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Many organizations operating in the North and throughout the Faerun are not bound by strict geographical provisions. These factions pursue their plans without regard to political boundaries, and their members operate wherever the organization deems it necessary. These groups hire listeners, rumour-mongers, smugglers, sellswords, cash-holders (people who guard caches of wealth or magic for use by faction operatives), asylum keepers, and message drop keepers to name a few. At the heart of each faction are those who not only perform a small function for this organization, but also serve it with their hands, head and heart. As a prelude to your adventurous career (and in preparation for it), you have served as an agent of a particular faction in Faer'n. You may have acted openly or covertly, depending on the faction and its objectives, as well as how these goals mesh with your own. Becoming an adventurer doesn't necessarily require you to give up your faction membership (although you can do so) and it can boost your status in the faction. Skills Skills Insight and One Intelligence, Wisdom, or Charisma Skill of Your Choice, in matching your faction Tool Skills No Language Two of your choice Equipment badge or emblem of your faction, a copy of the seminal text of the faction (or code book for a hidden faction), a set of common clothing, and a bag containing 15 GP Function: Factions Sword Coast No Large, Centralized Government in the North and South probably is directly responsible for the spread of secret societies and conspiracies in these lands. If your background is as an agent for one of the main factions of the North and Sword Coast, here are some possibilities. The Harpers. Founded more than a millennium ago, dissolved and reorganized several times, the Harpers remain a powerful, behind-the-scenes institution that acts to thwart evil and promote justice through knowledge rather than brute force. Harper's agents often own the investigation, allowing them to be skilled in surveillance and espionage. They often turn to other Harpers, sympathetic bards and hoteliers, rangers and the clergy of the gods who conform to the ideals of the Harpers. Order of the Gloves. One of the newest power groups in Faer'in, the Order of the Gloves has an agenda similar to that of the Harpers. However, his methods are very different: glove bearers are holy warriors in a righteous quest to crush evil and promote justice, and they never hide in the shadows. Agents of the Order, as a rule, possess religion and often seek help from law enforcement agencies, friendly ideals of the order, and the clergy of the gods-patrons of the Order. Emerald enclave. Maintaining a natural balance and fighting forces that threaten that balance is the two purposes of the Emerald Enclave. These Serve factions are the masters of survival and life beyond their land. They often own nature and can seek help from foresters, hunters, rangers, barbarian tribes, Druid circles and priests who revere the gods of nature. The Union of Lords. On the one hand, the agents of the Alliance of Lords are representatives of cities and other governments, are part of the alliance. But as a faction with interests and issues that go beyond local politics and geography, the Alliance has its own staff of individuals who work on behalf of organizations with a broader agenda. Alliance agents must be aware of history and can always rely on the assistance of governments that are part of the Alliance, as well as other leaders and groups that support the Alliance's ideals. It's zhenгарim. In recent years, zhenгарim has become more visible in the world as a whole as the group works to improve its reputation among ordinary people. The faction attracts employees and associates from many walks of life, setting them up for tasks that serve the Black Network's purposes, but not necessarily criminal. Black Web agents often have to work in secret, and often possess deception. They turn to wizards, mercenaries, merchants, and priesthoods for help in alliance with zhanтарim. Feature: Safe Harbor as a faction agent, you get access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords that you can use to identify such operatives who can give you access to a hidden secure apartment, a free room and a board, or help you find information. These agents never risk their lives for you or risk revealing their true identity. Suggested characteristics Use tables to acolyte the background as the basis for your traits and motivations, changing entries when appropriate according to your personality. (For example, consider the words faith and faction interchangeable.) Your connection may be related to other members of your faction, or a place or object that is important to your faction. The ideal you aspire to is probably in accordance with the principles and principles of your faction, but may be more personal in nature. One of the interesting elements in the game Dungeons and Dragons 5E, which actually received quite limited attention, is the group of factions that are available for the characters players to join. The factions were primarily created for use in the League of Adventurers, the OCG organized a game program run by the Wizards of the Coast. But factions can also play an interesting role in your home campaigns, both as organizations that PCs can join, and as opponents to disrupt. In the article They explain the factions as follows: in the forgotten kingdoms, five factions rose to prominence. Looking For a Search further their respective agendas while the opposing destructive forces that threaten the people of Faerun, each faction has its own motives, goals and philosophy. While some are more heroic than others, all come together in difficult times to prevent serious threats. Here are five factions (links take you to a more detailed description on the official D.D. website: Harpers-Harpers is a scattered network of spells and spies, The organization is benevolent, knowledgeable and secretive. The monks and paladins of goodness (and often the legal goodness) ranks usually drawn to the Order of the Glove. concerned about mutual security and prosperity. The organization is aggressive, belligerent and political. Fighters and sorcerers of legal or neutral ranks are usually drawn to the Union of Lords. The Chengтарim-Chengтарim is an unscrupulous shadow network that seeks to expand its influence and power throughout TheAeron. The organization is ambitious, opportunistic and meritocratic. Robbers and sorcerers of neutral and/or evil rows usually reach out to zhenгарi. Their goal is as part of the League of Adventurers program, the character can join the faction to earn special advantages in the game. Each adventurer gets fame for playing through an adventure (either one reward at the end of an adventure, or a certain amount for 4 hours of hardcover adventure). As the character becomes more renown, they increase in range in their faction. Many adventures include special secret missions for characters who are part of a faction (another secret mission for each faction). As the character gets higher ranks in the faction, they can take advantage of special rules during downtime, such as lower training costs, access to magical subjects, access to raise dead and resurrection spells, and providing inspiration at the beginning of the game session. Joining the faction is an interesting option in an organized game program, and provides another layer when playing through adventures that provide tangible rewards for Player. What about the house house Of course, if you're not part of the Adventurers League program, the factions don't make sense, do they? In fact, factions as such are interesting parts of the Forgotten Realms setting, and provide great opportunities for adventure apart from the AL program. For example, the Harpers can be used as a spy organization. Imagine James Bond in the Forgotten Kingdoms, investigating and eliminating threats to the people of Phaedun. The game, focused on Harper, will not be devoted to the study of dungeons and killing monsters. Rather, it could focus on large urban centers interacting with NPCs, revealing vile areas, and so on. The game, using the Order of gloves, on the other hand, can be focused on stray knights who travel the earth, bringing order and peace to areas threatened by looting goblinoids, or invading from underdark, or evil dragon. But assuming that you are running a more typical DDD game, with a number of races and classes in the party, factions can also play a big role in the game. These organizations are all trying to influence the world of Faerun, and it is likely that they will end up working on cross-goals as their conflict goals. Characters of players who go to explore an old dungeon based on rumors of fabulous treasures may find themselves at odds with one group or another who know more about the dungeon and what lies in the deepest reaches, and who might want to prevent the PC from disturbing some ancient creatures, or bring back some powerful damn item. In addition, one faction may hire a PC or manipulate them with rumors or suggestions to achieve their goals. The Harpers, the Alliance of Lords, and the zhenтарim are likely to come true like this, and the characters may not even know that they are working to achieve the faction's goals for the rest of the adventure (or at all). And then there's the zhenтарim, a faction that should be considered a villainous organization. Of course, COMPUTERS may find themselves in situations where they can put an end to operations in Ghent for the benefit of local towns or villages. And once they are on the wrong side of this faction, they can expect retribution to come in one way or another. What's next? Over the next weeks, I'm going to explore five factions. I'll delve into their history in the Forgotten Kingdoms, look at their main goals, discuss their methods, and introduce ways to use these factions in your game outside of the Adventurers League program, including a number of adventure hooks for each of them. Hope to see you then! Then! dnd 5e factions pdf. dnd 5e waterdeep factions

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