

SACRED ALLIANCES

A MANIFESTO OF NATURAL HARMONY SUPPLEMENT



ALL THE LORE YOUR CHARACTER NEEDS TO JOIN THE MANIFESTO RANKS



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THE MANIFESTO OF NATURAL HARMONY

“The *Spellplague* had devastated the realms and when *The Sundering* ended, many things changed too, except the god’s intrigues. As a Chauntea’s devotee that calls Shadowdale home, I had been appointed to the most Sacred Mission on Faerûn — lead the stronghold of the **Manifesto of Natural Harmony** in the Heartlands.

The mentioned events left so many scars on the Dalelands, such as plants and animals mutation, animal specimens unheard of in large numbers, river’s increased width and so on, that we must understand all that happened before taking any actions. Oh, I almost forgot the war’s depredations lead by the fallen Empire of Netheril, and its vassal state Sembia, that we must work to restore.

One thing is certain; all unnatural effects must be warded off to maintain the environment’s natural harmony. That’s where the newly formed alliance’s focus is.”

Einul Goodberry

High Harvestmistress of the *House of Plenty*

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](#).

Silvanus, Chauntea, Eldath and Mielikki had been working together for ages, but only recently, they had decided to form an organized alliance. It had begun right after the fall of the Empire of Netheril, when a woman dressed in golden robes was seen collecting the morning dew in the *House of Plenty* fields. The agitated clergy advised Einul, which immediately went to the fields to talk to the woman and, for her surprise, the woman dressed in golden robes revealed herself as Chauntea’s avatar. The Golden Goddess then gave three flasks full of dew to Einul and said — My precious High Harvestmistress, take these blessed dews to help you heal the land’s illness, and please, come with me, I have precious information to share. — Then, in the blink of an eye both of them disappeared.

Two days later, the High Harvestmistress was back and the High Priests from the other allied deities representing the three Heartlands regions were already awaiting her. Einul had welcomed them and shared the instructions regarding the **Manifesto of Natural Harmony’s** creation. With a peaceful final speech, and committed to their sacred mission, the High Priests said farewell to each other and departed to their homes. Now they must organize their clergy and call the agents of the **Emerald Enclave** to help them expand the alliance’s influence through the realms.

TEMPLES AS BASE OF OPERATIONS

Every temple or shrine that worships Silvanus, Chauntea, Eldath or Mielikki will support the alliance and the **Emerald Enclave’s** members. The same applies for members of other affiliated orders and monasteries.

The *House of Plenty* covers a large area in the Village of Shadowdale, and also is Chauntea’s major center of worship, that qualifies the temple as the Dalelands’ main base and as the Heartlands’ stronghold for the alliance. For more information about the temple’ structure and clergy, stay tuned for our future solo adventure *Newborn Legends part 2*.

A temple dedicated to Silvanus in Archenbridge, called *The Verdant Shelter* is the main base for the alliance, influencing the lands of Sembia. It is said that the *Oakfather* wants to spread the forest over Sembia, as it was once in the past.

Mielikki’s holdings, *The Unicorns Refugee* in King’s Forest, in Cormyr, helps keeping the wild life as it should be. The temple deep in the forest is the alliance’s main base of operation in the Forest Kingdom.

One of the few temples dedicated to Eldath in Faerûn is located in Dagger Falls. Sinirlul Peacewoods is *The Singing Tesh’s* High Keeper of Stability. She is Einul’s right-hand for all Dalelands affairs, especially on rebuilding Daggerdale. For more information about Eldath temple’s structure and clergy, stay tuned for our future solo adventure *Newborn Legends part 1* and also *Adventuring in Dagðerdale part 1*.

There are many affiliated orders among the Manifesto to mention, but the most notorious are the **Emerald Enclave**, a druid circle known as **Keepers of Peace**, affiliated to *Mother of the Waters’* Church and a band of rangers known as **Green Leaves**, affiliated to *Old Oak’s* Church in the Dalelands-Sembia borders.

GOALS AND MOTIVATIONS

The alliance focuses its efforts in three different areas:

- **Peace.** When achieved, everything within and around a community will blossom in harmony;
- **Preservation.** Keeping the environment safe from any kind of depredation and unnatural effects allows all beings to keep on its natural cycles as expected by the gods;
- **Vigilance.** Being always aware to every step that surrounds your vigil will weaken any new treat by its roots.

According to the mentioned goals, it is clear that their motivation is a harmonious and peaceful environment surrounding all beings.

Therefore, the Manifesto’ structure possess talented members within the **Alliance Piety Rank** that helps expanding the church’s area of influence in Faerûn. To keep up with the church’s expansion, the alliance is supported by its affiliated monasteries and orders, especially by **Emerald Enclave’s** elite agents.

Usually, there are conflicts among the alliance’s goals. It is not uncommon that the Manifesto dispatches members to eliminate recurring treats against the wilderness, they may even recur to killing if it is the only option they have. The **Nefarious Coalition** opposes them, using its many affiliated orders always to unbalance the natural harmony, especially the **Zhentarim**.

The alliance accepts clerics, monks, paladins, wizards, fighters, and specially rangers, druids and barbarians.

MANIFESTO OF NATURAL HARMONY ALLIANCE PIETY RANK

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

- **Rank one.** Sprout
- **Rank two.** Branch
- **Rank three.** Floret
- **Rank four.** Stern
- **Rank five.** Bark

DIVINE GOSSIPS

Silvanus, through the **Green Leaves**, is trying to reforest northern Sembia covering everything up to the ruins of Ordulin to seal indubitably the shadowstuff created by the *Mouth of Shar*.

While the **Keepers of Peace** had been working on a cease-fire with the werewolves from the White Crag in Dagger Hills, they discovered that a very important person, assumed dead, is leading them and want to rule all Daggerdale. Lady Sinirlul reported the Keepers' findings to Lord Barathal in Castle Daggerdale, and promised him to find a way to solve this issue.

Considering the importance of other gods' portfolios to the alliance, Chauntea had invited Lathander and Selûne to join them. Both refused saying they would go by their own, but they offered to help whenever necessary. Rumor has it that the *Grain Goddess* also tried an approach to Kelemvor, but the *Lord of the Dead* remains averse to the Manifesto protective actions regarding the Baelnorns. He believes all undead must be destroyed, even if they are good aligned.

Emerald Enclave's agents devoted to Mielikki had been dispatched to Mulmaster surroundings in the Moonsea to vigil the devilish Thayan occupation of the city. They fear the Red Wizards are raising an undead army to conquer all Dalelands and beyond.

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 supplement will unravel the malicious practices of **The Nefarious Coalition**. Stay tuned!

