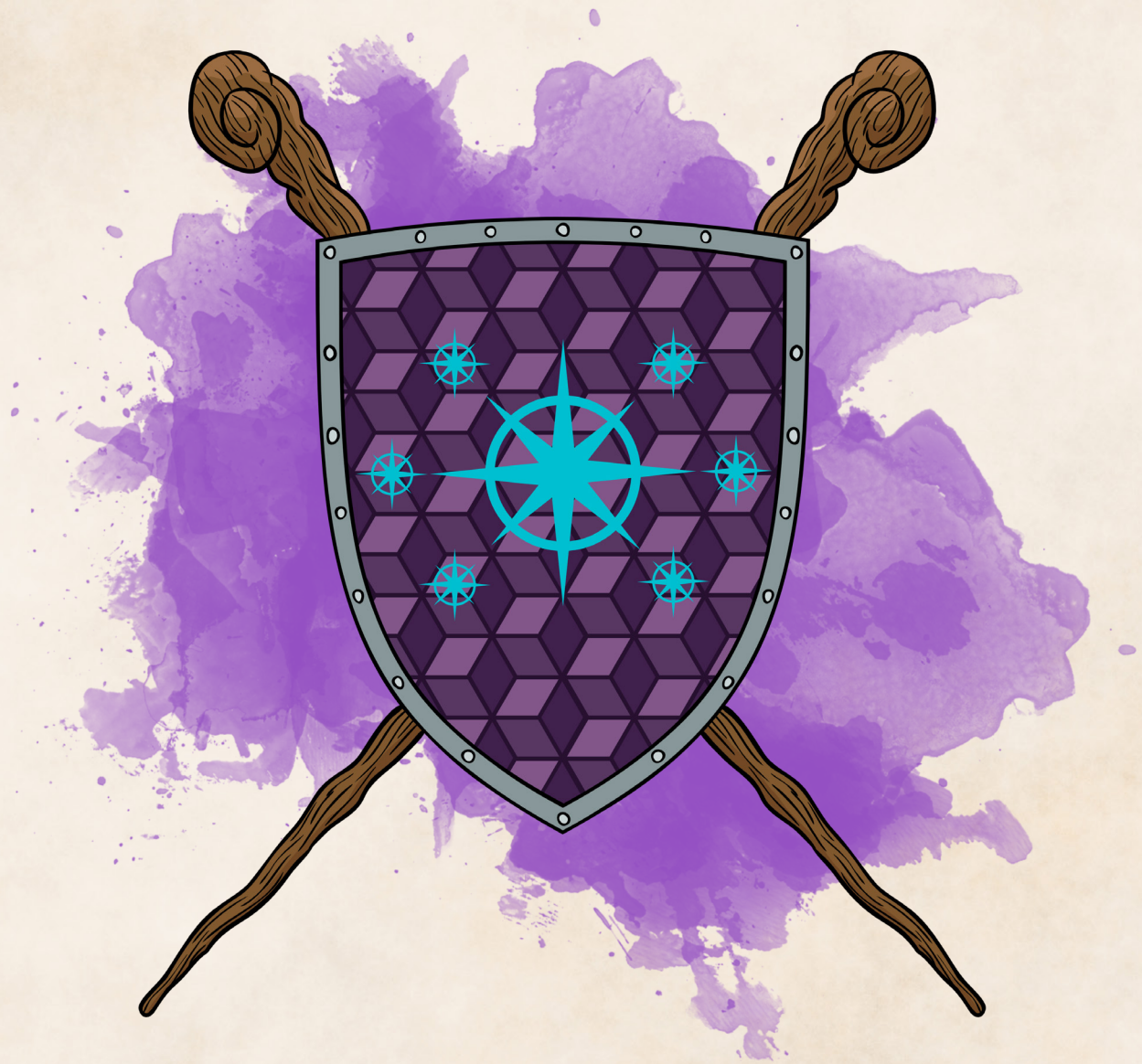


SACRED ALLIANCES

A RELENTLESS KEEPERS OF THE WEAVE SUPPLEMENT



ALL THE LORE YOUR CHARACTER NEEDS TO JOIN THE KEEPERS RANKS



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THE RELENTLESS KEEPERS OF THE WEAVE

“Srinsee’s death was a terrible loss for us; as so many others ripped on this terrible war. Srinsee had saved us, Myth Drannor and Toril from the wicked plans of Shar to replace our Lady Mystra as the Goddess of Magic.

Shar’s minions had been defeated, but we must keep our eyes wide-open because she will try again eventually. However, the *Mistress of the Night* is not the only threat in the realms. The **Nefarious Coalition** under Bane’s Black Hand is gathering its forces within the Heartlands. Sooner they will march against us, and rumor has it that the annexation of Mulmaster in the Moonsea, by the **Red Wizards**, was easily achieved not only by Thay’s economic power, but also with the Coalition’s help.

I am confident that other good alliances will help to keep the Dalelands safe, because the hallowed Keeper’s mission is to guard the Weave, and I was appointed to lead the **Relentless Keepers of the Weave** in the Heartlands by the *Mother of All Magic*. Everyone knows the evil forces always try to control the Weave to achieve victory, but this time they will not harm the source of magic, as they did in the past. Now, as guardians of this power, any treat will be promptly countered.”

Lints Discergos

Temple of Blue-Silver Glow’s Lady of Magical Art

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](#).

As the first created alliance due to the knowledge contained on the **Tome of Relics**, recovered by the Knight of Myth Drannor, Harth Talop, the clergy quickly structured itself to protect the Weave. Places bonded to the Weave are under constant vigil, creatures living within it are under control, and damaged areas are being located and repaired. This last step requires intensive investigation and knowledge that only the higher ranks members possess.

Quickly, Mystra shared the tome’s knowledge with Tyr. The *Mother of All Magic* needed his help, to act as a front line against evil forces that soon will be rallying to strike the Heartlands. Savras himself predicted that, and Tyr immediately formed the **Divine Trinity of Justice**.

The three allied gods had returned to life very recently, each one with its own problems to solve. Once these were taken care of, they gathered to form the alliance structure known as the **Relentless Keepers of the Weave**. Time was upon them, so they had assembled their clergies through Faerûn to keep the Weave safe once and for all.

Netheril’ strike against Myth Drannor had left many scars on the Weave, as well as many lessons too. That’s why the Keepers efforts are concentrated in the *City of Song* surroundings.

TEMPLES AS BASE OF OPERATIONS

All temples and shrines dedicated to Mystra, Azuth and Savras around Faerûn serve as shelters to the alliance’s members, as well as for members from affiliated orders and monasteries.

The *Temple of Many Eyes* was built recently in Arabel, Cormyr, and is dedicated to Savras. Its structure is large enough to support the alliance and affiliated orders members. It is also the alliance’s main base of operations in the Forest Kingdom. Jeellil

Orbmark, The High Sibyl leads the temple and has close ties with a network of astrologers called **Gurus of the Sky**. Lead by Anna Blackoak they are known to search for answers in the sky regarding High Sibyl’s premonitions to know when and where these are going happen.

Azuth, The *Lord of Spells*, is venerated at the *House of the High One* in Saerloon, Sembia. The Master Abjurer Halil Silver-snow leads the temple that serves as main base for the alliance and its affiliated orders in the Merchant State. A group of priests created by the Master Abjurer, known as **Art Saviors**, wanders through the Heartlands teaching all spellcasters they find to save their spells for urgency only. They believe art is a blessing, not an extravagancy to subdue others.

Lints Dicergos serves as the Lady of Magical Arts at the *Temple of Blue-Silver Glow* in the Village of Shadowdale. This wonderful temple dedicated to Mystra was built upon the ruins of her shrine after she had returned to life in 1479 DR. Now, the temple works as Dalelands’ main base, and stronghold for the alliance in the Heartlands. The Lady of Magical Arts had assigned a hallowed task to a band of adventurers to find and repair any damage to the Weave. They are called **Weave Tinkerers**.

As usual, there are many affiliated orders within the alliance. The most important in the Heartlands are the **Gurus of the Sky**, the **Art Saviors**, the **Weave Tinkerers**, the **Harpers** and the **Knights of Myth Drannor**.

GOALS AND MOTIVATIONS

The alliance focuses its efforts in only one area — the Weave. After *The Sundering*, The Mother of All Magic had created the **Edict of Magic**:

- The source of all magic will be in perpetual vigilance by any necessary means;
- No one will harm the Weave and go unpunished;
- Anyone trying to abuse it will be warned only once, and in case of reoccurrence, Mystra’s Magister will block its access to the Weave;
- Anyone caught manipulating the Shadow Weave will be arrested and judged.

According to the **Edict of Magic**, it is clear the alliance’s motivation is to keep the Weave stabilized for anyone who wishes to use it without harming it.

Therefore, the Keepers’ members are skilled enough in Weave’s matters. As they ascend into the **Alliance Piety Rank**, they acquire further knowledge to expand the two most important alliance’s interests — the conscious use of magic and the protection of the Weave.

Due to its power, the Weave is always a target when a divine being wants to dominate Toril. That is why the Keepers calls its affiliated orders to help them when needed, such as the **Harpers** and its special agents.

It is not uncommon that interests of an alliance are opposed by another’s. For the Keepers it is not different, they strongly oppose the **Nefarious Coalition**, since the Weave is their utmost obsession. They believe that controlling the Weave will lead them to subdue everyone else. In contrast, the Keepers maintain good relations with other alliances, especially the **Divine Trinity of Justice** which helps them on trials concerning the **Edict of Magic**.

The alliance accepts clerics, monks, paladins, wizards, sorcerers, bards, rangers and druids. The other classes are not common, but are not unheard of among the alliance’ structure.

RELENTLESS KEEPERS OF THE WEAVE PIETY RANK

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

- **Rank one.** Nominee
- **Rank two.** Claimant
- **Rank three.** Protector
- **Rank four.** Connoisseur
- **Rank five.** Weave Master

DIVINE GOSSIPS

Thanks to the existence of the Weave, Toril is by far the most magical world in the multiverse. While this is a fabulous achievement, it also brings greed to the table. Toril's inhabitants had been living in a turmoil caused by the gods' ambitions for almost 150 years. Tired of that, Mystra had approached Tyr to help her stop it, and from this meeting, both had created their alliances. In addition, he had instructed her about the **Edict of Magic**, and offered his knowledge to judge the cases about to come.

After his issues with Asmodeus were settled, Azuth concentrated his studies on the living creatures of the Weave. As soon as he understood its behaviors, he put his plan into action — controlling those beings to use them as guardians of the Weave. His research was successful, and he had shared it with his alliance's mates.

Savras has few worshipers in the realms, but as an important god to the alliance, the other gods of the Keepers had helped him during the construction of his first temple in Faerûn. Now, with his clergy in charge, the church is growing to achieve the alliance's goals. The **Gurus of the Sky** are doing a great job cataloguing the constellations of Faerûn to interpret the High Sibyl's omens. By the way, they had unraveled many other secrets that will change the life in Faerûn.

WHAT COMES NEXT?

Now, you have access to all information you need regarding the alliances, but do not delve away! Soon, a guide to help you introduce [Sacred Alliances](#) on your ongoing campaigns will be released. You will find on it how to spend downtime, samples of daily activities, relics types and how to create and capture them, examples of special tasks, tutor/apprentice relations, recipes to create magic items and lore regarding planar portals and how to open or just use them. Stay tuned!

