

# The Nestorian Empire

*The Rising Power of Sentretta*

## Overview

The Nestorian Empire is a rapidly expanding imperial power at the heart of Sentretta. Forged through war, diplomacy, and the vision of its rulers, the empire is known for its disciplined Legions, intricate political structure, and the legendary city of Nestor as its capital. The empire's fate is closely tied to ancient prophecy, powerful artifacts, and the ambitions of its leaders.

## Structure & Governance

- **Emperor:** The supreme ruler, advised by the Imperial Council.
- **Imperial Council:** Composed of dukes, generals, and trusted advisors, responsible for major decisions including war, succession, and governance.
- **Regional Dukes:** Govern the various duchies and principalities within the empire, each with their own local power base.
- **Legions:** Professional military forces, organized into cohorts and squads, renowned for discipline and effectiveness.

## Culture & Society

- The empire is a melting pot of cultures, with citizens from conquered and allied lands.
- Public hearings and open petitions to the Emperor are a tradition, reflecting a balance between autocracy and civic engagement.
- Festivals, markets, and public ceremonies are common, especially in Nestor.

## Military & Intelligence

- **The Legions:** The backbone of imperial power, with specialized units (regular, heavy, marine, sapper, cavalry, scout, mage cadre).
- **Imperial Intelligence Agency:** Handles espionage, counterintelligence, and internal security, with a reputation for effectiveness and secrecy.
- **NIS (Nestorian Intelligence Service):** Operates both within and beyond the empire's borders, known for deep-cover agents and counter-espionage.

## Key Locations

- **Nestor:** The imperial capital, seat of government, and center of culture and intrigue.

- **Hodun, Santhur, Calad, Pirtarven:** Important duchies and allied regions, each with their own history and relationship to the empire.
- **Imperial Keep, Temple Square, Stone Bank:** Notable sites within Nestor.

## Laws & Customs

- The Lord Council governs major decisions, requiring a two-thirds majority for actions like war, borrowing, or creating new titles.
- Inheritance law generally favors the eldest child, but exceptions exist for multiple titles.
- Theft and murder are punished severely, with special rules for registered thieves' guilds.

## Notable Factions & Figures

- **The Imperial Council:** The Emperor's closest advisors, including the Imperial Magus, Marshal, Seneschal, and Chaplain.
- **The Legions:** Led by legendary commanders and supported by battlemages.
- **Noble Houses:** Each with their own ambitions and influence within the council.
- **The High Mages:** A recognized asset of the crown, and wielder of great powers, almost Nobles in their own right.

## Known Dangers & Challenges

- Political intrigue and power struggles within the council and among the dukes.
- Threats from undead forces, rival empires, and internal unrest.
- The ever-present risk of magical disasters tied to ancient artifacts and the Vordblade.

## Rumors & Legends

- The empire's fate is said to be bound to the bloodline of Ellenvord and the power of the Vordblade.
- Some believe the true power lies not with the Emperor, but with shadowy advisors and ancient prophecies.
- The Ratfolk are rumored to have infiltrated the sewers of Nestor, plotting an uprising.

## Relationship with Adventurers

- The empire often hires capable agents for missions of diplomacy, espionage, and artifact recovery.
- Loyalty and competence are rewarded, but betrayal is not tolerated.

Updated 2026-04-29 11:25:33 UTC by Admin