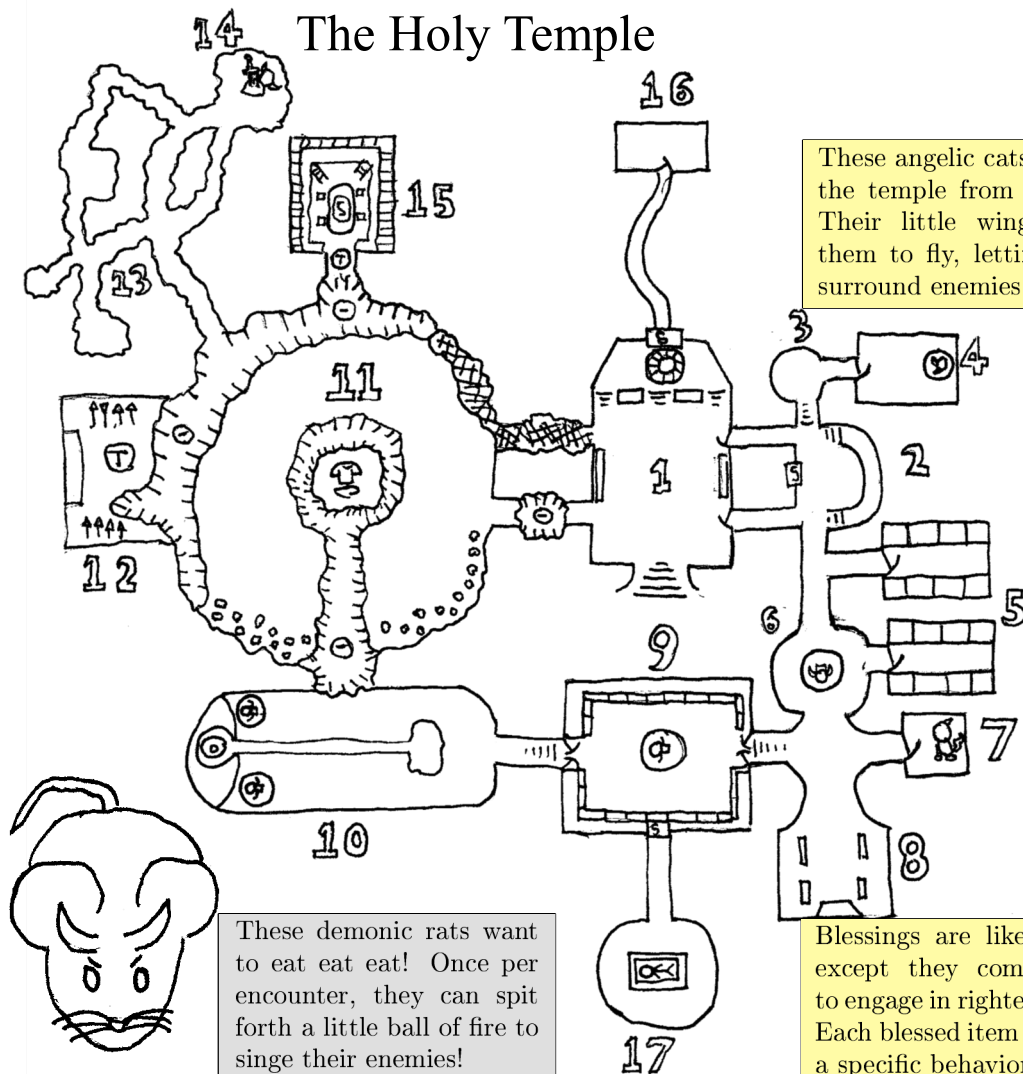


# The Holy Temple

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These angelic cats protect the temple from robbers! Their little wings allow them to fly, letting them surround enemies easily.



These demonic rats want to eat eat eat! Once per encounter, they can spit forth a little ball of fire to singe their enemies!

Blessings are like curses, except they compel you to engage in righteousness. Each blessed item compels a specific behavior.

2d4	Wandering Monsters
2	Imp searching for its master
3	1d4 Giant Bats
4	2d6 Infernal Rats
5	2d6 Rats vs 2d6 Cats
6	2d6 Angelic Cats
7	Holy Statue
8	Clerics seeking relics

1d6	Random Blessings
1	Must donate to the poor
2	Must foster orphans
3	Must tell the truth
4	Must preach of the Deity
5	Take half damage for allies (to 1 HP)
6	Must protect the innocent
7	Must protect animals

- (The Chapel) Stairs lead down to a room with corpses of cats and rats. Singing the **Hymn of the Guardian** from the choir pews opens the secret door behind the pedestal.
- (Storage) There are barrels of wine, old robes, and cups. There is a secret door to the tithe room. Inside is 10,000 cp, 5000 sp, and 1200 gp. There are 5 angelic cats here, who will hiss at any intruders.
- (Preparation Chamber) There are 3 silver incense trays worth 25 gp each here, and some incense.
- (Confessional) A large statue to the deity stands in the back. It compels one to confess their sins. The statue assigns a quest to the sinner for penance.
- (Priests' Quarters) Each room contains 8 beds, each hosting the nest of a cat. Each bed has a small chest, with 1d6 sp and clerical vestments. One of the chests contains a silver holy symbol.
- (Passage) A statue guards the passage here. It is wearing a **blessed amulet** of health, which prevents disease. The statue will attack any who enter without appropriate garments.
- (Head Priests' Chambers) The head cat nests here, with 3 other cats. It may be willing to tell the PCs about the secret door to the tithe room, in exchange for exterminating the rats.
- (Reliquary) Inside is a golden goblet worth 750 gp, a ceremonial sword worth 500gp, and a **blessed** cape that glows when worn, and prevents a killing blow 1/week
- (Crypt) Each of the 16 graves can be looted for jewelry worth 1d4x50 gp, but brings the statue to life!
- (Holy Fountain) The well that feeds this fountain contains the body of an angel. Placing a corpse in the water can revive 10 small (cat-sized) creatures, or 1 human-sized creature 1/week, in exchange for a holy quest upon the resurrected.
- (Training Room) This room has mostly collapsed, leaving a 50ft deep chasm. In the center is a suit of red **blessed** armor on a stand, that protects from fire. Making noise alerts the **rats**, who will start climbing up the walls in three waves of 5 rats each.
- (Armory) Rotting weapon stands hold silver swords, maces, and spears. Two giant **bats** lurk in the rafters.
- (Tunnels) They are infested with rats. Each room has a rats nest containing **2d6 rats**.
- (Demon Corpse) A corpse of a demon lies here, with clear nibbles and parts missing from year of being slowly consumed by rats. A **blessed sword** that smites otherworldly evils is embedded in its chest.
- (Library) Shelves of religious texts. There are 8 books worth 1d3x100gp each. A secret compartment in the table contains a songbook with the underlined **Hymn of the Guardian** which causes a cleric's blessings to become more potent.
- (Prayer Room) This empty room is featureless. Ask for aid and you shall receive it from the **Guardian**.
- (Tomb) The **Guardian** himself is buried here, with his **blessed** silver mace that destroys undead.