



# THREE FACTIONS OF WATERDEEP



BREGAN D'AERTHE, GRAY HANDS  
XANATHAR GUILD



# THREE FACTIONS OF WATERDEEP

This document is the author's attempt at expanding on the three additional main factions discussed in *Waterdeep: Dragon Heist* and integrating the various fifth edition faction rules into one cohesive resource, further detailing various ranks and their associated perks. The writer took the same approach as the publication "*Guide to the Five Factions*".

**Group Patrons.** Patron rules from *Tasha's Cauldron of Everything* are included, providing individual players the option of becoming full-blown faction agents, or for the party to use a faction as a Group Patron.

**Faction Perks.** The DM should feel free to edit perks to fit their own campaign. In-game access to the rewards is also at DM discretion – from just using the provided faction loot satchel, to needing to make contact with an actual representative, to requiring a short adventure to get certain perks.

This product also includes:

**Digital Handouts.** These include a phone PDF of each faction which can be emailed to each player for their respective faction; it is a summary of this document of the player-specific information for each faction (in an easy-to-read phone format).

**Player Interaction Aid.** At the end of the publication is a list of D&D Beyond links for faction insignias, in addition to other magic items. These faction insignias are effectively a summary of the perks for each faction, served as a magic item. A link to the item can be sent to a player (where they can either add it to their character's inventory if they're a D&D Beyond subscriber, or just save the link as a reference). This provides an easy phone resource to refer back to as they play, allowing the factions to stay in the player's mind as they progress.



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***Navigating this document.*** There are several ways to navigate this document.

- \* **PDF bookmarks.** Standard PDF bookmarks are in place.
- \* **Internal Cross-references.** Throughout this document (including the Return to Table of Contents› link in the footer of each page), dark red links followed by a '›' symbol take you to the applicable location.
- \* **Other External Links.** All [dark blue underlined](#) links take you to external Internet references.
- \* **D&D Beyond Links.** Homebrew items, monsters, and spells created on D&D Beyond include a hyper-linked image. **DDB**

# FACTION RENOWN

If a character wishes to join (or already has joined) a faction, this guide provides optional details for advancement and benefits.

## Joining a Faction

Faction admission is by invitation only, although this can be easily addressed by the character choosing the faction agent background (Appendix A). After creation, a player should work with the DM if it would like to become a member of a faction.

Upon joining, a character gains 1 renown and typically receives a welcome letter and a faction insignia. The character's background feature also changes to Safe Haven (the entire background does not need to change, just the background feature).

**Level Requirements.** Minimum character levels are noted by each rank, this is at the DM's option.

## Rewarding Renown

Renown is a numerical value that increases as a character earns favor and reputation within a particular organization. You can tie benefits to a character's renown, including ranks and titles within the organization and access to resources. A player tracks renown separately for each organization his or her character is a member of. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interaction with each organization over the course of the campaign. While a character can have renown with multiple factions, it can only be an active member of one faction at a time (with the exception of Bregan D'aerthe as noted later).

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 instead.

**Subfaction Renown.** Although some factions have subfactions, renown is tracked at the faction level.

## Loosing Renown

Serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The extent of the loss depends on the infraction and is left to your discretion. Members of the Lords' Alliance who turn down a mission lose one renown, members of other factions can turn down a mission without consequence. A character's renown within an organization can never drop below 0.

## Faction Suspension

A DM can suspend faction benefits, immediately removing access to renown and items.

**Short-term suspension** can occur if a character is witnessed committing a crime, found guilty of committing a crime, significant disrespect of persons of authority, and other acts that go against the goals and beliefs of a faction.

**Long-term suspension** can occur for disruptive acts such as hostile behavior against other faction members, overtly evil acts (for most factions), etc.

## Leaving a Faction

A character leaves a faction if its renown is reduced to 0, or by choice at any other time. If a character chooses to leave a faction on good terms, it retains its renown; however, it stops receiving benefits.



# GROUP PATRONS

Characters don't necessarily need to be a member of a faction to receive its support. Instead of being an agent of a faction, a party can choose to have the faction as its Group Patron, receiving a few benefits as a group that are generally (although with a few noted exceptions) do not increase as they gain levels (vs faction benefits which do). In this manor, a character could be a member of one faction and have another faction as its Group Patron. *Tasha's Cauldron of Everything* provides rules for Group Patrons, which are outlined below.

These patrons provide a strong binding element: an individual or an organization that unites a party as a team in service to a greater purpose. A Group Patron can help set the tone of your party's entire campaign. A patron can influence characters' relationships, their backstories, and the types of dangers they face.

As a general rule, Group Patron benefits are also included as rank 1 benefits for faction agents.

**Benefit of patronage vs. agency.** While the faction perks are significantly better for a character when it is a faction agent vs. having the faction as a Group Patron, there are benefits to patronage over agency, which include:

- \* As noted under the rules of joining a faction, any character that joins a faction as an agent is required to have the Safe Haven background feature. Having a faction as a Group Patron does not have this requirement.
- \* A character can gain renown through Assignments without being a faction agent, with the ability to leverage the renown at a later date.

## How Patrons Work

The following sections present several Group Patron options. The description of each patron provides an overview of the perks of membership, and quests the patron encourages adventurers to undertake.

## Group Assistance

Having a Group Patron gives an adventuring group a common purpose, which inspires better coordination in the form of guidance and encouragement. As a result of this unity, each member of the party can grant advantage to an ability check, an attack roll, or a saving throw of another member of the party. To grant advantage in this way, a character and the chosen target must be able to see or hear each other, and neither can be incapacitated. Once a party member grants this advantage, that individual can't do so again until they finish a long rest.

## Perks

A Group Patron offers a party a number of perks for their service. These range from standard business arrangements, such as a steady wage and access to staff facilities, to extraordinary boons, such as audiences with powerful figures or exceptions from certain laws. Specific perks are presented in the description of each Group Patron. In general, the Group Patron perks are a subset of Rank 1 perks for faction agents called Patron Benefits.

## Assignments / Faction Jobs

A Group Patron occasionally offers a party an Assignment, a mission that provides a springboard for adventure. Of course, it's up to the party how they respond to their patron's demands, and interesting stories can result if they decide to refuse an Assignment.

Assignments are largely similar to Faction Jobs although Assignments would be active adventures managed by the DM and Faction Jobs would be downtime activities managed by the player. For rules on doing Faction Jobs as downtime activities, see [Appendix D](#).

**Renown.** Whether a character uses the faction as a Group Patron or is an actual member, completion of an Assignment or Faction Job provides one renown for completion of the quest.



# BREGAN D'AERTHE

## Faction Summary

Originally made up of the much-derided and dishonorable castaways of destroyed drow houses, Bregan D'aerthe is a company of mercenaries.

*Do keep ever present in your thoughts, my friend, that an illusion can kill you if you believe in it.*

- Jarlaxle

*And the real thing can kill you whether you believe in it or not.*

- Enterei

Bregan D'aerthe is primarily an information broker, willing to provide information to both sides of a conflict. It does also, however; rent mercenaries, mages, and other fighters. Members, both individuals and the band as a whole, are available for hire to the highest bidder (or in many cases, to the side that will win). If Bregan D'aerthe realizes it is on the losing side, it will often disengage and meld into the shadows.

Of all the factions in Faerûn, Bregan D'aerthe may have the farthest reach. Its agents are spread through the Underdark and in most major cities around Toril. If a significant event occurs in the world, Bregan D'aerthe knows about it.

The faction is a combination of both legitimate and illegitimate businesses. A person could potentially work for Bregan D'aerthe its whole life and never commit a crime. Depending on the region and particular circumstances, Bregan D'aerthe's symbol could be recognized as an eye patch, feather plume, or spider with two crossed swords.

## Member Traits

Most of the band's members are male drow from destroyed houses, primarily fighters, thieves, and mages, with very few members having clerical powers; however, it is open to other races and sexes; although their progression within the faction is limited. Many Bregan D'aerthe members are double agents, skilled at infiltrating criminal organizations.

## Goals

- \* Conduct no transaction without a profit.
- \* Enrich the faction's power through the collection of information.
- \* Profit from chaos.
- \* Expand the network.

## Beliefs

- \* Power is always a relative concept.
- \* Loyalty is not bought with coin.
- \* Held information often has more value than its market price.

## Membership Restrictions

Bregan D'aerthe is always looking for new members to fill the ranks, and loyalty is what matters most.

**Sex.** Female drow typically look down on all males and would typically not lower themselves to taking orders from a male. A female drow can earn a place in the faction by decrying the drow matriarchy and convincing the faction that she would be an asset to the brotherhood.

**Race.** Historically the faction has had quite a large number of nondrow members (particularly **hobgoblins** and **bugbears**) but only true drow can achieve ranks 4 and 5.

**Double Agency.** While the general rule is that a character can not gain renown with two factions simultaneously, when a character is working as a double agent this rule does not apply to the two factions the character is actively working in.

**Additional Bregan D'aerthe Material.** While *Waterdeep: Dragon Heist* has the vast majority of fifth edition information about Bregan D'aerthe, other publications covering the faction include:

- \* *DDAL08-03 Dock Ward Double Cross*
- \* *Menzoberranzan – City of Intrigue*

## Bregan D'aerthe Deities

These are likely the most common deities that would bestow a charm or blessing. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player. Common deities of the faction include:

- \* **Lloth**, goddess of spiders
- \* **Vhaeraun**, masked god of night

## Bregan D'aerthe Ranks

**Rank Items.** Smaller items are typically obtained by using the *faction loot satchel*. Items can not be sold, traded, or gifted. All items disintegrate (or leave, in the case of sidekicks) upon the character leaving the faction.

**Consumables.** At the beginning of an adventure (or other frequency at DM discretion), a character can select one item associated with its current rank or lower and can only have one provided item in its possession at a time. These can be used on other players.

**Magic Items.** A character has access to the current rank's items, and to all lower rank items. These items are further detailed in Appendix C.

### Rank 1, Orbb (Private)

*Requirement: 1 renown*

This is the rank a character receives when first joining and pledging service to a faction. Perks include:

**Faction Agent Background.** Safe Haven.

**Patron Benefits.** Assignments, Guild Cut, Seat at the Table, The Fixer (see next page).

**Magic Items.** i) a faction insignia (*Bregan D'aerthe feather*) and ii) a *faction loot satchel*.

**Downtime Activity.** Faction Jobs (see next page).

### Rank 2, Kyorlinorbb (Corporal)

*Requirement: 3 renown and 3rd level*

Characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility. Perks include:

**Consumables.** Either a *potion of greater healing* or 10 pieces of silvered ammunition.

**Magic Items.** Either a *drow gunslinger's pistol* or a *+1 hand crossbow*.

**Downtime Activity.** Once, the agent may request training in a language, pistol, or hand crossbow. Receiving training typically takes at least ten workweeks, but this time is reduced by a number of workweeks equal to twice the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed), with a minimum of two workweeks.

### Rank 3, Khal'abbil (Sergeant)

*Requirement: 10 renown and 5th level*

Characters are reliable faction members, entrusted with many secrets and deserving of additional support. Perks include:

**Consumables.** Either two vials of poison with a combined value of 500 gp or less or a *potion of superior healing*.

**Magic Items.** The agent's feather is magically upgraded and given the properties of a *ring of mind shielding*.

**Supernatural Gifts.** Once, the faction may call upon a deity to bestow a *charm of invisibility* upon the agent.

### Rank 4, Mallasargtlin (Lieutenant)

*Requirement: 25 renown and 7th level*

Characters are trusted voices within the faction's leadership. They are looked upon as champions of the faction's beliefs, and as mentors by those of lower rank. Perks include:

**Consumables.** Either a *potion of supreme healing* or a *spell scroll* of 4th level or lower.

**Sidekick.** The agent gains one sidekick with the stats of a **drow gunslinger** that can adventure, go on Assignments, or perform other tasks such as maintain a house or small inn.

### Rank 5, Illarth (Captain)

*Requirement: 50 renown and 11th level*

Characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions. Perks include:

**Captain.** With approval of the DM, the agent may request a force of up to 20 **drow elite warriors** and **drow gunslingers**, as well as a **priest**, and a **mage** for an operation that furthers the faction's cause, although this group will not go adventuring with the agent.

**Supernatural Gifts.** Once, the faction may call upon a deity to bestow a *blessing of the feather* upon the agent.

## Group Patron Benefits

Having Bregan D'aerthe as a Group Patron provides the following benefits to the entire party.

**Assignments.** Your group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Guild Cut.** At the beginning of an adventure, the adventurers may receive small, unmarked black pouches of 50 gp from an anonymous source.

**Seat at the Table.** The adventurers may receive an invitation to dine with the regional leaders of the faction, provided those leaders are in the area, during which the adventurers will be taken measure and offered assistance if they impress leadership.

**The Fixer.** Bregan D'aerthe members buy off or quietly dispose of individuals who threaten the adventurers (usually without asking).

## Assignments / Faction Jobs

In addition to the missions noted in chapter 2 of *Waterdeep: Dragon Heist*, the following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix D](#) for rules on completing Faction Jobs.

### Random Quests from Bregan D'aerthe

#### d6 Quest

- 1 **Store Front.** Although a rather mundane job, you've been assigned to work at a legitimate store front collecting intelligence
- 2 **Surveillance.** You've been tasked with following a target, gathering information on the subject
- 3 **Mercenary Work.** You and a group of fellow members have been hired out as mercenaries
- 4 **Messenger.** You've been tasked with delivering a message to a high profile individual
- 5 **Item Collection.** The faction has an item of importance that needs to be obtained
- 6 **Assassination.** Bregan D'aerthe needs an individual taken out







# GRAY HANDS

The Gray Hands are an official arm of the City of Waterdeep and instrument of law enforcement. Waterdeep's armed forces are split into four main branches: the City Watch (the police force), the City Guard (the city's standing army), the City Navy, and the Griffon Cavalry. The Gray Hands represent the fifth branch, an elite force designed to meet threats when a more powerful response is required.

*This used to be a city where dreams came true and gods walked the cobbles. Now, the grime of commerce and greed covers everything, including the once-shining helms of the Lords. The Crown of the North still rules all commerce and politics, but it can't remotely claim to be the City of Splendors. This city needs heroes to bring back its life and luster.*

-Renaer Neverember

Often composed of individuals who have served in the City Watch or the City Guard, the Gray Hands also recruit other characters who are willing to swear oaths to defend Waterdeep, its citizens, and its laws with their lives. Membership is upon invitation and adventurers who show promise might be invited to join the Gray Hands. Members of the Gray Hands do not patrol the streets or stand duty at posts, instead being called upon when needed. While there is typically one team of Gray Hands on standby at any given time in Blackstaff Tower that can respond at a moment's notice, they are used sparingly unless no other option presents itself as collateral damage is often severe. When used, they are often supported by the other armed forces, most commonly by the Griffon Cavalry as either transportation or as aerial support.

The faction is overseen by the Blackstaff, Vajra Safahr. Members of the Gray Hands often complete Assignments dictated by Vajra.

## Member Traits

Gray Hands are Waterdeep's elite, high-powered fighting force. They answer only to the Lords of Waterdeep and are selected for their ability to deal quickly with enemies of unusual personal power. Through rigorous training, Gray Hands gain the ability to shrug off physical damage and magical attacks alike. Their nerves are unbreakable and their courage immeasurable. They are

all ready to drop whatever they're doing and respond when the city calls.

## Goals

- \* Defend Waterdeep against all enemies, foreign and domestic and bear true faith and allegiance to the same.
- \* Obey the orders of the Blackstaff.
- \* Never fail comrades.
- \* Go farther, move faster, and fight harder than the common soldier.

## Beliefs

- \* The City of Splendors is the best city in all the Realms because of the people who've built and defended it.
- \* All Gray Hands volunteer fully knowing the hazards of the profession.
- \* Terror and fear must be stopped at the gates.

## Membership Restrictions

The organization is always on the lookout for qualified recruits; however, the Gray Hands only accepts residents of Waterdeep as Gray Hand Initiates. Upon reaching rank 2, a member no longer needs to maintain residency within the city as Waterdeep's threats often reside well beyond the city's borders and the city is in need of intelligence gathering and protection of its interests and assets throughout the Realms.

## Force Grey and the Deep Delvers

Even the elite have their elite. Within the Gray Hands are two elite cadres of loyal, powerful Waterdavians known as Force Grey and the Deep Delvers. Unlike many other factions, upon reaching rank 4, membership splits into two branches; each is comprised of a small team of people that answer directly to the Lords of Waterdeep and are personally headed by the Blackstaff (although the Blackstaff doesn't typically get directly involved in unless things are really bad). Deep Delvers focus on rescue missions far below ground and Force Grey focuses on threats in and around Waterdeep.

## Faction Deities

These are likely the most common deities that would bestow a charm or blessing. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player. Common deities of the faction include:

- \* **Mystra**, goddess of magic
- \* **Selûne**, goddess of the moon

## Gray Hands Ranks

**Rank Items.** Upon visiting Blackstaff Tower, a character may receive faction items. Items can not be sold, traded, or gifted. All items disintegrate (or leave, in the case of support teams) upon the character leaving the faction.

**Consumables.** A character can select one consumable item associated with its current rank or lower and can only have one provided consumable in its possession at a time. These can be used on other players.

**Magic Items and Gear.** A character has access to the current rank's items, and to all lower rank items.. These items are further detailed in Appendix C).

### Rank 1, Gray Hand Initiate

*Requirement: 1 renown*

This is the rank a character receives when first joining and pledging service to a faction. Perks include:

**Faction Agent Background.** Safe Haven.

**Patron Benefits.** Assignments, Call for Aid, Innocent Until Proven Guilty, Tools of the Trade (see next pages).

**Consumables.** A *potion of healing*.

**Magic Items.** A faction insignia (*pendant of the Gray Hand*).

**Downtime Activity.** Faction Jobs (see next pages).



### Rank 2, Junior Gray Hand

*Requirement: 3 renown and 3rd level*

Characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility. Perks include:

**Consumables.** Either a *potion of greater healing* or 10 pieces of silvered ammunition.

**Magic Items.** Either a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*.

**Downtime Activity.** Once, the agent may request training in a single weapon by a faction-sponsored instructor without cost or risk of complication. Receiving training typically takes at least ten workweeks, but this time is reduced by a number of workweeks equal to twice the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed), with a minimum of two workweeks.

### Rank 3, Senior Gray Hand

*Requirement: 10 renown and 5th level*

Characters are reliable faction members, entrusted with many secrets and deserving of additional support. Perks include:

**Consumables.** Either a *potion of superior healing* or 10 pieces of adamantite ammunition.

**Magic Items.** The agent's pendant is magically upgraded and given the additional properties of a *ring of spell storing* (which can be reloaded with a visit to Blackstaff Tower, although the agent must pay for spell component costs).

**Item Exchange.** Once, the agent may request the faction acquire a specific known magical weapon of common or uncommon rarity, which the character will need to trade one of its existing non-faction magic items of equal or greater rarity for. This search takes two tenday. The character does not need to be present during the search.

**Supernatural Gifts.** Once, the faction can call upon a deity to bestow a blessing, *dragonward strike*, upon the agent.



## Force Grey

*I stand ready to bring the full spectrum of combat power to bear in order to achieve my mission and the goals established by my city. The execution of my duties will be swift and violent when required, yet guided by the very principles that I serve to defend. I will not fail.*

- Harshnag

Force Grey is one of the two elite subfactions within the Gray Hands. Comprised of two teams of brave souls (sometimes less do to the short life expectancy of the typical member), they answer directly to the Blackstaff and are used to counter large and direct threats to the city. Whenever Waterdeep has a problem that can't be handled by diplomats or the city's other armed forces, the Open Lord has the option to mobilize Force Grey. This elite cadre of specialized adventurers are drawn from the ranks of the Gray Hands, whose fighting prowess is matched only by their loyalty to the city. Force Grey attracts the best of the best.

Force Grey's symbol is the Gray Hand with a star in the crescent.

### Additional Goal

- \* Oppose Waterdeep's greatest threats.

### Membership Restrictions

Characters don't begin their adventuring careers as members of Force Grey, but they can work up to that status. Upon reaching rank 4 of the Gray Hands and at least 7th level, a member becomes eligible for Force Grey selection.

## Force Grey Ranks

### Rank 4, Force Grey Initiate

*Requirement: 25 renown and 7th level*

Characters are trusted voices within the faction's leadership. They are looked upon as champions of the faction's beliefs, and as mentors by those of lower rank. Perks include:

**Consumables.** Either a *potion of supreme healing* or a *spell scroll* of 4th level or lower.

**Magic Items.** The agent's pendant is magically upgraded. While wearing it and with a mental thought, the agent can send the Open Lord of Waterdeep its location, provided both are on the same plane of existence.

### Rank 5, Defender of Waterdeep

*Requirement: 50 renown and 11th level*

Characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions. Perks include:

**Expeditionary Force.** With approval of the DM, the agent may use a Waterdeep Navy **warship**, a Griffon Cavalry flight (3 **griffons** with **griffon cavalry riders**), and a City Guard unit (24 people total: 18 **guards**, 3 **veterans**, 1 **knight**, 1 **illusionist**, and 1 **priest**) for up to one month for a specific purpose, excluding general adventuring.





## Deep Delvers

*That's the thing about rocks – they don't break easily.*

*- Myrind Gundwynd*

The other elite subfaction within the Gray Hands is the Deep Delvers. It was originally founded by Regnet Amcathra in the 1360's DR as a bored rich kid's club of adventure-seeking nobility that made a hobby of plunging into Undermountain looking for excitement. Over time, the club morphed into a rescue team of spelunkers that sought high profile missing people, typically the victims of kidnapping jobs that often found themselves in the slave markets in Skullport or in worse trouble deeper in Undermountain. Eventually fully adopted by the Gray Hands as another branch of the Hand for focused responses to specific threats, the Deep Delvers have been developed into a crucial tool for Waterdeep's armed forces.

At full capacity, the Deep Delvers consists of two teams that are only called up when a response force is needed deep in Undermountain. Highly trained and equipped, this team is often a person's last hope. When not actively on a mission, the members often find themselves training in Undermountain, scouting the various secret paths and portals, and keeping general tabs on the denizens of Undermountain.

The Deep Delvers' symbol is the Gray Hand with a rope laid across the palm.

### Additional Goal

- \* Become hope for those who have none.

### Membership Restrictions

Characters don't begin their adventuring careers as members of the Deep Delvers. Upon reaching rank 4 of the Gray Hands, a member becomes eligible to volunteer as a Deep Delver.

All members must have darkvision, either natural or magical.

## Deep Delvers Ranks

### Rank 4, Deep Delver Initiate

*Requirement: 25 renown and 7th level*

Characters are trusted voices within the faction's leadership. They are looked upon as champions of the faction's beliefs, and as mentors by those of lower rank. Perks include:

**Gear.** Agent receives a fully loaded *Deep Delver's spelunking pack*. The agent can report to Blackstaff Tower and have it restocked at request.

**Magic Items.** The agent's pendant is magically upgraded. While wearing it and with a mental thought, the agent can send the Open Lord of Waterdeep its location, provided both are on the same plane of existence.

### Rank 5, Defender of Waterdeep

*Requirement: 50 renown and 11th level*

Characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions. Perks include:

**Magic Items.** The agent's pendant is magically upgraded, giving it the properties of a *stone of controlling earth elementals*.



## Group Patron Benefits

Having the Gray Hands as a Group Patron provides the following benefits to the entire party.

**Assignments.** Your group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Call for Aid.** The Gray Hands can send a respected member of Force Grey to discretely help the adventurers out of a tough situation. If within the city of Waterdeep, aid may arrive within 10 minutes. If outside of Waterdeep, it can take 24 hours.

**Innocent Until Proven Guilty.** If you are arrested, you are released under the loose supervision of Vajra Safahr.

**Tools of the Trade.** Upon occasion, you may receive an uncommon or rare magic item that you are allowed to use for a time (until it mysteriously disappears).

## Assignments / Faction Jobs

In addition to the missions noted in chapter 2 of *Waterdeep: Dragon Heist*, the following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See [Appendix D](#) for rules on completing Faction Jobs.

### Random Quests from the Gray Hands

#### d8 Quest

- 1 **Spy in the City.** A member of the Red Wizards of Thay has been found in the city attempting to influence city affairs and needs to be dealt with
- 2 **Trade Route Ambushes.** Caravans along the route north of the city, Long Road, or south of the city, Trade Way has been getting ambushed. Clear out the ambushers
- 3 **Doppelganger.** A doppelganger is believed to be in the Dock Ward. Find it and destroy it
- 4 **Ooze There.** An infestation of oozes has been found in the sewers which needs to be dealt with.
- 5 **Quick Reaction Force.** This is a combination of sitting around on standby and intense training exercises.
- 6 **Security Service.** A threat has been discovered against a visiting noble and a capable security team is needed
- 7 **Protect the Mythal.** It is believed something is attempting to taper with Ahghairon's Dragonward near Ahghairon's Tower. Find the culprit and neutralize it
- 8 **Ship Threat.** Something nearby is sinking cargo vessels approaching the city. Assist the Navy in patrolling the waters and finding the threat

# Gray Hands

You are now a Hand. You have volunteered fully knowing the hazards of your chosen profession. You will endeavor to uphold the prestige, honor, and high esprit de corps of the Gray Hands.

Acknowledging the fact that a Hand is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, you accept the fact that as a Hand your city expects you to move further, faster and fight harder than any other soldier.

Never shall you fail your comrades. You will always keep yourself mentally alert, physically strong, and morally straight and you shall shoulder more than your share of the task whatever it may be.

Gallantly will you show the Realm that you are a specially selected and well-trained warrior. Your courtesy to the Lords and care of equipment shall set the example for others to follow.

You will meet the enemies of our city energetically and shall defeat them in battle for you are better trained and will fight with all your might. Surrender is not a word of a Hand. You will never leave a comrade to fail and under no circumstances will you ever embarrass your city.

Readily will you display the intestinal fortitude required to fight on and complete the mission though you may be the lone survivor.

Welcome to the Gray Hands,  
Kajra Safahr





# XANATHAR GUILD

## Faction Summary

Evil to its core, Xanathar Guild is one of the most powerful factions on the Sword Coast. The guild seeks to spread its control over Waterdeep and the surrounding areas through ruthless dominance. With no allies, it often acts as a buffer against other evil organizations unintentionally.

*"I don't know if the Xanathar really exists, but as long as I'm working in Waterdeep, I make sure he gets his cut. Why risk the alternative?"*

—Termerin, cat burglar

Many believe that the Xanathar is a fictitious villain whose name is invoked to instill fear in the weak. Stories of Xanathar go back over 100 years. Even among low-ranking guild members, rampant speculation goes on about the true nature of Xanathar. Few have any inkling that their boss is a beholder, and fewer still have seen or spoken to the eye tyrant. An ever-growing organization, Xanathar Guild utilizes multiple mouthpieces to protect and conceal the identity of the Xanathar.

While unknown to many common surface residents, Xanathar Guild has an underground lair in Waterdeep and a large stronghold on Skullport Island, along with operations in most of the other main cities along the coast. For those in Skullport and throughout Undermountain, the guild is often referred to as the Agents of the Eye. In wider Undermountain, the Agents seek to achieve real control over the uppermost three main levels, to collect "passage tolls" from all traders, adventurers, and worshipers of various faiths entering and moving through the Dungeon Level, the Arcane Chambers Level, and the Sargauth Level. Throughout Undermountain, the Eye cages and sells some monsters, and confine others to be unleashed as defensive weapons against intruders, making "upper Undermountain" and the sewers of Waterdeep its firmly ruled domain.

## Member Traits

Xanathar Guild members are uncaring and ruthless. Members of the guild are often trained in stealth, discretion, and tactics with fighters, rogues, sorcerers, wizards, and experts comprising most of its numbers. Given that the faction is

fundamentally evil, advancement is based on one's wiles or one's ability to dispose of rivals. Competition within the organization is fierce and often deadly. Evil characters can thrive in this environment, but the risks are seldom worth the reward.

## Goals

- \* Acquire fiscal and political power through thieving, spying, abducting, blackmail, extortion, information collecting, and mercenary actions.
- \* Take control of Waterdeep, Skullport, and the upper three levels of Undermountain.
- \* Keep Xanathar's identity secret.
- \* Appease Xanathar at any cost.

## Beliefs

- \* If you do not ask the right questions, you do not get the right answers.
- \* The Lords of Waterdeep will come to cower before Xanathar and the citizens of Waterdeep will all become subject to Xanathar's will.
- \* You either extort, blackmail, abduct and steal or have it happen to you.

## Membership Restrictions

Anyone can join the Xanathar Guild, which, despite its name, doesn't have official guild status in Waterdeep. Before membership is granted though, an applicant must pass a test by proving their ruthlessness, obedience and loyalty by committing a serious crime. Possibilities include murdering a guild member who has failed Xanathar in some fashion, kidnapping a Waterdavian citizen, collecting a ransom, robbing a hire-coach, or looting a warehouse.

## Xanathar Guild Deities

These are likely the most common deities that a member of Xanathar Guild would follow. The DM is free to use whatever other deity, patron, or higher power that fits their campaign and player. Common deities of the faction include:

- \* **Bhaal**, god of murder
- \* **Cyric**, god of lies

## Xanathar Guild Ranks

**Rank Items.** Upon visiting Xanathar's Lair or other guild hideout, a character can receive faction items. Items can not be sold, traded, or gifted. All items disintegrate (or leave, in the case of goons) upon the character leaving the faction.

**Consumables.** A character can select one item associated with its current rank or lower and can only have one provided item in its possession at a time. These can be used on other players.

**Magic Items.** A character has access to the current rank's items, and to all lower rank items. These items are further detailed in [Appendix C](#).

### Rank 1, Eyestalker

*Requirement: 1 renown*

This is the rank a character receives when first joining and pledging service to a faction. Perks include:

**Faction Agent Background.** Safe Haven.

**Patron Benefits.** Assignments, Eyes of the Trade, Guild Muscle, Safe Cellar (see next pages).

**Consumables.** The agent is given a tip about a vulnerable target at The Market. By spending one downtime day, the agent can steal one *potion of healing*.

**Magic Items.** A faction insignia (*eye tattoo*) that provides a bonus to Intimidation attempts.

**Downtime Activity.** Faction Jobs (see next pages).

### Rank 2, Agent of the Eye

*Requirement: 3 renown and 3rd level*

Characters have shown that they're aligned with the faction's goals, and are able to take on more responsibility. Perks include:

**Magic Items.** The agent is told of a secret access panel to a city armory. By spending one downtime day, the agent can steal a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*.



### Rank 3, Eye Ray

*Requirement: 10 renown and 5th level*

Characters are reliable faction members, entrusted with many secrets and deserving of additional support. Perks include:

**Magic Items.** The agent's tattoo is magically upgraded and now has the properties of a *ring of x-ray vision*.

**Goon.** The agent gains a follower with the stats of a **bugbear**, **wererat**, **kenku**, or **gazer** that can adventure, go on Assignments, or perform other tasks such as maintain a house or small inn.

### Rank 4, Guild Boss

*Requirement: 25 renown and 7th level*

By rank 4, characters are experienced, influential leaders within the faction. Perks include:

**Consumables.** The agent is told how to bypass the locks and wards of a local magic supply shop. By spending one downtime day, the agent can steal a *potion of supreme healing* or a *spell scroll* of 4th level or lower.

**Magic Items.** A *snatch hood*, which has an effect similar to essence of ether when placed over a target's head.

**Goon Squad.** The agent may be assigned a personal task force composed of four underlings with the stats of a **bugbear**, **wererat**, **kenku**, or **gazer** that can be commanded to accomplish a specific task on behalf of the character. These underlings do not typically go adventuring.

### Rank 5, Hand of the Eye

*Requirement: 50 renown and 11th level*

Characters are ensconced within the leadership of the faction and have a great degree of influence, guiding faction decisions. Perks include:

**I am Xanathar.** When conducting guild business, the agent can masquerade as the Xanathar for those that don't know Xanathar's true identity.

**Skullport.** A ranking member of the guild unexpectedly and permanently left the Eye. It's establishment in Skullport is given to the agent as a reward for its service.



## Group Patron Benefits

Having Xanathar Guild as a Group Patron provides the following benefits to the entire party.

**Assignments.** Your group may be assigned quests to further the factions goals. See next section for available faction Assignments.

**Eyes of the Trade.** Xanathar will occasionally send a **gazer** to help (and spy on) an up and coming guild member.

**Guild Muscle.** When on an Assignment from the guild, the guild may send a monstrous bodyguard or assistant (such as a **bugbear**, a **kenku**, or a **wererat**), who will assist the party, but who has secret instructions to kill any guild member that fails to complete the assignment as ordered.

**Safe Cellar.** The guild grants access to secret tunnels and safe houses (hidden cellars) underneath Waterdeep.

This perk is effectively the same as the Safe Haven faction agent background feature.

## Assignments / Faction Jobs

In addition to the missions noted in chapter 2 of *Waterdeep: Dragon Heist*, the following quests are available as Assignments for those with the faction as a Group Patron (which should be actively ran by a DM in a group setting), or as individual downtime Faction Jobs for those who are agents themselves. Quests beyond this list can be easily available at DM discretion. See Appendix D for rules on completing Faction Jobs.

### Random Quests from the Xanathar Guild

#### d6 Quest

- 1 **Snatch Job.** You've been assigned to snatch a noble's child for ransom
- 2 **Murder.** A competitor has gotten too close to the guild's operations and needs to be taken out
- 3 **Toll Collecting.** The guild controls numerous passages between Waterdeep and Skullport and the control points constantly need able bodies to enforce the guild's passage tolls
- 4 **Burglary.** A local merchant has been tagged for a robbery
- 5 **Looting.** A local business has crossed the guild and needs to be taught a lesson
- 6 **Monster Relocation.** Passages between Waterdeep and Skullport constantly need new monsters to provide fresh obstacles, these monsters need to be herded into key locations



# JARLAXLE'S GUIDE TO BULLETS

This section is primarily for players looking for a plethora of ammunition options for their favorite firearm, this document provides several alternative ammunition options beyond the standard bullet.

*You see, in this world, there's two kinds of people, my friend; those with loaded guns and those who dig. You dig.*

- *The Man With No Name*

All firearms require bullets and *smokepowder* to make an attack. Due to their rare nature, ammunition may be near impossible to purchase; however, with the proper tools and materials, a character can craft ammunition. Crafting bullets requires smith's tools or tinker's tools, along with specific materials for the bullet being crafted. It requires one day of downtime to craft five bullets; with the exception of mundane bullets, were twenty bullets can be crafted in one day of downtime. All bullets carry the same general description:

Bullets in this section are used with firearms to make a ranged attack. Each attack consumes one piece of ammunition and one charge of *smokepowder*.

## Bullet Types

Ammunition is divided into two main categories:

- \* **Mundane.** This ammunition is non-magical, crafted from either fairly common materials or more exotic, rarer materials.
- \* **Magical.** This ammunition is magical, both bullets that are magically enchanted themselves and those bullets carrying a magical payload within them.



## Mundane Bullets

Bullets can be made from a wide variety of materials, some more common and others significantly rarer with unique effects.

## Common Bullets

Mundane bullets include the common 'renaissance' bullet and other variants made with more readily available raw materials. The costs noted cover the raw materials for five pieces of ammunition.

### ADAMANTINE BULLET

**Effect:** This bullet has an adamantine jacket. When firing this bullet, the shooter gains +2 to hit when the target is wearing medium or heavy armor (excluding hide), or has natural armor made of scale or similarly tough material.

**Cost (gp):** 250

### INCENDIARY BULLET

**Effect:** This is a hollow bullet filled with alchemist's fire (one flask refined with alchemist's supplies is enough for five bullets). A creature injured by this ammunition takes an additional 2 (1d4) fire damage. On impact, the bullet creates a flash that can ignite highly flammable material.

**Cost (gp):** 50

### MITHRAL BULLET

**Effect:** This bullet is lighter and more aerodynamic than most bullets, adding 30 feet to the weapon's normal and long range.

**Cost (gp):** 125

### RENAISSANCE BULLET

**Effect:** This is the common bullet made of lead or iron. Renaissance and modern firearms use bullets. It does standard weapon damage.

**Cost (gp):** 1

### SILVER BULLET

**Effect:** This bullet has a silver jacket and is treated as a silvered weapon.

**Cost (gp):** 50

## POISONED BULLET

A poisoned bullet is crafted by making a special hollow-cored bullet and filling it with poison. The bullet ruptures on impact, saturating the wound with poison. A vial of poison is typically enough for five bullets. The costs noted cover the raw materials for five pieces of ammunition. While most any injury poison could be used, the more commonly used poisons include:

- \* **Drow poisoned bullet (200 gp).** This hollow bullet is filled with drow poison. A creature injured by this ammunition must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- \* **Poisoned (basic) bullet (100gp).** This hollow bullet is filled with basic poison. A creature injured by this ammunition must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save.
- \* **Purple worm poisoned bullet (2,000 gp).** This hollow bullet is filled with purple worm poison. A creature injured by this ammunition must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.
- \* **Venom poisoned bullet (200 gp).** This hollow bullet is filled with serpent venom. A creature injured by this ammunition takes an additional 11 (2d10) poison damage.
- \* **Wyvern poisoned bullet (1,200 gp).** This hollow bullet is filled with wyvern poison. A creature injured by this ammunition must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## Exotic Bullets

Exotic bullets are made with rare metals that are seldom, if ever, found in markets. If found for sale, the cost noted cover enough materials for five pieces of ammunition.

These metals are featured in the DMSGuild publication [Armor and Weapons: Foehammer's Book of Secrets](#), which are fifth edition variants of legacy edition metals.

### COLD IRON

This metal is a type of iron forged at a lower temperature than normal iron or steel, in order to preserve its properties. It was mined deep underground and famed for its efficacy against fey creatures.

**Effect:** When you hit a fey creature with an attack using this ammunition, the attack deals an extra die of damage.

**Cost (gp):** 25

### DLARUN

This bone-white metal, sometimes known as icesteel, can take a high polish and is often mistaken for ivory when seen in finished items, but has a distinctive greenish sheen in candlelight. Dlarun ore is found in the clay dug from riverbanks, and when first refined it is soft and easily carved. A second heating makes it hard and durable. Items not primarily of metal are not meaningfully affected (a longsword or a suit of chain mail is affected, while a spear or a suit of studded leather is not).

**Effect:** The ammunition inflicts an additional 1d4 frost damage each time it hits.

**Cost (gp):** 100



## FEVER IRON

In some volcanic craters, pools of molten metal collect and are never allowed to fully cool, sometimes attracting the raw energy of the Weave and are transformed into what the dwarves call fever iron. Fever iron can be made fully solid through a magical process that includes application of intense cold, after which it can be worked like normal iron.

**Effect:** The ammunition inflicts an additional 1 fire damage each time it hits.

**Cost (gp):** 25

## GEHENNAN MORGHUTH-IRON

This volcanic mineral is unique to the steep mountains of the Bleak Eternity of Gehenna, where it is occasionally mined by neutral evil fiends called yugoloths and other creatures on that forbidding plane. It forges poorly, making weapons that appear pocked and pitted. However, morghuth-iron is extremely toxic, rapidly poisoning the blood. A slashing or piercing weapon made of Gehennan morghuth-iron is naturally poisonous.

**Effect:** -1 ammunition. A creature subject to a successful hit must make a successful DC 12 Constitution saving throw or suffer 1d6 poison damage.

**Cost (gp):** 25

## HIZAGKUUR

This rare pale silvery gray metal is named for its discoverer, a dwarf from long ago. It is found only in scattered, but very rich, deposits deep in the Underdark as a soft, greenish-gray claylike ore or a flaky mud. One misstep in its refining, and it remains useless mud.

**Effect:** The ammunition inflicts an additional die of fire damage each time it hits.

**Cost (gp):** 100



## ORCSLAYER

Developed by a group of dwarves, elves, and humans to create a weapon effective against orcs, the methods for crafting this alloy are lost to time as the original crafters feared this to be the beginning of many alloys harmful to other creatures. There are, however, a few known weapons and ingot stashes made from “orcslayer” metal.

**Effect:** +2 bonus to attack and damage rolls against orcs, half-orcs, and orc-kin.

**Cost (gp):** 25

## PANDEMONIC SILVER

Mined from thin veins of ore on the plane of Pandemonium, pandemonic silver has all the properties of silver. In addition, a thin, unearthly scream issues forth from the worked metal when it passes very rapidly through the air (with a speed at least similar to a fired arrow). This scream is a sonic, mind-affecting compulsion that is a fear effect.

**Effect:** Excluding the wielder of the firearm, creatures within 30 feet that hear the scream must succeed a DC 15 Wisdom saving throw or be frightened for 1d4 rounds. Any creature who succeeds the saving throw is immune to the effects for 1 day.

**Cost (gp):** 100

## SOLARIAN TRUESTEEL

Mined on the fourth layer of the Seven Mounting Heavens of Celestia, this fine iron needs no alloy and shines with a silvery gleam.

**Effect:** +1 ammunition.

**Cost (gp):** 100

## STAR METAL

Star metal is another name for metallic meteorites. These hardstones are extremely rare and usually no larger than a human’s thumb in size, though larger examples the size of an ogre’s head or bigger have been found. Some smiths have mastered the technique of forging star metal by adding small amounts of alloys of more common metals to make weapons of great strength and durability, ideal for taking enchantments.

**Effect:** This item is equivalent to adamantite for all purposes with the addition of causing an additional 1d6 damage to extraplanar creatures while on the Material plane.

**Cost (gp):** 100

## Magic Bullets

There are two main types of magic bullets, those that have themselves been enchanted, and those that carry an enchanted payload within the bullet which has a unique effect.

### Enchanted Bullets

These are your typical +1, +2, or +3 bullets, which are created as standard bullets from high quality metals and then magically enchanted through various means. Methods of creation can be determined between the player and the DM. The blueshine spell noted in the DMSGuild publication, [Armor and Weapons: Foehammer's Book of Secrets](#), also provides a means of enchanting mundane ammunition with magical bonuses.

### Enchanted Payload Bullets

Similar to incendiary or poisoned bullets, these are hollow bullets which contain a magical payload, such as a bead from a *necklace of fireballs*. Area of effect spells (typically of 3rd-level or lower) that do not require concentration have been known to be captured in similar necklaces and are handy sources for bullet payloads. Enchanted payload bullet properties include:

**Effect.** If the weapon fires successfully, upon the bullet striking an object (whether the attack hit the target or it missed and struck some other object), the magical effect triggers with the stated effect.

**Critical Misfire.** The additional hazard to firing this type of ammunition is that the force of the weapon firing could instantly trigger the payload. Whenever an attack roll is made with a firearm using an enchanted payload and the unadjusted dice roll is a 1, standard misfire rules are replaced with a critical misfire, which causes the payload to instantly trigger with the noted effects.

### DAYLIGHT BEAD

**Effect.** In addition to the standard damage from the bullet, on impact the bullet detonates as a 3rd-level *daylight* spell centered on the object the bullet struck.

**Critical Misfire.** The bullet detonates as a 3rd-level *daylight* spell, centered on the firearm.

### FIREBALL BEAD

**Effect.** In addition to the standard damage from the bullet, on impact the bullet detonates as a 3rd-level *fireball* spell (Dexterity save DC 15) centered on the object the bullet struck.

**Critical Misfire.** The bullet detonates as a 3rd-level *fireball* spell (Dexterity save DC 15), centered on the firearm. The weapon is permanently destroyed. If the wielder of the weapon fails its Dexterity check, it loses 1d6 fingers in the blast.

### Variant Rule: Regeneration

If a character suffers an amputation or other dismemberment, once healed to full hitpoints, any new magical healing will begin the regeneration process. Body parts then regenerate in one workweek if the character receives magical healing each day. If a day goes by without magical healing, the regeneration process pauses until the character again receives magical healing while at full health.

### MAGNIFY GRAVITY BEAD

**Effect.** In addition to the standard damage from the bullet, on impact the bullet detonates as a 1st-level *magnify gravity* spell (Strength save DC 10) centered on the object the bullet struck.

**Critical Misfire.** The bullet detonates as a 1st-level *magnify gravity* spell (Strength save DC 10), centered on the firearm.

### SILENCE BEAD

**Effect.** With the bead offset inside the bullet, one side of the bullet shell is thinner than normal, specifically designed to trigger its payload upon firing the weapon. Upon firing, a 2nd-level *silence* spell is cast on the bullet, silencing the weapon discharge. In addition to the standard damage from the bullet, the spell effect remains centered on the bullet for the duration of the spell.

**Critical Misfire.** The bead is destroyed without activating the spell; the weapon fires as normal.

### SHATTER BEAD

**Effect.** In addition to the standard damage from the bullet, on impact the bullet detonates as a 2nd-level *shatter* spell (Constitution save DC 12) centered on the object the bullet struck.

**Critical Misfire.** The bullet detonates as a 2nd-level *shatter* spell (Constitution save DC 12), centered on the firearm. The weapon is broken and must be mended out of combat using tinker's tools. If the wielder of the weapon fails its Constitution check, it suffers 1d4 broken fingers.

# APPENDIXES

## Appendix A: Faction Agent Background

This background is from *Sword Coast Adventurer's Guide*.

All faction agents are required to change their background feature to Safe Haven, regardless of their background.

### Faction Agent

Many organizations active in the North and across the face of Faerûn aren't bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, sellswords, cache-holders (people who guard caches of wealth or magic for use by the faction's operatives), haven keepers, and message drop minders, to name a few. At the core of every faction are those who don't merely fulfill a small function for that organization, but who serve as its hands, head, and heart.

As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction in Faerûn. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh

with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction.

**Skill Proficiencies:** Insight and one Intelligence, Wisdom, or Charisma skill of your choice, as appropriate to your faction

**Languages:** Two of your choice

**Equipment:** Badge or emblem of your faction, a copy of a seminal faction text (or a code-book for a covert faction), a set of common clothes, and a pouch containing 15 gp

### Feature: Safe Haven

As a faction agent, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.



# Appendix B: Supernatural Gifts

## Charms

The charm can't be used in the area created by an *antimagic field* or a similar effect, and a charm's effects are susceptible to *dispel magic* and the like, but the charm itself can't be removed from a creature by anything short of divine intervention or the *wish* spell.

If you'd like to create your own charms, *Dungeon Master Guide*, chapter 7 guidance includes: The text of a charm addresses its user. A typical charm mimics the effects of a potion or a spell, so it is easy to create more charms of your own, if you like.

### CHARM OF INVISIBILITY **DDB**

*Charm*

This charm allows you to become invisible as an action. It lasts for up to one hour while you maintain your concentration on the ability. Anything you are wearing or carrying is invisible as long as it is on your person. The spell ends if you attack or cast a spell. Once used three times, the charm vanishes.

## Blessings

A character retains the benefits of a blessing forever or until it is taken away by the god or power that granted it. Unlike a magic item, such a blessing can't be suppressed by an *antimagic field* or similar effect.

If you'd like to create your own blessings, *Dungeon Master Guide*, chapter 7 guidance includes: The text of a blessing addresses its user. If you decide to create more blessings, consider this: a typical blessing mimics the properties of a wondrous item.

### BLESSING OF THE FEATHER **DDB**

*Blessing*

When you fall at least 20 feet while, you descend 60 feet per round and take no damage from falling.

### DRAGONWARD STRIKE **DDB**

*Blessing*

As a bonus action while within *Ahghairon's dragonward*, you call upon it to bolster your next attack or the next spell you cast. If you choose to bolster an attack, the next melee weapon attack you make before the end of your turn has advantage and deals bonus force damage equal to your level on a successful hit. If you choose to bolster a spell, the next spell you cast before the end of your turn is cast as if you had used a spell slot one level higher to cast it. Once you use this ability, you must finish a long rest before you can use it again.



# Appendix C: Equipment and Magic Items

## BREGAN'S BANDOLIER *DDB*

*Wondrous item, very rare (requires attunement)*

*Bregan's bandolier* has numerous pouches that handily hold various types of ammunition and firearms essentials. One pouch is resistant to fire damage, which is particularly useful for protecting *smokepowder*.

This bandolier has 3 charges. As a bonus action, you can expend one charge to increase the speed of reloading a firearm on your current turn, removing the action required to reload the firearm. The bandolier regains its charges daily at dawn.



## BREGAN D'AERTHE FEATHER *DDB*

*Wondrous item, varies (requires attunement by an agent of Bregan D'aerthe)*

This symbol is typically a small purple feather (or brooch shaped like a feather) worn by members of Bregan D'aerthe. This item identifies you as a fellow member of the faction.

**Rank 3.** While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

## DEEP DELVER'S SPELUNKING PACK

*Type: Equipment Pack Weight: 65 lbs.*

Includes 1 pair of *gloves of swimming and climbing*, 2 *potions of water breathing*, a crowbar, a hammer, chalk, boot tips, climbing harness, 10 pitons, 10 days of rations, a mess kit, a healer's kit, kneepads, elbowpads, a miner's cap, and 2 waterskins. The pack also has two 50 feet coils of spidersilk rope strapped to the sides of it.

## EYE TATTOO *DDB*

*Wondrous item, varies (requires attunement by an agent of Xanathar Guild)*

Produced by a special needle and placed in a location of your choice, this tattoo of an eye is applied to every new member of the Xanathar Guild.

When you display this tattoo while performing an Intimidation check against another humanoid who is familiar with the organized crime structure of Waterdeep, add 1d4 to your attempt.

**Rank 3.** Upon reaching rank 3, this the agent's tattoo is magically upgraded. While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Whenever you use the ring again before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.



## DROW GUNSLINGER'S PISTOL **DDB**

**Type:** Weapon (pistol) **Cost:** 250 gp **Weight:** 3 lbs  
*Ammunition (firearms), Misfire, Range (30/90), Reload*

Nearly impossible to find at markets, drow firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the *Dungeon Master's Guide*. Firearms are ranged weapons and proficiency with a pistol is required for a proficiency bonus to apply to the attack role.

Firearms are the great equalizer, ability score modifiers are not added to attack and damage rolls.

**Misfire (5).** Whenever you make an attack roll with a firearm, and the unadjusted dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. If you are proficient in firearms, the Misfire score is reduced by your proficiency bonus, to a minimum of 1.

To repair your firearm, you must make have tinker's tools available and make a successful tinker's tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat using tinker's tools.

**Reload (1).** The weapon can be fired a number of times equal to its Reload score before you must spend 1 action to reload. You must use two hands to reload a firearm.

**Ammunition.** All firearms require bullets and *smokepowder* to make an attack. Due to their rare nature, ammunition may be near impossible to purchase; however, with the proper tools and materials, a character can craft ammunition. Crafting bullets requires smith's tools or tinker's tools. Crafting five bullets requires one day of downtime (or one long rest when crafting mundane renaissance bullets).

Some of the more common types of bullets known to work in a *drow gunslinger pistol* include:

- \* **Adamantine bullet.** This bullet has an adamantite jacket. When firing this bullet, the shooter gains +2 to hit when the target is wearing medium or heavy armor (excluding hide), or has natural armor made of scale or similarly tough material.
- \* **Drow poisoned bullet.** This is a hollow bullet filled with drow poison (one vial is enough for five bullets). A creature injured by this ammunition must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also

unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

- \* **Mithral bullet.** This bullet is lighter and more aerodynamic than most bullets, adding 30 feet to the weapon's normal and long range.
- \* **Renaissance bullet.** The ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets.
- \* **Silver bullet.** This bullet has a silver jacket.

As an alternate method of tracking materials for firing a pistol with a lower administrative burden, players can track cost per shot (similar to spell component costs). Total material costs per shot effectively equal 10 gp for a standard bullet, 20 gp for a silvered bullet, 40 gp for a mithral bullet, 50 gp for a poisoned bullet using drow poison, and 60 gp for an adamantite bullet.



## FACTION LOOT SATCHEL **DDB**

*Wondrous item, uncommon*

The *faction loot satchel* is a kind of magical being that safeguards the faction's funds and valuables. Its innards are connected to a secure coffer within your faction, to which the satchel periodically transfers faction items. As an action, you can extract a faction perk item from your satchel. The size of the item extracted must be able to fit into a normal-sized chest. Alternatively, a character may deposit a similarly-sized item, which transfers ownership to the faction.

**Rank 2.** Upon reaching rank 2 with your faction, a second pouch in the satchel materializes and functions like a *bag of holding*.

If this item is lost or destroyed, the character must find a faction representative for a replacement. The physical appearance of the satchel is determined by the DM and player.

This is a variant of the living loot satchel found in *Acquisitions Incorporated*. This item allows for characters to receive faction items regardless of the character's location.

## PENDANT OF THE GRAY HAND <sup>DDB</sup>

*Wondrous item, varies (requires attunement by a Gray Hand)*

This pendant is a small metal disk in the shape of the Gray Hands symbol. Usually worn on a metal chain under a shirt, the back of the disk is engraved with the agent's name, faction registration number, and religion.

**Rank 3.** Upon reaching rank 3 this item is magically upgraded, your pendant can store spells cast into it, holding them until the attuned wearer uses them. The pendant can store up to 5 levels worth of spells at a time.

Any creature can cast a spell of 1st through 5th level into the pendant by touching the pendant as the spell is cast. The spell has no effect, other than to be stored in the pendant. If the pendant can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this pendant, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the pendant is no longer stored in it, freeing up space.

**Rank 4.** Upon reaching rank 4 this item is magically upgraded, while wearing the pendant and with a mental thought, the agent can send the Open Lord of Waterdeep its location, provided both are on the same plane of existence.

**Rank 5 (Deep Delvers only).** Upon reaching rank 5 this item is magically upgraded. While wearing this pendant, when you touch the ground, you can use an action to speak its command word and summon an **earth elemental**, as if you had cast the *conjure elemental* spell. The pendant can't be used this way again until the next dawn.

## ROPE, SPIDERSILK (50 FEET)

**Type:** *Adventuring Gear* **Cost:** 50 gp **Weight:** 5 lbs

Rope, has 10 hit points and can be burst with a DC 19 Strength check. This item is resistant to nonmagical fire damage and is made from silk spun by spiders of Medium or Large size. It is incredibly supple and slightly adhesive, and thus provides you a 1d4 bonus on any Strength or Dexterity checks related to climbing with this rope.

## SMOKEPOWDER <sup>WDDH</sup>

*Wondrous item, uncommon*

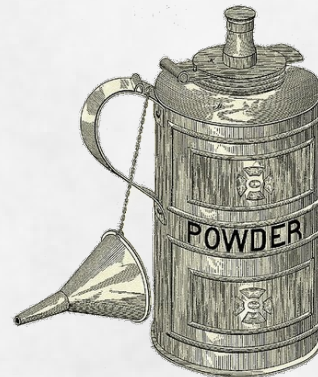
*Smokepowder* is a magical explosive chiefly used to propel a bullet out of the barrel of a firearm. It is stored in airtight wooden kegs or tiny, waterproof leather packets. A packet contains enough *smokepowder* for five shots, and a keg holds enough *smokepowder* for five hundred shots.

If *smokepowder* is set on fire, dropped, or otherwise handled roughly, it explodes and deals fire damage to each creature or object within 20 feet of it: 1d6 for a packet, 9d6 for a keg. A successful DC 12 Dexterity saving throw halves the damage.

Casting *dispel magic* on *smokepowder* renders it permanently inert.

### Crafting and Purchasing Rules

While almost never found for sale, a packet of *smokepowder* typically costs 50 gp and a keg costs 5,000 gp. A character proficient in alchemist's supplies can make *smokepowder* by spending 2 workweeks of downtime. Raw materials include **giant bat guano**, among other things.



## SNATCH HOOD <sup>DDB</sup>

*Wondrous item, uncommon*

After placing this item over the head of a humanoid, when the target inhales it must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

## Appendix D: Faction Jobs

While many faction missions involve detailed adventures, faction jobs are a shorter event that takes little to no DM interaction. Faction jobs include a handful of short generic missions that a character can reasonably complete within the span of a workweek. To complete a job, a character must accumulate three successful ability checks before accumulating three failures. The player chooses the skill for each of these checks. Once the character has attempted an ability check with a given skill, whether they succeed or fail that ability check, they can't use that skill again during the remainder of the job.

A character earns one renown after successfully completing a job. There are typically no monetary or item rewards for completing a job, other than perhaps covering daily food and lodging, if successful.

### Job Difficulty Class

Tier	Character Level	DC
1	1-4	15
2	5-10	17
3	11-16	19
4	17-20	21

## Appendix E: Sources

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