

THE GLORY ROAD

Issue 7

Factions, Part 3; Tables for Your Table

FACTION: TEMPLE OF ASTARTE

Astarte is the last of the old Tarquai gods still worshipped within Estarion. Her temple serves as center of fertility rites to support the farmlands north of the city. The temple is favored among the Tarquai, most of whom feel uncomfortable with the Aquilan gods. Astarte's cult also offers its priestesses' services as temple prostitutes and as mercenaries. Few of the priestesses of Astarte are clerics—most are actually warriors, rangers, druids, or paladins following the Oath of the Ancients. The typical Astarte priestess mercenary will be treated as a scout (MM, p. 34).

NPCs

- **Aludra Afya**, High Priestess of Astarte. Aludra is patient, diplomatic, and direct. She works hard to build alliances and keeps good relationships with others. She has secret connections to the resistance movement leaders as well as open connections to guilds. She is deeply practical, and sees herself as a resource for her people.
- **Niman Kharn**, Troubleshooter. Niman Kharn is notable as a Brass Dragonborn in a city where Dragonborn are not normally seen. He is a Moon Circle Druid who uses his shape-changing abilities to investigate crimes and resolve disputes for the Temple.

Goals

- **Protect the True City.** The priestesses see themselves as defenders of Selindra, and the Tarquai as the true citizens of the city.
- **Keep the Ancient Evils at Bay:** the cult of Astarte has tracked evil long before the coming of the Aquilans, and knows of ancient threats that they hold at bay.

Allies and Enemies

- The **Temple of Hecate** is feared and respected, but not trusted. They know the magic of the priestess of Hecate can help protect the city, but that they cannot be trusted to care for the Tarquai people.
- The **Olympian Priests** and the Aquilan governments are here to dominate and control. They are powerful enemies, so it is important to watch them, act discretely, and wait for an opening.
- The **Tarquai Guilds** are allies and friends.

Renown

Those allied with Astarte tend to identify not only with the goddess, but with the Tarquai people, the district of Selindra, and the idea of Tarquai pride, power, and

independence. Followers are affiliates with the church through military ties; serving as midwives, healers, or courtesans; or resistance fighters.

Ranks

1. Follower
2. Sister/Brother
3. Sergeant
4. Champion
5. Captain

Typical Quests

Military campaigns, freeing prisoners from the Aquilans, stealing items from the Aquilans, aiding oppressed peasants, recovering cultural treasures, defeating enemies of the city, tracking down ancient monsters and destroying them or or keeping sealed away.

FACTION: TARQUAI TRADE GUILDS

The trade guilds maintain a monopoly on training, certifying, pricing, and distributing many kinds of craft goods and skilled trades in the city. They are part corporate monopoly, part trade union, and part mafia family. Among the most influential guilds are the guilds of stevedores and porters, and blacksmiths.

NPCs

- **Adalet Nimah**, Guild of Seamstresses, Tailors, and Weavers
- **Jahan Asher**, Guild of Stevedores and Porters
- **Farid Ahmad**, Guild of Blacksmiths

Goals

- **Control markets:** the guilds want to make sure they control the markets and training of skilled workers.

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*

- **Influence laws:** the Guilds have no representation, so they make sure money, goods, and favors flow to minor nobles.
- **Keep the Aquilans in check:** the Guilds want stability, but they want to keep the Aquilans from supplanting them or interfering in the day to day live of the city too much.

Those affiliated with the guilds are merchants, guards, couriers, and enforcers. Secretly, the trade guilds also serve as a center of Tarquai resistance.

Ranks

1. Apprentice
2. Journeyman
3. Crafter
4. Master Crafter
5. Guild Elder

Typical Quests

Recovering items, punishing members not complying with guild rules, intimidation, influence-peddling, spying on the Aquilans, harassing raids and thefts against the Aquilans, helping rebels escape, flee, or hide from the authorities.

TABLE: STREET GANGS

d12	Result	d12	Result
1	Blood Brothers	7	Clowns
2	Deadheads	8	Demon Lords
3	Divine Bastards	9	Dragon Kings
4	Farm Lads	10	Moon Axes
5	Night Masks	11	Princelings
6	River Men	12	The Sisterhood

TABLE: GUILDS

Roll 1d6 to determine whether to consult the right side of the chart or the left. Then roll 1d30 or if you don't happen to have a d30, roll 1d6 and 1d10. If the d6 roll is 1-2, read d10 normally; on a 3-4 add 10, and on a 5-6, add 20.

1-3 on 1d6		4-6 on 1d6	
d30	Result	d30	Result
1	Apothecaries	1	Assassins
2	Armorsers	2	Bankers & Moneychangers
3	Bakers	3	Barbers
4	Basketmakers	4	Bodyguards & Mercenaries
5	Blacksmiths	5	Brokers
6	Bookbinders	6	Criers
7	Bowyers & Fletchers	7	Fishers
8	Brewers & Vintners	8	Fishmongers
9	Butchers	9	General Merchants
10	Carpenters	10	Grocers
11	Cart & Wheelwrights	11	Hairdressers
12	Chandlers	12	Horse-traders
13	Cobblers	13	Innkeepers
14	Embroiderers	14	Judges & Notaries
15	Fullers & Dyers	15	Leeches & Physicians
16	Goldsmiths & Jewelers	16	Litigators
17	Leatherworkers & Tanners	17	Moneylenders
18	Locksmiths	18	Mourners
19	Painters & Limners	19	Navigators
20	Plasterers	20	Perfumers
21	Plumbers	21	Printers
22	Saddlers	22	Ropemakers & Sailmakers
23	Shipwrights & Sailmakers	23	Sailors & Barge Handlers
24	Silversmiths	24	Scriveners
25	Tailors & Seamstresses	25	Silk Traders
26	Tinkers & Copperers	26	Stevedores
27	Upholsterers	27	Tattoo Artists
28	Weaponmakers	28	Teachers & Tutors
29	Weavers	29	Teamsters & Carters
30	Weavers & Spinners	30	Wine-sellers