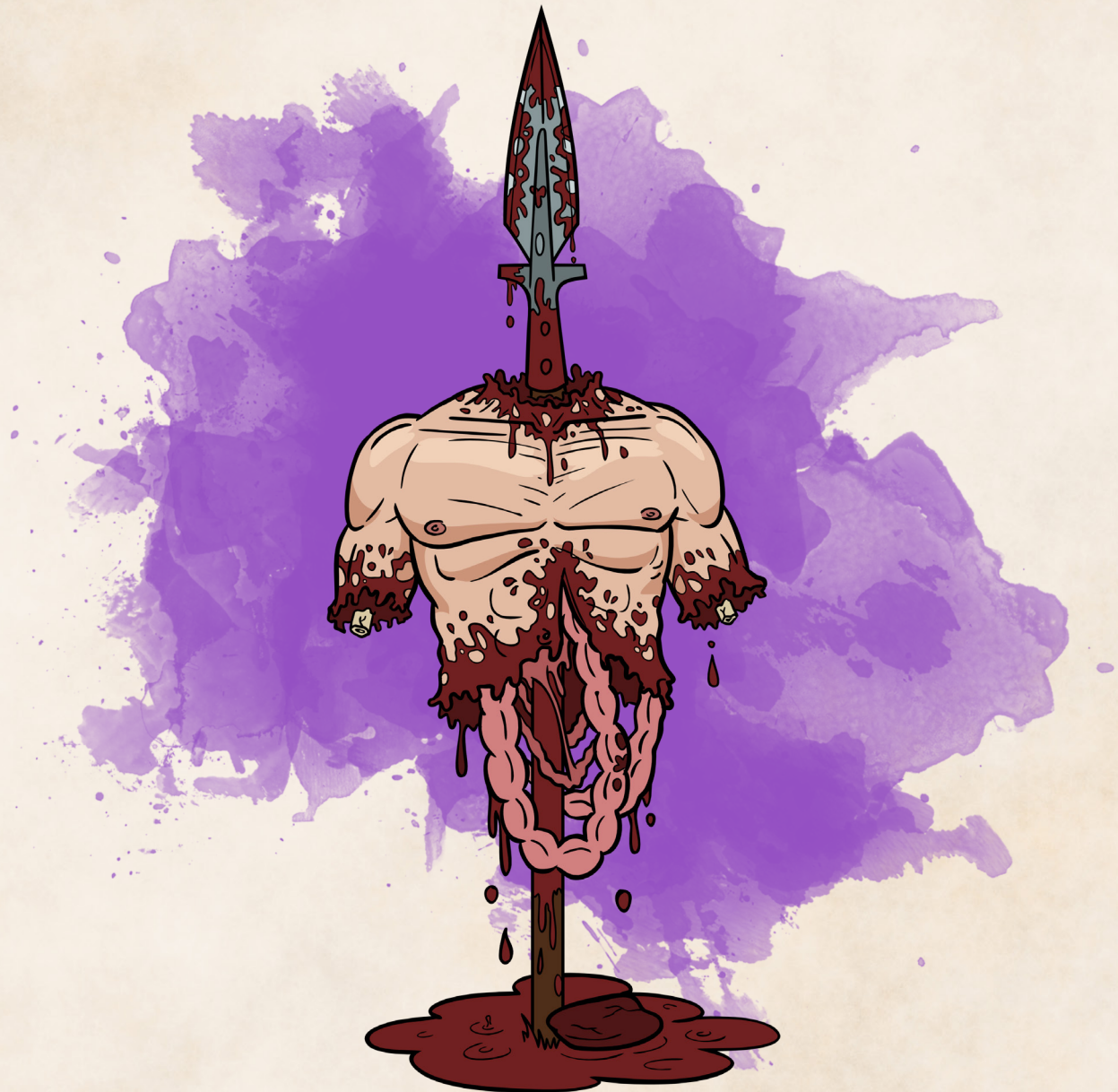


SACRED ALLIANCES

A NEFARIOUS COALITION SUPPLEMENT



ALL THE LORE YOUR CHARACTER NEEDS TO JOIN THE COALITION RANKS



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THE NEFARIOUS COALITION

"The chaos is over, Shar's attempt to rule all over Toril had failed, the *Black Hand* had spoken on a new moon's clouded night sky. It is time to impose a new form to rule through tyranny and fear, where the mightiest individuals will give the cards in Faerûn. Our first target is the Dales because it is ready to fall; these stuck-up farmers will kneel down to the **Nefarious Coalition's** divine influence soon.

The dungeon of Castle Kilgrave, northeast of Cormyr, had been rebuilt under the supervision of Bane's exarch himself, Fzoul Chembryl, to work as the Forest Kingdom main base and stronghold for the Alliance and the **Zhentarim** in the Heartlands. From there, we will be swift and nimble to crush any treat that could hurt our cause.

Fzoul had appointed me to lead the church and alliance through the stronghold that we named as *The High-handedness' Bastion*. Now I must work hard, with an iron mind and a black heart, to honor this privileged position."

Vonkilm Whitebane

High Inquisitor of the *High-handedness' Bastion*

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](#).

Bane, Bhaal, Myrkul and Loviatar are long-standing allies, but only recently, they had decided to form an organized alliance. It had begun when *The Old Lord Skull's* undead agents spied on the findings of a knight of Myth Drannor called Harth Talop. Right after the second fall of Netheril, he had found an ancient tome that details the connection between relics and deities — the **Tome of Relics**. Its unique and crucial information was the spark to the creation of organized divine alliances.

Immediately, *The Lord of Bones* shared the information with the *Dark One*, who dispatched his exarch Fzoul Chembryl to steal the tome. Even with Fzoul's success, they had lost the momentum to create the first organized alliance and take advantage of it, since Mystra, Oghma, Tyr and Silvanus had already created their own alliances. Regardless of this fact, the Coalition is strong enough to gain ground even starting its operations after the others.

Now in possession of the tome, Bane knows how to create the unholy alliance' structure. Therefore, he gathered with the other three deities and explained that in order to gain influence within the alliance, their devotees will perform tasks and gain ranks to spread the alliance's control. In exchange for their achievements, more power will be granted to them.

In essence, Lord Ao ordered all gods to be as close as possible to their devotees, otherwise risking falling into oblivion. Besides, the Coalition's deities dislike being submitted to Lord Ao, but will act as instructed until they find a way to subdue the overgod.

One night later, all clergy leaders had received instructions through dreams or their god's avatars. The Coalition's clergy is disciplined, so they organized the alliance' structure, and had rallied its affiliated orders just in time to start the operations, as expected by their deities. The **Zhentarim** and the **Red Wizards** will be crucial for the alliance' success.

TEMPLES AS BASE OF OPERATIONS

Temples and shrines of Bane, Bhaal, Myrkul or Loviatar are usually hidden in the underdark or the wilderness, with very few ex-

ceptions for Bane and Loviatar. These places supports alliance's members, the **Zhentarim**, the **Red Wizards**, and other affiliated orders and monasteries' members.

The *Gore's House* in southern Shadowdale Woods is an unholy place full of sick-minded assassins devoted to Bhaal. The temple is also the main base for the alliance in Daggerdale, Shadowdale and Mistledale. Everything within this region is reported to Shorluzne Bloodpike, the High Primistress. For more information about the temple' structure and clergy, stay tuned for our future solo adventure *Newborn Legends part 2*, and also *Adventuring in Shadowdale part 1*.

The *Fall of Stars* in Harrowdale Town is a place where torture is encouraged and treated as a pleasure. The High Whipmistress Lorricha Straintalon leads this Coalition's main base of operations in the Dalelands (except to Daggerdale, Shadowdale and Mistledale). For more information about the temple' structure and clergy, stay tuned for our future solo adventure *Newborn Legends part 5*, and also *Adventuring in Harrowdale part 1*.

In the sewers of Sembia's capital, Selgaunt, a fetid and decayed structure was raised to shelter Myrkul's devotees. The temple called the *Sentient Bones* is the Coalition's main base of operations for the Merchant State, and there sits the wicked High Tombwarden, Nared Zohrem. He commands the Coalition's undead forces, which had increased considerably with the casualties of the unsuccessful incursion against Myth Drannor.

North of Arabel in Cormyr, the Castle Kilgrave had played its part during *The Time of Troubles*. Now, its once ruined dungeon is active again serving as a temple dedicated to Bane, and was assigned as the Coalition's base in the Forest Kingdom. *The High-handedness' Bastion* is also the Coalition' seat of power in the Heartlands.

Rumor has it that all four high priests had agreed to concentrate their efforts on weakening the Trinity, the Keepers, the Juncture and the Manifesto's activities over Daggerdale, Shadowdale and Mistledale. They believe these three dales are increasing in power too fast to be countered if they do nothing quickly. To make things worse, their allied incursion to retake the Mines of Tethyamar, with the help of the barbarian tribe Earthquake and a dwarven legion, was successful. So now is the time to create intrigues and wipe out the heads of this pitiful insurgency before it is too late.

GOALS AND MOTIVATIONS

The alliance focuses its efforts in three different areas:

- **Tyranny.** Only the strongest and unbending-minded individuals have the right to rule, while the weakest ones must kneel or be sentenced to a violent death, serving as example to others;
- **Fear.** It has the power to maintain the population's obedience. Violent acts and the supernatural are usually enough to afflict people's minds;
- **Pain.** Sadomasochism is a depiction of art and find many sympathizers among the alliance members, while torture is a proved efficient method to extract useful information from enemies. And also to punish those who had failed to accomplish their tasks, or even had disrespected their superiors.

According to the mentioned goals, it is clear that their motivation is the creation of a perverted and frightful society ruled by tyrants.

Therefore, it is established that the alliance' structure shapes experts in the ways of the tyranny, that will help the church's expansion over the realms as its members ascend into the **Alliance Piety Rank**. To keep up with the church's expansion growing, the **Zhentarim**, the **Red Wizards**, and other affiliated monasteries and orders are backing the Coalition with its vile agents.

Very often one alliance's goals are opposed to the ones from another. The infamous Coalition's and affiliated orders members are always working to weaken the opposed alliances, through relics theft, sabotage and murdering very important characters (this one being always for the bloodlust pleasure of the followers of Bhaal). **The Nefarious Coalition** strongly opposes the **Divine Trinity of Justice** and vice versa. There is a cold war among them across Faerûn. The Coalition opposes the other alliances too, but in minor degree.

The alliance has no class restrictions, but only the most powerful and perverted individuals are chosen to join the Coalition's ranks.

NEFARIOUS COALITION PIETY RANK

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

- **Rank one.** Drudge
- **Rank two.** Stooge
- **Rank three.** Subdued
- **Rank four.** Ripper
- **Rank five.** Oppressor

DIVINE GOSSIPS

Rumor has it that Bane is using the **Red Wizards** to retake his position as Moonsea's overlord. In contrast, the **Red Wizards of Thay** had said that the annexation of Mulmaster was necessary to retaliate faction's doings. They would discuss the annexation of Mulmaster with the faction's leaders after five winters had passed.

Despite its chaotic essence, Malar works as an affiliated deity when the Coalition needs him. Also, Hoar works as an affiliate too, usually inspiring Coalition's members with a vengeful spirit when needed.

Bane himself had invited Mask to join the Coalition, but the *Shadow Lord* has other interests for a while, though he had offered his help when the Coalition needs to plant intrigue within their enemies. Mask truly enjoys causing intrigue on both/all sides Bwahahaha.

A band called **Order of the Ethereal Walkers** serves as spies for the *Lord of Bones*. Thanks to them the Coalition had been formed. Also, Bhaal has a group of assassins called **Shadow Rippers** that infiltrate enemy ranks to murder very important characters with brutal violence. And finally, Loviatar has at her service a group of female torturers known as **Maidens of the Truthful Agony**, that had been recognized to extract the deepest thoughts of their victims' minds through perpetual pain.

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 introduce you to **The Relentless Keepers of the Weave**. Stay tuned!

