

DUNGEONS & DRAGONS®

LIVING FORGOTTEN REALMS® META-ORGANIZATION GUIDE

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Updates to this document from the previous version appear in red text.

WHAT IS *LIVING FORGOTTEN REALMS*?

This guide generally assumes that you are familiar with *Living Forgotten Realms* (also known as LFR). If not, more information about *Living Forgotten Realms* can be found on the *Living Forgotten Realms* community pages, www.community.wizards.com/lfr or as part of the *Living Forgotten Realms* Character Creation Guide which can be found at www.livingforgottenrealms.com.

WHAT IS A META-ORGANIZATION?

Living Forgotten Realms characters have the opportunity to meet any number of groups during their adventures, making new allies and fierce foes. It is possible that your character may wish to become a member of one or more of these groups. Some organizations offer no prestige other than your ability to claim membership, while others have significant requirements and offer actual mechanical benefits to your PC. These groups help define your character and are often closely involved in the stories that help make up the adventures of the LFR campaign. These are meta-organizations (also referred to as meta-orgs) and this guide details those meta-orgs that are currently available in LFR for your PCs to join, along with any requirements or benefits you might gain for being a member.

META-ORGANIZATION RULES

The goal of meta-orgs in LFR is to allow your PC to join a group of like-minded individuals whose ideals your character identifies strongly with.

These groups help color your PC's choices and will sometimes provide additional opportunities during his or her adventures. As such the rules for membership in a meta-org are simple.

- A character may be a member of only one adventuring company, as well as a member of one other meta-org that is not an adventuring company. A character can not join more than one adventuring company, nor more than one meta-org that isn't an adventuring company.
- Groups that might offer you membership but are not given a full write up as a meta-org do not count against this limit. Should they later become a meta-org, your PC may leave them freely without any penalty or stigma.
- Each meta-org has its own rules for joining and your PC must meet all of those requirements. If the organization requires an expenditure of gold, you must track this cost on your logsheet. If, at any time after joining a meta-org, you no longer meet those requirements, you immediately become an ex-member of the meta-org, unless the meta-org's rules allow otherwise.
- If you have never been a member of an adventuring company, you may join one at any time. If you have never been a member of a non-adventuring company meta-organization, you may join one of those at any time.
- If you choose to leave a meta-org, you may do so at any time. However, you may not then join a new meta-org before the start of the adventure after you gain a new level. You cannot, for example, quit one meta-org during an adventure and then join a new one during the adventure in time for the rewards (even if you gain a new level at the end of that adventure). Once you've left a meta-org, you

must wait until your character has gained a level to join a new one.

- Some meta-orgs have penalties for leaving the organization. These penalties are spelled out in the meta-org's description and it is up to the player to track the penalties on their logsheet and inform the DM of any effects that might alter an adventure.
- **Citizenship:** Some meta-orgs require you to be a citizen and swear fealty to a specific region or cause. In these cases, you may not be a part of other groups (meta-orgs, adventuring companies, or story award groups) that require similar oaths, and still join meta-orgs that require an oath. Honorary titles, owning land or oaths of friendship to other regions do not violate your oath to your meta-organization. If a meta-org requires you to be a citizen, you must move your home region to the region required by your meta-org. If you have chosen a background based on your home region, you must retrain your background to a non-regional background.

META-ORGANIZATION BENEFITS

- If three or more characters at a table are members of an adventuring company or other meta-organization, the table gains a bonus action point. Even if multiple adventuring companies or other meta-organizations have more than three members at the table, the table only gains one total bonus action point (for example, if a table has three members each from two different adventuring companies, and three PCs belong to the Dusk Talons and three belong to the Order of Torm, the table still gains just one bonus action point).
- A majority of the players at the table must agree as to who can use the action point, and what organization is granting the action point (even if there are multiple organizations represented at the table, the bonus action point is granted by only one meta-org), though the players can wait to decide until the point they want to actually use the bonus action point. A character must be a member of a meta-org to use the bonus action point granted by the meta-org.
- Some meta-organizations give a benefit of some kind when spending the bonus action point. This benefit applies only to a bonus group action point granted by that meta-org.
- Many meta-organizations give access to magic items or to non-item rewards (such as grandmaster training). If the item or reward's level is equal to your level +2 or less, you may choose to buy it with spare gold or choose it as a found magic item, unless the meta-org specifically limits you to only one of those choices. If using a found item slot, you do so at the end of an adventure in addition to any bundle selection for that adventure. If the item or non-item reward can be upgraded, you may pay to upgrade it as you level without spending additional found item slots. Non-item rewards (such as grandmaster training) do not expire as long as you remain a member of the meta-org that gave you access to that reward. No matter how you obtain an item, normal limits on your maximum number of items and rarity still apply.
- Unless otherwise specified, if you leave (or are forced to leave) a meta-org, you immediately lose any magic items or non-item rewards gained through the meta-org, and you do not receive back any gold or found item slots spent on those items.

ADVENTURING COMPANIES

A like-minded band of friends and allies!

In the FORGOTTEN REALMS, adventurers often band together under a common cause or motivation. These groups are commonly called **adventuring companies**, but they really could represent any collective of adventurers organizing as a long-term group; for example, they could be part of an extended family or clan, a small religious sect, or a special team in a military organization.

In the *Living Forgotten Realms* campaign, you can form an adventuring company with your fellow players, declaring your affiliation with others who share your character's goals and motives. Here's how it works.

Location: Everywhere you can get a group of adventurers together.

Requirements: Your first step is to get together with fellow players that want to form an adventuring company. You might create a group of characters that all share a common background, or you might just decide to form an adventuring company with existing characters that have a previous connection with each other or are banding together for practical reasons.

One person or a small council should act as the scribe for the adventuring company, in charge of maintaining the company's roll. This could be as simple as typing up a spreadsheet of all the character's names, or a complex as maintaining a website with forums and chat functionality. Of course, you're welcome to use the in-character forum on the *Living Forgotten Realms* community website; feel free to create a discussion thread for you and your fellow company members to use for recruiting and other discussions.

- **Adventuring companies must have an accessible roster showing current members.** The only required information on the roster is player name, character name, and DCI/RPGA membership number (if any).
- **Adventuring companies must contain at least three players.** If an adventuring company's

roster ever drops below three players with characters in the adventuring company, it is inactive (its characters gain no benefits for being a part of the company) until such time as its membership rises to 3 players or the company chooses to disband. There is no limit to the number of players who can join an adventuring company, and there is no limit to the number of characters that each of those players can enroll as members of the adventuring company. The only limit is that any given character may not be a member of more than one adventuring company at a time.

- **Adventuring companies may impose additional character requirements decided upon by the founders of the company.** You can found an adventuring company with any sort of requirement you want, as long as it's based on characters, not players. For example, if you wanted to form a dwarven clan, you could specify that all members must be dwarves. Or, if you wanted to have a secret sect of Sehanine, you could specify that all members must worship Sehanine. You could base membership requirements on race, class, level, region, affiliation with another organization, obtaining a particular story award, having a certain group of powers (such as spellscarred), or anything else within the framework of the game world. The requirements can be as specific or as general as you like, although the more requirements you make, the less likely your company will be appealing to a large group of characters. The most important element though, is that the requirement **MUST** be character-based, not player-based. You **MAY NOT** have out-of-game requirements based on a player's real-world location, nor may you use any selection criteria based on things about the player instead of the character (such as gender, ethnicity, religion or creed, and so forth).
- **Call it what you want, but watch your use of existing organizations.** You can call your adventuring company a clan, a guild, a tribe, a family, a team, a sect, or whatever you like, but you cannot create an adventuring company that identifies itself as an existing organization

in the FORGOTTEN REALMS. For example, you cannot call your adventuring company the Flaming Fists, since that organization already exists in and around Baldur's Gate. However, you could call them Burning Justice and make their background up as a small team of righteous (lawful good requirement) adventurers that have joined the Flaming Fists (affiliation with Flaming Fists requirement) to bring order to Baldur's Gate and the lands beyond. Consult the *Forgotten Realms Campaign Guide* and *Forgotten Realms Player's Guide* for information on past and present organizations in the Realms.

- **You may be in one adventuring company in addition to one other meta-organization.** An adventuring company is just one kind of meta-organization, and when the general rules speak about meta-orgs, that includes adventuring companies. However, your membership in one (and only one) adventuring company does not count against the normal limit of membership in only one meta-organization.

Benefits: If your character joins an adventuring company, make sure to note it on your adventure log and character sheet. From that point forward, your character gains two important benefits. As the campaign progresses, more benefits may be revealed for adventuring companies.

- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- Members can participate in special adventuring company challenges and events. These are offered at some major national conventions, such as D&D Experience and Gen Con, and are also available to other conventions after they've premiered. Adventuring Company adventures are only available for public play; they are not sanctioned for home games, so if you and the other members of your adventuring company want to test your mettle against these challenges, you'll need to find a convention or other public event where one of these adventures is running.

Ex-Members: Generally, leaving an adventuring company has no effect on the ex-members. Bands of adventurers tend to be a fluid thing.

THE DUSK TALONS

If you believe in your cause, let no man hold you accountable for your methods of achievement.

The Dusk Talons are a group of thieves and brigands from Iriaebor, a town that has not fallen to the sway of the Order of Torm. The Talons style themselves as retainers for hire, apparently serving those who spend the coin to hire them, though they seem to have several unknown criteria for their would-be employers.

The Talons are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the paladins, having no issue with using some unconventional means to achieve it.

Under the leadership of Nualla A'Ashemmi, the Talons actively oppose and strike at the Zhentarim who reside in Darkhold. The fight is primarily due to a personal vendetta by Nualla. The few successes in this struggle, especially when preventing attacks on trade caravans on the Dusk Road, have gained them some popularity in the region.

Location: Elturgard

Heraldry: Members may identify each other through a regional hand signal or pass phrases. The most surreptitious method of identifying fellow members is by presenting a single copper coin folded over upon itself.

Requirements: The Talons recruit through recommendation, but a PC with interest in joining is able to acquire a recommendation outside of play, provided their beliefs align with those of the organization. To join the Dusk Talons, a character must meet the following requirements:

- Good or Unaligned alignment. Evil (NPC only) aligned members are also part of this organization. The group finds that Lawful Good idealists are too opposed to common methods employed by the Talons.
- Members may not have any type of organizational attachments to the Zhentarim.

Responsibilities: The Dusk Talons have many machinations and plots in the works. Members are expected to fulfill the wishes of the Dusk Talons when they are called upon to help with tasks to benefit the organization. They are expected to keep the existence of the organization secret as well as the identity of any other members.

Benefits:

- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- Should a member ever be incarcerated or otherwise detained, once per year, the PC may call upon their friends within the organization to solicit their escape. This favor may not be used again for 12 months (tracked in real time by the player).
- Members gain a +2 bonus to Streetwise checks within the Elturgard region; they also gain a +1 bonus to Streetwise checks outside the Elturgard region under circumstances where they could make contact with members of a thieves guild (DM's discretion).
- Members gain a +1 bonus to attack rolls against any members of the Zhentarim.
- Contacts within the Dusk Talons can provide members with access to *bracers of escape* (uncommon, Dragon 365) and *unseen servant's hand* (uncommon, Dragon 387).

Ex-Members: There are no ex-Members of this organization. The organization has many secrets and they are committed to keeping those secrets within the circle of its members. Those who choose to leave the organization, lose one healing surge at the beginning of every adventure as they have to fight off attempted assassinations, their rations are poisoned or some other attempt is made at their life. After one year, the Talons will eventually decide that it has become too difficult or expensive and the player no longer loses the healing surge at the beginning of an adventure.

HARPERS

A secret society of good heroes who work against tyranny and darkness - and today, there is no tyranny darker than the shadows cast by the Netherese Empire.

Nearly a century ago, the legendary organization known as the Harpers formally disbanded. However, with an old foe returned to again cast shadows throughout the Realms, the Harpers - or at least their name - returned to shine points of light into the darkness. While there are rumors of groups of Harpers operating in Cormyr and the Dalelands, the Luruar Harpers are particularly interested in opposing the machinations of the Shadovar.

Location: Primarily Luruar, but the Harpers have a network of nonaffiliated contacts throughout Faerun. The Harpers are especially tied to the Fight Against Shadow Story Area.

Heraldry: A silver harp token was once used as an emblem by the Harpers, but this practice has been discontinued as the Netherese have become increasingly proficient at assassinating agents of the Harpers since their return to Toril.

Requirements: New Harpers are initiated by existing Harpers after they have been impressed by potential recruits, and existing Harpers are cautious of letting potential traitors into the organization. To join the Harpers, a character must meet the following requirements:

- Good or Lawful Good alignment, and training in at least one of Diplomacy, Insight, Nature, or Stealth
- Most PCs need one favor with the Harpers or their agents to join.
- A PC with the shadow origin (such as shadarkai or PCs with the Born or Shadow feat) or whose class is fueled by the shadow power source needs an additional favor from the Harpers to join. If a member PC gains the shadow origin and no longer meets the entry requirements as a result, the PC is suspended

from the organization until the entry requirements are met.

- A PC who has any story awards granting a Shade Coin must have more favors with the Harpers than Shade Coins to join (a PC with the shadow origin or the shadow power source must have two more favors with the Harpers than Shade Coins).

Responsibilities: The Harpers frequently ask their members to perform missions on their behalf. PC Harpers are expected to perform these missions when directed, and also should demonstrate heroism whenever possible. At no point is consorting with the enemy (Netheril) to be tolerated. Any Harper PC who obtains a Shade Coin in a story award or refuses to accept a mission from a known NPC Harper agent, is suspended from the organization until he or she gains another favor with the Harpers and continues to meet the entrance requirements (see Suspended Members below). Other story awards reflecting dishonorable action may cause suspension from the Harpers; the individual story awards will reflect this.

Benefits:

- The Harpers provide you a place to go to ground within its operating locations (Cormyr, Dalelands, Luruar, and other places as defined through adventures); you may use the Harpers' safehouses within their operating locations to avoid direct pursuit. This is primarily a roleplaying benefit, but may have other benefits dictated by adventures or the DM.
- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- If the group bonus action point is used to make an attack, that attack does not take a penalty due to partial concealment, though total concealment applies normally.
- From safehouse stores, Harpers may freely purchase any Common or Uncommon magical harp. In addition, they can arrange for special training and for the standard cost, learn *nightmare's keen senses* (grandmaster training,

Dragon 393). While a member of the Harpers, the grandmaster training does not expire.

- Members gain a +2 bonus to Streetwise checks when seeking information about Netheril or its enemies, or while in Luruar.
- Members gain a +2 bonus to all Charisma-based skill checks when dealing with Harpers or their contacts.
- Members of the Harpers do not take a penalty due to their race, class, origin, power source, religion, or any story award when dealing with NPC members of the Harpers.

Suspended Members: Suspended members take a -2 penalty to all Charisma-based skill checks and knowledge checks when dealing with Harpers and their contacts. While suspended, the PC cannot use any grandmaster training acquired through the Harpers. If the suspended member decides to join another meta-org, the PC can never rejoin the Harpers and the penalties associated with suspension become permanent.

Ex-Members: Harpers who leave the organization voluntarily are able to still maintain some of their contacts; they retain a +1 bonus to Streetwise checks when seeking information about Netheril or its enemies. These bonuses remain until the PC joins another meta-org. The PC may keep any harps purchased through the Harpers; any grandmaster training acquired through the Harpers expires five levels after the PC leaves the Harpers.

HEIRS OF MIRT

Defenders of Waterdeep

The Heirs of Mirt is a society of Waterdhavian adventurers whose members vow to defend Waterdeep against all enemies, to uphold the values of Waterdeep (such as fighting corruption), and to aid the helpless. The society is very new, having been sponsored by Renar Neverember, son of the Open Lord (see *Blackstaff Tower*, by Steven E. Schend, for more information on Renar), with the charter members being the characters who were successful in defeating the Necromancer in WATE1-6 *Out of Hatred*.

Location: The group has a member's hall in Castle Ward within Waterdeep. The Heirs of Mirt are especially tied to Streets of Waterdeep Story Area.

Heraldry: The members are given a silver wolf's head signet ring (non-magical).

Requirements: To join the Heirs of Mirt, a character must meet the following requirements:

- Citizen of Waterdeep. Foreigners are not accepted as members so long as their loyalties lie with other realms. If they make their residence in and become citizens of Waterdeep in the future, they may join at that time.
- Story award WATE14 or WATE24, or a total of two favors granted by other story awards. Most story awards that grant favors note that in the text (note that this is a change in the requirements and you should therefore substitute 2 for 7 as the total number of favors required in previous story awards). However, the following story awards can also be used for this purpose (they predate the forming of the organization): WATE02, WATE05, and WATE10.

Responsibilities: The members are only required to be true to defending Waterdeep. If at

anytime, they cannot do that, then they should resign. The Society hopes to be trusted as a militia that provides backup for the City Guard for the defense of the City. The membership may decide to undertake civic projects in the future.

Benefits:

- Membership benefits include the usage of the hall which serves as a social club with meals, drinks and private meeting rooms. The members' hall also offers long-term secure storage. Members may bring guests.
- Patrons seeking adventurers may post notices here or come in person seeking help. Sometimes the society itself may sponsor an adventure.
- Healing (from the local temples) is available at cost (no markup) when arranged through the Society. During adventures in Waterdeep, members paying the appropriate gold cost can always locate a ritual caster to cure them of their afflictions or raise them from the dead (provided a body could be recovered).
- Once a year (tracked in real time by the player), the Society can arrange for a member who died on a mission to be raised from the dead, provided the body is brought to the member's hall.
- The members may use a private permanent teleportation circle within the members' hall of the Heirs of Mirt.
- Tickets to current entertainment events in Waterdeep are available at half price.
- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- A member gains access to *courtier's cape* (uncommon, Adventurer's Vault 2) and *ring of retreat* (uncommon, Adventurer's Vault). The default location for the *ring of retreat* is Waterdeep, specifically inside the members' hall of the Society of Mirt.
- Members gain a +2 bonus to Streetwise checks within Waterdeep, and a +1 bonus to Streetwise checks in any urban location other than Waterdeep.

Ex-Members: Should a member leave the Society, they will not be allowed to rejoin later barring express exception by the Society to rejoin (in the form of campaign documentation.). Rumors circulating within Waterdeep about their departure will result in a -2 penalty to Diplomacy checks within Waterdeep. If the story award favors (originally used to justify admission) had additional benefits, those favors are considered void (and should be marked such) as your patron feels betrayed. The ex-member will not be welcomed as a guest within the members' hall.

DRAFT

KNIGHTS OF THE GOLDEN ROOSTER

Strutting Defenders of Ravens Bluff

The lowest and initiate order of the Ravens Bluff knighthoods, these knights are the most numerous in the city. Their oath is to defend Ravens Bluff from all enemies, to bolster morale and pride among the citizens, to behave honorably and bravely, to refrain from lying and cheating, to act generously, and to deal fairly with all persons they meet. This order plays an important role in the city culture, encouraging citizens by example to rise above self interest. They demonstrate by personal deeds the idea of community service without being stuffy.

There are several different knighthoods in Ravens Bluff, but only the Knights of the Golden Rooster are available for PCs.

Location: The Golden Roosters are found most frequently in and around Ravens Bluff, though they are sometimes sent into the Vast on missions for the city.

Heraldry: Most knights work the symbol of their order, a gold rooster with sunray spines surrounding it, into jewelry or painted onto their armor or shield.

Requirements: To join the Knights of the Golden Rooster, a character must meet the following requirements:

- Recommendations from two knights of Ravens Bluff (from story awards), such as MINI24 or MINI29.
- Members must have a reputation for knightly behavior (see below).

Responsibilities: The Knights of the Golden Rooster are pledged to defend the city and uphold their code. While not swearing total allegiance to Ravens Bluff, they swear an oath to defend Ravens Bluff from all enemies, to bolster morale and pride among the citizens, to behave honorably

and bravely, to refrain from lying and cheating, to act generously, and to deal fairly with all persons they meet.

Every knight lives by a code; this is what separates knights from other armed warriors. While each knightly order is different and emphasize different elements, these principles are core for all, particularly as espoused by the orders in Ravens Bluff.

FAIR PLAY

- Never attack a defenseless foe.
- Do not use lethal force to end barroom brawls.
- Avoid lying or deception through silence.
- Keep promises to a fellow knight.
- Avoid cheating and torture.

NOBILITY

- Obey local laws
- Administer Justice and show Mercy.
- Protect the innocent while always maintaining self-control.
- Show respect to authority.
- Accept and acknowledge personal responsibility for your actions.

VALOR

- Exhibit courage in word and deed, defending the weak and innocent.
- Destroy evil in all its forms, crushing the monster that would steal our land and enslave our people.
- Fight with honor, avenging the wronged.
- Never abandon a friend, ally, or noble cause.
- Accept any valid challenge to your honor.

HONOR

- Always keep your word or promise while maintaining your principles.
- Never betray your order, or a confidence or a comrade.
- Respect all life and freedom.
- Die with honor.

COURTESY & BENEVOLENCE

- Exhibit manners; always be polite and attentive.

- Be respectful to hosts, women, knights, the elderly, and all who are honorable.
- Be generous to the less fortunate.
- Seek personal glory, not monetary reward.
- Serve your realm and her people, not yourself.
- Set an example of right action to all people.

in the future, you may transition into them with no penalty, and without the need to wait a level to change meta-organizations.

Benefits: A member of the Knights of the Golden Rooster is welcome to partake in the following benefits:

- A knight is entitled to a secure room with a bed at the Roost, the headquarters of the order. Soup, stew, and mintwater are available at all hours upon payment of 1 silver piece per meal.
- Knights of the Golden Rooster are well known as paragons of honor and courage throughout the Vast and receive a +2 bonus to Diplomacy checks made with citizens of Vesperin who know the PC is a Golden Rooster.
- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- When spending this bonus action point in defense of Ravens Bluff, Vesperin, or any of its citizens (DM's discretion) not including other PCs, the Knight gains a +1 bonus to attack rolls.
- A Knight of the Golden Rooster gains access to *hero's armor* (uncommon, *Heroes of the Forgotten Kingdoms*) and *ring of sympathy* (uncommon, *Adventurer's Vault 2*).

Ex-Members: Those who forswear their oath of service to leave the knighthood are looked down upon by the people of the Vast. The PC loses all benefits of this meta-organization and suffers a -2 penalty to Diplomacy checks made with citizens of Vesperin. In addition you are expected to return your *hero's armor* or *ring of sympathy* if you possess them. If you used a found item slot, you do not get it back. If you spent your own gold, you do not get it back. If you refuse to return the items voluntarily, a Knight of the Hawk is dispatched and the items are stolen from you.

The only exception to these penalties is if you should somehow be promoted to one of the other orders of knighthood in Ravens Bluff. In such case, should any of those orders be made into a meta-org

KNIGHTS OF MYTH DRANNOR

Storied Guardians of the Wood.

The ancient elven kingdom in the forest of Cormanthor has once again risen to prominence built atop the ruins of the famous realm of Cormanthyr, whose capital was Myth Drannor, City of Song. Led by Coronal Ilsevele Miritar, took up leadership over the elven army, the Knights are the best of the wood's defenders. They stand as paragons of honor, virtue and strength in a land that has seen more than share of strife.

Location: The Knights of Myth Drannor are found most often in the forest of Cormanthor, though duty to their homeland and oaths to defend their neighbors sometimes takes them to the surrounding countries such as Cormyr and the Dalelands.

Heraldry: Members of the Knights usually display the symbol of their order, a pair of elven swords crossed over the silhouette of a unicorn, on their armor or shield. This heraldry is often modified with a personal symbol or designation of rank.

As the Knights also serve as members of the military in Myth Drannor, most Knights have their rank insignia tattooed on the backs of their hands in blue.

Requirements: To join the Knights of Myth Drannor, a character must meet the following requirements:

- All members of the Knights of Myth Drannor must swear an oath to protect Myth Drannor and all of Cormanthor, no matter the cost. They must put Myth Drannor and the defense of its citizens before any other responsibilities.
- Lawful Good or Good alignment. Unaligned PCs may be named Honorary Knights, which grants them the title, but does not allow them to join the meta-organization or gain the benefits of membership.

- Membership in the Knighthood is earned through deeds. PCs who are (non-drow) elves or eladrin must gather three recognitions (from story awards) to become a Knight of Myth Drannor. All other races require six recognitions. Non-drow elves or eladrin who gather six recognitions are promoted to Knight Commanders.

Responsibilities: Knights of Myth Drannor are sent on various missions for the Coronal and must always come when called. These men and women are legendary exemplars of honor and skill, and expected to sacrifice for the defense of the realm and its citizens. They hunt out infernal creatures and tyrants where ever they are found and they never stop fighting for what is right.

Benefits: The life of a Knight of Myth Drannor is one full of service and sacrifice, but it does come with some rewards as well. All members of this meta-organization receive the following benefits:

- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- When spending the Knights of Myth Drannor action point in defense of Myth Drannor, Cormanthor, or any of its citizens (DM's discretion) not including other PCs, the Knight can grant one ally within 10 squares temporary hit points equal to half of the knight's level, rounded down.
- All Knights are made full citizens of the eladrin kingdoms of the Forgotten Realms (Evereska and Myth Drannor) with all the attached privileges and duties.
- Knights gain a +2 bonus to Diplomacy checks made with eladrin, non-drow elves and citizens of the eladrin kingdoms who know the PC is a Knight of Myth Drannor.
- Knights gain a +2 bonus to Arcana, Dungeoneering, History, Nature and Religion checks to know about fauna, flora, locals and persons native to Myth Drannor or the forest of Cormanthor.

- A Knight gains access to *rhythm blade* (uncommon, *Adventurer's Vault 2*) and *foe stone* (uncommon, *Adventurer's Vault*).

Ex-Members: Elven tradition holds that membership in a military order is for life and even those who retire from active service can sometimes be called back to duty. Those who try to leave the Knights are branded a traitor. Their tattoos are magically changed to appear as white scars, giving rise to the phrase "white-handed" as a slur denoting someone who can no longer be trusted. PCs that have left the Knights of Myth Drannor lose all of the benefits above and receive a -4 penalty to Bluff, Diplomacy, and Insight skill checks with citizens of the eladrin kingdoms of the Forgotten Realms (Evereska and Myth Drannor) that know of the PC's former membership or can see their markings. In addition, they are not welcome in the lands of Myth Drannor and may no longer play any adventure that takes place in Cormanthor.

Honorary Members: Some individuals who perform great deeds and gather recognitions can be made Honorary Knights of Myth Drannor. These individuals are given ranks and are looked upon as valued friends, but they are not held to the high standards expected of the Knights. As such, while their help is always appreciated, they do not receive any of the benefits listed here for this meta-organization, nor are they expected to follow any of the organization's strictures.

THE LION'S DEN

A wise merchant protects both his product and his clientele. Without both, neither is of use to him.

The Lion's Den, the merchant's guild in Elturgard, seeks to bring prosperity to the region. They desire free trade and freedom of choice. Many flourish on the bounty of the trade roads traversing Elturgard. Along with merchants, the membership supports a stable of adventurers to deal with local problems, threats to its membership, trade routes or general interests. Adventurers of 'The Den' are mostly well-meaning adventurers - though some prefer to call them mercenaries.

While the guild has the means to bring prosperity to the region, some feel that only money motivates the guild. During the war, the guild master himself fell victim to corruption. However, the guild assures others that this is a thing of the past and that they keep tabs on all their members.

People of many different faiths in Elturgard support the Lion's Den. Most of these are good-aligned faiths, including the faiths of Sune, Tymora, and of course Waukeen.

Location: Elturgard

Heraldry: Though not particularly secretive, the organization identifies its members by a single silver coin specially minted with a lion emblazoned on one side. Members often have the counter face struck with something meaningful to them personally.

Requirements: The Den recruits new members through recommendation to ensure new members hold the same ideals. PCs whose beliefs align with those of the Lion's Den may freely join the organization. To join the Lion's Den, a character must meet the following requirements:

- Lawful Good, Good or Unaligned alignment. Though most members are good, the Lion's Den allows members of any alignment.

Responsibilities: Members are expected to uphold the ideals of the Den, sponsoring free trade and the general rights of the populace to thrive and earn an honest coin. They are not expected - but are highly encouraged - to perform small tasks for the Lion's Den for which they will be fairly compensated.

Benefits:

- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- Members take care of their own. During any adventure set in Elturgard, a member may select and use a magic item (that he already possesses or that he comes across during the adventure) that is five levels higher than his level, instead of the normal four. The normal cap of four levels for using an item still applies to those adventures not set in Elturgard.
- Members gain a +2 bonus to Diplomacy checks with the citizenry of Elturgard.
- Members gain a +2 bonus to any social skill check (Bluff, Diplomacy, Insight or Intimidate) specifically involving other members of the Lion's Den (which does not stack with the bonus above).
- Members gain a +2 bonus to Streetwise checks made in any adventure set in Elturgard to learn about trade or merchants, illicit or otherwise (DM's discretion).
- Due to knowing where to go for beneficial trades and discounts, if a member would receive less than the maximum gold for an adventure set in Elturgard, the character gains a +10% bonus to the gold he receives (with the total not exceeding the maximum gold for the adventure).
- Members gain access to the consumable *clearpath mist* (uncommon, Eberron's Players Guide) and *floating lantern* (uncommon, Adventurer's Vault).

Ex-Members: Members are welcome to leave when they feel they no longer fit with the other members of the Lion's Den. Once a member

leaves they no longer receive any of the benefits of membership and may never rejoin barring express exception by the guild to rejoin (in the form of campaign documentation.)

DRAFT

THE ORDER OF TORM

Salvation may be found through service. Every failure of duty diminishes Torm and every success adds to his luster. Strive to maintain law and order. Obey your masters with alert judgment and anticipation. Stand ever alert against corruption. Strike quickly and forcefully against rot in the hearts of mortals. Bring painful, quick death to traitors. Question unjust laws by suggesting improvement or alternatives, not additional laws. Your fourfold duties are to faith, family, masters, and all good beings of Faerûn.

The Order has been ruling Elturgard for the past decades. The Order is formed of a mix of paladins and other devotees of Torm, supported by the faith of Amaunator. The Order of Torm desires a strict, orderly region devoted to the edicts of their god.

Location: Elturgard

Heraldry: The Order shares the heraldry of its patron region Elturgard. Their heraldry involves a gauntleted hand of Torm with the crenelated wall below. This heraldry is presented on shield or tabard or both.

Requirements: To join the Order of Torm, a character must meet the following requirements:

- Members must have a single Lawful Good or Good patron deity. While preference of course goes to those who venerate Torm, followers of Amaunator are also common. Other lawful good or good-aligned faiths, though rare, are permitted provided they are willing to uphold the tenets of the order.

Responsibilities: All members are held to the highest standards and expected to hold up the following ideals; Duty to ones deity, Loyalty to Elturgard, righteousness in all actions.

Benefits:

- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- Members are provided food and lodging while in the city of Elturel or any city with a major church presence to Torm.
- Members may arrange for healing for themselves or anyone they consider a friend within the region of Elturgard. (at normal cost). In game terms, this means that a member of the Order of Torm can always locate a cleric or ritual caster in the Elturgard region.
- Members may use a found item slot to select the Orb of Light (see *ELTU3-1 Good Intentions* or the LFR errataed items for the version updated for LFR) as their rare item or choose to trade one of their current rare items for the Orb of Light. The Order will add the item to their magical vault. If you are forced to give back the orb due to leaving the Order of Torm, they will return your other rare item to you. You may not buy this item with gold.
- Members gain access to a *rod of divine retribution* (uncommon, Dragon 381).
- Members gain a +2 bonus to Diplomacy or Intimidate checks with the citizenry of Elturgard.
- Members gain a +2 bonus to any social skill check (Bluff, Diplomacy, Insight or Intimidate) specifically involving other members of the Order of Torm (does not stack with the bonus above).
- Members gain a +2 bonus to any knowledge check concerning Torm, the government of Elturgard, or Elturgard history (DM's discretion).

Ex-Members: Members are free to leave at their own discretion when they feel their beliefs and goals no longer align with that of the Order of Torm, the church of Torm or the region of Elturgard. It is also not uncommon for members to be asked to leave for the same reasons. Once a member leaves, they no longer receive any of the benefits of membership and may never rejoin

barring express exception by the order (in the form of campaign documentation.) In addition, you must return the *orb of light* if you have one. If this was gained by use of a found item slot, the PC receives the slot back.

Ex-members suffer a -1 to all skill checks involving another member in the Order of Torm or the government of Elturgard.

DRAFT

RETURNED ABEIR

Placeholder for missing Org

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THE STELLAR FELLOWSHIP OF GENTLE ADVENTURERS

The Fall of Stars' Adventurers Club

The Stellar Fellowship of Gentle Adventurers is based in the Fall of Stars, a famous adventurer's club. Only members of the Fellowship can normally enter the club (though exceptions to this rule are legion). The club's entrance is guarded by half-ogres who stop everyone who tries to enter the club.

The club is over a century old, founded by Ambreeauta Nenthyn. It is now owned by two twins, Kira and Dayan Nenthyn. Yellira Am'benuinyl, a drow, is the current Mistress of Stars (club director).

Location: The Fall of Stars is located in the town of New Velar, in the Dalelands. Due to a network of portals, which all connect to a single teleportation circle in the Fall of Stars, it's members roam Faerûn and can be found anywhere.

Heraldry: Gentle adventurers walk all paths of life, and there is little to distinguish them from each other. Since all periodically visit the Fall of Stars, many know each other by name, or otherwise are likely to recognize a face. The club has no symbol or emblem, but recently some members started to wear the symbol of a barbless scourge as a tattoo or on a pendant.

Requirements: The owners of the Fall of Stars personally approve membership based on a member's talents and morality. A member must either receive a personal invitation to join, or pay an initial membership fee based on the member's personal wealth. To join the Stellar Fellowship of Gentle Adventurers, a character must meet the following requirements:

- Members must either have a story award granting them membership, or pay a one-time fee of 50 gp if joining at Heroic tier, 500 gp at

Paragon tier or 5,000 gp at Epic tier (noting this expenditure on their adventure log).

Responsibilities: The Fellowship encourages its members to be heroic and to fight evil where possible. They advise their members to be versatile and prepared for any situation, and provide them with means to do so.

The club's goal is to make adventurers respected throughout the Realms, and to turn their abilities to good. As such members can mostly do as they please and accept assignments as they desire, as long as they treat their clients and the common folk with respect and do not purposefully aid evil schemes.

Benefits: The Fellowship provides adventurers with a 'home away from home'. The Fall of Stars adventurers' club is open to all members. Lodging is free (depending on availability, but the club is big), and the club has ample opportunity for socializing. Drinks, food, and company are arranged - for suitable prices - and the club has high security standards to protect its members. Its magical wards even shielded those inside from the Spellplague, and in its long years they have only been breached once (and the invaders were then routed by club members).

The club also arranges missions. Hanging about in the club, you may be approached by club mistress Yellira Am'benuinyl, and sent off to a mission as far away as the East Rift or Returned Abeir. The club typically provides elixirs or healing potions to members when they are sent on a club sponsored mission.

In addition, members gain the following benefits:

- Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).
- A member may learn the sigils of the club's teleportation circle for use in the Linked Portal ritual.
- A member gains access to *resolve of the inner vault* (grandmaster training, Dragon 389) and *battlescarred champion* (glory boon, Dark Sun Campaign Setting). Grandmaster training or

glory boons acquired through the Fellowship do **not** expire as long as the PC stays a member of the Fellowship.

- Healing (from the temple of Tymora in New Velar) is granted for free to those who stay at the club or reach it when wounded (this included healing rituals). Once a year (tracked in real time by the player), the club can arrange for a member who died on a mission to be raised from the dead, provided the body is brought to the club.
- Members gain a +2 bonus to in-combat Intimidate checks, when within 5 squares of another member of the Fellowship. Members are encouraged to spare their enemies and force surrender rather than fight until the bloody death. Capturing villains alive allows communities to better judge the adventurers' actions.

Ex-Members: Most members have little reason to leave the club. Those that do generally do so due to the club taking issue with an adventurer's conduct or a conflict of interests. Members who leave are not allowed to join again, though there are few repercussions.

Being ousted from the club does leave a certain taint to that adventurer's reputation, and most prospective patrons look upon these people with some apprehension while other members often treat the adventurer with disdain. On the other hand, organizations hostile to the club and those they support - such as the Empire of Netheril, Thay, or the Zhentarim - may be less apprehensive and consider the adventurer a potential recruit. The exact effect of these attitudes is up to the DM.

Grandmaster training or boons acquired through the Fellowship expire five levels after the PC leaves the Fellowship.