

Healing Temples

In the center of the temple is a semi-circular stone wall with items hanging on it. Under each of these is a large red candle, and a glass jar.

The **altar** is very small, and located by the wall of sacrifice items. It is, however, visible from the wall. This is all one screen. At the altar, the player is prompted to “make an offering.” If there are different types of healing, those appear. If not, Rolan pays the fee and the image of a flame appears in the altar for a split-second indicating something was sacrificed. The affects take place immediately after, as indicated by the typical “*ding*” of full health.

Possible Offerings, if we want multiple types:

Wildflowers: restores health

Laurel Sprig: restores health + SP

Golden Feather, Iron Feather, Bloody Feather: restores health, SP...something else? These could be scattered throughout the world and do crazy cool stuff, like raise you overall HP by 5-10 points, or your magic defense (of course, these items are limited)

There is always a **Sage Historian** present at these temples. Every historian will have a similar dialogue that explains how the offering works. Each item has a back story and metaphorical meaning—hence why they are still used, though the world is not religious.