



Harpers



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Welcome to the Harpers.

You're one of us now.

Don't go bragging about it.

We fight for equality. We do it from the shadows.

We fight corruption. We do it quietly.

We fight against tyrants, despots, and monsters.

We do it subtly.

We also fight against dragons. We'd love to do that part quietly too, but at that point, we'll take what we can get.

We're the Harpers, and we're here to make things right. We'd just rather nobody knows we're doing it. It's easier to do our job when the wicked don't see us coming, and even easier when they don't know we exist. We're of the opinion that cunning beats force, misdirection beats confrontation, and good triumphs over evil...especially when it catches evil napping. If we're wrong about any of that, then we've been getting real lucky for the last few centuries. We're not wrong. We're definitely not lucky

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either, though we wouldn't complain if we were; it'd be a nice change of pace. Sadly though, luck's only for fools, gamblers, and goblins. We just have to make do with our quick wits, unerring charm, and heroic good looks. A couple of trusty spells and a big sword don't hurt either.

We're the Harpers. You're one of us now. That means you're here to rescue the townsfolk, vanquish the dark forces that prey on the innocent, and just generally save Faerûn from itself. And you're here to do it quietly.

Good luck,

*Leasin
Erlanthar*



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The Harpers

The Harpers is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. The organization is benevolent, knowledgeable, and secretive. Bards and wizards of good alignments are commonly drawn to the Harpers.

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A Harper is first and foremost self-reliant, for once you are autonomous then no one can tempt you into using power as a crutch. You are sovereign unto yourself.

Therefore, a Harper's soul must be incorruptible. Many believe themselves to be so, but power comes in many guises, and it will surely find your weakness. Of this you may be certain. Only a true Harper can pass this test and transform weakness into strength. That is why we are the hand that stops the tyrant, feeds the oppressed, and asks for nothing in return.

We are the song for those who have no voice.

— Remallia “Remi” Haventree

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This clandestine network of spellcasters and spies seeks to tip the scales in favor of the innocent, the weak, and the poor within the Realms. Harper agents pride themselves on being incorruptible defenders of good, and they never hesitate to aid the oppressed. Because they prefer to work behind the scenes, they are rarely noticed as they thwart tyrants, depose rulers, and head off any growing force that is rumored to have evil intent. The Harpers has its finger on the pulse of power in the Realms and works tirelessly to even the odds for the downtrodden.

Individual Harper agents operate alone, relying on their wits and extensive information networks to gain an

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advantage over their enemies. They know that knowledge is power, so gathering intelligence beforehand is paramount to their success. They are well-informed and always have access to aid, magical and otherwise. Veteran members have access to secret caches of knowledge stashed all over Faerûn, along with trusted sources stationed in every major town and city.

The organization is always on the lookout for powerful items, expressly to keep them out of the hands of evil-doers. To this end its agents use various guises and identities to gain access to carefully guarded secrets such as ancestral maps, buried cities, and mages' keeps.

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The bond between Harpers is strong, and their friendships are nigh unbreakable. Rarely do they operate in the open, but on rare occasions they must, be cause there is no other choice. When that happens, you can be sure that a fellow Harper is watching closely, ready to emerge from the shadows and help a comrade at a moment's notice.

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Member Traits

Harper agents are trained to act alone and rely on their own resources. When they get into scrapes, they don't count on their fellow Harpers to rescue them. Nevertheless, Harpers are dedicated to helping one another in times of need, and friendships between Harpers are nigh unbreakable. Masterful spies and infiltrators, they use various guises and secret identities to form relationships, cultivate their information networks, and manipulate others into doing what needs to be done. Although most Harpers prefer to operate in the shadows, there are exceptions.

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Goals

- *Gather information throughout Faerûn.
- *Promote fairness and equality by covert means.
- *Thwart tyrants and leaders, governments, and organizations that grow too powerful.
- *Aid the weak, poor and oppressed.

Beliefs

- *One can never have too much information or arcane knowledge.
- *Too much power leads to corruption. The abuse of magic, in particular, must be closely monitored.
- *No one should be powerless.

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Council of High Harpers

At the peak of the organization is the council known as the High Harpers, several of which are Chosen of Mystra. Each has earned his or her place through long and notable years of loyal service to the Harpers' cause. The High Harpers direct the larger organization, keeping an eye on how small efforts and evils affect the bigger picture. Not all High Harpers are on the Council and should generally not be an option for characters.

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Faction Deities

These are likely the most common deities that would bestow a charm or blessing on a Harper.

✱ **Oghma**, god of knowledge

✱ **Mystra**, goddess of magic

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Harper Ranks

Rank Items. Smaller items are typically obtained by using the [*faction loot satchel*](#). Larger items typically require face-to-face meetings for delivery. Items can not be sold, traded, or gifted (except [*Harper tokens*](#), which can be gifted to someone of the agent's choosing). All items disintegrate (or leave, in the case of sidekicks) upon the character leaving the faction.

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Consumables. At the beginning of an adventure (or other frequency at Dungeon Master 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.

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Rank 1, Watcher

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](#).

Group Patron Benefits. [Assignments](#), [Safe House](#), and [Fences](#).

Consumables. A *potion of healing*.

Magic Items. i) a faction insignia ([Harper pin](#)) and ii) a [faction loot satchel](#).

Downtime Activity. [Faction Jobs](#).

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Rank 2, Harpshadow

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. i) either a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*; and ii) a [Harper token](#).

Downtime activity. Once, the agent may request training in a language, tool, musical instrument, or a single weapon by a faction-sponsored instructor without cost or risk of

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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.

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Rank 3, Brightcandle

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 adamantine ammunition.

Magic Items. i) the agent's pin is magically upgraded and given additional properties, including those of a *ring of mind shielding*; and ii) one additional [*Harper token*](#).

Item Exchange. Once, the agent may request the faction acquire a specific known magical weapon of common or uncommon rarity, which the char-

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acter 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 *charm of clairvoyance* upon the agent.

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Rank 4, Wise Owl

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. An additional *Harper token*.

Sidekicks. One 6th-level sidekick that can adventure, go on Assignments, or perform other tasks such as maintain a house or small inn.

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Rank 5, High Harper

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:

Spellcasting Services. Once, at the agent's requested location, the faction will sponsor a spellcaster to cast one of the following spells repeatedly for one year to make the spell permanent: *druid grove*, *galder's tower*, *teleportation circle*, *private sanctum*, *temple of the gods*, *mighty fortress*, or *guards and wards*. The character does not need to be present for the repeated casting of this spell.

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Supernatural gift. Once, the faction can call upon a deity to bestow a *blessing of the Zephyr* upon the agent.

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Patron Benefits

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

Safe Houses. The Harpers have secret members in almost every town and city. Your group knows how to locate these members and can use their houses to maintain a comfortable lifestyle. While the Harpers are famed for helping the poor, they rarely live like them. *{This perk is effectively the same as the Safe Haven faction agent background feature.}*

Fences. Because the Harpers are devoted to tracking down magic items, they have a network with access to a larger variety of magical items than anywhere outside of the

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Red Wizards of Thay. Each member of your party gains access to certain magic items for a suitable donation. The different costs of acquiring these magic items are described in the following table.

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Items Acquired via Harper Fences

Magic Item	Required Trade	Cost
<i>Armor, +1 of your choice</i>	<i>Armor, +1</i>	<i>200 gp</i>
<i>Bag of holding, bag of tricks, boots of elvenkind, cloak of elvenkind, cloak of protection, robe of useful items, winged boots</i>	Uncommon magical bag, boots or cloak	<i>75 gp</i>
<i>Eyes of charming, eyes of minute seeing, eyes of the eagle, gloves of missile snaring, gloves of swimming and climbing, gloves of thievery, hat of disguise</i>	Any uncommon magical wondrous item	<i>75 gp</i>
<i>Wand of magic detection, wand of magic missiles, wand of secrets, wand of the war mage, wand of web</i>	Any magical wand	<i>100 gp</i>
<i>Weapon, +1 of your choice</i>	<i>Weapon, +1</i>	<i>100 gp</i>

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Assignments / Faction Jobs

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

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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

The following quests are available as assignments for those with the Harpers as a Group Patron, or as downtime Faction Jobs for those who are Harpers themselves. Quests beyond this list can be easily available as well.

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Random Quests from the Harpers

d6 Quest

- 1 **The Black Network.** Take out a Zhentarim safe house in a major city
- 2 **Devil Worshipers.** Expose an Athkatlan noble family that secretly worships a lord of the Nine Hells
- 3 **Demon Possession.** Banish a demon that has possessed the lord of a major city
- 4 **Slavers.** Take out the transport ships of a major slave ring operation
- 5 **Assassination.** Assassinate an evil noble who threatens to destabilize the Lords' Alliance
- 6 **Spies.** Infiltrate the court of a powerful king who has been preparing to go to war against his neighbors



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Harper Marks



Follow this Path



Hidden Entrance/Way



Harper Refuge Nearby



Water Safe to Drink



Monster Lair Nearby



Lookout (with cover)



Safe Route Turns Here



A Harper Fell Here



Message Cash Nearby

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Safe Haven



Hidden Cache



Grave/ Tomb



Dangerous Place



Dangerous Magic Here



Food/Water Nearby



Here Be Dragons



Trap



Keep Your Head Low

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Magic Items

FACTION LOOT SATCHEL

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

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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 Dungeon Master and player.

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HANDHARP

Wondrous item, uncommon

These small harps are very popular among the Harpers, and not just because of the name. A handharp is a crescent-shaped wooden instrument, about the size of a human hand, with metal strings. Anyone who can play a tune on a stringed instrument can use the harp. Anyone proficient with a musical instrument can discover all the powers in about 10 minutes of playing.

Once the powers are discovered, you can use an action to play the instrument and produce one of its effects. Once the instrument has been used to create an effect, it can't be used to

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create that effect again until the next dawn.

- * *Dancing lights* as the cantrip.
- * Undead creatures within 10 feet suffer disadvantage on their first attack after hearing the music.

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HARPER PIN

Wondrous item, varies (requires attunement by a Harper)

Typically fashioned as silver brooches embossed with a handharp, Harper pins are made by certain skilled (and secretive) smiths, artificers, and wizards who make and give pins only to specific senior Harpers, who then bestow them upon new Harpers. Harpers wear their pins openly only as a recognition signal to other Harpers, or at Harper gatherings.

Rank 3. Upon reaching rank 3, your pin is magically upgraded and gains the following characteristics:

- ✱ While wearing this pin, you are immune to magic that allows other

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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 pin to become invisible until you use another action to make it visible, until you remove the pin, or until you die.
- ✳ If you die while wearing the pin, your soul enters it, unless it already houses a soul. You can remain in the pin or depart for the afterlife. As long as your soul is in the pin, you can telepathically communicate with any creature wearing it. A wearer

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can't prevent this telepathic communication.

- ✱It becomes as hard as adamantite.
- ✱If worn by an evil-aligned being, the pin turns black within a few rounds.

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HARPER TOKEN

Wondrous item, uncommon

The Harpers have many friends and allies, and sometimes they reward people who have done them a service. They also like to mark their friends and loved ones so that other Harpers know to look out for them. A *Harper token* is a minor magic item that gives the bearer a small benefit and lets the Harpers identify him. Such items are often carried by the adventuring sons and daughters of Harpers. Similar to a *Harper pin*, but smaller, this brooch is made of silver. Its head is a flat disk embossed with a *handharp*. Some *Harper tokens* are made of gold or other materials, have different embossed symbols such as a musical

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note or a tree, and come in other shapes such as belt buckles, bracelets, or rings.

This token has 1 charge. While wearing it, you can use an action to speak the command word (a phrase made up of words that would not usually be spoken together, such as “blessed Zhentarim,” “friendly phaerimm,” or “drunken golem”) to expend its charge, providing you with an effect similar to the *guidance* spell; however, the applicable skill bonus and the command word are chosen by the Harper gifting the item, at the time of gifting. This effect can be used once per day.

If a *Harper token* and a *Harper pin* of any kind touch, the token glows

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momentarily. This property allows Harpers to verify if a token is actually a Harper item or just something that looks like one. The token regains its charge daily at dawn.

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Supernatural Gifts

BLESSING OF THE ZEPHYR

Charm

If your mount is a horse or similar creature, when moving normally while you are riding it, it floats 4 inches above the ground. This effect means the creature can cross or stand above non-solid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

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CHARM OF CLAIRVOYANCE

Charm

This charm allows the character to cast the *clairvoyance* spell (3rd-level version) as an action. Once used three times, the charm vanishes from the character.

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Faction Agent Background

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

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.

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