

THE GLORY ROAD

Issue 8

Factions, Part 4; Tables for Your Table

FACTION: THE IMPERIALS

The Imperials are the de de jure governing body of the city. With control of taxes, law, courts, and the military, the Imperials have cornered the market on state power.

NPCs

- **Prince Lucius Martellus** is the current governor of Estarion, granted that station by his eldest brother, the glorious Nestor Martellus, Emperor of Aquila, master of the malachite throne, to remove his little brother and his reputation as a rake and lothario from the court. Prince Lucius is seen as a frivolous fop, easily manipulated by lusts and self-interest. Young, pretty, and surrounded by wine and women, the Prince is not well respected or loved in Estarion. But he is politically astute, and keeps those who around him in constant chaos while he is protected.
- **Captain Marius Escandar** is the commander of the Imperial Guard as well as nominal commander of the city watch. Escandar is a middle-aged professional soldier, very conservative and by-the-book. He is rigid, honorable, but chauvinistic about the Aquilan way of life— he sees provincial people as backward, and sees little need to care about local traditions, ways, or audiences. He tends toward a very black- and-white perspective.
- **Watch Captain Ismael Mahamut** is a local, raised in Estarion as the youngest son of merchants who joined the watch to avoid joining the church. He is outgoing, folksy, and very well-connected to many influential families. He works in the community to keep peace, and is said to maintain a system of patronage and favors as well, which makes Escander see him as corrupt, but which Duran sees as a way to keep people connected.
- **Exchequer Ingnatius Otho Novian** is a fat, fastidious man whose interest is in the flow of money. He tends to reduce all things to a matter of cash, and sees his job as making sure that the local barbarians keep paying their due into the Imperial coffers. He enjoys the power his job as chief accountant and tax collector grants him, and his 8 small force of publicans are greatly feared. He believes that his role gives him great power over the prince.

- **Lady Octavia Martellus**, the aunt of the Prince, is still quite a beauty, though she is now in her forties. She serves as an advisor to the Prince, where she watches others, gathers rumors, and whispers in the Prince's ear. She is, in short, the Prince's spymaster, and her network of agents is subtle and deadly.

Goals

- Order is essential: social unrest is to be avoided through games, laws, and spectacle when possible, and achieved through military suppression when necessary.
- The Empire is supreme: Aquilans see themselves as above other people. They will work hard to maintain their social and political status, and to keep others down.

Allies and Enemies

- The **Temple of Hecate** is allied to the government, but both distrust each other. The government dislikes the Temple's independence, and the Temple knows it.
- The **Temple of the Olympian Twelve** is very invested in supporting the Imperials, and is very focused on building as much favor with the Imperial government as possible.
- The **Tarquai Trade Guilds** work as peacefully with the Imperials as they can, but also work to protect their own interests, slow down change they dislike, and resist change when they think it's necessary.

Renown

Loyal affiliates of the Empire who act to support the government, seek out citizenship, status and rank, and otherwise want to support the goals and institutions of the Aquilan Empire

Ranks

1. Aspirant
2. Peregrine

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*

- 3. Federate
- 4. Citizen
- 5. Elder

Typical Quests

Military campaigns, crushing rebels, capturing strategic items or places, eliminating enemies of the state, settling disputes discretely or with extreme prejudice.

CALENDAR

The local calendar consists of ten lunar months of 32 days. Each month has a kalends, the first day of the month; an ides, marking the halfway point in the month; and the nones, marking the point halfway between the kalends and the ides. Days are not named, and weeks are not used. Time in the month is marked in comparison to these marks, for example three days after the kalends, the day before the nones, five days after the ides, etc. Each month includes key religious festivals, celebrated throughout the year, typically based on Aquilan practices.

Event	Moon	Martius	Aprilus	Maius	Junius	Quintillus	Sextilius	September	October	November	December	
1	Kalends	New Year		Festival of Flowers	Summer Solstice					Winter Solstice	Festival of Closings	
2	New											
3												
4												
5						Founding Day	Great Games	Festival of Zeus				
6	1/4											
7												
8												
9	Nones											
10	1/2				Hearth Festival							
11												
12												
13												
14	3/4	Festival of Astarte										
15												
16												
17	Ides	Spring Equinox	Festival of Demeter	Festival of the Dead			Autumn Equinox		Harvest Festival	Festival of Hecate		
18		Full										
19							Festival of Sun & Moon					
20												
21			Festival of Dionysus					Festival of Poseidon				
22	3/4											
23												
24												
25			Shepherds' Festival		Festival of Fortuna							
26	1/2											
27												
28												
29												
30	1/4										End of Year Festival	
31												
32												