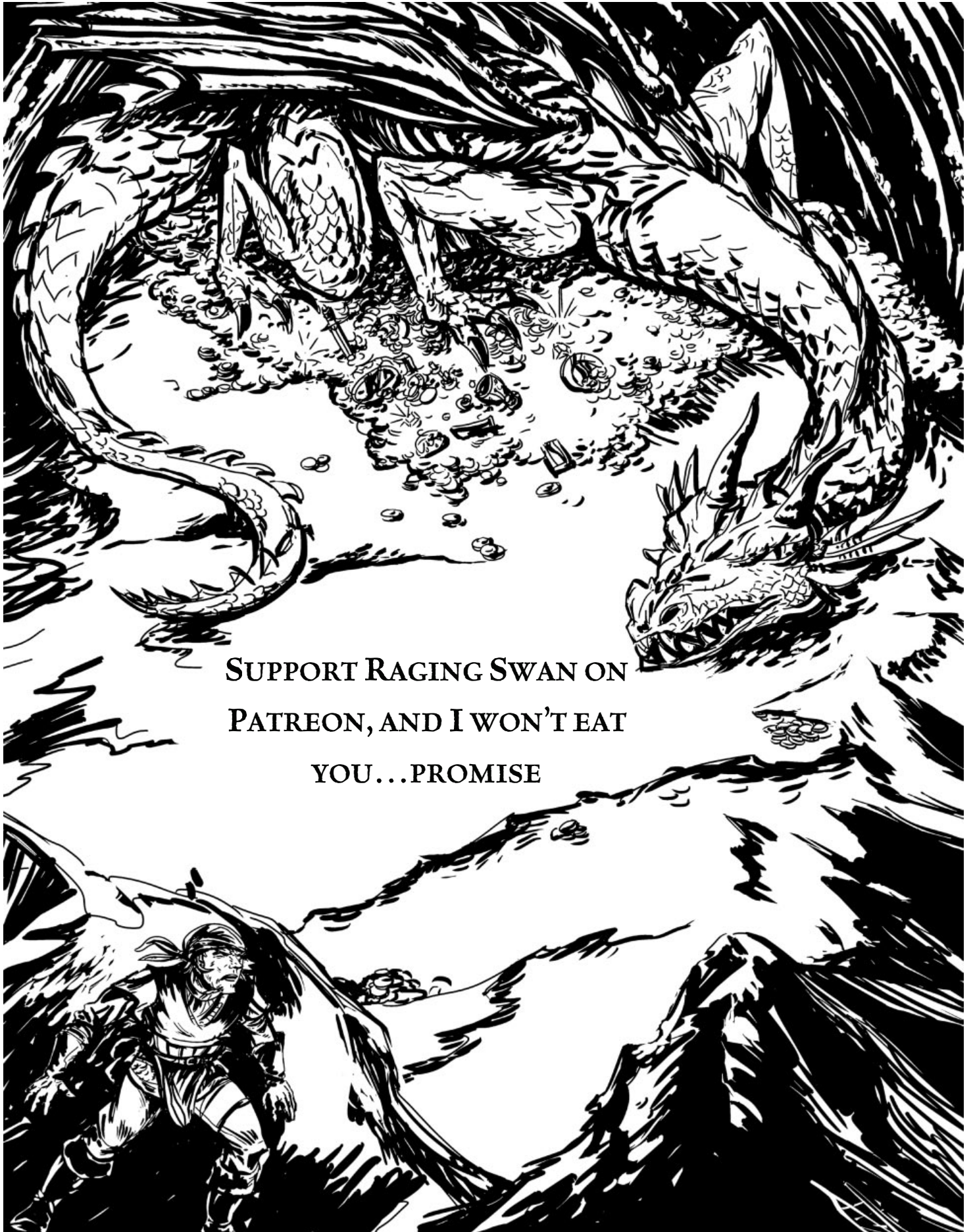


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ALTERNATE DUNGEONS: ABANDONED TEMPLE



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ALTERNATE DUNGEONS: ABANDONED TEMPLE

Not all dungeons feature the traditional setup of a monster-filled subterranean network of rooms and passages. Druidic groves, haunted houses, rank sewers and more can all serve as an exciting backdrop to the PCs' adventures. Such locations present their own set of unique design challenges, though, for the time-crunched GM plotting the next adventure.

This instalment of Alternate Dungeons presents loads of great details, hints and tips for a GM designing an adventure set in an abandoned temple. Designed to save a GM's time while adding flavoursome details to bring the locale alive in the player's minds, Alternate Dungeons: Abandoned Temple is an essential tool in any GM's arsenal.

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Thank you for purchasing *Alternate Dungeons: Abandoned Temple*; we hope you enjoy it and that you check out our other fine print and PDF products.

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ABANDONED TEMPLE: AN ALTERNATE DUNGEON

The former home of a vile cult or a benign religion forced out of an area due to a calamity or political pressure, an abandoned temple still contains potent divine magic. Even located in the busiest of locales, an abandoned temple stands empty and unclaimed due to superstitions surrounding curses invoked by the departing priests or the wrath of vengeful deities. The untouched location invites insidious threats that tap into the ambient divine energies in the temple, or the negative emotions generated by the activities of vile cultists or the ouster of good, but politically inexpedient adherents to a legitimate religion.

Abandoned temples provide many opportunities for adventure and intrigue, and residents of a city with an abandoned temple might enlist the PCs to investigate strange occurrences originating from a temple. Designed foremost as buildings, temples have some dungeon features (especially those temples housing crypts and the like). This section provides GMs with advice for transforming a deserted temple, replete with remnants of divine power, into a memorable adventure site.

DEFINING THE DUNGEON

An abandoned temple occupies a finite space, but the arrangement and size of the temple varies considerably. It could contain a couple of rooms, one of which holds a simple altar, or it could be an enormous complex featuring multiple storeys, either as part of a towering cathedral or as several levels of subterranean crypts. Location provides another type of variability. Once-popular temples stand empty in a bustling part of a city. Temples for less palatable gods exist in slums, sewers and other infrequently visited locations. Locations devoted to nature deities become mystic groves. Finally, religions requiring adherents to prove themselves or perform their sacred duties ascetically exist in inhospitable regions, such as lofty mountaintops or nearby oases in harsh deserts.

All abandoned temples have a measure of divine power, deriving from the deity to which the temple was devoted or a corruption of divine power as a side effect of destroying the temples. Long-abandoned temples should still inspire awe in those who explore (or loot) them.

DESIGNING THE DUNGEON

One of the key difficulties of designing an abandoned temple as a dungeon is organizing the temple so the PCs want to explore every room. Most temples are organised so worshippers can easily find the main altar, but there are plenty of side areas containing items of interest to explorers. Below are some considerations a GM could give when designing an abandoned temple.

Altars and Shrines: Areas that focus worship to a deity possess inherent power that remains long after the temple has

ceased serving its purpose. Characters looting the temple subject themselves to this lingering divine might when they defile—incidentally or purposely—an altar and shrine. A GM could impose a *bane* effect on characters who are more than one alignment step removed from the deity or grant *bless* on characters who are within one alignment step. At higher levels, a GM could ramp this up to *bestow curse* or *divine favour* or have the location *dominate* a character to restore the temple.

Crypts: Many religious sites contain graveyards and crypts for their well-regarded clergy and worshippers, or at least those who donate their wealth to the temple, the idea being that the holy site will protect the body from necromancy. Outright evil religions inter their dead, so they can rise up as defenders. Either way, these burial sites most likely contain additional treasure.

Flying Threats: Flying creatures in cathedrals and other areas with tall ceilings may surprise PCs expecting a typical dungeon crawl experience. Surviving an attack may point the characters in the direction of these creatures' lairs, where they may find treasure or vital information.

Hallowed/Unhallowed Areas: Typically *hallow* and *unhallow* spells require recasting after a year's time. For recently abandoned temples, their effects may still linger. However, for temples that have stood empty for longer than a year, some force may refresh these spells. In a formerly benign temple, these areas might provide respite for characters assaulted by undead creatures that have invaded the temple. In a malign temple, an *unhallowed* location may indicate the presence of an important treasure or location.

Hidden Areas: Many temples, even for the most open and welcoming deities, hold inner sanctums known only to high-ranking priests and priestesses where private rituals take place. Players may locate secret sites through their knowledge of the religions and their iconographies. In addition to providing locales for sacred rites, these hidden areas could hold the temple's treasures and, in the case of evil cults, clues to the whereabouts of other groups.

Unassuming Items: Many religions hold to the belief that humility brings one closer to the divine. While temples may have ostentatious displays to show the prosperity and power of their deities, they also contain mundane items that possess power or hide secret locations. A modest wooden cup, capable of granting incredible abilities, may sit among silver and gold, gem-inlaid chalices, much more superficially attractive to looters. *Magic aura* often enchants such items to keep their natures hidden. A tiny closet might conceal the entrance to the temple's treasury or crypts where the honoured dead lie with their worldly possessions.

RUNNING THE DUNGEON

Running an abandoned temple varies a little from a traditional dungeon. Below are some considerations GMs should keep in mind when using an abandoned temple as a dungeon.

Cover: Temples provide plenty of sources of cover for clever combatants. Altars have a place of prominence in worship halls and grant cover. Statues representing deities stand in alcoves that allow smaller creatures some protection.

Glyphs and Symbols: Mixed in with writing of religious significance on walls and various other surfaces, inscribed *glyphs* and *symbols* present challenges for the PCs. Depending on the overall nature of the religion or cult, the engraved sigils inflict a varying degree of harm on their victims. Good-aligned temples feature *symbols of sleep* or *stunning*, which would have allowed the clergy to escape or hide from invaders or to remove intruders harmlessly. Of course, in abandoned temples, such symbols may prove just as deadly as the *symbols of death* and *pain* featured in darker temples. *Glyphs of warding* may also be set to protect valuable relics contained within chests and hollowed out altars.

Illumination: Depending on the deity to whom a temple is dedicated, the illumination level varies considerably. For temples with warm and open worship services, windows allow natural light to shine into the worship area. These temples also feature torches or other devices that shed *continual flame* or activate with *daylight*. For religions or cults following less acceptable deities, darkness shrouds the temples, oftentimes using magic.

Sounds: Often, temple construction considers acoustics. When a cleric gives a sermon, he or she desires to have her words reverberate through the hall and reach everyone in the congregation. Additionally, instruments, such as massive organs, or other loud devices like huge bells provide means to drown out spellcasting (potentially imposing a DC 10 + spell level concentration check).

Temple Hazards: For temples housing a number of statues, incidental falling statues pose threats to the unwary. Additionally, the temples' builders may have incorporated mundane traps to protect treasures and secret locations and to supplement magical warding and damaging symbols. Finally, depending on the cause for temples' abandonment, haunts could remain to torment explorers.

Tight Spaces and Difficult Terrain: Large temples hold a number of cloisters and private sanctuaries, which make for small encounter spaces. GMs may want to place encounters in these cramped areas sparingly, as players grow frustrated by having little room to display their prowess. Additionally, the location of altars, pews and shrines confound movement through even the largest areas. A GM can treat these areas as difficult terrain or require players to squeeze to pass through them. Finally, in a temple's main hall where the altar usually has the most prominence, stairs leading to the altar slow movement.

SACKING THE DUNGEON

Like any adventuring site, an abandoned temple contains valuable treasure and powerful religious artefacts. Listed below are inspirational ideas for unique, thematic treasures to award characters adventuring in an abandoned temple.

Alchemical Ingredients: While temples do not house alchemical laboratories, they may have supplies necessary for carrying out their duties. This is especially true for temples serving nefarious deities. In addition, incense is a vital part of many religions for meditative purposes, and wealthier temples may hold sticks of incense worth upwards of 1 gp per stick.

Artwork: Temples hold valuable paintings of saints and martyrs, often commissioned by famous artists. However, even relatively unknown monks may show incredible talent for which an appraiser will pay a considerable amount.

Holy Symbols: The most common items in abandoned temples, holy symbols are usually utilitarian affairs. However, prominent members of the faith might have left behind silver and gold holy symbols worth considerably more than their wooden counterparts.

Magical Arms and Armour: Many deities have favoured weapons, and the devout would certainly have carried enchanted versions of these weapons. Additionally, since even the most pacifistic priests wear armour, PCs can find magical breastplates, suits of chain and full plate armour in temples.

Offerings: Contrary to what many divine worshippers would have people believe, the day-to-day operation of temples cannot persist on faith alone. The offerings provided by the devout wind up in protected storage, so the clergy can use it to feed themselves and maintain the temple. Avaricious priests and priestesses, or those who take a particular liking to gems or jewels may have squirreled them away in hidden places they could not access when they fled the temple's fall.

Relics: Nearly all religions possess relics sacred to their beliefs, usually objects with which their deities have interacted. The devout claim these relics have power, and, in some cases, they do, possibly allowing the bearer to cast a domain spell or use domain abilities once or more per day. More often than not, these objects are of interest only as curios to collectors, who may pay large sums for particularly rare items.

Sacrificial Implements: Dark cults and religions certainly feature sacrificial rites, but even benign religions may sacrifice animals sacred to their deities. The knives and other tools consecrated for sacrifices are typically of high quality (masterwork or fashioned from precious metals) and fetch decent prices from those who overlook, or are unaware of, their original purposes.

ABANDONED TEMPLE: DRESSING

Abandoned temples present an intriguing location for adventurers, especially for those temples for which the cause of abandonment is unknown. Whether the temple served as the meeting place for a terrible cult or the open place of worship that benefitted their community, tragedy surrounds the now empty location. An abandoned temple's function and the circumstances that led to its abandonment set the stage for the temple's dressings and establishes the tone of the adventure.

FUNCTION

Two major threads control the temple's dressing: the temple's purpose and the reason it currently stands. For a temple belonging to an evil group, especially one where its adherents conducted their rites in secret only to have someone expose their activities, the purpose generally gives rise to the reason for ejection. However, no one may know the depths of the cult's depravity until someone explores the site. On the other hand, political machinations may force out a good-aligned religion, but other, more mysterious reasons may be at the core of the temple's forsaking.

Betrayal from Within: Benign organizations may host insane members who seek to destroy them from within. Whether they have renounced their deities or act out of petty jealousy, they wish only to undermine the good works performed by their former religions. These disaffected people may engineer situations that put their leaders in a bad light, or they may share secrets with lay people that jeopardize their relationships with their communities. In extreme cases, they may murder lead clergy or desecrate the temple. Often, the leadership discover and remove these treacherous individuals before they can inflict any real damage, but some force the clergy and worshippers to leave their former temples behind and start afresh elsewhere. Their perfidious acts usually tie them to their temples, and they remain there to haunt the places, either as insanely regretful mortals or as undead. Additionally, the negative energy generated by such acts draws the attention of evil creatures that thrive in these environments.

Death of a Charismatic Leader: Sometimes, adherents only worship at a temple because of the personal magnetism of a single leader. When that person dies, and no viable successor takes her place, the worshippers move on to some other form of worship or just abandon their faith altogether. While a temple under such circumstances does not carry much baggage, it is possible the deceased leader laments the lack of faith in his followers and haunts the temple until worship resumes.

Destruction of a Deity: More devastating than the loss of a charismatic leader, the destruction of a deity to which a temple is devoted forces people to leave in droves. Clerics no longer able to demonstrate their god's power sometimes lose hope and

abandon their charges. This event creates a vacuum that another deity may eventually fill, but the temple stands as a sorrowful testament to the deity's destruction.

Evil Cult: A temple belonging to an evil cult may present itself as a legitimate religion and usually has an obvious area where worship takes place. However, the religion's real work takes place in areas away from the public eye. Sacrifices and dark rites continue until the cult overreaches itself and investigators discover the source of disappearances and murders. The authorities then round up the cultists or the cultists slink off into the night. Since most cults value their secrecy, a cult's temple contains many hidden areas where it can conduct its rites. Therefore, razing the obvious parts of the temple may do nothing to destroy the taint of the cult's evil activities. Typically, no one wants to occupy a structure where foul deeds occurred.

Political Ouster: Finally, through no fault of its own, a religion may find itself on the opposing side of a government that has recently taken power or perhaps a leader who has renounced worship of the temple's deity. Many ousters are peaceful, especially with respect to good-aligned religions. Occasionally, zealous clergy decide to take a stand and remain in the temple, forcing a violent confrontation that usually results in the death of the defending priests and priestesses. The deserted temple holds the restless spirits of its defenders, making it extremely difficult to co-opt the building.

DRESSINGS

Use the table on the following page to generate interesting characteristics for your abandoned temple. Some of the items within those tables may be inappropriate for your temple based upon its setup. Ignore or modify such entries as applicable.

Expensive Materials: Some of the dressings described on the next page include descriptions of expensive art objects or other treasure. These dressing typically have a gp value equal to the gp award for an encounter with a CR equal to the party's APL-2.

Harvesting Dressings: Clever PCs can harvest a dressing from a temple by succeeding at a relevant skill check with a DC equal to 15 + the average CR of an encounter within the temple. Failing by 5 or more ruins the item.

Modifying Statistics: Some dressing provide bonuses to the creatures encountered within an abandoned temple. Creatures receive these benefits after dwelling within the temple for one uninterrupted month. These bonuses typically fade if the creature spends too much time away from the temple without regularly returning to it.

Multiple Dressings: A GM may roll multiple times for dressings or may choose dressings to create the desired atmosphere for the abandoned temple.

D%	ABANDONED TEMPLE DRESSINGS
01	A journal detailing the temple's fall rests on top of the altar; the latest entries grow increasingly paranoid and threaten to annihilate the temple's defilers.
02	A tolling bell stops and then suddenly plummets toward the PCs, narrowly missing all of them as it crashes to the floor.
03-05	Statuary representations of the temple's deity turn to gaze at intruders as they pass by.
06-08	Dust covers this chamber's floor, with the exception of a rune significant to the deity.
09-10	Creatures who loudly proclaim their faithfulness to the temple's deity benefit from <i>bleed</i> for 10 minutes; a creature cannot gain this benefit more than once per 24-hour period.
11-13	One PC can see a shadowy figure dressed in vestments belonging to the faith out of the corner of her eye.
14-16	Music resounds throughout the temple's halls at odd times, but the PCs cannot locate an instrument of that requisite capable of producing that volume of music.
17-20	A hidden location contains a shelf holding several humanoid skulls arranged from smallest to largest.
21-23	Every other word in a painted prayer to the deity is scratched out, as if with claws.
24-26	Ravens smash through the temple's windows and kill themselves in the process.
27-28	The stone altar splits in half when the PCs enter the main worship hall.
29-30	An incomplete tunnel leads out from under the main altar; it appears to head in the direction of another temple.
31	Sacrificial tools glisten with fresh blood, which drips off them onto the floor.
32-34	Black candles flare to life when the PCs enter this chamber; the light casts no shadows and seems to suck the heat from anything near it.
35-37	The scent of fresh flowers fills the chamber.
38-40	A sacrificial animal rests on an altar; its entrails hang out, but the animal is alive and seemingly oblivious to its state.
41-45	A shaky scrawl written in blood and filth proclaims the return of the deity to which this temple is dedicated.
46-50	Several robes hang in a closet; all of them bear the same holy symbol except for one, which belongs to a faith diametrically opposed to that of the temple.
51-53	Murals depicting the defeat of fiendish beings by adherents to the faith have been defaced with mocking pictures and phrases written in Abyssal.
54-56	A portrait of a saint hangs from the wall; removing it requires a DC 20 Strength check and potentially destroys it.

57-59	If a PC carries the deity's favoured weapon, it glows with a blue (or other appropriate colour) light while in the temple.
60	Intermittent shrieks of terror reverberate throughout the temple.
61-62	The pealing of several bells sounds from the ceiling and stops suddenly.
63-64	The PCs hear sobbing from a cloister; when they investigate, they discover a child who has apparently been in the temple since it was deserted.
65-66	A painting depicts the exact same temple in another setting.
67-68	Mournful chanting comes from one of the side rooms, but investigation turns up no living (or undead) creatures as the source of the chanting.
69-70	Each time a PC invokes the deity's name, a stroke of lightning hits a random spot (3d6 electricity damage, DC 14 Reflex halves).
71-73	A pile of holy texts sits in a smouldering heap as if recently set on fire and put out.
74-76	All undead creatures in the temple benefit from a <i>desecrate</i> spell.
77-79	A stone statue carrying a metal (or other appropriate material) weapon favoured by the deity suddenly presents it in a threatening way.
80	An animal sacred to the deity (with the celestial or fiendish template, as appropriate to the deity) materializes and follows one of the PCs around; during combat, it protects the chosen PC.
81-82	The smell of decaying flesh wafts into the room the party currently occupies.
83-84	When the PCs approach the altar, it sinks into the floor and is inaccessible; after an hour, it rises from the floor again.
85-86	A golden holy symbol turns to lead when removed from the temple.
87-88	A disembodied voice admonishes the PCs for defiling the temple.
89-90	Mundane holy symbols hanging on the walls rot and tarnish instantly.
91-92	Once per day, a feast materializes on a table in a communal room. Depending on the temple's alignment, the food provides the benefits of the <i>heroes' feast</i> spell or acts as <i>create undead</i> should a PC eating the food die within 24 hours of consuming it.
93	A colony of bats (or rats) emerges from their lair to pester the intruders.
94-95	A cacophony of fervent prayer erupts from the pews in this empty hall of worship.
96-97	A stained glass window suddenly shatters and sprays shards of glass in a 10-foot cone, dealing 2d6 slashing damage (DC 15 Reflex halves).
98-99	Roll twice and apply all results.
100	Roll three times and apply all results.

ABANDONED TEMPLE: DENIZENS

Abandoned temples are abandoned in the sense that their humanoid inhabitants have departed them. In the vacuum created by their departure, or because of the instigating event, a variety of creatures make these temples their homes. Likewise, guardian creatures may remain at an abandoned temple, preserving it while awaiting the temple's full restoration.

Allips (CR 3): One of the many types of undead creatures that can arise in abandoned temples, allips were insane humanoids under the care of the temples' priests who succumbed to their madness. The creatures also may have once been priests driven mad by the circumstances that led to the temple's abandonment.

Animated Statues (CR Varies): Temples hold a number of guardians, particularly statuary in the image of their deities.

Gargoyles (CR 4): Taking the place of decaying stone decorations, these monsters act as de facto guardians for the temples they call home.

Ghosts (CR Varies): Clergy who feel they had unfinished business or wish to see their temples restored remain to haunt these locations. Fully restoring the temple or destroying it puts these undead to rest.

Guardian Animals (CR Varies): Many deities have favoured animals temples use as guardians. When the temple's inhabitants depart or die, they leave these animals behind. They continue to guard their homes but often become feral, especially if they breed and their offspring are not properly trained.

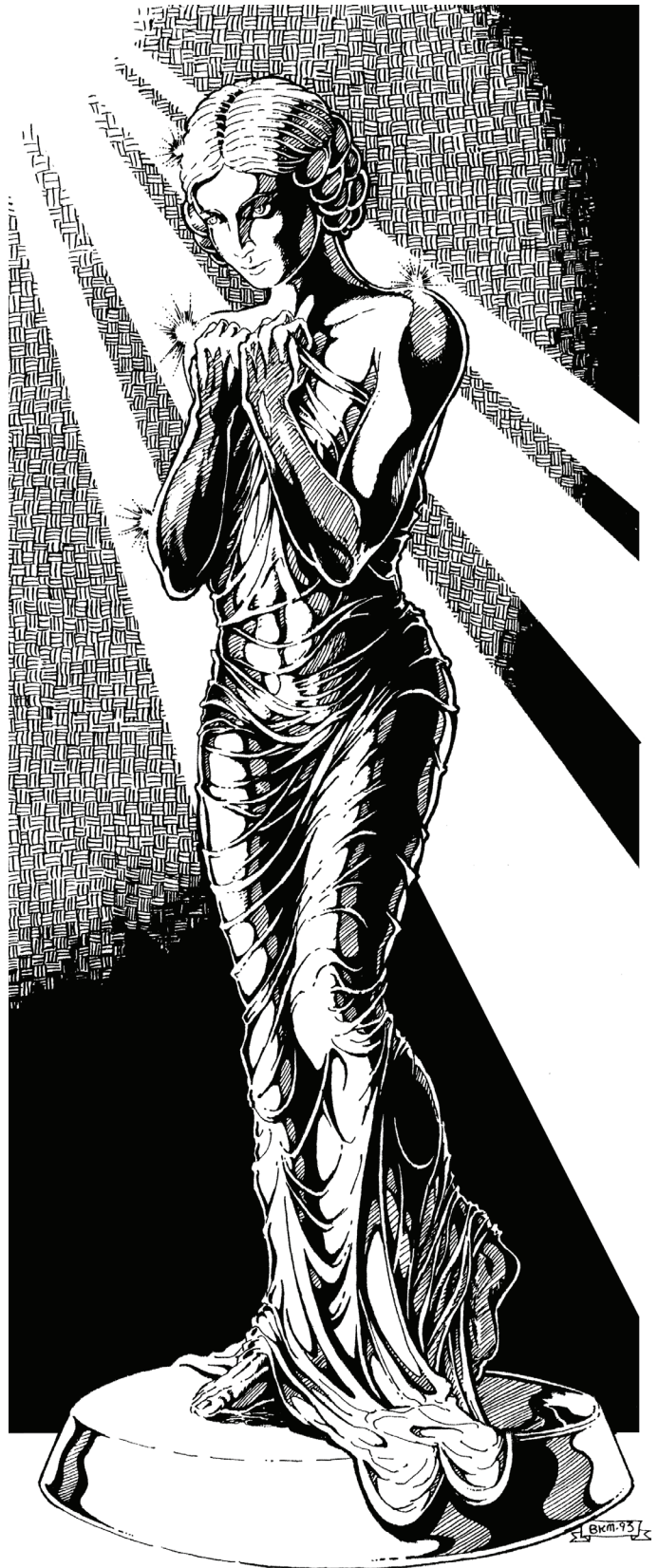
Guardian Nagas (CR 10): In ancient temples devoted to good deities, guardian nagas protect treasures belonging to their self-appointed temples. While generally good aligned, guardian nagas oppose characters interested in looting their temples, regardless of the interlopers' alignments.

Huecuvas (CR 2): Many times, a religion fails due to betrayal by its supposed leaders, or a cleric may do something that is anathema to his or her deity to spite those forcing out worship of the deity. In such cases, the fallen return as huecuvas that infest the temples in which they used to minister.

Lamias (CR 6): Often the cause for the fall of temples, especially for good-aligned deities, lamias revel in the ruination of formerly holy sites.

Skeletons, Zombies, and other Incidental Undead (CR 1/2 or higher): The negative energy surrounding the temple's demise either brings unholy life to the corpses interred at the temples or draws mindless undead to them. While skeletons and zombies are the most common undead, ghouls, spectres and vampires also lair in deserted temples.

Stained Glass Golems (CR 8): Acting as beautiful artwork while temples were in operation, these golems waylay intruders who obviously do not belong in the temple.



ABANDONED TEMPLE: TRAPS & HAZARDS

Most temples have traps, mechanical and magical, installed during construction to prevent unwelcome guests from prying in sacred areas. The circumstances surrounding the temple's fall or the activities taking place within the temples may also attract supernatural haunts.

MUNDANE TRAPS

The following traps and hazards are non-magical. Many are built into temples, but some form as the temple falls into disrepair. They do not have a reset mechanic, unless intelligent, corporeal creatures inhabit the temple and decide to reset the traps. These creatures attempt to lure opponents into a known trapped area.

Falling Block Trap (CR 5): One of the statues topples easily, threatening to squash PCs in its falling path.

Wall Scythe Trap (CR 4): Usually set to catch those making an unauthorized entry into an inner sanctum, the trap uses the deity's favoured weapon rather than a scythe.

MAGICAL TRAPS

Divine magic infuses temples and often threatens to strike those who seek to loot or defile the temples.

Blasphemy/Dictum/Holy Word/Word of Chaos (CR 8): In some cases the wrath of a deity caused by the departure of its clergy manifests as a word that bellows throughout the temple when triggered.

Flame Strike Trap (CR 6): One of the most fearsome displays of divine might, this trap inflicts half fire damage and half damage from unavoidable divine power.

Glyph of Warding (CR 7): The most popular magical trap found in a temple, a *glyph of warding* can contain any spell of 3rd-level or lower that thematically fits the temple's deity. A glyph is typically intended to repel or harm intruders.

Symbols (CR Varies): Divine spellcasters also have access to a number of symbols they can incorporate into runes and script dedicated to their deities. As with *glyphs of warding*, symbols repel or harm intruders. Relatively harmless effects, such as those rendered by *symbol of sleep* or *persuasion*, feature in temples devoted to kinder religions, but anathematic creeds enjoy *symbol of death* or *fear*.

HAUNTS

Temples deserted under negative circumstances, or those that carried out vile rites, attract spirits that cannot manifest as incorporeal undead. This makes them no less dangerous.

Mad Monk (CR 5): The remnant of a priest who went insane as the result of his enforced departure from the temple where

he spent his life, the haunt offers a gold chalice to one of the characters. His insanity sometimes permits him to offer a beneficial effect for drinking from the chalice (as *cure critical wounds*), but he often inflicts *poison*, as the spell (DC 16 Fortitude save negates), through the chalice. The monk then dissolves into a cackling pile of ghostly bones. The peals of the temple bells (currently broken) dismiss the treacherous priest permanently.

NEW HAUNTS

The following new haunts often manifest within abandoned temples.

THE HANGED PRIEST CR 5 (1,600 XP)
You feel a noose tighten around your neck as you hear a muttered curse damning you to oblivion.

NE Haunt (10-ft. by 10-ft. room or larger)

Caster Level 7th

Notice DC 20 Perception (the ghostly image of a noose swinging from the ceiling)

hp 14; Trigger Proximity; **Reset** 1 day

Effect When this haunt is triggered, the phantasmal body of the priest dangles from a noose accompanied by his shrieks of anger. One random creature is targeted by *phantasmal killer* (DC 16 Will and DC 16 Fortitude) as the victim feels his neck breaking and air cutting off.

Destruction Find the body of the priest who hung himself and give it a proper burial.

Variants (CR 10) A more potent version of this haunt affects all targets in the room, as the *weird* spell (DC 23 Will and Fortitude).

THE NETTLING DEMON CR 7 (3,200 XP)
The buzzing of angry insects emanates from the altar and fills this room; shadowy wasps pour from the altar and form themselves into the shape of a massive humanoid creature.

CE Haunt (20-ft. by 20-ft. room or larger); persistent

Caster Level 15th

Notice DC 25 Perception (buzzing of insects)

hp 32; Trigger Touch; **Reset** 1 day

Effect A character touching the altar triggers this haunt, which summons swarms of wasps, as per the *insect plague* spell. The swarms surround the largest concentration of intruders in the room containing the altar.

Destruction Destroying the idol to the insect demon to which this temple is devoted ends this haunt. A hidden compartment within the altar contains the idol, which may animate as a giant insect and attack or fly away in order to prevent its destruction.

ABANDONED TEMPLE: ADVENTURE HOOKS

ON THE CULT OF SILENCE'S TRAIL

The Cult of Silence is devoted to a vile demon lord that requires the cultists to remove their victims' tongues, sever their victims' vocal cords and deposit the still living unfortunates in prominent places within the city to sow fear. The city of Fellsport unknowingly hosted one such chapter and attributed the mutilations to a single depraved individual. As the frequency increased, the authorities made a concerted effort to find the perpetrators and uncovered the cult's existence. After routing the cult and driving out or killing most of its members, the city burned down the building from which the cult operated. This ended the local threat, but the Cult of Silence remains a much larger threat. The trail to uncovering their master plan begins or continues in Fellsport, as the true temple lies beneath the burned out building with its secrets intact.

RE-CONSECRATING A TEMPLE

A deity that one of the PCs worships sends a herald and charges the PC with restoring a secluded temple to service. The herald explains the priest in charge of the temple allowed it to fall to worshippers of the deity's nemesis, and they now use it as a headquarters from which to prey upon innocents. The PCs must root out all the creatures infesting the temple, including the huecuva that was once the betrayer priest.

RELIC HUNTERS

An ancient religion that spanned the continent operated from numerous temples in cities that no longer exist for the most part. A relic collector hires the PCs to visit one of these temples, all of which fell into ruin due to various calamities when their deity fell thousands of years ago. All she claims they must do is retrieve a relic from the temple's ruins, and she promises to pay them handsomely. The PCs must compete with other treasure hunters and defeat ancient guardians and traps still protecting the temple from plunderers. However, as the party explores the abandoned temple for their prize, they uncover clues their benefactor is more than she seems, and the relics are much more valuable than their face value would suggest. Indeed, the collection of relics sacred to the ancient deity may grant or unleash devastating power and may return the deity, who may seek vengeance for its prolonged absence. The PCs face the decision of whether to return the relic to their employer, and whether to disrupt her retrieval of the other relics to prevent a potentially apocalyptic event.



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