

The Harpers

“Whatever it takes, a Harper will do.”

The Harpers dedicate themselves to rooting out evil in all its forms and stopping it before it has the chance to strike. Their order is made up of covert, independently run cells that operate semi-autonomously to maintain secrecy. Often, they will infiltrate militaries, governments, religious organisations and other guilds to learn more of their motivations and take them down if need be. In Waterdeep, they're attempting to stop both The Xanathar Guild and their long-time foes the Zhentarim from tearing the City of Splendors apart.



Members

Renaer Neverember – Noble Agent (*Human Swashbuckler*) Renaer is the estranged son of **Dagult Neverember**. He now works as an agent for the Harpers and is eager to be rid of his father's affairs.

Mirt - Masked Lord (*Human Rogue*) Once a fearsome adventurer, Mirt made his fortune exploring **Undermountain**. He is well liked and well connected, now serving as a Masked Lord on behalf of the Harpers.

Remallia Haventree – Sponsor (*Sun Elf Wizard*) A wealthy widow and fierce adventurer, Remi now sponsors Harper activity from her manor **Ulbrinter Villa (North Ward)**.

Threestrings - Informant (*Human Bard*) As smug as Bards come, Threestrings gets his name from the unusual 3 stringed Lute that he chooses to play. He mainly eavesdrops on **Zhentarim** meetings at the **Yawning Portal** and scouts out potential recruits.

Thorvin Twinbeard – Spy (*Shield Dwarf Commoner*) Thorvin Twinbeard is a skilled engineer and trap designer currently on assignment as a spy in the **Xanathar Guild**.

Services

- Party can buy discounted scrolls and potions of common and uncommon value.
- **Remalia** will offer a safehouse and quest advice with Harpers.
- When in danger; 1 Bard or Mage, plus 1d4 Spies or Veterans may support the party.

Grunts

Mages, Experts, Bards, Spies, Veterans, Martial Artists and Assassins.

Harper Faction Quests

Potential Harpers are contacted via Paper Bird mentioning that Renear has put in a good word for them. They are asked to visit Mirt at the Lightsinger Theatre in the Castle Ward to watch the Opera 'The Fall of Tiamat'. Mirt becomes their primary contact and sends missions via Paper Bird. He also states that they are welcome to come by his manor in the Sea Ward whenever they wish, however there is a 90% chance he isn't home. After meeting at the opera, Harper characters are gifted a Silver Harper pin.

Level	Mission Brief	Requirements	Reward
2	One of our agents, Maxeene , is stationed at a Dray in the form of a mare . She has info on the Zhents , track her down.	Characters can find Maxeene with a DC13 Investigation (INT) Check. It takes 1 day per Ward . She speaks common and can be persuaded with a DC13 (CHA). She gives descriptions of Davil and Yagra .	50gp +1 Renown
3	Visit Uza Solizeph on Sorn Street in the Trade Ward . She claims to have trapped a monster in her bookshop and fears for her cat . She can be located at Felzoun's Folly on the corner of Sorn and Salabar .	Save Fillipa the cat from a Gazer that is loose in the bookshop . The shop is in ruin and the Gazer can be found on the 3rd floor .	If the Gazer is defeated +1 renown Uza gives the party a Spellbook containing four 1st Level and three 2nd Level Wizard Spells .
4	One of our members, Threestrings , has allied himself with a gang of dopplegangers who want to join the cause. Investigate the gang.	Speak with Bonnie at the Yawning Portal . She will bring the other 4 dopplegangers the next day. Interview each of them and pass a DC16 Insight (WIS) check. Only Bonnie is trustworthy.	+2 Renown 50gp for each party member.
5	Remalia Haventree is hosting a party at House Ulbrinter on Delzorin Street (North Ward) . We believe Drow Spies have infiltrated the party. Find them.	Jarlaxle Baenre is at the party disguised as a human actor named Erystian Demarne . A DC24 Insight (WIS) is required to see past his disguise. He will compliment the party and politely leave on his own.	+2 Renown 200gp for each party member.