

FACTION QUICK GUIDE



HARPERS

Benevolent
Knowledgeable
Secretive



ORDER OF THE GAUNTLET

Honorable
Vigilant
Zealous



EMERALD ENCLAVE

Decentralized
Hardy
Reclusive



LORDS' ALLIANCE






Aggressive
Militant
Political



ZHENTARIM

Ambitious
Opportunistic
Unscrupulous

For more information on the factions, see the D&D Adventurers League™ Player's Guide.

Faction	Harpers	Order of the Gauntlet	Emerald Enclave	Lords' Alliance	Zhentarim
Advertising Slogan	"Down with tyranny. Fairness and equality for all."	"The gods are with us. When evil strikes, we strike back."	"We preserve the natural order."	"Threats to home must be terminated without prejudice. Superiority is our security."	"Join us and prosper. Oppose us and suffer."
Nutshell Summary	A scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power, magical or otherwise.	Faithful and vigilant seekers of justice who protect others from the depredations of evildoers.	A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.	A shaky alliance of aggressive political powers concerned with their mutual security and prosperity.	An unscrupulous shadow network that seeks to expand its influence and power base throughout Faerûn.
Enduring Goals	Gather information throughout Faerûn, discern the political dynamics within each region or realm, and promote fairness and equality by covert means. Act openly as a last resort. Thwart tyrants and any leader, government, or group that grows too powerful, and aid the weak, the poor, and the oppressed.	Be armed, vigilant, and ready to smite evil, enforce justice, and enact retribution. This means identifying evil threats such as secretive power groups and inherently evil creatures, watching over them, and being ready to attack the moment they misbehave. (These are always retributive strikes, never preemptive.)	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 one another, and help others survive the perils of the wilderness.	Ensure the safety and prosperity of the cities and other settlements of Faerûn by forming a strong coalition against the forces that threaten all, proactively eliminate such threats by any means, and bring honor and glory to one's leaders and one's homeland.	Amass wealth, power, and influence, and thereby dominate Faerûn.
Common Descriptors	Benevolent, knowledgeable, secretive	Honorable, vigilant, zealous	Decentralized, hardy, reclusive	Aggressive, militant, political	Ambitious, opportunistic, meritocratic
Beliefs	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> Faith is the greatest weapon against evil—faith in one's god, one's friends, and one's self. Battling evil is an extraordinary task that requires extraordinary strength and bravery. Punishing an evil act is just. Punishing an evil thought is not. 	<ul style="list-style-type: none"> The natural order must be respected and preserved. Forces that upset the natural order must be destroyed. Civilization and the wilderness must learn to coexist peacefully. 	<ul style="list-style-type: none"> If civilization is to survive, all must unite against the dark forces that threaten it. Fight for your realm. Only you can bring honor, glory, and prosperity to your lord and homeland. Don't wait for the enemy to come to you. The best defense is a strong offense. 	<ul style="list-style-type: none"> 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.
Symbol—Seal					
Faction Agents	Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are nigh unbreakable. Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.	The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice and honor. Friendship and camaraderie are important to members of the Hand of Fury, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet 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.	Members of the Emerald Enclave are spread far and wide, and usually operate in isolation. They learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness are more social than others who are charged with defending sacred glades and preserving the natural balance.	In order to seek out and destroy threats to their homelands, agents of the Lords' Alliance must be highly trained at what they do. Few can compare to their skills in the field. They fight for the glory and the security of their people and for the lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members "play nice" with one another, which requires a certain measure of diplomacy. Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.	A member of the Zhentarim thinks of himself or herself as a member of a very large family, and relies on the Black Network for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence. The Black Network is a meritocracy. As a whole, it promises "the best of the best," although in truth the Zhentarim is more interested in spreading its own propaganda and influence than investing in the improvement of its individual members.

Renown	Harpers	Order of the Gauntlet	Emerald Enclave	Lord's Alliance	Zhentarim
1	Watcher	Chevall	Springwarden	Cloak	Fang
3	Harpshadow	Marcheon	Summerstrider	Redknife	Wolf
10	Brightcandle	Whitehawk	Autumnreaver	Stingblade	Viper
25	Wise Owl	Vindicator	Winterstalker	Warduke	Ardragon
50	High Harper	Righteous Hand	Master of the Wild	Lioncrown	Dread Lord

Titles and Ranks for Characters belonging to a Deity and serving a Church

Faction Advancement		
Rank	Renown	Other Requirements
1	0	—
2	3	—
3	10	5th level, 1 secret mission
4	25	11th level, 3 secret missions
5	50	17th level, 10 secret missions



Rank	Piety Points (Equal to Renown)	Divine Deity / Church Title
1	0	Initiate (Titled "Acolyte")
2	3	Priest / Priestess (titled "Brother" or "Sister")
3	10	Abbot / Abess (titled "Father" or "Mother")
4	25	High Priest Temple Leader of a Church (Titled "High Priest")
5	50	Arch Priest over an area or several Churches (Titled "Patriarch" or "Bishop")



Faction Advancement

Rank	Renown	Other Requirements
1	0	—
2	3	—
3	10	5th level, 1 secret mission
4	25	11th level, 3 secret missions
5	50	17th level, 10 secret missions

RANK 1: INITIATE

This is the rank a character receives when first joining a faction. It is available at character creation or anytime the character wishes to join.

Participate in Faction Activities. You can participate in any activities that are considered faction-specific for your faction.

Earn Renown. You can earn renown points in your faction and advance in rank.

Receive Your Faction's Insignia. All new faction members receive an insignia of their faction, fashioned into a wearable or held item.

FACTION INSIGNIAS

Faction	Item
Harpers	Pin
Order of the Gauntlet	Pendant
Emerald Enclave	Leaf clasp
Lords' Alliance	Signet ring (symbol palm side)
Zhentarim	Gold coin (stamped symbol)
Deity	Holy Symbol and a Cloak/Robe with the Symbol of the Deity

RANK 2: AGENT

Rank 2 characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility.

Secret Missions. During certain adventures, you may be given the opportunity to undergo a secret mission on behalf of your faction. Completion of these missions might earn you additional benefits.

Apprenticeship to an Adventurer Mentor. Your character can be apprenticed to another higher-ranking adventurer from your faction.

RANK 3: STALWART

Rank 3 characters are reliable faction members, entrusted with many secrets and deserving of additional support during adventures.

Faction Downtime Activity. You gain access to a faction-specific downtime activity that gives you additional benefits when you use it.

RANK 4: MENTOR

Rank 4 characters are trusted voices within the faction's leadership. They are looked upon as mentors and champions of the faction's beliefs by those of lower rank.

Become a Mentor. You can designate other rank 2 or 3 characters as your charge. You can have multiple charges if you wish.

RANK 5: LEADER

Rank 5 characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions.

Become a Faction Leader. You gain the ability to make decisions on behalf of your faction and influence current and future faction direction.

THE HARPERS

"Down with tyranny. Fairness and equality for all."

An old organization that has risen, been shattered, and risen again several times. Its longevity and resilience are largely due to its decentralized, grassroots, secretive nature, and the near-autonomy of many of its members.



FACTION OVERVIEW

The Harpers is an old organization that has risen, been shattered, and risen again several times. Its longevity and resilience are largely due to its decentralized, grassroots, secretive nature, and the near-autonomy of many of its members. The Harpers have “cells” and lone operatives throughout Faerûn, although they interact and share information with one another from time to time as needs warrant. The Harpers' ideology is noble, and its members pride themselves on their integrity and incorruptibility. Harpers do not seek power or glory, only fair and equal treatment for all.

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

BELIEFS

1. One can never have too much information.
2. Too much power leads to corruption.
3. No one should be powerless.

GOALS

To gather information throughout Faerûn, discern the political dynamics within each region or realm, and promote fairness and equality by covert means. Act openly as a last resort. Thwart tyrants and any leader, government, or group that grows too powerful, and aid the weak, the poor, and the oppressed.

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK
ONE
WATCHER

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK
TWO
HARPSHADOW

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK
THREE
BRIGHTCANDLE

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK
FOUR
WISE OWL

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK
FIVE
HIGH HARPER

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide at DungeonsandDragons.com

ORDER OF THE GAUNTLET

"When evil strikes, we strike back."

Many paladins and clerics of Tyr, Helm, Torm, and Hoar have joined this new organization, seeing it as—finally—a way of making common cause against the evils abroad in the world.



FACTION OVERVIEW

Many paladins and clerics of Tyr, Helm, Torm, and Hoar have joined the organization, seeing it as—finally!—a way of making common cause against the evils abroad in the world. The Order of the Gauntlet is ready to lash out the moment evil acts, and not a moment before. When evil breaks laws, agreements, or commonly accepted codes of conduct, the Gauntlet strikes hard and fast, without waiting for the blessings of distant temples or the permission of rulers. Evil must be met in the field and smashed, or it will swiftly overcome all.

The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice. Friendship and camaraderie are important to members of the Order of the Gauntlet, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet 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.

BELIEFS

1. Faith is the greatest weapon against evil—faith in one’s god, one’s friends, and one’s self.
2. Battling evil is an extraordinary task that requires extraordinary strength and bravery.
3. Punishing an evil act is just. Punishing an evil thought is not.

GOALS

To be armed, vigilant, and ready to smite evil, enforce justice, and enact retribution. This means identifying evil threats such as secretive power groups and inherently evil creatures, watching over them, and being ready to attack the moment they misbehave. (These are always retributive strikes, never preemptive.)

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

CHEVALL

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

MARCHEON

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

WHITEHAWK

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK

FOUR

VINDICATOR

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK

FIVE

RIGHTEOUS
HAND

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide at DungeonsandDragons.com

THE EMERALD ENCLAVE

"The natural order must be respected and preserved."

A far-ranging group that opposes threats to the natural world and helps others survive the many perils of the wild. Members of the Emerald Enclave are spread far and wide, and usually operate in isolation.



FACTION OVERVIEW

The Emerald Enclave is a far-ranging group that opposes threats to the natural world and helps others survive the many perils of the wild. A ranger might be hired to lead a caravan through a treacherous mountain pass or the frozen tundra of Icewind Dale. A druid might volunteer to help a small village prepare for a long, brutal winter. Barbarians and witches who live like hermits most of the year might defend a town against marauding orcs or barbarians. Members of the Emerald Enclave know how to survive, and more importantly, they want to help others do the same. They are not opposed to civilization or progress, but they strive to prevent civilization and the wilderness from destroying one another.

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

BELIEFS

1. The natural order must be respected and preserved.
2. Forces that seek to upset the natural balance must be destroyed.
3. The wilderness can be harsh. Not everyone can survive in it without assistance.

GOALS

To restore and preserve the natural order, keep the elemental forces of the world in check, keep civilization and the wilderness from destroying one another, and help others survive the perils of the wilderness.

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

SPRINGWARDEN

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

SUMMERSTRIDER

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

AUTUMREAPER

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK

FOUR

WINTERSTALKER

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK

FIVE

**MASTER OF THE
WILD**

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide at DungeonsandDragons.com

THE LORDS' ALLIANCE

“Threats to home must be terminated without prejudice. Fight for the security and glory of your people!”

A coalition of rulers from cities across Faerûn, who collectively agree that some solidarity is needed to keep evil at bay. The rulers of Waterdeep, Silverymoon, Neverwinter, and other free cities in the region dominate the Alliance.



FACTION OVERVIEW

The Lords' Alliance is a coalition of rulers from cities and towns across Faerûn (primarily in the North), who collectively agree that some solidarity is needed to keep evil at bay. The rulers of Waterdeep, Silverymoon, Neverwinter, and other free cities in the region dominate the Alliance, and every lord in the Alliance works for the fate and fortune of his or her own settlement above all others. The agents of the Alliance include sophisticated bards, zealous paladins, talented mages, and grizzled warriors. They are chosen primarily for their loyalty, and are trained in observation, stealth, innuendo, and combat. Backed by the wealthy and the privileged, they carry quality equipment (often disguised to appear common), and spellcasters tend to have a large number of scrolls with communication spells.

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

BELIEFS

1. If civilization is to survive, all must unite against the dark forces that threaten it.
2. Glory comes from protecting one's home and honoring its leaders.
3. The best defense is a strong offense.

GOALS

To ensure the safety and prosperity of the cities and other settlements of Faerûn by forming a strong coalition against the forces that threaten all, eliminate such threats by any means necessary whenever and wherever they arise, and be champions of the people.

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

CLOAK

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

REDKNIFE

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

STINGBLADE

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK

FOUR

WARDUKE

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK

FIVE

LIONCROWN

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide at DungeonsandDragons.com

ZHENTARIM

“Join us and prosper. Oppose us and suffer.”

The Zhentarim seeks to become omnipresent and inescapable, more wealthy and powerful, and most importantly, untouchable. Everyone should fear to cross them



FACTION OVERVIEW

The Zhentarim seeks to become omnipresent and inescapable, more wealthy and powerful, and most importantly, untouchable. The public face of the organization appears much more benign, offering the best mercenaries money can buy. When a merchant needs an escort for his caravan, when a noble needs bodyguards to protect her holdings, or when a city needs trained soldiers to defend its honor, the Zhentarim provides the best-trained fighting men and women money can buy. However, the cost of doing business with the Black Network can be high.

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 monopoly. Members must be the best—the cheapest, the fastest, and the most secure—at providing services and goods both legal and illicit, willing to lose coin if it means destroying a competitor, and securing profits from everyone they deal with, except when to do so would work against the Black Network's ultimate goal: to make everyone dependent on it.

A member of the Zhentarim thinks of himself or herself as a member of a very large family and relies on the Black Network for resources and security. However, members are granted enough autonomy to pursue their own interests and gain some measure of personal power or influence.

BELIEFS

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

GOALS

To amass wealth, power, and influence.

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

FANG

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

WOLF

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

VIPER

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK

FOUR

ARDRAGON

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK

FIVE

DREAD LORD

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide at DungeonsandDragons.com