by using the Riding horse patch from the robe.
- Once in safety, she uses another patch. The Spell Scroll of Protection from Poison.
- Lumaeria's money begins to run out, and she realizes she needs a more permanent plan.
- While traveling near the Pearlbow Wilderness, Lumaeria thinks about visiting Bysaes Tyl, her mother's birthplace, but she hesitates due to uncertainty about acceptance as an outsider.
- She pauses to camp at the edge of the Pearlbow and bumps into a hunter named Alaric.
- She is suspicious of him at first, but when he offers to share a fresh hunt with her, she relaxes.
- After some conversation, Alaric recommends she not travel into the Pearlbow as she could easily get lost or worse.
- Alaric and Lumaeria get along surprisingly well, and he offers to camp with her overnight for safety since they're so close to Pearlbow.
- Noticing Lumaeria's lack of a plan, Alaric offers to have her travel with him.
- They camp together overnight and after some thought, Lumaeria decides to travel to Hupperdook with Alaric, hoping to find work there
- On the way, Alaric explains to Lumaeria what Hupperdook is all about.
- Quickly after arriving in Hupperdook Lumaeria gets a job at a healer's shop.
- Alaric and Lumaeria keep in contact and when she mentions finding a place to stay, he suggests she stay at his house since he has a spare room and is almost never there due to work.
- Lumaeria agrees to stay only for a little while but ends up not leaving.
- Alaric begins to spend less and less time on the road, choosing to take jobs that won't keep him away for long.
- As time passes, Lumaeria becomes closer and closer to Alaric, who clearly loves her.
- Fearing her past might endanger Alaric, Lumaeria avoids acknowledging his feelings or delving into her own.
- Four months pass and Lumeria eventually settles into a routine in Hupperdook.

Heroic Chronicle rolls

Section	Result
Homeland (Roll: 32)	<p>Marrow Valley in Western Wynandir (Dwendalian Empire)</p> <p>DM notes/opinions:</p>
Background/Social Status Relationships (Roll: 11)	<p>Noble (Dwendalian Empire) = +1 ally, +1 rival</p> <p>DM notes/opinions:</p>
Home Settlement (Roll: 57)	<p>Zadash</p> <p>DM notes/opinions:</p>
Family Size (city) (Roll: 75, 3)	<p>Number of Parents: 1, Number of Siblings: 3</p> <p>DM notes/opinions: What's her relationship to her parents like? I was thinking Lumaerie could have a great relationship with her mother, who'd pass away eventually. And her relationship with her father would definitely not be the best.</p> <p>Mostly because Lumaeria would inherit most of her personality traits from her mother. Those traits would not work out well for a person from the nobility. (The mother's personality would be the reason why the father married her, but ironically, he wouldn't appreciate the same traits in his daughter).</p> <p>P.S.: Lumaeria's mother was not originally a noble. She'd be a pallid elf that left her home in Bysaes Tyl due to wanderlust.</p> <p>DM notes/opinions: Given her more difficult relationship with her father, how did her mother treat that dynamic between them? Did she address it at all / try to improve it / ignore it? I imagine her mother being quite lighthearted and sweet, so I think maybe she'd have tried to get the two to get along, even if it didn't work very well.</p> <p>Were things easier between them when she was alive? She'd probably have been a bridge between the two, so things were probably a bit better while she was still alive.</p> <p>(How old is Lumaeria when her mother dies, and how old is she now?) I'd say she was probably around 30-something when her mother died. And she'll be either 99 or 100 in the present.</p> <p>Also, what sort of personality traits does she inherit from her mother? Well, the first one is not a personality thing, but her mother will be the first person to teach her about the goddess Sehanine (which they both secretly follow).</p> <p>Personality-wise, what she got from her mom was a thirst for experiencing life to the fullest. They're both dreamers and romanticize life experiences a lot.</p> <p>Does any of the rest of her family know she secretly follows</p>

Sehanine? Probably only the brother Lumaeria is closest to. Outside of her family, I'd say the scout knows as well.

Do any of them know the same about her mother? Her husband probably knew, but most likely encouraged her to convert.

What about her siblings? They'd all be her half-siblings on her father's side, and Lumaeria would not get along with the two oldest, but she'd have a stronger connection to the third one.

Do you have any vision in mind for her 3 siblings? I thought the oldest would be a brother who is very focused on being a great arcane master and protecting the family's name and power.

The second oldest would be a sister, also very dedicated to the family and what they stand for.

The third oldest would be another brother, who is also very dedicated to the arcane arts (I thought the arcane could be a frequent theme for the family as that's how they built their reputation).

DM notes/opinions: Totally, makes a lot of sense! Have any of the siblings gone to (or do any of the siblings plan to go to) the Soltryce Academy? (https://criticalrole.miraheze.org/wiki/Soltryce_Academy) Oh, the oldest one would definitely have gone there. And the younger one would wish to go in the future too.

Awesome! I thought that might work as potential setup for the dynamic with Vet's character, though if I've said anything in that GC you don't think is a fit, obviously feel free to adjust at will. :) 👍

And where does she fall among her siblings in terms of ages? Lumaeria would be the youngest and only child of her father's second marriage.

DM notes/opinions: Do you have anything planned as to what happened to his first wife? Death/separation/something else? Probably just a normal separation. Maybe a few years before he met Lumaeria's mother.

Are Lumaeria's siblings in touch with her? (Does she live close or farther away?) They probably all lived together in the family manor before she ran away. Although, her oldest brother would have moved to REXXentrum for a while when he was in the academy.

DM: Sorry, just to confirm: "they all" live in the manor including her dad's first wife? (I got lost in the pronoun sauce, so just want to confirm we're talking about the same "her," here, haha.) OOOOHHH, I think I definitely got lost in the pronoun sauce. 😂 I thought that by 'her' you meant Lumaeria. 🙄

But yes, the first wife probably lives in her own house in Zadash and is in contact with Lumaeria's siblings. 👍

Yeah, no, I realize now my question wasn't clear at all, hahaha. Sounds great! Last thing: I assume the ex-wife was (is) noble, like their dad? But tell me if you think otherwise! Yeah, she's a noble as

	<p>well. 👍</p>
<p><u>Family Relationships</u> (Roll: 6)</p>	<p>+ 1 rival: You thought you killed this family member, whether by accident or otherwise. You never expected to see them again, but now they're out for your blood.</p> <p>DM notes/opinions: Ooh, juicy! Who's this family member? I was thinking maybe her sister.</p> <p>What was the situation that caused the assumed murder? Was it accidental or intentional, or something in between? So far I thought maybe Lumaeria would be trying to escape her home and her sister catches her in the act. Lumaeria's sister tries to stop her and they end up struggling, then an accident happens that makes Lumaeria believe that she killed her sister.</p> <p>DM notes/opinions: Sounds good! How long ago would this have happened prior to the start of the campaign? How long has she been on the run? I'd say it's been at least six months since she left, counting the time she's lived in Hupperdok.</p> <p>If it's okay with you, I'm doing a secret identity roll for this character. :) I know they don't necessarily suggest doing that for family relationships, but ... (But let me know if you have something else or something specific in mind!) I'm more than okay with you doing a secret identity roll for this character.</p> <p>Would you prefer that I keep Lumaeria's knowledge of this person to a minimum? (it doesn't have to be her sister, if you prefer that) Or would this identity roll become relevant to the character after Lumaeria already thinks they're dead? I'm open to whatever ideas you have.</p> <p>DM notes/opinions: I think the identity can just become relevant since the last time they saw each other, so no problem limiting knowledge about her. Is she also interested in the arcane, or do you think she would have a different specialty? Maybe she could be more into politics since the other two siblings are already into the arcane.</p> <p>Sounds good! 👍</p>
<p><u>Ally Relationships</u> (from noble) (Roll: 76)</p>	<p>This person fell in love with you. If you reciprocated, they always stood at your side. If you didn't, they took it well, and still consider you their closest friend.</p> <p>Scout (from Ally Identity)</p> <p>DM notes/opinions: How did you meet this person? I was thinking Lumaeria would probably meet this person sometime after leaving her family's home. Maybe on the road while she's on the run.</p> <p>If they're a scout, were they hired by you or someone in your family to track/hunt someone or something? Or did they become a scout (game hunter, bounty hunter, whatever) since you've known them? Oooh, your comment gave me an idea!! Maybe the scout was hired by Lumaeria's family to track her down since she ran away, but the scout</p>

	<p>changed his mind when he met her (that's where the love part comes in), and decided not to turn her in, and instead, he helps her (maybe he is the one that leads her to Hupperdook).</p> <p>Oooh, and maybe Lumaeria doesn't know that the scout was initially hiding to find her?</p> <p>Oh, that sounds really great! A sort of Snow White/Huntsman situation (not that he was hired to kill her, lol). <i>Ooh, exactly! I love that!</i></p> <p>Did you reciprocate their interest? Did you not? Or is it more complicated than either of those things? (e.g. a matter of birth, influence, different plans, etc. etc.) <i>I think they'd definitely become very close, but the love part would be more complicated than yes or no.</i></p> <p>Maybe she'd realize he has feelings for her, but she'd hesitate to correspond since she's worried about the fact that her family could find her at any time and cause trouble for the scout. (as far as she's concerned, the scout doesn't know who she really is).</p> <p>DM notes/opinions: Makes even more sense if she thinks she murdered her sister! <i>Yes, exactly! Murder and all that! 😊</i></p> <p>That said, is she using her real name, or a fake name, or how has that been working as she traveled? <i>She'd probably be going by Luma + her mother's maiden name (not the best disguise, but she's young and doesn't think things through sometimes). :D</i></p> <p>Ha, sounds good to me! Now that she's spent a bit of time in Hupperdook – and is exploring the beginnings of her magic! – is she pretending to follow a different, Empire-sanctioned god? <i>She'd probably pretend to follow Ioun. Mostly cause the domains align a bit between the two deities, and her family probably follows Ioun as well.</i></p>
<u>Ally Identity*</u> (Roll: 62)	Scout
<u>Rival Relationships</u> (from noble) (Roll: 34)	<p>You once loved this person, but broke their heart. They are now obsessed with making you feel the same pain they felt.</p> <p>Knight (from rival Identity)</p> <p>DM notes/opinions: Who have they pledged loyalty to? Are they a member of the Righteous Brand? The Crownsguard? Some religious institution? <i>I'd say the knight is loyal to the Dwendalian Empire. The righteous brand is the military, right? Cause I imagined he'd be a part of the military.</i></p> <p>DM notes/opinions: Yep, it's the Empire's military force! <i>Then yeah, He'd probably have some involvement with the Righteous Brand</i></p> <p>How did you break their heart – was it romance gone wrong, unrequited love, or something entirely different: a promise unfulfilled, some way that you (or they feel you) betrayed them? Do they feel you</p>

	<p>turned your back on them when you need them most? I thought Lumaeria could have been betrothed (her father's decision) to this knight, and for a while, she thought she loved him and acted as such. But then she begins to question herself and tells her father she doesn't want to marry the knight until she is certain that she loves him, but her father disregards her concerns.</p> <p>Then, feeling trapped, Lumaeria decides to run away to stop the wedding from happening, and as a consequence, she abandons the knight.</p> <p>DM notes/opinions: That sounds great! Did she know the knight prior to their betrothal? What had been their interactions up to that point? I imagine her father would have been planning the union for a while, so she'd definitely know him beforehand, but maybe she had not spent much time with him until the wedding began to approach. Then, she'd probably begin spending more time with him and for a while, she'd think that she loved him (mostly because she's a dreamer and a romantic at heart).</p>
Rival Identity* (Roll: 55)	Knight
Fateful Moments (Roll: 3)	<p>A mysterious stranger gave you a gift that saved your life while you were lost in the wilderness. <u>Roll on the Ally and Rival Identities table</u> to determine the identity of the stranger. Then roll on <u>Magic Item Table B</u> in the Dungeon Master's Guide to determine the item. If you roll a consumable item from the table, roll again.</p> <p>* Stranger's Identity (Roll - 59): Priest</p> <p>** Magic Item Table B (Roll - 96): Robe of useful items</p> <p>Cacs' comment/idea: I was wondering if this could be a bit of a mysterious encounter with a priest/priestess of Sehanine. Maybe they don't reveal too much about themselves, but they still help the PC in her time of need and strengthen her connection to the goddess, which leads to her getting her cleric abilities. Just an idea. :)</p> <p>DM notes/opinions: I love that! Absolutely, especially in terms of how likely that would be to strengthen her connection to Sehanine. So, just to discuss context: why was she lost in the wilderness? She'd probably get lost while escaping from Zadash.</p> <p>How did she end up there, and what wilderness was she lost in? Since she's on the run, she'd probably choose to keep away from the main roads, which leads to her getting lost. But I'm having a hard time finding fully named maps for that region, but I noticed that the Labenda Swamp is just north of Zadash. Maybe that'd be a good place to get lost?</p> <p>To be honest, I was originally thinking of a forest, but I'm not sure if there are any close to Zadash.</p> <p>Labenda Swamp could definitely work, and I think there's a bit of a forest area between Zadash and Felderwin, so whichever one of those you'd prefer! I'll probably stick to the forest then. 👍</p>

	<p>How much time has she spent in the wilderness, generally? Before her escape, not much. But after, she'd probably spend a good two months weaving in and out of the wilderness (with quick visits to cities for supplies) while trying to keep herself hidden until she's far enough from home and decides where she'll go next.</p> <p>As far as your robe, here are the items you'll have access to via the patches: Dagger (x2) Bullseye lantern (filled and lit) (x2) Steel mirror (x2) 10-foot pole (x2) Hemp rope (50 feet, coiled) (x2) Sack (x2) 4 potions of healing Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp Portable ram (x2) Spell scroll containing Protection from Poison (used) Spell scroll containing Lesser Restoration Riding horse with saddle bags (used) Wooden ladder (24 feet long) (x4) Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself</p> <p>I think she would have used at least one of these patches for her situation in the wilderness, but I'll let you decide what makes sense for her to have used since she's gotten it, and which patches still remain.</p> <p>Oh yeah, that's more than enough options for her to have used while in the wilderness. 👍</p> <p>DM notes/opinions: Just know that once they're all used up, it will become a normal robe. (Though I think you'll have quite a long time before they're all used up, even assuming she's used some on the road LOL. I rolled a crazy high 4d4 additional patches roll.) No worries. I gave the item a good read just to make sure I understood it correctly, so I make sure to keep track of whatever he uses before the game starts.</p> <p>(Yay for crazy rolls! :D)</p>
Favorite Foods (Roll: 6)	<p>Spanferkel: An expensive dish of suckling pig, roasted and served at royal parties.</p> <p>DM notes/opinions: Did growing up among nobility make her picky about her food options? Probably a little bit, but not to the extreme, because her mother wasn't a noble so she probably encouraged her to be a little more open to certain things.</p>
Mysterious Secret (Roll: 9)	<p>I woke up one night to find one of my siblings perched on my chest, staring into my eyes. They said, "The time is soon," and then giggled</p>

	<p>and ran off. When I asked them, they had no memory of the event.</p> <p>DM notes/opinions: Will save this to think on it. :) Did this happen when she was much younger, or sometime more recently? I can make it more recent in the backstory since the sentence is "The time is soon". Maybe it could happen shortly before she decides to leave Zadash?</p> <p>What is her relationship to this sibling? Maybe it could come from Lumaeria's third-eldest brother since he's the only one she actually gets along with. I think that it'd definitely affect her more coming from him than if it came from the two other siblings who don't like her as much.</p> <p>I'm not super sure on this one though, so I'm open to changing things if this doesn't sound very good.</p> <p>DM notes/opinions: That sounds good! So maybe to take this Mysterious Secret and adjust the particulars just slightly: the brother she trusts most was sitting at the foot of her bed, looked at her, and told her very seriously, "The time is soon," and then left the room – and when she tried to get answers out of him, he had none to offer her, and no idea what she was talking about. That sounds perfect!</p>
<p>Prophecy Inspirations *** (Roll: 17)</p>	<p>I will stand before Princess Suria Dwendal and briefly hold the fate of the empire in my hand. I won't realize the gravity of my decision until it is too late.</p> <p>DM notes/opinions: Fun! I'll keep this in mind too. Also, what are your character's thoughts on the royal family? She probably doesn't hold strong opinions for or against the royal family, since she's not super focused on politics, but being a noble, she knows to offer them the appropriate respect.</p> <p>Has she ever been to REXXENTRUM? I'd say the odds are high that Lumaeria has been to REXXENTRUM before. Her family is very focused on upholding their name and growing their power. They'd probably love rubbing shoulders with the people who matter, and I assume REXXENTRUM has many people who matter.</p> <p>DM notes/opinions: Noted! I think there definitely might be potential for having crossed paths with at least one other player's character in potentially interesting ways, but will keep you posted while everything's still getting settled. :) Nice!!! I'm excited to see what we can come up with! 🍷</p>