**The Song of Sigils**

Factions of the Syne Region

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| Circle of Synes.png | Gunduk Brewery.png | Coveted Scale of Might.png | Elysian Protectorate.png | Dockbucks.png |
| Whipserwyn Black.png | Myuran Guard.png | Myuran Navy.png | Shiverblade Nine.png | Baelaar Crest.png |
| Temple of Eversight.png | The Errant.png | The Farraguther Family.png | Wrenheld.png | Sacrosanct.png |

**Reference Guide**

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| **Faction Name**  Areas of Significant Influence  Alignment Tendencies   |  | | --- | | A brief description of the faction. To the right is the faction emblem. | | Blank Template.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Position Held* | **Notable NPC** | *Race & Gender* | | DM refers to *Synean Registry* 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. | |  |  | |  |  | | **Standard NPCs**   |  | | --- | | **NPC Common at Faction Locations**  Stat Block | |

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| **Perks** | **Effect** |
| [Minimum Renown Needed]  Perk Name | Description of Perk’s effects and bonuses. |
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| **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. | | Claevil Shipping.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Owner*  *Supply Manager* | **Feng Claevil**  **Kaitthel** | *Human Male*  *Dwarf Female* |  |  |  | | --- | --- | | **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 | | **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 ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Employee Newsletter | Access *Faction Interest* 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. |

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| **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. | | House Oesterr.png |

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| |  |  |  | | --- | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Noble** CR ⅛ (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 ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Social Elite | Access *Faction Interest* 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 (*Ring of Protection*). Ring is considered attuned if the player maintains at least 20 Renown with House Oesterr and has a Noble background. |

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| **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. | | The Draenyr.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Ranger*  *Tracker* | **Ilofyr**  **Fenola** | *Human Male*  *Halfling Female* |  |  |  | | --- | --- | | **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 | | **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**  **Actions** | **Keen Senses** Adv. on Wis(Perception) checks with sight or sound.  **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**  **Actions** | **Keen Senses** Adv. on Wis(Perception) checks with sight or sound.  **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 | |

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| **Perks** | **Effect** |
| [5] Scout Network | Access *Faction Interest* 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 (*Cloak of Elvenkind*). Cloak is considered attuned if the player maintains at least 20 Renown with The Draenyr. |

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| **Crossroads Milita**  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. | | Crossroads Militia.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Commander*  *Commander* | **Tordek**  **Hulwen** | *Dwarf Male*  *Elf Female* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 |   *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 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Militia Guard** CR ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Marching Orders | Access *Faction Interest* 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. |

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| **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. | | Whistler's University.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Dean*  *Researcher* | **Eristil**  **Belrich** | *Elf Female*  *Human Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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**  **Spells** | **Dagger** Melee, +5 to hit, 4 (d4+2) dmg, 20/60  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 | |

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| **Perks** | **Effect** |
| [5] Scrying | Access *Faction Interest* 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. |

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| **Circle of Synes**  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 Synes 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. | | Circle of Synes.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Seer*  *Elder* | **Leofinas**  **Moremerildes** | *Half Elf Male*  *Elf Female* |  |  |  | | --- | --- | | **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 | | **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 |   *Medicine +4, Nature +3, Perception +4, Passive Perception 14*   |  |  | | --- | --- | | **Actions**  **Spells** | **Quarterstaff** Melee, +2 to hit, 3 (d6) dmg  ***(Shillelagh)*** Melee, +4 to hit, 4 (d8) dmg  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 | |

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| **Perks** | **Effect** |
| [5] The Grapevine | Access *Faction Interest* 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 Synes | Gifted a Cloak of Synes (*Cloak of Protection*). Cloak is considered attuned if the player maintains at least 20 Renown with Circle of Synes. |

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| **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. | | Gunduk Brewery.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Representative*  *Supply Master* | **Leiliara**  **Gremmar** | *Elf Female*  *Dwarf Male* |  |  |  | | --- | --- | | **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 | | **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 | |

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| **Perks** | **Effect** |
| [5] Tavern Gossip | Access *Faction Interest* 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. |

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| **Coveted Scale of Might**  Myura, 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. | | Coveted Scale of Might.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Elder*  *Elder* | **Zenriel**  **Elitihne** | *Dragonborn Female*  *Half Elf Female* |  |  |  | | --- | --- | | **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 | | **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**  **Actions**  **Spells** | **Dark Devotion** adv. vs charm of fear  **Dagger** Melee, +4 to hit, 4 (d4+2) dmg, 20/60  **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 ⅛ (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**  **Actions** | **Dark Devotion** adv. vs charm of fear  **Scimitar** Melee, +3 to hit, 4 (d6+1) dmg |   Leather armor, Holy Symbol (Tiamat), Pouch with 4d6 silver | |

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| **Perks** | **Effect** |
| [5] Draconic Rumblings | Access *Faction Interest* information (per Chroniclers’ Omnibus). |
| [10] Kobold Porter | Player can hire a Kobold Porter. Use standard Hireling 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. |

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| **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 tithe 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. | | Elysian Protectorate.png |

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| |  |  |  | | --- | --- | --- | | **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 | | **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**  **Actions** | **Brave** adv. vs fear  **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 | |

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| **Perks** | **Effect** |
| [5] Patrol Reports | Access *Faction Interest* 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. |

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| **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. | | Dockbucks.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Gang Leader*  *Boss* | **Laundel Buck**  **Kalig** | *Human Male*  *Half Orc Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 |   *Intimidation +2, Passive Perception 10, Multiattack 2*   |  |  | | --- | --- | | **Special**  **Actions** | **Pack Tactics** adv. on attack rolls if ally is within 5ft of target.  **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 ⅛ (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 |   *Passive Perception 10*   |  |  | | --- | --- | | **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 | |

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| **Perks** | **Effect** |
| [5] Word on the Street | Access *Faction Interest* 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. |

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| **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 Syne 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. | | Whipserwyn Black.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Guild Leader*  *Speakeasy Host* | **Mithrissa**  **Lolen** | *Tiefling Female*  *Gnome Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 |   *Deception +5, Insight +4, Investigation +5, Perception +6,*  *Persuasion +5, Sleight of Hand +4, Stealth +4, Multiattack 2,*  *Passive Perception 16*   |  |  | | --- | --- | | **Special**  **Actions** | **Sneak Attack** 7(2d6)  **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 | |

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| **Perks** | **Effect** |
| [5] Whispered Secrets | Access *Faction Interest* 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. |

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| **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. | | Myuran Guard.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *General*  *Officer* | **Vanamira**  **Tybalt** | *Half Orc Female*  *Human Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 |   *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 Soldier** CR ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Marching Orders | Access *Faction Interest* 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. |

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| **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. | | Myuran Navy.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Admiral*  *Captain* | **Carter**  **Tumak** | *Human Male*  *Half Orc Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Sailing Stories | Access *Faction Interest* 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. |

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| **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. | | Shiverblade Nine.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Guild Leader*  *Member* | **Given**  **Drisafay Helviviir** | *Human Male*  *Drow Female* |  |  |  | | --- | --- | | **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 | | **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**  **Actions** | **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  **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 | |

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| **Perks** | **Effect** |
| [5] Shadow Network | Access *Faction Interest* 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. |

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| **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. | | Baelaar Crest.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Gang Leader*  *Member* | **Yora Baelaar**  **Qilynn** | *Human Female*  *Half Elf Female* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Baelaar Socialite** CR ⅛ (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**  **Actions** | **Sneak Attack** 7(2d6)  **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 | |

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| **Perks** | **Effect** |
| [5] Talk of the Town | Access *Faction Interest* 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). |

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| **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. | | Temple of Eversight.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Matriarch*  *Priest* | **Esmeraude**  **Benmor** | *Human Female*  *Dwarf Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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**  **Spells** | **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.  **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**  **Spells** | **Club** Melee, +2 to hit, 2 (d4) dmg  **Cantrips** light, sacred flame, thaumaturgy  **1st** (3) bless, cure wounds, sanctuary |   Holy Symbol, Pouch with 4d6 silver | |

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| **Perks** | **Effect** |
| [5] Community | Access *Faction Interest* 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 (*Stone of Good Luck*). Symbol is considered attuned if the player maintains at least 20 Renown with Temple of Eversight and is of Good alignment. |

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| **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 scry-proof Booths. | | The Errant.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Elder*  *Errant Mage* | **Maethion**  **Xiomara** | *Elf Male*  *Human Female* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 |   *Int +6, Wis +4, Arcana +6, History +6, Passive Perception 11*   |  |  | | --- | --- | | **Actions**  **Spells** | **Dagger** Melee, +5 to hit, 4 (d4+2) dmg, 20/60  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 | |

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| **Perks** | **Effect** |
| [5] Sorcerer’s Tale | Access *Faction Interest* 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. |

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| **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 Syne 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. | | The Farraguther Family.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Owner*  *Manager* | **Berdine Farraguther**  **Fiete Farraguther** | *Human Female*  *Human Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Business Notices | Access *Faction Interest* 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 (*Bag of Holding*). These satchels are often used for delivery of sensitive goods to and from warehouse locations. |

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| **Wrenheld**  Myura  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. | | Wrenheld.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Owner*  *Manager* | **Connor Wrenwick**  **Salkur** | *Human Male*  *Gnome Male* |  |  |  | | --- | --- | | **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 | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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 ⅛ (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 | |

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| **Perks** | **Effect** |
| [5] Economic Trends | Access *Faction Interest* information (per Chroniclers’ Omnibus). |
| [10] Savings Account | Deposits can be made with the Wrenheld Bank in Myura. 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. |

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| **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. | | Sacrosanct.png |

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| |  |  |  | | --- | --- | --- | | **Key Figures** | | | | *Grandmaster*  *Warlord* | **Reselor**  **Dragul** | *Half Elf Female*  *Half Orc Male* |  |  |  | | --- | --- | | **Allies** | **Competitors** | | Gunduk Brewery |  |  |  |  | | --- | --- | | **Faction Work** | **Contact** | | [0] Challenger Appears | Combatant | | [5] Victory Streak | Warlord | | [10] Warlord Taskmaster | Warlord | | [15] Circle of Masters | Grandmaster | | **Standard NPCs**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **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**  **Actions** | **Brave** adv. vs fear  **Brute** extra damage die (incl. in dmg)  **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**  **Actions** | **Pack Tactics** adv. on attack rolls if ally is within 5ft of target.  **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 | |

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| **Perks** | **Effect** |
| [5] Warrior’s Code | Access *Faction Interest* 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. |