

# THE GLORY ROAD

Issue 6

Factions, Part 1; Tables for Your Table

## FACTIONS AND THE CAMPAIGN

Treat factions as Non-Player Characters whose actions create the basis for conflict and adventure in the city. don't need to belong to a faction, but those who do both gain access to resources and take on responsibilities.

## FACTIONS AND RENOWN

Characters can gain renown (DMG, p. 22) in one or more factions through adventuring or during downtime (DMG, p. 129.) Renown is tracked separately for each faction a character is affiliated with. Each level of renown has its own title and perks. The following perks are granted for all factions:

1. Your faction will give you an insignia showing your membership, and allow you to participate in faction events or missions
2. Your faction will allow you to participate in secret missions, and connect you with a mentor in your faction.
3. You will be sought out for missions and secret missions.
4. You can request resources such as consumable magic items and low-level soldiers to support faction missions.
5. You are a leader in your faction, and participate in decisions made by the leadership of the group.

## FACTION: TEMPLE OF HECATE

The Temple of Hecate is the most powerful religious group in the city, with close ties to government, the Scola Magica, and a vault of magical items underneath the temple.

Hecate was the first of the Olympians to be worshipped in Estarion, and thus maintains a powerful and independent temple. The emblem of the city is a crescent moon and a star in her honor. Thus, while to most citizens of the Imperium, Hecate is a minor goddess, blessing those who honor her with fortune, prosperity, and protection for their homes, in Estarion, she is revered for her role as goddess of crossroads, the moon, and secrets as well as her role in fending off evil spirits.

The Temple is all female, and the High Priestess has the ear of the Governor. Her role is usually very political, but is also tied to the control of powerful magics that allow the Temple to defend their position.

## NPCs

- **Countess Septima Nessus**, High Priestess of Hecate. Scheming and clever, the countess does not want to get her hands dirty in politics or conflicts. She would rather see others do the dirty work. She is a powerful cleric (of the Knowledge domain) and learned scholar. She plays her cards close to her chest, gives up very little in negotiations, and tries to work behind the scenes to guide people to do her dirty work without them even knowing.
- **Captain Lavinia Aventinus**, head of temple security and Eldritch Knight. Captain Aventinus is stoic, serious, and practical. She does not trust outsiders, and does not question her high priestess. She also does not go into battle lightly. Her goal is defense rather than war, security rather than risk. She seldom leaves the temple and seldom

## Goals

- **Stability**: those who might disrupt the peace must be controlled.
- **Protect the City**: at all costs, ruthlessly.
- **Control Magic**: diabolists, powerful magic items, and powerful spell casters must either fall under the Temple's control or be eliminated.
- **Find Lost Wisdom**: The Temple wishes to control ancient lore, secrets and spell books, preferably by peaceful means such as purchase or theft.

## Renown

Those allied with the Temple of Hecate revere her religious faith and are loyal to her temple. They serve the temple first, Estarion second, and the Empire third. These are often scholars, magicians, or clergy to whom the role of Hecate is important; or spies, agents, and criminals who do the dirty work of the temple.

## Ranks

1. Verger
2. Acolyte
3. Lector
4. Intercessor
5. Proctor

I wanted the feeling of romance and the sense of wonder I had known as a kid. I wanted the world to be what they had promised me it was going to be—instead of the tawdry, lousy, fouled-up mess it is. — Robert A Heinlein, *The Glory Road*

### Typical Quests

Finding or stealing a powerful magic item or artifact, guarding or transporting a key religious official, finding lost lore, fighting enemy cults, or even eliminating individuals who are a threat to the city.

### TABLE: HASSLED BY THE MAN

Roll d10 and d6 to determine why the authorities are bothering the PCs.

D10	Result	Sub-table
1	It's a shakedown!	<ol style="list-style-type: none"> <li>1. They demand 3d6 gp</li> <li>2. They demand 1d10 x 10 gp</li> <li>3. They want a nice piece of clothing or jewelry they see on a Player Character</li> <li>4. They want a Player Character or a Non-Player Character companion for their own pleasure</li> <li>5. You better keep quiet about what you saw tonight!</li> <li>6. They demand you show up to testify on their behalf at court tomorrow morning</li> </ol> <p><i>If you don't comply, they threaten you with arrest or violence.</i></p>
2	They're looking for a suspect...	<ol style="list-style-type: none"> <li>1. An escaped slave</li> <li>2. An escaped prisoner</li> <li>3. A notorious felon</li> <li>4. The runaway child of a noble</li> <li>5. A witness to their improper activities</li> <li>6. The leader of a notorious group of criminals</li> </ol> <p><i>1 in 6 chance they think a PC is their suspect!</i></p>
3	They are investigating ...	<ol style="list-style-type: none"> <li>1. A murder</li> <li>2. A burglary</li> <li>3. Smuggling</li> <li>4. A friend of the Player Characters</li> <li>5. Insurgents</li> <li>6. Someone the Player Characters don't like</li> </ol> <p><i>1 in 6 chance they think a PC is involved!</i></p>
4	They press you into service.	<ol style="list-style-type: none"> <li>1. To do some unpleasant menial labor</li> <li>2. To do guard duty</li> <li>3. To go on a dangerous mission</li> </ol>

		<ol style="list-style-type: none"> <li>4. To fight a fire</li> <li>5. To search for a fugitive</li> <li>6. To patrol the sewers</li> </ol> <p><i>If you don't comply, they threaten you with arrest or violence!</i></p>
5	They're here to help!	<ol style="list-style-type: none"> <li>1. They will give you directions</li> <li>2. They will help you avoid danger</li> <li>3. They will help you find something</li> <li>4. They will give you directions</li> <li>5. They will help you avoid danger</li> <li>6. They will help you find something</li> </ol>
6	They demand to search the party.	<ol style="list-style-type: none"> <li>1. For anti-Aquilan propaganda.</li> <li>2. For contraband</li> <li>3. For a fugitive</li> <li>4. Stolen goods</li> <li>5. Sensitive documents</li> <li>6. For heretical texts</li> </ol> <p><i>If you don't comply, they threaten to arrest you!</i></p>
7	They offer you...	<ol style="list-style-type: none"> <li>1. A ratty little dog</li> <li>2. A troublesome slave</li> <li>3. Information</li> <li>4. Something to eat</li> <li>5. Something to drink</li> <li>6. A good tip on the gladiatorial fights tomorrow</li> </ol>
8	They commandeer...	<ol style="list-style-type: none"> <li>1. Weapons or ammunition</li> <li>2. A mount or transportation</li> <li>3. Water</li> <li>4. Food</li> <li>5. Drink</li> <li>6. Healing magic, bandages, or medicine</li> </ol> <p><i>If you don't comply, they threaten to arrest you!</i></p>
9	They threaten to arrest you for...	<ol style="list-style-type: none"> <li>1. Violating sumptuary laws</li> <li>2. Looking at them funny</li> <li>3. Unruly behavior</li> <li>4. Not showing them respect</li> <li>5. Being too heavily armed or armored</li> <li>6. Looking too shifty</li> </ol> <p><i>If you don't comply, they threaten to arrest you!</i></p>
10	False alarm	They bypass you altogether.