

THE GLORY ROAD

Issue 6

Factions, Part 2; Tables for Your Table

FACTIONS: TEMPLE OF THE OLYMPIAN TWELVE

The priests of the Olympian Twelve (Zeus, Hera, Poseidon, Demeter, Athena, Apollo, Artemis, Ares, Aphrodite, Hephaestus, Hermes, and Dionysus) share the second most important temple in the city. Though their temple is as ornate and nearly as large as the Temple of Hecate, many of the priests here seek prestige and power for themselves.

Priests of the Olympian Twelve include clerics, paladins, warriors, and a fleet of bureaucrats. They are closely tied to the Aquilan nobility, and many citizens.

NPCs

- **Primus Amitius, Priest of Zeus.** Primus is an administrator and scholar, but not a cleric. He is pompous, but well-connected, and good at making alliances and political games. He is ambitious, but not yet trusted by the Prince.
- **Cassia Cloelius, Priestess of Ares.** Cassia is a cleric (of the War domain) sent to Estarion because of her rather ruthless tactics on the Western frontier. She wants power, influence, and even open warfare against any resistance types, and to make an aggressive push to diminish both the Temple of Astarte and the Temple of Hecate while she's at it. She is hot-headed, aggressive, and jingoistic.

Goals

- Uphold the glory of the Empire. While the Tarquai and other barbarians have interesting things to offer, they are still savages, and deserve to be treated as such.
- Build the Power of the Twelve: the Olympian priests should have more power, wealth and influence.

Allies and Enemies

- The Temple of Hecate is a grudging ally, but the priests of the Olympians feel they should have more prominence, and Hecate less.
- The Temple of Astarte is looked at with suspicion. Many of the priests distrust the barbarian priestesses, and would love to see them go away.
- The Aquilan Government is an ally, but the Olympian priests want to build stronger connections with the Prince.

Renown

Those allied with the Temple of the Olympian Twelve tend to be focused on being good and faithful citizens

of the Empire, upholding their civic duties, and keeping the rabble and barbarians in check.

They see loyalty to god and Emperor as equal. Almost all who earn renown in this faction are Aquila humans.

Ranks

1. Aspirant
2. Acolyte
3. Speaker
4. Elder
5. Lay Priest

Typical Quests

Rooting out heresy and diabolism, recovering treasure or holy items, sabotaging rival religions, spying on recalcitrant officials, or trying to influence local power struggles and politics.

FACTION: CRIMINALS

Criminals form the underbelly of Estarion, and are involved in plots and schemes every day. Adventurers are sure to come into conflict with them regularly

NPCs

- Shariq Al-Bassad, the Beggar King, the self-described protector of Downwind, and a master spy in his own mind. He is cunning and knows a lot about what happens in the city due to his network of beggars. He pays protection money to the Sahid brothers.
- Amon Sahid controls the trade in lotus powder, with strong interests in gambling, smuggling, and trafficking in stolen goods.
- Karam Sahid dabbles in human trafficking, slavery, and prostitutions, with other interests in extortion, protection rackets, and assassination.
- Ugly Malik is the Sahid brothers' enforcer.

Renown

Loyalty to a criminal organization means you are part of a network of spies, informants, and enforcers.

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*

Ranks

1. Associate
2. Soldier
3. Captain
4. Councilor
5. Underboss

Typical Quests

Committing crimes that further the profits, interests, and goals of the boss.

TABLE: CRIME AND PUNISHMENT

When the PCs run into trouble with the law, these tables can help if determine the outcome of a trial. To avoid conviction, you (or your defender) must make a Charisma (Persuasion) check to convince a judge of your innocence. The Difficulty Class of your defense is based on the nature of the crime you are accused of, and the crime affects the roll for your sentencing, too.

Crime	Defense DC
Murder, Treason	30
Conspiracy, kidnapping, extortion, sedition	25
Arson, assault, malicious sorcery, manslaughter, smuggling theft, tax evasion	20
Minor assault, bribery, misconduct, sumptuary laws, possession of forbidden goods	15
Unlicensed prostitution, vagrancy, failure to comply with Imperial authorities, insulting or spitting on nobility	10

Individual circumstances can affect your Charisma (Persuasion) check as well, as noted below.

Circumstances	Roll Modifier
Bribe (if substantial enough)	Advantage
Aquilan, evidence supporting your defense, friends in high places	+1
Olympian priest or noble, dirt on the judge	+2
Minor criminal record, crime against military or government	-1
Judge dislikes you, damning evidence, major criminal record	-2

If the PC is convicted, roll on the Sentencing Table, using the following Sentencing Modifiers. Roll 1d20 – the higher the roll, the better the result for the PCs.

Crime	Sentencing Modifier
Murder, Treason	Disadvantage
Conspiracy, kidnapping, extortion, sedition	Disadvantage
Arson, assault, malicious sorcery, manslaughter, smuggling theft, tax evasion	-2
Minor assault, bribery, misconduct, sumptuary laws, possession of forbidden goods	-1
Unlicensed prostitution, vagrancy, failure to comply with Imperial authorities, insulting or spitting on nobility	0

For your sentence, roll on the table below.

d20	Result
1-2	Execution: You will be given to the cult of Hecate for blood sacrifice.
3-4	Maiming: You loose a limb or are ritually scarred to mark you for your crime
5-8	Salt Mines: You are sentenced for 3d12 months of hard labor in the salt mines. You go free if you live.
9-10	Imprisonment: you are sentenced for 3d12 months in prison.
11	Slavery: You are sold at auction and your possessions seized by the state.
12	Indentured servitude: You are placed into a slave-like servitude for 3d12 months until you can pay back the victims of your crime through service.
13-15	Exile: You must leave the city for 3d12 months.
16-17	Branding: You are branded on your face with a brand that marks you as a convicted criminal, and what you were convicted of.
18	Flogging: You are publicly flogged, losing a 1d3 weeks healing.
19-20	Fines: You must pay a fine of 10d10 gp x your level for your crimes.