



GUIDE TO THE FIVE FACTIONS



This DUNGEONS & DRAGONS® supplement consolidates and expands 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 faction publications (including popular third party and legacy publications), into one cohesive resource. 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. There are a wide variety of faction perks out there and they could not all be including without making a chaotic, loot-heavy mess. The DM should feel free to edit perks to fit their own campaign.

This product also includes:

Physical Handouts. Included in the zip file for this product are two physical handouts which can be given to players at a table: i) a *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 ii) entrance letters for each main faction.

Digital Handouts. These include: i) a phone-formatted PDF of each faction which can be emailed to each player for their respective faction; it is a summary of this document's 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 or other critical information.



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- * **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.
- * **Third Party Links.** Items with D&D Beyond links include a hyperlinked image. **DDB**

FACTION RENOWN

If a character wishes to join 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 background information, goals and activities, and leadership and organization information
- * Character options
- * Ranks and rank perks
- * Group patron benefits
- * Assignments
- * Prominent locations
- * Faction representatives
- * Entrance letter

Joining a Faction

A player should work with the DM if it would like to become a member of a faction. A character joins a faction with 1 renown and typically receives an entrance letter. While a character can have renown with multiple factions, it can only be an active member of one faction at a time, except for double-agents.

Double-Agents. With DM approval, some characters may become double agents if it fits the campaign (such as Harpers or Zhentarim).

Level Requirements. Optional minimum character levels are noted by each rank.

Rewarding Renown

At the DM's discretion, a character or party can increase their renown in the following ways:

Completing Missions. Advancing a group's interests increases a character's Renown Score within that group by 1. Completing a mission specifically assigned by that group or that directly benefits the group increases the character's Renown Score by 2. Hugely significant quests might grant Renown Score increases of 3 or 4 at once.

Group Involvement. Once a character has established a Renown Score of 1+ with a group, the character can gain renown by spending time between adventures undertaking minor tasks for the group and socializing with its members. After doing so for a number of days equal to 10 times the character's current Renown Score, the character's Renown Score increases by 1.

Tracking Renown

A character's or party's Renown Score starts at 0 prior to joining a faction, then increases as characters earn favor and reputation with respect to the group. You can tie benefits to a character's renown, including ranks, titles, and access to resources.

Players track renown separately for each group their characters are associated with. For example, an adventurer might have a Renown Score of 5 with one faction and a Renown Score of 20 with another, based on the character's interaction with each group.

Subfaction Renown. Some factions have sub-factions; renown may be rewarded at both levels, depending on the faction.

Losing Renown

Disagreements with members of a group aren't enough to cause a loss of renown within that group. However, serious offenses committed against the group 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. A character's Renown Score with a group can never drop below 0.

Faction Suspension

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

Short-term suspension can occur if a character is witnessed 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 or overtly evil acts.

Leaving a Faction

A character leaves a faction if its renown is reduced to 0, or by choice at any 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 generally do not increase as the characters 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. A character can gain renown through Assignments without being a faction agent, with the ability to leverage the renown at a later date if it chooses to join the faction.

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. 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

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.

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

FACTION BASTIONS

In addition to the standard Bastions detailed in the *Dungeon Master's Guide*, faction members can add the following special facility to their Bastions.

Grove

Level 5 Bastion Facility

Prerequisite: Membership in the Emerald Enclave

Space: Vast

Hirelings: 2

Order: Recruit

Veteran agents of the faction create safe havens with trees, grass, and flowing water, where magical creatures that embody the power of nature live in peace and safety. The Grove can house one Huge creature or two Large creatures; four Small or Medium creatures or eight Tiny creatures can occupy the same space as one Large creature there.

Recruit: Creature of Nature. When you reach level 9, when you issue the Recruit order to this facility, you invite a creature from the Grove Creatures table to your Grove. Roll any die. If the number rolled is odd, the creature doesn't accept your invitation and you gain no benefit from having issued the order. If the number rolled is even, a creature accepts your invitation and moves into your Grove after 7 days. Your hirelings care for the creature and perform upkeep in the facility.

Creatures in your Grove count as Bastion Defenders. Deduct any you lose from your Bastion Defenders roster. You can choose not to count one or more of these creatures as Bastion Defenders, in which case they can't be called on to defend the Bastion. Instead, they act in accordance with their nature and use their stat blocks in the *Monster Manual*.

Hideout

Level 5 Bastion Facility

Prerequisite: Membership in the Harpers or Zhentarim

Space: Roomy

Hirelings: 1

Order: Empower

You have a safe house hidden near your Bastion and connected to it by a tunnel no more than a quarter mile in length. Your hireling maintains

the hideout, using a cover identity that doesn't link them to your Bastion. You can change the location of your Hideout each time you gain a level.

Hideout Defenses. Your Hideout is constantly protected by the *Alarm* spell. At level 9, your Hideout can be connected to your Bastion by a magic doorway instead of a tunnel; anyone passing through the door from the Hideout emerges from a specific door in your Bastion or vice versa, and your Hideout can be located anywhere within 100 miles of your Bastion. At level 13, the facility can be located anywhere in Faerûn. At level 17, the magic doorway works across planes, and the facility can be anywhere in the multiverse.

Empower: Training. When you issue the Empower order to this facility, the facility's hireling extends an invitation to another agent nearby. Roll any die. If the number is odd, no agent needs your facility and you gain no benefit from having issued the order. If the number rolled is even, a Friendly agent takes up temporary residence in your hideout.

The agent stays for 7 days. While at your Bastion, the agent can share their knowledge. Any character who trains with the agent here for at least 8 hours on each of those days gains proficiency in one of the following skills of their choice: Deception, Investigation, or Performance. This benefit lasts for 7 days.

The agent won't defend your Bastion and departs immediately if the Bastion is attacked.

GROVE CREATURES

Creature	Size
Awakened Shrub	Small
Awakened Tree	Huge
Blink Dog	Medium
Centaur Trooper	Large
Dryad	Medium
Myconid Adult	Medium
Myconid Sprout	Small
Pixie	Tiny
Satyr	Medium
Sprite	Tiny
Treant	Large
Unicorn	Large

Noble Residence

Level 5 Bastion Facility

Prerequisite: Membership in a faction

Space: Vast

Hirelings: 2

Order: Recruit

You maintain a luxurious apartment fit for the ruler of a city such as Neverwinter, Waterdeep, or Baldur's Gate. Your hireling is a butler who tends to the resident's needs.

After spending a Long Rest in your Noble Residence, you gain Heroic Inspiration.

Recruit: Visiting Noble. When you issue the Recruit order to your Noble Residence, you forgo sleeping in it for 14 days and instead make it available to a noble from a settlement that is a member of the faction. Roll any die. If the number rolled is odd, no one accepts your invitation and you gain no benefit from having issued the order. If the number rolled is even, a noble from the settlement you chose accepts your invitation, arriving within 7 days and staying for another 7 days.

The visiting noble gossips about events and inhabitants in their home settlement, revealing to you the location of any creature familiar to you if that creature is within 50 miles of the settlement from which the noble has come, if that creature isn't hidden by magic, and if that creature isn't confined to a location that the DM deems beyond the noble's ability to know. If the noble knows the location of the individual, they also tell you where that creature was for the 7 days prior to the noble's departure for your Bastion.

The visiting noble won't defend your Bastion and departs immediately if the Bastion is attacked.

Tournament Field

Level 5 Bastion Facility

Prerequisite: Membership in the Lords' Alliance or Order of the Gauntlet

Space: Vast

Hirelings: 1

Order: Empower

The Tournament Field is a marked-off area for combat between two armed individuals. It includes room for spectators.

Your hireling is a **Knight** whose alignment matches your own. If your Bastion lacks facilities to house this knight, the knight secures accommodations in the inn or settlement closest to the Bastion. This knight isn't a Bastion Defender, but

if your Bastion is attacked, the knight reduces by 1 the number of dice you roll to determine how many Bastion Defenders are lost in the attack.

Empower: Hold Tournament. When you issue the Empower order to this facility, you host a tournament at your Bastion. It takes 7 days for word of the tournament to spread to nearby settlements, and another 7 days for contestants to travel to your Bastion and participate in the tournament. You must spend 2,000 GP for prizes. At the conclusion of the tournament, your Renown Score with the faction increases by 1.

Travel Station

Level 5 Bastion Facility

Prerequisite: Membership in a faction

Space: Vast

Hirelings: 2

Order: Research

The faction or guild maintain stations to facilitate safe and swift long-distance travel on journeys (see chapter 2 of the *Dungeon Master's Guide*). Your travel station includes temporary stabling facilities for four Large creatures; two Medium creatures occupy the same space as one Large creature there. The facility's hirelings look after these creatures.

Long-Distance Travel Speed. Finishing a Long Rest in your Bastion better prepares you for travel; your group's maximum travel pace increases by one step (from Slow to Normal or from Normal to Fast).

Research: Reconnaissance. When you issue the Research order to this facility, you commission the hirelings to gather information that facilitates an upcoming journey. This work takes 7 days. For the duration of the journey, you have Advantage on Wisdom (Survival) checks to forage or navigate.



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

A ranger guards a caravan through monster-plagued wilds. Forest defenders dismantle a war camp polluting a vital river. A circle of druids enacts a rain ritual for a drought-stricken village. These are but a few examples of how the Emerald Enclave makes the world a peaceful, hospitable place for people and nature alike.

The Emerald Enclave is an organization of survivalists and nature worshippers who refer to themselves as Caretakers. Members of the enclave maintain the balance between wilderness and civilization and reinforce what they call “the natural order.” This natural order is exemplified by places where people and nature live in harmony—places where neither settlements nor wilds threaten to overwhelm the other. Caretakers protect such areas with their lives. To the Emerald Enclave, individual sacrifice is worthwhile if it means the preservation of the whole.

Caretakers wear green clothes made from natural, foraged materials such as plants and animal hides. The most powerful members have magically bright-green eyes. Most Caretakers are constantly surrounded by animals and can walk seamlessly between civilization and the wilds.

Members of the Emerald Enclave are loosely organized into diffuse subfactions called circles. Some Caretakers from the same circle might work together in small bands, but many operate in isolation. These lone wolves rely on the ani-

mals and plants around them to monitor other Caretakers (and non-Caretakers) in their vicinity.

Goals and Activities

Caretakers preserve sacred natural sites by guarding them from logging, mining, and other exploitation. In areas where the natural order has already been compromised, the enclave restores the land so it is once again fruitful and hospitable. The enclave’s spellcasters draw on nature magic to expedite labors such as planting trees and cleaning litter-filled waterways.

In dire situations—such as an undead-riddled battlefield—the Emerald Enclave leads coordinated assaults to root out the land’s defilers. When necessary, Caretakers put impenitent evildoers to the sword. Members of the enclave don’t relish violence against nature’s children, but they know destruction is sometimes necessary for healing to begin. Caretakers do, however, proudly raise arms against unnatural forces such as aberrant monsters, reanimated dead, and machines of war. Members of the enclave believe such creatures exist to threaten the natural order and must be destroyed.

When they aren’t healing broken lands or fending off the forces of chaos, Caretakers study and promote the ways that fauna and flora peacefully coexist in nature. Some spend time in settlements to forge new connections and encourage communities to tend the world around them. The enclave is always in search of allies, for, as one Caretaker saying puts it, the herd is strongest when its numbers are great. Thus, wise Caretakers hone their communication skills, knowing that a compelling speech or poignant adage can help others connect to the land.

Lunar Rituals

The cycle of the moon and seasons is important to the Emerald Enclave’s rituals. New Caretakers are initiated to the enclave each month on the full moon. New moons are reserved for tribunals, when judgment is passed on enemies taken prisoner or on Caretakers who’ve failed to uphold their duties. Many Caretakers plan sojourns to coincide with the lunar cycle so that they venture away from home while the moon wanes, then return while it waxes.

Just as the enclave shares in times of bounty, so too it shares the onus of performing necessary evils. When a tribunal demands capital punishment or a lunar ritual requires animal sacrifice, the tribunal selects an executioner through a casting of holy stones or sacred sticks or the summoning of a nature spirit that temporarily possesses an individual. In this way, no single Caretaker must bear the entire weight of the grisly work that must be done.

Leadership and Organization

A Caretaker who achieves acclaim might take an epithet. Typically such an epithet is bestowed by another Caretaker to commemorate a worthy deed. Storied Caretakers have multiple epithets, which are then appended to one another; for example, a veteran enclave member named Krodar might be referred to as “Caretaker Krodar, Axe Breaker, and Tamer of Owlbears.”

Enclave Circles

A circle of the Emerald Enclave is a collective of Caretakers who study and practice the teachings of a particular aspect of the natural world to achieve the enclave’s goals. Circles act independently, but they might seek one another’s expertise when dealing with large-scale or far-ranging challenges.

There is some overlap between enclave circles and druid circles. But not all druids belong to the Emerald Enclave, and not all enclave members are druids. A druid of the Circle of the Moon, for example, might go their entire life without encountering the Emerald Enclave’s circle of the same name, even though both groups practice similar teachings and rituals.

Each circle is led by its longest-serving and most accomplished members: sage rangers and ancient druids known as Verdant Ones. Verdant Ones lead lunar rituals, train new Caretakers, and coordinate missions with other circles. Often, a Verdant One passes judgment on issues where the balance between natural forces is unclear.

These are just a few of the enclave’s circles in Faerûn:

The Circle of Air believes the world’s eons-long natural cycle requires similarly lengthy study to fully comprehend.

The Circle of the Ancients is the oldest and most influential circle, tapping into primordial secrets.

The Circle of the Giants reveres the titans of the natural world: dinosaurs, dragons, and megafauna.

The Circle of the Land is the largest circle, protecting nature in all its forms and helping others survive in the wilderness.

The Circle of the Moon aids those who travel at night, and those threatened by nocturnal forces.

The Circle of Wildfire understands destruction is a fundamental part of the natural cycle and individual sacrifice is necessary for the greater good.

The Three

The leaders of the Emerald Enclave are called the Three. These legendary druids provide guidance to other enclave circles and pass judgment on the most serious offenses. They occupy and protect a sacred temple to Silvanus called Oakenhall. Rarely the Three might visit another sacred site; such visits are never announced and rarely portend good news.

Though rarely spoken of as individuals, the Three are sometimes identified by the leaf-shaped masks they wear: the Oak, the Elm, and the Willow. The Three began as ordinary people, but when an individual dons one of these three magical masks, the mask merges with their flesh and transforms the wearer into a faceless, ageless being of no known species—nine feet tall and identical to the other members.

Faiths

Common deities of the faction include:

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

CHARACTER OPTIONS

Adventurers who commit their lives to the Emerald Enclave are often Barbarians, Druids, or Rangers, but anyone who honors and protects the natural balance can find a place in the enclave.

Background

EMERALD ENCLAVE CARETAKER

Ability Scores: Constitution, Intelligence, Wisdom

Feat: Emerald Enclave Fledgling

Skill Proficiencies: Nature and Survival

Tool Proficiency: Herbalism Kit

Equipment: Choose A or B: (A) Shortbow, 20 Arrows, Herbalism Kit, Bedroll, Blanket, Pouch, Tent, Traveler's Clothes, 13 GP; or (B) 50 GP

As a Caretaker with the Emerald Enclave, you take care of those who care for the world. Either alongside your fellow Emerald Enclave members or by yourself, you've learned essential skills for living with the land: how to track game, where to forage for useful herbs, and even how to forecast the weather. You use these talents to maintain the balance between civilization and the wilds and to rid the world of unnatural creatures.

Other complimentary backgrounds for the Emerald Enclave include Guide or Hermit.

Feats

EMERALD ENCLAVE FLEDGLING

Origin Feat

You gain the following benefits.

Speak with Animals. You always have the Speak with Animals spell prepared and can cast it with any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat). When you cast this spell as a Ritual, its duration is 8 hours.

Tag Team. When you take the Help action, you can switch places with a willing ally within 5 feet of yourself as part of that same action. This movement doesn't provoke Opportunity Attacks. You can't use this benefit if the ally has the Incapacitated condition.

ENCLAVE MAGIC

General Feat (Prerequisite: Level 4+, Emerald Enclave Fledgling Feat)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Friend to Animals. You have Advantage on ability checks when taking the Influence action with Beasts.

Two Hearts, One Mind. You always have the Beast Sense spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. When you cast it without a spell slot using this feature, it doesn't require Concentration. You can also cast the spell using any spell slots you have of the appropriate level. The spell's spellcasting ability is the ability increased by this feat.





Ranks

Characters typically gain renown with the Emerald Enclave by defending nature against would-be despoilers and by completing tasks for enclave members. Physical perks are typically obtained when interacting with a faction representative.

Rank 1, Springwarden

Requirement: 1 renown

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

Patron Benefits. You gain the faction's Group Patron benefits (see next page).

Lifestyle. You are provided with enough food, water, and shelter for a Modest lifestyle.

Trinket. You gain a trinket from your time with the Emerald Enclave. Roll on the Emerald Enclave Trinkets table to determine the trinket.

EMERALD ENCLAVE TRINKETS

1d6 Trinket

- 1 A pair of earrings made from oak leaves that never wilt
- 2 A miniature model cottage made of twigs
- 3 A green-glowing firefly in a bottle
- 4 A gourd that sounds like rustling leaves when held to one's ear
- 5 A preserved rabbit's foot on a leather strap
- 6 An antler shaped like an Elvish rune

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:

Hireling. You can hire Emerald Enclave hirelings for half the usual cost.

Caretaker. You can request a Caretaker (Scout) to accompany you on a journey and help you navigate, forage, and search. Once you use this reward, you can't do so again until your Renown Score increases.

Welcomed. Other members of the faction are Friendly towards you by default and provide you with lodging and food in dire circumstances.

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:

Training. A Caretaker teaches you Druidic. If you already know Druidic, it teaches you a language of your choice.

Bastion. An Emerald Enclave Bastion special facility becomes available to you.

Consumables. You can buy Common and Uncommon potions and Spell Scrolls from the Emerald Enclave.

Rank 4, Winterstalker

Requirement: 25 renown and 11th 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:

Nourishment. If you or your companions are at risk of suffering from dehydration or malnutrition while within 10 miles of an enclave site, Caretakers bring you enough food and water to meet your needs.

Consumables. One time, Caretakers provide you with 1d4 Potions of Healing (superior).

Nature's Manifestation. Your eyes turn bright green. Centaurs, treants, unicorns, and all Beasts are Friendly to you by default.

Trinket. Your trinket is magically enhanced and now also serves as a key to activate Emerald Enclave 2-way portals throughout Faerûn (see Prominent Locations map).

Rank 5, Master of the Wild

Requirement: 50 renown and 17th level

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

Trusted. Members of the Emerald Enclave openly share information with you. In addition, you can request an audience with the Three once per year.

One of Three. You are eligible to join the Circle of Three if you give up adventuring and commit yourself to the faction.

CHARACTER RETIREMENT

Each faction has a Rank 5 option that effectively retires the character and removes it from player control – allowing it to perhaps appear as an influential faction NPC in later games.

Group Patron Benefits

Having the Emerald Enclave as a Group Patron provides the following benefits to the entire party. Faction members have access to additional secret trails beyond those available to parties with the Emerald Enclave as their Group Patron.

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

Hireling. You can find an Emerald Enclave hireling in the wild.

Secret Trails. The Emerald Enclave knows of secret magic one-way trails that lead to wondrous natural locations. 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 searching for 1d4 hours. 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.

Assignments

The following quests are available as Assignments for those with the faction as a Group Patron. Quests beyond this list can be easily available at DM discretion.

EMERALD ENCLAVE QUESTS

d6 Quest

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

EMERALD ENCLAVE SECRET TRAILS

Trail	The Trail Leads to*...	Required	Dangers of the Trail
Folk path	Llyrath Forest in the Moonshae islands [4]	Group Patron	Blights
Mythal paths	Myth Rhynn in the forest of Tethyr [3] or Myth Drannor in the forest of Cormanthor [2]	Group Patron	Quicklings
The unicorn run	The Star Mounts or the Grandfather Tree in the High Forest [1]	Rank 2	Displacer Beasts
Forest pool to the Feywild	The fens bordering the Summer Court	Rank 3	Ettercaps and Giant Spiders
Tree roots to Ysgard	The Gates of the Moon—home to the goddesses Selune and Sune	Rank 4	Lone Green Hag or a coven
Forest paths to the Beastlands	The Grove of the Unicorns—the realm of the goddess Mielikki	Rank 4	Fomorians
Mushroom ring to Bytopia	Whispertree—the ancient oak tree that is home to the god Baervan Wildwanderer	Rank 4	Lone Night Hag or a coven

* The numbered 1-way trails listed in this column are marked with a brown square on the world map. In several locations, trails lead to the same general location as 2-way portals also marked on the world map by a purple circle.



Prominent Locations

Goldenfields

Goldenfields is a walled farming complex dedicated to Chauntea, the goddess of agriculture. It also serves as a key base for the Emerald Enclave. Its harvests are crucial to cities throughout the North, Waterdeep in particular.

Run by Abbot Ellardin Darovik, Goldenfields is one of the greatest Enclave strongholds in the region. Members of that faction are as welcome here as clergy of Chauntea; many of them stay for months at a time to help with the work and the vigilant defense of the farm against insects and blights, as well as would-be vandals and plunderers.

Hired guards and adventurers patrol the walls and the land immediately around them. Inside the farm, young treants allied with the Emerald Enclave hide within stands of trees, ready to animate trees to repel invaders.

More than five thousand people live and work in Goldenfields year round, farming more than twenty square miles of tillage in gangs of hard-working gardeners.

The sprawling temple-farm is built on higher ground than the surrounding fields, and it's enclosed on all sides by a wall of mortared stone. The outer wall is 60 feet high (20 feet high inside the compound) and 30 feet wide. The wall is built out at several points, spaced at least a mile apart, with stone pagodas and barracks at those locations. These watch posts have unobstructed views of the surrounding countryside.

Moonshae Isles: Myrloch Vale

Located on the island of Gwynneth in the Moonshae Isles, this forested valley has an ancient connection to the Feywild surrounds the lake known as Myrloch, framed by multiple mountain ranges. For centuries, fey creatures have crossed the border between worlds in the Vale, and enough have stayed to make the vale home to a bewildering population of fey. Here, centaurs ride in herds, pixies and **Sprites** flit through the air like starlings, and packs of **Blink Dogs** patrol the trails. Ancient forests are home to dryads and treants. Faerie dragons are especially common here. Druids work with bards of the College of the Moon to keep the peace, monitor moonwells, and perform rites to honor the Earthmother. Agents of the Emerald Enclave come here to train.

Sacred Sites

All over Faerûn, Caretakers congregate at meeting grounds called sacred sites. Except for Oakenhall and a few other notable temples, the Emerald Enclave's sacred sites are naturally occurring locales of spiritual or magical import. The Emerald Enclave considers these sites—and any other locations where nature has worked its miracles—symbolically important and worth guarding closely. The following are a few notable sacred sites.

Coltree. In the foothills around the Spine of the World grows a massive fir called Coltree. It rises from a white granite slope ribboned with thick veins of exposed coal that give the landscape a zebra-like appearance.

Moraeire. Moraeire is a blue-tinted stone column in a valley of similar pillars off the west coast of the Sea of Fallen Stars. The valley is flooded most of the year, creating a unique ecosystem that's part bog, part canyon.

Silver Tear. The Silver Tear in Anauroch is an underground oasis at the center of a massive grotto. Its exact location is secret, but the entrance lies somewhere at the bottom of a steep gorge riddled with red caves.

Waterdeep: Phaulkonmere

Despite being located in one of the most densely populated areas in Faerûn, Phaulkonmere is a key location for the Enclave. Home of Jeryth Phaulkon, Chosen of Mielikki, it serves as key political access point for a significant portion of those who control Faerûn. It is a noble villa in the Southern Ward and is a safehouse for all Enclave agents.

All around the top of the manor wall are golden metal barbed spikes which help protect the gardens. While the gates and spikes deter trespassers, the manor house has magical protections provided by the Watchful Order of Magists & Protectors.

High Forest: Shadowtop Cathedral

In the northwestern High Forest stands Shadowtop Cathedral, a stand of towering shadowtop trees that is an important meeting-place for the Emerald Enclave. Foes of the enclave have to fight to reach it, but members can readily find aid, healing, and advice in the grove.

A closely packed stand of towering shadowtop trees lies in the High Forest. The dark canopies of the trees form a high roof that permits only hints of sunlight to touch the ground beneath. Shadowtop Cathedral is an important meeting place for the Emerald Enclave. The forest within 50 miles of the site is seeded with awakened trees and awakened shrubs that are loyal to the enclave. These plants hide the trails that lead to Shadowtop Cathedral. If the awakened plants spot a creature openly wearing or carrying the symbol of the Emerald Enclave, the plants move aside to reveal hidden trails. Other creatures searching the forest for trails have disadvantage on ability checks made to find them and to avoid becoming lost.

The primary caretaker of Shadowtop Cathedral is a xenophobic, moss-covered treant named Turlang. He visits the site only occasionally. When he's not at the cathedral, Turlang wanders the forest, frightening off interlopers. He has the statistics of a **Treant**, with 200 hit points and an **Archdruid's Spellcasting** feature.

SHADOWTOP TREES

Shadowtops are lovingly referred to as the soaring giants of Faerûn's forests, as they are able to reach up to 90 feet in height, and 20 feet in diameter. Their name refers to the fact that its canopy of dense, featherlike foliage leaves the forest floor below it showered in perpetual shadow. This is amplified by the fact that its leaves all cluster to the trunk's top, and have a coppery underside.

These trees are extremely common. They are found in almost every humid area across the continent of Faerûn. The wood of the shadowtop tree – called shadowwood – is quite tough and fibrous. Shadowwood fibers are used in small quantities in ropemaking to increase the strength and durability of the coils. The wood burns slowly and with little smoke, making it perfect for cooking. Chefs love the almost tangy aftertaste it adds to meat.

Though strong, its fibers can be easily split, making the wood unsuitable for large constructions. However, arcanists prize the wood as an affordable but potent material from which to craft wands and staves. It is said that when shadowwood is used to house druidic spells, the spells become slightly more potent.

Adventuring Gear: Rope, Shadowwood (50 feet)
Cost: 3 GP **Weight:** 12 lbs

This rope is strengthened with shadowwood fibers and is tougher than a standard rope.

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 22 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 17 Dexterity (Acrobatics) check as an action.

Adventuring Gear: Net, Shadowwood
Cost: 3 GP **Weight:** 6 lbs

This net is strengthened with shadowwood fibers and is tougher and more resistant to fire than a standard net.

When you take the Attack action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 12 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Net (AC 12; 10 HP; Immunity to Bludgeoning, Poison, and Psychic damage; resistant to Fire damage) also frees the target, ending the effect.

Ilighôn

An island in the Sea of Fallen Stars, Ilighôn was historically occupied a band of druids and was one of the birth places of the Emerald Enclave. While the Enclave has since disbursed from an organization perspective, the island still serves as a gathering place for the Enclave with most members making the journey at least once in their adventuring career.

The island itself is approximately 40 miles by 30 miles and is heavily forested. A small mountain range in the middle feeds two rivers running north and south that lead to the sea and to the west, which leads to a lake.

The Eyes of Silvanus. Ilighôn is one of two major islands that guard the entry into the heart of Vilhon Reach. Along with the island Wavecrest, Ilighôn is extremely difficult to navigate around due to huge hunks of jagged rocks under the surface, frequent heavy fog, and an unusual amount of creatures from the Elemental Plane of Water found in the area (often called the 'Seven Sentinels' although the number and type of creatures seems to vary from witness to witness). Only the most well defended and piloted smaller ships attempt navigation through the waters.

Faith-Magic Zone. Many years ago, Mystra, goddess of magic, shrouded the entire island of Ilighôn with a *faith-magic zone* as a gift to Silvanus. The zone extends 1 mile from the island and cancels all magics and magical items except Divine magic of the Abjuration school.

Eldath's Ring. This is ring of submerged rock surrounding the island with a couple small access points for ships. Eldath, Goddess of the Singing Waters, serves as the protector of Ilighôn, and provides a magical shield that stops naval missile attacks.

Forests. The island is split into three main forests: Grandlore forest encompassing the entire west half of the island; Mielikki Garden in the northeast; and Great Forest in the southeast.

Sapra. An old city with a population of approximately 2,000 people, Sapra has become somewhat of a refuge for those seeking to be free of wizardly influences.

Druidhome. A humble collection of groves, Druidhome serves as somewhat of a retirement community for old druids, priests, and rangers serving their final years.

Portals. Scattered throughout the island of permanent portals to various locations. Their magic is one of the few exceptions to the *faith-magic zone*. The two-way portal destinations are noted in the map on the following pages.

House of Silvanus. Referred to as Oakenhall amongst members of the faction, this is the stronghold of the druids. The House of Silvanus is an open structure composed of wood and granite surrounded by water and is guarded by a **Water Elemental**. It is located on a plateau high on the island and sits in harmony with nature.

Achentree. Archentree is not a city as much as a gathering place for **Treants**.



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QAWASHA AND KUPALUÉ
CHULTAN DRUID AND VEPEPYGMY

Qawasha and Kupalue (“Weed”) travel around looking for unusual flora and fauna and actively hunting undead.

Purpose. Rid their homeland of undead.

Quests. Seek and destroy missions.

Potential Resources. Expert maps of Chult; scrolls of *detect evil and good*, *dispel evil and good* and *protection from evil and good*; **thornies**.

Historical Location. Fort Beluarian, Chult.

Appeared in: *Tomb of Annihilation*

ELLARDIN DAROVIK
DAMARAN HUMAN PRIEST

A worshiper of Chauntea, goddess of life and bounty, Ellardin is a generous, reserved man who avoids confrontation. He is the Abbot of Goldenfields and welcomes both Enclave members and clergy of Chauntea.

Purpose. Direct operations of Goldenfields; maintain a repository of every possible seed.

Quests. Seed collection missions; area defense; food caravan security.

Potential Resources. Seeds for all variety of plants; **acolytes**.

Historical Location. Goldenfields.

Appeared in: *Storm King's Thunder*

HAELEEYA HANADROOM
TETHYRIAN HUMAN COMMONER

Originally from Amn, Haeleeya operates a bathhouse and dress shop in her large, well-appointed home. Haeleeya's caters to local women seeking dresses for special occasions; she makes few garments for men. The bathhouse is a steadier business, since many of the older women of Red Larch visit the baths regularly to trade gossip.

Purpose. Gather information for the Enclave.

Quests. Escort and delivery missions.

Potential Resources. Fine clothing; magical cloaks and boots.

Historical Location. Red Larch.

Appeared in: *Princes of the Apocalypse*

DASHARRA KELDABAR
SHIELD DWARF VETERAN

Dasharra is a retired civilar (captain) of Waterdeep's Griffin Cavalry. She lives north of town and raises **griffons**, trains them as mounts, and teaches people to ride them. The griffons are kept in a low, sturdy wooden shelter next to her home. At any time, Dasharra has 1d4 + 6 adult griffons and 1d4 griffon eggs in her care.

Purpose. Maintain the health and safety of her griffons.

Quests. Griffon rescue missions; general defense of the area.

Potential Resources. Griffon mounts (after 3 days of training).

Historical Location. Fireshear.

Appeared in: *Storm King's Thunder*

TURLANG DDB
TREANT DRUID

Turlang is a xenophobic, moss-covered treant that guards the northwestern region of the High Forest, a grove known as Turlang's Wood. He "governs" over an area of a hundred or so trees, a gentle, calm but authoritative presence over his arboreal realm. He is serves as a caretaker for Shadowtop Cathedral and is also a 9th-level spellcaster.

Purpose. Defense of the High Forest and Shadowtop Cathedral.

Quests. Spy missions; Counter threats to the local area.

Potential Resources. Treant sidekicks.

Historical Location. High Forest.

Appeared in: *Tyranny of Dragons*; *Storm King's Thunder*

DELAAN WINTERHOUND
HALF-ELF RANGER

Delaan is a quiet and well respected ranger in the near-constant presence of a **winter wolf** named Losak. Delaan spends much of his time wandering the wilderness helping keep the local wildlife in balance.

Purpose. Preserving the natural order.

Quests. Herding and escorts.

Potential Resources. Treant sidekicks; **griffon** mounts; good- and neutral- aligned lycanthropes.

Historical Location. Northern Faerûn.

Appeared in: *Tyranny of Dragons*

JERYTH PHAULKON
HUMAN DEMIGOD

Jeryth is a Chosen of Mielikki and the only current resident of Phaulkonmere. Jeryth can cast any spell on the druid spell list. Jeryth's blond hair has a streak of ivory to it, resembling the horn of a unicorn. Her personality is generally carefree, like a bird.

Purpose. Serve Mielikki.

Quests. Counter local threats; escorts.

Potential Resources. Animal messenger spell scrolls; *charm of restoration*; the casting of any druid spell.

Historical Location. Waterdeep.

Appeared in: *Waterdeep: Dragonheist*

KIVAN THE GRIM
ELF RANGER

Kivan is a blunt and taciturn elf who values bravery and skill in battle above all other qualities. He tirelessly hones his skills as a tracker and warrior.

Purpose. Actively combat persons and entities that directly oppose the Enclave;

Quests. Raids against encroaching towns; confront shadow druids.

Potential Resources. one animal or plant companion for the group such as a **blink dog**, **needle blight**, **satyr**, or **awakened tree**.

Historical Location. Any border area on the edge of large forests.

Appeared in: *Minsc and Boo's Journal of Villany*

MORISTA MALKIN
SHIELD DWARF SCOUT

Originally from the Silver Marches, Morista followed Bruenor to Gauntlgrym and protects it from the savages of the Underdark. She spends her time training elite scouts and reconnoitering the Underdark.

Purpose. Advisor to King Bruenor Battlehammer; protect Gauntlgrym.

Quests. Counter local threats; escorts.

Potential Resources. Scouts, **giant lizard** mounts.

Historical Location. Gauntlgrym.

Appeared in: *Out of the Abyss*

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 roof 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.





HARPERS

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

Harpers are secretive spies, sleuths, and skalds who oppose evil throughout the Forgotten Realms. Harpers believe that power, fortune, and knowledge should be shared by all rather than hoarded by the few. They are disinterested in fame and glory—whatever they do, they do for the common good, with no expectation of reward.

Harpers employ magic, subterfuge, and wit to achieve their aims, preferably without arousing any suspicion of their interference. They favor subtle manipulation to overt action—a Harper is more likely to turn enemies against one another than to stick a dagger in a despot's back. Better yet is depriving bad actors of power in the first place, such as by securing dangerous magical weapons before they fall into the wrong hands. Yet for all their behind-the-scenes action, Harpers are well known among both downtrodden common folk, who laud them as heroes, and the forces of evil, who scorn them as meddlers.

Goals and Activities

The Harpers' primary goals are to free the oppressed and dismantle the power structures that enable such oppression. To achieve the former, Harpers commit heroic deeds and dispense useful knowledge in equal measure. To someone who says, “Give folks a fish, and they'll eat today—teach them how to fish, and they'll eat for the rest of their lives,” a Harper says, “Why not both?”

When it comes to disarming evildoers, Harpers monitor political powers and employ covert action when necessary. They don't rush into confrontation when there's time to study the situation and develop a cohesive plan. On the other hand, no Harper would hesitate to help someone in imminent danger. A Harper balances

the desire to gather information and the need to act quickly.

Harpers' secondary goals are many, and the prioritization of these goals is a matter of individual discretion. Silver-tongued Harpers focus their talents on the advancement of the order's virtues, especially fairness and equality. Harpers with a penchant for magic undertake missions to protect or destroy potentially harmful magic items. And, of course, Harpers who simply want to punish the wicked and save the innocent have no trouble finding opportunities to do just that.

Harper Code

Harpers follow a loose set of guiding ideals called the Harper code. Like the order itself, the code is in a state of constant flux, growing, shrinking, and changing to fit the needs of the time. But some tenets, such as fairness and equality, remain much as they were when the order was first founded.

Watchwords. The Harper code is organized into a system of phrases called watchwords. Harpers coin and recite watchwords to guide their actions in uncertain situations. Harpers exchange watchwords with one another as pass phrases or to verify identities. Senior Harpers pass down watchwords in their sacred rites of initiation and in the training of new recruits.

Some Harpers carry a small book in which they collect or pen watchwords, but the Harper code has no official canon. Still, a few watchwords are so common that all Harpers can be expected to know them. Examples include the following:

- * No one is free until all are free.
- * Whatever it takes, a Harper will do.
- * Study the past to preserve the future.
- * For freedom to flourish, there must be balance.

Harpers as Rivals

While the ‘goodliness’ of the Harpers is commonly accepted, many individuals and organizations believe the Harpers to be nothing more than glorified meddlers. The Harpers could easily be set up to be a Rival organization set on interrupting the adventurers, either actively thwarting their actions or just stealing information or objects from the party.

Leadership and Organization

The Harpers are scattered, with neither a strict hierarchy nor a centralized place of command. Rather, they consist of many small cells and lone agents who operate within a vast, loose network. This open and resilient structure has enabled the Harpers to form, disband, and re-form many times in the history of the Realms.

As befits their ethos, there is no one leader of the Harpers. Authority and responsibility are shared equally among members. That said, veteran Harpers have broader access to useful contacts and greater knowledge of goings on simply by virtue of having been around longer, and novice Harpers tend to take missions and receive counsel from their more experienced peers.

Harpers have strong bonds with their fellow Harpers. Feuds or even friendly rivalries among members are rare. A Harper never hesitates to help a fellow Harper in need.

Harper Cells and Strongholds

Although they range across Faerûn, Harpers aren't a unified force. Some Harpers act mostly independently, but many belong to a local Harper cell—a collective of Harpers who share information and undertake missions together. These cells are differentiated by the location of their strongholds (if they have one), their local notoriety, and what parts of the Harper code they consider most important.

The Harpers of Twilight Hall in Berdusk, for example, work in coordinated groups to achieve long-range plans. Harpers based out of Silverymoon, on the other hand, emphasize the responsible use of magic and securing dangerous Artifacts. Yet another example is Harpers like those led by Storm Silverhand in Shadowdale: lone wolves who conduct themselves like secret agents.

READ MORE

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 today.

Joining the Harpers

A person doesn't simply become a Harper—they have to be chosen by a Harper to receive the honor. Harpers observe potential candidates from afar to assess their words and deeds. Candidates deemed worthy are approached by a Harper in disguise who poses a test of the individual's character. This test is typically a fabricated moral dilemma or a veiled choice between self-enrichment and self-sacrifice. To ensure their motives are true, a candidate shouldn't know they are being observed or tested.

A candidate who passes the secret test is eventually apprised of the gambit and invited to the Harpers. To join the order, the individual must swear an oath before a council of senior Harpers to uphold the Harper code. Once an individual swears this oath, they must uphold it for life.

Ex-Harpers are rare for two reasons. First, the process for testing new Harpers is rigorous enough to weed out most candidates unwilling to maintain the oath. Second, the punishment for betraying the Harpers is severe, summarized by this watchword: Traitors must die. The few Harpers who abandon their oath—or who commit an offense that doesn't warrant death—are cast out of the order. Atonement is sometimes possible, but it is a long and arduous endeavor.

High Harpers

Harpers are equal in rank with one notable exception: the High Harpers. These mysterious figures are responsible for the Harpers' long-term planning and the order's greatest campaigns against evil. High Harpers are voted into their position by a secret ballot among other High Harpers, who select candidates from among the order's most accomplished and capable individuals.

The High Harpers rarely convene, and when they do, it is a truly momentous—or dire—occasion. Someone who seeks an audience with the High Harpers might wait many moons before receiving their counsel, if it is ever granted. But the wait is worthwhile; the High Harpers' favor is a great honor and a tremendous resource.

Faiths

Common deities of the faction include:

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

CHARACTER OPTIONS

Although many Harpers are Bards, musical talent isn't required.

Background

HARPER

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Harper Agent

Skill Proficiencies: Performance and Sleight of Hand

Tool Proficiency: Disguise Kit

Equipment: Choose A or B: (A) Disguise Kit, Bedroll, Costume, Grappling Hook, Rope, Traveler's Clothes, 14 GP; or (B) 50 GP

You accepted an invitation to join the Harpers, pledging an oath to uphold the Harper code and act in service to the common good. Like all Harpers, you understand the value of teamwork as well as when it's best to go it alone. Harper veterans have taught you the order's secrets—magical melodies, special watchwords, and legerdemain—and have entrusted you to use such knowledge to surveil and undermine the forces of evil.

Feats

HARPER AGENT

Origin Feat

You gain the following benefits.

Thieves' Cant. You know Thieves' Cant.

Instrument Training. You gain proficiency with a Musical Instrument of your choice.

Distracting Melody. When you take the Help action to assist an ally's attack roll, the enemy you're distracting can be within 30 feet of you, rather than within 5 feet of you, provided the enemy can see or hear you.

HARPER TEAMWORK

General Feat (Prerequisite: Level 4+, Harper Agent Feat)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Withering Wordplay. When you take the Help action to assist an ally's attack roll against an enemy, that enemy also has Disadvantage on the first saving throw it makes before the start of your next turn.

Inspiring Willpower. If you succeed on a saving throw to end the Frightened or Paralyzed condition on yourself, you can choose one ally you can see within 30 feet of yourself that has the same condition. That condition immediately ends for that ally.

Harper Personas

Harpers are masters of disguise and improvisation. The best Harpers develop a repertoire of false identities—called personas—to assume at a moment's notice. Veteran Harpers sometimes teach these personas to fellow Harpers or allies. Much in the way a knight might pass on their precious sword or shield to a squire, a Harper might bequeath the tale and attire of a persona to a less experienced Harper.

Harper personas share tropes or fall into recognizable archetypes. When allies recognize a persona, they realize it's a Harper and play along. When a persona becomes too well known, Harpers retire it and develop a new one.

A character with a Disguise Kit can assume a Harper persona by succeeding on a DC 10 Charisma check to apply makeup. When you learn a persona in this way, you can roll on the Harper Personas table to randomly determine what persona you learn.

HARPER PERSONAS

1d8 Persona

- 1 Rusty Riba, a rowdy smith with a folksy accent, filthy fingernails, and a quick temper
- 2 Father Temino, a morose priest of Amaunator, Helm, Chauntea, or another well-known deity, who offers somber counsel in a monotone
- 3 Pippi Toobs, a talented but overeager busker, whose performances include whistling, sleight of hand, and foot juggling
- 4 Aargus, a humorless patriarch who's always complaining about his seven good-for-nothing kids who ran off to become adventurers
- 5 Aunt Cecilia, a silent sage, friend of animals, and inveterate winker, who's never without a bag of birdseed
- 6 Johann Overbridge, a scatterbrained rookie guard in ill-fitting armor who never has his papers in order
- 7 Vincent, a young thrill seeker and shameless heartbreaker with a fresh black eye and a cocky grin
- 8 Liza Lily, a flower seller with worried expression and a chronic cough, who looks even more pathetic than her wilted posies



Ranks

Characters typically gain renown with the Harpers by completing Harper missions and upholding the Harper code. Physical perks are typically obtained when interacting with a faction representative.

Rank 1, Watcher

Requirement: 1 renown

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

Harper Kit. You receive a Musical Instrument and a Disguise Kit.

Patron Benefits. You gain the faction's Group Patron benefits (see next page).

Trinket. You gain a trinket from your time with the Harpers. Roll on the Harper Trinkets table to determine the trinket.

EMERALD ENCLAVE TRINKETS

1d6 Trinket

- 1 A broken harmonica with a harp engraved on the top
- 2 A powder compact with a hidden compartment and the symbol of a harp engraved on the front
- 3 A 2-inch-long peacock feather in the rough shape of a harp
- 4 A trick coin with a harp on both sides
- 5 A red-tinted monocle with a small harp engraved along the edge of glass
- 6 A pin in the shape of a small harp

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. You can buy Common potions and scrolls at Harper strongholds.

Persona. You learn one persona from the Harper Personas table.

Trinket. Your trinket is magically enhanced and now also serves as a key to activate Harper *Teleportation Circles* (see Prominent Locations).

Welcomed. You can stay in any Harper stronghold. While there, the Harpers provide you a Modest lifestyle for free.

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:

Bastion. A Harper Bastion special facility becomes available to you.

Consumables. You receive a 15 percent discount when you buy potions, scrolls, and adventuring gear at Harper strongholds.

Harper Pin. Your trinket is upgraded to a Harper Pin (Silver).

Persona. You learn an additional persona from the Harper Personas table.

Rank 4, Wise Owl

Requirement: 25 renown and 11th 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:

Persona. You learn an additional persona from the Harper Personas table.

Trinket. Your trinket is upgraded to a Harper Pin (Golden).

Trusted. When you enter a settlement for the first time, local Harpers freely share any notable rumors and important intel with you.

Rank 5, High Harper

Requirement: 50 renown and 17th level

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

Audience. You can request an audience with the High Harpers once per year.

Brought In. You are eligible to become a High Harper if you give up adventuring and commit yourself to the faction.



Group Patron Benefits

Having the Harpers as a Group Patron provides the following benefits to the entire party. Faction members have access to additional item exchanges beyond those available to parties with the Harpers as their Group Patron.

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

Circle Network. When on a faction quest or other official business, the party is provided access to the Circle Network (see Prominent Locations).

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 Modest lifestyle. While the Harpers are famed for helping the poor, they rarely live like them.

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 Harper Fences table. A character can trade an item from each row only one time and the trade takes one week.

HARPER FENCES

Gained Magic Item	Donated Magic Item	Required	Cost
Any Common magic Wondrous Item	Any Common magic Wondrous Item	Group Patron	50 GP
Any Common or Uncommon Potion	Any Potion of the same rarity	Rank 1	100 GP
Any Common or Uncommon Ring	Any Ring of the same rarity	Rank 2	200 GP
Any Common or Uncommon magic item	Any magic item of the same rarity and category *	Rank 3	500 GP
Any Rare magic item	Any magic item of the same category *	Rank 4	1,000 GP

* Examples of same category exchanges include Uncommon Armor for Uncommon Armor or a Rare Ring for a Rare Ring.

Assignments

The following quests are available as Assignments for those with the faction as a Group Patron. Quests beyond this list can be easily available at DM discretion.

HARPERS QUESTS

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



Prominent Locations

While the Harpers have some type of presence in almost every city in Faerûn, they have a particularly strong presence in Waterdeep, Everlund, and Silverymoon.

Circle Network

The Harpers have a series of permanent *Teleportation Circles* throughout Faerûn that are all linked, allowing easy and undetected 2-way travel between any of the linked locations. Cities with Harper *Teleportation Circles* are noted on the map with a purple circle. These *Teleportation Circles* are not connected to the series of *Teleportation Circles* linked to Harper's Hold in Waterdeep.

Everlund Circle. Near the top of Moongleam Tower is a circular, windowless room that contains the *Teleportation Circle*.

Loudwater Circle. The teleportation circle in Loudwater is located in a 30-foot-square cellar under a tavern called the Smiling Satyr. The stairs leads up to a secret door that opens inside a large wooden trunk bolted to the floor above. Characters who climb out of the trunk find themselves in a curtained cloakroom near the taproom.

Mirabar Circle. The Mirabarran authorities would be angry to learn that the Harpers have compromised the city's security by constructing a permanent *Teleportation Circle* within Mirabar's walls. The circle is inscribed in a stable house loft and can be quickly hidden under hay.

Neverwinter Circle. The circle in Neverwinter is drawn on the floor of an attic, in a creaky old three-story rowhouse that the Harpers use as a meeting place. Stairs lead from the attic down to a study and living area.

Waterdeep Circle. The Waterdeep circle is located inside a raised crypt in Waterdeep's walled cemetery, the City of the Dead. The crypt has two levels, and the name MYRNA is inscribed above its entrance (which is sealed with an arcane lock spell). The topmost level is the crypt itself, which contains a stone sarcophagus watched over by a **Shield Guardian** that is trained to lift the lid whenever someone speaks the name Myrna aloud. The sarcophagus contains a stone staircase leading down to a magically lit room. The circle is on the floor of this chamber, which also includes a small study alcove and a cot.

Yartar Circle. The Harpers purchased a villa in the heart of Yartar that was about to be torn down. Behind the dilapidated building is a 40-foot-square garden patio enclosed by an 8-foot-high wall of ivy-covered stone. A hallucinatory terrain spell conceals not only the *Teleportation Circle* inscribed in the middle of the patio but also the broken benches, weed-infested flowerbeds, and shattered statuary that surround the circle. While the hallucinatory terrain spell is in effect, the garden looks as it did in its heyday, with statues of frolicking dryads and satyrs situated among the flowers and stone benches. The attendant mage dwells in the villa and renews the hallucinatory terrain spell every day at highsun.

Everlund: Moongleam Tower

The most prominent building in Everlund is Moongleam Tower, a keep of black stone that serves as a Harper stronghold in the North. It rises from one of the higher knolls in the city and consists of four narrow, cylindrical towers joined together, surrounded by a dry moat that can be quickly flooded through a system of cisterns and pumps. Crowning the roof is an open turret, where a signaling mirror shaped like a crescent moon stands.

At any time, from five to fifteen Harpers are in residence, attended by a loyal staff and a private garrison of twenty **Veterans**. Moon lord Daviana Yalrannis (CG female Tethyrian human **Knight**) is the master of the tower, charged with its defense and upkeep. A powerful Harper wizard named Krowen Valharrow (CG male Turami human **Archmage**) also resides in the tower, along with dozens of domesticated **Tressym** and a handful of apprentice **Mages**.

Prison System: Pockets

While the Lords' Alliance is known for its high security prison, the Harpers' have establishment of a maximum security prison system, called 'Pockets'. Each cell is a small pocket domain in and unto itself. No scrying, divination, or other location magics or psionics can penetrate a Pocket.

Reserved for select few individuals that have committed heinous crimes (but for whatever reason haven't been sentenced to death), those that can't seem to stay contained in less secure prisons, and perhaps those seeking an impenetrable safe house; Pockets represent a location with only one controlled entry and exit.

Access. The only exception to the magic and psionics dampening fields of the Pockets is access – typically there's one teleportation device per Pocket, which requires attunement by a Harper. The device allows the wielder, and up to two additional persons, in and of the pocket.

Layout. Pockets range from small stark rooms to well furnished suites with a small library, musical instruments, and even parchments and inks. Any windows reveal a stark endless void with no way in or out except through the attuned teleportation device.

ESCAPING A HARPER POCKET

The only person known to have escaped a Harper Pocket was an elf named Kymil, whose rage and despair were heard by Ghaundar, an ancient deity rumored to have emerged from the primordial ooze itself, often worshiped by abominations, oozes, and outcasts. Ghaundar teamed up with Lloth (goddess of cold cruelty) who freed Kymil; however, the cost of that freedom was steep indeed.

For another example of a Harper pocket, see the 5e *Candlekeep Mysteries* adventure "The Curious Tale of Wisteria Vale"

Silverymoon: College of Fochlucan

Silverymoon has long been known as a safe haven for Harpers in the North, because the city doesn't see the aims of the Alliance as conflicting with Those Who Harp. Where other cities' rulers might see the presence of the Harpers as a threat to their authority, Silverymoon desires an end to tyranny as fervently as the Harpers do, and thus the greater good is served.

COLLEGE OF FOCHLUCAN

The original College of Fochlucan once stood on the northeastern edge of Silverymoon. Support from Silverymoon, as well as the Harpers, yielded a faculty able to revive the college, and the House of the Harp adopted the Fochlucan name once again. Most of its bards study and practice the methods of the College of Lore, as described in the Bard College class feature in the *Player's Handbook*.

The College of Fochlucan is naturally allied with the Harpers, although its master bards are careful to stress that its mission is separate from that of the Harpers.

Waterdeep: Harpers' Hold

Harpers' Hold is considered to be by far the most secure, useful, and secretive safehouse in the Harper network. Harpers' Hold is almost totally inaccessible unless one is with a Harper; this refuge is hidden high in Mount Waterdeep. While extremely dangerous, the Hold can be reached without the use of magic by finding a small cavern entrance on the western face of Mount Waterdeep about 30-foot above the ocean. Deadly traps and wards guard this passageway. Some of the traps include areas of reverse gravity, undead roppers, pressure sensitive and light-sensitive murder gantlets (walls firing arrows, darts, and spears), and a number of dangerous pit traps (the worst of which is a seemingly endless, steep slide that ends in the fourth level of Undermountain).

The Hold itself is shielded from all scrying and divination magics, making it an ideal place for agents to 'disappear for awhile'. Except for the established portals described later, all teleportation magics are nullified as well. Like all Harper refuges, any healing spells cast operate at maximum efficiency, natural healing occurs at double the normal rate, and any mental compulsions or charms are rendered inoperative by the Hold.

Harpers' Hold consists of a series of approximately 15 rooms within the slopes of Mount Waterdeep. Each of the rooms, with the exceptions of the bedchambers, are lit with continual light spells; if the person in the room wishes to brighten or dim the light, they simply need to state such and the light will respond accordingly. The bedchambers normally are unlit; with a simple verbal request, they can be faintly lit with faerie fire.

ENTRY ROOM

The entry room is a small 10-foot square room devoid of any decoration. The entry has one door on each of its walls, and the doors are all magically enspelled to act as wizard locked to anyone unless they are attuned to a *Harper Pin*. The doors themselves are nondescript, and do not even have doorknobs; they open with a simple push, again provided that person is attuned to *Harper Pin*, otherwise they are as unyielding as the stone walls around them. Established 1-way *Teleportation Circles* bring people to this room from the following locations, which are not linked to any of the Circle Network *Teleportation Circles*:

Ardeep Forest. A hollow tree at the center of a faerie glen

Berdusk. Twilight Hall

Shadowvale. Elminster's Tower

Sea of Fallen Stares. A small cavern on an island

Undermountain, level 3. An isolated cavern along the underground river in the northeastern quadrant

Waterdeep. Five teleports from secret rooms within Harper-owned safehouses: i) a bakery on the Street of Lances and Seawind Alley (Sea Ward); ii) one of the rowhouses facing Delzorin Street and backing onto Trollskull Alley (North Ward); iii) a silversmith's shop and home on Lamp Street and Elsambul's Lane (Castle Ward); iv) a mortuary on Ironpost Street and Wall Way (Trades Ward), v) and The Medusa's Glare, a sculptor's shop on the southern end of Slop Street near the Jade Dancer (South Ward)

EXIT CHAMBER

The western door of the entry room leads to an exiting 1-way teleport chamber containing magical mechanisms to send someone to any of the following locations:

Everlund. Moongleam Tower

High Forest. A little-traveled path along the southern edge along the Unicorn Run

Llorbauth. A Harpers' safehouse in Llorbauth along the Deepwash

Suzail. A rowhouse in the heart of Suzail

Tantras. The Watchful Wheels, Wagons & Gear shop in Tantras (owned and operated by Harpers)

Waterdeep. A warehouse on Coin Alley (Dock Ward); a caravan outfitter's shop on Fillet Lane near Slop Street (Southern Ward); and a harp-maker's shop on the eastern side of Golden Serpent Street (Millomyr Harps, North Ward)

MEETING ROOM

Through the northern door of the entry room is the central meeting room totally removed from prying eyes. The room is furnished with faction banners and a large round table encircled with chairs. The room is also used as an information storehouse; two entire walls are covered with shelves full of scrolls, parchments, and maps.

Book of Tarchamus. This book is an undeniably wicket, yet powerful magic artifact—a tome imbued with the consciousness and memory of an ancient Netherese arcanist. It has the ability to absorb knowledge from all who touch it, producing scrolls and smaller books containing said information almost instantaneously on a nearby shelf. The book is kept hidden in a magically secured pocket dimension within a book shelf.

CENTRAL ROOM AND SUITES

The eastern door of the entry room leads to a central room with doors on all facing walls; three doors lead to individual suites, each with a sitting room and an adjoining bedchamber. Each suite comes complete with a fireplace (smoke is magically dissipated at the top of their shallow chimneys), desks writing implements, comfortable chairs, etc. These three suites are used at various times to hide important personages, allow some badly wounded Harpers a chance to heal, or simply provide a quiet place for study for some away from the rigors of the road.

KITCHEN AND DINING ROOM

The southern door of the entry room leads to a large kitchen. There is a large, magically-replenishing pantry as well as a small anteroom with permanent cold magics cast upon it, allowing frozen storage for food. A small wine rack is always fully stocked. Nearly every herb, spice, or cooking garnish that exists in the Realms can be found in the Hold's kitchen. Off the southern wall of the kitchen is a dining room.

ROOM OF THE CHOSEN

Although Mystra's Chosen interact significantly less with the Harpers than in years past, there is one secret room above the Hold, reachable only by Chosen. A secret door in the ceiling of the central entry room allows the Chosen to pass through it as if immaterial into a furnished cavern above. Certain Chosen have contingencies that automatically teleport them here when severely wounded or "killed". If anyone arrives in this room, all the other Chosen are immediately notified.

SISTER GARAELE

ELF ACOLYTE

Sister Garaele is a zealous young elf known as a scholarly follower of Tymora, goddess of luck and good fortune. She spends her days tending to a small shrine to the goddess.

Purpose. Search for magical artifacts that may be useful for the organization and report on events in the area.

Quests. Pursue rumors on the location of specific magic items; locate these objects and return them to her.

Potential Resources. Spell scrolls of up to 3rd level; common-rarity magic potions.

Historical Location. Phandalin.

Appeared in: *Lost Mines of Phandelver, Dragon of Icespire Peak, Princes of the Apocalypse*

DARATHRA SHENDREL DDB

TETHYRIAN HUMAN KNIGHT

Originally from Waterdeep, Darathra is the good natured Lord Protector of Triboar and is known for the excellent wine she makes. She is typically seen riding an unarmored warhorse named Buster.

Purpose. Provide a regional strong point for the Harpers (centered in the safehouse Home of the Boars, on the outskirts of Triboar). Monitor trade in the Dessarin Valley

Quests. Help enforce local laws. Locate missing adventurers. Investigate and eliminate threats to the area.

Potential Resources. A dozen mounted veterans for up to a tenday; wine; riding horses.

Historical Location. Triboar.

Appeared in: *Princes of the Apocalypse, Storm King's Thunder*

ENDRITH VALLIVOE

TETHYRIAN HUMAN COMMONER

Endrith is a shy, scuttling little who is a settled and retired caravan merchant that sells all variety of mercantile goods, a small collection of mundane weapons and armor, and various writing goods. He employs a small army of local children for light labor and errands.

Purpose. Search for magical artifacts that may be useful for the organization and report on events in the area.

Quests. Delivery of found magical tombs and other items to more senior Harpers.

Potential Resources. Rare non-magical books; adventuring gear listed in the *Player's Handbook* at a 25% discount; regional spy network of children.

Historical Location. Red Larch.

Appeared in: *Princes of the Apocalypse*

BELDORA DDB

HUMAN SPY

Beldora's art is information gathering. She typically poses as a homeless woman and spends her days gathering information using her wits and wiles, often in the market square. She earns coin by helping to tend other folks' campfires, staying warm and eavesdropping at the same time.

Purpose. Gather information for the Harpers. She uses a *sending stone* to pass crucial information up the Harper information chain.

Quests. Spy missions. Letter courier.

Potential Resources. Disguise kits; *sending stones*.

Historical Location. Bryn Shander.

Appeared in: *Icwind Dale: Rime of the Frostmaiden, Storm King's Thunder*

MIRT DDB

HUMAN NOBLE

Mirt is a gregarious money lender with a dark and checkered past. He is 'secretively' a Masked Lord of Waterdeep and has a large and wealthy estate. He is centuries old (aided by magic) and is well connected with the more powerful magic users and politicians across Faerûn. He typically carries a wide assortment of magic devices to prevent eavesdropping as well as for offensive and defensive purposes.

Purpose. Protect Waterdeep and the Harpers; advance his personal wealth.

Quests. Spy missions; Counter threats to the city and the Harpers.

Potential Resources. Access to most any noble or city official; loans; magic consumables.

Historical Location. Waterdeep.

Appeared in: *Waterdeep: Dragonheist*

KROWEN VALHARROW

TURAMI HUMAN ARCHMAGE

Krowen is the resident keeper of Moongleam Tower. While not an adventurous type himself, he sees the need for role the Harpers play and is a dedicated member. Known as a dotty old wizard, he warmly greets Harpers and their associates.

Purpose. Arcane studies; tutor a staff of apprentice mages; manage the local Harper network.

Quests. Obtain rare magical ingredients and artifacts. Protect the Everlund's interests.

Potential Resources. Access to the Harper teleportation system; **tressym** familiar; apprentice **mage** sidekick

Historical Location. Everlund.

Appeared in: *Storm King's Thunder*

REMALLIA HAVENTREE DDB

MOON ELF FIGHTER

Remallia, "Remi", is quiet yet honest and friendly. She is one of the Harper's lead delegates to the Council of Waterdeep. She has a house just south of Trollskull Alley in Waterdeep's North Ward. She is the widow of Lord Arthagast Ulbrinter and has access to that noble family's resources (shipping and shipwrights). She has a small network of spies and loyal servants throughout the city.

Purpose. Advocate for the Harpers to Waterdeep's leadership;

Quests. Counter threats to the city and the Harpers.

Potential Resources. A small team that can include a **mage**, **spy**, **bard**, or **veteran**.

Historical Location. Waterdeep.

Appeared in: *Waterdeep: Dragonheist, Tyranny of Dragons*

VELLIN FARSTRIDE

HALFLING RANGER

Originally from Oerth, Vellin traveled the Astral Sea to arrive in Faerûn and quickly fell in love with the region. He is well versed in the wider planes and has trekked to Avernus to assassinate dukes. He is always accompanied by his **wolf**, Akela, that also serves as his faithful mount.

Purpose. Rid the Realms of demons;

Quests. Fiend hunting; outer planar threats.

Potential Resources. Various mundane beasts as mounts;

Historical Location. Throughout Faerûn.

Appeared in: *Minsc and Boo's Journal of Villany*

LORD ZELRAUN ROARINGHORN

CHONDATHAN HUMAN NOBLE

Lord Roaringhorn is the patriarch of the Roaringhorn noble family in Waterdeep that built its wealth on horse breeding and mercenaries. Despite his magically-assisted appearance of a young man in his 30's, he's several decades older. The Roaringhorns own an estate in Waterdeep and have a strong presence in Amphail, including a horse ranch.

Purpose. Maintain his family's wealth and social position, supply the Harpers with horses, talent scout.

Quests. Escort missions; caravan security.

Potential Resources. Warrior sidekicks; **riding horses**; **war horses**; **draft horses**; **veteran** hirelings; *shield guardian amulet*.

Historical Location. Waterdeep and Amphail.

Appeared in: *Storm King's Thunder and Out of the Abyss*

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

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 Cache Nearby



Safe Haven



Hidden Cache



Grave/ Tomb



Dangerous Place



Dangerous Magic Here



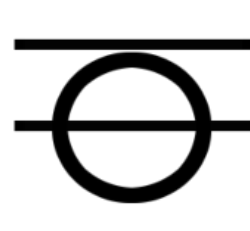
Food/Water Nearby



Here Be Dragons



Trap



Keep Your Head Low



LORDS' ALLIANCE

The Lords' Alliance 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 nobles and rulers representing settlements across western Faerûn. The alliance believes that solidarity is the surest means to keep the forces of chaos at bay and secure prosperity for people throughout the North. Agents of the alliance ensure the safety and prosperity of their settlements by proactively eliminating forces that threaten civilization.

Goals and Activities

The alliance's primary goal is to ensure the safety and prosperity of cities and other settlements across Faerûn. To accomplish this, alliance members share information with one another about potential threats within and near alliance territory. Dangers are many in Faerûn, leaving the alliance spread thin, so settlements hire reputable adventurers and dispatch them where they are most needed.

Although the alliance's mere existence is a strong deterrent against evildoers, it has a reputation for internal bickering and dysfunction. Alliance representatives are aware of this reputation, and they go to great lengths to exhibit solidarity and coordination. Cities in the alliance frequently sponsor tournaments, festivals, and fundraisers to increase the perception of a unified North.

Many within the Lords' Alliance believe the best defense is a strong offense and that the alliance should proactively eliminate threats. Alliance leaders pressure one another to keep their borders well guarded. Members frequently hire adventuring parties for scouting missions and forays into monster nests, thieves' dens, and cultist hideouts.

Agents of the alliance swear allegiance to a specific lord. These lords tend to be self-concerned and proud, and they expect their agents to act nobly and bring honor to them. The lords engage in friendly competition over their agents' contributions. Should Waterdeep's militia prove integral to the routing of an invading army, for example, Open Lord Laeral Silverhand is sure to casually mention this fact at the next Lords' Assembly.

Leadership and Organization

Each member of the Lords' Alliance has an official representative on the alliance's governing body, the Council of Lords. Typically this representative is the settlement's ruler. When necessary, a representative can select a proxy to stand in the representative's place.

Representatives convene several times per year for a Lords' Assembly. These assemblies occur around the same time as the festivals that mark the changing of the seasons. Alliance members take turns hosting assemblies, with preference given to cities that have suitably large (and secure) forum spaces. During times of crisis, such as war or catastrophe, an emergency assembly might be called.

Faiths

Helm, god of protection, is a deity commonly worshiped by members of the alliance; however, the DM is free to use whatever other deity, patron, or higher power that fits their campaign and player.



CHARACTER OPTIONS

Alliance agents include proud warriors, talented mages, and silver-tongued diplomats. They are experts in combat, observation, and innuendo who are loyal to the alliance.

Background

LORDS' ALLIANCE VASSAL

Ability Scores: Strength, Intelligence, Charisma

Feat: Lords' Alliance Agent

Skill Proficiencies: Insight and Persuasion

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) 2 Javelins, Calligrapher's Supplies, Fine Clothes, Ink, 5 Ink Pens, Parchment (9 sheets), 13 GP; or (B) 50 GP

You've pledged your loyalty to a member-city of the Lords' Alliance. As an Alliance agent, you must uphold the tenets of the Alliance and seek to increase safety and prosperity along the Sword Coast. You're sworn to bring honor and glory to your lord's house, whether that means securing trade roads for a merchant-lord of Waterdeep or vanquishing monsters upriver of Daggerford. You've trained in the arts of swordplay and statecraft and are as deft with a blade as you are with a quill.

Feats

LORDS' ALLIANCE AGENT

Origin Feat

You gain the following benefits.

Inspiring Strike. Once per turn when you score a Critical Hit against a creature, you can choose an ally within 30 feet of yourself who can see or hear you and who lacks Heroic Inspiration. That ally gains Heroic Inspiration.

Reassert Honor. When an enemy you can see deals damage to an ally of yours that is within 5 feet of you, you have Advantage on your next attack roll against that enemy before the end of your next turn.

LORDLY RESOLVE

General Feat (Prerequisite: Level 4+, Lords' Alliance Agent Feat)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Charisma score by 1, to a maximum of 20.

Standard Bearer. As a Bonus Action, choose up to three creatures within 60 feet of yourself that can see you. Each target can immediately take a Reaction to right itself and end the Prone condition, provided its Speed isn't 0.

Additionally, you bolster the targets' resolve, which lasts for 1 minute or until you have the Incapacitated condition. While bolstered, a target can't be possessed or gain the Charmed or Frightened condition; if a target is already possessed, Charmed, or Frightened, the target has Advantage on any new saving throw against the relevant effect.

Once you use this benefit, you can't do so again until you finish a Long Rest.

Heraldry of the Lords' Alliance

Each member of the Lords' Alliance has a unique coat of arms that identifies them as a member of a house and reflects their reputation. Heraldry is displayed on armor, tabards, and standards.

Designing a Coat of Arms

You can design a coat of arms using the following guidelines. A Coat of Arms is made of four parts.

Escutcheon. The escutcheon is the basic shape of the coat of arms, such as square, oval, diamond, or kite. A shape can be distinctive, such as the pinched shield of Waterdeep.

Division. A division is the way in which the escutcheon is partitioned: solid, halved, divided into three or four parts, split in half diagonally, checkered, and so on.

Charge. One or more charges, symbols associated with the lord's reputation, are added. Common charges include weapons, armor, monsters, flowers, plants, celestial objects, and musical instruments.

Tinctures. Finally, the coat of arms is distinguished by its tinctures, the materials and colors used in the escutcheon and charges. While traditional tinctures include colors and metals (such as gold or silver), more fanciful tinctures use illusion magic to create shields seemingly made from pure radiance, prismatic light, or shadow.



Ranks

Characters commonly gain renown with the Lords' Alliance by thwarting evil's attempts to overrun the North and by expanding the influence of settlements that belong to the alliance. Physical perks are typically obtained when interacting with a faction representative.

Rank 1, Cloak

Requirement: 1 renown

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

Lifestyle. You enjoy a Wealthy lifestyle while in the alliance settlement you represent and a Comfortable lifestyle within any other alliance settlement.

Patron Benefits. You gain the faction's Group Patron benefits (see next page).

Trinket. You gain a trinket from your time with the Lords' Alliance. Roll on the Lords' Alliance Trinkets table to determine the trinket.

LORDS' ALLIANCE TRINKETS

1d6 Trinket

- 1 A scrap from a defeated army's banner that you claimed as your Coat of Arms
- 2 A bit and bridle engraved with the name of a famous steed and your Coat of Arms
- 3 The broken blade of a sword used in a famous battle with your Coat of Arms engraved on the pommel
- 4 The left glove of a lord who went mysteriously missing, embroidered with a Coat of Arms that you claimed as your own
- 5 An articulated toy horse and knight
- 6 A spaulder emblazoned with the Coat of Arms of an unidentified lord that you claimed as your own

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. While in an alliance settlement whose nobles are Friendly to you by default, you can buy potions and *Spell Scrolls* from an alliance quartermaster at a 10 percent discount. A *Spell Scroll* bought with this discount can contain a spell of level 3 or lower.

Welcomed. Nobles from Amphail, Daggerford, and Yartar are Friendly to you by default.

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:

Bastion. A Lords' Alliance Bastion special facility becomes available to you.

Safe Keeping. A local lord in a settlement friendly to the Alliance offers to store your goods in a secure location.

Welcomed. Nobles from Longsaddle, Mirabar, and Neverwinter are Friendly to you by default.

Rank 4, Warduke

Requirement: 25 renown and 11th 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:

Coat of Arms. The alliance contracts workers in a member settlements to prepare suitable standards and flags for your mounts and residence, which is now widely identified throughout the member cities.

Communication Services. In any member settlement, you can enlist a spellcaster to cast the *Sending* spell for you at no charge, targeting an alliance representative.

Welcomed. Nobles from Baldur's Gate, Mithral Hall, Silverymoon, and Waterdeep are Friendly to you by default.

Rank 5, Lioncrown

Requirement: 50 renown and 17th level

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

Trusted. You can request an audience with any representative of the Lords' Alliance once per year.

Assistance. You can request a detail of up to three **Knights** to accompany you for one mission.

Council of Lords. You are eligible to join the Council of Lords representing a member settlement if you give up adventuring and commit yourself to the faction.

Group Patron Benefits

Having the Lords' Alliance as a Group Patron provides the following benefits to the entire party. Faction members have access to additional items beyond those available to parties with the Lords' Alliance as their Group Patron.

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. The Alliance provides one item to each character, at each rank according to the Lords' Alliance Armory table.

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

Communication Services. The Alliance allows the party the use of its pigeon service, allowing them to send messages to other member cities, strongholds, and garrisons.

Mount and Tack. You receive a steed worth up to 75 GP, such as a **Riding Horse**, and a Riding Saddle.

LORDS' ALLIANCE ARMORY

Item	Required
Any item from the Weapons table of the <i>Player's Handbook</i> for which the player is proficient	Group Patron
Any item from the Armor table of the <i>Player's Handbook</i> for which the player is proficient	Rank 1
One random* Common magic item from the <i>Dungeon Master's Guide</i>	Rank 2
One random* Uncommon magic item from the <i>Dungeon Master's Guide</i>	Rank 3
One random* Rare magic item from the <i>Dungeon Master's Guide</i>	Rank 4

* The DM rolls a d4 to determine the specific table: Arcana (1), Armaments (2), Implements (3), or Relics (4). The player can then roll four times on the specific table in the *Dungeon Master's Guide* and accepts one roll.

Assignments

The following quests are available as Assignments for those with the faction as a Group Patron. Quests beyond this list can be easily available at DM discretion.

LORDS' ALLIANCE QUESTS

d6 Quest

- 1 **Reinforcements.** A garrison in the area is expecting an attack and needs reinforcements
- 2 **Unnatural Disaster.** A neighboring community is experiencing magical weather effects causing havoc to the area; investigate and eliminate the threat
- 3 **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
- 4 **Coupe.** A nearby lord is experiencing a coupe; assist in suppressing the uprising.
- 5 **Border Patrol.** Hostile forces have been seen in the area; patrol the countryside and engage any threats
- 6 **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.



Prominent Locations

While new members join or leave the Alliance occasionally, ten cities have consistently remained with the Alliance.

Alliance Members

Amphail. Rivaling Longsaddle for the honor of the alliance's smallest settlement, Amphail is best known as a playground for bored nobles from Waterdeep. Petty family feuds are the order of the day in Amphail, as are minor catastrophes caused by the unabashed negligence of haughty aristocrats. Lord Warder Dauner Ilzimmer speaks for Amphail on the Council of Lords, but like most nobles in Amphail, he has little interest in matters that don't endanger his cushy lifestyle.

Baldur's Gate. The massive city of Baldur's Gate is one of the Sword Coast's most powerful trading ports, and Grand Duke Ulder Ravengard's outsize influence on the Council of Lords reflects this. In Baldur's Gate, criminals, cultists, and corruption hold as much (if not more) sway as the city's nobles. The city requires frequent aid from the alliance to maintain order within its walls.

Daggerford. Lady Morwen Daggerford oversees the small, walled town of Daggerford, surrounded by floodplains and pastures. It is a key stopover for caravans headed to Waterdeep or Baldur's Gate, and this function as a watering hole and supply outfitter makes Daggerford a vital member of the alliance. Daggerford is the kind of idyllic town that settlements in the North aspire to be, with lively taverns and merry festivals that draw visitors from all around.

Longsaddle. Longsaddle is an unassuming hamlet of ranchers, butchers, and farriers famous for a family of wizards, the Harpells, who call it home. Dowell Harpell is Longsaddle's representative to the alliance, though the wizard exhibits little interest in foreign affairs and rarely speaks during assemblies.

Mirabar. Humans and dwarves are the primary residents of Mirabar, an ancient city built partly belowground. The city's lifeblood is its gem mines, and Marchion Selin Ramur jockeys for resources from the alliance to protect Mirabar's vast stores of wealth.

Mithral Hall. Mithral Hall is the ancestral home of the famous Battlehammer dwarven clan. Despite its status as an alliance member, Mithral Hall is more of a stronghold than a settlement, with tunnels to other dwarf holds hidden deep below its mines. Queen Dagnabbit Waybeard rep-

resents Mithral Hall on the Council of Lords; a bold leader and a fierce warrior, she firmly supports Mithral Hall's membership in the alliance despite other dwarven settlements' reluctance to join the coalition. The queen's proxy on the council is Ambassador Connerad Brawnnavil.

Neverwinter. The City of Skilled Hands is no stranger to the threats that the alliance was formed to rally against—ancient monsters, agents of Thay, devils from the Nine Hells, and more have endangered Neverwinter in the course of its history. Those who call it home are a serious, resilient folk. Dagult Neverember is the city's present lord protector, and he commands the people's respect.

Silverymoon. The peaceful city of Silverymoon is a bastion for scholars, treasure hunters, and anyone who seeks respite from the harsher realities of the North. It is a famous haven for the Harpers and is known for its schools, shrines, and great library. The city's current leader, Lord Methrammar Aerasumé, is a gruff tactician and Silverymoon's proxy to the Council of Lords, but the city's representative is Methrammar's predecessor, the wise Lord Taern Hornblade.

Waterdeep. Many Waterdhavians become agents of the alliance to represent not Waterdeep as a whole but rather one of Waterdeep's many power-hungry lords. For her part, the open lord of Waterdeep, Laeral Silverhand, uses spies to assess visiting adventurers. Those who show potential receive invitations from the city guard to undertake quests for the alliance.

Yartar. Yartar is a fortified town best known for its impressive barge-building operation and annual hiring fair, the latter of which attracts adventurers and patrons from across the North. Yartar's leader and alliance representative, Waterbaron Nestra Ruthiol, is an underhanded, cunning aristocrat. Her vengeful schemes and petty rivalries typify the sorts of internal strife that limit Yartar's potential influence in the alliance.

OTHER CITIES

Some areas are formally represented in the Alliance, although they are not official members and the alliance has a lesser visible presence in the area.

Citadel Felbarr and Citadel Adbar. Mithral Hall's ambassador also represents these two dwarven strongholds.

High Forest and Misty Forest. The elven King Melandrach represents the elves of both forests.

Prison System: Revel's End

While some crimes throughout Faerûn are commonly punishable by death, sentences vary from community to community, with many citizens suffering longer term sentences. Those communities with numerous prisoners often rely on the Alliance's prison system for long-term confinement or for prisons that require a higher security prison that the city or town has available. Member cities of the Alliance have access to the prison system as part of their membership and other cities or kingdoms can pay the Alliance to hold their prisoners.

For those few prisons who require a prison with the absolute maximum security, the Alliance relies on the Harpers and their 'Pockets' (discussed in the Harpers section).

Revel's End

In the northern reaches of the Sword Coast, the Alliance has built a large and formidable prison for the region's most dangerous criminals. It is situated on the frigid, misty coast of the Sea of Moving Ice.

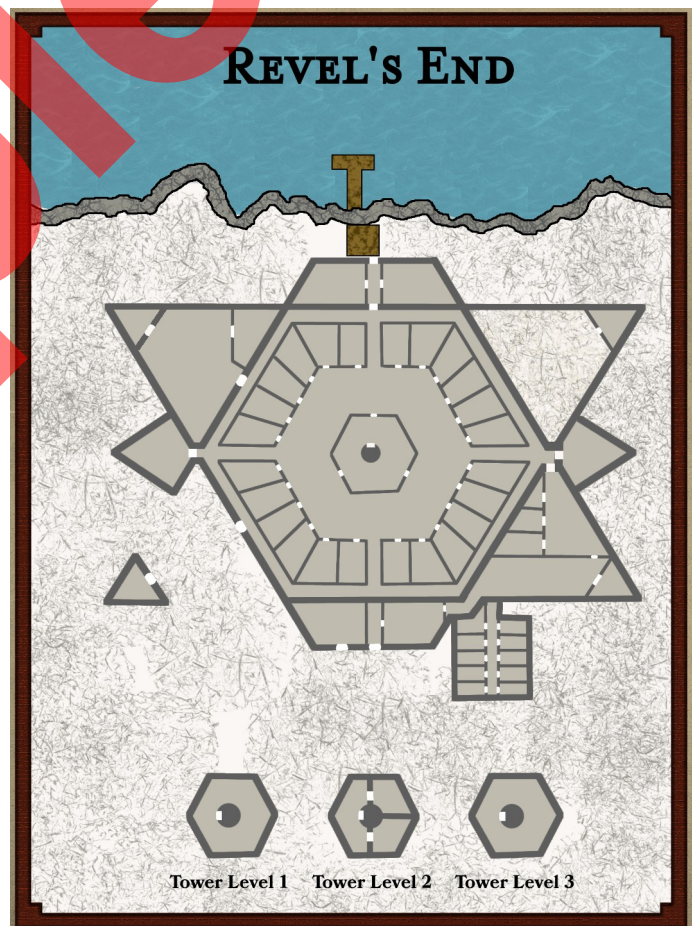
READ MORE

Revel's End is discussed in greater detail in both *Keys to the Golden Vault* and *Icwind Dale: Rime of the Frostmaiden*.

Revel's End is approachable by land, sea, or air. A pier allows prisoners to be taken from ships up an elevator to the prison, and a mooring dock at the top of the tower allows prisoners to be delivered by airship.

The prison is ran by a committee called the Absolution Council, which consists of one representative from each member city. To be imprisoned in Revel's End, a criminal must have committed a serious crime against one or more of the member cities; not serious enough for the death penalty but serious enough for at least a year's prison sentence.

Appearance. With 20-foot-high out walls, the prison is a single-story structure topped with battlements. Rising from the core of the panopticon is a tower that holds the prison's administrative offices and guard barracks. Both the prison and the tower are carved from a tall, blade-shaped rock that rises high above the sea cliffs. The prison sits on top of a 160-foot high cliff, with a pier protruding from its base.



SILDAR HALLWINTER *DDB*
SHIELD DWARF VETERAN

Previously a renowned griffon cavalry rider in the Waterdeep, Sildar is a kindhearted individual who cares about the continued presence of the Alliance.

Purpose. Strengthen the Alliance's presence in the region.

Quests. Wanted persons searches; counter local threats; escorts.

Potential Resources. Adventuring gear; riding horses.

Historical Location. Waterdeep and Phandalin.

Appeared in: *Lost Mine of Phandelver*

NESTRA RUTHIOL
TETHYRIAN HUMAN NOBLE

Nestra is the shrewd, farseeing Waterbaron of Yartar who rules for life.

Purpose. Protect Yartar and keep it securely in the Alliance.

Quests. Counter local threats; escorts.

Potential Resources. Common magic weapons or armor.

Historical Location. Yartar.

Appeared in: *Princes of the Apocalypse*

MARTA MARTHANNIS
HUMAN MAGE

Warden Marthannis is the calm and unflappable warden of Revel's End. She serves the Alliance but is also a secret member of the Harpers and them up to date on incoming prisoners and scheduled releases. She actively strives to keep the Sword Coast's worst actors behind bars. She possess the spirit of a long-lost adventurer that routinely haunts her.

Purpose. Oversee Revel's End prison; monitor high value prisons for the Harpers.

Quests. Hunt escaped prisoners; prisoner escort.

Potential Resources. Sentence commutations or parole for convicts. Guard sidekicks.

Historical Location. Revel's End prison (Icewind Dale).

Appeared in: *Keys from the Golden Vault*

NAXENE DRATHKALA *DDB*
HUMAN MAGE

A member of Waterdeep's Watchful Order of Magists and Protectors, Naxene serves it's attaché to Goldenfield. She is quiet and bookish and spends most of her time writing papers on arcane and esoteric subjects.

Purpose. Defend Goldenfield and support the Watchful Order.

Quests. Counter local threats; escorts.

Potential Resources. Spell scrolls of up to 3rd level.

Historical Location. Waterdeep and Goldenfields.

Appeared in: *Storm King's Thunder*

LEREK DASHLYND
ILLUSKAN HUMAN SPY

Lerek juggles the interests of Waterdeep's nobility in Chult and those of the Lords' Alliance.

Purpose. Protect Waterdhavian interests.

Quests. Mapping expeditions; escorts.

Potential Resources. Sailing ships; augury spell scrolls.

Historical Location. Port Nyanzaru.

Appeared in: *Tomb of Annihilation*

ULDER RAVENGARD *DDB*
HUMAN GLADIATOR

Ulder is not only the Grand Duke of Baldur's Gate but also a member of the Alliance and the leader of the Flaming Fist. juggles the interests of Waterdeep's nobility and the Alliance.

Purpose. Protect Baldur's Gate interests, then the Alliance's.

Quests. Counter local threats; escorts; law enforcement.

Potential Resources. Flaming Fist veterans; all variety of mundane and common magic weapons and armor.

Historical Location. Baldur's Gate.

Appeared in: *Tomb of Annihilation and Baldur's Gate: Descent into Avernus*

KING MELANDRACH
WILD ELF FIGHTER/DRUID

King of the Misty Forest, Melandrach also speaks for the elves of the High Forest on Alliance Matters. He is quiet and quit arrogant. He believes the elves were once the greatest civilization to grace Faerûn and his people are heirs to that history.

Purpose. Defend the forests; represent the elves.

Quests. Counter local threats; escorts.

Potential Resources. Elven eldritch knights.

Historical Location. Misty Forest.

Appeared in: *Tyranny of Dragons*

LORD ERAVIEN HAUND
HALF-ELF NOBLE

Eravien is a mix of moon elf and Tethyrian human blood. His youthful loks bely his actual age and experience. Originally hailing from Waterdeep, he travels wherever he feels the Alliance needs him. He's a charming a sly courtier, but his fondness of socializing often distracts him from what's important.

Purpose. Defend the Alliance; entertainment.

Quests. Counter local threats; escorts.

Potential Resources. Lords' Alliance Guards and spies.

Historical Location. Anywhere in Alliance territory.

Appeared in: *Out of the Abyss*

JALESTER SILVERMANE *DDB*
HUMAN FIGHTER

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.

Purpose. Protect Waterdeep and its citizens

Quests. Counter local gang threats; escorts; security; assist the Watch.

Potential Resources. Magic consumables; City Guard veterans.

Historical Location. Waterdeep.

Appeared in: *Waterdeep: Dragonheist*

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

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 body of faithful justice seekers who seek out and eradicate evil. Members of the order must be honorable in their actions, vigilant in their outlook, and zealous in their convictions. Moreover, they must always watch out for corruption from within.

Most of the order's knights are heavily armored, many wield shining blades or maces, and all wear their holy symbols proudly into battle. They embody virtue for its own sake and model ideals of bravery and piety for the common people they protect. A worthy knight of the order risks anything to save a fellow knight or complete an important mission. But knights also acknowledge that zealotry can lead to fanaticism, and they caution each other to be wary of straying from the path of good.

A knight follows the order's creed, the Code of Scales and Weights. They're devoted to a patron deity: typically a good god such as Helm, Tyr, or Torm. Finally, a knight of the order defends their companions. To the order, faith is the greatest weapon against evil—faith in oneself, one's god, and one's friends.

Goals and Activities

The Order of the Gauntlet is armed and vigilant against evil. Its knights use every resource available, including armed reconnaissance, magical scrying, and divine consultation with higher powers. To ensure they can act swiftly against the forces of evil, knights maintain fortified strongholds along border lands, keep well-stocked armories, and practice daily to remain in peak fighting condition.

The Order of the Gauntlet strives not only to expand the boundaries of just society but to maintain justice in lands where it has already taken root. Knights of the order strengthen their presence by establishing chapters—fortresses and strongholds from which knights venture on missions.

In keeping with their mandate for swift, tough action, knights of the order are neither subtle nor discreet. In fact, many knights view any amount of deceit or trickery as cowardice unbecoming a member of the Order of the Gauntlet. “There is no shame in doing what is right” is a popular axiom used to encourage knights to serve the order openly.

The order emphasizes retribution rather than proactive measures. Its knights don't try to predict evil or preempt it, believing the practice of trying to preempt villainy, even if well meaning, is the first step on the road toward tyranny. As one line in the Code of Scales and Weights puts it, knights of the order should strive to “punish evil actions, but not evil thoughts.” The order insists on personal freedom, believing that every individual, regardless of their past or associates, can act morally and honorably if given the choice.

Code of Scales and Weights

To enact judgment quickly and with certainty, the Order of the Gauntlet relies on a lengthy list of crimes and punishments called the Code of Scales and Weights. The Code defines crimes against the order (“scales”), as well as appropriate punishments (“weights”).

A written version of the Code is available at every chapter of the Order of the Gauntlet. However, as every knight knows, evildoers won't wait patiently for a law enforcer to consult their notes. Thus, to be initiated to the order, every aspiring knight must commit the Code to heart and recite it before an audience of other knights.

Role in War

In times of war, the order's troops are among the toughest, most steadfast soldiers on the Sword Coast. City-states and small nations call on the order to aid their campaigns against injustice. However, the order lends its sword only in conflicts of good versus evil; the order is reluctant to choose sides in morally ambiguous feuds or petty territorial disputes.

In addition to serving as infantry in their own units, veterans of the order act as sergeants or commanders for other units. Soldiers have few qualms taking orders from a knight of the Order of the Gauntlet; many know the leadership and tactical expertise of the order mean the difference between a disorganized defeat and a glorious victory.

Leadership and Organization

The Order of the Gauntlet is a new organization, eager for action. It doesn't take orders from any government or temple, although the opinions of holy figures are greatly esteemed within the order.

Hierarchy

Knights who commit acts of great valor gain rank in the order: knight of the guard (lowest rank), knight of the banner, knight of justice, or chapter knight (highest rank). It's possible, though rare, for a knight to skip one or more ranks when ascending the order's hierarchy.

Members of the order must respect and follow their superiors. Failure to do so is punished by expulsion from the order. This strictness cuts both ways: a high-ranking knight discovered abusing their station is tried in the order's private judicial system, the Court of Justice, and punished severely.

Trials and Justice

The Order of the Gauntlet judges evildoers summarily and punish them promptly. To determine punishments, knights refer to the Code of Scales and Weights or, if in doubt, use a spell such as *Commune* to ask a divinity (typically Tyr or Torm) for guidance. Only in the most morally gray situations will knights arrest an offender. Arrested suspects are taken to the nearest chapter to undergo a Court of Justice.

A Court of Justice includes interrogations, cross-examinations, and follow-up investigations. Knights of justice use magic such as the *Zone of Truth* spell to determine the facts and identify wrongdoing. Suspects not convicted within a ten-day are released.

Knights of justice monitor other knights and the order's larger activities, keeping an eye out for corruption and fanaticism.

Chapters, Leaders, and Faiths

The Order of the Gauntlet's bases are called chapters. The western heartland is home to the highest concentration of order chapters, but knights establish new chapters as the order's influence grows.

Each chapter is run by a chapter knight, overseen in turn by the justiciary sublime. The current justiciary sublime is a seasoned human paladin named Ardria Rightglave, who oversees the construction of the order's new headquarters, Castle Invetrius in Elturel.

The Order of the Gauntlet's governing body is a tribunal called the Righteous Hand. This tribunal consists of the justiciary sublime (who is sometimes referred to as “the Gauntlet's thumb”) and four veteran chapter knights called high champions (“the Gauntlet's fingers”). Historically, the four high champions have been selected from the upper echelons of the order's four most prominent faiths: the churches of Helm, Hoar, Torm, and Tyr, whose followers founded the Order of the Gauntlet.

CHARACTER OPTIONS

The Order of the Gauntlet appeals primarily to good Clerics and Paladins. However, anyone who worships a righteous god and has a stake in the fight against evil is welcome to petition for knighthood. Fighters and Monks often exhibit the discipline expected of the order's knights. Bards (who memorize the Code of Scales and Weights with ease) and Rangers (whose practical survival skills take them far into lawless wilds) also find their way to the Order of the Gauntlet.

Knights of the Order of the Gauntlet often have training in religious customs, law enforcement, or tactical warfare.

Background

KNIGHT OF THE GAUNTLET

Ability Scores: Strength, Intelligence, Wisdom

Feat: Tyro of the Gauntlet

Skill Proficiencies: Athletics and Medicine

Tool Proficiency: Smith's Tools

Equipment: Choose A or B: (A) Spear, Smith's Tools, Bullseye Lantern, Holy Symbol, Manacles, Oil (5 flasks), Tinderbox, Traveler's Clothes, 9 GP; or (B) 50 GP

Not all who answer the call of a higher power are content to pore over scripture in a stuffy temple apse. You chose the path of the holy warrior by joining the Order of the Gauntlet. As a knight of the Gauntlet, you exercise righteous scorn for the forces of evil, unswerving camaraderie for your siblings in arms, and heartfelt compassion for the survivors of war. With weapon and holy symbol in hand, you've sworn not to rest until the light of justice has vanquished the shadow of chaos across Faerûn.

Other complimentary backgrounds for the Order of the Gauntlet include Acolyte, Guard, or Soldier.

Feats

TYRO OF THE GAUNTLET

Origin Feat

You gain the following benefits.

Stand as One. When an ally within 5 feet of you is subjected to an effect that would push or pull it, you can take a Reaction to prevent that ally from being pushed or pulled. To receive this ben-

efit, the ally can't have the Incapacitated condition.

Vigilant. When you take the Ready action, the next attack roll made against you has Disadvantage before the start of your next turn.

ORDER'S RESILIENCE

General Feat (Prerequisite: Level 4+, Tyro of the Gauntlet Feat)

You gain the following benefits.

Ability Score Increase. Increase your Strength, Wisdom, or Charisma score by 1, to a maximum of 20.

Resurge. When you have the Prone condition, you can right yourself with only 5 feet of movement.

Stronger Together. If you are within 5 feet of an ally that doesn't have the Incapacitated condition, you and that ally have Advantage on Strength saving throws. You can't use this benefit while you have the Incapacitated condition.

Higher Callings

When knights of the Order of the Gauntlet speak of a higher calling, they are referring to the particular way in which a knight pursues and enforces the Order of the Gauntlet's creed. Higher callings come to knights from divine epiphanies, messages from higher powers, or omens witnessed during or after important events.

A knight's higher calling is summarized in a proverb called the knight's dictum. For example, a knight who strives to dismantle systems of oppression might espouse this dictum: "Disarm those who unjustly disarm others." Knights frequently decorate their weapons or armor with their dictums.

Even though a knight's higher calling is usually personal, many knights share higher callings. Knights with shared higher callings often congregate at particular chapters of the order.

Examples include the following:

- * Slay cult leaders, crime lords, and other evil masterminds.
- * Aid Celestials in their war against Fiends.
- * Locate people in need and help them find their way.
- * Pursue positions of authority to identify powerful evildoers.
- * Construct and maintain a stronghold for the Order of the Gauntlet.
- * Perfect virtues that should be undertaken by all.



Ranks

Characters gain renown with the Order of the Gauntlet by fighting evil or completing quests for the order. Physical rank items are typically obtained when interacting with a faction representative.

Rank 1, Knight in Training

Requirement: 1 renown

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

Patron Benefits. You gain the faction's Group Patron benefits (see next page).

Trinket. You gain a trinket from your time with the Order of the Gauntlet. Roll on the Order of the Gauntlet Trinkets table to determine the trinket.

Vestments. You receive a Holy Symbol and a tabard emblazoned with the symbol of the Order of the Gauntlet.

ORDER OF THE GAUNTLET TRINKETS

1d6 Trinket

- 1 A white feather as heavy as lead
- 2 An empty vial made from stained glass
- 3 A single cone of gold-flecked incense
- 4 A silken blindfold
- 5 One half of a pair of manacles
- 6 A tarnished aspergillum

Rank 2, Knight of the Guard

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:

Lifestyle. Patrons and priests of any temple or shrine of Helm, Hoar, Tor, or Tyr are Friendly to you by default.

Weapon of Retribution. The Order enchants one of your melee weapons and it becomes magical. The weapon gains the Beacon minor property: you can take a Bonus Action to cause the item to shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, or to extinguish the light.

Welcomed. Patrons and priests of any temple or shrine of Helm, Hoar, Tor, or Tyr are Friendly to you by default.

Rank 3, Knight of the Banner

Requirement: 10 renown and 5th level

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

Bastion. An Order of the Gauntlet Bastion special facility becomes available to you.

Spellcasting. Spellcasters at any temple or shrine at which priests are Friendly to you by default will cast spells of level 2 or lower for you for free.

Weapon of Retribution. Your *Weapon of Retribution* is magically upgraded and gains a +1 bonus to attack and damage rolls.

Rank 4, Knight of Justice

Requirement: 25 renown and 11th 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:

Assistance. When you visit a temple at which priests are Friendly to you by default, you can enlist 1d4 Knights to aid you for 10 days.

Weapon of Retribution. Your *Weapon of Retribution* is magically upgraded and gains an additional +1 bonus to attack and damage rolls.

Welcomed. Patrons and priests of any temple, shrine, or other established presence of a deity associated with a good-aligned plane of existence are Friendly to you by default.

Rank 5, Chapter Knight

Requirement: 50 renown and 17th level

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

Continued Service. If you or one of your allies dies and the body is brought to a temple at which priests are Friendly to you by default, agents of the order cast the *Resurrection* spell, targeting the deceased. This reward is free the first time you use it. On subsequent occasions, you must provide any Material components normally consumed by the spell.

Righteous Hand. You are eligible to join the Righteous Hand if you give up adventuring and commit yourself to the faction.

Weapon of Retribution. Your *Weapon of Retribution* is magically upgraded and gains an additional +1 bonus to attack and damage rolls.

Group Patron Benefits

Having the Order of the Gauntlet as a Group Patron provides the following benefits to the entire party. Faction members have access to additional items beyond those available to parties with the Order of the Gauntlet as their Group Patron.

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

Return to Justice. The Order of the Gauntlet can send a fellow member of the Order to assist your group with an escort. You must be in a town or city and it takes at least 24 hours before someone arrives to either escorting a person to face justice, or return them safely to their homes.

Spellcasting. 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.

ORDER OF THE GAUNTLET SPELLS

Spellcasting Service	Cost
<i>Cure Wounds</i>	10 GP
<i>Identify</i>	20 GP
<i>Lesser Restoration</i>	40 GP
<i>Prayer of Healing</i>	40 GP
<i>Dispel Magic*</i>	90 GP
<i>Remove Curse*</i>	90 GP
<i>Speak with Dead*</i>	90 GP
<i>Divination*</i>	210 GP
<i>Greater Restoration*</i>	450 GP
<i>Raise Dead*</i>	1,000 GP

*Requires a few days notice depending on the availability of spellcasters

Assignments

The following quests are available as Assignments for those with the faction as a Group Patron. Quests beyond this list can be easily available at DM discretion.

ORDER OF THE GAUNTLET QUESTS

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.



Prominent Locations

The Order has no real headquarters or boundary; it has a presence in most cities and towns of any size, with some being of particular importance.

Baldur's Gate

In a city as dangerous as Baldur's Gate, prayers to Helm are many, drawing many vigilantes. The Order quietly sponsors agents throughout the city, with the more fanatical often carving Helm's holy symbol on the bodies of dead criminals, or carved into the flesh of live ones.

Dessarín Valley: Summit Hall

A small stronghold in the Sumer Hills, Summit Hall is home to Knights of Samular, an order of long-suffering Tyr worshipers who have been reenergized by their god's return. Numerous Knights of Samular also become agents of the Order, believing the goals of both to be very similar. The Hall typically hosts another dozen young aspirants-in-training, as well as servants and artisans to help maintain the place.

Elturel: Castle Invetrius

While still under construction, this will be the new headquarters of the order.

Neverwinter: Helm's Hold

Located a short distance southeast of Neverwinter, Helm's Hold is a fortified monastery enclosed on all sides by stone walls patrolled day and night by members of the Order of the Gilded Eye, a splinter sect of the Order of the Gauntlet.

Within the walls are numerous residences surrounding a central district called the Heartward, wherein the characters can find a roomy tavern (called the Old Dirty Dwarf), several quiet hostels, and a bustling marketplace. A wooden hangman's scaffold stands in the center of the marketplace. Dominating the skyline is the Cathedral of Helm, a towering and inspiring edifice of pale gray stone that's visible for miles around. As much a fortress as a temple, the cathedral contains an orphanage, a hospital, an asylum, and training grounds for Gilded Eye initiates.

Silverymoon: Hawk's Nest

A strong point for the Order, Hawk's Nest is a fortified settlement that overlooks Silverymoon Pass (east of Silvery Moon), built to defend the pass against ore hordes and other threats, thus protecting Silverymoon's eastern flank. Perched atop a rocky crag and surrounded by high battlements. High stone walls enclose a keep and a densely packed village that includes three small temples (dedicated to Helm, Torm, and Tyr), a blacksmith, a leatherworker, a caravan supplier, a rough-and-tumble tavern (the Spiked Gauntlet), and two cozy yet spacious inns (the Hawk's Roost and the Inn of the Silver Sword).

Waterdeep: Halls of Justice

Central to the Order, the Halls of Justice is a temple of Tyr in Waterdeep. Many new recruits join the Order in this Hall through a swearing-in ceremony involving the recitation of an oath to find and destroy evil in all its forms; after which they are given their first mission.



DARAN EDERMATH

HALF-ELF VETERAN

Daran Edermath is a retired adventurer who lives in a tidy little cottage beside an apple orchard. A fit, silverhaired half-elf well over a hundred years old, Daran is a fighter who served as a marshal and herald for many years in the lands of the Dragon Coast, far to the southeast. Upon retiring, he returned to the Neverwinter region, his original home.

Purpose. Protect his farm and the town.

Quests. Counter threats in the area.

Potential Resources. Fruit; praise; mundane armor and weapons.

Historical Location. Phandalin.

APPEARED IN: LOST MINE OF PHANDELVER

ERNED STOUTBLADE

TETHYRIAN HUMAN KNIGHT

Erned is driven by the desire for retribution and actively seeks out evil.

Purpose. Defend the weak and meet out justice.

Quests. Counter threats in the area; search and rescue.

Potential Resources. Praise; mundane armor and weapons.

Historical Location. Yartar.

APPEARED IN: PRINCES OF THE APOCALYPSE

SIR LANNIVER STRAYL

TETHYRIAN HUMAN KNIGHT

Sir Lanniver is a devout follower of Tyr and is particularly focused on the negative light that the Gilded Eye is casting upon the Order. 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.

Purpose. Defend the weak; uphold the virtues of the Order.

Quests. Counter threats in the area; search and rescue.

Potential Resources. Cloak of protection; veteran sidekick.

Historical Location. Neverwinter, Gauntlgrym.

APPEARED IN: STORM KING'S THUNDER; OUT OF THE ABYSS

ARTHUS CAVILOS

DAMARAN HUMAN KNIGHT

Lord CaviLOS raises hippogriffs, which the knights of Hawk's Nest train as mounts and use to patrol the trade road between Silverymoon and Sundabar. His wife has close connections to Silverymoon.

Purpose. Protect his family; defend Hawk's Nest.

Quests. Counter threats in the area.

Potential Resources. Hippogriff mounts; knighthood.

Historical Location. Hawk's Nest, Silvery Moon Pass.

APPEARED IN: STORM KING'S THUNDER

NILES BREAKBONE

CHONDATHAN HUMAN NOBLE

Niles is the templar in charge of Camp Vengeance in Chult. As a commander of a fighting camp, he is woefully inept; however, members of the Order follow him with grim resolve. He spends most of his time in his commanding from a tent.

Purpose. Dedication to everything the Order represents.

Quests. Counter threats in the area; escorts.

Potential Resources. Protection from evil and good spell scrolls; guards, veterans.

Historical Location. Chult.

APPEARED IN: TOMB OF ANNIHILATION

ONTHARR FRUME

HUMAN PALADIN

Ontharr is boisterous and gregarious leading delegate of the Order. He is dedicated to Torm, he believes that good deeds must be performed in the light for all to see and that evil must be shunned and fought at every turn. He leads the Order's presence from a tavern called A Pair of Black Antlers.

Purpose. Doing good deeds.

Quests. Assist the needy; counter threats in the area.

Potential Resources. Paladins and healing clerics.

Historical Location. Elturel.

APPEARED IN: TYRANNY OF DRAGONS

HLAM ^{DDB}

HUMAN MONK

This venerable human monk lives in a cave halfway up the side of Mount Waterdeep. Hlam is both a member of the Order of the Gauntlet and the grand master of the Order of the Even-Handed, a small monastic group devoted to Tyr. Would-be students periodically visit him to learn the Way of the Sacred Fists, which combines cleric magic and monk training. They usually return to the city confused, bruised, and not inclined to visit again.

Purpose. Self development.

Quests. Assist the needy; counter threats in the area.

Potential Resources. Healing spells of 5th level or below; assistance if incarcerated in Waterdeep.

Historical Location. Waterdeep.

APPEARED IN: WATERDEEP: DRAGONHEIST

SAVRA BELABRANTA

TETHYRIAN HUMAN KNIGHT

The Belabrantas are a Waterdavian noble family that raises griffons for the Griffon Cavalry. 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.

Purpose. Self redemption.

Quests. Counter threats in the area; escorts.

Potential Resources. Griffon mounts.

Historical Location. Waterdeep.

APPEARED IN: WATERDEEP: DRAGONHEIST; PRINCES OF THE APOCALYPSE

Order of the Gauntlet

Good is the absence of evil. It means to seek peace, and to enforce it; it means to seek depravity, and to denounce it; and it means to trust in your god and yourself, for the greatest good of all is called faith. Goodness is not lawfulness.

Law is commandment, of god or of mortals. It is the call of authority, and the sanction of its opponents. Law is the father of order. To renounce it is to invite chaos, in which there is neither meaning nor life. Law can be corrupted. Lawfulness is not goodness.

I say to you, then, that we seek not to be good or to be lawful, but to be just. For what is it to be good, if we cannot define the acts that oppose it? What is to be lawful, if it is a devil's commands we obey? Justice is the hand that feeds the hungry, and the shield that guards the weak. It is the sword that fells the wicked, and the cloak that warms the indigent. It is for justice that the Order of the Gauntlet stands watch. And it is justice that Tyr and Torm, Helm and Hoar demand.

Vindicator Aradeneth





SUBFACTION: ORDER OF THE GILDED EYE

When evil arises, we strike and strike hard...yet we leave the ogres alone in their mountains and don't disturb dragons in their slumber. That is flawed; we should punish crime before it is committed.

—Javen Tarmikos

A subfaction of the Order of the Gauntlet, the Order of the Gilded Eye is a more extreme group of inquisitors who believe that demons and their vile worshipers are spreading corruption throughout the North.

Gilded Eye inquisitors have taken their worship of Helm to extremes and are determined to destroy anyone they believe is under the demons' sway, as well as anyone who challenges the edicts or their beliefs.

Members of the Gilded Eye claim and declare themselves to be members of the Order of the Gauntlet, with the Gilded Eye's members' extreme actions often casting a negative light on the Order as a whole. Since its founding, the Order of the Gilded Eye has grown in number and its capacity to deal with threats, welcoming exorcists, abjurers, and spies, as well as paladins and clerics of Helm. Even the occasional assassin has been known to claim membership in the Gilded Eye.

Higher Calling

All Order of the Gilded Eye members share the same Higher Calling of destroying anything believed to be under the sway of demons.

Rank Perks

The ranks are largely consistent with those of the Order of the Gauntlet, with the following differences.

Rank 1

The Vestments perk is replaced with the following:

Vestments. You receive a Holy Symbol and a tabard emblazoned with the symbol of the Order of the Gilded Eye.

Rank 3

Your title is changed to 'Inquisitor'.

Rank 4

Your title is changed to 'High Inquisitor'.

Rank 5

Your title is changed to 'Grand Inquisitor'.



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—also known as the Black Network—is a loose affiliation of merchants, mercenaries, and malefactors. When a caravan needs escorts, a noble needs bodyguards, or a city needs soldiers, the Zhentarim provides the best-trained fighting forces money can buy. If the cargo is shady or the cause is questionable, the Zhentarim doesn't mind one bit—if there's money to be made, Zhents will dabble in just about any venture.

Zhentarim agents consider themselves part of an extended family, and membership in the organization comes with the perks—and tension—that familial relations imply. Resources and security are shared among the organization, but the Zhentarim recognizes and rewards personal ambition, granting its members autonomy to pursue their own interests. In this way, the organization is a meritocracy; those who do well for themselves do well in the Zhentarim at large. But woe be to any whose personal aims conflict with the Zhentarim's, for loyalists respond to treachery with fierce retribution.

The Zhentarim welcomes all whose primary motivator is money. This mindset has earned the organization a negative reputation among Faerûn's other factions. Harpers in particular have historically clashed with Zhents, and members of the Lords' Alliance and Order of the Gauntlet keep a close eye on the organization's effects on Faerûnian politics. At an individual level, however, adventurers have little to fear from Zhentarim allies on assignment—they just

make sure to read the fine print before signing any Zhentarim contracts.

Goals and Activities

The Zhentarim's public-facing philosophy is one of ruthless enterprise. According to Zhentarim doctrine, money left on the table benefits no one and only wastes precious resources. By this logic, the faction's activities are altruistic. No laws are being broken, after all; the laws are simply being used to their fullest potential.

In actuality, the Zhentarim has its fingers in many illegal industries and unsavory ventures, ranging from racketeering, intimidation, and smuggling to grand larceny, assassinations, and warmongering. Zhentarim veterans may go deep undercover for months at a time, disrupting well-established local power structures, or leading task forces of lower-ranking agents into volatile situations.

In places where laws prove too restrictive for the Zhentarim to achieve its fiscal goals, it pulls strings to change those laws. In some parts of Faerûn, the Zhentarim effectively is the authority, having rewritten the legal code to suit its own ends. Such is the case in many districts of cities like Waterdeep and Baldur's Gate as well as the Zhentarim's de facto headquarters in Darkhold.

The Zhentarim's ultimate aims are unknown. The most common theory is the Zhentarim wants to monopolize trade protection and become the richest organization in Faerûn. If merchants were ever wholly reliant on Zhentarim transport, the Zhentarim would control commerce across the entire globe. But no one knows what the Zhentarim would do with such power once the faction had it.

Ties to Evil Deities

The Zhentarim has a long history of involvement with two deities: Bane and Cyric. Presently the organization has no official affiliation with any god, but these deities still find many devotees among the Zhentarim. Bane's ethos of domination over the weak is a natural complement to the ambitions of power-hungry Zhents, whereas Cyric's cunning and ruthlessness are admirable traits in Zhentarim circles.

Nowadays, religious Zhents are more likely to consort with diabolic divinities than world-famous gods. The Lords of the Nine boast countless patrons who can advance a mortal's social standing or wealth, and many Zhents beseech such powers. Some of the Zhentarim's most popular infernal sponsors include Mammon (the Nine Hells' principal miser), Fierna (coruler of Phlegethos with her father, Belial), and Glasya (Asmodeus's daughter).

FIVE THINGS EVERYONE KNOWS ABOUT THE ZHENTARIM

Anyone in Faerûn who didn't grow up under a rock knows the following about the Zhentarim:

- * If you want to move something unnoticed, hire Zhentarim mercenaries.
- * The Zhentarim considers itself one big family. If you cross one Zhent, you cross them all.
- * When trying to make an impression on a Zhent, a little coin goes a long way.
- * Zhents take great pride in their weapons and armor, which are often embellished with special insignias.
- * Zhentarim brokers are legal experts. Don't try to swindle a Zhent.

Leadership and Organization

The Zhentarim is based foremost out of Darkhold, a citadel in the western Heartlands. Darkhold Vale has a small militia that answers to a local captain named Sulvarn. But the true leader of the castle—and the entire Zhentarim organization—is the legendary Pereghost: a dark knight credited with leading the Zhentarim toward its current prosperity. No one knows the Pereghost's identity or whether he is even a single person; he's never been seen without his black iron armor and face-covering helm, and he's led the Zhentarim for over a hundred years.

The Zhentarim famously conducts itself like a family. Some members take this to heart by assuming epithets like uncle, mother, or cousin. But the Zhentarim's official titles are far more sinister sounding. In order of lowest to highest rank, titles range from primal animal parts (such as fang) to the names of predators (wolf, viper) to original monikers of Zhentarim design (ardragon, dread lord).



Character Options

Adventurers of every stripe can excel in the Zhentarim. Fighter, Monk, and Rogue are good choices for a rank-and-file Zhentarim mercenary. Wizards, Warlocks, and Bards are well suited to the skilled work and high-level deals required to make it in the organization's upper echelons.

The fewer scruples a character has the better; lawful and good-aligned characters won't be comfortable doing the Zhentarim's ethically dubious work.

Background

ZHENTARIM MERCENARY

Ability Scores: Strength, Dexterity, Charisma

Feat: Zhentarim Ruffian

Skill Proficiencies: Intimidation and Perception

Tool Proficiency: Forgery Kit

Equipment: Choose A or B: (A) Club, Dagger, Forgery Kit, Fine Clothes, Hooded Lantern, Oil (3 flasks), 2 Pouches, String, Tinderbox, 11 GP; or (B) 50 GP

Maybe you needed the money. Maybe you longed for a family, no matter how dubious. Or maybe you're just good at getting the job done by any means necessary. Whatever your reason, you enlisted with the Zhentarim, the most notorious mercenary guild in the Realms. Though the Zhentarim's leaders insist the organization is more like a family than a shadowy syndicate, few families exhibit as much dishonesty, nepotism, and corruption as this one. You've honed your cunning, reflexes, and blade to climb the guild's ranks.

When it comes to background, many Zhents alternatively trace their origins to prior work as a Criminal, Merchant, or Soldier.

Feats

ZHENTARIM RUFFIAN

Origin Feat

You gain the following benefits.

Exploit Opening. When you roll damage for an Opportunity Attack, you can roll the damage dice twice and use either roll against the target.

Family First. If you have Heroic Inspiration when you roll Initiative, you can expend it to give yourself and your allies Advantage on that Initiative roll.

ZHENTARIM TACTICS

General Feat (Prerequisite: Level 4+, Zhentarim Ruffian Feat)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Retaliate. Immediately after a creature within 5 feet of you hits you with a melee attack, you can make an Opportunity Attack against that creature.

Versatile Merc. When you finish a Long Rest, choose a skill in which you have proficiency. You have Expertise in that skill until you finish your next Long Rest.

Zhentarim Insignias

Zhents take great pride in their tools of the trade. Many Zhents decorate their cherished weapons and armor with ornamental accessories, decorative etchings, and other custom flourishes.

Zhentarim artisans craft and apply specific motifs called Zhentarim insignias. These insignias, which must be authorized by a senior Zhent of rank viper or higher, recognize the recipient's good work, notable exploits, or continued loyalty. Zhents wear their insignias on their gear with great pride, much as soldiers wear badges of honor.

Only Zhentarim-affiliated artisans are permitted to apply an insignia; counterfeiters are rooted out and punished.

Work with your DM to determine what, if any, insignia your Zhentarim character has. The most common Zhentarim insignia is of a downward-flying dragon chasing an orb on a field of flames, which signifies an individual has completed their first successful job for the Zhentarim. Later, this initial design could be augmented with insignias that signify important deeds or special honors. For example, additional orbs usually signify the accumulation of wealth, and the number of flames on the field of fire signify lives taken during Zhentarim jobs.



Ranks

Characters gain renown with the Zhentarim by completing Zhentarim jobs and expanding the organization's reach. Physical perks are typically obtained when interacting with a faction representative.

Rank 1, Agent

Requirement: 1 renown

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

Loaner Gear. At the outset of a Zhentarim assignment, you can requisition a single weapon or suit of armor worth up to 50 GP. You must return the item to the Zhentarim on the job's completion or pay a fee equal to twice the item's price.

Patron Benefits. You gain the faction's Group Patron benefits (see next page).

Trinket. You gain a trinket from your time with the Zhentarim. Roll on the Zhentarim Trinkets table to determine the trinket.

ZHENTARIM TRINKETS

1d6 Trinket

- 1 A broken dagger etched with your insignia
- 2 A glass eye that always turns to face your insignia
- 3 A gold-colored serpent's tooth with your insignia minutely engraved along the side
- 4 A counterfeit gold coin with your insignia on one side
- 5 A crystal tattoo needle with dyes that match your insignia colors
- 6 A contract on a slip of parchment that's impervious to creases, tears, and fire, with your insignia signed at the bottom

Rank 2, Fang

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:

Safehouse. You can stay in Zhentarim-controlled safe houses and inns, providing you a Poor lifestyle for free.

Open Market. You can reliably sell stolen goods in settlements.

Rank 3, Wolf

Requirement: 10 renown and 5th level

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

Bastion. A Zhentarim Bastion special facility becomes available to you.

Discount. You receive a 10% discount when buying weapons, armor, and adventuring gear in Zhentarim-controlled markets.

Magic Item. You receive your choice of either a *Banesword* or random* Uncommon magic item.

Trinket. Your trinket is magically enhanced. While holding it, you can cast *Find Familiar* once per day. The familiar takes the form of a **Flying Snake**.

* The DM rolls a d4 to determine the specific table: Arcana (1), Armaments (2), Implements (3), or Relics (4). The player can then roll twice on the specific table in the Dungeon Master's Guide and accepts either roll.

Rank 4, Viper

Requirement: 25 renown and 11th level

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

Influence. In Zhentarim-controlled settlements, you have Advantage on Charisma (Intimidation) checks made to influence others.

Spies. You can assign a group of up to six Spies to complete a task that doesn't interfere with the Zhentarim's business. Once you use this reward, you can't do so again until your Renown Score increases.

Insignia. An Ardragon gives you a writ for a Zhentarim insignia (see "Zhentarim Insignias"), which incorporates the image of your trinket.

Rank 5, Ardragon

Requirement: 50 renown and 17th level

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

Behold. You can call on a Zhentarim-allied Beholder for help on a single mission.

Cloned. Zhentarim agents cast the *Clone* spell, targeting you, for free.

Outpost. You receive the authority and funds necessary to establish your own Zhentarim outpost.

Dread Lord. You have earned the trust and tolerance of the Pereghost. You can become one of Zhentarim's top commanders if you give up adventuring and commit yourself to the faction.

Group Patron Benefits

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

Steady Work. You can always find mercenary work while in a settlement. 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

The following quests are available as Assignments for those with the faction as a Group Patron. Quests beyond this list can be easily available at DM discretion.

ZHENTARIM QUESTS

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.



Prominent Locations

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 as the other two locations were destroyed by the Shadovar. Darkhold now serves as The Network's headquarters (although rumors abound that the other two locations are being rebuilt).

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. In this area, agents typically make little or no effort to hide their affiliations and The Network generally operates freely and openly; often seen as just another need-to-know organization with a checkered past.

Darkhold

Darkhold is not just a military stronghold, but head of operations for the Zhentarim network. From here, Zhent leaders create strategies, issue instructions, deploy resources, and gather vast amounts of intelligence. Darkhold houses the Zhentarim treasury, has a large and secure prison, and acts as the network's central meeting place. It's also a hub for recruitment and training, and serves as the ultimate "safe house" for Zhents seeking refuge from their enemies. The Zhentarim could not operate without Darkhold.

Darkhold Castle itself sits atop a 1,000 foot high dormant volcano and is one of the largest strongholds in Faerûn.

READ MORE

While Darkhold is discussed in the *Sword Coast Adventurer's Guide*, the DMSGuild publication [Darkhold – Secrets of the Zhentarim](#) provides a vast quantity of additional information and ideas on the current state of the Zhentarim and Darkhold Castle.

Mantol-Derith

While a rather small settlement of less than 200 people, Mantol-Derith is a key location for The Network as it serves as a significant trade hub with the Underdark. The subterranean settlement is divided into four primary enclaves: Zhentarim, drow, duergar, and svirfneblin (each enclave has a seat on the informal governing council).

In a natural cavern carved from trickling water, the actual location of Mantol-Derith is a secret well guarded against the surface world as it provides irreplaceable access to the secrets of the Underdark, and a source of vast wealth for selling such mundane things as sugar and wheat.

The city is regulated by three common laws: no stealing of goods from fellow merchants; no disguising of goods by any means; and no use of magic during negotiations and haggling. Punishment is swift and always results in death of the perpetrator.

Zhentarim Outposts

Although the Zhentarim's center of power is in Darkhold, the organization maintains outposts in virtually every region where there's money to be made. Whether Zhents are manipulating the knucklehead trout trade of Icewind Dale, inflating the price of sunmelons in the Dalelands, or hunting rare dinosaur pelts in Chult, they rely on Zhentarim outposts to relay news, refresh supplies, and relax after a successful job.

Many Zhentarim outposts are secret—unassuming locales such as abandoned warehouses and crumbling tenements that keep illegal doings hidden from public notice. Other outposts are ostentatious and richly appointed: handsome manors, lavish villas, and well-outfitted guild houses that loudly advertise the organization's services and reputation for success.



HALIA THORNTON
HUMAN MERCHANT

Halia is an ambitious and calculating human woman. In her attempts to establish the Miner's Exchange as the closest thing Phandalin has to a governing authority, she acts as more than a simple merchant.

Purpose. Bring Phandalin under her control.

Quests. Eliminate threats to her control; search for objects that increase her control; spying.

Potential Resources. Loans in the form of gold bouillon or coins; prospecting location tips.

Historical Location. Phandalin.

APPEARED IN: LOST MINE OF PHANDELVER; DRAGON OF ICESPIRE PEAK; PRINCES OF THE APOCALYPSE



MANGOBARL LORREN
CHONDATHAN HUMAN THUG

Magnobarl is the town baker and is thin, energetic proprietor that thrives on gossip and can spin many wild tales (most untrue). He owns a small bakery with surprisingly tasty food. He is a staunch, discreet ally of the Zhentarim and a useful source of no-questions-asked aid to anyone of that faction

Purpose. Self preservation.

Quests. Counter threats in the area; search and rescue.

Potential Resources. Baked goods; rumors.

Historical Location. Red Larch.

APPEARED IN: PRINCES OF THE APOCALYPSE



NALASKUR THAELOND
HALF-ELF SPY

Nalaskur is the innkeeper of The Old Bargewright, which is located at a crossroads in the middle of Dessarin Valley. It is a substantial stone structure with thick walls, secret passages, and private chambers separated from nearby rooms by sealed-off passages. It is ideally located to monitor traffic throughout the valley.

Purpose. Report on everything that happens in the valley.

Quests. Smuggle goods, obtain magic items.

Potential Resources. Smuggled goods; poisons; magic items; scouts, spies, or thug sidekicks.

Historical Location. Dessarin Valley.

APPEARED IN: PRINCES OF THE APOCALYPSE



SPEAKER NAERTH MAXILDANARR
HUMAN SPY

Naerth is the Speaker of the village of Targos within Ten Towns who is well-liked by the fishermen in the area. Formally a rogue from Luskan, he is cordial and down to earth. He is the most senior representative of The Network in Ten Towns.

Purpose. Turn Ten Towns into a trade hub for the Network.

Quests. Strong-arming merchants; protect fishing fleets.

Potential Resources. Targos militia including veterans; spies; thugs as sidekicks.

Historical Location. Ten Towns.

APPEARED IN: ICEWIND DALE: RIME OF THE FROSTMAIDEN



KEILA DARKHOPE
CHONDATHAN HUMAN SPY

Keila disguises herself as a traveling monk and is actively seeking more power within the network while she builds a base of operations.

Purpose. Control the town of Nightstone and establish a base for the Networks operations.

Quests. Dispatch threats to her power.

Potential Resources. Bandits or bandit captains as sidekicks; flying snake messenger.

Historical Location. Nighstone

APPEARED IN: STORM KING'S THUNDER



URLAM STOCKSPOOL
ILLUSKAN HUMAN SPY

Urlam is a shrewd, immaculately dressed businessman, runs the caravan company and is a recruiter for The Network. He's proud of his affiliation: he lost an eye in combat several years ago and wears a red eye patch emblazoned with the black serpent symbol of the Zhentarim. Urlam is rarely seen without his suave assassin bodyguard.

Purpose. Personal gain.

Quests. Caravan escorts; spy missions.

Potential Resources. Thugs as sidekicks; purchasing of stolen goods.

Historical Location. Triboar.

APPEARED IN: STORM KING'S THUNDER



RIAN NIGHTSHADE
TIEFLING WARLOCK

Rian is a special advisor to Waterdeep's ruling lords. She is logical and greedy; polite, yet ruthless. 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.

Purpose. Self enrichment.

Quests. Blackmail missions; real estate 'acquisitions'.

Potential Resources. Assassins and mercenaries.

Historical Location. Waterdeep.

APPEARED IN: WATERDEEP: TYRANNY OF DRAGONS



DAVRA JASSUR
HUMAN ASSASSIN

Graceful and elegant as a blade, Davra recruits promising new talent for the Zhentarim. She also deals with internal Network 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.

Purpose. Progression through The Network.

Quests. Counter threats in the area; trade caravan escorts.

Potential Resources. Magic item consumables including dust of disappearance; thugs.

Historical Location. Underdark.

APPEARED IN: OUT OF THE ABYSS



DAVIL STARSONG
SUN ELF WIZARD

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 spellcasting focus.

Purpose. Gain power.

Quests. Security; magic item obtainment.

Potential Resources. Magic item consumables.

Historical Location. Waterdeep.

APPEARED IN: WATERDEEP: DRAGONHEIST

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





SUBFACTION: DOOM RAIDERS

We are the new Zhentarim. Manshoon 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.

—*Devil 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. Lead 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.

Goal

The Doom Raiders' goal is to establish legitimate economic footholds in major cities.

Rank Perks

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

Rank 2

The Safehouse perk is replaced with the following:

Safehouse. You can stay in Zhentarim-controlled safe houses and inns, providing you a Poor lifestyle for free. Choose a favored city. In your favored city, you are provided a Modest lifestyle for free.

Rank 3

The Magic Item perk is replaced with the following:

Magic Item. You receive your choice of either *Assassin's Glasses* or a *Body Bag of Holding*.

Rank 4

The Influence perk is replaced with the following:

Influence. In your favored city, you have Advantage on Charisma (Intimidation) checks made to influence others.

Rank 5

The Dread Lord perk is replaced with the following:

Enobled. If you give up adventuring and commit yourself to the faction, you are enobled in your favored city and become a trusted secret advisor to the city's leadership with the ability to shape policy.



APPENDIX: MAGIC ITEMS

ASSASSIN'S GLASSES

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

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), 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.

BODY BAG OF HOLDING

Wondrous Item, Uncommon

This black adhesive patch is used to conceal evidence of illicit activities. When placed on a corpse or object that is Medium or smaller, the patch stretches and envelops the creature or object and any physical evidence of the crime within 5 feet of it, transferring the contents to an extradimensional space after 1 minute. The bag then shrinks to the size of a pill-shaped canister. The bag can't be used on a living creature. No matter what's in it, the bag weighs next to nothing.

The bag deteriorates in 1d4 + 2 hours, at which point its contents appear within 5 feet of the bag or the creature carrying it. Alternatively, a creature can use its action to tear the bag, causing the same outcome to occur.

Body Bags of Holding usually come in small metal cases containing 1d4 + 1 bags. Each bag can only be used once.

HARPER PIN *DD*

Wondrous Item, Uncommon (Silver) or Rare (Golden) (Requires Attunement by a Harper agent)

When you attune to this pin, choose a Harper persona, including an alignment and a creature type. While wearing this pin, you register as that persona when targeted by magic to determine your creature type, alignment, or location.

The type of pin determines its rarity and effects.

Silver Harper Pin. When you attune to this pin, you can devise a general line of thought of 25 words or fewer. While you wear this pin, a creature that reads your thoughts detects your preprogrammed line of thought instead. A creature that takes the Study action while reading your thoughts makes a DC 13 Intelligence (Investigation) check. On a successful check, it becomes aware that the detected thoughts are preprogrammed.

Golden Harper Pin. While wearing this pin, you can cast the *Nondetection* spell on yourself. The duration of this spell is permanent until you disable the effect (no action required), you remove the pin, or you are no longer attuned to the pin.

WEAPON OF RETRIBUTION

Weapon (Any Melee Weapon), Rarity 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 gains power as you ascend through the ranks of the order.

Beacon. Upon reaching rank 2, you can take a Bonus Action to cause the item to shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, or to extinguish the light.

+1 Bonus. Upon reaching rank 3, your weapon gains a +1 bonus to attack and damage rolls.

+2 Bonus. Upon reaching rank 4, your weapon gains an additional +1 bonus to attack and damage rolls.

+3 Bonus. Upon reaching rank 5, your weapon gains an additional +1 bonus to attack and damage rolls.

Rank	Weapon Features	Rarity
2	Beacon	Common
3	Beacon, +1 attack and damage	Uncommon
4	Beacon, +2 attack and damage	Rare
5	Beacon, +3 attack and damage	Very Rare