



LORDS' ALLIANCE



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Membership in the 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 stand 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 lineage. No other allegiance may come before that to your homeland—not love for a single soul, nor loyalty to any cause other than your 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

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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



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The Lords' Alliance

The Lords' Alliance is a loose coalition of established political powers concerned with mutual security and prosperity. The organization is aggressive, militant, and political. Fighters and sorcerers of lawful or neutral alignments are commonly drawn to the Lords' Alliance.

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Everyone wants to sleep at night and feel safe in their homes, but how many want to do what it takes to keep the tide of evil at bay? To stand in the cold and rain, waiting for battle while hunger gnaws at their bellies? Many wish to reap the rewards of a good harvest, but few care to remove the stones and till the fields for planting.

The Lords' Alliance fights the things that the shopkeeper in his bed has never even heard of. We remove threats before the town mayor even knows about it. We make bad things go away. That's what we're good at.

— Rameel Jos

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The Lords' Alliance is an association of rulers from cities and towns across Faerûn (primarily in the North), who believe that solidarity is needed to keep evil at bay. The rulers of Waterdeep, Silverymoon, Neverwinter, and other free cities dominate the coalition, and all lords in the Alliance work primarily for the fate and fortune of their individual settlements.

Alliance agents include sophisticated bards, zealous paladins, talented mages, and grizzled warriors. They are chosen primarily for their loyalty and are experts in observation, stealth, innuendo, and combat. Backed by the wealthy and the privileged, they carry fine equipment (often disguised to appear common),

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including large numbers of scrolls scribed with spells of communication.

Agents of the Lords' Alliance ensure the safety and prosperity of civilized Faerûn by standing united against the forces that threaten civilization. They proactively eliminate such threats by any means, fighting with pride for the glory and security of their people, and for the lords who rule over them. However, Alliance operatives are often glory hounds, looking to gain a leg up on their counterparts from other Alliance cities. The leaders of the Alliance know that the order will survive only if its members support each other, requiring a balance between pride and diplomacy. Rogue agents within the Lords' Alliance are

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rare, but defections have been known to occur.

Member Traits

In order to seek out and destroy threats to their homelands, agents of the Lords' Alliance must be highly trained at what they do. Few can match their skills in the field. They fight for the glory and the security of their people and for the lords who rule over them, and they do so with pride. However, the Lords' Alliance can only survive if its members "play nice" with one another, which requires a certain measure of diplomacy. Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.

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While the Alliance is an association of rulers, a member of the Alliance does not need to be a ruler or even swear allegiance to a specific city or town. The Alliance often employs adventurers whose support of its cause, and those members can work up through the ranks just as any citizen of a representative region can.



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Goals

- ✳️ 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.

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Beliefs

- ✳ If civilization is to survive, all must unite against the dark forces that threaten it.
- ✳ Fight for your realm. Only you can bring honor, glory, and prosperity to your lord and homeland.
- ✳ Don't wait for the enemy to come to you. The best defense is a strong offense.

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Council of Lords

The Alliance is run democratically with each member city and town having a voice and a vote when it comes to deploying troops in the name of the Alliance. Some of the larger cities such as Waterdeep and Baldur's Gate have two votes considering the number of people represented.

Faction Deities

Likely the most common deity that would bestow a charm or blessing on an agent of the Lords' Alliance is **Helm**, god of protection.

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Lords' Alliance 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. 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, Cloak

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. [Armory,](#) [Assignments,](#) [Pigeon Service,](#) [Safe Keeping,](#) and [Support Team.](#)

Consumables. A potion of healing.

Magic Items. i) a faction insignia ([Lords' Alliance signet ring](#)), and ii) a [faction loot satchel.](#)

Downtime Activity. [Faction Jobs.](#)

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Rank 2, Redknife

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. Either a *+1 weapon*, *+1 rod of the pact keeper*, or *+1 wand of the war mage*.

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

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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, Stingblade

Requirement: 10 renown and 5th level

Characters are reliable faction members, entrusted with many secrets and deserving of additional support. Perks include:

Consumables. A *potion of superior healing* or 10 pieces of adamantine ammunition.

Magic Items. The agent's ring is magically upgraded and given the properties of a *ring of the ram*.

Item Exchange. Once, the agent may request the faction acquire a specific known magical weapon of common or uncommon rarity, which the character will need to trade one of its existing non-faction magic items of

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equal or greater rarity for. This search takes two tenday. The character does not need to be present during the search.

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Rank 4, Warduke

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.

Estate. A deed to a 1,000 acre estate in a nearby countryside where the agent has been adventuring.

Sidekicks. The agent gains 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, Lioncrown

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:

Commander. With approval of the Dungeon Master, Lioncrowns may commandeer a garrison (typically 3 **veterans**, 27 **guards**, a **priest**, and a **mage**). These forces do not go adventuring with the agent.

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Patron Benefits

Having the Lords' Alliance as a Group Patron provides the following benefits to the entire party.

Pigeon Service. The Alliance allows the party the use of their pigeon service, allowing them to send messages to other member cities, strongholds, and garrisons.

Safe Keeping. A local lord offers to store the party's goods in a secure location.

Support Team. The Lords' Alliance can send three **guards** to assist your group when needed. You must be in a town or village and it takes 24 hours before a guard arrives. They will not go adventuring with the group, but can escort persons or goods to a

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specific place in the region, as well as perform other unsupervised tasks.

Armory. Because the Lords' Alliance contains an armory in virtually every area where it is present, it usually has a well-stocked arsenal of available weapons and armor. Each member the party can trade an existing item for another in stock as described in the following table.

Items Available From an Alliance

Armory

Magic Item	Required Trade	Cost
<i>Armor, +1 of your choice</i>	Armor, +1	Base price of mundane armor
<i>Weapon, +1 of your choice</i>	Weapon, +1	Base price of mundane weapon

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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 Alliance as a Group Patron, or as downtime Faction Jobs for those who are members of the faction themselves. Quests beyond this list can be easily available as well.

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Random Quests from the Alliance

d6 Quest

- 1 **Reinforcements.** A garrison in the area is expecting an attack and needs reinforcements
- 2 **Unnatural Disaster.** A neighboring community is experience magical weather effects causing havoc to the area; investigate and eliminate the threat
- 3 **Rescue Mission.** The relative of a local lord has been kidnapped and is being held for ransom; track down the kidnappers and return the relative
- 4 **Coupe.** A nearby lord is experiencing a coupe; assist in suppressing the uprising.
- 5 **Border Patrol.** Hostile forces have been seen in the area; patrol the countryside and engage any threats
- 6 **Spies Among Us.** Rumors are circulating that a member of the Black Network is attempting to infiltrate the local government; seek it out and destroy it.

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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.

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Rank 2. Upon reaching rank 2 with your faction, a second pouch in the 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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LORDS' ALLIANCE SIGNET RING

Wondrous item, varies (requires attunement by an agent of the Lords' Alliance)

This gold signet ring, engraved with the emblem of a crown on the palm side of the ring, is given to members of the Lords' Alliance.

You can rotate the ring a quarter turn, causing the ring to become invisible while it remains on your finger. Rotating the ring the opposite direction causes the ring to become visible.

Rank 3. Upon reaching rank 3, your clasp is magically upgraded. This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its

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charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

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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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