

RELATIONSHIPS

1. Family

1. Siblings
2. Parent and Child
3. Unrelated, but close as blood
4. Parent and Orphan
5. Grandparent and grandchild
6. Step-siblings

2. Work

1. Rivals in the same Dragonmarked house
2. Bodyguard and protectee
3. Tradesman and apprentice
4. Soldiers in the same army
5. Rival spies for different countries
6. Adventurers

3. Soul

1. Undead friends
2. Survivors of a tragedy
3. Poet and muse
4. Lycanthropes on the run
5. Religious convert and his/her old priest
6. Newbie/Old Timer

4. Romance

1. Arranged Marriage
2. Lifelong crush/Object of Crush
3. Lovers
4. One-Time Fling
5. Spouses
6. Mind-controlled lover

5. Crime

1. Righteous Vigilantes
2. Smugglers
3. Terrorists
4. Assassin and Mark
5. Mastermind and henchman
6. Slaver and slave

6. Community

1. Elected Politicians
2. Royalty and servant
3. Religious Missionaries
4. Members of the Thieves' Guild
5. Brothel owner and employee
6. Head of puppet organization and shadow master pulling the strings

NEEDS

1. To Get Out

1. ...of a Dragonmarked house
2. ...of your bar tab
3. ...of Making with your life intact
4. ...of your disguise and into your real clothes
5. ...of this life and into undeath
6. ...of your romantic relationship

2. To Get Even

1. ...with the local crime boss
2. ...with the people blackmailing you
3. ...with Making, for what the city took from you
4. ...with the town guard
5. ...with the monsters who took what you held most dear
6. ...with your rival

3. To Get Rich

1. ...through selling your boss's secrets
2. ...through slitting the right throat
3. ...through stealing that magic item stash
4. ...through bedding the right person
5. ...through violence
6. ...through a re-written will

4. To Get Respect

1. ...from a Dragonmarked house, by selling out the other guys
2. ...from a powerful monster, by bringing him victims
3. ...from your lover, by taking the fall
4. ...from yourself, by finally doing it once and for all
5. ...from this town, by bringing down the machine
6. ...from your family, by rising above your birth station

5. To Get The Truth

1. ...about your birth
2. ...about the accident in the House Cannith enclave
3. ...about someone's spying
4. ...about the bodies
5. ...about the portal
6. ...about the dragon's cave

6. To Get Laid

1. ...in order to have an heir
2. ...to shame your parents
3. ...by anyone above your station for bragging rights
4. ...by a monster
5. ...by anyone, anywhere to dull the pain
6. ...to prove a point

LOCATIONS

1. Market Place

1. House Cannith Enclave
2. White Wizard Inn
3. McHammer's Smithy
4. Open-Air Farmer's Market
5. House Sivils Message Station
6. Glindala's Garmets

2. Seedy Part of Town

1. Legs Uncrossed Cat House
2. Thieves' Guild
3. House Thuranni Enclave
4. Hale the Necromancer's Hole
5. Making a Difference Soup Kitchen
6. The Temple of the Dark Six

3. High Society

1. House Phiarlan Enclave
2. Church of The Sovereign Host
3. Bath Houses of Making
4. Queen's Theatre
5. Maypole of Making
6. Silver Dragon Jewellery

4. Castle

1. The Queen's Throne Room
2. The council's chambers
3. Training Grounds for the Queen's Guard
4. Stables of the Royal Horses
5. The Kennels
6. Queen's Panic Room

5. The Road Into Town

1. Shrine to the Silver Flame
2. Top of the wall surrounding Making
3. Tower of the Watch
4. Making Customs and Trade
5. House Kundarak Jail and Bank
6. House Orien Enclave

6. Farmlands

1. A cornfield
2. Troll Caves
3. The Hole to Kyber
4. The Kissing Spot
5. Battlefield
6. The gallows

OBJECTS

1. **Untoward**

1. A barrel of ogre piss
2. One hundred feral dire rats
3. A decapitated head
4. A necromantic ritual
5. The notebook of a spy
6. A scheme for an evil magic item

2. **Weapons**

1. A wise-cracking longsword
2. Three barrels of black powder
3. A wand made of orc bone
4. A halfling covered in spiked armor
5. Hand-crossbow
6. Potion of dragon's breath

3. **Transportation**

1. Elemental land cart
2. Magebred horse
3. A griffon
4. Litter ([http://en.wikipedia.org/wiki/Litter_\(vehicle\)](http://en.wikipedia.org/wiki/Litter_(vehicle)))
5. Magic carpet
6. Lightning Rail

4. **Valuables**

1. A sack of dragonshards
2. A pet pseudodragon
3. Magic mirror that predicts the future vaguely
4. Key to the princess's bedroom
5. The Queen's crown
6. A mace that is a relic of the Dhakanni empire

5. **Sentimental**

1. Newborn baby
2. A wooden holy symbol
3. The last letter from a dead soldier
4. A nation's flag
5. Keg of fine dwarven ale
6. A gold signet ring

6. **Forbidden**

1. Aberrant Dragonmark
2. Animated halfling skeleton
3. Drow sleeping poison
4. Assassination contract
5. Fake ID papers
6. Urn of the Queen's brother's ashes