

# A Fourfold Juncture of Knowledge Supplement



All the lore your character needs to join the Juncture Ranks



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## The Fourfold Juncture of Knowledge

"After my travels through Faerûn I had learned how to play many musical instruments and had listened to countless musical styles that granted me all knowledge needed to create two new musical instruments and a style — Viola and Dales Guitar, and the Fado respectively.

These travels began twenty winters ago when Milil, the *Lord* of *All Songs* carried a very special tune on my dreams. He had instructed me through his song to catalogue the musical instruments and styles from every corner of Faerûn, in order to inspire the creation of a new style to be played for many winters, on all taverns and fest halls of the realms.

When I was back to Ashabenford on Midwinter 1488 DR, Lord Milil sung to me again. This time the song instructed me to build an abbey to become the main base for the recently formed **Fourfold Juncture of Knowledge** on the Dalelands. In addition, the abbey should be the learning center for the Fado through its bard's college.

The High Councilor of Ashabenford approved the construction and after one winter, the abbey was ready to expand the alliance's influence across Faerûn through the Fado. This musical style is characterized by mournful tunes and lyrics, and infused with a sentiment of resignation, fatefulness and melancholia, usually performed by four musicians (one viola, one dales guitar, one base lute and a woman singer, also known as Fadista).

Fado ballads can be about anything, but it usually resembles the dalesfolk's rural life, independence, and the achievements of its heroes. As predicted by the *Lord of All Songs*, these new ballads will conquer as many hearts as desired by the alliance's purpose."

#### Sirlil Earthsong

Abbey of the Everlasting Fado's Glorian Castellan

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 <u>Sacred Alliances</u>.

Oghma, Deneir, Milil and Gond are long-standing allies, but only recently they had decided to form an organized alliance. *The Lord of Knowledge* was looking for a manner to fulfill an order given by Lord Ao, as described on page 3 of <u>Divine Trinity of Knowledge</u> <u>Supplement</u>. Influenced by the Trinity's success, Oghma decided to replicate its model in order to create the **Fourfold Juncture of Knowledge**. For his surprise, Deneir and Milil had already been working with their church's devotee leaders, just awaiting Oghma's final instructions at the *House of Knowledge*.

In addition, Gond, the *Holy Maker of All Things*, had dived on a sadness turmoil during *The Spellplague* and *The Sundering* because many uncatalogued Lantan inventions were lost when a tsunami had submerged the archipelago. This fact delayed the alliance's formation, but now with the prior efforts of all Juncture's gods, the alliance is expanding as desired.

Milil's efforts were the most successful. Having seen what happed to Gond, he guided his most capable devotee, Sirlil, through the realms, collecting knowledge about musical instruments and styles that could get lost during *The Spellplague* and *The Sundering*. That was a safe bet because lore from Abeir was incorporated too.

### TEMPLES AS BASE OF OPERATIONS

Across the realms, temples or shrines of Oghma, Deneir, Milil and Gond supports the alliance, as well as other affiliated orders and monasteries.

The magnificent *Abbey of the Everlasting Fado* in Ashabenford works as the Dalelands' main base for the alliance and its affiliated orders. Sirlil, the Glorian Castellan, receives daily reports of the happenings within the alliance's area of influence. For more information about the temple' structure and clergy, stay tuned for our future solo adventure *Newborn Legends part 4*, and also *Adventuring in Mistledale part 1*.

The Scriptorium in Suzail, Cormyr, is a temple dedicated to Deneir. Inside its walls, many books, tomes and scrolls are kept safe from deterioration and wrong hands, but are easily available to the alliance's members when needed. The temple was assigned as the main base for the Forest Kingdom due to its privileged structure and localization.

The Tower of Thought in Selgaunt, Sembia, is the largest and the most beautiful temple dedicated to Oghma in the Heartlands. Not by chance the temple was chosen as the main base for the Merchant State, and naturally as a stronghold for the **Fourfold Juncture of Knowledge** and its affiliated orders in the Heartlands.

The only temple dedicated to Gond in the Dalelands was abandoned almost seventy winters ago when Sembia, a vassal state of the empire of Netheril, had driven off the inhabitants of Essembra, capital of Battledale. Only recently the *Wonderbringer'* sadness was cleared off, together with Oghma's promise to bind new tomes concerning inventions' lore, in order to release some of them on Faerûn. Hence, the *Inspiration Divine* guided one of his devotees to build a new temple at Dagger Rapids, a village in Daggerdale. For more information about the village, the temple' structure and clergy stay tuned for our future solo adventure *Newborn Legends*, and also *Adventuring on Daggerdale part 3*.

There are too many affiliated orders among the Juncture to mention, but they are usually accompanying artisan's guilds and bard's colleges.

#### GOALS AND MOTIVATIONS

The alliance focuses its efforts in three different areas:

- *Knowlodge*. It must be kept safe but, at the same time, open for those looking for it;
- *Culture*. It brings joy to any community, creating its identity as a society through music, theatre, literature, and festivals;

• *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 upmost priority.

According to the mentioned goals, it is clear that their motivation is the society's wellbeing, rooted on knowledge, entertainment and skilled artifices.

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 are bard's colleges and artisan's guilds.

It is not uncommon that interests of an alliance may be opposed by another's. However, the **Fourfold Juncture of Knowledge's** interests are not strongly opposed by other alliances, except for all that which the **Nefarious Coalition** considers culture and knowledge, which they try to steal by any means for their own benefit.

The alliance accepts clerics, monks, paladins, wizards and specially bards, but few rangers, druids and fighters had joined the ranks recently. According to their rank within the alliance, the members are called:

- Rank one. First Tune
- Rank two. Seeker
- Rank three. Artificer
- Rank four. Lecturer
- Rank five. Maestro

### **DIVINE** GOSSIPS

Rumor has it that with Oghma's approval, Deneir and Gond devotees are testing a printing press device in Sembia. If true, the alliance's influence all over Faerûn will spread faster than expected initially.

The Guardian of Singers and Troubadours has been following the **Dales Quartet's** performances. The recently formed Fado group from the abbey had composed its first song — *The Tethyamar Rhapsody*. It tells the tale of the alliance between dalesfolk, dwarves and the barbarian tribe Earthquake, from the Desertsmouth Mountains, to retake the Mines of Tethyamar. For more information about the mentioned alliance, the barbarian tribe and the incursion in the Mines of Tethyamar, stay tuned for our future solo adventure *Newborn Legends part 1*.

## What Comes Next?

More supplements about the other alliances will come shortly, as well as a guide to help you to introduce <u>Sacred Alliances</u> on your ongoing campaigns. The next supplement will teach you the tenets of **The Manifesto of Natural Harmony**. Stay tuned!

