





Lords' Alliance

I offer you membership in the Lords' Alliance. Think well on this. If you choose to accept, it is no light burden I extend to you. Your place among us has been earned not by noble blood, but by the courage of your actions and your resolute commitment to our ideals. It is of these we will ask even more.

An ocean of darkness laps at the fragile shore of civilization. We do not wait for it. We do not cower behind walls of sand and timid hope. If we are to survive, you must venture out into that dread sea and eliminate anything that threatens the banner of your liege. No other allegiance may come before that to your homeland—not love for a single soul, nor loyalty to any cause other than our own.

We seek glory, not safety. We do not trade our honor for selfish gain nor our prosperity for peace. We never retreat before any foe nor waver in the face of any threat. It is our birthright to stand tall, to lead, to go where we will, and to act as we must.

As an agent of our alliance, you will serve on behalf of that which is greater than yourself, and though you will be called to sacrifice much, the rewards will be greater still. No, your name might not become legend, but your deeds—if they foster the security of our homeland—these will endure forever.



Dagult Neverember

*Lord Protector of Neverwinter, the Jewel of the North, and by grace of the gods
and acclaim of the people, the rightful Open Lord of Waterdeep*

D&D ADVENTURERS LEAGUE™



CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma

SAVING THROWS

___ Acrobatics (Dex)
 ___ Animal Handling (Wis)
 ___ Arcana (Int)
 ___ Athletics (Str)
 ___ Deception (Cha)
 ___ History (Int)
 ___ Insight (Wis)
 ___ Intimidation (Cha)
 ___ Investigation (Int)
 ___ Medicine (Wis)
 ___ Nature (Int)
 ___ Perception (Wis)
 ___ Performance (Cha)
 ___ Persuasion (Cha)
 ___ Religion (Int)
 ___ Sleight of Hand (Dex)
 ___ Stealth (Dex)
 ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP _____

SP _____

EP _____

GP _____

PP _____

FEATURES & TRAITS

D&D ADVENTURERS LEAGUE™



AGE _____

HEIGHT _____

WEIGHT _____

EYES _____

SKIN _____

HAIR _____

CHARACTER NAME

CHARACTER APPEARANCE

Faction Rank _____

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

CHARACTER BACKSTORY



ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).

CHARACTER NAME	CLASSES AND LEVELS	FACTION
PLAYER NAME	DCI #	SHEET #

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity _____				

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity _____				

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity _____				



LORDS' ALLIANCE MEMBERSHIP

You are a member of the Lords' Alliance, a loose alliance of established political powers concerned with mutual security and prosperity. Your organization's goals include:

- › Ensure the safety and prosperity of cities and other settlements of Faerûn
- › Maintain a strong coalition against the forces of disorder
- › Proactively eliminate threats to the established powers
- › Bring honor and glory to one's leaders and one's homeland

You begin as a *Cloak*, the first rank of five in the Lords' Alliance. As a Cloak, you can earn renown points in your faction and participate in some faction events. Each rank beyond this one provides you with additional benefits. You progress in ranks by earning renown points through participation in D&D Adventurers League™ adventures. Record your current rank on your character sheet. The benefits of each rank are detailed in the D&D Adventurers League Player's Guide, available on **DungeonsandDragons.com**.



A large, white, horizontal rectangular area with decorative, pointed ends, intended for writing the character name.

CHARACTER NAME

A second large, white, horizontal rectangular area with decorative, pointed ends, intended for writing the player name.

PLAYER NAME



**THREATS TO HOME MUST BE TERMINATED
WITHOUT PREJUDICE. SUPERIORITY IS OUR SECURITY.**

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

CLOAK

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

REDKNIFE

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

STINGBLADE

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK

FOUR

WARDUKE

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK

FIVE

LIONCROWN

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide.



