

Factions

Belenus' Hand

Residing in their home keep, The Fist, Belenus' Hand acts as a government-sanctioned inquisitorial force in the Kingdom of Seasplit. Their ranks are filled with devotees to Belenus who value his ideals of self-sacrifice and the greater good. As part of Seasplit, they also enforce Belenus worship as the only legal belief system. Their job is thus to spread worship of Belenus and also to root out worship of other deities, particularly Corellon who is favoured by the conquered high elves in the kingdom.

Order of the Hours

Believing in the sanctity of order, duty, and discipline, the Order of the Hours is filled with worshipers of Forsetti. When a new member is born into the order or else brought in from outside, they undergo years of training to hone their focus and self-control. Elder monks of the order often are sent out into the world on specific missions, sometimes dictated by Forsetti himself, to enforce order. Adherents tend toward chronomancy in their magical studies, as time is sacred to Forsetti.

Rivercross Rebels

The shift to a republican government has left the Commonwealth of Rivercross in a vulnerable position, especially with the city of Stenpast. Political leaders believing representation is not enough have begun to call for the independence of the city. The Chancellor's Council in Reedband has reacted harshly to this suggestion and is doing their best to stamp out the independence movement, going to far as to label anyone who

supports it a rebel. Whether anything comes of this rhetoric remains to be seen.

The Silverhair Family

Few ever meet the Silverhairs and know them as such. They are an affluent family of drow living in Bosseburg Manor in Starhall. From there, they operate an intricate network of crime through most cities in the world. While money is always appreciated, their main currency is information and influence. Day-to-day, they perform invisible operations: thefts and murders which leave no traces. The family also works to maintain a powerbase through blackmail and extensive reconnaissance. Aside from the Silverhairs themselves, their organization includes three subsidiary crime families they give orders to: the Giants, the Coldbloods, and the Tosslers.

The Giants

A dwarven family, though they tend to adopt trusted friends so the end result is a mix of races. The Giants specialize in smuggling and white-collar crime, siphoning money off more legitimate work. They can be genuinely helpful, using their power well, but impose heavy taxes on trade downriver. Their home base is The Stone Tooth in Charmark.

The Coldbloods

The bloodiest of the crime families, the Coldbloods are a clan of lizardfolk. They specialize in protection rackets and violent crime. Common practice is to send enforcers in to soften up local establishments before the family buys it out behind the scenes. Quite wealthy from appropriating trade in the area. Known for making gory examples out of their enemies. Their headquarters is the House of Scales in Reedband.

The Tosslers

Even among criminals, the Tosslers have a stained reputation. A family of gnomes, their specialty is human trafficking, kidnapping people and selling them into slavery. Very sneaky, with victims just disappearing in the night. Their strong political connections keep them from being rooted out, and are seen as a necessary evil in some cases. They work out of the sewers of Nevermind, through which they smuggle victims.

The Zerelantar

Among the snow elves and their worship of death as a natural force, one particular sect of sages offer the most extreme form of worship to Kelemvor. The name Zerelantar means *regal less-than-half* in a literal translation from elvish, but is understood as *enlightened but diminished*. These philosophers ritually commit suicide and magically reincarnate themselves. While dead, they spend their time pondering life's mysteries. The process is referred to as *ennoresh*, meaning *birthday*. The Zerelantar scout the world for new thinkers—usually already worshipers of Kelemvor, though proselytization is not unheard of—to undergo this process, as the reincarnation makes race irrelevant. There are some records of Zerelantar going mad during the process.