

Triumvirate

faction

Blurb Stern believers of The Three Goddesses.
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The Triumvirate is the dominant religious coalition of Aestilon, organised around the worship of the Three Goddesses — Din, Nayru, and Farore. Where the Order of the Sages claims political stewardship, the Triumvirate claims spiritual stewardship: it argues that a city without right worship is a city that will not long survive.

The faith gained force after the Prime Quest, when the Sages who founded the great cities were widely perceived to have been guided — and elevated — by a divine hand. The Triumvirate formed as both an affirmation of that divine guidance and a counterweight to the way local cults and new deities sprung up in the cities. If the Sages had become something like gods, the Triumvirate insisted, then the right worship must be preserved.

Beliefs

- Faith is a weapon against chaos. Devotion strengthens communities and weakens what threatens them.
- Battling evil is an extraordinary task requiring extraordinary resolve; the faithful must be ready to act.
- Only the Three Goddesses deserve the status of true world-shapers — other spirits are local, lesser, or dangerous distractions.

Goals

To spread the worship of the Three Goddesses across Aestilon, to marginalise competing faiths, and to enforce a moral order consistent with their doctrine. Publicly: devotion, charity, and parochial cohesion. Privately: a slow political campaign to push other religions to the fringes and reduce their political influence.

Organisation & Structure

The Triumvirate combines three practical arms rather than three competing priesthoods:

- **The Clergy & Missionaries** — the soft power of the church. Missionaries, teachers, and administrators who run temples, schools, and public rites. They are the primary domestic face of the Triumvirate and the first to move into a city where the Church seeks influence.
- **The Paladins & Temple Guard** — the outward-facing martial arm. Paladins, templars, and holy warriors who take the faith to the wilds and fight the monsters and enemies the Triumvirate publicly condemns. Their return with trophies and piety fuels public support.
- **The Inquisition (Secret Service)** — the shadow arm responsible for internal security, surveillance, and the suppression of rival cults. The Inquisition is where zealotry concentrates; it also handles contracts with outside shadow networks when the Church needs deniable operations.

Where the Order is a political coalition, the Triumvirate is a single, unified church with a hierarchical priesthood. At the top sits the High Triarch — a position of enormous moral authority whose occupant is rarely challenged. The Triarch preaches unity of worship and enforces doctrinal consistency through councils, decrees, and public rituals.

Methods & Public Face

Publicly the Triumvirate practices charity, education, and visible rites of protection: processions, blessing of harvests, healing ceremonies. They maintain hospices, schools, and forums where their message can be heard.

Privately their methods are strategic and patient: infiltrate a city's religious life via schools and charity, win the trust of local elites, convert the influential, then marginalise the rest. They tolerate minor local cults in public when it is politically convenient; their real goal is to hollow those cults out of influence over time.

Zealotry

Officially the Triumvirate condemns preemptive violence. In practice, zealot elements — particularly in the Inquisition — authorise and arrange preemptive actions when they believe a rival cult or figure poses an existential threat to the faith. These actions range from denunciations and purges to assassination and sabotage commissioned through covert networks.

The line between pious enforcement and fanatical purge is thin, and the Triumvirate's willingness to cross it is one of the faith's most dangerous features.

Notable Members

Nothing found

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