

# ORDER OF THE INTREPID

The Order of the Intrepid is an alliance of organized crime cabals in the Eastern Marches. Though engaged in larceny, fraud, and other illicit trades, its members see themselves as protectors of the common people—fighting inequity, poverty, and sickness while pursuing wealth and status beyond the limits of law or convention.

**Leader:** Raziel Winter

## CENSER OF DARK SHADOWS†

You can use an action to speak its command word, causing the censer to emit a 30-foot radius of magical shadow for 1 hour when activated (once per dusk). Bright Light and sunlight within this area is reduced to Dim Light, and Dim Light within this area is reduced to magical darkness. The shadow spreads around corners, and nonmagical light can't illuminate this shadow. The shadow emanates from the censer and moves with it. Completely enveloping the censer within another sealed object, such as a lidded pot or a leather bag, blocks the shadow. If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled. Once the censer is used to emit shadow, it can't do so again until the next dusk.

## BRACELET OF BURGLARY

Grants a +2 bonus to any Dexterity (Sleight of Hand) checks or any lockpick attempts.

## CLOAK OF THE RAT†

While wearing this gray garment, you have a +5 bonus to your passive Wisdom (Perception) score.

**Rat Form.** While wearing this cloak, you can use an action to cast *Polymorph* on yourself, transforming into a **rat**. While you are in the

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Level	Title	Item	Benefit
1	Footpad		Advantage on Charisma based skill checks when dealing with members of your Alliance
2	Apprentice	Order tattoo + 50 GP	
3	Traveler		Sanctuary within any Alliance member's property
4	Reprobate	Censer of Dark Shadows	
5	Outlaw		50% 'discount' you pocket a second healing potion when you buy the first at full price
6	Soldat	Bracelet of Burglary	
7	Mercenary		+1 to all Deception checks
8	Doma	Cloak of the Rat	
9	Fixer		+2 to all Stealth checks
10	Praetorian	Alliance Ring	
11	Underboss		Advantage on all Deception and Stealth Checks
12	Consigliere	Alliance Ring Boon: Aura of Attack	

form of the rat, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain Concentration on the spell, and the transformation lasts for 1 hour, until you use a Bonus Action to revert to your normal form, or until you drop to 0 hit points or die. Once used, this property of the cloak can't be used again until the next dawn.

**Shrink.** While wearing this cloak, you can use a Bonus Action to shrink in size as if you gained the "reduce" effect of the *Enlarge/Reduce* spell until the end of your next turn. Once used, this property of the cloak can't be used again until the next dawn.

## ALLIANCE RING

Each ring bears an Alliance symbol and grants access to a signature spell. The ring has 3 charges and regains 1d3 charges daily. While wearing it, you can spend 1 charge to cast its

spell (Save DC 15), or expend all 3 charges for an enhanced effect. Spells cast this way require no Concentration or Material components.

- 1 Charge: *Knock*
- 3 Charges: *Fabricate*

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

**Aura of Attack.** 1) Allies with your aura gain Advantage on Opportunity Attacks. 2) If an ally within your aura makes a successful Opportunity Attack, they deal extra damage equal to your Proficiency Bonus.



# THE ENTERPRISE GUILD

Merchants, guild members, shopkeepers, traders, shippers, and exporters are the most visible and active members of The Enterprise Guild. Beyond the obvious shared goal of making money, they believe that through commerce and trade, society is advanced and improved. Constantly seeking new markets, members of the Enterprise Guild are often travelers and explorers pushing into the wild in search of new trade partners and novel goods.

**Leader:** Baldin Zunskar

## CIRCLET OF PERSUASION†

While wearing this circlet, you have Advantage on Charisma (Persuasion) checks.

## LOUPE OF CONCEALED OPPORTUNITY

You gain Advantage on Intelligence (Investigation) checks while searching for hidden compartments or objects, and on Wisdom (Insight) checks made to detect the presence of hidden motives during negotiations.

## GUILDMASTER'S PLAQUE

The plaque has 5 charges per long rest. You may expend charges to conjure resources.

- 1 charge: **Grant Advantage.** Before any creature makes a d20 Test, you give them Advantage.
- 2 charges: **Materialize Asset.** You immediately conjure a nonmagical item worth up to 100 GP that is no bigger than your hand. You must know the exact size and shape of the object in order to conjure it. If the item is not used within one hour of being conjured, it disappears in a puff of shimmering dust.
- All remaining charges (min 3 charges): **Emergency Liquidation.** As a Reaction, if you would drop to 0 HP as a result of an attack, spell, or trap, you instead drop to 1 HP and

## THE ENTERPRISE GUILD

Level	Title	Item	Benefit
1	Clerk		Advantage on Charisma based skill checks when dealing with members of your Alliance
2	Associate	Exquisite portable map of the known world and Alliance Symbol	
3	Handler		Speak two additional languages
4	Dealer	Circlet of Persuasion	
5	Merchant		Free passage on any merchant ship, caravan, or other trade mission (Enterprise member only)
6	Operator	Loupe of Concealed Opportunity	
7	Broker		+1 to all Deception and Persuasion checks
8	Mediator	Guildmaster's Plaque	
9	Consigner		+2 to all Insight checks
10	Aggregator	Alliance Ring	
11	Entrepreneur		Advantage on all Persuasion and Insight checks
12	Innovator	Alliance Ring Boon: Aura of Opportunity	

release a burst of energy. Each creature within 10 feet of you makes a DC 16 Dexterity Saving Throw or takes 4d8 radiant damage; half as much damage on a success.

## ALLIANCE RING

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- 1 Charge: *Detect Thoughts*
- 3 Charges: *Telepathic Bond*

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

**Aura of Opportunity.** 1) If an ally within your aura hits a creature that has not yet taken its turn this round, your ally deals extra damage equal to your Proficiency Bonus. 2) Allies within your aura +1 to initiative.



# THE QUILL SOCIETY

The Quill Society is founded on the belief that the pursuit of all knowledge is the highest calling of any sentient being. Its members—scientists, wizards, engineers, archaeologists, historians, and other scholars—seek ancient secrets, new discoveries, and the development of innovative ideas and methods.

**Leader:** Kaya Grinallis

## BOTTOMLESS INKWELL

Provides an endless supply of ink to any writing implement dipped into it, never spilling any ink unless purposefully drawn.

## SCARF OF COMPREHEND LANGUAGES

Per the spell of the same name; 3 charges, 1d3 renewal each day.

## HAT OF MENTAL ACUITY†

While wearing the hat, you have Advantage on all Intelligence and Wisdom checks. If you are proficient in an Intelligence or Wisdom-based skill, you double your Proficiency Bonus for the skill.

## LANTERN OF JUDGMENT†

While holding the lantern, you have Advantage on Wisdom (Insight) and Intelligence (Investigation) checks. As a Bonus Action, you can speak a command word to cause one of the following effects:

**Maximus.** The lantern casts Bright Light in a 60-foot cone and Dim Light for an additional 60 feet.

**Semis.** The lantern casts Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

**Minimus.** The lantern sheds Dim Light in a 5-foot radius.

**Extinguere.** Douse the lantern's light.

## THE QUILL SOCIETY

Level	Title	Item	Benefit
1	Novitiate		Advantage on Charisma based skill checks when dealing with members of your Alliance
2	Initiate	Bottomless Inkwell and Alliance Symbol	
3	Learner		Free access to scholarly facilities and a one-day pass to the Anduwyne Library
4	Mentee	Scarf of Comprehend Languages	
5	Disciple		50% discount on purchasing spell components (limit 2 components purchased with this discount between adventures)
6	Teacher	Hat of Mental Acuity	
7	Docent		+1 to all History checks
8	Researcher	Lantern of Judgment	
9	Litterateur		+2 to all Arcana checks
10	Pedagogue	Alliance Ring	
11	Pundit		Advantage on all History and Arcana checks
12	Scholar	Alliance Ring Boon: Aura of Arcana	

**Sol.** When casting Bright Light, you cause the Bright Light to become sunlight. The sunlight lasts for 1 minute after which the lantern goes dark and can't be used again until the next dawn. During this time, the lantern can function as a standard hooded lantern if provided with oil.

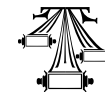
## ALLIANCE RING

Each ring bears an Alliance symbol and grants access to a signature spell. The ring has 3 charges and regains 1d3 charges daily. While wearing it, you can spend 1 charge to cast its spell (Save DC 15), or expend all 3 charges for an enhanced effect. Spells cast this way require no Concentration or Material components.

- 1 Charge: *Locate Object*
- 3 Charges: *Legend Lore*

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

**Aura of Arcana.** 1) If an ally within your aura casts makes a successful attack with a spell of 3rd level or lower, they can deal extra force damage equal to your Proficiency Bonus to one creature targeted by the spell. 2) Hostile creatures within your aura must make spell saving throws with Disadvantage.



# ORDER OF THE PONTIFICATE

The Order of the Pontificate believes faith binds society's moral fabric and serves as a bulwark against evil and chaos in the Eastern Marches. Open to all faiths, its members support one another while aiding the righteous, helping the needy, and protecting the weak.

**Leader:** Ilyria Ross

## NECKLACE OF AUGURY

Per the spell of the same name; once per day.

## AMULET OF PROTECTION FROM EVIL AND GOOD

Per the spell of the same name; once per day

## RING OF REGENERATION\*

While wearing this ring, you regain 1d6 Hit Points every 10 minutes if you have at least 1 Hit Point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.

## ALLIANCE RING

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- 1 Charge: *Aid*
- 3 Charges: *Globe of Invulnerability*

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

**Aura of Resolve.** 1) Allies within your aura have +1 to all saving throws. 2) Once per round, if an ally within your aura fails a saving throw, they can add 1d4 to the roll after seeing the result.

## ORDER OF THE PONTIFICATE

Level	Title	Item	Benefit
1	Novice		Advantage on Charisma based skill checks when dealing with members of your Alliance
2	Acolyte	Silver Holy Alliance Symbol	
3	Abhyasi		May take sanctuary in any non-evil religious structure or territory
4	Votary	Necklace of Augury	
5	Apostle		50% discount on purchasing potions of healing (limit 2 potions purchased with this discount between adventures)
6	Teacher	Amulet of Protection from Evil and Good	
7	Deacon		+1 to all Medicine checks
8	Ovate	Ring of Regeneration	
9	Uztaz		+2 to all Insight checks
10	Sadhu	Alliance Ring	
11	Lama		Advantage on all Medicine and Insight checks
12	Elder	Alliance Ring Boon: Aura of Resolve	



# SOVEREIGN MILITARY ORDER OF ASURA

The Sovereign Military Order of Asura is a highly organized Alliance requiring annual dues in exchange for benefits like discounted equipment and medical care. Its members—soldiers, guards, adventurers, and other martial types—often act as mercenaries but remain largely beneficent, providing aid to those in need with expected compensation.

**Leader:** Solsora Swordbane

## RING OF IMPERIOUS COMMAND†

The ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing this ring, you have Advantage on Charisma (Intimidation) checks, and you can project your voice up to 300 feet with perfect clarity. In addition, you can use an action and expend 1 of the ring's charges to command a creature you can see within 30 feet of you to kneel before you. The target must make a DC 15 Charisma saving throw. On a failure, the target spends its next turn moving toward you by the shortest and most direct route then falls prone and ends its turn.

## COMMANDERS VISAGE†

While wearing this mask, you have Advantage on saving throws against being frightened. The mask has 7 charges for the following properties, and it regains 1d6 + 1 expended charges daily at midnight.

**Commander's Call.** You can use a Bonus Action to expend 1 of its charges to bark a command at one ally you can see within 30 feet of you. The target can use its Reaction to move up to half its speed and make one attack.

**Conscription.** You can use an action to expend 2 of its charges to conscript one humanoid within 60 feet of you that can see the mask. This

## SOVEREIGN MILITARY ORDER OF ASURA

Level	Title	Item	Benefit
1	Cadet		Advantage on Charisma based skill checks when dealing with members of your Alliance
2	Enlistee	Silver Epaulet of Alliance Symbol	
3	Apprentice		Gain proficiency with one additional weapon type
4	Trooper	+1 Simple or Martial Weapon of Choice	
5	Specialist		+1 to all Strengths checks
6	Corporal	Ring of Imperious Command	
7	Sergeant		+2 to all Intimidation checks
8	Lieutenant	Commanders Visage	
9	Protector		50% discount on purchasing mounts (limit 1 mount purchased with this discount between adventures)
10	Sentinel	Alliance Ring	
11	Veteran		Advantage on all Athletics and Acrobatics checks
12	Captain	Alliance Ring Boon: Aura of Influence	

conscription works like the dominate person spell, except it lasts 1 minute, requiring no Concentration. You can have only one humanoid conscripted at a time. If you conscript another, the effect on the previous target ends.

**Unsettling Glower.** When a creature that can see the mask makes a melee attack against you, you can use your Reaction to spend 1 charge to force the target to make a DC 15 Wisdom saving throw. On a failure, the creature must choose a new target or lose the attack.

## ALLIANCE RING

Each ring bears an Alliance symbol and grants access to a signature spell. The ring has 3 charges and regains 1d3 charges daily. While

wearing it, you can spend 1 charge to cast its spell (Save DC 15), or expend all 3 charges for an enhanced effect. Spells cast this way require no Concentration or Material components.

- 1 Charge: *Shatter*
- 3 Charges: *Flame Strike*

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

**Aura of Influence.** 1) Allies within your aura that can hear you gain a +1 to attack rolls. 2) Once per round, if an ally within your aura rolls a natural 1 on an attack, they can reroll that die.



# THE GOLDEN CONSERVANCY

The Golden Conservancy is the least centralized Alliance, united by shared ideals rather than leadership. Its members—gatherers, herbalists, rangers, druids, and more—are devoted to protecting nature and living in harmony with it, believing no one has the right to dominate or destroy the natural world. While lacking formal rituals, many honor the “golden hours” at dawn and dusk.

**Leader:** Shon Vanwise

## NEVER FAIL COMPASS

3 charges, 1d3 renewal each day, Advantage on Survival checks.

## DANCING FLORET†

While wearing this floret, you have proficiency in the Performance skill, and you double your Proficiency Bonus on Charisma (Performance) checks made while dancing. The floret has 3 charges for the following other properties. The floret regains 1d3 expended charges daily at dawn.

**Scintillating Petals.** You can use an action and expend 1 charge to cause the floret to release scintillating petals. Choose up to three creatures within 20 feet of you. If a target can see the petals, it must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. While charmed, the target is incapacitated and has a speed of 0 as it watches the petals. The effect ends for a target if the target takes damage or another creature uses an action to shake it out of its stupor.

**Serrated Twirl.** You can use an action and expend 1 charge to command the floret to fling an arcing swirl of serrated leaves. Each creature within 10 feet of you must make a DC 15 Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much damage on a successful one.

## THE GOLDEN CONSERVANCY

Level	Title	Item	Benefit
1	Worm		Advantage on Charisma based skill checks when dealing with members of your Alliance
2	Loamer	Carved Wooden (from deadfall) Alliance Symbol	
3	Grower		Foraging you find enough food to support a group of six
4	Forager	Never Fail Compass	
5	Gardener		+1 to all Survival checks
6	Seedsman	Dancing Floret	
7	Marmot		+2 to all Nature checks
8	Apidae	Gloomflower Corsage	
9	Greensmith		You cannot be lost in any form of wilderness except by magical means
10	Greenskeeper	Alliance Ring	
11	Naturalist		Advantage on all Nature and Survival checks
12	Steward	Alliance Ring Boon: Aura of Awareness	

## GLOOMFLOWER CORSAGE†

While wearing the corsage, you have Advantage on saving throws against being blinded, deafened, or frightened. The corsage regains 1d6 expended charges daily at dawn. You can also use an action to speak one of three command words to invoke the corsage's power and cause one of the following effects:

**Attack.** Choose a target within 120 feet of you and make a ranged attack with a +7 bonus. On a hit, the target takes 3d6 psychic damage.

**Sight.** You gain Blindsight out to a range of 120 feet for 1 hour.

**Shift.** For 1 minute, any creature has Disadvantage on attack rolls against you. An attacker is immune to this effect if the attacker doesn't rely on sight.

## ALLIANCE RING

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- 1 Charge: *Pass without Trace*
- 3 Charges: *Greater Invisibility*

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

**Aura of Awareness.** 1) Allies within your aura gain +1 to all Wisdom (Perception and Survival) checks. 2) If an ally within your aura regains HP, they regain additional HP equal to your Proficiency Bonus (up to their max HP).

