



PALMS PASSING PARCEL & LOGISTICS GUILD



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THE LIFE AND TIMES OF BEING A COURIER FOR THE WORLD'S GREATEST ROLEPLAYING GAME

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INTRODUCTION

Whoa there, partner! Where're you running off to with that chit? Do you know what you're getting yourself into? Whether this is a one-time gig or a deep dive into our life, you'd best consider what world you're thrusting yourself into. The Palms Passing Parcel and Logistics Guild is an organization that ensures the Realms get what they need and that Toril never stops turning. If you stick with it, you will see many foreign lands and some of the most colorful people you can imagine. The package takes priority no matter what and getting it to its destination requires a certain mentality.

By any means necessary. Do you have what it takes?

ON THE SURFACE

The couriers of the Palms Passing are popular and usually respected no matter where they travel. To see a courier is to know that even the daily chaos of Faerun does not stop the shipments of the world. They are identified by their colorful sashes and designs, but the differences are not well known to the common folk who simply use them to send belated birthday gifts and little knick-knacks to relatives. The true meaning of these identifiers is to clue you in on the skill and travel-earned worldliness of that particular messenger. The Palms Passing Depots and Messenger Stations are easily spotted in both the largest of cities and the quietest of towns – everyone needs a package delivered eventually, right?

Embroidered banners signify the existence of these stations, depicting two hands from opposite sides locked in a handshake. Inside these depots are assortments of packages and items stacked high, constantly being exchanged as the workers within get them in the hands of the couriers responsible for moving them.

There are now over a thousand couriers along the Sword Coast alone and they all vary in terms of skill. Many couriers like the idea of being a more privatized postman and they deliver at their own leisurely pace, but the true runners can be seen zipping up and down alleys, running across rooftops and even evading local guards whom they seem to aggravate with their less standard modes of travel. You see, these couriers are known to deliver anything requested of them and when they say anything, they mean, any thing. From doodads to livestock, from sealed documents to magical items – there is nothing they won't deliver as long as the price is right and the chit gets scratched. Members of The Palms Passing Parcel & Logistics Guild are highly diverse and are comprised of all the predominant races on Faerun. Teamwork makes the dream work and many couriers live solely by that tenet. Coming from many different walks of life, if someone has the urge to strike out on their own and make quite a bit of coin, the Guild welcomes them.

Tools of a courier's trade can be found littered across the landscape, but they cannot be accessed if one is not part of the guild. From makeshift ladders, enhanced gloves for climbing difficult terrain, vaults that contain helpful items and more, the Palms Passing couriers will use anything and everything to help them traverse the chaotic landscapes of Toril and brave the harsh weather conditions of wherever they are. This occupation can lead to a lonely life depending upon how the runner functions, but should they survive and climb the ranks, it can lead to acquisitions of major wealth and a pronounced sense of fulfillment.

HERE'S THE REAL SCOOP

The Palms Passing Parcel & Logistics Guild as an organization is one that caters to no political leaning, no moral standing, and no religious authority. The package is the only authority and to get it in the right hands is the courier's only goal.

Deliverers have done deeds that would shock most of the common world, but the necessity of couriers is one that lends itself to most turning a proverbial "blind eye" with regard to their actions, wherever they operate. Certain couriers are not above breaking the law to complete their task and are certainly capable of violence should the time require it. Well-travelled couriers have traversed the entirety of the Sword Coast and back again, with some even ending up delivering to cities within the Underdark. Other couriers have even made their way to the Shadowfell's Gloomwrought and lived to tell the tale. It is these stories that push the average courier to go above and beyond to complete their deliveries. Their bodies may wither and die, but the stories written from their lives and deeds will live on forever.

The more secretive side of the organization has even been involved with turning the tides of warring realms by transporting augmented siege weaponry and the complete character assassination of certain Lords and Politicians with sensitive documents. If the price is right and the chit carries renown, there will always be a courier to take on the job. To fulfill their mission, many runners rely on the vast network of waystations, outposts, and other runners to succeed. Couriers communicate by leaving permanent route markers behind, like broken pitons wrapped in colored ribbons, to help another courier follow the best possible path ahead of them. They can also leave items behind to aid them in future challenges, or warnings that they might need to know about obstacles ahead.



PALMS PASSING

Parcel & Logistics Guild

HUMBLE BEGINNINGS

Founded in 1384 DR by Kartuffeus Spritelson, a young, ambitious entrepreneur who sought to join the ranks of the wealthy Merchant Lords of Waterdeep, this poor Halfling would do anything to climb the social ladder. These hopes were quickly dashed as in the coming months, the Spellplague had begun to ravage Faerun. Kartuffeus, ever the adaptive businessman, saw that with magic failing across the Realms, people were in especially dire need of individuals willing to thrust themselves upon the world and deliver their most precious of packages. From as small as a box of exotic soaps delivered in Daggerford to mystical ordnance wielded by the Lord Marshal of the Flaming Fists – if someone needed to get their hands on necessary commodities, and someone else could supply them, Kartuffeus was the first one to throw his hat in the ring to get those items in transit.

The organization began to truly take form five years after Kartuffeus had begun his delivery empire. Common folk and adventurer alike witnessed the Halfling zip around Waterdeep, outlying cities on the Sword Coast, and rumor had it, even a wild journey to the Elemental Plane of Air where he made good with the Haikjadeam Vaati. With legends surrounding his expeditions yawning at his heels, Kartuffeus had no shortage of business, and eventually developed a following of the first official couriers who took jobs under his instruction and tutelage. What made the Halfling such a legend in the adventuring world was his manipulation of any terrain set before him and the creative improvisation he resorted to with the limited tools at his disposal to get to all manner of places. Fifty years after his first run, the group had truly become a household name in most major cities with Palms Passing depots littered across the Sword Coast.

It was at this time that Kartuffeus finally found his footing to address becoming ennobled by the wealthy clans of Waterdeep. The riches he had acquired finally caught up with his ambition and he would try desperately to be recognized in a society where non-humans were not often accepted. Creating an essential guild not only to Waterdeep, but to the masses of Faerun, acquiring a massive fortune from his travels, owning significant properties throughout not only the city but along the whole Sword Coast, Kartuffeus set out to find his sponsors. Being a Halfling provided many challenges in this regard, but the necessity of his business ventures found him in great favor with many Houses of Nobility within Waterdeep. Many came to his aid and the once-pauper Spritelson soon was presented with a proposal to become a true noble within the week. His dream would finally be realized before reaching the 80th year of his first century and excitement flitted in his heart. A private celebration would be had at his estate in the North Ward with his most trusted deliverers and organization leads.

SURROUNDED BY FRIENDS

"A fine feast for a fine man who had done fine things for the Realms when they had most truly needed it!" - Luron Talimbout, most trusted ally of Kartuffeus and Director of the Paisley Pageboys.

Unfortunately, the celebration would not last long as Kartuffeus would go out to enjoy a smoke from his pipe, look out from upon his balcony to the many pitched roofs and candlelit windows that dotted the immense city, inhale one large pull and drop dead of a fatigued heart. Some say, at least he died with a smile on his face. Not yet a noble, the House Spritelson never came to be, but it was in these moments that those tutored in the ways of Kartuffeus truly shone after his death. In the many years after his passing, the Guild had never been stronger. The Halfling had structured his business in such a way that a Board of Directors would take over in his place post-mortem and the Palms Passing could continue in his name and beyond.

And so, it did, increasing its influence throughout the land and Kartuffeus Spritelson's legend and techniques gather folks from all walks of life to this very day. The year is now 1491 DR and the number of couriers to this day continues to soar. The techniques of the World Climber are still passed on through the ranks of the Palms Passing and their presence amongst the towns and cities of Toril continue to bring hope and joy to the people who utilize their services.



CALLING OF THE COURIER

The mission of The Palms Passing Parcel & Logistics Guild is simple. The package is your purpose and the Destination is the endgame. Ensure that it gets there by any means necessary and live to travel another day.

Utilize any and all tools at your disposal and do not fear thinking outside of the box; the greatest methodologies are often borne out of spontaneous cleverness. Trust your fellow couriers and always help the one behind you, as you will inevitably find yourself in a similar position in the future.

ORGANIZATION

The Palms Passing Parcel & Logistics Guild encompasses many different roles and career paths for ambitious, career driven members. The current Board of Directors is comprised of several of Kartuffeus' closest students from when the Guild was created. One step down are retired runners who now make up several Yeoman and Dispatcher positions, who control the day to day finances and maintain the constant flow of chits detailing all deliveries and their terms therein. Last but not least, the most crucial members of the Guild that keep Faerun moving: The couriers.

These members possess a variety of skill levels and are ranked by their successful deliveries. To become familiar with these couriers, their skill levels and what rank they are, Kartuffeus devised a simple accessory that will determine all these factors. This accessory comes in the form of a fabric that can be worn in many different stylings (IE: as a scarf, sash, shawl, etc.). The standard size of the cloth is roughly 22 inches wide by 70 inches long, but can be highly customizable to fit the courier's aesthetic and functionality.

BALANCING THE BOOKS

The Palms Passing Parcel & Logistics Guild for the past 100 years has made quite the name for itself, with the Guild garnering vast wealth from every corner of the Material Plane. Kartuffeus had created the structure of the organization after his many failed businesses prior to this venture. He proposed a system that held accountability between the company and its patrons above all else. From the smallest postcard, to extensive material inventories for the development of castle battlements, a high level of trust between the two must coexist. Regarding this, the relationship between courier and Guild must also be in excellent condition. The Palms Passing Parcel & Logistics Guild lays out several terms for all couriers and their clients.



PAYMENT & PRESTIGE

This leaves us with the two driving factors for all runners within the Guild:

Payment comes in the currency accepted across Faerun (IE: copper, silver, electrum, gold, platinum), but can come in the form of items dependent on terms provided by the client, if the Guild is willing to accept those terms.

Prestige is the monitored reputation of that specific courier within the Palms Passing. The markers, which are represented as Guild credits, prove the experience of the courier, providing reputation and the ability to move through the ranks of the Guild. Certain prestige markers are required at every rank to move on to the next.

MARKERS

Invisible, but powerful - these collected tokens serve as constant reminders of where the next goalpost is for the courier. One cannot simply jump from a Paisley Pageboy to Damask Deliverer. These prestige markers are highly coveted and the couriers with the most carry a large weight of respect within the Palms Passing Parcel & Logistics Guild.

For every successful delivery a courier is rewarded prestige markers that are logged within their employee record. Failed deliveries and damaged cargo will also impact the prestige awarded as well. All these successes and failures can have multiple variables that will affect the result as well. As they advance, couriers are gifted with new items that will aid them in their journeys and new techniques to be learned as a World Climber.

All delivery costs will be split **60/40, courier/company**. This is usually the standard payment ratio for routine deliveries. This percentage is negotiable depending on the value of the package and delivery terms, which can be dictated by the client. A routine delivery requires the full payment be made up front to the Palms Passing by the client, whom will then hold the courier's payment until the client chit is scratched and returned to a Depot Dispatcher. A scratched chit with a checked Quality box will dictate the payment of the courier and the prestige award.

For example, a client in Neverwinter requests that a letter that they have dropped off at their local Postal Depot be delivered to a local mill in Phandalin. A courier will receive the chit from the Dispatcher, plan their route and make their way to the designated place. If the courier were smart, they would attempt to procure other chits destined for and around that area as to maximize their journey and efforts. After a three days journey, the courier encounters no issues on the road and their letter remains intact and in pristine condition. The delivery is completed; a happy client scratches the chit and checks the quality box (Excellent!) of their received delivery, which in this case is the letter. The courier will then report to the local Depot and turn in their chit, where they will be allocated their payment and prestige markers. The payment and prestige gained are generally small but can reach a middling rate.

Simple as that! Courier taking item from Point A to Point B gets paid. Where this can get slightly complicated is if there are special delivery terms for the assignment.

Another example, a client from Baldur's Gate requests a courier pick up the package from their property and requests that it be initially dropped off in Bereghost to be inspected by a specialty merchant. Once the inspection is completed, it will then be taken to a petitioner camped outside of Candlekeep so that they may enter. This assignment contains several steps that the courier must take in order to have it wholly completed. Again, for perspective, the courier enacts all the steps to the best of their ability and the delivery is completed. Upon returning to the next Postal Depot, they will be given their payment and prestige markers. This payment and prestige gained can range from middling to large rates.

ROUTINE DELIVERY CHITS

Package Type	Payment	Prestige Marker
Letters/Sealed Documents	10CP-5GP	1-5 PM
Small/Medium Packages	15SP-10GP	6-10 PM
Large Packages	40SP-15GP	8-12 PM
Sensitive Materials	90SP-25GP	10-14 PM
Livestock/Animals	5GP-30GP	16-20 PM

SPECIALTY DELIVERY CHITS

Package Type	Payment	Prestige Marker
Sensitive Documents	30GP-100GP	25-30 PM
Contraband	50GP-150GP	31-35 PM
Jewelries/Antiques	200GP-1000GP	36-40 PM
Destructive Armaments	500GP-100PP	41-45 PM
Persons	50PP-500PP	46-50 PM

ABOUT QUALITY REVIEWS ON CHITS:

Every chit produced by the Palms Passing has a quality review check box on them. They range from: Poor, Fair, Average, Good & Excellent. These check offs yield the varying prestige marker awards as listed in the table above.

DM'S TIP:

With creative application, there may be additional ways or resources that allow couriers to receive prestige, besides just completing chits such as leaving items for other couriers via Vault Rigs, flagging safe routes and etc.



COURIER RANKINGS

As you continue to flit through this booklet, the next few pages will begin to outline the rankings of couriers, their insignias and who represents them within the guild.

PAISLEY PAGEBOYS

Starting rank - begin monitoring Prestige Markers here

The Paisley Pageboys function as the very beginning rank for the Palms Passing Guild and are the largest group of members by percentage. To become a Paisley Pageboy is simple; Walk down to your local or nearest PPP&LG Depot, complete your courier jacket, receive a routine delivery chit and associated package from your dispatcher, and deliver your package successfully without any harm coming to the goods in question. Once a chit is scratched, the Pageboy will return to the dispatcher and have their success recorded. **Board Director and former Dispatcher Luron Talimbout** represents the Paisley Pageboys within the Guild, he often holds seminars in Waterdeep at the Spritelson Manor to start the newcomers in understanding the history of the Palms Passing and World Climber beginner techniques.

No matter where you are located in a populated area of Faerun, you're more than likely always going to see a Pageboy floating around. In fact, many retirees and aging adventurers actually take up the position for something light to do in their daily life.

Paisley patterns use stylized teardrop shaped motifs with curved upper ends. Paisley patterns can be any scale, multi-colored, monochrome, simple, or intricate, in a regular and repeating or varied, irregular, and seemingly random pattern. It is a bright red or pink in color with very little variation, it usually printed on a Cotton fabric.

DM's Tip:

Paisley Pageboys can provide a lot of beginner depth through the DM's ability to create NPCs with this rank as well as having the player sit through some of Lantan's training seminars at the old Spritelson estate. It's a great place to push motive and exposition on a player should they be lacking it and finding themselves interested in moving forward within the Guild.

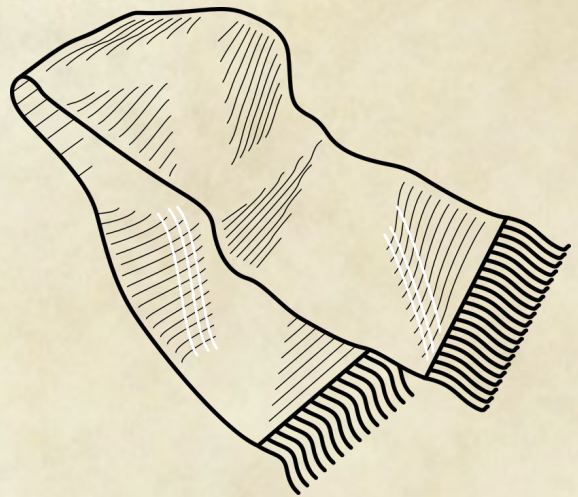
BECOMING A COURIER

The definition of a courier: a messenger, usually traveling in haste, bearing urgent news, important reports or packages, diplomatic messages, etc.

A courier, a runner, mailman, messenger, herald, harbinger... A member of the Palms Passing Parcel & Logistics Guild has been called them all. Many names with one unified purpose – bringing people together through their letters, their packages, their words, their creations. Sure, one could denigrate a courier as simply a postman, but what that ignorance does not recognize is that the postman makes up for those insults in adventure and riches.

As stated under the Paisley Pageboy rank, becoming a part of the Guild is as simple as walking down to the local Palms Depot, providing all the personal information required to get a prestige jacket opened and the individual will be given his or her Paisley Pageboy starter accessory. From there, the big logistical world of the universe is at your fingertips.

The courier can proceed with picking up as many chits as they please to get them ranked up to the next title. The time it takes to advance rests solely on the runner's desire to do so. There have been members who have advanced in days, some choose to take their time over the course of several months or years. Some even choose not to advance at all, content with the simple activities at the Pageboy level.



TOILE TRAVELERS

Upgrade to Toile Traveler at 250 Prestige Markers

The Toile Travelers are moving up in the Guild at this rank as the secrets of the World Climber start to unravel ever so slightly for them. No longer a beginner, but not quite a journeyman, the common Traveler has moved beyond delivering simple postage and is taking assignments that require him to trek across foreign landscapes. A city boy who has never seen the Anauroch Mountains or a country girl who has never laid eyes on the Sea of Swords, this is typically the experience of a Toile Traveler. They are just getting a handle on how to operate Vault Rigs and how to effectively pack for their routes. Travelers are trusted with fairly sensitive packages at this point and are eagerly attempting to prove themselves within the Guild. A mentor can be found in the recently appointed **Board Director Kailao**, a turtle Traveler who took the position to ensure most Palms Passing members are represented well in the Guild and can be trained accordingly.

The transition period for Toile Travelers to Ogee Outgoers can be extremely fast or painfully slow depending on how the individual decides to treat their training and renown with deliveries. How fast the member progresses rests solely on their shoulders, but they are not left to flounder on their own as there are many members who will gladly help them along the way.

The Toile de Juoy pattern features a floral theme, typically of the Dalelands countryside, and mostly appears as a light blue on a white background. This pattern is usually seen printed on Hemp fabric.

OGEE OUTGOERS

Upgrade to Ogee Outgoer at 600 Prestige Markers

The Ogee Outgoers are next in line moving up the rank of couriers. They are usually well travelled and have a seen a wide variety of what Toril has to offer. Many Ogee Outgoers do not usually hail from where they are observed operating, as in this stage of their career, they are often trying to find where they will lay down roots. **Director Bander "Jackpot" Oberhan**, serves as a liaison on the board for this rank. With this rank often comes a choice; will the runner move on to the ferocious, resilient Damasks? Or will they step into the role of a Chinoserie to perfect the stealth tactics of the World Climber? Regardless, most of the advanced training in the Palms Passing begins at this rank as more equipment and techniques open up at their disposal.

Statistically, this is the rank where most Palms Passing Guild members retire from as they never fully make the leap into the two remaining ranks. They usually leave with a decent pension plan from the Guild and are widely respected for their efforts.

An ogee pattern is a double continuous "S" shaped curve, with arcs that turn in opposite directions. An ogee pattern creates a motif that some say resembles the layers of an onion. This pattern is a heavy green paired with black styling and printed on a Hessian fabric.

DM'S TIP:

Ogee Outgoers are also known to move into the Dispatcher position, should a player choose that as a path for their courier, feel free to use all the information in this supplement to create context for that player and how their adventures will continue.

THE DAMASK DELIVERERS

Upgrade to Damask Deliverer at 1200 Prestige Markers

The Damask Deliverers are the cream of the crop when it comes to their ability to navigate their way across any and all terrain. These individuals have completed the most challenging deliveries across the most dangerous of Realms. They have travelled over hundreds of thousands of miles throughout the course of their careers, some regularly travelling the Underdark for their routes and even the rare few who continue to push themselves to journey across the many different Planes that exist outside of the Material Plane. **Famed Damask Deliverer, friend of Kartuffeus and current Director, Janas Toughhoof**, was rumored to have utilized Sigil, the City of Doors, to get across the many different Planes – he has been missing since roughly 1489 DR. A Damask Deliverer is someone you will trust to get vital wartime equipment to where it is needed, trading sword swings and crossbow bolts when needed. They have dealt death to those who have gotten in the way of their destination and in turn suffered bodily harm if it meant protecting the contents of their packages.

Those that have attained the rank of Damask Deliverer have likely mastered the terrain manipulation techniques of the World Climber and actively try to invent new techniques and manipulate existing ones to ease their travels. Techniques mean nothing if you lack the tools to employ them properly and these experts know the ins and outs of their trade, able to pack most effectively for their trips and can improvise the tools required from their environment if need be. These runners can handle all assortments of chit values, package types, delivery terms and often never drop the ball.

The Damask pattern is a classic yet regal print with very extensive floral motifs. This pattern is usually one color, often times in a Royal Blue and printed on Sea Silk or Wool.

CHINOISERIE CHANNELERS

Upgrade to Chinoiserie Channeler at 1200 Prestige Markers

The Chinoiserie Channelers would take high offense to any notion of being referred to as Second Rank, as they are some of the most talented World Climber practitioners in the Guild. These individuals take on the deliveries that require more discreet measures to ensure their success. They are often picked directly by the Dispatchers at their depots so as to not publicly list the chit requested by certain clients. These clients can range from political persons, visible celebrities, crafty nobles and mischievous merchants, to even the average commoner who needs a bit more discretion in transportation than normally provided. **Notable Chinoiserie Channeler, and now Director, Taryn Talesspur** had reportedly been a tremendous asset to Laeral Silverhand during the Death Mask incident that haunted Waterdeep for a bit of time, delivering warnings and communications to many of the power players within the city. The Palms Passing Parcel & Logistics Guild flatly denies these outlandish claims.

A Chinoiserie Channeler is a master of camouflage in urban environments as well as wild terrain. These couriers may move in large swaths of crowds undetected and dance along shadows with ease. This runner knows violence is a risk of their rank, but they will do their absolute utmost to stay obscure for as long as possible and will defend themselves and their items of transport should that need arise.

Those that have attained the rank of Chinoiserie Channeler are experts in urban traversal but lack the time and energy of a Damask Deliverer for assignments that require long and arduous journeys across the Realms. The piton and climber's rope are a Channeler's best friend for scaling buildings and allowing access to paths usually not taken (IE: roofs, balconies, etc).

A Chinoiserie pattern typically illustrates the foreign architecture, boats, and other objects that are distinctly Karaturnan. This pattern is usually a dark color, hidden by the Channeler under their ensemble and printed on Linen or Satin fabric.



THE PRINCIPLES OF THE COURIER

- Ensure that the package is delivered in superb condition by any means necessary.
- Never, under any circumstances, will a courier open or utilize the contents of their delivery unless stated in the terms of the chit. This means opening letters, wielding a weapon in transport, disposing of contents, etc.
- If a delivery chit is entrusted to a courier, it is meant to be completed – to desert an assignment is to disparage the Guild.
- Follow the rules of the Realms you traverse until it interferes with principle one.
- Teamwork makes the dream work! There will always be couriers ahead of and behind you, do your best to help them.

Should any of these rules be openly disrespected and the Guild's good name tarnished due to the behavior of a courier, that member will be subject to rank demotion, Prestige docking, decline of payments and even blacklisting from the Guild itself.

There are no rules or regulations that say a courier cannot adventure outside of their duties as a member of the Palms Passing, but understand that one's Prestige Jacket can be suspended after a long period of inactivity. After a period of inactivity, a courier can return to the Guild, reinstate their jacket upon visiting a Palms Passing depot and checking in with a Dispatcher.

DM's TIP:

I recommend every player who wants to play a courier in this fine Guild to maintain their own Prestige Marker counters on their own character sheet as to not inundate your DM with more numbers to manage. This will lighten their work load and there's usually a decent space under your XP counter to fit that as well.

As for the DM reading this supplement, I urge you to thrust your players into precarious scenarios in Realms that don't exactly cater to individuals who skirt their laws. Prestige markers come and go, but legends last forever.



TOOLS OF THE TRADE

As stated in descriptions prior, a courier is only as good as his usage of the tools at his disposal. While these tools vary in terms of their utility and application, if one expects to climb the ranks of the Palms Passing, they must embrace all techniques and equipment available to students of the World Climber. Why don't you take a look at the tables below to get yourself acquainted with some of the basic tools at your disposal, as well as advanced instruments only the most robust of couriers are capable of using?

TELESCOPING LADDER

Available at Toile Traveler rank, 125GP standard

To the naked eye, this bundle of rods roped together often sits comfortably on the outside of most satchels. Once utilized, this tool folds out into a ladder that varies in height. At its maximum height, it reaches roughly 50 feet in length and weighs roughly 40lbs. These telescoping ladders are manufactured and mechanized in the village of Oakhurst, north of Neverwinter. In Kartuffeus' many travels, he found himself in the area and needing something stable to get him up and over various rolling ravines nearby. The fabled wood of this area constructs beautifully into this versatile tool that can act as its typical function as a ladder, but can even be used as a makeshift bridge to cross over gaps and difficult terrain. Utilizing just this tool alone offers plenty of opportunity for your efforts to go wrong, but in conjunction with a Clam Harness, provides much more stability for the courier.

- *This item relies on the courier's Athletics or Acrobatics ability checks - DM's discretion based on PC's utilization.*
- *Assists in certain Terrain DC checks (reference terrain table for more information)*
- *Using this item in conjunction with the Clam Harness will provide a +5 modifier to the above ability checks at Toile Traveler, +7 modifier at Ogee Outgoer and a +10 modifier at both Damask Deliverer and Chinoiserie Channeler.*

CLAM HARNESS

Available at Toile Traveler rank, 50GP standard

This harness is equipped by stepping through its straps and being clamped at the waist of the courier. Most commonly, it is used at the Toile Traveler rank together with the telescoping ladder. Along the belt of this harness are various clips and loops that can be used in combination with varying equipment. These clips and loops total 6 in number and even the most expensive harnesses cannot exceed that amount; two of these clips exist at the waist, one on each hip, two clips in the front, and two clips in the back of the harness. The hip clips come prepared with attached straps that stretch to the ground and possess additional attachable loops at their ends.

- *This relates to the telescoping ladder in that along the two arms of the telescoping ladder sit iron rings that slide up the ladder's arms – a courier will attach their hip clips to the ladder rings and will be provided a much more stable journey up or across the rungs of the ladder.*
- *This item requires an Intelligence check (DC 10) to equip properly. On a successful check, the harness is equipped perfectly and works in conjunction with all applicable tools as intended. On a failed check, the harness is equipped haphazardly and disadvantage will be applied to all terrain checks with these tools.*

VAULT RIG

Available at Toile Traveler rank, 40 GP standard

A vault rig is for you, your friend and the other guy who will eventually travel your path. Installing a vault rig means digging a hole or finding an area where you can sink the rig in securely. The vault rig can be opened via the Command Phrase "By Any Means Necessary" and the contents will be available to be withdrawn or items can be deposited for your fellow couriers.

- *Vault rigs can contain up to 10 small items. One pack is considered two items, and martial weapons and armor are considered 4 items each.*
- *This item requires an Intelligence check of 10 to install properly. On a successful check, the Vault Rig is placed perfectly and can be used with its maximum capacity. On a failed check, the Vault Rig is damaged during the installation and stores only half of its normal capacity.*

EGGHEAD MONOCULAR

Available at Ogee Outgoer rank, 1500GP standard

An upgraded spyglass in function, this handheld tube allows the user to chart or survey their locations accordingly. Viewing from the monocular allows even the smallest of details to be placed into perspective. It is rumored that the components to create such a device are found and manufactured within the City of Splendors itself. Taryn Talesspur forged an unlikely alliance with the Owlbear Racing League in Waterdeep after some troubles were avoided with an overly ambitious merchant lord. From here, they began to trade various goods that would prove useful to the Palms Passing, with one of these goods being the remains of hatched Owlbear eggs. When cured and properly synthesized, they can be used to create the most brilliant of lenses that allow for enhanced vision when coupled with the components of the average spyglass.

- *A much more durable version of the common spyglass with an AC of 15 and 15 hit points.*
- *When looking through this spyglass, one can magnify their vision up to four times the normal amount with the "magnify adjuster knob" on top of the monocular.*
- *The enhanced vision provided by the Egghead Monocular, once used to determine a route to travel, will give the courier advantage on checks needed to cross obstacles located in the next 8 miles if used for at least one minute at maximum magnification to check the terrain ahead.*
- *Gives advantage on perception checks while the monocular is in use at maximum magnification to detect hostile creatures or ambushes for the next 8 miles of travel. Can be done while simultaneously checking for obstacles for one minute.*

FRICTION CLEATS

Available at Ogee Outgoer rank, 450GP standard

An advanced tool of those that follow the World Climber, these cleats can be fitted to any boot worn by the courier. A trifecta of rubber, chain and small steel spikes – the Friction cleats provide any and all traction in almost every scenario a courier can think of. Need to get across a waist deep river, a snow-laden mountain trail or perhaps even navigate some strong winds on a local town road? These cleats will allow you to dig into the environment and steady yourself against any and all obstacles.

- *Utilizing this tool in any environment listed in the Terrain table will provide a +4 modifier to Athletics ability checks or saving throws to prevent slips and falls.*
- *Using this item in combination with the Crack Climbing Gloves eliminates the need to roll for a check to climb and instead grants a 10ft Climbing Speed.*

CRACK CLIMBING GLOVES

Available at Ogee Outgoer rank, 500GP standard

The gloves that will get you there and back again in the blink of an eye! This item can be fitted to most humanoid hands; Dragonborn providing the most difficult fittings, but still doable. In the beginning, Kartuffeus simply wrapped his hands in tight cloth to create a gripping effect, but soon sought out famed Master Leatherworker of the Burning Mantles Guild Watuzzel Talimbout, brother of Luron Talimbout, to create a much more durable pair of gloves. A tinkering of extremely malleable leather from Dune Cows found in the Anauroch Sand Sea and the mastery of Watuzzel's ingenuity creates an essential accessory for any courier. Vertically challenged because of a 90-degree cliff face? No problem! Your fingers will find almost any leverage needed to hoist yourself up.

- *Utilizing this tool in mountainous environments will provide an additional +2 at Ogee Outgoer and a +5 at Damask Deliverer/Chinoiserie Channeler to Athletics ability checks used to climb vertical surfaces.*
- *Using this item with the Friction Cleats eliminates the need to roll for a check to climb and instead grants a 10ft Climbing Speed.*
- *You must continue to move upward on each turn when you initiate your ascension up whatever you are climbing in order to continue utilizing your climb speed. Otherwise, you slide 25 feet before being able to anchor yourself.*



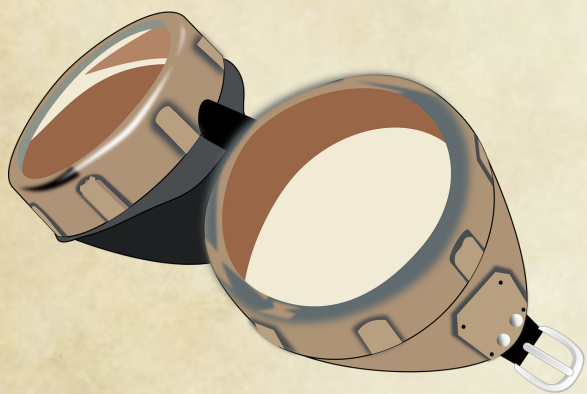
ARROW DRIVER PITONS

Available at Chinoiserie Channeler & Damask Deliverer ranks, 1000GP standard

Ah, now we get to the fun toys! The Arrow Driver Pitons will make any journey a cinch for couriers in any environment. Another contracted tool created by the fine engineers at the Burning Mantles Guild, the Arrow Driver Pitons are a master craft tool that will get you up and over anything in your way. A fan favorite of the Chinoiserie Channelers, these pitons resemble the amalgamation of steel and expertise machining and are tipped with an extremely sharp arrow head which is spring loaded into the handle. When approaching a surface to climb or hold on to, the courier will press a trigger on the hilt of the piton and the arrowhead will eject from the handle, embedding itself into most material. On the end of the hilt sits a ring for a Clam Harness to be clipped to, should you need a moment to load the next piton into the following area or even to rest.

Perhaps a delivery chit requires you to deliver a document discretely to a young noble in a highly secure compound unbeknownst to the prying eyes of his controlling parents? Now, no one is saying that you should scale the walls of their villa, circumvent the roving security guards and climb into the noble's private bedroom via his balcony, but... by any means necessary, courier.

- Utilizing a pair of the Arrow Driver Pitons grants the user a 25ft Climbing Speed.
- When targeting an object or surface with the spring-loaded arrow, the attack automatically hits unless the surface is lead or adamantite.
- An Arrow Driver Piton can also be used as a weapon in close range and does a total of 2d4 damage if successful – this is classified as an improvised melee weapon.



TRUE NIGHT SHADES

Available at Chinoiserie Channeler rank, 2000GP standard

Magically infused and gifted by the Vaati of the Plane of Air to Kartuffeus personally, these goggles will ensure sight in even the darkest of places. Several years before Kartuffeus' passing, he made good on a promise to the Blackstaff of Waterdeep at the time, Samark Dhanzscul, who promised easy replication of the gifted tool. The apprentices of the Blackstaff continue to uphold this promise to the Palms Passing and generate a certain amount of the shades monthly. The shades have since decreased in quality since the days of the World Climber, but still hold a fantastic amount of use. A dull light pings on the inside of the shades, provided by a tiny embedded crystal, when a creature enters within 15ft of the attuned courier, even if that creature is invisible, but on the material plane.

- This item requires Attunement.
- When attuned, the user gains a maximum of 200ft of Darkvision when these goggles are equipped.
- Utilizing this tool provides the courier with a +5 modifier to Perception ability checks that rely on sight.
- If utilizing this tool in direct sunlight or around bright light generated in any fashion, the courier will suffer from the Blinded condition for one minute.

GHILLIE MORPH CLOAK

Available at Chinoiserie Channeler rank, 2800GP standard

Another fan favorite of the Chinoiserie Channelers, this suit will provide all the camouflage the courier needs. The materials come from the preserved leaves of the Fiscerio Liis Trees around the southern Elven town of Fleur, as south as you can travel from Velen. These trees do not wither and die in the Winter Solstice to bloom again in Spring Equinox, as these are no simple flora. These trees have the unique characteristic of adapting to the seasons they enter. The leaves will simply change structure, density and color for the weather conditions they are subject to. Once preserved, sewn and manipulated appropriately, the Ghillie Morph Cloak can take on the appearance of most environments the courier may find themselves up against. Discretion and camouflage work hand in hand – sometimes that means appearing like overgrowth on the underside of a bridge.

- This tool grants the courier a +10 modifier to all Stealth ability checks.
- Utilizing this tool against stone, brick or surfaces that have very specific exteriors, the cloak simply mimics the color of desired material.
- When using this cloak to hide as an action, creatures cannot track you by sense of smell, as the cloak mimics an aromatic smell of the flora and fauna native to the region and time of year, masking your scent completely.

CARRIER SLEIGH

Available at Damask Deliverer rank, 1500GP standard

A sleigh gets pulled into town with a mountain of packages and barrels. How can one person pull so much? With the willpower of a Palms Passing courier and inventive tools at their disposal, that's how! The Carrier Sleigh is exactly what it sounds like, a curved sled that ergonomically allows the courier to carry massive loads of cargo with little stress on the joints of the one pulling. The underside of the sleigh body is designed with two relatively narrow longitudinal runners made of leather treads that perpetually rotate and move with clockwork gears when pulled. The sleigh body also has several rings so that it can be clipped in various ways, the most common being from the waist of the Clam Harness, and thus pulled with ease. If the courier has access to a mount, the sleigh can also be hitched to the saddle of the mount.

- This tool has a carrying capacity of 150lbs and increases the courier's drag capacity by 200lbs.
- If this tool is overloaded, the courier is reduced to 10ft Walking Speed.
- The Carrier Sleigh can be upgraded for 500GP to have an Armored Cover to it and gains a 15 AC with 25HP.
- The Carrier Sleigh is considered a medium-sized land vehicles.

BE WARY OF YOUR LOADOUT, TRAVELER

Outside of these advanced items and the rankings required to use them, you have more common items that will make your journeys much more expeditious in nature if used carefully. There are various places you can pick these items up; shops around town or the ones that are sponsored within the Depots, leftover supplies that other couriers no longer have use for or the Vault Rigs that can be potentially found along the way during your deliveries.

The DM should devise several tables to provide the player with items found in the latter fashion. Outside of the advanced items determined by their ranking, a courier's pack should always be custom to themselves, but should hark on the standard setup that looks something like this:

1 General Loadout

Backpack

Climber's Kit

Bedroll

Explorer's Pack

Tent

2 Loadout extras

Torches

Colored Ribbons

Parchment

Ink Quill & Ink

Shovel

CLIFF SHIELD

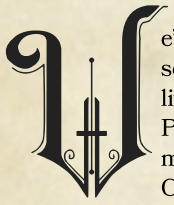
Available at Damask Deliverer rank, 2500GP standard

The ultimate tool of the ever-nomadic Damask Deliverers – its many purposes prove essential to any and all deliveries for its user. Lining the bottom of the shield are numerous serrated teeth that when thrust into stone, dirt, wood, or various other materials, sink right in. The shield extends via its internal gears, providing a much larger area of coverage as it grows taller and creates several different applications. Standing up, when the shield is thrust into the ground, it can be used in combat as a half cover. Janas Toughhoof was famous for surviving several trebuchet loads behind his trusty Cliff Shield during the Siege of Lantan. Another application is in combination with the Arrow Driver Pitons and Clam Harness; the courier can scale a cliff face with their pitons but if night falls, or the courier begins to feel the effects of exhaustion, it might be best for them to camp out. This is where the Cliff Shield comes into play, as it can be sunk deeply into the cliff face and rigged to a pair of Arrow Driver Pitons to provide support for the courier and their packages to rest upon like a floating floor. Kartuffeus spoke highly of the mornings he would experience watching the sunrise from near the summit of Mount Waterdeep.

- When this item is used in the hand of the courier as an equipped shield it provides a +4 AC, but requires a Strength Score of at least 16 to use effectively.
- An action can be used to plant the shield into the ground, extend the shield to its maximum height and create three quarters cover – the shield is now stationary and an action must be used to remove it.
- Can be used as a structure to Short or Long Rest upon if seated properly in a sturdy tree, cliff face, etc. This takes a Strength DC check of 15 to accomplish. On a successful check, the Cliff Shield is seated perfectly and provides ample support for the courier. On a failed check, the Cliff Shield hangs off kilter and only allows time for a Short Rest before it must be readjusted with a Strength DC check of 20 or packed away for the courier to move.



THE LIFE OF A DUNGEON MASTER & THEIR MAILMEN



I've spent a few hours here during this seminar discussing how the couriers will live and succeed by the creed of the Palms Passing, but the ones dispatching them might need a bit of guidance themselves! Couriers, please take a moment to step outside and get a breath of fresh air.

Ah, now that we're alone, we will need to go over what will be the best assignments for your couriers. Your job as Dungeon Master and Dispatcher will be to push your runners to the farthest reaches of the world and reveal its splendors to them!

To breathe life into an occupation otherwise treated thanklessly in a world of god slayers and dragon tamers is quite the endeavor. I have no doubt that you will hit the mark every time - even though some couriers need to be reminded of what can be done to help their fellow guild mates!

But, just in case you might need a little direction in the way of lighting up your courier's life, why don't you take a look at the Adventure Hooks provided below? Make them the spotlight of your runner's career or even create a little side quest for them to get swept up in during one of their deliveries - there's definitely something for someone. There's always another package, always another path undiscovered...

RANDOM EFFECT TABLES (VARIOUS TERRAINS)

Under the section, you will find some random encounters for several different terrains that a player might find themselves thrust upon. They are designed to fit snug into all available locations within the Forgotten Realms, Ravenloft, Eberron and etc. These effects and encounters can also be exchanged for anything the DM would like to see happen in their stead.



FOREST TERRAIN d10 Effects

- 1 In the forest, trees use thick, tough roots that just rise above ground to steady themselves against the harsh conditions of the wilderness. A courier must make a (DC 12) Perception check. On a successful check, the courier can see the roots, and safely avoid them. On a failed check, the courier trips, taking 1d8 bludgeoning damage and is now prone.
- 2 Oak tree stumps set the boundaries of an old dirt path, cleared by a past courier that journeyed upon the same forest. The path heads in the same direction the courier is going, but eventually comes to a stop. This path is not considered difficult terrain.
- 3 While traveling in the forest, a courier comes across a large stone cliff. A rope leading down the cliff is tied to a large rock. Etched into the rock are the words, "By any means necessary."
- 4 The courier comes across a tall and sturdy redwood tree with pitons already stuck into it. If the courier climbs the tree, they can see a broken spyglass sitting on a branch. Carved in the tree is the Palms Passing emblem. The tree provides an overview of the forest, making it a great place to use a spyglass.
- 5 The courier comes across an old shrine with a stone fountain in the center of it. A symbol of an oak leaf is carved on it. With a successful (DC 15) religion check, this symbol can be recognized as the mark of Silvanus. In the fountain, there is clean and drinkable rainwater. This water has been blessed and cures exhaustion.
- 6 The courier encounters a small graveyard now covered in poison ivy. If the courier can read Elvish, they recognize the writing as names and quotes on the headstones. A courier can cut through the ivy with a sharp object and a successful (DC 18) Sleight of Hand check. Otherwise they must find another way around it. If a courier touches the poison ivy, they become poisoned.
- 7 The courier encounters 2 awakened trees while traversing the forest. Because the awakened trees blend in with the surroundings, the courier is surprised by the encounter. These awakened trees are timid and attempt to hide as a tree.
- 8 The courier discovers a chasm in the earth that they need to cross. Across the chasm, there are a few steady trees with many branches.
- 9 Vines hang from overhead branches, making it hard to see. A courier walking through is temporarily blinded until they exit the vines. The courier can use its reaction each turn to push away the vines. If they do this, they are no longer blinded. The vines can be cut with a successful (DC 12) strength check or set aflame.
- 10 The courier encounters a skilled druid from the Emerald Enclave named Erdan. They claim to have been watching the courier on its journey, and they offer their assistance. They travel these woods daily, and would be helpful against the many challenges that await them.

SNOW/TUNDRA TERRAIN

d10 Effects

- 1 The courier slips on ice and must make a Dexterity saving throw (DC 10). On a failed save, take 1d6 bludgeoning damage.
- 2 The temperature drops below the normal arctic temperature, and the courier must make a constitution saving throw. On a failed save the player suffers from level one exhaustion, and can recover from a short or long rest.
- 3 The courier finds a hole in a frozen pond with many fish swimming in it. The player can choose to make a Sleight of Hand check (DC 15) to catch a fish. If cooked, this meal acts as an enhanced ration, healing 2d4 hit points when eaten.
- 4 The courier comes across an old dirt path, covered in a film of frost, left over by another traveler. The path forks in two directions; one path leads to the old remains of a campground - There is nothing salvageable from the camp. The other path leads in the direction the courier is traveling, but ends before they reach the destination. This path is not considered difficult terrain.
- 5 The courier comes across a small caravan for adventurers - the traveling merchant is named Aeros and passing through the area as well, he sells adventuring gear, and offers a place for a short rest.
- 6 The courier encounters a frigid lake that seems to refuse to freeze, it blocks the courier's path and they must get around it.
- 7 The deep snow makes it difficult to walk and the courier must make a Dexterity check (DC 10) to maneuver at a normal pace. A failed check, the courier's legs sink into the snow up to their knees and their movement is halved.
- 8 A cold wind blows the snow wildly, creating a whiteout, making it hard to see. The courier must make a Perception check (DC 13). On a failed save, the courier is temporarily blinded until their next turn. On their next turn they can make the check again. Roll 1d4 to determine how many hours the whiteout lasts.
- 9 A storm passes as quickly as it came, the snow that had fallen does not stick and all that remains is very walkable iced ground. Rolling this effect, eliminates any difficult snow terrain the courier was currently dealing with.
- 10 The sun peeks out from behind the massive cloud coverage overhead and illuminates a safe passage 300 ft away; the courier can plan accordingly with this revelation.

JUNGLE TERRAIN

d10 Effects

- 1 Vines carpet the jungle floor, making it hard to walk without tripping. The courier must make a dexterity saving throw (DC 10). On a failed save, the courier is knocked prone. If the courier fails the saving throw by 5 or more, the courier is considered grappled. At the end of the courier's turn, they can make an Athletics or Acrobatics check (DC 10) to attempt to break free of their grapple.
- 2 The angle of the sun, along with the dense amount of trees provides a cool shade. While traveling in the shade, the courier has advantage on saving throws against exhaustion.
- 3 Because of the wide variety of plants in the jungle, there is a plentiful amount of material that can be foraged. With a successful Survival or Nature check (DC 10), the courier can successfully forage double what they could've before.
- 4 A river runs through the jungle, and the courier must get across it by walking on rocks that rise above the water level. With a successful dexterity check (DC 10), the courier can make their way across with ease. On a failed check, the courier slips into the water, sent 30ft downstream and is considered prone. With a total roll of five or lower, the courier slips and hits its head on a rock, taking 1d4 bludgeoning damage and travels double the distance.
- 5 A fallen tree blocks the courier's path. In order to climb over the fallen tree, the courier must make an Acrobatics check (DC 10). On a failed check, the courier cannot get over, and must find another way around the tree.
- 6 Fallen leaves cover a hidden trap left by a hunter in the past. the courier must make a Perception check (DC 15). On a successful check, the trap can be spotted, and avoided. On a failed check, the courier sets off the trap by walking on it, and is grappled. At the end of the courier's turn, it can attempt to escape with a Sleight of Hand check (DC 10). The trap is a rope trap, and can be escaped by cutting the rope with a sharp weapon or knife, or untying the knot.
- 7 The courier is ambushed by a pair of tigers and an Awakened Tree. Beforehand, the courier must make a perception check (DC 10). On a failed check, the courier is surprised by this encounter.
- 8 The courier encounters an old, crude dirt road, left behind from a past courier who has walked these lands before. The path leads in the direction that the courier was going, but eventually comes to an end. The path is not considered difficult terrain, though there are some overgrown weeds growing in from the sides.
- 9 The courier notices markings roughly etched into trees, leading the way out of the jungle. These were left behind from a past courier, in order to not get lost. These markings give the courier advantage on Survival checks, when navigating.
- 10 The courier comes across a cool waterfall, leading into a nice creek running alongside them. The water is fresh enough to drink, and can fill a waterskin. There are also lots of fish swimming in the water that can be caught with a successful Sleight of Hand check (DC 15).

DESERT TERRAIN

d10 Effects

- 1 A strong wind begins whipping sand and quickly evolves into a sandstorm, making it hard to see. The courier must make a Dexterity saving throw (DC 12). On a failed save the courier is temporarily blinded. On their next turn, the courier can repeat the save to see again. Roll 1d4 to determine how many hours the storm lasts.
- 2 The courier comes across an old, makeshift stone path left behind from an old courier that traversed the same sand. This path goes in the direction that the courier is headed, but eventually comes to a stop. This path does not count as difficult terrain.
- 3 The sun beats down on the courier and the temperature rises greatly above the normal desert temperature. The courier has disadvantage on saving throws against exhaustion, and must drink water every hour to avoid it.
- 4 The courier encounters a 600ft tall vertical sand bowl that stretches about 1 mile around. With the tools provided from being a courier, this big, sandy mountain is only a molehill. The courier must find a way to climb the dune.
- 5 With a successful perception check (DC 7) the courier discovers 1d10 cacti growing in the desert, each bearing 1d4 fruit. This pear-like fruit can be eaten to prevent dehydration that would result in a level of exhaustion.
- 6 Because of the constant and common sight of powdery sand, every corner of the desert looks practically the same. A courier has disadvantage against survival checks that pertain to direction, or getting lost.
- 7 The courier comes across a traveling camel drawn wagon that provides water refills and information of the nearest town, or directions to the delivery spot. This carriage, however, is on the move and cannot be used for a long or short rest.
- 8 The courier sees 5 palm-like, wide leafed trees that provide a cool shady spot in the sand. At the base of one of the trees a rolled up parchment in a bottle reads, "Rest here, you'll thank me later." It is signed by a Niloc Dawnstrong.
- 9 The courier can see 1d4-1 (minimum of 1) camels. With a successful animal handling check (DC 13), the camel can be mounted, and doubles the speed at which they travel.
- 10 The courier encounters an oasis with trees, fresh water, and a few animals. (Werehyenas, jackals, camel) To determine whether the oasis is real, or a mirage, the courier must roll a d100. 1-50 the oasis is a mirage. 51-100 the oasis is real.



ADVENTURE HOOKS

A SPRING CHICKEN

Suggested for Paisley Pageboys

An elderly woman named Juwel Whitenail of Neverwinter has a small package that needs to be delivered to her in the depot. This is a fairly easy gig for an inexperienced courier. Though, as the courier reaches the destination, they are stopped by a pair of Lord's Alliance agents that state the package in possession contains illegal narcotic substances and demands the courier turn over the box. Your choices are few and time limited – will the courier commit to the principles of the Palms Passing?

EXTRA, EXTRA - READ ALL ABOUT IT!

Suggested for Paisley Pageboys

Victoro Cassalanter has commissioned a routine delivery chit under the alias Mordium Randoso that requires a pick up from a lowly Wood-Elf boy named Marshall in the Field Ward of Waterdeep, who has in his possession a bundle of letters held together with twine. "Mordium" requests that the bundle is picked up from the boy and that it is brought to a discreet location in the Dock Ward. Delivery will be made to a valet named Willifort Crowelle. The bundle of letters seems to be a series of communications back and forth between the patriarch of the Talmost noble family and a "Crystal." It appears incriminating.

YOU DRINK LIKE A KNUCKLEHEAD TROUT

Suggested for Paisley Pageboys

Brewmaster Conroy Drafthugger of Bryn Shander has been perfecting a new spirit for over a year aptly named Sun Bang Whiskey. A blend of warmth, smoothness and citrus aged in a Sun-kissed Treasure Tree cask manifests into a wonderful concoction that the Brewmaster hopes to rival the honey mead out of Good Mead in the Ten Towns. The Palms Passing creates a chit that requires the courier to pick up the newly developed spirit from Conroy and drop it off to an investor in Bryn Shander, Scramsax, the owner of the Northlook Tavern.

A potentially easy gig if not for the wicked winter the Ten Towns finds itself in. Good Mead has sent agents who have spied on Conroy, attempting to tamper with the competition and desperate villagers suffering the season hope to use anything they can to sacrifice to Auril in hopes of reducing the worsening weather. The courier must use their wits, speed and possibly strength to avoid trouble with these individuals and get across town. Maybe a little Sun Bang Whiskey can peel back the clouds and melt a little bit of this snow to pave way for better times...

Consider using this as a substitution starter quest in Bryn Shander or couple it with "The Unseen" quest in Chapter 1 on the Rime of the Frostmaiden module.

UNCUT GEMS

Suggested for Toile Travelers

The Phandalin Miner's Exchange is booming again after some chaos was brought to their doorstep regarding Wave Echo Cave. Nonetheless, mining operations have resumed. About a week into the resumed working schedule, a tired miner has stumbled upon a heavy, rare gem in his digging. Bringing it to his supervisor Gundren Rockseeker, the usually knowledgeable dwarf is stumped by the identification of the 5lb jewel in his hand. Secreting it away from his supervisor, Halia Thorton, he requests a routine delivery chit so as not to arouse suspicion and have the gem brought to a colleague of his in Thornhold. Hobgoblin raids in the area have impacted travel on the two major roads that will lead the courier into Thornhold unharmed. Detouring through the untamed Sword Mountains seems to be the best possible bet and a good chance to implement some new equipment.

Consider using adventure hook upon completion of Lost Mines of Phandelver and substitute the characters needed to make it work - allows for easy transition back to Neverwinter for players.

SEA (OF SWORDS) BISCUIT

Suggested for Toile Travelers

Gimdark Stallsinger, the owner of Stallsinger Stables in the South Ward of Waterdeep, has been tending and breeding horses for as long as he can remember. His father did it, his father's father did it and even his father's father's father did it before him – that's why he must separate himself from them and make a name for his stallions. He requests a routine delivery chit for a pick-up of his prized stallion, A Steady Silverhand, and to deliver the horse down to a mage he'd heard through the grapevine adjusts racehorses for success. This mage is located in a coastal city named Manaphetat, south of the Cloud Peaks in the region of Amn. Once the treatment is complete, he requests that the horse be brought back to him.

SLEEPLESS IN REVEL'S END

Suggested for Ogee Outgoers

The Lord's Alliance infamous tower prison has no shortage of villains or ne'er-do-wells to lock within their cells, but that doesn't mean those individuals don't have loved ones or friends that don't write them letters or send packages. The Palms Passing has been contracted to courier these items from Luskan to Revel's End. They will inspect the letters and packages upon delivery to ensure that they are deemed safe to distribute to the assigned prisoner. If anyone asks, you don't know what's inside them and have no ties to anyone within the prison... Or do you?

This quest can be easily inserted into Rime of the Frostmaiden if you are interested in using Revel's End as location for your player to explore.

FLATTEN THE CURVE

Suggested for Ogee Outgoers

A Neverwintian scientist is in transit through the city of Waterdeep, smack in the middle of a brawl on the street between the Xanathar Guild and Zhentarim – caught in the radius of a acid splash spell, the woman is melted almost completely, the contents of her sack spill out into the street and break. Within seconds, the members of both gangs fall to the cobblestones, clutching at their throats, coughing tainted blood and soon succumbing to these violent symptoms. Pedestrians in the nearby area also begin feeling these effects, though not dying immediately. The City Watch who come to inspect the area also suffer the same fate as the Zhent and Xanathar thugs. The Waterdhavian population begins a full lockdown, quarantining citizens within their homes. The Palms Passing has been contracted by the Open Lord, Laeral Silverhand, to acquire materials from several apothecaries and alchemists that have volunteered their efforts to create a cure for this new affliction, adequately referred to as Crown Lung.

The apothecaries & freelance alchemists are:

☞ **Diloontier's Apothecary located in the Sea Ward (Pickup entails materials and preparation instruments)**

☞ **Leopold Fon Callister, the alchemist quarantined inside the Galloping Minotaur in the North Ward (Pickup entails rare herb materials and recipe instructions)**

☞ **Fine Nuts, owned by Khostal Hannass is located in the Dock Ward (Pickup entails Panelo Nuts that will help ease the shocking taste of the concoction)**

Upon obtaining all materials, the courier is instructed to bring the supplies to Saint Tenafl's Monolith of Mending, one of the most reputable healing institutes on the Sword Coast, located in the Castle Ward. The hospital itself is at maximum capacity for treating patients with the Crown Lung epidemic and the only entrances are now camped out by hordes of sick Waterdhavians desperate for help. The courier will have to scale the mighty tower, several stories high to gain access to the research laboratory in charge of vaccine development. If the courier succeeds, Waterdeep will struggle for a few weeks administering the cure but casualties will be kept at a minimum. Should they fail, the disease will take several months to sort itself out naturally coupled with the research efforts of the healers in Saint Tenafl's, though the casualty rate will be astronomical. The fate of the City of Splendors rides on your shoulders, courier... Pack an extra mask and sword, you'll need it.

Think about coupling this hook with Waterdeep: Dragon Heist during Chapter 2 if you are in need of a secondary quest and plot amplifier for your players.



A FLAMING FIST IN THE FACE

Suggested for Ogee Outgoers

A merchant ship being escorted by the Flaming Fists to Baldur's Gate has been razed and plundered by the newly resurrected pirate crew, the Collosai. Led by their Captain, the mad Pirate Lord, Faust Altermann, who seeks to make the Flaming Fists pay for their involvement in his original crew's destruction. Unfortunately, the guild has found itself adjacent to all of this chaos. Though a glimmer of hope exists, the Palms Passing has been informed that several of their couriers and packages have been abducted by the pirates. A massive loss would have been incurred had the Guild not been informed that those abducted couriers, along with the stolen cargo, are being stored somewhere near the Mere of Dead Men. A specialty chit has been produced for such an assignment – free the kidnapped couriers, get your hands on as much stolen cargo as possible and get them back to closest Postal Depot for debriefing.

FEAR IS THE MIND KILLER

Suggested for Damask Deliverer

A dragonborn tribe located in the Ship Graveyard of Anauroch has requested a specialty delivery chit of varying food supplies and medicines in exchange for foreign weapons not seen in Faerun. Though the items seem simple to carry to and fro, the travel itself appears perilous. Windstorms of sand, large daunting dunes and scorching heat come between the courier and their destination.

MASTER AND COURIER

Suggested for Chinoisorie Channeler

A prodigy shipwright from Luskan has made his way down to Waterdeep and is drinking fairly heavily in the Trades Ward. He had brought with him several blueprints detailing a new warship, that should its production begin in Luskan, it would mean high naval tensions yet again between Waterdeep, Neverwinter and the Pirate City. The schematics are locked away in a desk in his room within the Bowels of the Earth Tavern run by Blazidon One-Eye. Procure the documents in the shipwright's heavy inebriation and bring them to the North Ward where a Lord's Alliance agent will be waiting for drop off.

LADY OF THE LAKE

Suggested for Damask Deliverer

A coffin has been recovered from the depths of the Sea of Fallen Stars by a group of scientists who were excavating the relatively unexplored area. The coffin is startling, but their curiosity gets the better of them. Opening the box, they find a perfectly preserved young, female human. They seal her back within the coffin and bring her back to shore to perform further examinations on her. A specialty delivery chit is issued to the Palms Passing, requesting that the coffin and its contents be brought to a laboratory in Baldur's Gate.

Consider running this hook as a lead in to the Baldur's Gate: Descent into Avernus campaign setting as part of the group's potential "Dark Secret."

THE SPINE OF THE WORLD NEEDS A CHIROPRACTOR

Suggested for Damask Deliverer

An aging alchemist is suffering from the effects of a particularly rough winter up in the Spine of the World. The constant blizzards and unrelenting winds have rendered travel from his cabin almost impossible. His son braved the journey and dares not repeat the travel up these treacherous peaks. The Palms Passing has received a chit to deliver sensitive potion materials and supplies for the hermit to continue his research and live comfortably until the harsh winter settles and he can function on his own. The courier is encouraged to plan accordingly for this trip, develop a decent travel route and expect the unexpected.

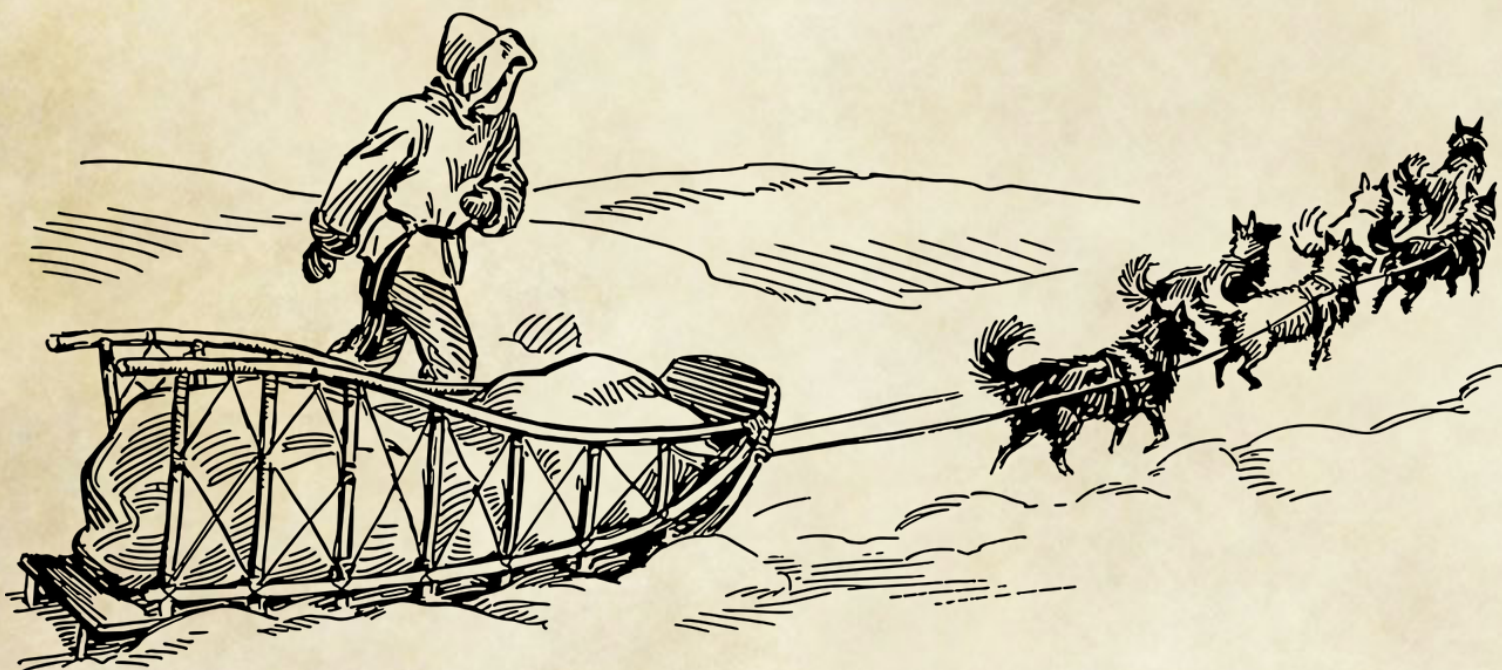
Think about potentially coupling this quest with the Sunblight chapter of the new Rime of the Frostmaiden module.

LEFT OUT IN THE COLD

Suggested for Chinoisorie Channeler & Damask Deliverer

The small settlement of Ranglan's Boulder located in the Icewind Pass is in dire straits after its leadership has fallen victim to the harsh winter and illness. All that remains of the Earl's family is their youngest daughter, Bara Bendora. She finds herself in a dangerous position with other ambitious families vying for control of the settlement. The youngster is clever and requests help from cousins she still has in Caer-Konig. Retrieve the letter under the darkness of night from Bara, travel to Caer-Konig, deliver the request for aid to the Bendoras and secure safe passage for the cousins in time for the Folksmoot. You anticipate if you are too late, Bara Bendora will not survive the moot and the erratic decisions of the desperate frontiersmen.

Think about coupling this quest with "The Unseen" starting quest of the new Rime of the Frostmaiden module.



GLOSSARY OF TERMS



elow you will find a glossary of defined terms that will help both the DM and player navigate this supplement more effectively. These terms contain basic information as well as a little sprinkle of lore that isn't necessarily found or stated within the bulk of the supplement.

“The World Climber” – This term was once a nickname jokingly given to Kartuffeus Spritelson by Mirt the Moneylender for his tenacity and tales of traveling the Material Plane and beyond, through sheer force of will and through improvised travel tactics. Presently, this term is what the Palms Passing has coined these terrain manipulation techniques archived by Kartuffeus before his death. A courier employed by the Palms Passing is considered to be a student of the World Climber.

The Board of Directors – These five individuals act as the leaders and faces of the Palms Passing Parcel & Logistics Guild and represent their corresponding rankings within. Currently, all Directors are accounted for outside of Janas Toughhoof who has been missing since the Spring Equinox of 1489 DR.

Courier – The individual responsible for the physical transport of all goods requested for delivery by the Palms Passing and its clients.

Scratch – A term used to describe when a client signs off on a chit and selects a quality status for the review section on said-chit.

Guild Jacket – A courier's jacket is a record log of that individual's scratched chits, their details and current prestige marker count.

Dispatcher – The individual responsible for producing all chits, monitoring the activities and prestige markers within a courier's Guild Jacket, collecting company payments and tracking finances for the Palms Passing Yeomans.

Yeoman – This individual is responsible for maintaining and developing financial reports, meetings and all executive assistant functions for the Board of Directors.

Chit – This small slip of paper is magically produced by the Palms Passing and contains all information detailing the delivery; information pertaining to the recipient, terms for delivery, quality review of the courier and signature for recipient. The paper of the chit cannot be torn, soaked, burned or destroyed by normal means as it is created from a magically imbued parchment produced by Guild Dispatchers. The chit classifications in the forms of *routine* and *specialty* as detailed on page 6.

Prestige Markers – Accompanying normal payment, couriers are also rewarded with prestige markers upon successful delivery. The number of prestige markers gained is based on several variables; the state of the package upon delivery, the value of the package and the chit classification. Prestige markers are tracked within the Guild Jacket by Dispatchers, who utilize a wax stamp with the Guild emblem to track your total earned prestige throughout the courier's career.

Paisley, Toile, Ogee, Damask & Chinoiserie - The various patterns that were developed by Kartuffeus to distinguish the different rankings of couriers within the Palms Passing's organization. The idea struck him from all of his travels and taking note of the different fabrics and patterns people would wear across Toril. It was a decision made to respect all the cultures he had come in contact with and to signify that the Guild had a presence around the world.



AUTHOR'S NOTE, CREDITS & THANKS

I wrote this 5th edition Dungeons & Dragons supplement to bring a wildly common occupation to the forefront of the tabletop RPG world and make it something anyone would like to do. As much as I enjoy seeing thieves' guilds and mercenary guilds in the fantasy setting, I truly believe bringing a unique perspective like being an adventuring deliveryman truly shakes the mold for common Dungeons & Dragons tropes. The mechanics of this world allow for the ordinary to become extraordinary in the blink of an eye and the roll of the dice. I hope the Palms Passing Parcel & Logistics Guild brings you as much enjoyment playing it as it did for me writing it.

So, swing your swords, cast your fireballs and climb the World... Just please make sure to keep that glass replica of my Vorpal Sword intact! I have a spot on my shelf right next to my mecha model collection that it will look perfect with.

ABOUT THE AUTHOR

Ryan Hennessy has been roleplaying since before he even entered double digits. From text-based forum roleplaying to MMOs and JRPGs, it was only a matter of time before he threw his first d20. It just happened to be a little later than most during 5th edition. Now, his life seems to have taken a different turn, finally embracing what he's always wanted to do - creating great content for great games. When not writing like an absolute maniac or hanging with his super cool family, he and his friends have finally decided to take the plunge by streaming their D&D sessions on Twitch via their group, Ante Up! Bringing an especially different take to the world of streaming D&D while attempting to keep to the fantastic source material of WoTC and Ed Greenwood, Ryan and his friends are going to be doing this for quite some time. Might be a good idea to say you bought his first supplement now?

You can find their stream at
<https://www.twitch.tv/anteupdnd>

You can reach Ryan at his email rdotwrites@gmail.com

You can reach him on Twitter as well under the handle @rdotwrites.

SPECIAL THANKS

Special thanks to Rebecca, my partner in crime and the one who pushed me to finally take the dive into doing what I truly care about. Anthony, my best friend, who constantly put down everything he was doing to review and edit whatever I put in front of him. My brother, Colin and my mother, Regina, who constantly cast bardic inspiration on me when I roll less than ideal in life.

A little monkey named Lola helped me with the Random Terrain Tables too.

If anything goes wrong or I get sued because of this supplement, you can reach out to the four of them.

SPECIAL CREDIT

Everything realized from my mental state to the page formatted is thanks to the geniuses over at **Homebrewery**. Thanks for making this dream reality for me.

The cover art was created by the magnificent JLODESIGNS. You can find his work [here](#).

The Palms Passing Logo was created by the great USAMASALIM. You can find his work [here](#).

Any additional art sources were pulled from stock images and creative commons I believe to be copyright free. If I have made a big-time no-no mistake, you can reach me at my email

REQUEST

From conception to realization, this supplement has taken a significant amount of time and effort to design, write and produce. I respectfully ask that all readers refrain from making it available online for free. The only legal market place to obtain this content is the DM's Guild, where for the price of an old school Blockbuster movie rental, you can access all the information within. If you have been 1337 and enjoyed this guide without paying for it, please consider being super chill, going to the market place and paying the author his due, so that he can dedicate more time to rolling dice and making killer content than punching in at his job. You all are the best.

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