



# GUIDE TO THE FIVE FACTIONS



This DUNGEONS & DRAGONS® supplement attempts to consolidate and expand on various sources to make it easier to incorporate the core five factions into your adventures.





# GUIDE TO THE FIVE FACTIONS

This document is the author's attempt at integrating the various fifth edition faction publications (including a couple popular third party and legacy publications), into one cohesive resource. The writer attempted to do so without taking away any material concepts or benefits. This entire document is just a suggestion and can be used in whole, or in part.

**Group Patrons.** Patron rules from *Tasha's Cauldron of Everything* are included, providing individual players the option of becoming full-blown faction agents, or for the party to use a faction as a Group Patron.

**Faction Perks.** The DM should feel free to edit perks to fit their own campaign. In-game access to the rewards is also at DM discretion – from just using the provided *faction loot satchel*, to needing to make contact with an actual representative, to requiring a short adventure to get certain perks.



This product also includes:

**Physical Handouts.** Included in the zip file for this product are three physical handouts which can be given to players at a table: i) faction cards with a short summary on the front and a QR code to D&D Beyond Player Interaction Item discussed below; ii) *paper bird* template, with folding instructions, that allows the DM to print out and fold up a faction missive into an origami owl as a fun handout; and iii) welcome letters for each main faction when they join a faction.

**Digital Handouts.** These include i) a phone PDF of each faction which can be emailed to each player for their respective faction; it is a summary of this document of the player-specific information for each faction (in an easy-to-read phone format), and ii) a faction missive template that can be filled out and emailed to players when they get quests.

**Player Interaction Aid.** At the end of the publication is a list of D&D Beyond links for faction insignias, in addition to other magic items. These faction insignias are effectively a summary of the perks for each faction, served as a magic item. A link to the item can be sent to a player (where they can either add it to their character's inventory if they're a D&D Beyond subscriber, or just save the link as a reference). This provides an easy phone resource to refer back to as they play, allowing the factions to stay in the player's mind as they progress.

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**Navigating this document.** There are several ways to navigate this document.

- \* **PDF bookmarks.** Standard PDF bookmarks are in place.
- \* **Internal Cross-references.** Throughout this document (including the Return to Table of Contents› link in the footer of each page), **dark red** links followed by a ‘›’ symbol take you to the applicable location.
- \* **Other External Links.** All **dark blue underlined** links take you to external Internet references.
- \* **D&D Beyond Links.** Homebrew items, monsters, and spells created on D&D Beyond include a hyperlinked image. **DDB**
- \* **DMSGuild Links.** Other publications by this author available on DMSGuild include a hyperlinked image. 

# FACTION RENOWN

If a character wishes to join (or already has joined) a faction, this guide provides optional details for advancement and benefits. This document can also be used as a template to building other player factions. Faction descriptions have several sections including:

- \* Faction summary including member traits, goals, beliefs, and senior leadership
- \* Ranks and rank perks
- \* Group Patron benefits
- \* Assignments / Faction Jobs
- \* Faction deities
- \* Example representatives
- \* Welcome letter

## Joining a Faction

Faction admission is by invitation only, although this can be easily addressed by the character choosing the faction agent background (Appendix A). After creation, a player should work with the DM if it would like to become a member of a faction.

Upon joining, a character gains 1 renown and typically receives a welcome letter and a faction insignia. The character's background feature also changes to Safe Haven (the entire background does not need to change, just the background feature).

**Level Requirements.** Minimum character levels are noted by each rank, this is at the DM's option.

## Rewarding Renown

Renown is a numerical value that increases as a character earns favor and reputation within a particular organization. You can tie benefits to a character's renown, including ranks and titles within the organization and access to resources. A player tracks renown separately for each organization his or her character has interacted with. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interaction with each organization over the course of the campaign. While a character can have renown with multiple factions, it can only be an active member of one faction at a time.

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 instead.

**Subfaction Renown.** Although several factions have subfactions, renown is tracked at the faction level.

## Losing Renown

Serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The extent of the loss depends on the infraction and is left to your discretion. Members of the Lords' Alliance who turn down a mission lose one renown, members of other factions can turn down a mission without consequence. A character's renown within an organization can never drop below 0.

## Faction Suspension

A DM can suspend faction benefits, immediately removing access to renown and items.

**Short-term suspension** can occur if a character is witnessed committing a crime, found guilty of committing a crime, significant disrespect of persons of authority, and other acts that go against the goals and beliefs of a faction.

**Long-term suspension** can occur for disruptive acts such as hostile behavior against other faction members, overtly evil acts (for most factions), etc.

## Leaving a Faction

A character leaves a faction if its renown is reduced to 0, or by choice at any other time. If a character chooses to leave a faction on good terms, it retains its renown; however, it stops receiving benefits.

# GROUP PATRONS

Characters don't necessarily need to be a member of a faction to receive its support. Instead of being an agent of a faction, a party can choose to have the faction as its Group Patron, receiving a few benefits as a group that are generally (although with a few noted exceptions) do not increase as they gain levels (vs faction benefits which do). In this manner, a character could be a member of one faction and have another faction as its Group Patron. *Tasha's Cauldron of Everything* provides rules for Group Patrons, which are outlined below.

These patrons provide a strong binding element: an individual or an organization that unites a party as a team in service to a greater purpose. A Group Patron can help set the tone of your party's entire campaign. A patron can influence characters' relationships, their backstories, and the types of dangers they face.

As a general rule, Group Patron benefits are also included as rank 1 benefits for faction agents.

**Benefit of patronage vs. agency.** While the faction perks are significantly better for a character when it is a faction agent vs. having the faction as a Group Patron, there are benefits to patronage over agency, which include:

- \* As noted under the rules of joining a faction, any character that joins a faction as an agent is required to have the Safe Haven background feature. Having a faction as a Group Patron does not have this requirement.
- \* A character can gain renown through Assignments without being a faction agent, with the ability to leverage the renown at a later date.

## How Patrons Work

The following sections present several Group Patron options. The description of each patron provides an overview of the perks of membership, and quests the patron encourages adventurers to undertake.

## Group Assistance

Having a Group Patron gives an adventuring group a common purpose, which inspires better coordination in the form of guidance and encouragement. As a result of this unity, each member of the party can grant advantage to an ability check, an attack roll, or a saving throw of another member of the party. To grant advantage in this way, a character and the chosen target must be able to see or hear each other, and neither can be incapacitated. Once a party member grants this advantage, that individual can't do so again until they finish a long rest.

## Perks

A Group Patron offers a party a number of perks for their service. These range from standard business arrangements, such as a steady wage and access to staff facilities, to extraordinary boons, such as audiences with powerful figures or exceptions from certain laws. Specific perks are presented in the description of each Group Patron. In general, the Group Patron perks are a subset of Rank 1 perks for faction agents called Patron Benefits.

## Assignments / Faction Jobs

A Group Patron occasionally offers a party an Assignment, a mission that provides a springboard for adventure. Of course, it's up to the party how they respond to their patron's demands, and interesting stories can result if they decide to refuse an Assignment.

Assignments are largely similar to Faction Jobs although Assignments would be active adventures managed by the DM and Faction Jobs would be downtime activities managed by the player. For rules on doing Faction Jobs as downtime activities, see [Appendix G](#).

**Renown.** Whether a character uses the faction as a Group Patron or is an actual member, completion of an Assignment or Faction Job provides one renown for completion of the quest.





# EMERALD ENCLAVE

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.

*We of the Emerald Enclave serve as gatekeepers to that vast space beyond the city walls. We are the defenders both of the wilderness and of the 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 Emerald Enclave 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 presence of the natural world inside us, fresh, strong, and alive. The enclave seeks to make awareness of this power available to all.*

*Freedom. Is not this the highest of callings?*

*—Delaan Winterhound*

The Emerald Enclave is a far-ranging group that opposes threats to the natural world and helps others survive in the wilderness. Branches of the organization are scattered throughout Faerûn and often operate in isolation from the others. This existence instills in the enclave's members a fierce self-reliance and mastery of certain fighting and survival skills.

A ranger of the enclave might be hired to lead a caravan through a treacherous mountain pass or across the frozen tundra of Icewind Dale. A druid might volunteer to help a village prepare for a long, brutal winter. Barbarians and druids who live as hermits might appear from nowhere to help defend a town against marauding orcs.

Members of the Emerald Enclave know how to survive and, more important, how to help others do the same. They are not opposed to civilization or progress, but they strive to keep such “advances” in balance with the wild. They restore and preserve the natural order, even as they root out and destroy all that is unnatural. They keep the elemental forces of the world in check and prevent civilization and the wilderness from destroying one another.

## 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.

## 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.

## 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.

## The Elder Circle

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.

## Emerald Enclave Ranks

**Rank Items.** Smaller items are typically obtained by using the *faction loot satchel*. Items can not be sold, traded, or gifted. All items disintegrate (or leave, in the case of sidekicks) upon the character leaving the faction.

**Consumables.** At the beginning of an adventure (or other frequency at DM 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. These items are further detailed in Appendix F.

### 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.

**Patron Benefits.** Assignments, Druidic Service, Proficiencies, and Secret Trails (see next page).

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

**Magic Items.** i) a faction insignia (*Emerald Enclave leaf clasp*) and ii) a *faction loot satchel*.

**Downtime Activity.** Faction Jobs (see next page).

### 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 workweeks, 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.

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

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a *charm of animal conjuring* upon the agent.

### 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.

### 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 to be present for the repeated casting of this spell.

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a *blessing of the Zephyr* upon the agent.

## Group Patron Benefits

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. See next section for available faction Assignments.

**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 do not already have it.

**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.

### Emerald Enclave Secret Trails

Trail	The Trail Leads to...	Required Level	Dangers of the Trail
Folk path	Llyrath forest in the Moonshae islands	1	<b>Blight</b> s
Mythal paths	Myth Rynn in the forest of Tethyr or Myth Drannorvin the forest of Cormanthor	1	<b>Quicklings</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</b> and <b>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
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

## Assignments / Faction Jobs

The following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix G](#) for rules on completing Faction Jobs.

### Random Quests from the Emerald Enclave

#### d6 Quest

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



## Faction Deities

These are likely the most common deities that would bestow a charm or blessing on an agent of the Emerald Enclave. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player. Common deities of the faction include:

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

## Example Representatives

### Delaan Winterhound

*Neutral good male Half-elf ranger*

**Ideals:** Balance, life (“In all good hearts is a spot of darkness, and in all tragedy is a glimmer of light.”)

**Interaction Traits:** Quiet

**Potential Resources:** Druids, treants, and good- and neutral-aligned lycanthropes

Delaan has a regular companion, a winter wolf named Loska, and spends much of his time wandering the northern wilderness. He visits friends once a year, and otherwise shies away from large settlements. He objects to many actions that good or neutral characters might not think twice about—including destroying chromatic dragon eggs and other acts that disrupt the natural cycle. Delaan’s oldest friend and mentor is a mighty treant named Turlang who resides in the High Forest.

Delaan is featured in *Tyranny of Dragons*.

### Melannor Fellbranch

*Chaotic good male Half-elf grounds keeper*

**Ideals:** Order, moderation

**Interaction Traits:** Quiet

**Potential Resources:** Consumables

Melannor Fellbranch is a friendly but humorless grounds keeper. Melannor delivers missions by way of *animal messenger* spells and is partial to using cats and pigeons as couriers. He quickly assigns new members their first mission.

Melannor is featured in *Waterdeep: Dragon Heist*.

### Morista Malkin

*Neutral good female Shield Dwarf scout*

**Ideals:** Loyalty, nature, the dwarven people

**Interaction Traits:** Stern, stubborn, insightful

**Potential Resources:** Emerald Enclave scouts and giant lizard mounts

Originally from the Silver Marches, she balances her work with the Emerald Enclave and her loyalty to her people and their cause. Stern and stubborn, Morista sees it as her duty to protect people from the often savage nature of the Underdark and to remind them of its natural beauty. Morista spends some of her time training elite scouts to reconnoiter the Underdark passages.

Morista is featured in *Out of the Abyss*.

### Seranolla the Whisperer

Stats and an in-depth conversation with Seranolla can be found in *Conversations With... Faction Contacts in the Moonsea*.

### Kivan the Grim and Faldorn the Hierophant

Both of these guild contacts are described in much further detail in *Minsc and Boo’s Journal of Villany*.



# Emerald Enclave

Welcome to the Emerald 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.

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.







# Emerald Enclave Subfaction – Instars

*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.*

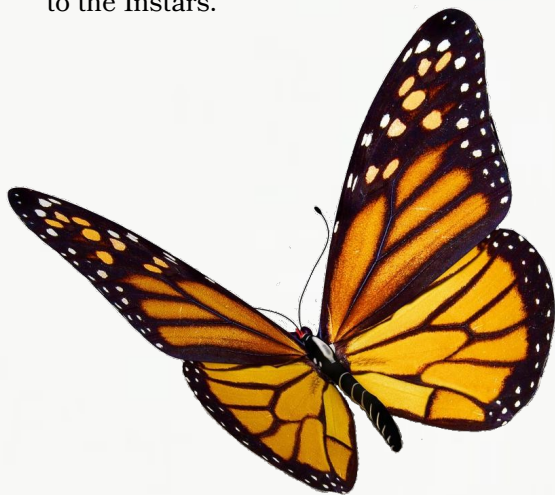
*Those who walk the way of the Instars are infused with this power; we embody it, and it moves us to do our work. That is why we are never alone. Even in the midst of a noisy, crowded city, we can feel the presence of the natural world inside us, fresh, strong, and alive.*

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

—Kaleem

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 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.



## Additional Goal

- \* To protect the natural world by conserving the rarest of creatures, plants, and their habitats.

## Rank Perks

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The ranks are largely consistent with those of the Emerald Enclave, with the following perk differences.

### Rank 1

The faction insignia is replaced with an *Emerald Enclave butterfly clasp*.

### Rank 3

The Supernatural Gifts perk is replaced with the Kaleidoscope ability.

**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.

### Rank 5

The Supernatural Gifts perk is replaced with the Butterfly Effect ability.

**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.







# HARPERS

The Harpers is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. The organization is benevolent, knowledgeable, and secretive. Bards and wizards of good alignments are commonly drawn to the Harpers.

*A Harper is first and foremost self-reliant, for once you are autonomous then no one can tempt you into using power as a crutch. You are sovereign unto yourself.*

*Therefore, a Harper's soul must be incorruptible. Many believe themselves to be so, but power comes in many guises, and it will surely find your weakness. Of this you may be certain. Only a true Harper can pass this test and transform weakness into strength. That is why we are the hand that stops the tyrant, feeds the oppressed, and asks for nothing in return.*

*We are the song for those who have no voice.*

*— Remallia "Remi" Haventree*

This clandestine network of spellcasters and spies seeks to tip the scales in favor of the innocent, the weak, and the poor within the Realms. Harper agents pride themselves on being incorruptible defenders of good, and they never hesitate to aid the oppressed. Because they prefer to work behind the scenes, they are rarely noticed as they thwart tyrants, depose rulers, and head off any growing force that is rumored to have evil intent. The Harpers has its finger on the pulse of power in the Realms and works tirelessly to even the odds for the downtrodden.

Individual Harper agents operate alone, relying on their wits and extensive information networks to gain an advantage over their enemies. They know that knowledge is power, so gathering intelligence beforehand is paramount to their success. They are well-informed and always have access to aid, magical and otherwise. Veteran members have access to secret caches of knowledge stashed all over Faerûn, along with trusted sources stationed in every major town and city.

The organization is always on the lookout for powerful items, expressly to keep them out of the hands of evildoers. To this end its agents use various guises and identities to gain access to carefully guarded secrets such as ancestral maps, buried cities, and mages' keeps.

The bond between Harpers is strong, and their friendships are nigh unbreakable. Rarely do they operate in the open, but on rare occasions they must, be cause there is no other choice. When that happens, you can be sure that a fellow Harper is watching closely, ready to emerge from the shadows and help a comrade at a moment's notice.

## Member Traits

Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are nigh unbreakable. Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.

## Goals

- \* Gather information throughout Faerûn.
- \* Promote fairness and equality by covert means.
- \* Thwart tyrants and leaders, governments, and organizations that grow too powerful.
- \* Aid the weak, poor and oppressed.

## Beliefs

- \* One can never have too much information or arcane knowledge.
- \* Too much power leads to corruption. The abuse of magic, in particular, must be closely monitored.
- \* No one should be powerless.

## Council of High Harpers

At the peak of the organization is the council known as the High Harpers, several of which are Chosen of Mystra. Each has earned his or her place through long and notable years of loyal service to the Harpers' cause. The High Harpers direct the larger organization, keeping an eye on how small efforts and evils affect the bigger picture. Not all High Harpers are on the Council and should generally not be an option for characters.

## Harper Ranks

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**Rank Items.** Smaller items are typically obtained by using the *faction loot satchel*. Items can not be sold, traded, or gifted (except *Harper tokens*, which can be gifted to someone of the agent's choosing). All items disintegrate (or leave, in the case of sidekicks) upon the character leaving the faction.

**Consumables.** At the beginning of an adventure (or other frequency at DM 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. These items are further detailed in Appendix F.

### Rank 1, Watcher

*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.

**Patron Benefits.** Assignments, Safe House, and Fences (see next page).

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

**Magic Items.** i) a faction insignia (*Harper pin*) and ii) a *faction loot satchel*.

**Downtime Activity.** Faction Jobs (see next page).

### Rank 2, Harpshadow

*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.** i) either a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*; and ii) a *Harper token*.

**Downtime Activity.** Once, the agent may request training in a language, tool, musical instrument, or single weapon by a faction-sponsored instructor without cost or risk of complication. Receiving training typically takes at least ten workweeks, 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.

### Rank 3, Brightcandle

*Requirement: 10 renown and 5th level*

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

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

**Magic Items.** i) the agent's pin is magically upgraded and given additional properties, including those of a *ring of mind shielding*; and ii) one additional *Harper token*.

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

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a *charm of clairvoyance* upon the agent.

### Rank 4, Wise Owl

*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.** An additional *Harper token*.

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

### Rank 5, High Harper

*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 to be present for the repeated casting of this spell.

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a *blessing of the Zephyr* upon the agent.

## Group Patron Benefits

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

**Assignments.** Your group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Safe House.** The Harpers have secret members in almost every town and city. Your group knows how to locate these members and can use their houses to maintain a comfortable lifestyle. While the Harpers are famed for helping the poor, they rarely live like them.

This perk is effectively the same as the Safe Haven faction agent background feature.

**Fences.** Because the Harpers are devoted to tracking down magic items, they have a network with access to a larger variety of magical items than anywhere outside of the Red Wizards of Thay. Each member of your party gains access to certain magic items for a suitable donation. The different costs of acquiring these magic items are described in the following table.



For more detailed information on the Harpers, the D&D second edition publication, [The Code of the Harpers](#) by Ed Greenwood, provides additional information, a lot of which is still relevant in fifth edition.

## Items Acquired via Harper Fences

Magic Item	Required Trade	Cost
<i>Armor, +1 of your choice</i>	<i>Armor, +1</i>	200 gp
<i>Bag of holding, bag of tricks, boots of elvenkind, cloak of elvenkind, cloak of protection, robe of useful items, winged boots</i>	Uncommon magical bag, boots or cloak	75 gp
<i>Eyes of charming, eyes of minute seeing, eyes of the eagle, gloves of missile snaring, gloves of swimming and climbing, gloves of thievery, hat of disguise</i>	Any uncommon magical wondrous item	75 gp
<i>Wand of magic detection, wand of magic missiles, wand of secrets, wand of the war mage, wand of web</i>	Any magical wand	100 gp
<i>Weapon, +1 of your choice</i>	<i>Weapon, +1</i>	100 gp

## Assignments / Faction Jobs

The following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix G](#) for rules on completing Faction Jobs.

### Random Quests from the Harpers

#### d6 Quest

- The Network.** Take out a Zhentarim safe house in a major city
- Devil Worshipers.** Expose an Athkatlan noble family that secretly worships a lord of the Nine Hells
- Demon Possession.** Banish a demon that has possessed the lord of a major city
- Slavers.** Take out the transport ships of a major slave ring operation
- Assassination.** Assassinate an evil noble who threatens to destabilize the Lords' Alliance
- Spies.** Infiltrate the court of a powerful king who has been preparing to go to war against his neighbors



## Faction Deities

These are likely the most common deities that would bestow a charm or blessing on a Harper. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player.

- \* **Oghma**, god of knowledge
- \* **Mystra**, goddess of magic

## Example Representatives

### Remallia Haventree

*Chaotic good female Moon Elf fighter*

**Ideals:** Freedom, respect (“Our failure would spell an end to all beautiful and honest things.”)

**Interaction Traits:** Honest, friendly

**Potential Resources:** Harper mages and scouts

The elf noble Remallia – “Remi” to her friends – is quiet, speaking only after others have had their turn, and is content to let events unfold until she feels a need to offer intervention and guidance. This embodies her attitude about combat as well.

She measure success in the value and quantity of intelligence gained by a course of action, as well as how that knowledge can be used to leverage an enemy into submission.

She is willing to cooperate with unsavory types and leverage evil assets, but not if doing so endangers others unnecessarily. She can respect the deftness and skill needed to make such an arrangement, even if she does not like the arrangement itself. She will be dissatisfied if the characters kill rather than capturing – without at least trying to extract information from them beforehand. She is the lady of House Ulbrinter and a guiding light for the Harpers in Waterdeep.

Remallia Haventree is featured in *Waterdeep: Dragon Heist*, and *Tyranny of Dragons*.

### Olisara Lightsong

Stats and an in-depth conversation with Olisara can be found in *Conversations With...Faction Contacts in the Moonsea*.

### Jaheira and Vellin Farstride

Both of these guild contacts are described in much further detail in *Minsc and Boo’s Journal of Villany*.

## Lord Zelraun Roaringhorn

*Lawful neutral male Human wizard*

**Ideals:** Freedom, opportunity, civilization

**Interaction Traits:** Proud, self-assured, fickle, spendthrift

**Potential Resources:** Shield guardian

Lord Roaringhorn hails from a noble family, with all the self assurance and pride that entails. He pursued his talent for the arcane arts, but never forgot his roots or lost his fondness for spending his family’s considerable income on the finer things in life. He’s a confident sort who likes to gamble. Winning over Roaringhorn requires a willingness to dine, drink, and potentially game with him.

Lord Roaringhorn is accompanied by a shield guardian and holds its control amulet. The shield guardian currently has a lightning bolt spell stored within it. A character may gain use of the shield guardian by winning a game of chess against the Harper wizard.

Lord Roaringhorn is featured in both *Out of the Abyss* and *Storm King’s Thunder*.

### Mirt

*Lawful neutral male Human noble*

**Ideals:** Creativity, opportunity

**Interaction Traits:** Obnoxious

**Potential Resources:** Consumables

Once known as Mirt the Merciless and the Old Wolf, Mirt made a fortune and carved out a reputation as an adventurer and philanderer. Today, an older and wiser Mirt serves as a Harper representative. The years have not worn him down, and though he has grown soft in the flesh, he remains deceptively strong, vigorous, and clear of mind. Mirt has survived the passing of centuries by means of magic.

Despite his prodigious girth, Mirt can move with good speed when he must, and he hasn’t let his adventuring skills wither. His wife, Asper, passed away several years ago, and his rambling mansion has seen better days. Mirt spends his days embroiled in politics and whiles away his nights in drink and debauchery.

Mirt is featured in *Waterdeep: Dragon Heist*.

# Harpers

Welcome to the Harpers. You're one of us now.

Don't go bragging about it.

We fight for equality. We do it from the shadows.

We fight corruption. We do it quietly.

We fight against tyrants, despots, and monsters. We do it subtly.

We also fight against dragons. We'd love to do that part quietly too, but at that point, we'll take what we can get.

We're the Harpers, and we're here to make things right. We'd just rather nobody knows we're doing it. It's easier to do our job when the wicked don't see us coming, and even easier when they don't know we exist. We're of the opinion that cunning beats force, misdirection beats confrontation, and good triumphs over evil...especially when it catches evil napping. If we're wrong about any of that, then we've been getting real lucky for the last few centuries. We're not wrong. We're definitely not lucky either, though we wouldn't complain if we were; it'd be a nice change of pace. Sadly though, luck's only for fools, gamblers, and goblins. We just have to make do with our quick wits, unerring charm, and heroic good looks. A couple of trusty spells and a big sword don't hurt either.

We're the Harpers. You're one of us now. That means you're here to rescue the townsfolk, vanquish the dark forces that prey on the innocent, and just generally save Faerûn from itself. And you're here to do it quietly.

Good luck,

*Leasin Erlanthar*



## Harper Marks

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Harpers often use symbols to alert fellow Harpers of dangers or beneficial caches. If any of these are drawn with extra “dots” within the symbol, they are false signs placed to mislead non-Harpers.



Follow this Path



Hidden Entrance/Way



Harper Refuge Nearby



Water Safe to Drink



Monster Lair Nearby



Lookout (with cover)



Safe Route Turns Here



A Harper Fell Here



Message Cash Nearby



Safe Haven



Hidden Cache



Grave/Tomb



Dangerous Place



Dangerous Magic Here



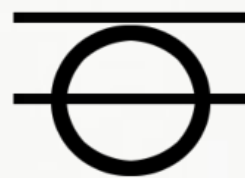
Food/Water Nearby



Here Be Dragons



Trap



Keep Your Head Low





# LORDS' ALLIANCE

The Lords' Alliance is a loose coalition of established political powers concerned with mutual security and prosperity. The organization is aggressive, militant, and political. Fighters and sorcerers of lawful or neutral alignments are commonly drawn to the Lords' Alliance.

*Everyone wants to sleep at night and feel safe in their homes, but how many want to do what it takes to keep the tide of evil at bay? To stand in the cold and rain, waiting for battle while hunger gnaws at their bellies? Many wish to reap the rewards of a good harvest, but few care to remove the stones and till the fields for planting.*

*The Lords' Alliance fights the things that the shopkeeper in his bed has never even heard of. We remove threats before the town mayor even knows about it. We make bad things go away. That's what we're good at.*

— Rameel Jos

The Lords' Alliance is an association of rulers from cities and towns across Faerûn (primarily in the North), who believe that solidarity is needed to keep evil at bay. The rulers of Waterdeep, Silverymoon, Neverwinter, and other free cities dominate the coalition, and all lords in the Alliance work primarily for the fate and fortune of their individual settlements.

Alliance agents include sophisticated bards, zealous paladins, talented mages, and grizzled warriors. They are chosen primarily for their loyalty and are experts in observation, stealth, innuendo, and combat. Backed by the wealthy and the privileged, they carry fine equipment (often disguised to appear common), including large numbers of scrolls scribed with spells of communication.

Agents of the Lords' Alliance ensure the safety and prosperity of civilized Faerûn by standing united against the forces that threaten civilization. They proactively eliminate such threats by any means, fighting with pride for the glory and security of their people, and for the lords who rule over them. However, Alliance operatives are often glory hounds, looking to gain a leg up on their counterparts from other Alliance cities. The leaders of the Alliance know that the order will survive only if its members support each other, requiring a balance between pride and diplomacy.

Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.

## Member Traits

In order to seek out and destroy threats to their homelands, agents of the Lords' Alliance must be highly trained at what they do. Few can match their skills in the field. They fight for the glory and the security of their people and for the lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members “play nice” with one another, which requires a certain measure of diplomacy. Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.

While the Alliance is an association of rulers, a member of the Alliance does not need to be a ruler or even swear allegiance to a specific city or town. The Alliance often employs adventurers whose support of its cause, and those members can work up through the ranks just as any citizen of a representative region can.

## Goals

- \* Ensure the safety and prosperity of cities and other settlements of Faerûn.
- \* Maintain a strong coalition against the forces of disorder.
- \* Proactively eliminate threats to the established powers.
- \* Bring honor and glory to one's leaders and one's homeland.

## Beliefs

- \* If civilization is to survive, all must unite against the dark forces that threaten it.
- \* Fight for your realm. Only you can bring honor, glory, and prosperity to your lord and homeland.
- \* Don't wait for the enemy to come to you. The best defense is a strong offense.

## Council of Lords

The Alliance is run democratically with each member city and town having a voice and a vote when it comes to deploying troops in the name of the Alliance. Some of the larger cities such as Waterdeep and Baldur's Gate have two votes considering the number of people represented.

## Lords' Alliance Ranks

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**Rank Items.** Smaller items are typically obtained by using the *faction loot satchel*. Items can not be sold, traded, or gifted. All items disintegrate (or leave, in the case of sidekicks) upon the character leaving the faction.

**Consumables.** At the beginning of an adventure (or other frequency at DM 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. These items are further detailed in Appendix F.

### Rank 1, Cloak

*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.

**Patron Benefits.** Armory, Assignments, Pigeon Service, Safe Keeping, and Support Team (see next page).

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

**Magic Items.** i) a faction insignia (*Lords' Alliance signet ring*) and ii) a *faction loot satchel*.

**Downtime Activity.** Faction Jobs (see next page).

### Rank 2, Redknife

*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, musical instrument, or single weapon by a faction-sponsored instructor without cost or risk of complication. Receiving training typically takes at least ten workweeks, 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.

### Rank 3, Stingblade

*Requirement: 10 renown and 5th level*

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

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

**Magic Items.** The agent's ring is magically upgraded and given the properties of a *ring of the ram*.

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

### Rank 4, Warduke

*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.

**Estate.** A deed to a 1,000 acre estate in the nearby countryside where the agent has been adventuring.

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

### Rank 5, Lioncrown

*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:

**Commander.** With approval of the DM, Lioncrowns may commandeer a garrison (typically 3 **veterans**, 27 **guards**, a **priest**, and a **mage**). These forces do not go adventuring with the agent.

## Group Patron Benefits

Having the Lords' Alliance as a Group Patron provides the following benefits to the entire party.

**Assignments.** The group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Pigeon Service.** The Alliance allows the party the use of their pigeon service, allowing them to send messages to other member cities, strongholds, and garrisons.

**Safe Keeping.** A local lord offers to store the party's goods in a secure location.

**Support Team.** The Lords' Alliance can send three **guards** to assist the group when needed. It must be in a town or village and it takes 24 hours before they arrive. They will not go adventuring with the group, but can escort persons or goods to a specific place in the region, as well as perform other unsupervised tasks.

**Armory.** Because the Lords' Alliance contains an armory in virtually every area where it is present, it usually has a well-stocked arsenal of available weapons and armor. Each member the party can trade an existing item for another in stock as described in the following table.

### Items Available From an Alliance Armory

Magic Item	Required Trade	Cost
<i>Armor, +1 of your choice</i>	<i>Armor, +1</i>	Base price of desired mundane armor type
<i>Weapon, +1 of your choice</i>	<i>Weapon, +1</i>	Base price of desired mundane weapon type

## Assignments / Faction Jobs

The following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix G](#) for rules on completing Faction Jobs.

### Random Quests from the Lords' Alliance

#### d6 Quest

- Reinforcements.** A garrison in the area is expecting an attack and needs reinforcements
- Unnatural Disaster.** A neighboring community is experience magical weather effects causing havoc to the area; investigate and eliminate the threat
- Rescue Mission.** The relative of a local lord has been kidnapped and is being held for ransom; track down the kidnappers and return the relative
- Coupe.** A nearby lord is experiencing a coupe; assist in suppressing the uprising.
- Border Patrol.** Hostile forces have been seen in the area; patrol the countryside and engage any threats
- Spies Among Us.** Rumors are circulating that a member of The Network is attempting to infiltrate the local government; seek it out and destroy it.





## Faction Deities

Likely the most common deity that would bestow a charm or blessing on an agent of the Lords' Alliance is **Helm**, god of protection. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player.

## Example Representatives

### Lord Eravien Haund

*Lawful neutral Half-elf noble*

**Ideals:** Order, society, peace, stability

**Interaction Traits:** charming, sly, worldly

**Potential Resources:** Lords' Alliance guards and spies

The representative of the Lords' Alliance is a noble of Tethyrian and moon elf heritage, his youthful looks belying his actual age and experience. Although he hails from Waterdeep, Lord Eravien often travels to other alliance settlements. He's a charming and sly courtier, able to immediately size up any social situation, but his fondness for socializing often distracts him from what's important.

Lord Haund is featured in *Out of the Abyss*.

### Lord Dagult Neverember

*Lawful neutral male Human fighter*

**Ideals:** Moderation, responsibility (“The commoners need strong leaders to protect them—and to do what must be done even when it is distasteful.”)

**Interaction Traits:** Honest

**Potential Resources:** Conscript troops, and mercenaries from around the world

Lord Neverember holds many titles and wears several crowns. He looks the part of such an impressively titled figure: tall and broad-shouldered, with a thick beard, a wild mane of hair, and a forceful manner. Rarely seen without his hand around a glass of strong spirits, he is a master manipulator and looks and behaves as a king should.

Dagult demands order and rewards discipline. He knows that nothing comes without effort, and sacrifices must be made when necessary. Tireless in his actions, he never stops until he has achieved his goals. He will use any means at his disposal, as long as those means are legally justifiable—even when such justification must be

“rediscovered” from long-forgotten or ignored laws.

Lord Neverember is featured in *Tyranny of Dragons* and mentioned extensively in *Waterdeep: Dragon Heist*.

### Jalester Silverman

*Lawful neutral Human rogue*

**Ideals:** loyalty, creativity

**Interaction Traits:** charming, passionate

**Potential Resources:** Consumables

An earnest man in his mid-twenties, Jalester hails from the distant land of Cormyr, where he earned his spurs working for a mercenary company called the Steel Shadows. A few years ago, Jalester left the Dales and traveled to Faerûn with several other members of the company, one of whom, Faerrel Dunblade, would become his best friend and lover. Faerrel was unfortunately killed in battle. Jalester spends much of his time in taverns that adventurers are known to frequent.

Jalester is featured in *Waterdeep: Dragon Heist*.

### Dornal Whitebeard

Stats and an in-depth conversation with Dornal can be found in *Conversations With...Faction Contacts in the Moonsea*.

### Lady Laeral Silverhand

*Chaotic good female Human wizard*

**Ideals:** Creativity, respect (“We cannot stop what we do not understand.”)

**Interaction Traits:** Quiet, curious

**Potential Resources:** Conscript troops

Lady Laeral is one of the Seven Sisters—legendary, nigh-immortal figures known to have been blessed by Mystra. Her spellcasting ability is impressive but is beginning to wane, and she focuses more on political power than on the arcane these days.

Laeral brings centuries of leadership experience and an impressive reputation to the negotiations. A consummate diplomat, she can wield words that wound or soothe with equal ease.

Lady Silverhand is featured in *Waterdeep: Dragon Heist* and *Tyranny of Dragons*.

## Cities in the Alliance

While some of the other factions loosely operate around Faerûn, the Lords' Alliance has a semi-defined sphere of influence. It is a confederation among the rulers of various northern settlements and currently counts these ten cities in the Alliance (and always looking to expand):

- \* **Amphail** (lead by Lord Dauner Ilzimmer)
- \* **Waterdeep** (lead by Open Lord Laeral Silverhand)
- \* **Baldur's Gate** (lead by Grand Duke and Marshal of the Flaming Fist Ulder Ravengard)
- \* **Daggerford** (lead by Duchess Morwen Daggerford)
- \* **Longsaddle** (lead by Dowell Harpell)
- \* **Miarabar** (lead by Marchion Selin Ramur)
- \* **Mithral Hall** (lead by Queen Dagnabbit Waybeard)

- \* **Neverwinter** (lead by Lord Protector Dagult Neverember)
- \* **Silverymoon** (lead by High Mage Taern Hornblade)
- \* **Yartar** (lead by Waterbaron Nestra Ruthiol)

The Lords' Alliance includes the strongest mercantile powers of the North. In addition to providing military support and a forum for the peaceful airing of differences, the Alliance has always acted under the principle that communities with common cause that engage in trade are less likely to go to war with one another. By maintaining strong trade ties within the alliance as well as outside it, the Lords' Alliance helps to keep the peace. The following map provides a rough outline of the Alliance's sphere of influence.





# Lords' Alliance

I offer you membership in the Lords' Alliance. Think well on this. If you choose to accept, it is no light burden I extend to you. Your place among us has been earned not by noble blood, but by the courage of your actions and your resolute commitment to our ideals. It is of these we will ask even more.

An ocean of darkness laps at the fragile shore of civilization. We do not wait for it. We do not cower behind walls of stand and timid hope. If we are to survive, you must venture out into that dread sea and eliminate anything that threatens the banner of your lineage. No other allegiance may come before that to your homeland—not love for a single soul, nor loyalty to any cause other than your own.

We seek glory, not safety. We do not trade our honor for selfish gain nor our prosperity for peace. We never retreat before any foe nor waver in the face of any threat. It is our birthright to stand tall, to lead, to go where we will, and to act as we must.

As an agent of our alliance, you will serve on behalf of that which is greater than yourself, and though you will be called to sacrifice much, the rewards will be greater still. No, your name might not become legend, but your deeds—if they foster the security of our homeland—these will endure forever.

## Dagult Neverember







# ORDER OF THE GAUNTLET

The Order of the Gauntlet is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous. Clerics, monks, and paladins of good (and often lawful good) alignments are commonly drawn to the Order of the Gauntlet.

*That's the thing about evil: it is darkness, it is shadow, it hides in your blind spot. Then, when you are distracted, it sneaks in. Evil is a master of disguise—and what is the greatest disguise, you ask? Yourself. Evil will cloak itself in thoughts and emotions pretending to be your own, telling you to get angry, to be greedy and envious, to hold yourself above others.*

*People aren't born evil—it takes time for evil to fool you into thinking that its voice is yours. That is why to know who you truly are is what the Order requires from each hopeful who wishes to join our ranks. Bravery isn't fighting the dragon out there—it is fighting the dragon within. That is what we do in our prayers. Once you have slain that dragon, you have overcome the darkness lurking within yourself. Only then do you have the capacity to know true goodness. Only then are you ready to take up the sword and wear the badge of our Order."*

—Kajiso Steelhand

The Order of the Gauntlet is a relatively new organization dedicated to smiting evil wherever it lurks and without hesitation. The Order understands that evil wears many guises, playing games and tricking others in order to spread. That is why its members act on their own authority, identifying threats and smashing them before they can grow.

Because the seeds of evil are nourished in the shadows, the Order of the Gauntlet rides out to the most dangerous dungeons, the darkest caverns, and the foulest pits to weed out wrongdoers. But the Order is keenly aware that the shadow of evil lies within everyone, waiting for a moment when it can gain a foothold on their souls. Thus its paladins, monks, and clerics spend long hours deep in prayer to keep their inner eye vigilant and focused on their own thoughts and emotions. In this way they purify themselves from within before taking up their swords to cleanse the world.

All sentient beings must come to the light of reason and goodness of their own volition. That is why it is not interested in controlling minds: it focuses only on deeds, setting an example to the world in hopes of inspiring and enlightening others. The Order holds that faith in one's god, one's friends, and one's self are the greatest weapons in quelling the hordes of malice.

With such devout conviction, the Order's members can be depended on as a source of strength to themselves and others, a bright light against the darkness. They are not preemptive bullies, though. A strict code of honor allows them to strike only when evil deeds are being committed. Thus, the Order is hyper vigilant, using every resource at their disposal—both divine and mundane—to know where and when dark deeds will occur.

## Member Traits

The Order is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice and honor. Friendship and camaraderie are important to members of the order, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order seek to become the best at what they do and look forward to testing their mettle. There are few, if any, "lone wolves" in this organization.

## Goals

- \* Be armed and vigilant against evil.
- \* Identify evil threats such as secretive power groups and inherently evil creatures.
- \* Enforce justice.
- \* Enact retribution against evil actions—do not strike preemptively.

## Beliefs

- \* Faith is the greatest weapon against evil—faith in one's god, one's friends, and one's self.
- \* Battling evil is an extraordinary task that requires extraordinary strength and bravery.
- \* Punishing an evil act is just. Punishing an evil thought is not.

## Leadership

The Order is not centrally led, but ran regionally by the highest ranking members.

## Order of the Gauntlet Ranks

**Rank items.** Smaller items are typically obtained by using the *faction loot satchel*. Items can not be sold, traded, or gifted. All items disintegrate upon the character leaving the faction.

**Consumables.** At the beginning of an adventure (or other frequency at DM 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. These items are further detailed in Appendix F.

### Rank 1, Chevall

*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.

**Patron Benefits.** Assignments, Helping Hand, and Return to Justice (see next page).

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

**Magic Items.** i) a faction insignia (*Order of the Gauntlet pendant*), ii) a *faction loot satchel*, and iii) a *weapon of retribution* with the properties of a *moon-touched sword*.

**Downtime Activity.** Faction Jobs (see next page).

### Rank 2, Marcheon

*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.** A *potion of greater healing*.

**Magic Items.** The agent's *weapon of retribution* is magically upgraded and given the additional properties of a *+1 weapon*.

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

### Rank 3, Whitehawk

*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*.

**Magic Items.** i) the agent's *weapon of retribution* is magically upgraded and given the additional properties of a *rod of retribution*; ii) the agent's pendant is magically upgraded and given the properties of a *ring of truth telling*; and iii) *gauntlets of justice*.

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a *beacon of hope charm* upon the agent.

### Rank 4, Vindicator

*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 *weapon of retribution* is magically upgraded to provide an additional +1 bonus to attack and damage rolls.

### Rank 5, Righteous Hand

*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:

**Magic Items.** The agent's *weapon of retribution* is magically upgraded to provide an additional +1 bonus to attack and damage rolls.

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a *blessing against poison* upon the agent.

## Group Patron Benefits

Having the Order of the Gauntlet as a Group Patron provides the following benefits to the entire party.

**Assignments.** Your group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Return to Justice.** The Order of the Gauntlet can send a fellow member of the Order to assist your group when needed. You must be in a town or city and it takes 24 hours before someone arrives and can take possession of any prisoners or other persons you have, either escorting the face justice, or returning them to their homes.

**Helping Hand.** The Order has secret members in almost every town and city. Your group knows how to locate these members and ask for aid in the form of a cleric or paladin spell, although they do ask to cover a portion of the cost according to the following table.

### Spells Provided by the Order of the Gauntlet

Spellcasting Service	Cost
<i>Cure wounds</i>	10 gp
<i>Identify</i>	50 gp
<i>Lesser restoration</i>	10 gp
<i>Prayer of healing</i>	10 gp
<i>Dispel magic*</i>	20 gp
<i>Remove curse*</i>	20 gp
<i>Speak with dead*</i>	20 gp
<i>Divination*</i>	20 gp
<i>Greater restoration*</i>	75 gp
<i>Raise Dead*</i>	350 gp
<i>Resurrection*</i>	750 gp

\*Requires 24 hours notice

## Assignments / Faction Jobs

The following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix G](#) for rules on completing Faction Jobs.

### Random Quests from the Order of the Gauntlet

#### d6 Quest

- Outlaw.** Locate and bring to justice a local criminal
- Escort.** Provide security for a local noble or merchant along a dangerous route
- Rescue Mission.** The relative of a local resident has been kidnapped and is being held for ransom; track down the kidnappers and return the relative
- Evil Comes Knocking.** Tan evil creature has taken up residence in a nearby village, which must be destroyed
- Border Patrol.** Hostile forces have been seen in the area; patrol the countryside and engage any threats
- Spies Among Us.** Rumors are circulating that a member of The Network is attempting to infiltrate the local government; seek it out and destroy it.





## Faction Deities

These are likely the most common deities that would bestow a charm or blessing on a member of the Order of the Gauntlet. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player. Common deities of the faction include:

- \* **Torm**, god of courage and self-sacrifice
- \* **Helm**, god of protection
- \* **Tyr**, god of justice

## Example Representatives

### Sir Lanniver Strayl

*Lawful good male Human fighter*

**Ideals:** Faith, devotion, justice, duty

**Interaction Traits:** Patient, determined, witty

**Potential Resources:** Order of the Gauntlet veterans

A devout follower of Tyr and a member of the Order of the Gauntlet. Little surprises him at this point in his life, and he accepts what comes with a wry wit and an unshakable faith that things will always work out—provided those of good intent do what must be done. If most of the characters in the party are of good alignment, Sir Lanniver is supportive of their mission and wants them to succeed. However, a party of mostly neutral or evil characters will need to work to gain his support.

If he's of a mind to provide aid, he can pledge human **veterans** to the party's mission.

Sir Strayl is featured in both *Out of the Abyss* and *Storm King's Thunder*.

### Savra Belabranta

*Neutral good female Human knight*

**Ideals:** Humility, redemption

**Interaction Traits:** Contemplative

**Potential Resources:** Consumables

The Belabrantas are a noble family that raise griffons. Savra is trying to regain her honor by serving Tyr, thus atoning for the evil acts she committed as a member of an evil elemental cult called the Howling Hatred. Savra's sins are irrelevant to the Order. Whenever she has a mission for the characters, she communicates the missive to them herself.

Savra is featured in *Princes of the Apocalypse* and *Waterdeep: Dragon Heist*.

### Ontharr Frume

*Lawful good male Human paladin*

**Ideals:** Responsibility, greater good (“The strong must defend the weak, whatever the cost.”)

**Personality Traits:** Friendly, hot-tempered

**Potential Resources:** Paladins and healing clerics

Boisterous and gregarious to a fault, Ontharr is a leading delegate for the Order of the Gauntlet. He has all the justification he needs to support the party. However, the rest of the order may not yet be convinced. In particular, the order does not tolerate evil, and if the characters are known to have committed acts of a dubious moral nature, Ontharr Frume will be pressured to withhold his support. Members of the order will seek proof that the party is righteous or has divine guidance.

Just as good deeds must be performed in the light for all to see, evil must be shunned and fought at every turn. Ontharr can be won over by heroic and righteous deeds, but he will turn against characters who cooperate with or tolerate evil. He can best be swayed by actions that demonstrate heroism and divine providence.

Ontharr is featured in *Tyranny of Dragons*.

### Zern Xerkstil

Stats and an in-depth conversation with Zern can be found in *Conversations With...Faction Contacts in the Moonsea*.

# Order of the Gauntlet

Welcome to the Order of the Gauntlet! Your dedication to defending the weak and dispensing righteous justice is without peer, and your new brothers and sisters in the order look forward to smiting the wicked at your side, united in our divine purpose. May you live long and use your last breath fighting in the name of all that is good.

As a new Gallant, your preparation time is nearly over. We need all members ready to strike - both to dispense ongoing justice and to watch over those who cannot protect themselves. Troubling changes are afoot, and if the balance tips too far toward darkness, the good people of this land might be quickly overrun. Of course, more and greater foes mean more and greater advancement for the cause of the order; yet our accomplishment brings but small comfort to orphans and refugees. We must ensure that evildoers are brought to heel before they can offend again.

Ontharr Frume has called on all those who value justice above all to stand firm against villainy. Should you act boldly and do right by your compatriots, perhaps you will one day fight by his side as he exacts the price for evil from those who believe themselves above the law. Remember this: Evil is born anew each day, but justice lives forever.



Yours in fellowship,

Vindicator Aradeneth



# ZHENTARIM

The Zhentarim is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerûn. The organization is ambitious, opportunistic, and meritocratic. Rogues and warlocks of neutral and/or evil alignments are commonly drawn to the Zhentarim.

*Membership in the Zhentarim is like a key to a thousand doors, each one a gateway to fulfilling a personal desire. Most people shy away from this kind of freedom. They like their restraints, laws, and swaddling – it gives them the illusion of security.*

*The Network provides what I need to explore realms and dimensions that would tear apart minds accustomed to limits. Only in such places can I find magic powerful enough to defeat beings that know no such thing as time, fear, or mercy. You might not like the Zhentarim's methods, but when a demon crawls out of the Abyss and comes for your family, you'll be glad that I have gone to the darkest of realms to find the answer to your problem.*

— Ianna Asterion

The Zhentarim, or simply The Network, is an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power throughout Faerûn. Agents of the Zhentarim feel that if they play by the rules, nothing gets done. Ultimately, they want to make the rules – and, in some cases, they already do. They walk a fine line when it comes to the letter of the law and don't shy away from the occasional shady deal or illicit activity to get what they want.

To the Zhentarim, wealth is power. Its agents know that nothing else inspires such confidence and dispels doubt so well. In an instant, wealth speaks louder than a thousand bards. Zhentarim agents routinely carry the finest weapons and armor, with no expense spared. When a merchant needs an escort for a caravan, when a noble family requires bodyguards to protect its holdings, or when a city is desperate for trained soldiers to defend its walls, the Zhentarim provides the best warriors money can buy.

The organization encourages individual ambition and rewards innovators who take matters into their own hands. Results are all that matter. Those who come into The Network with nothing can become major players within the organization through their own moxie and hard work.

## Member Traits

A Zhentarim member thinks of itself as a member of a large group, and relies on The Network for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence. The Network is a meritocracy. As a whole, it promises “the best of the best,” although in truth, the Zhentarim is more interested in spreading its own propaganda and influence than investing in the improvement of its individual members.

## Goals

- \* Amass wealth.
- \* Seize power.
- \* Gain influence over important people and organizations.

## Beliefs

- \* The Zhentarim is your family. You watch out for it, and it watches out for you.
- \* You are the master of your own destiny. Never be less than what you deserve to be.
- \* Everything – and everyone – has a price.

The DMSGuild publication [Darkhold – Secrets of the Zhentarim](#) provides a vast quantity of additional information and ideas on the current state of the Zhentarim.



## High Lord of the Zhentarim

The Network has a militant leadership with everything ultimately controlled by the High Lord; however, it is currently in turmoil. Fzoul Chembryl slew the previous High Lord and founder, Manshoon, and then passed on control of the Zhentarim to a knight clad in chalk-white armor known only as the Pereghost, who had been a dutifully led of The Network for years.

With the reemergence of Manshoon through one of his clones, splits in The Network occurred and several regions have splintered off (including Waterdavian members as the Doom Raiders); some following Manshoon, some following the Pereghost, and some developing their own leadership. Who will ultimately claim control of The Network has yet to be determined.

## Zhentarim Ranks

The Zhentarim rank structure is somewhat different than the other main factions due to the predatory nature of the faction.

**Items.** Items can not be sold, traded, or gifted. All items disintegrate upon the character leaving the faction. Magic items are further detailed in Appendix F.

### Rank 1, Fang

*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.

**Patron Benefits.** Assignments and Criminal Contact (see next page).

**Magic Items.** A faction insignia (*Zhentarim tattoo*) that provides a bonus to Intimidation attempts.

**Downtime Activity.** Faction Jobs (see next page).

### Rank 2, Wolf

*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:

**Magic Items or Spells.** The agent can choose to receive one of the following, and can choose a different option upon gaining a new faction rank:

- \* A *banesword*
- \* Learn the *Manshoon's mage hand* cantrip.
- \* Learn the *find familiar* spell and be able to cast it once per day. The familiar takes the form of a **flying snake**.

## Rank 3, Viper

*Requirement: 10 renown and 5th level*

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

**Underling.** Agent gains an underling with the stats of an **acolyte**, **apprentice wizard**, **scout**, or **thug** that can go adventuring with the agent or be tasked with accomplishing minor tasks on behalf of the agent.

## Rank 4, Ardragon

*Requirement: 25 renown and 7th level*

Characters are experienced, influential leaders within the faction. Perks include:

**Magic Items.** The agent receives two personalized *assassin's glasses*.

**Poisons.** An agent may purchase any poison in the *Dungeon Master's Guide*, chapter 8 at a 10 percent discount, delivered by a **flying snake**.

**Task Force.** An agent may command a personal task force composed of five underlings (see prior rank) that can be tasked with accomplishing minor directives on behalf of the agent. They do not go adventuring with the agent.

## Rank 5, Dread Lord

*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:

**Commander.** With DM approval, agents may commandeer branches of The Network to further its aims, solicit magic from the church, or command raid-sized mercenary forces (typically 3 **veterans**, 27 **bandits**, a **priest**, and a **mage**). These forces do not go adventuring with the agent.

## Group Patron Benefits

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

**Assignments.** Your group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Criminal Contact.** Throughout their adventures, a party is likely to come across a criminal or two. Though some lawbreakers are sure to oppose the party during their adventuring career, others may prove to be valuable allies. An alliance with a criminal contact pays for itself in the form of information, influence, and specialized services.

Every criminal has a specialty. Though the contact might mask their illicit activities under the guise of a legitimate business, their true expertise is known to the party. The criminal contact could be someone the party regularly does business with, such as a thief selling their plunder to a fence. Or perhaps the contact is a rival with which a party member shares a specialty, such as a pair of assassins who crossed blades in the past. The party can use the Contact Specialty table to determine what the contact does best.

### Criminal Contact Specialty

#### d8 Specialty

- 1 **Assassin.** When someone delivers a name to your contact, it may as well be engraved on a tombstone.
- 2 **Burglar.** Your contact has mastered the art of breaking and entering.
- 3 **Fence.** Your contact is an expert in dealing with stolen goods and throwing off the heat.
- 4 **Fabricator.** Ah, good old white-collar crime! Your contact has an eye for detail and a collection of inks that would make a notary's head spin.
- 5 **Smuggler.** Your contact knows how to get contraband in and out of a location without tipping of the Watch or their hounds.
- 6 **Spy.** It pays to listen. Your contact is a people person who can blend into any crowd.
- 7 **Sweeper.** Committing a crime is easy—the hard part is getting away with it! Your contact makes the evidence disappear.
- 8 **Ruffian.** Every once in a while, someone doesn't hold up their part of the bargain. Your contact is the enforcer comes knocking.

## Assignments / Faction Jobs

The following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix G](#) for rules on completing Faction Jobs.

### Random Quests from the Zhentarim

#### d10 Quest

- 1 **Debt Collection.** Collect on a past-due debt. I hear this one's a runner.
- 2 **Thievery.** Steal a priceless item during a public event.
- 3 **Burglary.** Breaking and entering at its nest. Keep an eye out for dogs—or worse.
- 4 **Assassination.** There's no other option. You've got the time, the place, and the target. Make it look like an accident.
- 5 **Caravan Escort.** Make sure the goods get from point A to point B in one piece.
- 6 **Espionage.** Keep a low profile. Don't come back unless you've got some juicy intel.
- 7 **Smuggling.** There are buyers on the inside. The only thing standing between the Zhentarim and payday is local law enforcement.
- 8 **Bodyguard Duty.** A cautious individual hired you to watch their back for the day. It should be easy money. Should.
- 9 **Vandalism.** Don't forget your crowbar. If this doesn't send a message, there's always arson.
- 10 **Blackmail.** Someone's got skeletons in their closet. Find the dirt and put on the pressure.



## Zhentarim Deities

These are likely the most common deities worshiped by an agent of the Zhentarim.

- \* **Bane**, god of tyranny
- \* **Cyric**, god of lies

## Example Representatives

### Davra Jassur

*Lawful evil Human assassin*

**Ideals:** Order, discipline, ambition

**Interaction Traits:** Driven, focused, ruthless

**Potential Resources:** Zhentarim thugs

Graceful and elegant as a blade, Davra Jassur ostensibly recruits promising new talent for the Zhentarim. But she also deals with internal problems, ensuring those problems are nipped in the bud before they can reveal any weakness within the organization. The pragmatic Davra values order and discipline as well as drive and ambition, and she embodies all those traits.

The Zhentarim's intelligence gathering resources and access to established outposts give the organization the strongest hand of any of the factions, and Davra knows it.

Davra deals with adventurers directly – and privately, if possible – asking for a full share of any treasure the characters claim during their next excursion. She tries to make the deal for information with that character alone.

Davra is featured in *Out of the Abyss*.

### Rian Nightshade

*Lawful evil female Tiefling warlock*

**Ideals:** Logic, greed (“I’m certain we can come to an agreement that all parties will favor. But if not, we have other means of settling the issue.”)

**Interaction Traits:** Polite, mercantile, ruthless

**Potential Resources:** Assassins and mercenaries

Rian doesn't have any particular interest in morality, and dark acts have no impact on her attitude toward the party. She generally disapproves of taking most prisoners alive, though, fearing the power of such dangerous figures and questioning the chance of success for attempts to turn or interrogate them.

She favors discreet execution, interrogation of the corpse with appropriate rituals, and destruction of the body to prevent resurrection.

Rian is featured in *Tyranny of Dragons*.

### Davil Starsong

*Lawful neutral male Elf wizard*

**Ideals:** Creativity, opportunity

**Interaction Traits:** Quiet, confident

**Potential Resources:** Consumables

Davil is accorded the title of Master of Opportunities and Negotiations because he's good at sniffing out lucrative business deals, and he makes friends easily. Like many sun elves, Davil has an affinity for magic and is gifted with the kind of patience that comes with a long life span. Unlike most, he's not the least bit pretentious or aloof. He typically rooms at inns and does all his business in the establishment's taproom. He negotiates deals with grace and aplomb, even while drunk, and uses an elven lute as a spell-casting focus.

Davit can put the characters in contact with other leaders of The Network.

Davil is featured in *Waterdeep: Dragon Heist*.

### Chaab

Stats and an in-depth conversation with Chaab can be found in *Conversations With...Faction Contacts in the Moonsea*.

### Ashemmi and Riiar Darkwind

Both of these guild contacts are described in much further detail in *Darkhold – Secrets of the Zhentarim*.



## Zhentarim Strongholds

For many years, the Zhentarim had three strongholds: Citadel of the Raven (in the Moonsea region), Zhentil Keep (also in the Moonsea region), and Darkhold (east of Baldur's Gate). Of those three, only Darkhold remains intact and it now serves as The Network's headquarters.

While the Zhentarim have some type of presence in virtually every major town and city along the Sword Coast, their presence in the region is concentrated around the area of Darkhold, noted on the below map. In this area, agents typically make no effort to hide their affiliations and The Network generally operates freely and openly.

The DMSGuild publication [Darkhold – Secrets of the Zhentarim](#) has more information on the stronghold.





# Zhentarim

You're one of us now. One of the Zhentarim. We are the purveyors of your fondest wishes and darkest dreams.

You don't even know how grand your life's about to be. Gone are the days of waiting for your turn; from now on, it's always your turn. Gone, too, are the days of wanting what you can't have. If you can't see it, you can have it. It's yours. There's only one rule, and it's a simple one: Zhentarim first. Follow that rule, and yours will be a life of favor and fortune.

The world is full of sheep and our role is not to shepherd, but to shear. Those who'd call themselves shepherds are liars and charlatans, and cowards besides. Of course, this is not a world of only sheep and shepherds; there are wolves too. Wolves that would feast on our sheep, denying us our claim to wool and meat—and anything else we might desire. If those wolves try to keep us from our rightful bounty, we'll defend what is ours, so that all others might look upon the Zhentarim and see the price of their folly.

So go out, my brethren, and do what you will. Pluck whatever fruit you desire from any orchard, and drink deeply the wine of power; you'll find your glass is now bottomless. There is nothing, any longer, that can be denied to you. No longer have cause to fear anyone nor want for anything—just so long as you remember that it is the Zhentarim that granted you these things.

*Tiril Longfangs*





## Zhentarim Subfaction – Doom Raiders

*We are the new Zhentarim. Manshoun has lost sight of what's important – too wrapped up in his never ending fight with whichever Chosen has taken up the cause to end him. What is power if you're stuck in a hole somewhere waiting to move to your next clone? It's a new age, power comes from control of commerce, which brings wealth and the ability to do and say what we want. There is no better home for our new empire than Waterdeep. We are the new Zhentarim, and we will control it all.*

—*Davil Starsong*

The Doom Raiders are a fracture subfaction of the Zhentarim and are based in Waterdeep. Splintered from the main faction, it seeks to gain political influence in Waterdeep and populous cities beyond. Led by former adventurers, business entrepreneurs, and merchants, they seek to make alliances with local guilds, nobles, merchants, and other nefarious factions such as the Xanathar Guild, the Kraken Society, and the Red Wizards of Thay.



### Additional Goal

- \* To control and conquer commerce throughout Faerûn.

### Doom Raider Ranks

The ranks are largely consistent with those of the Zhentarim, with the following perk differences.

#### Rank 1

The faction insignia is replaced with a *Doom Raider's Tattoo*.

#### Rank 2

The Magic Items or Spells perk options are replaced with either a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*.

#### Rank 3

The Underling Perk is replaced with *Mercenaries*.

**Mercenaries.** An agent can higher up to three **thugs** for 2 sp per day or **veterans** for 2 gp per day to perform certain tasks, although they do not go adventuring with the agent.

#### Rank 4

The Poisons perk is replaced with *Loan Shark*.

**Loan Shark.** An agent is offered a loan up to 10,000 gp with an interest rate of 10 percent per tenday.

#### Rank 5

The Commander perk is replaced with *Assassination*.

**Assassination.** The agent can hire up to five Zhentarim **assassins** for a specific job that does not involve adventuring with the agent, at the cost of an undisclosed favor to be called in at some point in the agent's future.



# APPENDIXES

## Appendix A: Faction Agent Background

This background is from *Sword Coast Adventurer's Guide*.

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

### Faction Agent

Many organizations active in the North and across the face of Faerûn aren't bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, sellswords, cache-holders (people who guard caches of wealth or magic for use by the faction's operatives), haven keepers, and message drop minders, to name a few. At the core of every faction are those who don't merely fulfill a small function for that organization, but who serve as its hands, head, and heart.

As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction in Faerûn. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh

with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction.

**Skill Proficiencies:** Insight and one Intelligence, Wisdom, or Charisma skill of your choice, as appropriate to your faction

**Languages:** Two of your choice

**Equipment:** Badge or emblem of your faction, a copy of a seminal faction text (or a code-book for a covert faction), a set of common clothes, and a pouch containing 15 gp

### 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.



# Appendix B: Spells

The following descriptions excludes spells described in the *Player's Handbook* and are drawn from *Lost Laboratory of Kwalish* (LLK), *Xanathar's Guide to Everything* (XGE), and *Darkhold – Secrets of the Zhen-tarim* (DSZ).

## Spellcasting Services

At rank 5, one of the following spells can be chosen by the character to be cast at a location of its choice until the spell is permanent.: *druid grove*, *Galder's tower*, *teleportation circle*, *private sanctum*, *temple of the gods*, *mighty fortress*, or *guards and wards*.

### DRUID GROVE <sup>XGE</sup>

6th-level abjuration

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon)

**Duration:** 24 hours

**Classes:** Druid

You invoke the spirits of nature to protect an area outdoors or underground. The area can be as small as a 30-foot cube or as large as a 90-foot cube. Buildings and other structures are excluded from the affected area. If you cast this spell in the same area every day for a year, the spell lasts until dispelled.

The spell creates the following effects within the area. When you cast this spell, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

The entire warded area radiates magic. A *dispel magic* cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.

**Solid Fog.** You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.

**Grasping Undergrowth.** You can fill any number of 5-foot squares on the ground that aren't filled with fog with grasping weeds and vines, as if they were affected by an *entangle* spell. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

**Grove Guardians.** You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an awakened tree, which appears in the *Monster Manual*, except they can't speak, and their bark is covered with druidic symbols. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the grove guardians do nothing. The grove guardians can't leave the warded area. When the spell ends, the magic animating them disappears, and the trees take root again if possible.

**Additional Spell Effect.** You can place your choice of one of the following magical effects within the warded area:

- \* A constant *gust of wind* in two locations of your choice
- \* *Spike growth* in one location of your choice
- \* *Wind wall* in two locations of your choice

To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of *spike growth* is harmless.

## TEMPLE OF THE GODS <sup>XGE</sup>

*7th-level conjuration*

**Casting Time:** 1 hour

**Range:** 120 feet

**Components:** V, S, M (a holy symbol worth at least 5 gp)

**Duration:** 24 hours

**Classes:** Cleric

You cause a temple to shimmer into existence on ground you can see within range. The temple must fit within an unoccupied cube of space, up to 120 feet on each side. The temple remains until the spell ends. It is dedicated to whatever god, pantheon, or philosophy is represented by the holy symbol used in the casting.

You make all decisions about the temple's appearance. The interior is enclosed by a floor, walls, and a roof, with one door granting access to the interior and as many windows as you wish. Only you and any creatures you designate when you cast the spell can open or close the door.

The temple's interior is an open space with an idol or altar at one end. You decide whether the temple is illuminated and whether that illumination is bright light or dim light. The smell of burning incense fills the air within, and the temperature is mild.

The temple opposes types of creatures you choose when you cast this spell. Choose one or more of the following: celestials, elementals, fey, fiends, or undead. If a creature of the chosen type attempts to enter the temple, that creature must make a Charisma saving throw. On a failed save, it can't enter the temple for 24 hours. Even if the creature can enter the temple, the magic there hinders it; whenever it makes an attack roll, an ability check, or a saving throw inside the temple, it must roll a d4 and subtract the number rolled from the d20 roll.

In addition, the sensors created by divination spells can't appear inside the temple, and creatures within can't be targeted by divination spells.

Finally, whenever any creature in the temple regains hit points from a spell of 1st level or higher, the creature regains additional hit points equal to your Wisdom modifier (minimum 1 hit point).

The temple is made from opaque magical force that extends into the Ethereal Plane, thus blocking ethereal travel in to the temple's interior. Nothing can physically pass through the temple's exterior. It can't be dispelled by dispel magic, and

antimagic field has no effect on it. A disintegrate spell destroys the temple instantly.

Casting this spell on the same spot every day for a year makes this effect permanent.

## GALDER'S TOWER <sup>LLK</sup>

*3rd-level conjuration*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S, M (a fragment of stone, wood, or other building material)

**Duration:** 24 hours

**Classes:** Wizard

You conjure a two-story tower made of stone, wood, or similar suitably sturdy materials. The tower can be round or square in shape. Each level of the tower is 10 feet tall and has an area of up to 100 square feet. Access between levels consists of a simple ladder and hatch. Each level takes one of the following forms, chosen by you when you cast the spell:

- \* A bedroom with a bed, chairs, chest, and magical fireplace
- \* A study with desks, books, bookshelves, parchments, ink, and ink pens
- \* A dining space with a table, chairs, magical fireplace, containers, and cooking utensils
- \* A lounge with couches, armchairs, side tables and footstools
- \* A washroom with toilets, washtubs, a magical brazier, and sauna benches
- \* An observatory with a telescope and maps of the night sky
- \* An unfurnished, empty room

The interior of the tower is warm and dry, regardless of conditions outside. Any equipment or furnishings conjured with the tower dissipate into smoke if removed from it. At the end of the spell's duration, all creatures and objects within the tower that were not created by the spell appear safely outside on the ground, and all traces of the tower and its furnishings disappear.

You can cast this spell again while it is active to maintain the tower's existence for another 24 hours. You can create a permanent tower by casting this spell in the same location and with the same configuration every day for one year.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the tower can have one additional story for each slot level beyond 3rd.



## MIGHTY FORTRESS <sup>XGE</sup>

*8th-level conjuration*

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V, S, M (a diamond worth at least 500 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Wizard

A fortress of stone erupts from a square area of ground of your choice that you can see within range. The area is 120 feet on each side, and it must not have any buildings or other structures on it. Any creatures in the area are harmlessly lifted up as the fortress rises.

The fortress has four turrets with square bases, each one 20 feet on a side and 30 feet tall, with one turret on each corner. The turrets are connected to each other by stone walls that are each 80 feet long, creating an enclosed area. Each wall is 1 foot thick and is composed of panels that are 10 feet wide and 20 feet tall. Each panel is contiguous with two other panels or one other panel and a turret. You can place up to four stone doors in the fortress's outer wall.

A small keep stands inside the enclosed area. The keep has a square base that is 50 feet on each side, and it has three floors with 10-foot-high ceilings. Each of the floors can be divided into as many rooms as you like, provided each room is at least 5 feet on each side. The floors of the keep are connected by stone staircases, its walls are 6 inches thick, and interior rooms can have stone doors or open archways as you choose. The keep is furnished and decorated however you like, and it contains sufficient food to serve a nine-course banquet for up to 100 people each day. Furnishings, food, and other objects created by this spell crumble to dust if removed from the fortress.

A staff of one hundred invisible servants obeys any command given to them by creatures you designate when you cast the spell. Each servant functions as if created by the *unseen servant* spell.

The walls, turrets, and keep are all made of stone that can be damaged. Each 10-foot-by-10-foot section of stone has AC 15 and 30 hit points per inch of thickness. It is immune to poison and psychic damage. Reducing a section of stone to 0 hit points destroys it and might cause connected sections to buckle and collapse at the DM's discretion.

After 7 days or when you cast this spell somewhere else, the fortress harmlessly crumbles and sinks back into the ground, leaving any creatures that were inside it safely on the ground.

Casting this spell on the same spot once every 7 days for a year makes the fortress permanent.

## Other Spells

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### MANSHOON'S MAGE HAND <sup>DSZ</sup>

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 round

You conjure a spectral, floating hand to choke a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 psychic damage and, if the target is Large or smaller, it must make a Strength (Athletics) or Dexterity (Acrobats) check (target's choice) against your spell save DC. On a failure, the target is grappled until the start of your next turn.

The spell's damage increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 15th level (4d4).

## FLOCK OF FAMILIARS <sup>LLK</sup>

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 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.



## Appendix C. Monsters

These creature do not have attack options. While tiny and relatively harmless, they are difficult to catch.

### BUTTERFLY *DDB*

*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)	12 (+1)

**Damage Immunities** poison

**Condition Immunities** poison

**Senses** passive Perception 12

**Languages** –

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

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

### MOTH *DDB*

*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.

# Appendix D: Sidekicks

Like any character, a sidekick can use the action options in the combat rules. Optionally, the sidekick may be enhanced with the appropriate racial traits. These sidekicks are obtained from *D&D Essentials Rulebook*; alternatively, the sidekicks in *Tasha's Cauldron of Everything* can be used. These sidekicks begin at 6th level.

## SPELLCASTER, MAGE

*Medium Humanoid, Any Alignment*

**Armor Class** 12 (leather)

**Hit Points** 31 (7d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	17 (+3)	14 (+2)	13 (+1)

**Saving Throws** Wis +5

**Skills** Arcana +6, Investigation +6, Religion +6

**Senses** passive Perception 12

**Languages** Common, plus one of your choice

**Proficiencies** simple weapons, light armor

**Spellcasting.** The spellcaster's spellcasting ability is Intelligence (spell save DC 13, +6 to hit with spell attacks). The spellcaster has following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand*

1st level (4 slots): *burning hands, shield, sleep*

2nd level (2 slots): *invisibility*

**Potent Cantrips.** The spellcaster can add its spellcasting ability modifier to the damage it deals with any cantrip.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

## SPELLCASTER, HEALER

*Medium Humanoid, Any Alignment*

**Armor Class** 12 (leather)

**Hit Points** 31 (7d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	16 (+3)	13 (+1)

**Saving Throws** Wis +6

**Skills** Arcana +5, Investigation +5, Religion +5

**Senses** passive Perception 13

**Languages** Common, plus one of your choice

**Proficiencies** simple weapons, light armor

**Spellcasting.** The spellcaster's spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). The spellcaster has following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (4 slots): *bless, cure wounds, shield of faith*

2nd level (2 slots): *aid*

**Potent Cantrips.** The spellcaster can add its spellcasting ability modifier to the damage it deals with any cantrip.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.



## WARRIOR, ATTACKER

Medium Humanoid, Any Alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+12)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Con +5

**Skills** Athletics +6, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, plus one of your choice

**Proficiencies** simple and martial weapons, shields, all armor

**Second Wind.** The warrior can use a bonus action on its turn to regain hit points equal to 1d10 + its level. If it does so, it can't use this feature again until it finishes a short or long rest.

**Improved Critical.** The warrior's attack rolls now score a critical hit on a roll of 19 or 20 on the d20.

### ACTIONS

**Extra Attack.** The warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 4) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## WARRIOR, DEFENDER

Medium Humanoid, Any Alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+12)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Con +5

**Skills** Athletics +6, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, plus one of your choice

**Proficiencies** simple and martial weapons, shields, all armor

**Second Wind.** The warrior can use a bonus action on its turn to regain hit points equal to 1d10 + its level. If it does so, it can't use this feature again until it finishes a short or long rest.

**Improved Critical.** The warrior's attack rolls now score a critical hit on a roll of 19 or 20 on the d20.

### ACTIONS

**Extra Attack.** The warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 4) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

### REACTIONS

**Protection.** The warrior imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the warrior. The warrior must be able to see the attacker.

## EXPERT

*Medium Humanoid, Any Alignment*

**Armor Class** 14 (studded leather)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

**Saving Throws** Dex +5

**Skills** Acrobatics +6, Performance +5, Persuasion +5, Sleight of Hand +6, Stealth +6

**Senses** passive Perception 10

**Languages** Common, plus one of your choice

**Proficiencies** simple weapons, rapiers, shortswords, light armor, thieves tools, a musical instrument.

**Helpful.** The expert can take the Help action as a bonus action.

**Tools Expertise.** The expert has thieves' tools and a musical instrument. The proficiency bonus is doubled for any ability check the expert makes that uses either of these proficiencies.

**Cunning Action.** On the expert's turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.

## ACTIONS

**Extra Attack.** The expert can attack twice, instead of once, whenever it takes the Attack action on its turn.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



# Appendix E: Supernatural Gifts

## Charms

The charm can't be used in the area created by an *antimagic field* or a similar effect, and a charm's effects are susceptible to *dispel magic* and the like, but the charm itself can't be removed from a creature by anything short of divine intervention or the *wish* spell.

If you'd like to create your own charms, *Dungeon Master's Guide*, chapter 7 guidance includes: "The text of a charm addresses its user. A typical charm mimics the effects of a potion or a spell, so it is easy to create more charms of your own, if you like."

### BEACON OF HOPE CHARM <sup>DDB</sup>

*Charm*

This charm allows the character to cast the *beacon of hope* spell (3rd-level version) as an action. Once used three times, the charm vanishes from the character.

### CHARM OF ANIMAL CONJURING <sup>DDB</sup>

*Charm*

This charm allows the character to cast the *conjure animals* spell (3rd-level version) as an action. Once used three times, the charm vanishes from the character.

### CHARM OF CLAIRVOYANCE <sup>DDB</sup>

*Charm*

This charm allows the character to cast the *clairvoyance* spell (3rd-level version) as an action. Once used three times, the charm vanishes from the character.

## Blessings

A character retains the benefits of a blessing forever or until it is taken away by the god or power that granted it. Unlike a magic item, such a blessing can't be suppressed by an antimagic field or similar effect.

If you'd like to create your own blessings, *Dungeon Master's Guide*, chapter 7 guidance includes: "The text of a blessing addresses its user. If you decide to create more blessings, consider this: a typical blessing mimics the properties of a wondrous item."

### BLESSING AGAINST POISON <sup>DDB</sup>

*Blessing*

Poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

### BLESSING OF THE ZEPHYR <sup>DDB</sup>

*Blessing*

If your mount is a horse or similar creature, when moving normally while you are riding it, it floats 4 inches above the ground. This effect means the creature can cross or stand above non-solid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.





# Appendix F: Magic Items

For the faction insignias, the D&D Beyond link includes the full list of rank perks within the magic item description, allowing for easy player reference if they use D&D Beyond.

## ASSASSIN'S GLASSES *DDB*

*Wondrous item, uncommon*

These ornate wine glasses can take a variety of forms, such as a flask, goblet, or stein, and always come in pairs. While holding an assassin's glass, you can use a bonus action to swap the contents of your glass with another assassin's glass you can see within 60 feet of you.

## BANESWORD *DDB*

*Weapon (longsword) uncommon (requires attunement)*

The blade and hilt of this weapon are made from black iron and engraved with the symbol of Bane: an upright right hand with thumb and fingers together. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding this sword, you can use an action to cast the *bane* spell from it. Once used, this property can't be used again until the next dawn.

## EMERALD ENCLAVE LEAF CLASP *DDB*

*Wondrous item, varies*

Typically fashioned as a copper cloak clasp in the shape of a leaf, the clasp serves to identify members 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)
- \* *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.

Instars subfaction agents receive a similar *Emerald Enclave butterfly clasp*. *DDB*

## FACTION LOOT SATCHEL *DDB*

*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 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 DM and player.

This is a variant of the *living loot satchel* found in *Acquisitions Incorporated*. This item is obtained at rank 1 and allows for characters to receive faction items regardless of the character's location.

## GAUNTLETS OF JUSTICE *DDB*

*Wondrous item, uncommon*

These gauntlets have 3 charges. While wearing them, you can use an action to expend 1 of its charges to cast *protection from evil and good* on one willing creature you touch.

The gauntlets regain 1 expended charge daily at dawn.

## HANDHARP *DDB*

*Wondrous item, uncommon*

These small harps are very popular among the Harpers, and not just because of the name. A handharp is a crescent-shaped wooden instrument, about the size of a human hand, with metal strings. Anyone who can play a tune on a stringed instrument can use the harp. Anyone proficient with a musical instrument can discover all the powers in about 10 minutes of playing.

Once the powers are discovered, you can use an action to play the instrument and produce one of its effects. Once the instrument has been used to create an effect, it can't be used to create that effect again until the next dawn.

- \* *Dancing lights* as the cantrip.
- \* Undead creatures within 10 feet suffer disadvantage on their first attack after hearing the music.

## HARPER PIN *DDB*

*Wondrous item, varies (requires attunement by a Harper)*

Typically fashioned as silver brooches embossed with a handharp, Harper pins are made by certain skilled (and secretive) smiths, artificers, and wizards who make and give pins only to specific senior Harpers, who then bestow them upon new Harpers. Harpers wear their pins openly only as a recognition signal to other Harpers, or at Harper gatherings.

**Rank 3.** Upon reaching rank 3, your pin is magically upgraded and gains the following characteristics:

- \* While wearing this pin, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.
- \* You can use an action to cause the pin to become invisible until you use another action to make it visible, until you remove the pin, or until you die.

- \* If you die while wearing the pin, your soul enters it, unless it already houses a soul. You can remain in the pin or depart for the afterlife. As long as your soul is in the pin, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.
- \* It becomes as hard as adamantine.
- \* If worn by an evil-aligned being, the pin turns black within a few rounds.

## HARPER TOKEN *DDB*

*Wondrous item, uncommon*

The Harpers have many friends and allies, and sometimes they reward people who have done them a service. They also like to mark their friends and loved ones so that other Harpers know to look out for them. A *Harper token* is a minor magic item that gives the bearer a small benefit and lets the Harpers identify him. Such items are often carried by the adventuring sons and daughters of Harpers. Similar to a *Harper pin*, but smaller, this brooch is made of silver. Its head is a flat disk embossed with a *handharp*. Some Harper tokens are made of gold or other materials, have different embossed symbols such as a musical note or a tree, and come in other shapes such as belt buckles, bracelets, or rings.

This token has 1 charge. While wearing it, you can use an action to speak the command word (a phrase made up of words that would not usually be spoken together, such as "blessed Zhentarim," "friendly phaerimm," or "drunken golem") to expend its charge, providing you with an effect similar to the *guidance* spell; however, the applicable skill bonus and the command word are chosen by the Harper gifting the item, at the time of gifting. This effect can be used once per day.

If a *Harper token* and a *Harper pin* of any kind touch, the token glows momentarily. This property allows Harpers to verify if a token is actually a Harper item or just something that looks like one. The token regains its charge daily at dawn.

## LORDS' ALLIANCE SIGNET RING <sup>DDB</sup>

*Wondrous item, varies (requires attunement by an agent of the Lords' Alliance)*

This gold signet ring, engraved with the emblem of a crown on the palm side of the ring, is given to members of the Lords' Alliance.

You can rotate the ring a quarter turn, causing the ring to become invisible while it remains on your finger. Rotating the ring the opposite direction causes the ring to become visible.

**Rank 3.** Upon reaching rank 3, your ring is magically upgraded. This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

## ORDER OF THE GAUNTLET

### PENDANT <sup>DDB</sup>

*Wondrous item, varies*

This is a silver pendant depicting the blade of retribution held in place by the gauntlet of justice. Agents of the Order of the Gauntlet wear this as a symbol of their commitment to the Order.

**Rank 3.** Upon reaching rank 3, your pendant is magically upgraded. While wearing this pendant, you have advantage on Wisdom (Insight) checks to determine whether someone is lying to you.

## WEAPON OF RETRIBUTION

*Any melee weapon, varies (requires attunement by an agent of the Order of the Gauntlet)*

This weapon is gifted to an agent of the Order of the Gauntlet and can be any melee weapon of the wielder's choice.

In darkness, the uncovered weapon sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

**Rank 2.** Upon reaching rank 2, your weapon is magically upgraded and gains a +1 bonus to attack and damage rolls.

**Rank 3.** Upon reaching rank 3, your weapon is magically upgraded and gains the following characteristics:

This weapon has 3 charges and regains all its expended charges daily at dawn. When a creature you can see within 60 feet of you damages you while you are holding this weapon, you can use your reaction to expend 1 of the weapon's charges to force the creature to make a DC 13 Dexterity saving throw. The creature takes 2d10 lightning damage on a failed save, or half as much damage on a successful one.

**Rank 4.** Upon reaching rank 4, your weapon is magically upgraded and gains an additional +1 bonus to attack and damage rolls.

**Rank 5.** Upon reaching rank 5, your weapon is magically upgraded and gains an additional +1 bonus to attack and damage rolls.

**D&D Beyond Link.** This weapon can be any melee weapon. Unfortunately, magic weapons can not be created on D&D Beyond without a base weapon type. A player would need to create their own, specific weapon (such as a short sword or flail) and then add the properties.



## ZHENTARIM TATTOO <sup>DDB</sup>

*Wondrous item (tattoo), common*

Produced by a special needle and placed in a location of your choice, this tattoo of a **flying snake** is applied to all agents of the Zhentarim.

When you display this tattoo while performing an Intimidation check against another humanoid, add 1d4 to your attempt.

Doom Raiders subfaction agents receive a similar *Doom Raiders tattoo*. <sup>DDB</sup>

## Appendix G: 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 than perhaps covering daily food and lodging, if successful.

### Faction Job Difficulty Class

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



# Appendix H: Other Factions and Sources

If you found this publication useful, the author has created the following similar publications, just click the DMSGuild icon for a hyperlink:

## Three Factions of Waterdeep

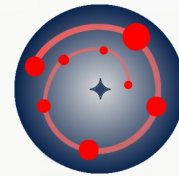
**Bregan D'aerthe, Gray Hands, Xanathar Guild.** These three factions are presented in *Waterdeep: Dragon Heist*. The publication also covers two subfactions, Force Grey and the Deep Delvers, as well as a host of different bullets for *drow gunslinger pistols* (along with the firearm itself).



## The Red Wizards of Thay

The Red Wizards are but a shadow of their former organization...but they are out there, and they're making a comeback.

Whether your character is working in the Moonsea region, Sword Coast, or even in Skullport as an emissary to Waterdeep, this supplement includes optional rules for any adventure to make the Red Wizards of Thay a character-playable faction.



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