



HALLS OF HEROES

AN ORGANIZED PLAY CAMPAIGN FOR D&D 5E

PLAYER GUIDE for FORGOTTEN REALMS SETTING v2.0

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WHAT IS D&D HALLS OF HEROES?

The D&D Halls of Heroes is an ongoing 3rd organized play campaign for Dungeons & Dragons®. It uses fifth edition Dungeons & Dragons rules, and is set in the Forgotten Realms® setting. You can play D&D Halls of Heroes games anywhere, creating a character and playing that character in any D&D Halls of Heroes game. These games can be in public in person play events or in a private setting of your choosing. These settings can be game and hobby stores, conventions, public accessible game day events, libraries, your home, or anywhere you gather to play following D&D Halls of Heroes rules

PURPOSE OF THIS PLAYER GUIDE

This document is a comprehensive guide to all the rules used by players for official Halls of Heroes games. In case of differences between rules and guidelines from other sources and this guide, the guide takes precedence for D&D Halls of Heroes play.

NEEDED MATERIAL TO PLAY

In order to participate in D&D Halls of Heroes games, the following is needed:

- **The D&D Basic Rules.** This PDF document is available for free on the Wizards of the Coast website. It contains all the basic rules of the game, and you can create a character with it. Additional options for characters are available in the fifth edition *Player's Handbook* (PHB), and other resources listed under Character Creation, below.
- **Character Sheet.** Players can use any D&D character sheet they want.
- **An Adventure Logsheet.** This can be formatted logsheet or any paper where you track the same information each session of play. You will need to track experiences, gold, downtime, renown, magic items, story awards, and notes to keep your character up to date.

CREATING YOUR CHARACTER

To create a character for D&D Halls of Heroes, follow the steps below. All characters begin at 1st level.

Steps 1 & 2: Choosing A Race and Class

All of the races and classes presented in the *Player's Handbook* (PHB) plus *Tasha's Cauldron of Everything* (TCE) plus **one** other resource from those listed below are available to build your character (PHB+TCE+1). Upon use of a "+1" you must log it on your character's logsheet **when you choose it**. As new resources become available, they'll be added to this list.

- *Elemental Evil Player's Companion* (EEPC)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Volo's Guide to Monsters* (VGM)
- *Xanathar's Guide to Everything* (XGE)*
- *Mordenkainen's Tome of Foes* (MTF)

The following variant or optional rules are available when creating your character:

- Variant Human Traits (PHB)
- Customizing Your Origin (TCE) (*but not custom Lineage*)
- Changing a Skill (TCE)
- Changing Your Subclass (TCE) (*using downtime for the suggested amount of training time and training costs*)

- Optional Class Features (TCE) (*any class feature that replaces another class feature is chosen per character*)
- Half-Elf Variants (SCAG)
- Option: Human Languages (SCAG) *available to all regardless of “+1”*
- Tiefling Variants (SCAG)
- Blessing of Corellon (MTF)

Races that have flight at 1st level, and options presented in other resources-- such as Death Domain found in the *Dungeon Master’s Guide* (DMG) or content from the various Unearthed Arcana articles-- aren’t allowed for play unless you possess specific campaign documentation that indicates otherwise.

*The “Turtle Package” released by Wizards of the Coast is considered part of XGE for “+1”

Step 3: Determining Ability Scores

When generating a character’s ability scores you can use one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (PHB). Helpful [calculator](#)

Step 4: Character Description

Come up with a description for your character and choose a background from the PHB, pages 121-141, or any other additional resources that were listed above.

Background. Choose a background using the rules in the PHB or **any other** official-released Wizards of the Coast or D&D Adventurers League resource. Your background isn’t limited to your character’s “PHB+TCE+1.” Custom backgrounds must borrow Features and Starting Equipment from existing backgrounds.

Alignment. D&D Halls of Heroes focuses on maintaining a welcoming, fun environment so neutral evil and chaotic evil alignments are not

legal for characters to be as part of D&D Halls of Heroes. Lawful evil is allowed as a legal alignment but any character who is that alignment **must** be part of the Lord’s Alliance or Zhentarim faction.

Deities. If the character worships a deity, those deities listed in the **Deities of the Forgotten Realms** and **Nonhuman Deities** tables in the PHB or any deity listed (ignoring “PHB +1”) in the resources listed in Step 1 & 2, above are available. While paladins don’t have to worship a deity, clerics do. If your deity doesn’t include suggested domains in the resource in which it is found, only the Life domain is available.

Starting Lifestyle. Unless your starting lifestyle is explicitly determined by your chosen background, you can choose to begin with whatever lifestyle you like. Note this selection on the first entry of your logsheet. You can change your lifestyle when you spend downtime days for activities.

Step 5: Choose Equipment

Upon creating a D&D Halls of Heroes character, you obtain starting equipment and gold as determined by your class and background. Rolling for your starting wealth isn’t allowed.

Trinkets. You begin play with a trinket of your choice from the table in Chapter 5 of the PHB, or you can roll randomly to determine your trinket.

Selling Equipment. You can sell any mundane equipment that your character possesses using the normal rules in the PHB.

Purchasing Equipment. You can purchase any equipment found in the PHB with your starting gold.

Step 6 (Optional) Select a Faction

Joining a faction can be done at any time and is an optional choice. Each faction has goals

that are distinct. Helping a faction with their goals will give adventurers a chance to earn prestige within its ranks through the acquisition of renown. Factions are woven into the fabric of Halls of Heroes' narrative and persist between different seasons, campaigns, and storylines. Each faction has their own goals individual from others but aren't overtly hostile to one another. Members might dislike members of other factions, but being antagonistic towards them is not allowed. If a character joins a faction, the following rules apply.

One Faction only. A character can be member of only one faction at a time. If a character ever switch factions or become unaffiliated, you permanently lose all benefits and renown associated with the character's former faction. Factions don't like traitor or those who abandon their tenets.

No Undermining Other Characters.

Adventurers are brought together by common cause, and they're expected to work together to overcome challenges. Characters might find other factions distasteful, they must put that aside and work as a group.

THE ADVENTURE LOGSHEET

In addition to having a character sheet, every character needs an adventure logsheet to keep track of its rewards from adventure to adventure.

Session #. You only need to track session #s if you are playing content like a book, such as *Curse of Strahd* or *Storm King's Thunder*. Each session you play is numbered, and any rewards you received for that session are tracked as if it was a single session adventure.

Experience Points (XP). Note any XP your character earned at the end of the adventure or session.

Gold. Note any gold your character obtained during the adventure or session. It can be spent now or later.

Downtime. Note any downtime your character earned at the end of the adventure or session. It can be spent on downtime activities.

Renown. Note any renown points your character earned at the end of the adventure or session. It is used to determine your character's faction rank.

Magic Items. If you received a permanent magic during the adventure, increase your magic item count by one. This includes anything that's not a potion, scroll, or trinket. Your DM can give you guidance on when items may cease to count.

Adventure Notes. Record important things that happened during the adventure here: deaths, story notes, leveling up, downtime activities, etc. If you received a randomly generated item, record the name of the adventure and where it was found. Additionally, ask your DM for the table used to determine the item, and result of the roll.

DOWNTIME AND LIFESTYLE

Downtime activities can occur before, while, or after you play an adventure. If you want your character to engage in a downtime activity, you have a number of options available to you on page 187 of the PHB. Per the PHB, any expenditure of downtime days has an attached lifestyle cost. In addition, refer to Appendix D: Downtime Activities and Appendix F: Factions for other possible downtime activities. Sometimes, a Story Award or Certificate will grant additional downtime options.

Recording Downtime

To record your downtime activity, deduct the days from your total on your adventure logsheet. Note your downtime activity and the number of days used in the adventure notes section. For

example, if you wanted to train to learn the Draconic language and you spent 25 days towards doing so, you'd write "Training: Draconic(25)" in the adventure notes, and deduct 25 days from your downtime total. If you spend 10 days later on, you'd write "Training: Draconic(35)", and deduct 10 more days from your downtime total.

Recording Lifestyle Expenses

Whenever you engage in a downtime activity, you must pay your lifestyle expenses, as described on pages 157 - 158 in the PHB. Deduct the gp spent from your gold on your adventure logsheet. You must pay lifestyle expenses whenever downtime is spent.

Exchanging Wealth

You can't **give** another character treasure or equipment (mundane or magical). You can, however, contribute to the cost of spellcasting services that help another character that you are adventuring with.

CHARACTER ADVANCEMENT

Adventures are broken into four tiers of play-first tier (levels 1-4), second tier (levels 5-10), third tier (levels 11-16), and fourth tier (levels 17-20). You can't begin adventures outside your tier, but you can continue to play if you've "leveled out of it," but if you advance beyond the level range of a hardcover adventure and play in another hardcover adventure, you can't return to the first. This restriction doesn't apply to Non-HC adventures- you can play these as often as you want as long you are within the adventure's level range.

Character Rebuilding.

Players sometimes start out with pre-generated character or might try out a character class, race, or other option, and then decide later on that it wasn't the play experience they were looking for. As such, Tier 1 characters (level 1-4) can be rebuilt after any

episode or adventure. A player **can't change a character's name**, but can change any other aspect- including their choice of +1.

The character keeps all experience, treasure, equipment, magic items downtime, and faction renown earned to that point- except any starting equipment, along with any gold earned from selling it or items then purchased with those funds. Changing a character's faction results in losing all renown earned to that point.

You aren't considered 5th level until you play your first adventure after leveling; once the game starts you are bound to your character's choices except for any of the following that were not the forcible result of adventuring: alignment, personality traits, bonds, ideals, and flaws.

As of the release of *Tasha's Cauldron of Everything* in November 2020 all pre-existing Forgotten Realms characters are allowed one rebuild, no matter what their level, to be used before their first adventure after 1/1/ 2021.

ADVANCING YOUR CHARACTER.

XP must be applied immediately. If you advance to the next level, you do so after the next long rest or at the end of the adventure or session- whichever happens first. You use the options provided in your PHB+1 for advancing your character. Feats and spells gained by advancement are subject to PHB+1. When you gain a level, use the fixed hit point value in your class entry. You can't roll your hit points.

Faction Advancement.

A character who earns enough renown to advance a rank in his or her faction does so at the end of the session or an adventure. Note your new level or rank on your character sheet in the notes section of your adventure logsheet.

APPENDIX D: DOWNTIME ACTIVITIES

Unrestricted Downtime Activities

Downtime Activities in the PHB may be used in addition to those below.

Downtime: Spellcasting Services.

Before, during, or after an episode or adventure, you can spend a downtime day to have a spell cast by an NPC. The cost for any consumed material components can be shared by the characters in the party. Characters raised from the dead during the course of play can continue play and earn rewards as normal, but penalties imposed by *raise dead* and the like still apply. Your character can also receive these services from another character- but only if you are both playing in the same adventure together. In this case, the downtime cost is waived.

Downtime: Copying Spells.

In order to copy spells into your spellbook, you must use this downtime activity. For each downtime day spent, your character can spend 8 hours copying spells into their spellbook. Two or more characters playing the same adventure together using this downtime activity can allow one another access to their spell book; effectively “trading” spells between everyone involved to copy as normal. All parties to the trade must spend these downtime days in order to trade spells, you must use this downtime activity in the presence of the table’s DM.

Downtime: Catching Up.

Sometimes you might like to advance to the next tier to catch up with friends, play new adventures, etc. “Catching Up” is an available option at 4th, 10th, and 16th level, and advances your character to the next tier of

play. In order to do so, you must pay a number of downtime days determined by your current level, as follows:

<i>Current Level</i>	<i>Downtime Cost</i>
4th	20 days
10th	100 days
16th	300 days

Table: Catching Up Downtime Costs

Downtime: Trading Magic Items.

Magic items can’t be given away to another character, but characters can trade permanent magic items received in play with one another on a one-for-one basis. Each party to the trade must 15 downtime days to trade the item. If you’re trading with another character playing in the same adventure as you, the downtime cost is waived. Consumable magic items (scrolls, potions, and magical ammunition) can’t be traded. Magic items gained through downtime activities, This Is Your Life, or DM quest rewards cannot be traded.

Upon completing the trade you must create an entry on your logsheet indicating who they traded with, the item traded away, and the item received in exchange. Information regarding where the item was located: adventure name, encounter, table number, roll, etc., should be recorded as well.

Permanent magic items are traded for other items of like rarity (i.e. uncommon for uncommon, rare for rare, etc.) on a one-for-one basis. The DMG or other official, published D&D products, are considered to be the definitive resource in determining the item’s rarity. Items **without** a specified rarity are unique and **can’t** be traded. Items without

any uses remaining also can't be traded unless the item retains some permanent magical ability.

Only magic items listed in the DMG may be traded between characters in different settings.

While a certificate isn't required to facilitate this trade, if the item bears a certificate, it must accompany the trade or be destroyed.

Downtime: Dimensional Wanderer

A character can use 150 downtime days to walk the planes to move to a different setting. This activity is only available if all its character creation and advancement options would be available in the new setting. No Warforged will be seen in Faerun, and no Tortles will be seen in Eberron.

Season Specific Downtime Activities

Season 2

These downtime activities can be used before, during, or after running an adventure that takes places in and around Mulmaster. They are only available to faction members who achieved rank 3.

Harpers: Arcane Amnesty

You have friends within the Cloaks- an order of arcanists in Mulmaster- that are sympathetic to the Harpers' cause. You have advantage on any social interaction checks to exonerate you or anyone in your group for using restricted magic in and around the city. In addition, you can spend downtime days to have an arrested caster freed from prison or harsh punishment. The cost is 1 downtime day per level of the violating spell.

Order of the Gauntlet: Judge Friend

You are a dueling judge and have overseen many duels in Mulmaster. You have the ear of

friends within the dueling judge community, and call upon the services of a battle-hardened warrior to lend you aid. At the beginning of an adventure or when appropriate, you can spend 5 downtime days to recruit a **veteran** (see appendix B of the *Monster Manual*). The **veteran** performs any tasks within reason and capability, but parts ways with you after taking part in one combat or at the end of the adventure.

Emerald Enclave: Safe Haven

You have a secret place just outside the city where you and your allies can rest, recuperate, and find mounts. When you use the recuperating downtime activity (see the *Basic Rules* or the *Player's Handbook*), you can apply the effects to your entire group. In addition, at the beginning of an adventure or when appropriate, you can spend downtime days to borrow mounts (riding horses, ponies, or mules) for yourself and your group. The downtime cost is 1 downtime day per mount borrowed. All mounts must be returned at the end of the adventure. If any mount dies during the course of the adventure, you must pay half its value in gold.

Lords' Alliance: Hawk Association

You are part of the Hawks, the secret police of Mulmaster. You maintain law and order through intimidation and strongarm tactics. You can coerce information from the common folk for your benefit, gaining advantage on any Charisma (Intimidation) checks to do so. Once per adventure at the beginning of an adventure, you can spend 3 downtime days to learn an adventure secret. The Dungeon Master provides you with a secret that only you know about the adventure, and you gain advantage on all checks to recall related information for the duration of the adventure.

Zhentarim: Procure Illicit Goods

You have contacts among smugglers residing in the ghettos of the city, who are able to

procure restricted and illicit items for you. At the beginning of an adventure or when appropriate, you can spend 2 downtime days to gain one of the following items for the duration of the adventure: carrion crawler mucus, serpent venom, or a moldering scroll holding a 1st-level spell scroll of your choice. Then roll on the Procure Illicit Goods table to see what happens as a result of your dealing.

<i>d20</i>	<i>Result</i>
1-3	You are caught red-handed and jailed for 1d8 days. You do not gain the item. You must spend additional downtime days to cover this jail time, but you do not spend your lifestyle costs for these days. You can avoid jail by paying 50 gp per day of jail time.
4-6	You are accosted by the city watch while making the deal. You lose 100 gp and begin the adventure at half your hit point maximum, but you manage to retain possession of the item.
7-12	You find a fence willing to sell you the item, but it's going to cost you. Make a DC 10 Charisma (Persuasion) check. If you succeed, you pay 50 gp for the item. If you fail, you pay 200 gp for the item.
13-18	You are able to swindle or fast-talk your way into obtaining the item, gaining it for free.
19-20	You manage to obtain one item for free while attempting to steal another. Make a DC10 Dexterity (Sleight of Hand) check. If you succeed, choose two different items instead of one. You gain both items for free. If you fail, you instead gain one item for free.

Table: Procure Illicit Goods (Mulmaster)

Season 3

Members of the five factions who have achieved rank 3 have access to the following special downtime activities when adventuring in and around Hillsfar and in the Underdark beneath the city.

Harpers—Mental Fortitude

You are a Brightcandle of the Harpers. Under the tutelage of your faction-mates in Elventree, you have learned the secrets of healing the mind. If you are afflicted with any type of madness, you

can spend one downtime day to reduce your madness level by 1, and to cure any short-term madness or long-term madness that afflicts you. You can do the same for allies, but the cost is three downtime days per ally cured. You cannot use this benefit to cure indefinite madness, and you cannot reduce your madness level to 0 if you are afflicted with indefinite madness.

Order of the Gauntlet—Investiture of the Divine

You are a Whitehawk in the Order of the Gauntlet, and have been a participant in prayer circles and rites to combat the demons spilling from the Underdark. You can spend ten downtime days to gain an investiture of the divine that lasts until your next long rest. While your investiture is active, you can use a bonus action on each of your turns to grant you or an ally within 30 feet of you the ability to bypass damage resistances on the next attack made against a demon. This benefit does not bypass a demon's immunities.

Emerald Enclave—Madness Ward

You are an Autumnreaver of the Emerald Enclave, and know that the madness creeping to the surface world from the depths of the Underdark is wholly unnatural. By performing cleansing rituals and warding areas where demonic madness has been seen or felt, you and your companions can bolster your resistance to that madness. For each downtime day you spend, you can grant yourself or an ally a madness ward that lasts until your next long rest. A creature with this madness ward can use a reaction to gain advantage on a saving throw against madness. A character can have only one madness ward active at a time.

Lords' Alliance—Rally the Troops

You are a Stingblade of the Lords' Alliance, dedicated to helping the common folk stand strong against the demonic influences pouring forth from the Underdark. By spending ten downtime days to rally the locals—whether surface dwellers or Underdark denizens—you can call three **bandits** (see appendix B of the Monster Manual) to your assistance. By spending fifteen

downtime days, you can rally three **bandits** and one **bandit captain** to your aid. These allies perform any tasks within reason and capability, but they part ways with you after taking part in one combat or at the end of the adventure, whichever comes first. If things are looking grim and you do not already have these allies (and have not already called them during the current adventure), you can use a bonus action to spend an additional five downtime days (for a total of fifteen or twenty downtime days) and have these allies immediately show up in a place of the Dungeon Master's choosing.

Zhentarim—Opportunist

You are a Viper of the Zhentarim and are adept at slithering your way into advantageous positions. Despite the Red Plumes' grip on trade in the region and the chaos spreading as a result of madness in the Underdark, you are in a perfect position to profit. While you adventure, you are able to collect valuables without the other party members' knowledge, then sell those valuables at a later date. For each ten downtime days you spend before an adventure, increase your gold rewards from the adventure by 10 percent, up to a maximum of 50 percent for that adventure.

Season 4

This downtime activity is only available to characters who spend downtime while in Barovia/Ravenloft

Escape the Mists

A character with the Demiplane of Dread story award can gain the *Escape the Mists* story award after paying 20 Downtime days to leave Ravenloft. The Downtime day cost is modified as follows-

+10 Downtime Days: *Touched by the Mists* – For each time the character has died, been brought back to life by the mists, and gained the *Touched by the Mists* story award.

+5 Downtime Days: *Enmity of Jeny Greenteeth* – A character with the *Enmity of Jeny Greenteeth* story award (from 04-06 The Ghost) has not

only angered the hag, but the mists themselves.

+5 Downtime Days: *You Murderer* – A character with the *You Murderer* story award (from 04-08 The Broken One) has killed villagers of Orasnou. The Dark Powers grip on them is tight.

+5 Downtime Days: *Cursed by Greed* – A character with the *Cursed by Greed* story award (from 04-09 The Tempter) has given in to greed at the behest of the Dark Powers. Leaving Ravenloft will be difficult as a result.

+10 Downtime Days – *Escape the Mists* – Each time a character escapes the mists, but then returns to Barovia, escaping again gets progressively harder.

If a character does not have enough Downtime days to escape the mists, they are stuck in Barovia forever. To gain downtime days, a player should play more Curse of Strahd adventures or be a Dungeon Master to gain DM rewards (Downtime) to award to a character to escape Barovia.

Season 7

This downtime activity is available only to characters spending downtime during Tomb of Annihilation or Season 7 DDAL adventure sessions.

Buying from the Merchant Princes

While the merchant princes are happy to sell the items over which they hold monopoly, doing so can be time consuming. Characters wishing to purchase goods from the merchant princes must spend 10 downtime days arranging a meeting, negotiating prices, and coordinating for impartial intermediaries to accept, transfer gold during the transaction. At the end of the ten days, you may make one purchase—either a single permanent magic item, or up to their limit in other items (see, below).

Characters may also purchase items from the Merchant Princes as appropriate and as they appear in DDEP07-01 and DDEP07-02.

Additionally, the following merchant princes have the following modifications to their entries:

Ekene-Afa. This Merchant Prince has a small selection of magic items (p.25) readily available for a modest price. These items can't be traded. The character may purchase a single item or no more than 10 pieces of +1 ammunition in a single transaction before she refuses the character further service.

Ifan Talro'a. Animals purchased from this merchant prince aren't available as familiars.

Jessamine. This soft-spoken Merchant Prince sells some of the most potent poisons in Faerûn. However, she is discriminating in her dealings.

Characters may purchase no more than 2,000 gp worth of goods in a single transaction before she refuses the character further service.

Wakanga O'tamu. This charismatic Merchant Prince sells potions and scrolls, but he frowns on those who might deny others the opportunity to enjoy his wares. Characters may purchase 750 gp worth of potions and scrolls in a single transaction before he refuses further the character service. The scrolls contain only spells found in the PHB.

If the characters complete Wakanga's quest, they may choose spells from the PHB once their levels have been determined, as normal.

APPENDIX F: FACTIONS

Factions are very important to the experience of D&D Halls of Heroes. Being part of a faction comes with responsibilities and perks. They will ask for tasks to be completed, but heroes who complete them can expect support and rewards for service. Switching factions or leaving factions will result in losing all renown and ranks of the previous faction, and a hero must start again at the lowest rank with 0 renown when they join a new faction.

Factions Advancement and Benefits

Completing adventures, a character with membership in a faction will earn renown for doing tasks that coincide with the faction's aims. Renown points is how this expressed which is rewarded at the end of the adventure or session.

Faction Advancement

Earning renown and completing secret missions allows a character to progress in ranks in their faction. Higher ranks grant them greater authority and additional benefits.

Rank	Minimum Renown	Other Requirements
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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

Faction Benefits

Rank 1: Initiate

When a character first joins a faction, this is the rank they receive. It is available at character creation or any time the character wishes to join.

Participate in Faction Activities: Character can participate in any activities considered specific to your faction.

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

Faction Assignments: As an Initiate, you are eligible to take on faction assignments during adventures. These come in the form of minor side missions that are found in many adventures.

Faction Insignia: Character receives an insignia representing your faction, fashioned into a wearable or held item.

Faction Insignias

Faction	Item
Harpers	Pin
Order of the Gauntlet	Pendant
Emerald Enclave	Leaf Clasp
Lord's Alliance	Signet Ring(symbol palm side)
Zhentarim	Gold Coin (stamped symbol)

Rank 2: Agent

Those who showed they are aligned with the faction's goals are promoted to this rank. They can take on more responsibility and get small benefits from achieving the rank.

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 or enable you to advance to higher ranks within your faction.

Faction Training: Your character can take advantage of accelerated training programs for tool kits most often used by your faction. This training comes at a lesser cost than usual tool training, taking half as long (125 downtime days), but you must pay an additional 125 gp as a training expense for each proficiency.

Faction	Available Training
Harpers	Musical Instrument, Calligrapher's supplies or disguise kit
Order of the Gauntlet	Smith's tools, Leatherworker's tools,

	Carpenter's tools, Mason's tools, Vehicles
Emerald Enclave	Herbalism kit, Woodcarver's tools, Cartographer's tools
Lords' Alliance	Jewelers tools, Mason's tools, Navigator's tools, Painter's supplies, Gaming set, Any Standard Language
Zhentarim	Disguise kit, Forgery Kit, Poisoner's Kit, Thieves' tools

Table: Faction Training Options

Apprenticeship to an Adventurer Mentor: The Agent can serve as an apprentice to a higher-ranking adventurer from within your faction. See the Apprenticeship section below for more details.

Rank 3: Stalwart

Reliable faction members become Stalwarts. They are entrusted with many secrets deserving of additional support during adventures.

Faction Downtime Activities: You gain access to faction specific downtime activity that gives you additional benefits when you use it. If your faction has any specific downtime activities for the current storyline the character is participating in, they can be found in Season Specific Downtime Activities section above in Appendix D.

Item Procurement: With an expenditure of resources, a character who has earned Stalwart can acquire a magic item from your faction. To procure the item, the character must go on minor adventures for your faction (represented by downtime days) and perform bribes, charitable acts, and provide provisions (represented by expenditure of gold) in service of their faction.

The item received in exchange for these costs increases your magic item count and is not tradeable. Some items are only available to certain factions as indicated in the Item Procurement Options table. A character may purchase any number of items so long as they pay the associated downtime day and gold costs for each item.

Rarity	Downtime	Gold
Uncommon	50	500gp
Rare	100	5,000gp

Table: Item Procurement Costs

Faction	Uncommon rarity	Rare rarity
All Factions	+1 weapon or shield	+1 armor
Harpers	Cloak of Elvenkind(A)	Ring of Spell Storing(A)
Order of the Gauntlet	Cloak of Protection(A)	Ring of Resistance(A)
Emerald Enclave	Cloak of the Manta Ray	Ring of Animal Influence
Lords' Alliance	Ring of Mind Shielding(A)	Cape of the Mountebank
Zhentarim	Slippers of Spider Climbing(A)	Ring of Evasion(A)

Table: Item Procurement Options

Rank 4: Mentor

Becoming a trusted voice within their faction, a character becomes a mentor. They are looked to as champions of the faction's belief, and as mentor of those of lower rank.

Become a mentor: You can designate Agents or Stalwarts as your charge. See the Apprenticeship section.

Faction Philanthropist: As a Mentor of your faction, you may choose to pay for or cast *raise dead*, *resurrection*, or *true resurrection* spells for a member of your faction after an adventure is completed. They don't have to be running the adventure with you. In doing so assuming you aren't casting the spell yourself, you must pay the full cost of the spellcasting service plus 25 downtime days (to deliver the body and find a cleric).

Rank 5: Exemplar

Deeply ensconced within the leadership of their faction, Exemplars have a great degree of influence when it comes to guiding faction decisions.

Becoming a Faction Exemplar: When you play this character along with other members of your faction, you can choose one member of your faction (Agent, at a minimum) to begin the game with Inspiration. This influence goes away if not used at the end of the game session.

Apprenticeship

Two characters in the same faction (played by different players), may choose to enter an Apprentice-Mentor relationship. The mentor must at least be a Mentor and the apprentice must be of a lower rank, but at least an Agent. A Mentor may only have one apprentice at a given time. Similarly, an apprentice may only have one Mentor. This relationship persists until the apprentice or mentor permanently die, the apprentice achieves the same rank as the mentor, or they decide to part ways (this is generally reserved for players that become inactive or for whatever reason have lost contact with one another).

Apprentice and Mentor Activities

Each character in the relationship gains a story

award, “Faction Mentor (Apprentice Name)” or “Faction Apprentice (Mentor Name)” and is eligible to participate in specific activities.

Adventure Details. When an apprentice and mentor bond they reveal the locations of magic items and faction secret missions that they have participated in to each other. There is no additional cost associated with this activity.

Item Trading. When trading magic items between the apprentice and mentor, the cost is only 10 downtime days instead of the usual 15.

Fighting Partners. By practicing fighting together before adventures, an apprentice and mentor can gain complimentary combat abilities. When both an apprentice and mentor are participating in the same adventuring group (they must be together at the same table, not just in the same Epic) the apprentice and mentor may spend 5 downtime before the start of the adventure. If they do, they gain the following benefits:

- Any saving throw made by one participant to save against an effect created by the other is made with advantage.
- Once per short rest, a participant may use the Help action to assist the other as a bonus action.
- Neither participant acts as cover against ranged attacks made by the other.

Apprentice Activities

Language and Tool Training. The apprentice may learn any language or tool proficiency that their mentor possesses for 125 downtime (no GP cost).

Word of Advice. Mentors grant their apprentice advantage on one check, save, or attack roll once during an adventure or chapter. This activity costs 5 downtime days to the apprentice, spent prior to the adventure and declared to the Dungeon Master prior to the start of the adventure.

Mentor Activities

Mentorship Renown. When a mentor takes on a new apprentice they immediately gain the benefit of a successful Secret Mission for their faction. This can only be done once per character.

Learn by Teaching. Mentors gain advantage on one check, save, or attack roll once during a module or hardcover chapter due to reflecting on their prior adventures with their apprentice. This activity costs 5 downtime days to the mentor, spent prior to the adventure and declared to the Dungeon Master prior to the start of the adventure.

Faction Pedagogue. By taking on an apprentice you become approachable to other members of your faction who ask you for advice. As you dispense this advice you become better known in your faction. You may spend 30 downtime days in exchange for 1 renown. This can only be done once per character.

Mentor’s Pride. As your apprentice grows in power their deeds reflect on you. Each time your apprentice gains a level that would put them into a higher tier (levels 5, 11, or 17), you gain 1 renown.

FACTIONS OF FAERUN

When playing adventures that take place in Faerun, characters can become members of any of the following faction. If for any reason a character leaves their current faction all renown and secret mission earned for the faction is lost. All rewards earned (magic items, tool proficiency, etc...) is kept.

Harpers

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



Goals

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

Beliefs

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

Member Traits

Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are

nigh unbreakable. Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.

Ranks

- **Watcher** (rank 1)
- **Harpshadow** (rank 2)
- **Brightcandle** (rank 3)
- **Wise Owl** (rank 4)
- **High Harper** (rank 5)

Order of the Gauntlet

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



Goals

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

Beliefs

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

Member Traits

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 order, 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.

Ranks

- **Chevall** (rank 1)
- **Marcheon** (rank 2)
- **Whitehawk** (rank 3)
- **Vindicator** (rank 4)
- **Righteous Hand** (rank 5)

Emerald Enclave

The **Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. The organization is decentralized, hardy, and reclusive. Barbarians, druids, and rangers of good or neutral alignments are commonly drawn to the Emerald Enclave.



Goals

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

Beliefs

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

Member Traits

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

Ranks

- **Springwarden** (rank 1)
- **Summerstrider** (rank 2)
- **Autumnreaver** (rank 3)
- **Winterstalker** (rank 4)
- **Master of the Wild** (rank 5)

Lords' Alliance

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



Goals

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

Beliefs

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

Member Traits

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

Ranks

- **Cloak** (rank 1)
- **Redknife** (rank 2)
- **Stingblade** (rank 3)
- **Warduke** (rank 4)
- **Lioncrown** (rank 5)

Zhentarim

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



Goals

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

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.

Member Traits

A member of the Zhentarim thinks of himself or herself as a member of a 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. 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.

Ranks

- **Fang** (rank 1)
- **Wolf** (rank 2)
- **Viper** (rank 3)
- **Ardragon** (rank 4)
- **Dread Lord** (rank 5)