



Forgotten Realms Factions

Faction Contacts

When a player character joins a faction they do so through a contact. Each faction has five ranks to advance through and while they are listed specifically below, this list details the relationship with and advantage of having a contact and being a member of a faction.

Rank 1

At this level, your contact is a mutual acquaintance. Perhaps he discovered you and invited you into his faction, or he was assigned as your contact specifically. The contact may be weary of you, or dislike the job he's been levied but he at least treats you with a modicum of respect.

Rank 2

Your contact begins to get friendly with you. He or she may be willing to inconvenience themselves in small ways for the character. At this rank, they may provide bolt-holes or safe places to get away from enemies or sleep for free for a night or two in meager comfort.

Rank 3

By now you've developed a friendship with your contact and he or she trusts you. They'll back you even in risky situations provide good quality shelter and aid to you in times of need.

Rank 4

Your contact at this level trusts your character and will aid you and may look up to you as a shining example of the factions beliefs and goals. They'll back you even in risky situations and provide access to use significant faction-related locations such as churches, sacred groves or fortified keeps.

Rank 5

Your contact now sees you as his or her superior and will do nearly anything to aid you. He or she will back your goals within the faction and make accessible all the available power your faction wields, introducing you to kings and queens.

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Harpers

The Harpers is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. The organization is benevolent, knowledgeable, and secretive.

Preferred Alignment

- Neutral Good, Chaotic Good, Neutral

Goals

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

Beliefs

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

Harper agents are trained to act alone and rely on their own resources if they can. When they get into trouble they shouldn't have to count on their fellow Harpers to come to the rescue. This teaches members to be self-reliant and to work to achieve Harper goals in secret. However don't let that make you think they are callous toward one another or cannot lend aid if needed.

Friendships between them are never unbreakable. Masterful spies and infiltrators they use magic and skill to form relationships, cultivate their information networks, and manipulate others into doing what must be done.

Rank 1 - Watcher

- Receive a silver pin shaped like a harp, the Harper insignia.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Harpshadow

Requirement: 3 Renown

- Participate in secret missions for the Harpers during one's adventures.
- The silver pin of the Harper becomes a *Brooch of Shielding*.
- .Get temporary assistance from a Harper Spy while in a city for up to 24 hours.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 100gp that may contain potions or scrolls of *common* quality.

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Rank 3 - Brightcandle

Requirements: 10 Renown, 5th Level, one completed secret mission.

- Arcane Amnesty. Gain advantage on all social interaction checks with a city governments or guilds. Also, during downtime activity exonerate you or any member of your group who has broken a city-specific law. This may take multiple days depending on severity.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 500gp that may contain potions or scrolls of *uncommon* quality.

Rank 4 - Wise Owl

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your Harper Pin becomes a *Gem of Seeing*.
- You can become a mentor and gain a Harper Spy as a permanent henchmen.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 1'000gp that may contain potions or scrolls of *rare* quality

Rank 5 - High Harper

Requirements: 50 Renown, 17th Level, ten completed secret missions.

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- You are so skilled as a spy that you are able to influence the decisions Faeruns leaders through diplomacy and guile.
- Gain access to a Harper Cache with weapons, armor and adventuring gear worth 5'000 gp that may contain potions or scrolls of *very rare* quality.

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Order of the Gauntlet

Composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous and is a dedicated, tightly knit group of like-minded individuals driven by religious zeal for a finely honed sense of justice.

Preferred Alignment

- Lawful Good, Neutral Good, Chaotic Good

Goals

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

Beliefs

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

The Order of the Gantlet is a group of paladins, clerics and monks (and sometimes others) who have a similarly strong believe in justice and retribution, friendship and camaraderie. The group is tight knit and shares a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order seek to become the best at what they do and look forward to testing their mettle. There are few, if any, 'lone wolves' in this organization.

Rank 1 - Chevall

- Receive a tabard of sky blue with a grey symbol of gauntlet clenching a sword at mid-blade. This is the insignia of the Order of the Gauntlet.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Marcheon

Requirement: 3 Renown

- Participate in secret missions for the Order during ones adventures.
- The tabard becomes a *Cloak of Protection*.
- Gain access to a War Horse for extended use.

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Rank 3 - Whitehawk

Requirement: 10 Renown, 5th Level, one completed secret mission.

- Seek Ally. Call upon the service of a Veteran to aid you in a single battle. Alternatively spend 5 days of downtime recruiting one that lasts for the entirety of your next adventure, performing any tasks you reasonably request of him or her.
- Your war horse gains medium barding for free and you gain access to a Order of the Gauntlet Cache that contains masterwork weapons and armor of a value up to 500gp.

Rank 4 - Vindicator

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your Order tabard becomes a *Mantle of Spell Resistance*.
- You can become a mentor and gain a Veteran as a permanent henchmen.
- You gain access to a Order of the Gauntlet Cache that contains masterwork weapons and armor of a value up to 1'000gp.

Rank 5 - Righteous Hand

Requirements: 50 Renown, 17th Level, ten completed secret missions.

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- Your renown is so high you are eagerly accepted and your advice and influence sought out by high priests, pontiffs and religious elders of the religious world. Monuments are built in your honor.
- Your war horse is replaced by a Young Bronze Dragon in heavy barding.

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Emerald Enclave

A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. The organization is decentralized, hardy and reclusive. Founded by the elves the Emerald Enclave has spread far and wide and each member usually operates in isolation.

Preferred Alignment

- Chaotic Good, Neutral Good, Chaotic Neutral

Goals

- Restore and preserve the natural order.
- Destroy all that is unnatural.
- Keep the elemental forces of the world in check.
- Keep civilization and the wilderness from destroying each other.

Beliefs

- The natural order must be respected and preserved.
- Forces that upset the natural order must be destroyed.
- Civilization and wilderness must learn to co-exist.

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

Rank 1 - Springwarden

- Receive a silver clasp styled like a maple leaf, the symbol of the Emerald Enclave.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Summerstrider

Requirement: 3 Renown

- Participate in secret missions for the Enclave during ones adventures.
- Your silver clasp turns any warn cloak into a *Cloak of Elvenkind*.
- While traveling in the open wilderness, your land travel speed (average) is doubled to 6 miles per hour from 3.

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Rank 3 - Autumnreaver

Requirements: 10 Renown, 5th Level, one completed secret mission.

- Secluded Haven. You have a secret place just outside a city where you and your allies can rest, and live a poor lifestyle for free. When using downtime activity to recuperate you can apply the effect to your entire group. Additionally before an adventure you can borrow mounts for you and your party (riding horse, elk or mastiff) at the cost of 1 downtime day per mount borrowed. All mounts must be returned during one's next downtime activity.
- Do to your improved knowledge of the wilderness, of secret paths, etc. You and your party now travel at twice the normal speed for overland travel so long as it is wilderness, 6 mph on foot and 12 mph while mounted and galloping. Likewise wilderness creatures instinctively cover your tracks, giving disadvantage to any Wisdom(Survival) checks to track you.

Rank 4 - Winterstalker

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your silver clasp turns any warm cloak into a *Dragonhide Cloak* with resistance to acid, lightning, fire, cold or poison (pick one.)
- You attract the attention of an Edritch Knight who becomes your permanent henchman.
- The mount you can gain from your Secluded Haven can now be a Griffon or Giant Eagle.

Rank 5 - Master of the Wild

Requirements: 50 Renown, 17th Level, ten completed secret missions

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- Your renown is so high you are accepted by leaders of the elves, dwarves and archdruids who seek out your advice and influence.
- When at your Secluded Hideout you have access to a magical item of *legendary* quality that must be returned during your next downtime activity. The item may require attunement.

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Lords' Alliance

A loose coalition of established political powers concerned with mutual security and prosperity, the Lords' Alliance is aggressive, militant and political. Their members are highly trained individuals who seek out and destroy threats to their lands and their leaders.

Preferred Alignment

- Lawful Good, Lawful Neutral, Lawful Evil

Goals

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

Believes

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

Few can match the skill of Lords' Alliance members in the field. They fight for the glory and security of their people and for their lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members 'play nice' with one another, which requires a certain measure of diplomacy. Rogue Alliance members are rare, but defections have known to occur.

Rank 1 - Cloak

- Receive a silver signet ring with an icon of a brilliant crown in the face, which is worn face-side down.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Redknife

Requirement: 3 Renown

- Participate in secret missions for the Alliance during ones adventures.
- Your silver signet ring becomes a *Ring of Mind Shielding*
- While in your home city, you receive a 25% discount on all goods and receive room and board of modest quality for up to a week.

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Rank 3 - Stingblade

Requirements: 10 Renown, 5th Level, one completed secret mission.

- Secret Police. You are a member of your lords secret police. You gain advantage on any Charisma(Intimidation) checks toward common folk in your home city. You can also spend 3 days of Downtime Activity before an adventure to learn a secret pertaining to that adventure and gain advantage on all checks pertaining to that information as determined by your DM.
- You can assemble a squad of Alliance Soldiers no more than 10 men who aid you in one battle or for one day, which-ever comes first. You can assemble such a force once between downtime activities.

Rank 4 - Warduke

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your signet ring becomes a *Ring of Regeneration*
- You attract the attention of an Alliance Officer who becomes your permanent henchman.
- You become a baron of a small village or hamlet such as your home-town or perhaps one granted to you by the Lords' Alliance

Rank 5 - Lioncrown

Requirements: 50 Renown, 17th Level, ten completed secret missions

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- Your renown is so high you are eagerly accepted and your advice and influence sought out by leaders of Faerun, kings, high priests, archdukes alike.
- You become a lord of a large town or castle with all the responsibilities that entails.

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Zhentarim

An unscrupulous shadow network that seeks to expand its influence and power throughout Faerun. The Zhentarim is ambitious, opportunistic, and meritocratic. Sometimes called the Black Network this organization is attempting to reclaim the might and power of the Zhentarim trade empire of ages past who ruled the moon sea region and much of the north.

Preferred Alignment

- Lawful Neutral, Neutral, Neutral Evil

Goals

- Amass wealth.
- Look for opportunities to seize power.
- Gain influence over important people and organizations.
- Dominate Faerun.

Beliefs

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

The Black Network wants to make it necessary - and preferable, even - to deal with its members. It wants to secure, over time, an iron-fisted empire and trade-monopoly. A member of the Zhentarim thinks of himself or herself as a member of a very large family and relies on the Zhentarim for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence.

Rank 1 - Fang

- Receive a gold coin with a stamped symbol of a dragon, the symbol of your faction.
- Participate in faction activities.
- Earn Renown to advance in rank.

Rank 2 - Wolf

Requirements: 3 Renown

- Participate in secret missions for the Alliance during one's adventures.
- Your gold coin becomes an *Eye of Charming*.
- You gain access to a fence that will buy stolen goods at cost or forge an official document in any city or town with a Zhentarim presence as well as access to a safe house that offers a comfortable lifestyle for up to a week.

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Rank 3 - Viper

Requirements: 10 Renown, 5th Level, 1 completed secret mission.

- Procure Illicit Goods: You have contacts among smugglers residing in your home city and are able to procure restricted goods. Before an adventure you can spend 2 Downtime Days to gain one of the following items for the duration of your next adventure: Carrion Crawler Mucus, serpent venom, or a moldering scroll with a lost necromancy spell of level 1-3 on it. (See Not-So-Complete Tome of Spells)
- Gain access to a Zhenterim Cache with drugs or poisons worth 500gp.

Rank 4 - Ardragon

Requirements: 25 Renown, 11th Level, three completed secret missions.

- Your gold coin becomes a *Ioun Stone of Reserve*.
- You attract a Zhentarim Assassin who becomes your permanent henchman.
- Gain access to a Zhenterim Cache with drugs or poisons worth 1'500gp.

Rank 5 - Dread Lord

Requirements: 50 Renown, 17th level, ten completed secret missions.

- You gain the ability to make faction-wide decisions and influence the future of the factions direction.
- You are feared and respected throughout the land as a ruthlessly warlord. You now run a thieves or assassins guild or lead a large network of Zhentarim spies in your home city.
- Gain access to a Zhenterim Cache with drugs or poisons worth 5'000gp.