



# *The Council of Waterdeep*







# The Harpers

We are the Harpers, and we are here to make things right. We'd just rather no one know we are doing it. It is easier to do our job when the wicked don't see us coming, and even easier when they don't know we exist. We are of the opinion that cunning beats force, misdirection beats confrontation, and good triumphs over evil. . . especially when it catches evil napping. If we are wrong about any of that, then we have been getting real lucky for the past few centuries. We are not wrong, and we definitely not lucky either, though we wouldn't complain if we were; it would be a nice change of pace. Sadly though, luck's only for fools, gamblers, and goblins. We just have to make due with our quick wits, unerring charm, and heroic good looks. A couple trusty spells and a big sword don't hurt either.



## *High Harper in Waterdeep*

A tall, young-looking elf with long, braided golden hair, Haventree is the delegate of the Harpers to the Council of Waterdeep. Remallia seems demure but with a few gestures, a turn of the face or a single word she can sway even powerful nobles to her side. She truly believes in the apocalyptic danger of the Cult and is willing to compromise with lesser evils to fight the more nefarious one... but not at any price. She advises caution and intelligence gathering, a lesson well-learned by the only recently reformed Harpers, but her end-game is unknown. Remallia is a noble sun elf living in Waterdeep; at one point a hundred years ago she joined the Harpers and later married the Lord Arthagast Ulbrinter. After the assassination of her husband by the Cult, she uses all her political influence to unite the Sword Coast factions to

battle the menace of the Cult of the Dragon. The death of her husband at the Cult's hand serves only to increase Remallia's willingness to fight it. She was one of the driving forces in the organization of the Council.







# The Zhentarim

The world is full of sheep and our role is not to shepherd, but to shear. Those who'd call themselves shepherds are liars and charlatans, and cowards besides. Of course, this is not a world of only sheep and shepherds; there are wolves too. Wolves that would feast upon our sheep, denying us our claim to wool and meat-and anything else we might desire. If those wolves try to keep us from our rightful bounty, we'll defend what is ours, so that all others might look upon Zhentarim and the price of their folly.

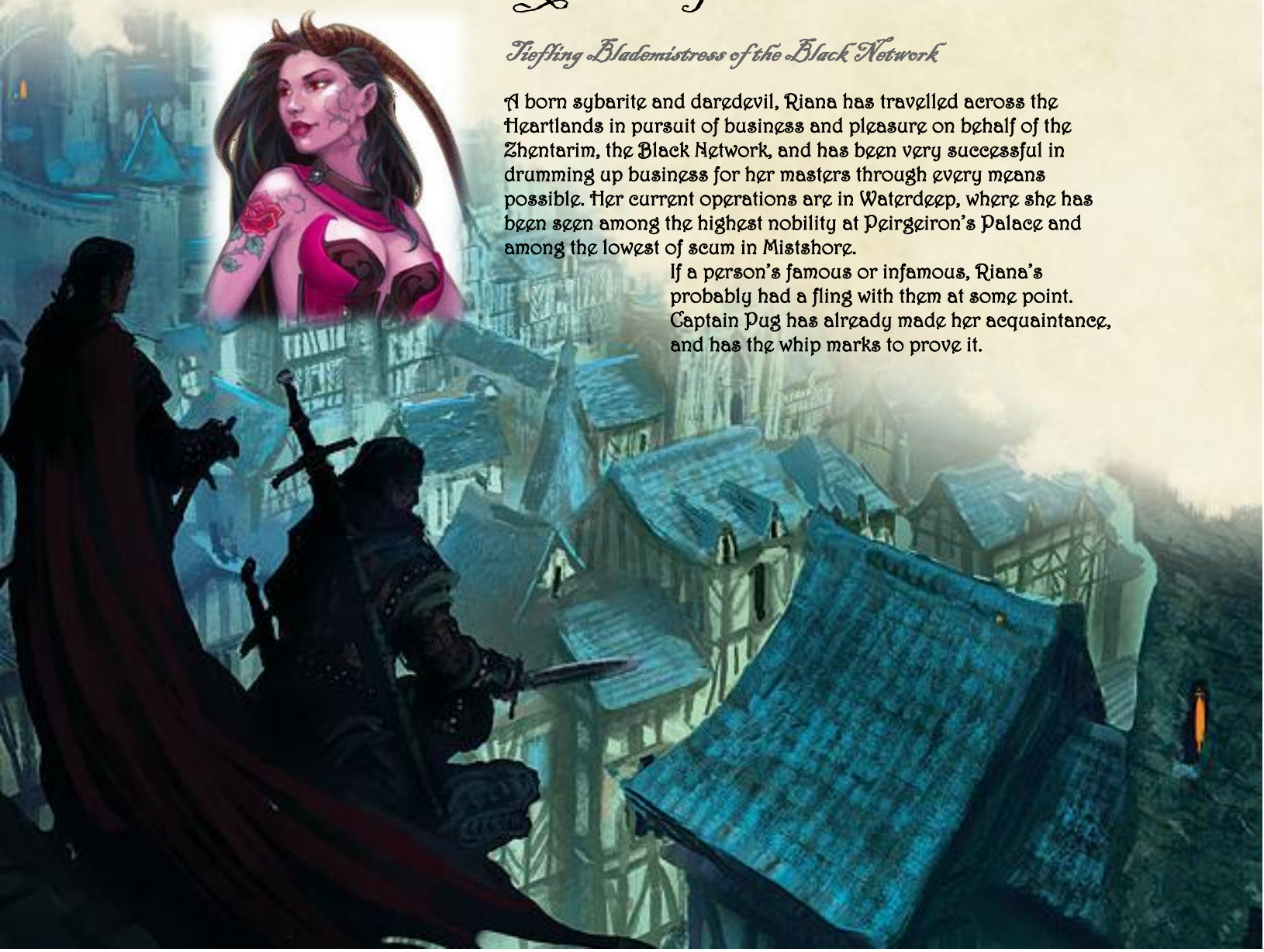
Also known as the Black Network, it is a loose affiliation of merchants, mercenaries, and mafactors. Common folk know the Zhentarim as the people to talk to when you need the best guards or mercenaries money can buy. And if the cargo is shady or the cause you're fighting for is questionable or even unjust, the Zhentarim don't mind.

## Riana Nightshade

### *Thieving Blademistress of the Black Network*

A born sybarite and daredevil, Riana has travelled across the Heartlands in pursuit of business and pleasure on behalf of the Zhentarim, the Black Network, and has been very successful in drumming up business for her masters through every means possible. Her current operations are in Waterdeep, where she has been seen among the highest nobility at Peirgzeiron's Palace and among the lowest of scum in Mistshore.

If a person's famous or infamous, Riana's probably had a fling with them at some point. Captain Pug has already made her acquaintance, and has the whip marks to prove it.







# Emerald Enclave

Nature. Civilization. One is the fundamental root of the tree of life, and one is the highest, most beautiful branch. Both need room to grow, and neither wishes the other ill. Yet, despite being two parts of the same wondrous tree, nature and civilization so often crowd, starve, and strangle one another. This cannot be allowed. When nature grows too far too fast, overwhelming the lives that spring from it, the Emerald Enclave is there to slash and trim. Then civilization grows so broad and heavy as to crack the very trunk that supports it, we must step in and carefully thin the foliage until equilibrium is restored. Our tree of life faces external forces as well. Monstrous parasites from beyond the grave, twisted abominations from beyond our world. These have no place in our garden, and must be removed. Ours is the garden of life and death, and we tend to the mightiest tree. Sometimes that means protecting life, and other times that means dealing death.

## *Lord Ranger of Brambles, Protector of the High Forest*

A quiet and introspective wanderer of few words but powerful insight, Delan rose to prominence in the Emerald Enclave because he never allied with any of the powerful factions that compete for influence among the Hlirophants and Thorn Lords of its upper echelons, and his political equipoise serves all interests well at the moment. With powerful friends in Nesme and at Evermeet, he is respected even within the cosmopolitan circles of Waterdeep and Baldur's Gate, but his strange methods in neutralizing countless monsters along the Sword Coast without necessarily killing them runs counter to most people's ways. He is an unswerving servant of the Natural Order, and works hard to ensure that neither evil magic nor chivalrous civilization overruns his lands. At the Council he seems to be constantly weighing the balance of forces, and seems preoccupied with questions concerning dragons







# Order of the Gauntlet

The Order shares the Harpers' dedication to justice and equality, but their methods and attitude are quite different. Bearers of the gauntlet are holy warriors on a righteous quest to crush evil and promote justice, and they never hide in the shadows. Evil must be opposed openly and vanquished in the light of day, so that all can see and be emboldened by its destruction.



*A noble but stern paladin dedicated to the defeat of evil*

Chosen to be a delegate to the Council of Waterdeep because of his heroic exploits and rigid morality, Sir Frumme does not shy away from declaring war on the Cult. Ontharr Frumme is based in the shining hallowed city of Elturgel and is a singular presence even among the holy paladins of that orthodox land. Proving his dedication to his order after slaying a vampire and a powerful netheromancer, Frumme gained his colors and turned to organizing many other holy crusaders and warrior-priests in the principality of Elturgard. He is admired for his natural leadership skills, gruff but fair demeanor and fearlessness, but equally feared for his prejudice against even Neutrally-aligned people. Ontharr does enjoy the fine dining and drinking that his station affords him, though he has not founded a family as yet and considers his chasteness to be one of his moral strengths.







# Lord's Alliance

The Lords' Alliance is not a metaphor. This organization was created and is led by leaders and nobles from across the world. Although many of its members have conflicting goals and long-standing rivalries outside the alliance, they band together in the face of events that are too big for any of them to handle on their own. The rulers of Waterdeep, Silvermoon, Baldur's Gate, and other cities, families, and trading houses of the Sword Coast might never set aside their differences, but they can pull together when the survival of all depends on it.

