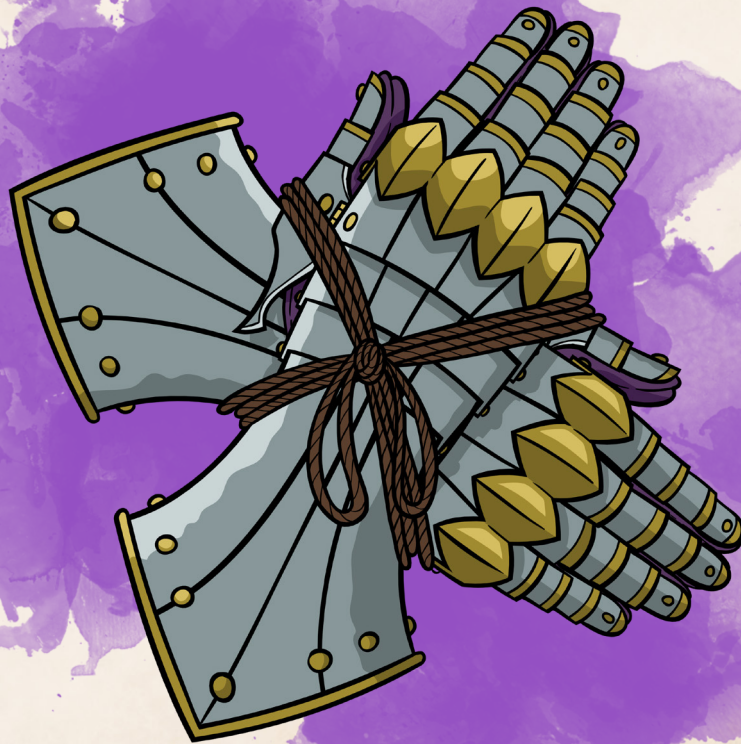


SACRED ALLIANCES

A DIVINE TRINITY OF JUSTICE SUPPLEMENT



ALL THE LORE YOUR CHARACTER NEEDS TO JOIN THE TRINITY RANKS



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THE DIVINE TRINITY OF JUSTICE

"After the empire of Netheril was defeated in 1487 DR, I had just one thing in my mind — rebuild Daggerdale. With Torm's divine guidance, I had convinced Lord Barathal that a prosperous future for all the Dalelands was on its way and that he should prepare Daggerdale for that.

When I proposed to build a temple dedicated to Torm in Dagger Falls, I offered Lord Barathal all my knowledge to restructure the army, the watch and the laws. As Torm predicted, Lord Barathal gave me a free hand for that, so I did not hesitate for a second in implementing everything I could.

Once the temple was built, its true purpose was revealed — to become the main base for the **Divine Trinity of Justice** in the Dalelands. Then, the first acolytes arrived to join the clergy, as well as members from the **Order of the Gauntlet** to help me secure all Daggerdale from evil.

Our sacred mission is to be diligent in keeping Daggerdale safe. With our hearts in their right places, we can hear our gods' wishes and work towards peaceful days."

Nhardim Redil

High Priest of the *Knight's Rest*

Right after *The Sundering*, Lord Ao had rewritten the Gods' duties on the *Tablets of Fate*, therefore the more organized deities forged alliances to strengthen their celestial positions, as mentioned on page 6 of [Sacred Alliances](#).

Tyr, Ilmater and Torm are long-standing allies, but only recently they had decided to form an organized alliance. It had begun on Marpenoth 14th, 1487 DR when a voice unheard for many years at the *House of the Triad* had spoken to Torm and Ilmater. Tyr returned from death to retake his position as God of Justice and spoke about a new alliance structure, involving their devotees, where they will be ranked according to tasks accomplished to expand the alliance's influence. In exchange for their achievements, the gods will grant them new powers.

In essence, Lord Ao ordered all gods to be as close as possible to their devotees, otherwise risking falling into oblivion.

One night later, Torm took notice of one of his followers, who was asking for guidance at the belvedere of Dagger Falls. That was Nhardim, and he had been contemplating the Lion's Head Constellation. By chance or providence, it was the last night the Head could be seen in the sky, and it marks Torm's Resurrection after the *Time of Troubles*. The God of Duty could not had found a better follower for his newly discussed plans!

Using the *Wanderers* to simulate the Head's mouth opening in the sky to catch Nhardim's attention, Torm had sent his avatar to talk to his devotee. A gift to the paladin and a warning too, for the god's avatar apparition on the prime material plane means the mission must be accomplished quickly.

On the same night, all Triad's clergy received instructions about the new alliance' structure. Triad's devotees are the most orderly on Faerûn, once an order is given, they will work in unison to fulfill it. That is why the **Divine Trinity of Justice** had been spreading fast, and also due to the benefits quickly brought to the region they are currently dedicating to. Usually, these regions are where the Triad is most needed, such as the Heartlands after the Empire of Netheril's incursion to drain the Myth Drannor's Mythal.

TEMPLES AS BASE OF OPERATIONS

Any temple or shrine of Tyr, Ilmater or Torm supports the alliance and the **Order of the Gauntlet**, as well other affiliated orders and monasteries.

The *Knight's Rest* in Dagger Falls is the Dalelands' main base for the Alliance and the **Order of the Gauntlet**. Everything within the region is reported to Nhardim, the High Priest. For more information about the temple's structure and clergy, stay tuned for our future solo adventure *Newborn Legends part 1*, and also *Adventuring on Daggerdale part 1*.

There is also a Temple dedicated to Ilmater In Yhaunn, Sembia, called *Rack of Glory* that works as the main base for the Merchant State. And finally a Temple dedicated to Tyr in Cormyr that works as the main base for the Forest Kingdom and stronghold of the **Divine Trinity of Justice** for all the Heartlands.

Rumor has it that when the three High Priests last gathered, they had dispatched the best **Order of the Gauntlet** agents to investigate the Thayan occupation of Mulmaster in the Moosea. They consider this movement a great threat to the Heartlands. In addition, it is said that Nhardim is very close to the **Order of the Platinum Claws**, a group of metallic dragons and dragonborns that worships Bahamut and patrol the Dalelands to keep the region safe from chromatic dragons' depredations.

GOALS AND MOTIVATIONS

The alliance focuses its efforts in three different areas:

- **Law.** It brings justice to any society, but much more important than create laws is to enforce its application to whoever is involved when a crime occurs;
- **Charity.** Feeding, healing, sheltering and teaching a craft to the poor will not just help them, but the society's economy as well;
- **Smiting Evil.** If you cannot keep a society safe from evildoers, all efforts on laws and charity will be lost. Thus to be ready to deal with it is not an option, but the utmost priority.

According to the mentioned goals, it is clear that their motivation is the creation of a fair, safe and benevolent society.

Therefore, the alliance' structure was built to develop high skilled individuals that will expand the church's influence through the realms as they ascend into **Alliance Piety Rank**. To keep up with the church's expansion, the alliance needs the support of affiliated monasteries and orders, and the most important of them is the **Order of the Gauntlet** with its special agents.

Very often one alliance's goals are opposed to the ones from another. Hence, its leaders assign members to weaken the opposed alliance, through relics theft, sabotage or even murdering very important characters (the last one is never an option for the Trinity). The **Divine Trinity of Justice** strongly opposes the **Nefarious Coalition** and vice versa. There is a cold war among them on every corner of Faerûn.

The alliance accepts clerics, monks and paladins, but a few fighters had joined the ranks recently, most of them from Daggerdale.

DIVINE TRINITY OF JUSTICE PIETY RANK

According to their rank within the alliance, the members are called:

- **Rank one.** Caretaker
- **Rank two.** Right-Gauntlet
- **Rank three.** Skilled Mind
- **Rank four.** Stubborn Code
- **Rank five.** Loyal Goodness

DIVINE GOSSIPS

Tyr had invited Amaunator to join the alliance, but the *Light of Law* preferred to help as an affiliate when the matter was laws creation or restructuring.

Bahamut, the good-aligned dragon's god serves as an affiliate too when the Trinity needs him. He is very close to Torm.

Worried by the shadow sickness' effects that had been tormenting the people of Sembia and southern Dales, Ilmater had instructed through dreams a band of clerics and paladins to take care of the afflicted. The band is now called **Pleasant Hands**, and can be encountered tending the communities in need.

The shadow spread through the lands conquered by the Empire of Netheril. It blocked the sun's light, destroyed crops and brought unnatural creatures to terrorize the lands.

All these changes together had afflicted the people's minds and bodies that only divine healing can clear off, now that Netheril has fallen and the shadow is absent.

WHAT COMES NEXT?

More supplements about the other alliances will come shortly, as well as a guide to help you to introduce [Sacred Alliances](#) on your ongoing campaigns. The next one will tell you the secrets of **The Fourfold Juncture of Knowledge**. Stay tuned!

