

ONE-ROLL TEMPLE DETAILS

It's inevitable that the PCs are going to seek the services of a temple sooner or later, either for the sake of some magical blessing that can be had there or out of more secular interest in its wealth, employment opportunities, or suitability for plundering. The tables below allow you to roll one die of each type and assemble a serviceable shrine out of the results.

When considering the specifics of architectural design or decoration, you can lift the aesthetic of the surrounding culture and simply use that. If the faith is an export from a foreign land, however, it might use a different architectural lexicon, or use materials uncommon in the secular buildings there. Often there are particular structural quirks that quickly identify a building as sacred in its culture, such as purifying baths or ritual walls.

d6 What Do The Locals Think Of It?

- 1 It's held in contempt for its flaws and failings
- 2 Something about it is bothering the locals
- 3 The locals accept it as a tolerable shrine
- 4 It has a good and trustworthy reputation
- 5 It did something recently that gave it glory
- 6 It's held in utmost esteem by the locals

d8 Who Is In Charge There?

- 1 A venal time-server of desultory piety
- 2 A harried and inexperienced new leader
- 3 A dutiful minion of the local secular power
- 4 An incompetent shunted off to the post
- 5 A local prodigy of remarkable abilities
- 6 A grizzled and pragmatic leader
- 7 A charismatic but near-schismatic iconoclast
- 8 A practical and reasonably pious cleric

d10 What Particular Help Can It Provide?

- 1 They have considerable magical resources
- 2 They're unusually flush with cash
- 3 They own a lot of valuable goods or land
- 4 They have the ear of important locals
- 5 The local lord relies on them considerably
- 6 They have useful secular servants
- 7 They know a lot of useful secrets
- 8 They can get crimes or offenses forgiven
- 9 They are owed favors by other temples
- 10 They have a lot of well-armed followers

d4 How Big is the Temple?

- 1 Much smaller than most in a similar place
- 2 Shrunk from its former size
- 3 Normal for a temple of its importance
- 4 Unusually large or grand for its site

d12 What Problems Does It Have?

- 1 A rival faith is doing the temple real harm
- 2 The locals expect a miracle it can't provide
- 3 The leader is fighting with their superiors
- 4 A priest recently did something awful
- 5 The temple got into serious debt lately
- 6 Some disaster physically damaged the place
- 7 Some armed men have a grudge against it
- 8 The elite refuse to patronize it for some reason
- 9 It suffers signs of real divine displeasure
- 10 A sorcerer-priest is meddling with dark forces
- 11 A schismatic is drawing off its believers
- 12 Roll twice; one because of the other

d20 Particular Quirks About the Temple

- 1 It's built into a once-secular building
- 2 It's remarkably well-fortified
- 3 It's connected to a secular business
- 4 The clergy are largely related to each other
- 5 It's in an unusually dangerous location
- 6 It shares space with a friendly faith
- 7 It follows unusual prohibitions or rites
- 8 It has access to some ancient artifact
- 9 The library is remarkably extensive
- 10 It attracts prophets and religious merchants
- 11 It provides some illicit or scandalous service
- 12 It's more a merchant enterprise than a shrine
- 13 It's unusually beautifully-built
- 14 It's a shadow of a once-glorious past
- 15 It's unusually recent in its founding
- 16 The clergy generally hate each other there
- 17 Its leadership is foreign or demihuman
- 18 It deals only with the proven faithful
- 19 It displaced a former faith, perhaps violently
- 20 It actually is another faith, merely concealed

