



# EMERALD ENCLAVE



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Welcome to the Enclave.

We need you. Nature is our mother. Our mother is great and powerful. She is beautiful beyond belief. She needs you. Civilization is our father. Our father is industrious and inspired. His might knows no limits. And yet he needs you too.

Nature. Civilization. One is the fundamental root of the tree of life, and one is the highest, most beautiful branch. Both need room to grow, and neither wishes the other ill. Yet, despite being two parts of the same wondrous tree, nature and civilization so often crowd, starve, and strangle one another. This cannot be allowed.

When nature grows too far and too fast, overwhelming the lives that spring from it, the Emerald Enclave is there to slash and trim. When civilization grows so broad and heavy as to crack the very trunk that supports it, we must step in and carefully thin the foliage until equilibrium is restored.

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Our tree of life faces external threats as well. Monstrous parasites from beyond the grave and twisted abominations from beyond our world - these have no place in our garden, and must be removed.

Our is the garden of life and death, and we tend its mightiest tree. Sometimes that means protecting life, and sometimes that means dealing death. We have chosen you because we believe you to be capable of both, and wise enough to know when to nurture and when to shear. Precious few have both the skill and the wisdom to make that distinction, but those who do are invaluable. Welcome to our garden. Tend it well.



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# The Emerald Enclave

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The Emerald Enclave is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. The organization is decentralized, hardy, and reclusive. Barbarians, druids, and rangers of good or neutral alignments are commonly drawn to the Emerald Enclave.

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*We are Instars. We are the torch that lights the way for the survival of nature's dearest. We are the defenders of the wilderness and are tasked with educating a society that does not understand it. Most have forgotten that there is an ancient, natural order that held sway long before we formed our intellectual concepts of it. To come into contact with that primal order is to touch the power that guides all of life.*

*Those who walk the way of the Instars are infused with this power; we embody it, and it moves us to do our work. That is why we are never alone. Even in the midst of a noisy, crowded city, we can feel the pres-*

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*ence of the natural world inside us,  
fresh, strong, and alive.*

*Preserving that which came before  
us to survive long after we are gone.  
Is not this the highest of callings?*

*—Kaleem*

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Instars are a subfaction within the Emerald Enclave and are typically tasked with a specific goal, whether preserving the last stand of rare trees, defending a breeding ground against encroachers, or assisting with the propagation of exotic wildlife.

The Emerald Enclave organization is decentralized, hardy, and reclusive; with the Instars being even more-so. Most are tasked with a specific assignment; although a rare few are set out upon the world to find rare rare animals or plants to assist with a propagation program. Barbarians, clerics, druids, monks, rangers, and sorcerers of good or neutral alignments are commonly drawn to the Instars.

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## Member Traits

Members of the Emerald Enclave are spread far and wide, and usually operate in isolation. They learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness are more social than others who are charged with defending sacred glades and preserving the natural balance.



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## Goals

- \* Restore and preserve the natural order.
- \* Destroy all that is unnatural.
- \* Keep the elemental forces of the world in check.
- \* Keep civilization and the wilderness from destroying each other.
- \* To protect the natural world by conserving the rarest of creatures, plants, and their habitats.

## Beliefs

- \* The natural order must be respected and preserved.
- \* Forces that upset the natural order must be destroyed.
- \* Civilization and the wilderness must learn to coexist peacefully.

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## Council of Lords

The Emerald Enclave is lead by a circle of three of the most powerful religious druidic leaders in the area. They are typically Chosen of Silvanus and are also some of the most sought-after personages in the area, hunted by both those who seek their knowledge and advice and those who seek to remove the Enclave.

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## Faction Deities

These are likely the most common deities that would bestow a charm or blessing on an agent of the Emerald Enclave.

- \* **Mielikki**, goddess of forests
- \* **Eldath**, goddess of peace
- \* **Silvanus**, god of wild nature

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## Emerald Enclave Ranks

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**Rank Items.** Smaller items are typically obtained by using the [\*faction loot satchel\*](#). Larger items typically require face-to-face meetings for delivery. Items can not be sold, traded, or gifted. All items disintegrate (or leave in the case of sidekicks) upon the character leaving the faction.

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***Consumables.*** At the beginning of an adventure (or other frequency at Dungeon Master discretion), a character can select one item associated with its current rank or lower and can only have one provided item in its possession at a time. These can be used on other players.

***Magic Items.*** A character has access to the current rank's items, and to all lower rank items.

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## Rank 1, Springwarden

*Requirement: 1 renown*

This is the rank a character receives when first joining and pledging service to a faction. Perks include:

***Faction Agent Background.*** [Safe Haven.](#)

***Group Patron Benefits.*** [Assignments,](#) [Druidic Service,](#) [Proficiencies,](#) and [Secret Trails.](#)

***Consumables.*** A *potion of healing*.

***Magic Items.*** i) a faction insignia ([Emerald Enclave butterfly clasp](#)), and ii) a [faction loot satchel](#).

***Downtime activity.*** [Faction Jobs.](#)

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## Rank 2, Summerstrider

*Requirement: 3 renown and 3rd level*

Characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility. Perks include:

**Consumables.** Either a *potion of greater healing* or 10 pieces of silvered ammunition

**Magic Items.** Either a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*.

**Downtime activity.** Once, the agent may request training in a language or tool by a faction-sponsored instructor without cost or risk of complication. Receiving training typically takes at least ten work-

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weeks, but this time is reduced by a number of workweeks equal to twice the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed), with a minimum of two workweeks.

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## Rank 3, Autumnreaver

*Requirement: 10 renown and 5th level*

Characters are reliable faction members, entrusted with many secrets and deserving of additional support. Perks include:

***Consumables.*** A *potion of superior healing* or 10 pieces of adamantite ammunition.

***Magic Items.*** The agent's leaf clasp is magically upgraded and given the properties of a *ring of animal influence*.

***Item Exchange.*** Once, the agent may request the faction acquire a specific known magical weapon of common or uncommon rarity, which the character will need to trade one of its

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existing non-fiction magic items of equal or greater rarity for. This search takes two tenday. The character does not need to be present during the search.

***Kaleidoscope.*** You learn to cast [flock of familiars](#) as a 2nd level spell, which summons either three [butterflies](#) (if the environment is bright light) or three [moths](#) (if the environment is dim light or dark). This can be cast once per short rest.

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## Rank 4, Winterstalker

*Requirement: 25 renown and 7th level*

Characters are trusted voices within the faction's leadership. They are looked upon as champions of the faction's beliefs, and as mentors by those of lower rank. Perks include:

***Consumables.*** Either a *potion of supreme healing* or a *spell scroll* of 4th level or lower.

***Magic Items.*** The agent's leaf clasp is magically upgraded and now also serves as a key to activate Emerald Enclave portals throughout Faerûn.

***Sidekicks.*** One 6th-level sidekick that can adventure, go on Assignments, or perform other tasks such as maintain a house or small inn.

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## Rank 5, Master of the Wild

*Requirement: 50 renown and 11th level*

Characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions. Perks include:

***Spellcasting Services.*** Once, at the agent's requested location, the faction will sponsor a spellcaster to cast one of the following spells repeatedly for one year to make the spell permanent: *druid grove, galder's tower, teleportation circle, private sanctum, temple of the gods, mighty fortress, or guards and wards.* The character does not need

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to be present for the repeated casting of this spell.

***Butterfly Effect.*** An insignificant act performed by you at the end of a long rest magically alters the outcome of an event around you at some point in the future. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll. You can use this ability twice, and you regain any expended uses when you finish a long rest.

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## Patron Benefits

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Having the Emerald Enclave as a Group Patron provides the following benefits to the entire party.

**Assignments.** Your group may be assigned quests to further the factions goals.

**Druidic Service.** The Emerald Enclave can send a druid to assist your group when needed. You must be in the wilderness and it takes 24 hours before a druid arrives. The druid is able to cast any spell of up to 3rd level. These spells are cast without cost, however any material components must be paid for.

**Proficiencies.** You gain proficiency in the Survival skill, if you don't already have it.

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***Secret Trails.*** The Emerald Enclave knows of secret trails that lead to wondrous natural locations within Faerûn. Some trails lead to beautiful wild lands in the outer planes or on other worlds. These trails can be found in any of Faerûn's forests. After walking the trail for 8 hours you will arrive at your destination. However, there is a 1 in 4 chance that you will run across one of the dangers of the trail. There is no cost to learning these trails, but your contact must feel that you are ready before they will teach you how to access it.

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## Emerald Enclave Secret Trails

Trail	The Trail Leads to...	Req. Level	Dangers of the Trail
Folk path	Llyrath forest in the Moonshae islands	1	<b>Blights</b>
Mythal paths	Myth Rynn in the forest of Tethyr or Myth Drannorvin the forest of Cormanthor	1	<b>Quickklings</b>
The unicorn run	The Star Mounts or the Grandfather Tree in the High Forest	3	<b>Displacer beasts</b>
Forest pool to the Feywild	The fens bordering the Summer Court	5	<b>Ettercaps and giant spiders</b>
Tree roots to Ysgard	The Gates of the Moon—home to the goddesses Selune and Sune	7	Lone <b>green hag</b> or a coven

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Forest paths to the Beastlands	The Grove of the Unicorns—the realm of the goddess Mielikki	7	<b>Fomorian giants</b>
Mushroom ring to Bytopia	Whispertree—the ancient oak tree that is home to the god Baervan Wildwanderer	7	Lone <b>night hag</b> or a coven

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## Assignments / Faction Jobs

Faction Jobs include a handful of short generic missions that a character can reasonably complete within the span of a workweek. To complete a job, a character must accumulate three successful ability checks before accumulating three failures. The player chooses the skill for each of these checks. Once the character has attempted an ability check with a given skill, whether they succeed or fail that ability check, they can't use that skill again during the remainder of the job.

A character earns one renown after successfully completing a job. There are typically no monetary or item rewards for completing a job, other

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than perhaps covering daily food and lodging, if successful.

## Job Difficulty Class

Tier	Character Level	DC
1	1-4	15
2	5-10	17
3	11-16	19
4	17-20	21

The following quests are available as assignments for those with the Enclave as a Group Patron, or as downtime Faction Jobs for those who are members of the faction themselves. Quests beyond this list can be easily available as well.

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# Random Quests from the Enclave

## d6 Quest

- 1 **Logging Camp.** Raid a hobgoblin logging camp
- 2 **Spider Nest.** Clear out a den of sword spiders and giant spiders that have infested a forest
- 3 **Inferno.** Help to put out a forest fire by destroying the efreet who is keeping it going
- 4 **Snake Men.** Destroy the nest of yuan-ti that is poisoning the headwater of a major river
- 5 **Shadow Druid.** Capture the shadow druid who is terrorizing a town with his charmed animals
- 6 **Alkith.** Close a portal to the abyss that is corrupting a beautiful mountain valley

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# Magic Items

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## FACTION LOOT SATCHEL

*Wondrous item, uncommon*

The *faction loot satchel* is a kind of magical being that safeguards the faction's funds and valuables. Its innards are connected to a secure coffer within your faction, to which the satchel periodically transfers faction items. As an action, you can extract a faction perk item from your satchel. The size of the item extracted must be able to fit into a normal-sized chest. Alternatively, a character may deposit a similarly-sized item, which transfers ownership to the faction.

**Rank 2.** Upon reaching rank 2 with your faction, a second pouch in the

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satchel materializes and functions like a *bag of holding*.

If this item is lost or destroyed, the character must find a faction representative for a replacement. The physical appearance of the satchel is determined by the Dungeon Master and player.

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## EMERALD ENCLAVE BUTTERFLY CLASP

*Wondrous item, varies*

Typically fashioned as a copper cloak clasp in the shape of a leaf with a small butterfly resting upon it, the clasp serves to identify members of the Instars, a subfaction of the Emerald Enclave.

**Rank 3.** Upon reaching rank 3, your clasp is magically upgraded. This clasp has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

✱ *Animal friendship* (save DC 13)

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\**Fear* (save DC 13), targeting only beasts that have an Intelligence of 3 or lower

\**Speak with animals*

**Rank 4.** Upon reaching rank 4, your clasp is magically upgraded. It now also serves as a key to activate Emerald Enclave portals throughout Faerûn, providing instant transport to any other Emerald Enclave portal. The four more commonly known portals are in The High Forest, Cormanthor, The Wealdath, and The Forests of the Great Dale. When activated, the portal remains open until the end of your next turn, allowing anyone to use the portal.

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# Spells

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## FLOCK OF FAMILIARS

*2nd-level conjuration*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour (requires concentration)

You temporarily summon three familiars — spirits that take animal forms of your choice. Each familiar uses the same rules and options for a familiar conjured by the *find familiar* spell. All the familiars conjured by this spell must be the same type of creature (celestials, fey, or fiends; your choice). If you already have a familiar conjured

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by the *find familiar* spell or similar means, then one fewer familiars are conjured by this spell.

Familiars summoned by this spell can telepathically communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you cast a spell with a range of touch, one of the familiars conjured by this spell can deliver the spell, as normal. However, you can cast a touch spell through only one familiar per turn.

***At Higher Levels.*** When you cast this spell using a spell slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

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# Monsters

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## BUTTERFLY

*Tiny Beast, Unaligned*

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**Armor Class** 14

**Hit Points** 1 (1d4 - 1)

**Speed** 20 ft.

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STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	9 (-1)	1 (-5)	10 (+0)	12 (+1)

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**Damage Immunities** poison

**Condition Immunities** poison

**Senses** passive Perception 12

**Languages** -

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

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***Cardenolide Toxicity.*** Any creature that hits a butterfly with a bite attack suffers 1 point of poison damage.

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# MOTH

*Tiny Beast, Unaligned*

**Armor Class** 14

**Hit Points** 1 (1d4 – 1)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	9 (-1)	1 (-5)	10 (+0)	9 (-2)

**Damage Immunities** poison

**Condition Immunities** poison

**Senses** darkvision 30 ft., passive Perception 12

**Languages** –

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

***Hemlock Toxicity.*** Any creature that hits a moth with a bite attack suffers 1 point of poison damage.

***Daylight Sensitivity.*** The moth has disadvantage on all perception checks when it is in bright light.

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## Faction Agent Background

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All faction agents are required to change their background feature to Safe Haven, regardless of their background.

### Feature: Safe Haven

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

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