

THE GLORY ROAD

Issue 4

Religion, Magic, Tables for Your Table

RELIGION & MAGIC

In a world where player characters can perform miracles and cast spells, it seems clear that the average character in Estarion is well aware that magic exists, and has been able to observe magical or divine power first-hand. For most people, though, gods and magic are not everyday elements of their lives. Few have actually witnessed the magical professions using spells, seen demons or devils, or been connected to the power of the divine in any meaningful way.

RELIGION

The Aquilans worship the Olympians. The patroness of the city is Hecate in her role as goddess of the moon and secrets. The Temple of the Olympian Twelve holds major shrines to Zeus, Hera, Poseidon, Demeter, Athena, Apollo, Artemis, Ares, Aphrodite, Hermes, Hephaestus and Dionysus, with the worship of the Olympians the official religion of the empire, and thus enjoying an important position as a result.

The indigenous Tarquai people still have a strong connection to Astarte in her role both as fertility goddess (though many still remember her role as goddess of war). Her temple and temple prostitutes hold great sway and are known brokers of sensitive information. Foreign gods are not uncommon, though evil cults are illegal and covert.

Distant Gods

The world is not one in which gods walk the land and engage indirect or even proxy wars. Rather, the gods are generally uncaring. Not only do they not intervene in mortal lives, they also do not care to interact with petty normal humans. The gods' distance protects reality. Even demons and devils are limited in their ability to freely enter the world.

This also means that religious officials do not universally have magical powers, and many are corrupt or act in ways unconnected to their gods. Religious conflicts are less about divine agendas than they do with political agendas.

Magic

Magic is rare enough that ordinary folk look at it with awe and fear. While Player Characters may find themselves often encountering magic, this is not a world of high fantasy. Magic does not substitute for advanced technology across the game world. People tend to distrust magic and those who use it while being utterly fascinated by it, too.

For the most part, magicians are insular and disconnected from each other. However, there are two universities in Estarion, and one of them is the Scola Magica in the city's Second Ward, within which the college of wizardry tries to control the teaching and practice of magic in the city.

The Aquilans tend to look at scholastic training in magic or divinely granted magic as signs of a person of learning and importance, even among barbarians. Of course, a learned barbarian is not only still a barbarian, but also she or he is also a potentially very dangerous barbarian. The use of innate or hedge magic, however, is a lowly thing, and clearly likely to be a sign of devilry or innate corruption. Power gains from such base spirits may be a sign of poor character, evil influences, laziness, or inability to learn properly.

The Tarquai tend to look at any magical abilities as suspect. Since magic grants powers beyond those of other mortals and are hard to comprehend for the uninitiated, all magical abilities are treated as unpredictable, as are those who wield them. Even priests and priestesses are people of power whose true loyalties and purposes are shrouded in mystery due to the role of magic in their lives. Most look at magic with a combination of fear and fascination.

Magic Users in Estarion

The Aquilan gods are associated with clerics, with suggested domains following the suggestions on p. 298 of the Player's Handbook. In addition, paladins associated with the Aquilan gods tend to be tied to either the Oath of Devotion or the Oath of Vengeance.

The followers of Astarte are associated with druids, rangers, and paladins using the Oath of the Ancients.

The Scola Magica is tied to training of bards, particularly of the College of Lore, and Wizards. Sorcerers, Warlocks, Eldritch Knights, and Arcane Tricksters don't get as much support.

HIRING CASTERS & OBTAINING MAGIC

Characters may purchase spell casting services from temples or wizards. No more than three spells may be purchased per game. Player Characters must have access to a willing temple or NPC. Most of the available spells will be healing spells.

| Spell | Cost |
|--------------------------------|-------------|
| Cure wounds (lvl 1)..... | 10 gp |
| Identify..... | 20 gp |
| Lesser restoration..... | 50 gp |
| Prayer of healing (lvl 2)..... | 50 gp |
| Remove curse..... | 100 gp |
| Speak with dead..... | 100 gp |
| Divination..... | 250 gp |
| Greater restoration..... | 500 gp |
| Raise dead..... | 2,000 gp |

Magic items in Estarion are rare. There are no magic shops, and no options to buy permanent items.

Characters may, however, buy potions of healing and extra healing and scrolls of spells of level 1-3. As with spellcasting, the characters must be able to find a willing temple, ply the Scola Magica, or work with appropriate spellcasters.

| Scroll | Cost |
|---------------|-------------|
| Level 1..... | 100 gp |
| Level 2..... | 300 gp |
| Level 3..... | 50 |

TABLE: BEGGARS

Roll a d20 or read across or roll separately .

| d20 Name | Notes |
|--------------------|---------------------------------------|
| 1 Rafiq Harad | Aggressively seeks coppers from a PC. |
| 2 Salima | Appears to be blind. |
| 3 Mahamut Serad | Appears to be missing a leg. |
| 4 Severian Argus | Badly burned. |
| 5 Shara Qassar | Appears to be deaf. |
| 6 Imri Nussur | Wears tattered finery. |
| 7 Ibn Fazi | Particularly dirty rags. |
| 8 Nestor | Fidgets continually. |
| 9 Bashir Assad | Missing both legs. |
| 10 Timmur Saad | Very, very hairy. |
| 11 Mohir Orm | Very inebriated or drugged. |
| 12 Akim Noor | Appears to be missing an eye. |
| 13 Walid el-Fadi | Smells like rancid butter. |
| 14 Darmud Eshnapur | Very talkative. |

| | |
|---------------------------|--------------------------------|
| 15 Urlik Khal | Very young. |
| 16 Kassir Zahal | Missing all teeth. |
| 17 Levi | Lisp or speech impediment. |
| 18 Chagritz the Toothless | Lotus powder addict. |
| 19 Damiel Mosul | Claims to actually be a noble. |
| 20 Vorish Ohl | Bad case of fleas or lice. |

TABLE: WHAT'S IN ITS POCKETSES?

| d% | Result |
|-----------|---|
| 01-25 | Gold equal to the result of the die roll. |
| 25-50 | Silver equal to twice the result of the die roll |
| 51 | A healing potion |
| 52-53 | Small bag of salt |
| 54 | Small bag of spices |
| 55 | A small toy or doll |
| 56-60 | 1d6 small gems, 50 gp each |
| 61-64 | Map |
| 65-68 | Roll on the Trinket table (pp 160-161, PHB) |
| 69-71 | Roll d6: 1-2 dice, 3-4 cards, 5 loaded dice, 6 marked cards |
| 72-74 | Whetstone |
| 75-77 | A wineskin |
| 78-79 | Small piece of jewelry worth 3d6x10 gp, |
| 80-81 | Skin or wine. |
| 82-83 | Pipe and pipeweed |
| 84 | A set of artisan's tools |
| 85 | Stuffed animal |
| 86 | Signet ring and sealing wax |
| 87 | A love letter |
| 88 | A nice wig, 4d6 gp |
| 89 | Brooch or pin, 5d6 gp |
| 90 | Hairpin, d10 x 10 gp |
| 91 | Silvered dagger |
| 92 | Change of socks |
| 93 | Packet of lotus powder: 4d6 gp |
| 94 | Bottle of perfume: 5d6 gp |
| 95 | Silver hand mirror |
| 96 | Roll d6: 1-2 holy water, 3-4 healing potion, 5 acid, 6 poison |
| 97 | Treasure map |
| 98 | Roll 1d6: 1-2 a bag of ball bearings, 3-4 a bag a caltrops, 5-6 a set of fishing tackle |
| 99 | Ring of keys |
| 00 | Set of lock picks |