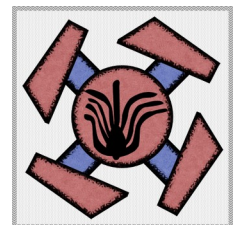
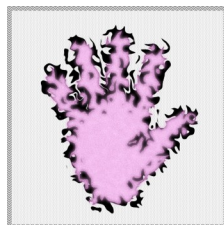
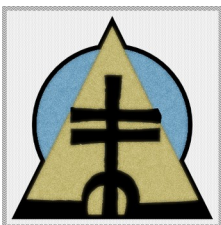
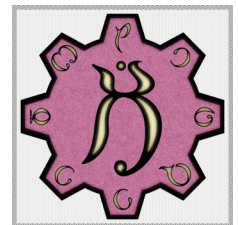
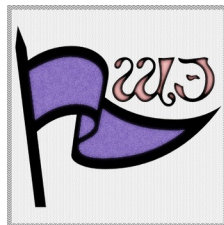
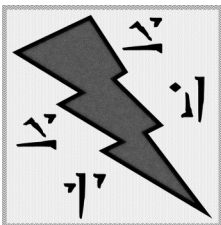
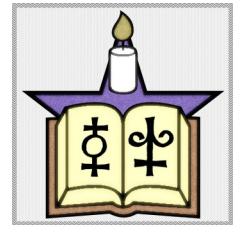
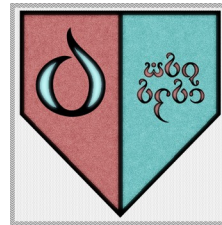
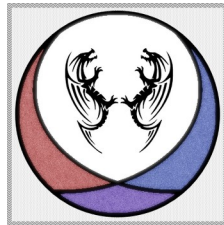
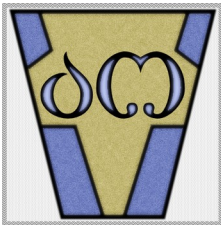


The Song of Sigils

Factions of the Syne Region

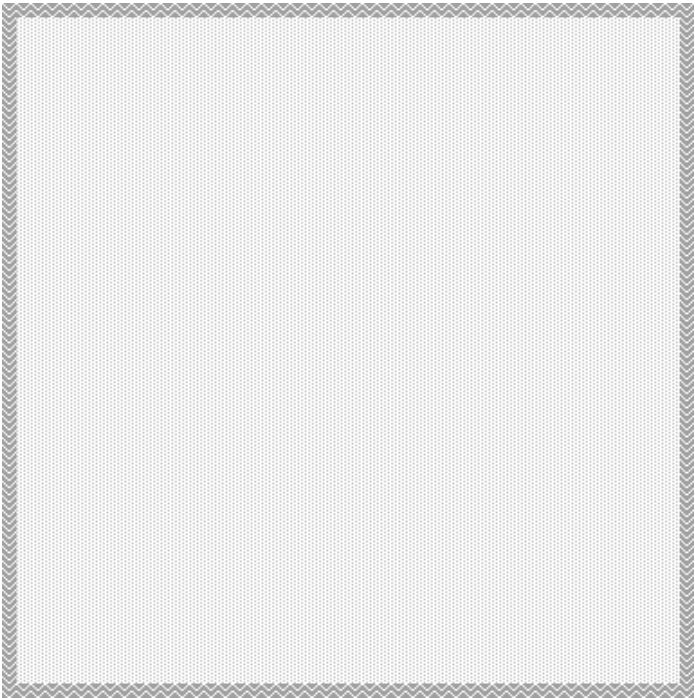


Reference Guide

Faction Name

Areas of Significant Influence
Alignment Tendencies

A brief description of the faction. To the right is the faction emblem.



Standard NPCs

NPC Common at Faction Locations
Stat Block

Key Figures		
<i>Position Held</i>	Notable NPC	<i>Race & Gender</i>
DM refers to <i>Synean Registry</i> for stats and role playing notes.		

Allies	Competitors
Factions with an active beneficial relationship.	Factions with an active detrimental relationship.

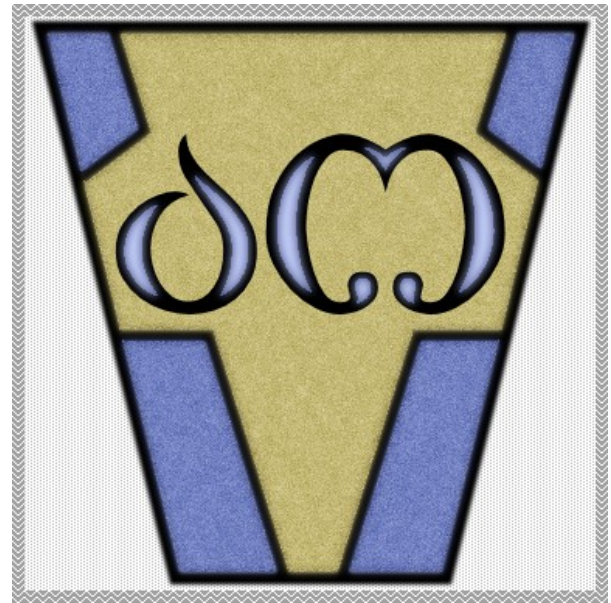
Faction Work	Contact
[Minimum Renown Needed] Type of Task	Where to find work to increase renown.

Perks	Effect
[Minimum Renown Needed] Perk Name	Description of Perk's effects and bonuses.

Claevil Shipping

Port Synea
Lawful, Neutral, Good

One of the earliest businesses in the Syne region, Claevil Shipping has earned a reputation as a reliable importer and exporter of goods. Claevil Shipping is the primary supplier for the region, bringing in critical supplies from the High Kingdom. Their success is largely maintained by remaining neutral in political affairs and disputes. Although that hasn't stopped a few competitors from attempting a hostile takeover or two. Employees are respected by the owner and earn a fair wage which helps ensure customer confidentiality. Claevil Shipping assists Gunduk Brewery with transport of goods within the Syne region as well as to the High Kingdom.



Standard NPCs

Claevil Security Chief CR 3 (700xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0

Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)

Actions **Longsword** Melee, +5 to hit, 8 (d10+3) dmg
Shortsword Melee, +5 to hit, 6 (d6+3) dmg
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg
 Splint mail, Pouch with 3d6 gold

Claevil Security Guard CR 1/8 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	11	30ft	13/+1	12/+1	12/+1	10/+0	11/+0	10/+0

Perception +2, Passive Perception 12

Actions **Spear** Melee, +3 to hit, 4 (d6+1) dmg, 20/60
 Chain shirt, Shield, Pouch with 4d6 silver

Key Figures		
<i>Owner</i>	Feng Claevil	<i>Human Male</i>
<i>Supply Manager</i>	Kaltthel	<i>Dwarf Female</i>

Allies	Competitors
Gunduk Brewery	The Farraguther Family House Oesterr

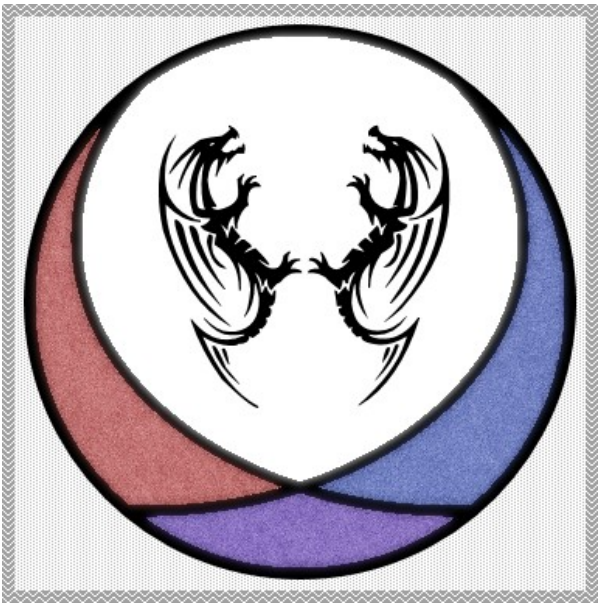
Faction Work	Contact
[0] Supplies for Export	Bounty Board
[5] Protect Supply Delivery	Supply Manager
[10] Guard Warehouse	Supply Manager
[15] Negotiate New Supply	Owner

Perks	Effect
[5] Employee Newsletter	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Employee Rate	Purchase travel accommodations along roads and trade routes at 50% of the standard cost.
[20] Standby Shipping	Access to passage with any Claevil ship along standard shipping lanes at no cost. The player must supply their own rations or can buy them from the ship merchant at standard cost.

House Oesterr

Myura
Lawful, Neutral, Evil

House Oesterr is a conglomerate of nobles from various regions that act as an investment group. While they are generally lawful, they will go to nearly any end to achieve their goals. They are a ruthless lot and are very skilled in political manipulation. House Oesterr aims to rule the Kingdom through economic power although internal power struggles often slow down their progress as much as external forces battling to stop them. Despite their superiority complex they do manage to find allies among some of the older and more traditional noble families such as the Farraguthers.



Standard NPCs

Noble CR 1/8 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	9	30ft	11/+0	12/+1	11/+0	12/+1	14/+2	16/+3

Deception +5, Insight +4, Persuasion +5, Passive Perception 12

Actions Rapier Melee, +3 to hit, 5 (d8+1) dmg
Breastplate, Signet Ring, Pouch with 4d6 silver

Bodyguard CR 1/8 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	11	30ft	13/+1	12/+1	12/+1	10/+0	11/+0	10/+0

Perception +2, Passive Perception 12

Actions Longsword Melee, +3 to hit, 6 (d10+1) dmg
Chain shirt, Shield, Pouch with 4d6 silver

Key Figures		
High Noble Noble	Luthiel Marit	Elf Female Human Female
Allies		Competitors
The Farraguther Family Wrenheld		Baelaar Crest
Faction Work		Contact
[0] Eliminate Troublemaker		Third Party
[5] Shut Down Local Competitor		Noble
[10] Bribe/Blackmail Official		Noble
[15] Hostile Takeover		High Noble

Perks	Effect
[5] Social Elite	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Political Influence	Influence political figures for favors such as pardons for minor crimes, special access to protected areas, or obtaining invitations to closed events.
[20] Hobnobbing	Gifted a House Oesterr Signet Ring (<i>Ring of Protection</i>). Ring is considered attuned if the player maintains at least 20 Renown with House Oesterr and has a Noble background.

The Draenyr

Lanaalia
Chaotic, Neutral, Good

Founded by Wood Elves, this guild of rangers and scouts spends most of it's time protecting the forests surrounding the town of Lanaalia. While they occasionally accept work as scouts-for-hire and trackers, they don't often wander far from the Lanaalian forests unless there is a dire need. The Draenyr have an informal alliance with the Circles of Synes and the two groups often work together to tackle major threats afflicting the Syne region. They also frequently loan out trackers and scouts to the Myuran Guard. The Draenyr share a mutual respect with Whisperwyn Black but make a point of thwarting Shiverblade Nigh's encroachments into the Lanaalian region.



Standard NPCs

Draenyr Ranger CR 1 (200xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	33	30ft	11/+1	14/+2	12/+1	11/+0	13/+1	11/+0

Nature +5, Perception +6, Stealth +7, Survival +6, Passive Perception 16, Multiattack 2

Special Keen Senses Adv. on Wis(Perception) checks with sight or sound.

Actions **Shortsword** Melee, +5 to hit, 5 (d6+2) dmg
Longbow 150/600, +5 to hit, 6 (d8+2) dmg

Leather armor, Pouch with 4d6 silver

Draenyr Scout CR ½ (100xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	16	30ft	11/+0	14/+2	12/+1	11/+0	13/+1	11/+0

Nature +4, Perception +5, Stealth +6, Survival +5, Passive Perception 15, Multiattack 2

Special Keen Senses Adv. on Wis(Perception) checks with sight or sound.

Actions **Shortsword** Melee, +4 to hit, 5 (d6+2) dmg
Longbow 150/600, +4 to hit, 6 (d8+2) dmg

Leather armor, Pouch with 4d6 silver

Key Figures		
<i>Ranger</i> <i>Tracker</i>	Ilofyr Fenola	<i>Human Male</i> <i>Halfling Female</i>

Allies	Competitors
Circle of Synes Myuran Guard	Shiverblade Nigh

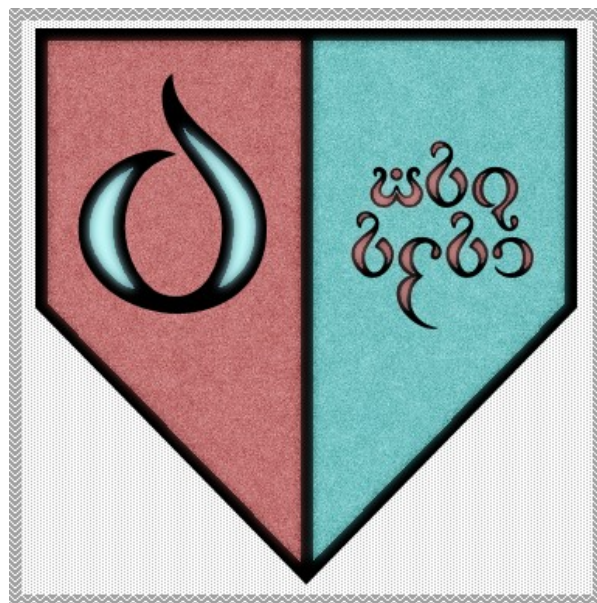
Faction Work	Contact
[0] Defend Lanaalia	Scout
[5] Eliminate Gnoll Threat	Scout
[10] Drive Out Gnoll Pack	Ranger
[15] Eliminate Greater Threat	Circle of Synes Seer

Perks	Effect
[5] Scout Network	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Wilderness Stash	Access a wilderness stashes scattered around the Syne region. Player can replenish arrows, rations, and water.
[20] Full Circle	Gifted a Draenyrean Cloak (<i>Cloak of Elvenkind</i>). Cloak is considered attuned if the player maintains at least 20 Renown with The Draenyr.

Crossroads Militia

Karnac, Dorton, Claevilton, Lanaalia
Lawful, Neutral, Good

The Crossroads Militia is a cooperative army between the towns of Karnac, Dorton, Claevilton, and Lanaalia. It acts as a supplemental force to the Myuran Guard and trains with them. The primary focus of the Crossroads Militia is the protection of the four towns and the outer regions of Syne, leaving the Myuran Guard to protect the highly populated cities of Port Synea and Myura. Many Myuran Guard veterans retire into the Militia as officers and commanders. Most members of the Militia serve in a part-time capacity or act in a reserves capacity.



Standard NPCs

Key Figures		
Commander	Tordek Hulwen	<i>Dwarf Male</i>
Commander		<i>Elf Female</i>

Allies	Competitors
Myuran Guard	

Faction Work	Contact
[0] Capture Criminal	Bounty Board
[5] Eliminate Local Gang	Commander
[10] Patrol Outskirts	Commander
[15] Take Down Crime Lord	Mayor, Sheriff

Militia Commander CR 3 (700xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0	
<i>Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)</i>									
Actions Longsword Melee, +5 to hit, 8 (d10+3) dmg									
Shortsword Melee, +5 to hit, 6 (d6+3) dmg									
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg									
Splint mail, Pouch with 3d6 gold									

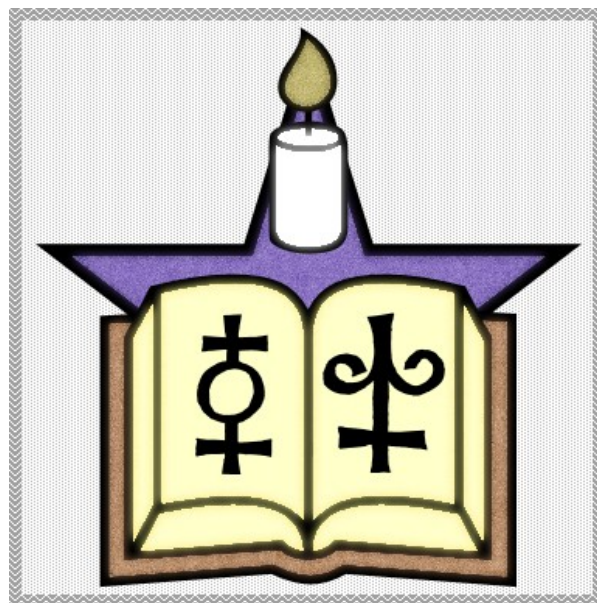
Militia Guard CR 1/8 (25xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
16	11	30ft	13/+1	12/+1	12/+1	10/+0	11/+0	10/+0	
<i>Perception +2, Passive Perception 12</i>									
Actions Longsword Melee, +3 to hit, 6 (d10+1) dmg									
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg									
Chain shirt, Shield, Pouch with 4d6 silver									

Perks	Effect
[5] Marching Orders	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Garrison	Access to barracks in any of the militia's barracks in the towns of Karnac, Dorton, Claevilton, and Lanaalia at no cost. Includes resupplies for water and rations as well as repair of any non-magical weapons and armor at no cost.
[20] Squad Commander	Player can take on a Crossroads Militia Soldier (Fighter) as a follower. Use standard Follower rules.

Whistler University

Myura
Lawful, Neutral

Part college, part research institute, Whistler University quickly became the premier location in the Syne region for magical studies. It frequently works with the Myuran Guard to provide magical support and doubles as a containment location to store dangerous and cursed magical items, creatures, and people. The University frequently hires externally for off-campus tasks and partners with the Temple of Eversight to combat greater magical threats. The school is named after the founder, Argus Whistler.



Standard NPCs

Key Figures		
<i>Dean</i> <i>Researcher</i>	Eristil Belrich	<i>Elf Female</i> <i>Human Male</i>
Allies		Competitors
Myuran Guard Temple of Eversight		The Errant Coveted Scale of Might
Faction Work		Contact
[0] Recover Historical Tomes		Bounty Board
[5] Recover Cursed Item		Researcher
[10] Eliminate Magical Threat		Dean
[15] Eliminate Magic Cult		Dean

UNIVERSITY MAGE CR 6 (2300xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
12/15	40	30ft	9/-1	14/+2	11/+0	17/+3	12/+2	11/+0

Int +6, Wis +4, Arcana +6, History +6, Passive Perception 11

Actions **Dagger** Melee, +5 to hit, 4 (d4+2) dmg, 20/60

Spells DC 14, +6 to hit

Cantrip fire bolt, light, mage hand, prestidigitation

1st (4) detect magic, mage armor, magic missile, shield

2nd (3) misty steps, suggestion

3rd (3) counterspell, fireball, fly

4th (3) greater invisibility, ice storm

5th (1) cone of cold

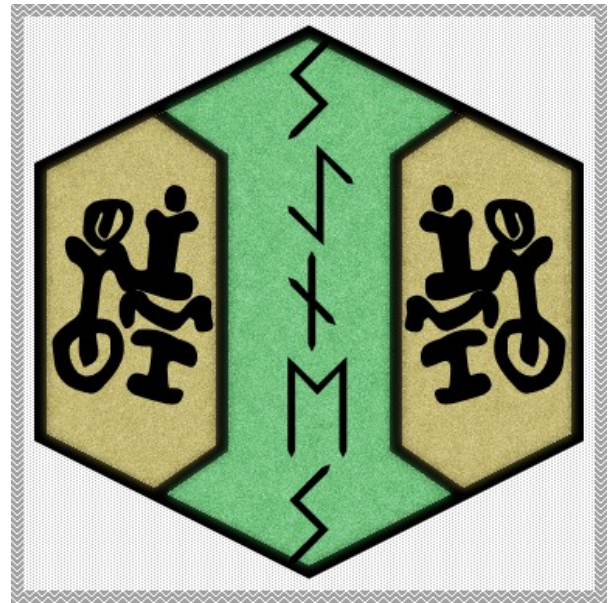
Pouch with 2d6 x 10 gold

Perks	Effect
[5] Scrying	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Ethernet	Teleportation access between the school's facilities is granted. Teleportation is capable between Myura, Port Synea, Karnac, Dorton, Claevilton, and Lanaalia. Teleportation requires a short rest to be used.
[20] Apprentice	Player can take on a University Student (Wizard) as a follower. Use standard Follower rules.

Circle of Syne

Lanaalia
Neutral, Good

A sect of Druids, sworn to the protection of the Lanaalian Forests and the surrounding region. They provide wisdom and counseling to the town of Lanaalia and its visitors and works with The Draenyr to protect the town and it's surrounding forests. The Circle of Syne provides minor healing services for free and major services for donations to Lanaalia's charity and preservation groups. Elder members are often revered as seers.



Standard NPCs

Circle Druid CR 2 (450xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
11/16	27	30ft	10/+0	12/+1	13/+1	12/+1	15/+2	11/+0
<i>Medicine +4, Nature +3, Perception +4, Passive Perception 14</i>								
Actions			Quarterstaff Melee, +2 to hit, 3 (d6) dmg					
			(Shillelagh) Melee, +4 to hit, 4 (d8) dmg					
Spells			DC 12, +4 to hit					
			Cantrip druidcraft, produce flame, shillelagh					
			1st (4) entangle, longstrider, speak with animals, thunderwave					
			2nd (3) animal messenger, barkskin					
			Pouch with 2d6 gold					

Key Figures		
<i>Seer</i> <i>Elder</i>	Leofinas Moremerlides	<i>Half Elf Male</i> <i>Elf Female</i>
Allies		Competitors
The Draenyr		
Faction Work		Contact
[0] Collect Healing Ingredients		Draenyr Ranger
[5] Protect Magical Glade		Elder
[10] Restore Cursed Animal		Elder
[15] Vanquish Corruption		Seer

Perks	Effect
[5] The Grapevine	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Circle Healing	Access to the removal of disease, poison effects, and other conditions at no cost. Available only in Lanaalia.
[20] Cloak of Syne	Gifted a Cloak of Syne (<i>Cloak of Protection</i>). Cloak is considered attuned if the player maintains at least 20 Renown with Circle of Syne.

Gunduk Brewery

Karnac
Neutral

Highly popular throughout the region, Gunduk Brewery mead (known colloquially as Gunduk Brew) has turned this brewery into one of the largest businesses in the region. Gunduk Brewery is owned by a highly secretive and shy individual, who is only known as Gunduk. This brewery is very popular among tavern and bar owners as they are fair with their pricing and superb in quality. Gunduk Brewery provides accommodations for the wandering monks in the region in exchange for simple house-cleaning duties. The monks occasionally escort shipments as an additional favor. Sacrosanct has an amicable relationship with the Brewery thanks to Gunduk sponsoring and maintaining their dojo in Claevilton.



Standard NPCs

Escort Guard CR 3 (700xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0

Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)
Actions **Longsword** Melee, +5 to hit, 8 (d10+3) dmg
Shortsword Melee, +5 to hit, 6 (d6+3) dmg
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg
 Splint mail, Pouch with 2d6 gold

Wandering Monk CR 2 (450xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	21	40ft	13/+1	16/+3	13/+1	10/+0	16/+3	9/-1

Athletics +3, Acrobatics +5, Insight +5, Survival +5, Passive Perception 13, Ki [3]
Actions **Monk Strike** Melee, +5 to hit, 5 (d4+3) dmg
[1] Flurry of Blows (Bonus) two extra attacks
[1] Patient Defense (Bonus) Dodge
[1] Step of the Wind (Bonus) Dash or Disengage, and double jump distance.
Deflect Missiles (Reaction) reduce missile damage by 11 (d10+6), can throw missile if damage reduced to 0.
 Pouch with 4d6 silver

Key Figures		
<i>Representative</i> Supply Master	Lellara Gremmar	<i>Elf Female</i> <i>Dwarf Male</i>
Allies		Competitors
Claevil Shipping Sacrosanct		House Oesterr Wrenheld
Faction Work		Contact
[0] Guard Shipment		Supply Master
[5] Deliver Goods		Supply Master
[10] Collect Rare Ingredients		Supply Master
[15] Prevent Hostile Takeover		Representative

Perks	Effect
[5] Tavern Gossip	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Friendly Rate	Access a special Gunduk room at inns across the Syne region at no cost. There is a 10% chance the room is already occupied by another Gunduk employee in which case a 50% discount is offered on a standard room.
[20] Travel Companion	Player can take on a Wandering Monk (Monk) as a follower. Use standard Follower rules.

Coveted Scale of Might

Mqura, Port Synea
Chaotic, Evil

Not much is known about this cult. They worship the dragon-god Tiamat but their goals as a group remain shrouded in misinformation. While not outright combative with lawful or good groups, they tend to fall in with villainous and evil personalities. They are loosely organized and more powerful members barely take on leadership roles or responsibilities. Even so, they are quite capable in large scale efforts. Their primary goal is to collect long lost relics related to Tiamat. To what end, nobody is really sure. Both the Elysian Protectorate and Temple of Eversight have made it a point to keep an eye on this potentially dangerous cult.



Standard NPCs

Scale Cultist CR 2 (450xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	33	30ft	11/+0	14/+2	12/+1	10/+0	13/+1	14/+2

Deception +4, Persuasion +4, Religion +2, Passive Perception 11, Multiattack 2

Special **Dark Devotion** adv. vs charm of fear

Actions **Dagger** Melee, +4 to hit, 4 (d4+2) dmg, 20/60

Spells **Cantrips** light, sacred flame, thaumaturgy

1st (4) command, inflict wounds, shield of faith

2nd (3) hold person, spiritual weapon

Leather armor, Holy Symbol (Tiamat), Pouch with 2d6 gold

Scale Initiate CR 1/6 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
12	9	30ft	11/+0	12/+1	10/+0	10/+0	11/+0	10/+0

Deception +2, Religion +2, Passive Perception 10

Special **Dark Devotion** adv. vs charm of fear

Actions **Scimitar** Melee, +3 to hit, 4 (d6+1) dmg

Leather armor, Holy Symbol (Tiamat), Pouch with 4d6 silver

Key Figures		
<i>Elder</i>	Zenriel	<i>Dragonborn Female</i>
<i>Elder</i>	Elfithne	<i>Half Elf Female</i>

Allies	Competitors
	Elysian Protectorate Temple of Eversight

Faction Work	Contact
[0] Valuable Donation	Member
[5] Recover Minor Relic	Elder
[10] Eliminate Threat	Elder
[15] Recover Major Relic	Elder

Perks	Effect
[5] Draconic Rumbings	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Kobold Porter	Player can hire a Kobold Porter. Use standard Hiring rules except the Kobold Porter has no initial cost. Instead, the Kobold Porter skims 5% of what he carries for his own hoard. The Kobold Porter will avoid combat unless cornered. Porter has a 10% chance of finding additional gemstones during an adventure. Player must speak Draconic.
[20] Tiamat's Might	Player can take on a Cultist (Cleric) as a follower. Use standard Follower rules.

Elysian Protectorate

Myura
Lawful, Good

The Elysian Protectorate is a guild founded by Paladins to promote the propagation of good deeds. They often act as a charitable mercenary group but also actively seek out challenges to overcome and evil threats to vanquish. The guild is not exclusive to Paladins and many other classes can be found so long as they adhere to the tenets of the group. Members voluntarily contribute a fifth to help maintain the guild's resource centers. While often unsuccessful, the Elysian Protectorate tries to thwart Shiverblade Nigh to the best of their ability. They are, however, quite adept at containing the Coveted Scale of Might when they get out of hand.



Standard NPCs

Elysian Knight CR 3 (700xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
18	52	30ft	16/+3	11/+0	14/+2	11/+0	11/+0	15/+2

Con +4, Wis +2, Passive Perception 10, Multiattack 2

Special Brave adv. vs fear

Actions Greatsword Melee, +5 to hit, 10 (2d6+3) dmg

Hvy. Cr.bow 100/400, +2 to hit, 5 (d10) dmg

Leadership For 1 min., creatures seen by knight within 30ft, and can hear and understand knight, can be given a command which adds 1d4 to attack and save rolls.

Parry (reaction) +2 AC vs one melee attack that would hit that knight can see.

Plate armor, Pouch with 3d6 gold

Key Figures		
Commander Knight	Odilia Delmon	Human Female Human Male

Allies	Competitors
Temple of Eversight Myuran Guard	Coveted Scale of Might Shiverblade Nigh

Faction Work	Contact
[0] Charitable Work	Knight
[5] Expelling Lawlessness	Knight
[10] Defend Against Raiders	Commander
[15] Vanquishing Greater Evil	Commander

Perks	Effect
[5] Patrol Reports	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Heroic Fervor	Player receives a +1 bonus to AC and saving throws versus evil. Player must be Good.
[20] Squire	Player can take on a Squire (Paladin or Fighter) as a follower. Use standard Follower rules.

Dockbucks

Port Synea
Chaotic, Evil

The Dockbucks operate primarily in the docks and warehouse district of Port Synea. A street-level gang of thugs, they have made some strides into the life of political corruption and bribery. Dockbucks do have a small contingent of members in Myura but they are kept in check by other gangs that make their home in the big city. Despite being one of the smaller factions in the region they can, at times, cause the most trouble. They have a working relationship with both Wrenheld and the Farraguther Family and act as their muscle in Port Synea area.



Standard NPCs

Key Figures		
<i>Gang Leader</i> <i>Boss</i>	Laundel Buck Kallig	<i>Human Male</i> <i>Half Orc Male</i>
Allies		Competitors
The Farraguther Family Wrenheld		Myuran Navy Baelaar Crest
Faction Work		Contact
[0] Petty Theft		Street Thug
[5] Extortion		Boss
[10] Bully City Official		Boss
[15] Grand Theft		Gang Leader

Dockbuck Thug CR ½ (100xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
11	32	30ft	15/+2	11/+0	14/+2	10/+0	10/+0	11/+0	
<i>Intimidation +2, Passive Perception 10, Multiattack 2</i>									
Special Pack Tactics adv. on attack rolls if ally is within 5ft of target.									
Actions Mace Melee, +4 to hit, 5 (d6+2) dmg									
Hvy. Cr.bow 100/400, +2 to hit, 5 (d10) dmg									
Leather armor, Pouch with 4d6 silver									

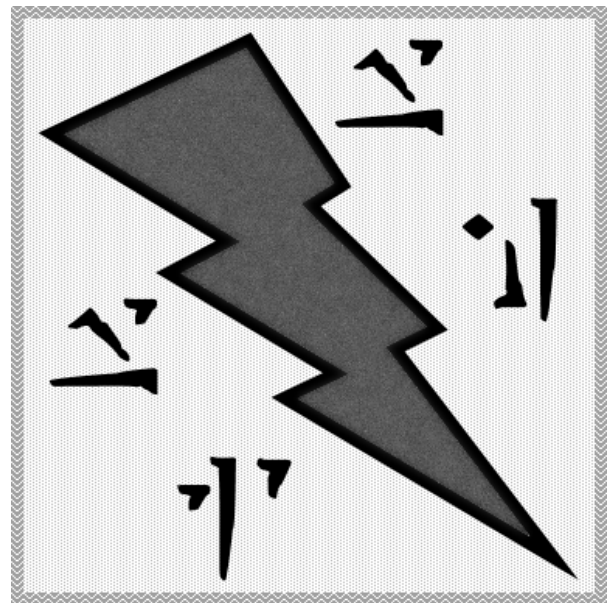
Dockbuck Bandit CR ½ (25xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
12	11	30ft	11/+0	12/+1	12/+1	10/+0	10/+0	10/+0	
<i>Passive Perception 10</i>									
Actions Scimitar Melee, +3 to hit, 4 (d6+1) dmg									
Lt. Cr.bow 80/320, +3 to hit, 5 (d8+1) dmg									
Leather armor, Pouch with 4d6 silver									

Perks	Effect
[5] Word on the Street	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Protection Racket	Gain a 50% discount from merchants in Port Synea for purchasing mundane or common equipment.
[20] Big Boss	Player can take on a Gang Member (Barbarian or Rogue) as a follower. Use standard Follower rules.

Whisperwyn Black

Myura, Port Synea, Dorton, Claevilton
Neutral, Chaotic

Shady yet honorable, Whisperwyn Black is one of the less troublesome crime guilds in the region. They maintain a series of speakeasies that are quite popular among the shadowy personalities and covert types. They have on rare occasion worked with the Myuran Guard to help fight major threats to the region and local governments generally look the other way with minor issues. Most of the top thieves in the Synea region are members of this guild. They partner with The Errant quite frequently and sometimes act as a conduit between Shiverblade Nigh and those looking to hire them.



Standard NPCs

Key Figures		
<i>Guild Leader</i> <i>Speakeasy Host</i>	Mithrissa Lolen	<i>Tiefling Female</i> <i>Gnome Male</i>
Allies		Competitors
The Errant Shiverblade Nigh		Elysian Protectorate
Faction Work		Contact
[0] Steal Valuable Item		Speakeasy Bounty Board
[5] Pickpocket Valuable Item		Speakeasy Host
[10] Plant Forged Documents		Speakeasy Host
[15] Major Heist		Guild Leader

Whisperwyn Rogue CR 1 (200xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
12	27	30ft	10/+0	15/+2	10/+0	12/+1	14/+2	16/+3	
<i>Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Multiattack 2, Passive Perception 16</i>									
Special Sneak Attack 7(2d6)									
Actions Shortsword Melee, +4 to hit, 5 (d6+2) dmg									
Hand Cr.bow 30/120, +4 to hit, 5 (d6+2) dmg									
Cunning Action (Reaction) Dash, Disengage, Hide									
Pouch with 4d6 silver									

Perks	Effect
[5] Whispered Secrets	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Speakeasy VIP	Access to Whisperwyn Booths at Whisperwyn Black speakeasies. Booths are immune to both magical divination and non-magical eavesdropping.
[20] Shadowstep	Purchase travel accommodations between any two settlements at 500% the standard travel costs. Travel is covert and immune to most forms of magical detection while in transit.

Myuran Guard

Myura
Lawful, Neutral

The Myuran Guard is the primary military force in the Syne Region. Their function is law enforcement but they make a formidable army in time of need. Maintenance and manning of the region's outposts fall under the jurisdiction of the Myuran Guard as well as the patrol of trade routes and roadways. The Guard also maintains small offices and resources in the region's towns in conjunction with the Crossroads Militia.



Standard NPCs

Key Figures		
<i>General Officer</i>	Vanamira Tybalt	<i>Half Orc Female</i> <i>Human Male</i>

Allies	Competitors
Myuran Navy Crossroads Militia	

Faction Work	Contact
[0] Apprehend Criminal	Bounty Board
[5] Protect Caravan	Officer
[10] Eliminate Local Threat	Officer
[15] Apprehend Gang Leader	General

Myuran Officer CR 3 (700xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0	
<i>Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)</i>									
Actions Longsword Melee, +5 to hit, 8 (d10+3) dmg									
Shortsword Melee, +5 to hit, 6 (d6+3) dmg									
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg									
Splint mail, Pouch with 3d6 gold									

Myuran Soldier CR 1/8 (25xp)									
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA	
16	11	30ft	13/+1	12/+1	12/+1	10/+0	11/+0	10/+0	
<i>Perception +2, Passive Perception 12</i>									
Actions Longsword Melee, +3 to hit, 6 (d10+1) dmg									
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg									
Chain shirt, Shield, Pouch with 4d6 silver									

Perks	Effect
[5] Marching Orders	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Garrison	Access to barracks in any of the Myuran or Crossroads Militia's barracks in the towns of Myura, Port Synea, Karnac, Dorton, Claevilton, and Lanaalia at no cost. Includes resupplies for water and rations as well as repair of any non-magical weapons and armor at no cost.
[20] Officer	Player can take on a Myuran Soldier (Fighter) as a follower. Use standard Follower rules.

Myuran Navy

Port Synea
Lawful, Neutral

The naval branch of the Myuran Guard, the Myuran Navy does operate as a separate group with it's own chain of command although many resources are shared. Primary functions include protection of shipping lanes and escort of important people or vital cargo. The Myuran Navy also operates as the primary law enforcement and military defense for Port Synea. While capable of extended military campaigns, pirates are the main foe faced by the Navy.



Standard NPCs

Key Figures		
<i>Admiral</i> <i>Captain</i>	Carter Tumak	<i>Human Male</i> <i>Half Orc Male</i>

Allies	Competitors
Myuran Guard Claevil Shipping	Dockbucks

Faction Work	Contact
[0] Apprehend Criminal	Bounty Board
[5] Watchstanding Defender	Captain
[10] Protect Cargo Vessel	Captain
[15] Defeat Pirate Ship	Admiral

Naval Captain CR 3 (700xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0

Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)
Actions **Longsword** Melee, +5 to hit, 8 (d10+3) dmg
Shortsword Melee, +5 to hit, 6 (d6+3) dmg
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg
 Splint mail, Pouch with 3d6 gold

Myuran Sailor CR 1/8 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	11	30ft	13/+1	12/+1	12/+1	10/+0	11/+0	10/+0

Perception +2, Passive Perception 12
Actions **Longsword** Melee, +3 to hit, 6 (d10+1) dmg
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg
 Chain shirt, Shield, Pouch with 4d6 silver

Perks	Effect
[5] Sailing Stories	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Safe Passage	Book passage to any nearby island or port at no cost. The player is still responsible for their own rations but may buy them from the ship's merchant.
[20] The Sailor's Code	Player can take on a Myuran Sailor (Barbarian or Fighter) as a follower. Use standard Follower rules.

Shiverblade Nigh

Dorton
Neutral, Evil

The Shiverblade Nigh is a deadly assassin guild and feared to such a degree that very few public figures are willing to challenge them. Although not directly allied, they have tenuous relations with Whisperwyn Black and often utilize their speakeasy Booths for their dealings. It is very difficult to join this guild and new members often have to survive assassination attempts as part of their trials. Shiverblade Nigh has contacts in nearly every settlement although inroads into the Lanaalian region have been slowed by the Draenyr. The Elysian Protectorate has vowed to stop the assassin guild although Shiverblade Nigh hardly pays them any notice.



Standard NPCs

Shiverblade Assassin CR 8 (3900xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	78	30ft	11/+0	16/+3	14/+2	13/+1	11/+0	10/+0

Dex +7, Int +5, Acrobatics +7, Deception +4, Perception +4, Stealth +11, Passive Perception 14, Poison Resistance, Multiattack 2

Special Assassinate adv. on attack rolls first turn if target has not yet taken it's turn. Attacks vs. surprised creature is an automatic critical.

Sneak Attack 13 (4d6)

Evasion half dmg vs Dex save failure, no dmg vs Dex save success.

Poison DC 15 vs Con, 24 (7d6) dmg on fail half on success

Actions **Shortsword** Melee, +7 to hit, 6 (d6+3) dmg (Poisoned, see above)

Lt. Cr.bow 80/320, +7 to hit, 7 (d8+3) dmg (Poisoned, see above)

Studded leather, Poison Vials, Pouch with 4d6 x 10 gold

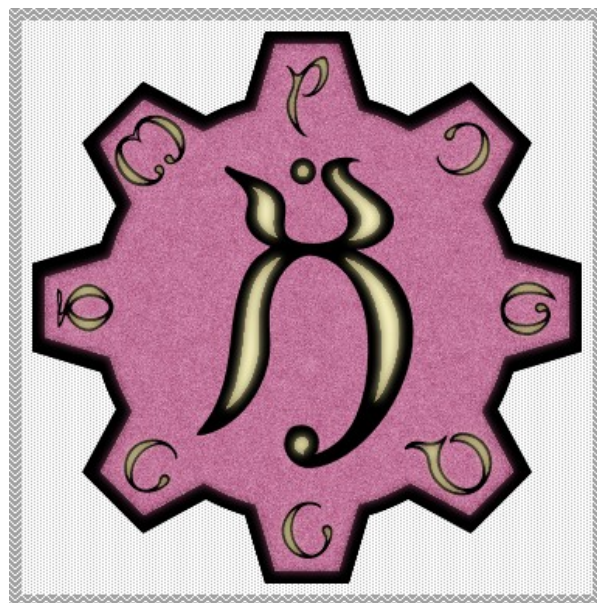
Key Figures		
<i>Guild Leader</i>	Given	<i>Human Male</i>
<i>Member</i>	Drísafay Helvívir	<i>Drow Female</i>
Allies		Competitors
Whisperwyn Black		The Draenyr
Faction Work		Contact
[0] Target Intel		Whisperwyn Black
[5] Easy Mark		Whisperwyn Black
[10] Don't Die		Member
[15] Hard Target		Guild Leader

Perks	Effect
[5] Shadow Network	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Shady Merchant	Purchase deadly poisons from a guild merchant.
[20] Contract Killer	Player can hire a Shiverblade Assassin. Use standard Hireling rules. Must specify a humanoid target residing in an active settlement. The Shiverblade Assassin is only available to help kill the specific target and will leave if it seems like the player is not trying to reach the target.

Baelaar Crest

Myura
Neutral, Evil

The members of Baelaar Crest consider themselves the nobles of gang life. They prefer to orchestrate elaborate heists that involve as much social charm as it does traditional thieving skills. Baelaar Crest is not above cold-hearted murder despite not being outright violent most of the time. Yora Baelaar is still respected among many nobles, including House Oesterr, despite her well known reputation and penchant for robbing them. Yora frequently hires Whisperwyn Black members for bigger heists and the two groups have developed a solid relationship.



Standard NPCs

Baelaar Socialite CR 1/6 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	9	30ft	11/+0	12/+1	11/+0	12/+1	14/+2	16/+3

Deception +5, Insight +4, Persuasion +5, Passive Perception 12

Actions Rapier Melee, +3 to hit, 5 (d8+1) dmg

Breastplate, Signet Ring, Pouch with 4d6 silver

Baelaar Burglar CR 1 (200xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
12	27	30ft	10/+0	15/+2	10/+0	12/+1	14/+2	16/+3

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4, Multiattack 2, Passive Perception 16

Special Sneak Attack 7(2d6)

Actions Shortsword Melee, +4 to hit, 5 (d6+2) dmg

Hand Cr.bow 30/120, +4 to hit, 5 (d6+2) dmg

Cunning Action (Reaction) Dash, Disengage,

Hide

Pouch with 4d6 silver

Key Figures		
<i>Gang Leader</i>	Yora Baelaar	<i>Human Female</i>
<i>Member</i>	Qilynn	<i>Half Elf Female</i>

Allies	Competitors
Whisperwyn Black	House Oesterr The Farraguther Family

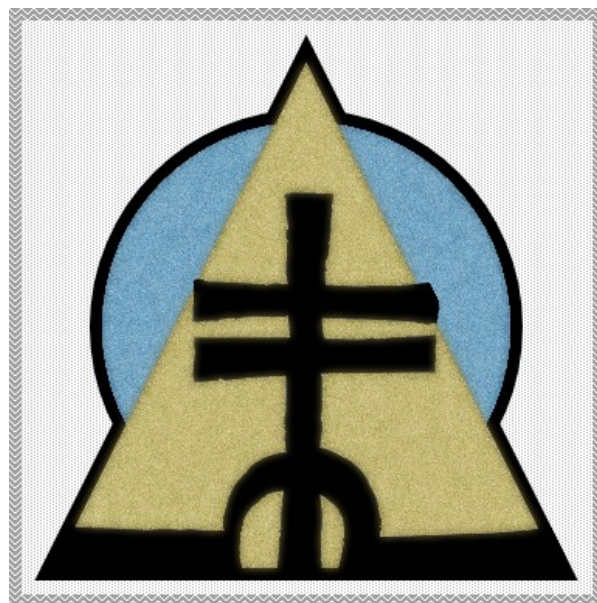
Faction Work	Contact
[0] Enforce Territory	Socialite Member
[5] Befriend Political Figure	Socialite Member
[10] Loot Your Friends	Burglar Member
[15] The Great Heist	Burglar Member

Perks	Effect
[5] Talk of the Town	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Black Market	Exchange uncommon and rare magic items. There is a 50% chance the desired item is available. There is a fee equal to half the item's cost paid to the broker unless the item given is of higher rarity than the one being obtained. Must be roleplayed to obtain the item and requested in Thieves' Cant (ex: doublespeak).
[20] An Audience	Player can request a meeting with Yora Baelaar. With the proper convincing she can grant access to rare or unique knowledge, significant political influence, or meetings with powerful nobles and politicians. Must be roleplayed to obtain the information and requested in Thieves' Cant (ex: doublespeak).

Temple of Eversight

Myura
Neutral, Good

The Temple of Eversight was built as a united effort between multiple faiths after a dispute about temple locations. The temple houses several smaller churches within its large mega structure. The temple is as much a work of art as a place of worship. Within its walls it houses a great library and provides educational services to citizens of Myura. The Temple itself is not a center for healing but it does provide some basic healing services and occasionally doubles as a backup hospital in times of need. The temple also provides reinforcement with their divine magic to the Myuran Guard.



Standard NPCs

Key Figures		
<i>Matriarch Priest</i>	Esmeraude Benmor	<i>Human Female Dwarf Male</i>

Allies	Competitors
Elysian Protectorate Myuran Guard	Coveted Scale of Might

Faction Work	Contact
[0] Recover Holy Relic	Bounty Board
[5] Deliver Supplies	Priest
[10] Protect Remote Temple	Priest
[15] Vanquish Corruption	Matriarch, Patriarch

Temple Cleric CR 2 (450xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
13	27	25ft	10/+0	10/+0	12/+1	13/+1	16/+3	13/+1

Medicine +7, Persuasion +3, Religion +4, Passive Perception 13

Actions **Mace** Melee, +2 to hit, 3 (d6) dmg
Divine Eminence (Bonus) expend spell slot to add an extra 10 (3d6) + 3 (1d6) per spell slot level above 1st in radiant damage.

Spells **Cantrip** light, sacred flame, thaumaturgy
1st (4) cure wounds, guiding bolt, sanctuary
2nd (3) lesser restoration, spiritual weapon
3rd (2) dispel magic, spirit guardian
 Chain shirt, Holy Symbol, Pouch with 2d6 gold

Temple Priest CR ¼ (50xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
10	9	30ft	10/+0	10/+0	10/+0	10/+0	14/+2	11/+0

Medicine +4, Religion +2, Passive Perception 12

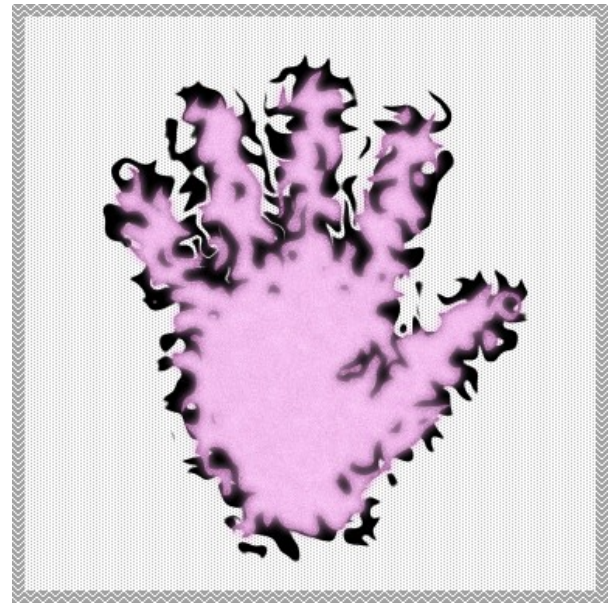
Actions **Club** Melee, +2 to hit, 2 (d4) dmg
Spells **Cantrips** light, sacred flame, thaumaturgy
1st (3) bless, cure wounds, sanctuary
 Holy Symbol, Pouch with 4d6 silver

Perks	Effect
[5] Community	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Healing Touch	Access to healing, curse removal, curing disease, and removing poison effects are now available at no charge.
[20] Divine Favor	Gifted a Symbol of Eversight (<i>Stone of Good Luck</i>). Symbol is considered attuned if the player maintains at least 20 Renown with Temple of Eversight and is of Good alignment.

The Errant

Karnac, Dorton, Claevilton, Port Synea
Neutral, Chaotic, Evil

Not every arcane caster is suited for life as a perpetual student. Many of those who prefer a more hands-on lifestyle find themselves in the guild house of the Errant. Although it is considered a guild, it is more of an informal agreement between like-minded individuals willing to loan their magical support out for the right price. They are organized however, which helps when Whistler University tries to assert their order on the Errant. Whisperwyn Black frequently hires The Errant for magical support and relies on them to produce their serj-proof Booths.



Standard NPCs

Key Figures		
<i>Elder Errant Mage</i>	Maethlon Xiomara	<i>Elf Male Human Female</i>
Allies		Competitors
Whisperwyn Black		Whistler University
Faction Work		Contact
[0] Procure Magic Item		Speakeasy Bounty Board
[5] Take Down Rogue Mage		Errant Mage
[10] Eliminate Magical Creature		Errant Mage
[15] Steal Magical Relic		Elder

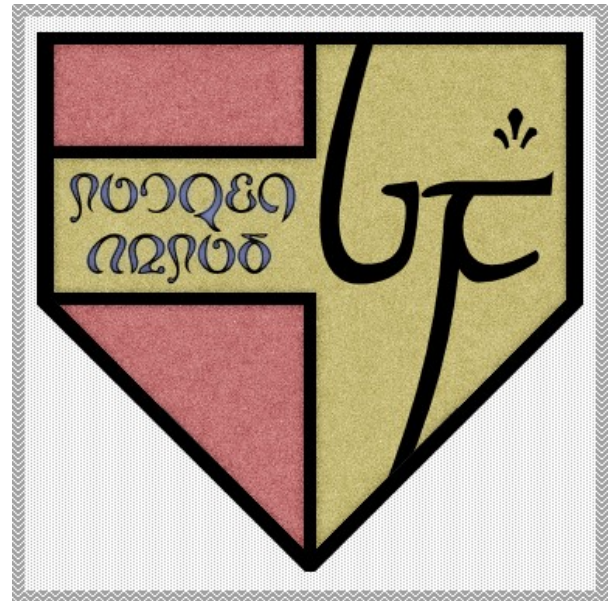
Errant Mage CR 6 (2300xp)								
AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
12/15	40	30ft	9/-1	14/+2	11/+0	17/+3	12/+2	11/+0
<i>Int +6, Wis +4, Arcana +6, History +6, Passive Perception 11</i>								
Actions Dagger Melee, +5 to hit, 4 (d4+2) dmg, 20/60								
Spells DC 14, +6 to hit								
Cantrip fire bolt, light, mage hand, prestidigitation								
1st (4) detect magic, mage armor, magic missile, shield								
2nd (3) misty steps, suggestion								
3rd (3) counterspell, fireball, fly								
4th (3) greater invisibility, ice storm								
5th (1) cone of cold								
Pouch with 2d6 x 10 gold								

Perks	Effect
[5] Sorcerer's Tale	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Builders' Privilege	Access to Whisperwyn Booths at Whisperwyn Black speakeasies. Booths are immune to both magical divination and non-magical eavesdropping.
[20] Shattersphere	Shatterspheres are available for purchase and attunement. Cost: 1000gp. When broken (crushed by hand or thrown against a hard surface), it teleports only the attuned player back to the nearest Whisperwyn Speakeasy. The Shattersphere must be broken within 30' of the attuned player or there is no effect. Only one Shattersphere per attuned player can be within 30' otherwise the effect is nullified. Using the Shattersphere counts as an action.

The Farraguther Family

Port Synea
Neutral

The Farraguther Family, of noble lineage, has built up a reputation as a hard-nosed and somewhat ruthless business family. They own some of the most secure warehouses in Port Synea and have minor facilities in Karnac, Dorton, and Lanaalia. Inroads into Myura have been thwarted due to a personal rivalry with Yora Baelaar and Claevil Shipping dominates its namesake town. With the Dockbucks in their pocket and House Oesterr on their side, the Farraguther Family is poised to make huge strides in the business world... if only their competition wasn't in the way.



Standard NPCs

Key Figures		
<i>Owner</i>	Berdine Farraguther	<i>Human Female</i>
<i>Manager</i>	Flete Farraguther	<i>Human Male</i>

Allies	Competitors
House Oesterr Dockbucks	Claevil Shipping Baelaar Crest

Faction Work	Contact
[0] Guard Warehouse	Manager
[5] Protect Delivery	Manager
[10] Acquire Client	Owner
[15] Eliminate Competition	Owner

Security Chief CR 3 (700xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0

Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)
Actions **Longsword** Melee, +5 to hit, 8 (d10+3) dmg
Shortsword Melee, +5 to hit, 6 (d6+3) dmg
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg
 Splint mail, Pouch with 3d6 gold

Warehouse Guard CR 1/8 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	11	30ft	13/+1	12/+1	12/+1	10/+0	11/+0	10/+0

Perception +2, Passive Perception 12
Actions **Spear** Melee, +3 to hit, 4 (d6+1) dmg, 20/60
 Chain shirt, Shield, Pouch with 4d6 silver

Perks	Effect
[5] Business Notices	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Storage Space	Free Storage Unit available in Port Synea. Unit is secure from most forms of magical infiltration and is guarded against conventional assault.
[20] Special Delivery	Gifted a Farraguther Satchel (<i>Bag of Holding</i>). These satchels are often used for delivery of sensitive goods to and from warehouse locations.

Wrenheld

Mtura
Neutral

Wrenheld is a banking conglomerate primarily owned by the Wrenwick family with significant funding from House Oesterr investors. Their banks are some of the most secure in the kingdom and they quickly earned a place in the Syne Region as economic leaders. While they do make business loans, they do have very strict management and collection rules. Wrenheld invests heavily in acquiring business property.



Standard NPCs

Key Figures		
<i>Owner</i> <i>Manager</i>	Connor Wrenwick Salkur	<i>Human Male</i> <i>Gnome Male</i>

Allies	Competitors
House Oesterr	Baelaar Crest

Faction Work	Contact
[0] Past Due Collections	Manager
[5] Repossession	Manager
[10] Investment Opportunities	Owner
[15] Property Acquisitions	Owner

Bank Guard CR 3 (700xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
17	58	30ft	16/+3	13/+1	14/+2	10/+0	11/+0	10/+0

Athletics +5, Perception +2, Passive Perception 12, Multiattack 2, Dual Wield (shortsword, extra attack)
Actions **Longsword** Melee, +5 to hit, 8 (d10+3) dmg
Shortsword Melee, +5 to hit, 6 (d6+3) dmg
Hvy. Cr.bow 100/400, +3 to hit, 5 (d10) dmg
 Splint mail, Pouch with 3d6 gold

Bank Employee CR 1/6 (25xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
15	9	30ft	11/+0	12/+1	11/+0	12/+1	14/+2	16/+3

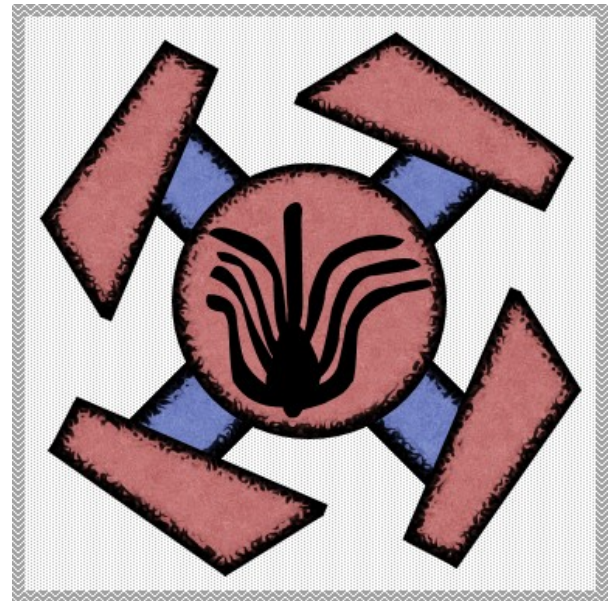
Deception +5, Insight +4, Persuasion +5, Passive Perception 12
Actions **Rapier** Melee, +3 to hit, 5 (d8+1) dmg
 Breastplate, Signet Ring, Pouch with 4d6 silver

Perks	Effect
[5] Economic Trends	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Savings Account	Deposits can be made with the Wrenheld Bank in Mtura. All deposits are secure from most magical and mundane infiltrations attempts.
[20] Investor	Can purchase a business from Wrenheld holdings. The property still belongs to Wrenheld, but the business is owned by the player. Refer to business owner rules in the DM Guide.

Sacrosanct

Claevilton
Lawful, Neutral, Evil

To fight is to live, as the Sacrosanct are fond of saying. Combat prowess is respected above all else in this warrior guild. Its members are often seen as brutish and rude but they respond kindly to confidence and insults. Sacrosanct values the personal pursuit of fighting mastery above all else but they do hold a code of honor. They will not kill weaker opponents, but neither will they respect or aid them. Their fondness for Gunduk Brew has led them to patrol the southern regions to keep the Brewery that much safer. In turn, Gunduk Brewery converted one of its unused buildings in Claevilton into a dojo for Sacrosanct which helped to cement the lasting friendship between the two groups.



Standard NPCs

Key Figures		
<i>Grandmaster Warlord</i>	Reselor Dragul	<i>Half Elf Female Half Orc Male</i>

Allies	Competitors
Gunduk Brewery	

Faction Work	Contact
[0] Challenger Appears	Combatant
[5] Victory Streak	Warlord
[10] Warlord Taskmaster	Warlord
[15] Circle of Masters	Grandmaster

Sacrosanct Combatant CR 5 (1800xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
16	112	30ft	18/+4	15/+2	16/+3	10/+0	12/+1	15/+2

Str +7, Dex +5, Con +6, Athletics +10, Intimidation +5, Passive Perception 11, Multiattack 2

Special Brave adv. vs fear

Brute extra damage die (incl. in dmg)

Actions Spear Melee, +7 to hit, 11 (2d6+4) dmg, 20/60 (2h) 13 (2d8+4) dmg

Shield Bash Melee, +7 to hit, 9 (2d4+4) dmg vs. M or smaller creature, DC 15 Str or prone

Parry (reaction) +3 AC vs one melee attack seen by Combatant

Splint mail, Pouch with 2d6 electrum

Initiate CR ½ (100xp)

AC	HP	SPD	STR	DEX	CON	INT	WIS	CHA
11	32	30ft	15/+2	11/+0	14/+2	10/+0	10/+0	11/+0

Intimidation +2, Passive Perception 10, Multiattack 2

Special Pack Tactics adv. on attack rolls if ally is within 5ft of target.

Actions Mace Melee, +4 to hit, 5 (d6+2) dmg

Hvy. Cr.bow 100/400, +2 to hit, 5 (d10) dmg

Leather armor, Pouch with 4d6 silver

Perks	Effect
[5] Warrior's Code	Access <i>Faction Interest</i> information (per Chroniclers' Omnibus).
[10] Warrior's Heart	Gain advantage with checks vs. intimidation and fear.
[20] Sacrosanctus	Player gains the ability Sacrosanctus. This ability acts like the Fighter's Second Wind per the Player's Handbook.