

TEMPLE BOOK I

Judges Guild



64 PAGE BOOKLET CONTAINING 50
TEMPLE PLANS FOR USE IN ANY
FANTASY CAMPAIGN, ALSO FEATURES
TABLES ON TEMPLE LOCATION,
CONFIGURATION, WEALTH, AND MORE

440
\$3.00



This booklet is intended to fill the need of any active campaign Judge to populate a large area for his fantasy role players. The details are left purposely sparse so the Judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

Page	Hex No.	Name	Pop.	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resources
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								
26								
27								
28								
29								
30								
31								
32								
33								
34								

35

36

37

38

39

40

41

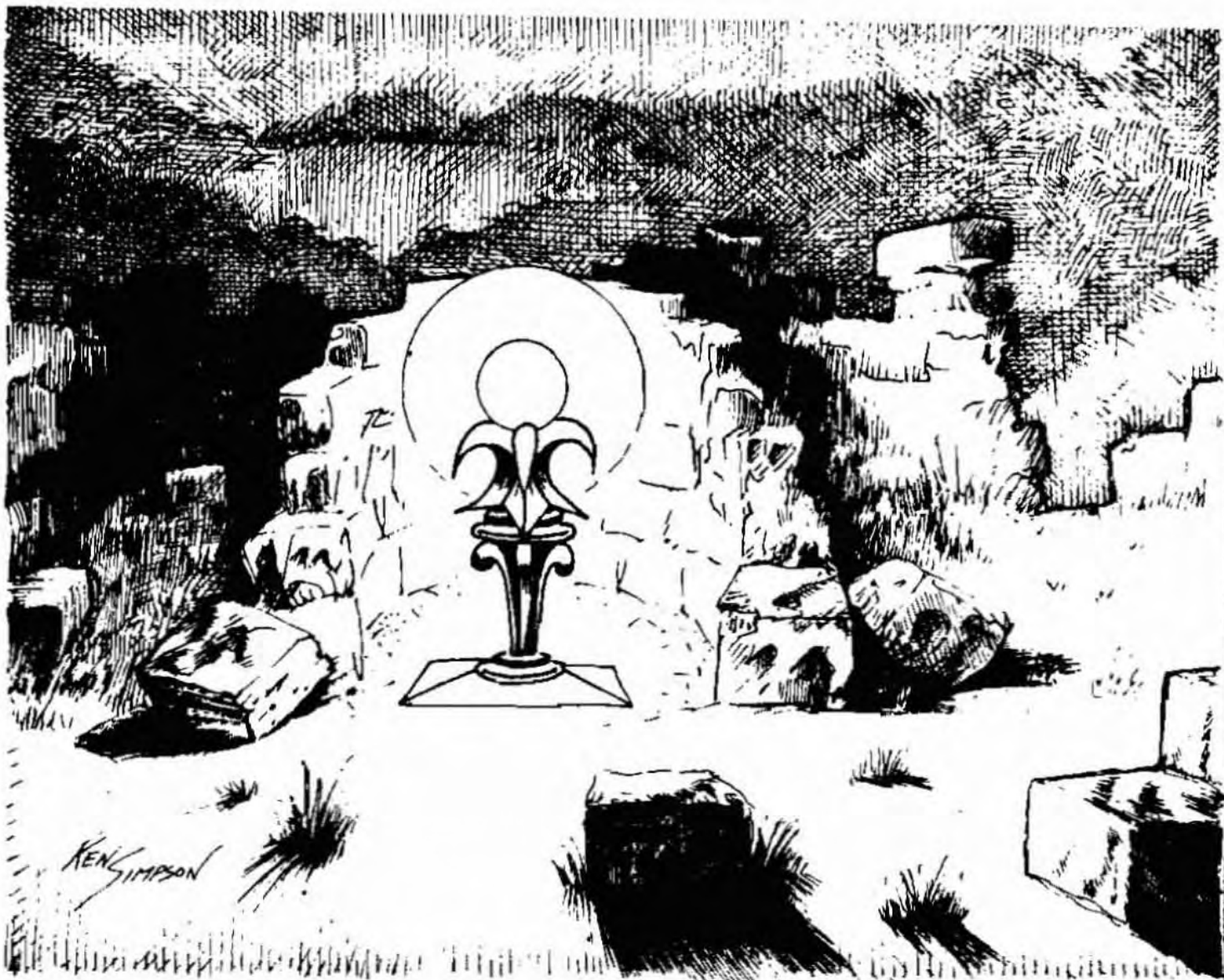
42

43

44

45

46



Ceremonies

- 1 1 per day Dawn, Dusk, Midnight, or Noon
- 2 2 per day Dawn and Dusk
- 3 2 per day Noon and Midnight
- 4 3 per day Dawn, Noon, and Dusk
- 5 3 per day Dusk, Midnight, and Dawn
- 6 3 per day Midnight, Dawn, and Noon
- 7 3 per day Noon, Dusk, and Midnight
- 8 4 per day Dusk, Midnight, Dawn and Midnight
- 9 1 per week
- 10 1 per year

Ceremonial Offering

- 1 Burnt Incense
- 2 Copper Pieces
- 3 Silver Pieces
- 4 Electrum Pieces
- 5 Gold Pieces
- 6 Platinum Pieces
- 7 Small Gems
- 8 Large Gems (100 GP)
- 9 Jewelry
- 10 Magic Items
- 11 Sheep Sacrifice
- 12 Cattle Sacrifice
- 13 Snake Sacrifice
- 14 Chicken Sacrifice
- 15 Human Blood
- 16 Human Heart
- 17 Human Head
- 18 Demi-Human Blood
- 19 Demi-Human Heart
- 20 Demi-Human Head

Demi-Human

- 1 Any
- 2 Orcs
- 3 Goblin
- 4 Dwarven
- 5 Elven
- 6 Halfling
- 7 Kobold
- 8 Hobgoblin
- 9 Lizard Men
- 10 Gnome



Ceremony Attendees

- 1 All Priests only
- 2 High Priest(s), Public
- 3 All Priests, Public
- 4 High Priest(s) only
- 5 Level 6+ Priests only
- 6 Level 6+ Priest, Public
- 7 Level 5 or less Priests only
- 8 Level 5 or less Priests, Public
- 9 High Priest(s), Demon
- 10 All Priests, Demon

Ceremonial Devices (1 - 6)

- 1 Chants
- 2 Weapons
- 3 Stone Idol
- 4 Medallions
- 5 Incense
- 6 Heavy Robes
- 7 Wine
- 8 Braziers
- 9 Tapestries
- 10 Golden Idol
- 11 Gongs
- 12 Books
- 13 Fire
- 14 Skulls
- 15 Blood
- 16 Jewelry
- 17 Scrolls
- 18 Music
- 19 Acid
- 20 Candles



Special Ceremonies

- 1 Full Moon
- 2 Equinoxes
- 3 Years End/Beginning
- 4 1D8 High Holy Days
- 5 Eclipses
- 6 Fertility Rites
- 7 Month of Fasting and Prayer
- 8 Saints Day
- 9 Day of the Dead
- 10 Initiation into Adulthood
- 11 Devil's Day
- 12 Longest Day of Year
- 13 Shortest Day of Year
- 14 Harvest Rites
- 15 Deity's Day of Birth
- 16 Deity's Day of Death
- 17 Victory of Deity over Enemies
- 18 Death of High Priest
- 19 Creation of World
- 20 Conjunction of Planets

Curse Upon Defiler

- 1 Primary Characteristic reduced by 2
- 2 Any Animals/Elements influenced by Deity always at odds with Defiler
- 3 Pursuit by other members of Church
- 4 One Magic Item of Defiler loses Abilities
- 5 Quest by Deity to attack some other Temple, perhaps character's own
- 6 Earthquake destroys Temple while characters still inside
- 7 Defiler wracked with pain, -4 to Hit, no Spells
- 8 Defiler's sex changed
- 9 Defiler becomes Dumb
- 10 Defiler becomes Blind
- 11 Defiler becomes Deaf
- 12 Defiler loses 5 points of Charisma
- 13 Defiler's skin slowly changes color
- 14 Defiler's home struck by Plague
- 15 Defiler has -2 on all saving throws
- 16 12th Level Assassin hired by Church
- 17 Defiler has 10% chance per melee of becoming catatonic for 1D12 rounds
- 18 Defiler's vision becomes slightly blurred, -1 to Hit, cannot find any secret doors, etc.
- 19 A pair of Devil's Horns grow out of Defiler's head
- 20 Defiler attacked once per day by random creature

Duration of Curse

- 1 1D20 Hours
- 2 1D10 Days
- 3 1D8 Weeks
- 4 1D6 Months
- 5 1D4 Years
- 6 Permanent



Protection

- 1 Priests
- 2 Hired Mercenaries
- 3 Magical Detection
- 4 Dogs
- 5 Lions
- 6 Serpents
- 7 High Walls
- 8 Moat
- 9 Temple in Fortress
- 10 Temple is a Fortress
- 11 Undead
- 12 Animated Furniture
- 13 Traps
- 14 Walls of Fire
- 15 Town Militia
- 16 Nearby Castle
- 17 Sentient Temple
- 18 Illusions
- 19 Monsters
- 20 Demons



Leadership

- 1 High Priest
- 2 High Priest
- 3 High Priest
- 4 High Priest
- 5 Dual Leadership
- 6 Triumvirate



Leader Level	Other Priests	LVL
1 4th	1D4	1D3
2 5th	2D4	1D4
3 5th	2D6 + 4	1D4
4 6th	2D6	1D4 + 1
5 6th	2D10 + 6	1D8 - 1
6 7th	3D10	1D6
7 7th	2D6	1D4 + 2
8 7th	2D10 + 20	1D6
9 8th	25 + 3D6	1D8 + 1
10 8th	30 + 3D10	1D8 - 1
11 9th	20 + 5D6	1D8
12 9th	40 + 2D10	1D10 - 1
13 10th	50 + 2D10	1D10 - 1
14 10th	10 + 1D10	1D8 + 3
15 10th	75 + 3D10	1D12 - 3
16 11th	60 + 4D10	1D10
17 11th	15 + 2D10	2D4 + 2
18 11th	100 + 1D6 x 10	1D12 - 2
19 11 + 1D8	150 + 1D100	1D12 - 2
20 11 + 1D8	200 + 2D10	1D4 + 6

Treat all results of LVL 0 or less as Level 1

Priests on Guard

- 1 1D4 LVL 1
- 2 1D6 LVL 1
- 3 1D4 LVL 1, 1 LVL 3
- 4 1D6 LVL 1, 1 LVL 4
- 5 2D4 LVL 1, 2 LVL 3, 1 LVL 5
- 6 2D6 LVL 1, 1D4 LVL 3, 2 LVL 5, 1 LVL 7

If stated Levels do not exist at temple, move up chart until appropriate Level is reached.



- 1 1D6 + 2 LVL 1, AC: 4, 1 LVL 2, AC: 2
- 2 2D6 LVL 1, AC: 4, 1 LVL 3, AC: 1
- 3 2D10 + 4 LVL 1, AC: 4, 2 LVL 2, AC: 2, 1 LVL 4, AC: 0
- 4 3D6 + 10 LVL 1, AC: 4, 3 LVL 2, AC: 2, 2 LVL 3, AC: 1, 1 LVL 5, AC: 0
- 5 20 + 1D3 x 10 LVL 1, LVL 1, AC: 4, 6 LVL 2, AC: 2, 4 LVL 3, AC: 1, 2 LVL 4, AC: 0, 1 LVL 6, AC: -1
- 6 40 + 1D3 x 10 LVL 1, AC: 4, 10 LVL 3, AC: 2, 6 LVL 3, AC: 1, 2 LVL 4, AC: 0, 1 LVL 5, AC: 0, 1 LVL 7, AC: -2

Magical Detection

- 1 Gets detects Evil/Good
- 2 ESP of all entering temple
- 3 Detect Magic in effect, no Magic Weapons or devices allowed in Temple
- 4 Know Alignment in effect none of opposite Alignment allowed in
- 5 Detect Invisible in effect
- 6 Gong starts if unauthorized person passed by

Detection done by guards who carry devices giving them the ability or objects which set off an alarm when objective is detected.

High Walls

- 1 12'
- 2 15'
- 3 20'
- 4 25'
- 5 30'
- 6 40'

Most Animals

- 1 Crocodiles
- 2 Giant Eels
- 3 Giant Leeches
- 4 Giant Water Snakes
- 5 Giant Crocodiles
- 6 Giant Crayfish

Undead

- 1 Skeleton
- 2 Zombie
- 3 Vampire
- 4 Ghoul
- 5 Ghost
- 6 Mummy

Traps

- 1 Covered Pits in Courtyard
- 2 Crossbow traps set to cover courtyard
- 3 Blocks of stone fall from top of walls
- 4 Trap Door, 20' pit just 1 inside entrance
- 5 Snares in courtyard
- 6 Small Poisoned Spikes on top of walls





KEN SIMPSON

Sentient Temple

- 1 Screams while being invaded
- 2 Warns Clerics only
- 3 Lock 1 door per turn
- 4 Collapses part of ceiling 20% chance per turn 6D6
- 5 Electrical discharge from walls per turn
- 6 Spells as 15th Level Cleric

Illusions

- 1 Monsters
- 2 Demons
- 3 Guards
- 4 Walls
- 5 Doors
- 6 Temple

Monsters

- 1 Orcs
- 2 Bugbears
- 3 Undead
- 4 Giants
- 5 Ogres
- 6 Trolls

Demons

- 1 Succubus
- 2 Rank I
- 3 Rank II
- 4 Rank III
- 5 Rank IV
- 6 75% Rank V, 25% Rank VI

Traps

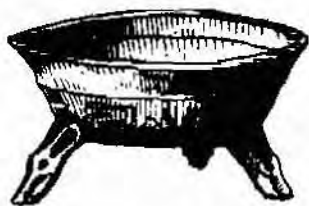
- 1 Covered Pits in Courtyard
- 2 Crossbow Traps set to cover Courtyard
- 3 Blocks of Stone fall from top of walls
- 4 Trap Door, 20' Pit just 1 inside entrance
- 5 Snares in Courtyard
- 6 Small Poisoned Spikes on top of walls



Temple Configuration	Size	Condition
1 Domed Squared	1 One Story	1 Under Construction
2 Pyramid	2 Two Story	2 Brand New
3 Parallelogram	3 Three Story	3 Slightly Aged
4 Rectangle	4 1D6 + 3 Story	4 Worn
5 Obelisk	5 1 Underground Level	5 Aged
6 Round	6 1 Underground Level + Story above ground	6 Ancient
7 Square	7 2 Underground Levels	7 Crumbling
8 Hemisphere	8 2 Underground Levels + Story above ground	8 Tumbled Down
9 Geodesic Dome	9 3 Underground Levels	9 Ruins
10 Rhomboid	10 3 Underground Levels and One story above ground	10 Foundations Only

Temple Location	Hamlet Followers	Village Followers	Town Followers
1 Hamlet	1 1D4 + 1	1 3D6	1 2D10 + 10
2 Village	2 1D6 + 2	2 2D6 + 8	2 1D100 + 10
3 Town	3 2D4 + 2	3 3D6 + 10	3 3D6 + 40
4 City	4 2D6 + 3	4 2D6 + 20	4 1D6 x 10 + 30
5 Wilderness	5 3D6 + 2	5 3D6 + 25	5 1D4 + 1 x 10 + 30
6 Other Plane	6 2D6 + 10	6 (D4 + 1) x 10	6 1D100 + 50

City Followers	Other Plane	Wilderness Location	Temple Built of
1 1D100 + 20	1 Elemental Plane of Fire	1 Dense Forest	1 Adobe
2 (1D4 x 10) + 50	2 Elemental Plane of Water	2 Meadow	2 Silver
3 1D100 + 100	3 Elemental Plane of Air	3 Cavern	3 Tin
4 2D6 x 10 + 150	4 Elemental Plane of Earth	4 Clifftop	4 Granite
5 3D6 x 10 + 200	5 Ethereal	5 Sea Coast	5 Onyx
6 (1D4 + 1) x 100	6 Astral	6 Hidden Valley	6 Sod
		7 Underground	7 Wood
		8 Marsh	8 Copper
		9 Mountaintop	9 Gold
		10 Riverbank	10 Earth
		11 Ruins	11 Quartz
		12 Island	12 Sandstone
		13 Volcano	13 Clay
		14 Desert Oasis	14 Iron
		15 Sacred Grove	15 Platinum
		16 Gorge	16 Marble
		17 Underwater	17 Bronze
		18 Plains	18 Crystal
		19 Crater	19 Brass
		20 Floating in Sky	20 Unknown Metal



Temple Wealth

1 Treasury of (1D4) x 100 GP, each Priest carries 2D6 GP
2 Treasury of (2D6) x 100 GP, each Priest carries 1D + 2D6 GP
3 Treasury of (1D10 + 10) x 100 GP, each Priest carries 2D + 3D6 GP
4 Treasury 1D4 x 1000 GP, each Priest carries 2D4 x 10 GP
5 Treasury of 2D4 x 1000 GP, each Priest carries 2D4 x 10 GP
6 Treasury of 2D10 x 1000 GP, each Priest carries 2D6 x 10 GP
7 Treasury of (2D6 + 10) x 1000 GP, each Priest carries 3D6 x 10 + 50 GP
8 Treasury of (2D6 + 15) x 1000 GP, each Priest carries 3D6 x 10 + 100 GP
9 Treasury of (20 + 3D6) x 1000 GP, each Priest carries (1D4 + 1) x 100 GP
0 Treasury of (1D4 + 1) x 10,000 GP, each Priest carries 1D6 x 100 GP

Shrine

1 Holy Spring
2 Artifact of Diety
3 Sacred Stone
4 Artifact of Ancient High Priest
5 Home of Deity's Servant
6 Relic of Deity
7 Sacred Spot
8 Ancient Writings
9 Holy Statue
0 Home of Deity

Holy Spring

- 1 Water of Curring
- 2 Transmutes Copper to Gold
- 3 Dissolves all Metals
- 4 Allows Commune with God
- 5 Dissolves Flesh
- 6 Transmutes Gold to Copper

Artifact of Deity

- 1 Sword
- 2 Helm
- 3 Shield
- 4 Staff
- 5 Ring
- 6 Mace

Sacred Stone

- 1 Charms non-believers
- 2 Magnetic
- 3 Animated
- 4 Absorbs Magic
- 5 Sacrificial Stone
- 6 Hurls Random Clerical Spells

Artifact of Ancient High Priest

- 1 Mace
- 2 Writings
- 3 Skull (animated)
- 4 Staff
- 5 Heart
- 6 Body

Home of Deity's Servant

- 1 Underground Lake
- 2 River
- 3 Cavern
- 4 Lava Pit
- 5 Mud Pool
- 6 Inside Rock

Relic of Deity

- 1 Skull
- 2 Leg Bone
- 3 Hand
- 4 Heart
- 5 Brain
- 6 Body



KEN SIMPSON

Sacred Spot

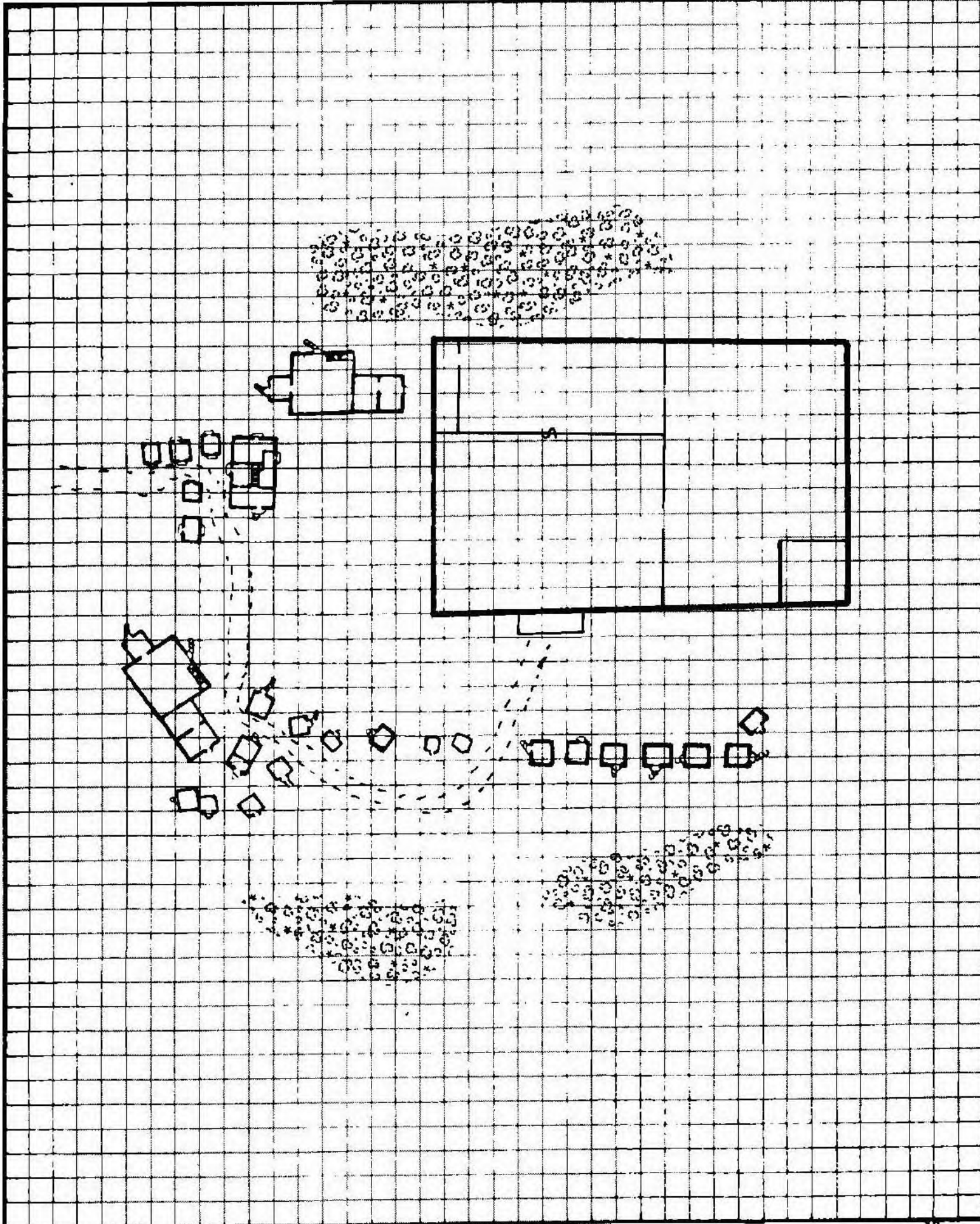
- 1 Deity's Triumph
- 2 Deity's Birth/Creation
- 3 Deity's Ascension
- 4 Deity's Return
- 5 Meeting of Deity & Servants
- 6 Deity's Defeat

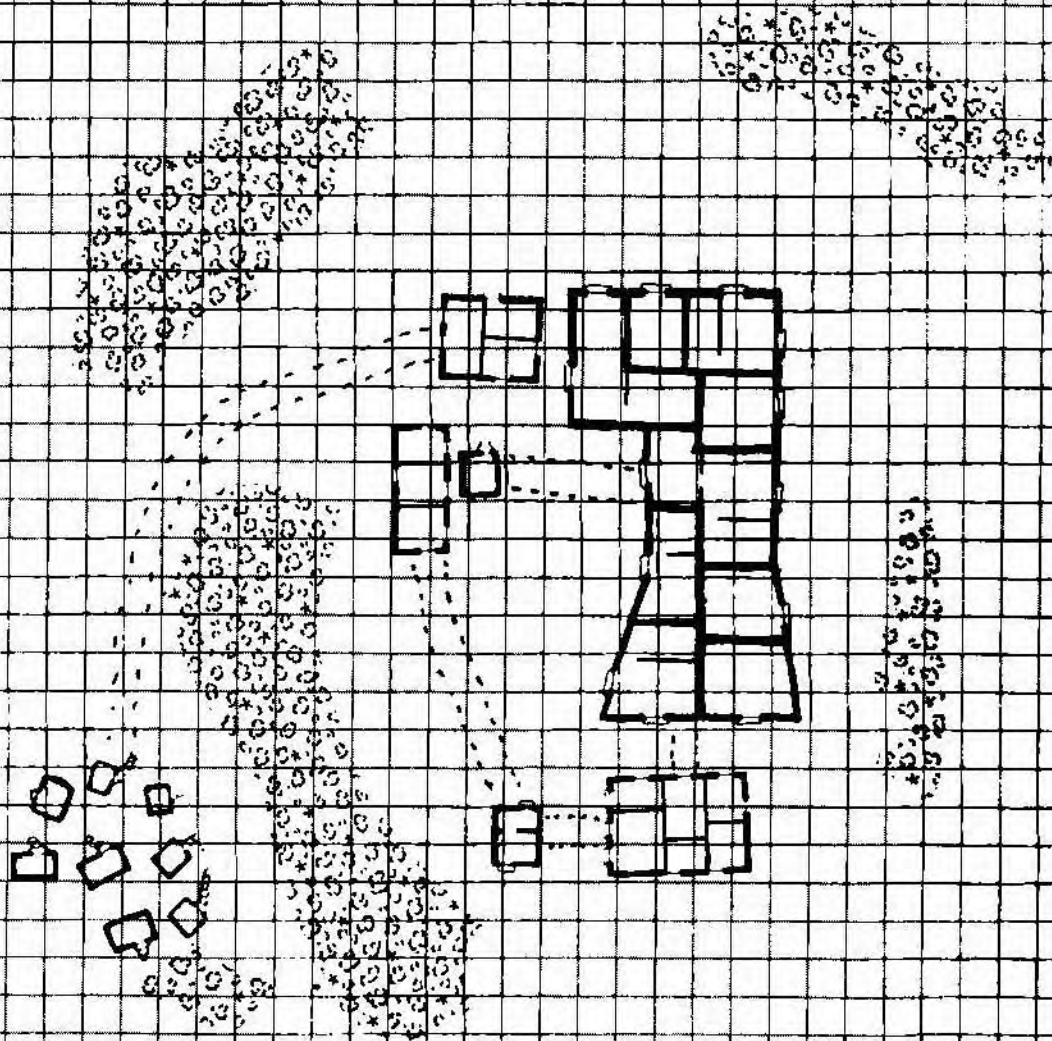


KS

Ancient Writings

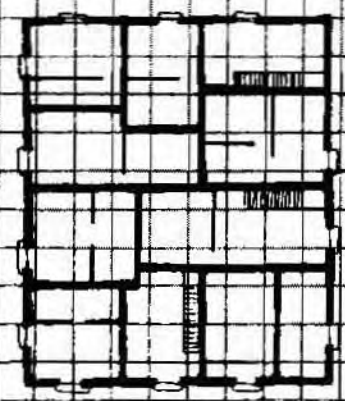
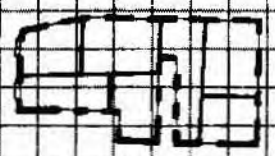
- 1 Of Creation
- 2 Of Deity's Battles
- 3 By Deity
- 4 Of Deity's Birth/Creation
- 5 Deity's Adventure
- 6 By Deity's First High Priest



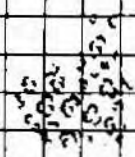
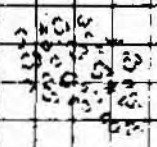
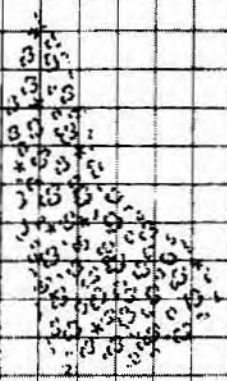


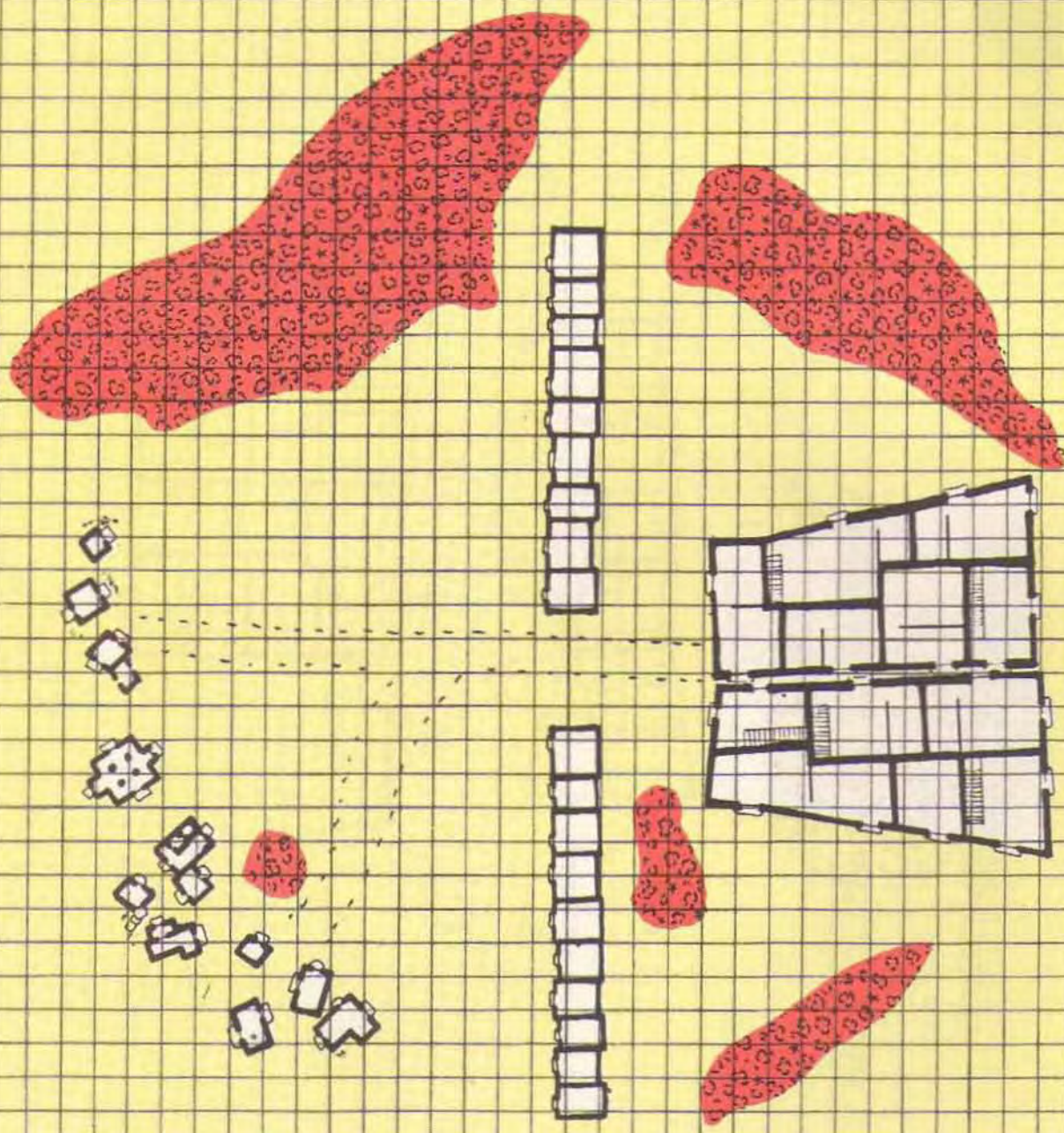
2.0.4

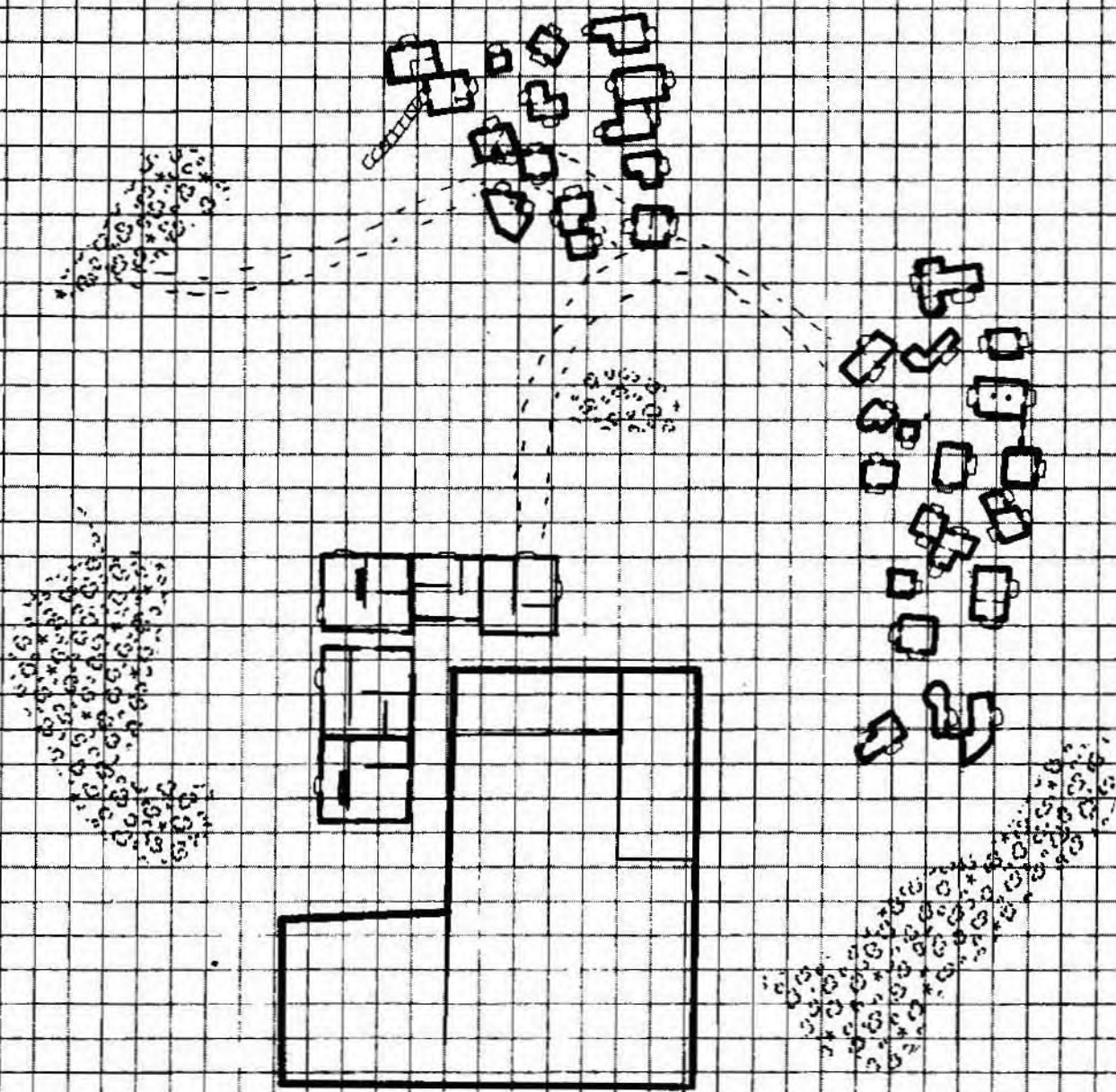
2.0.5

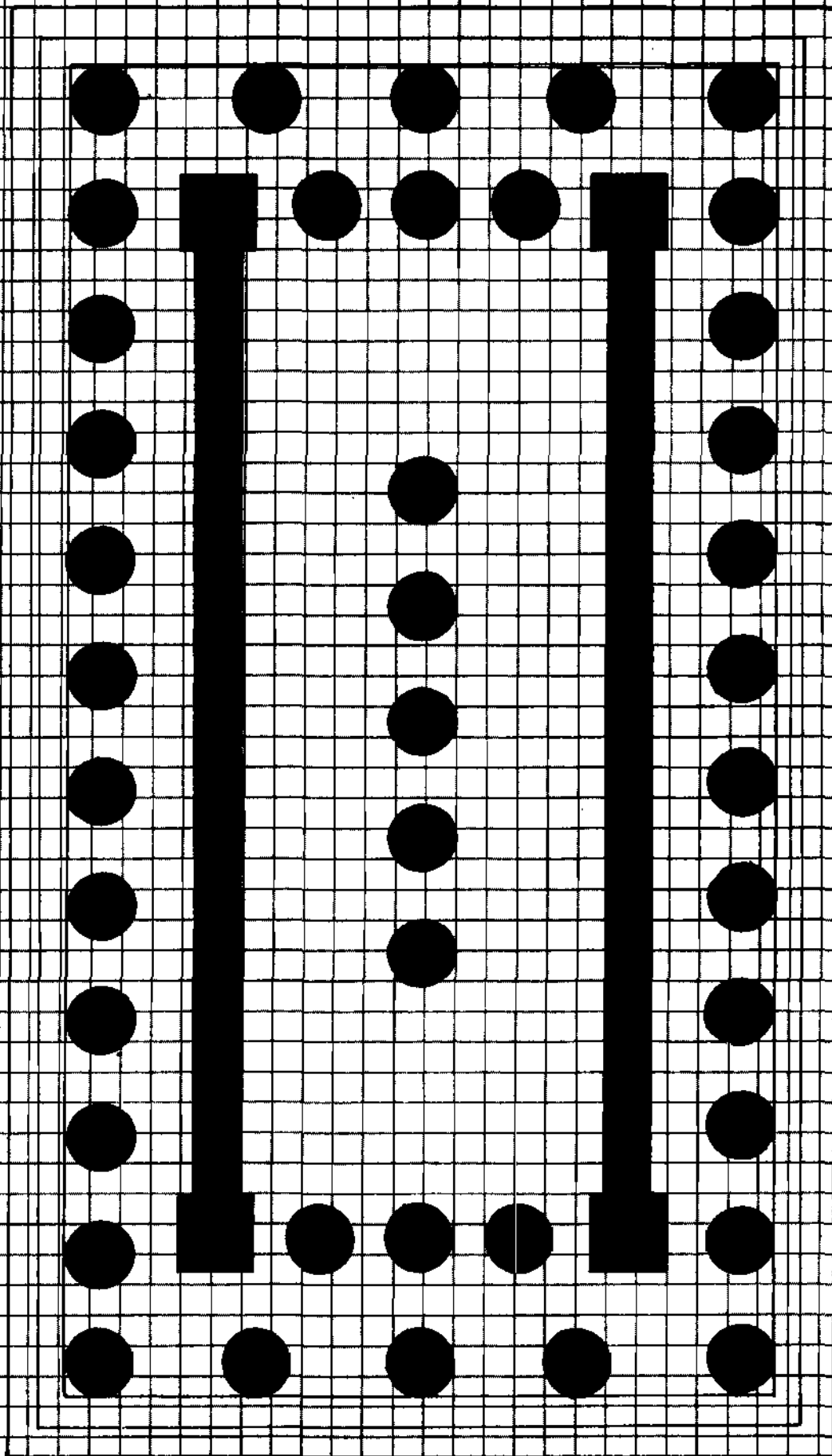


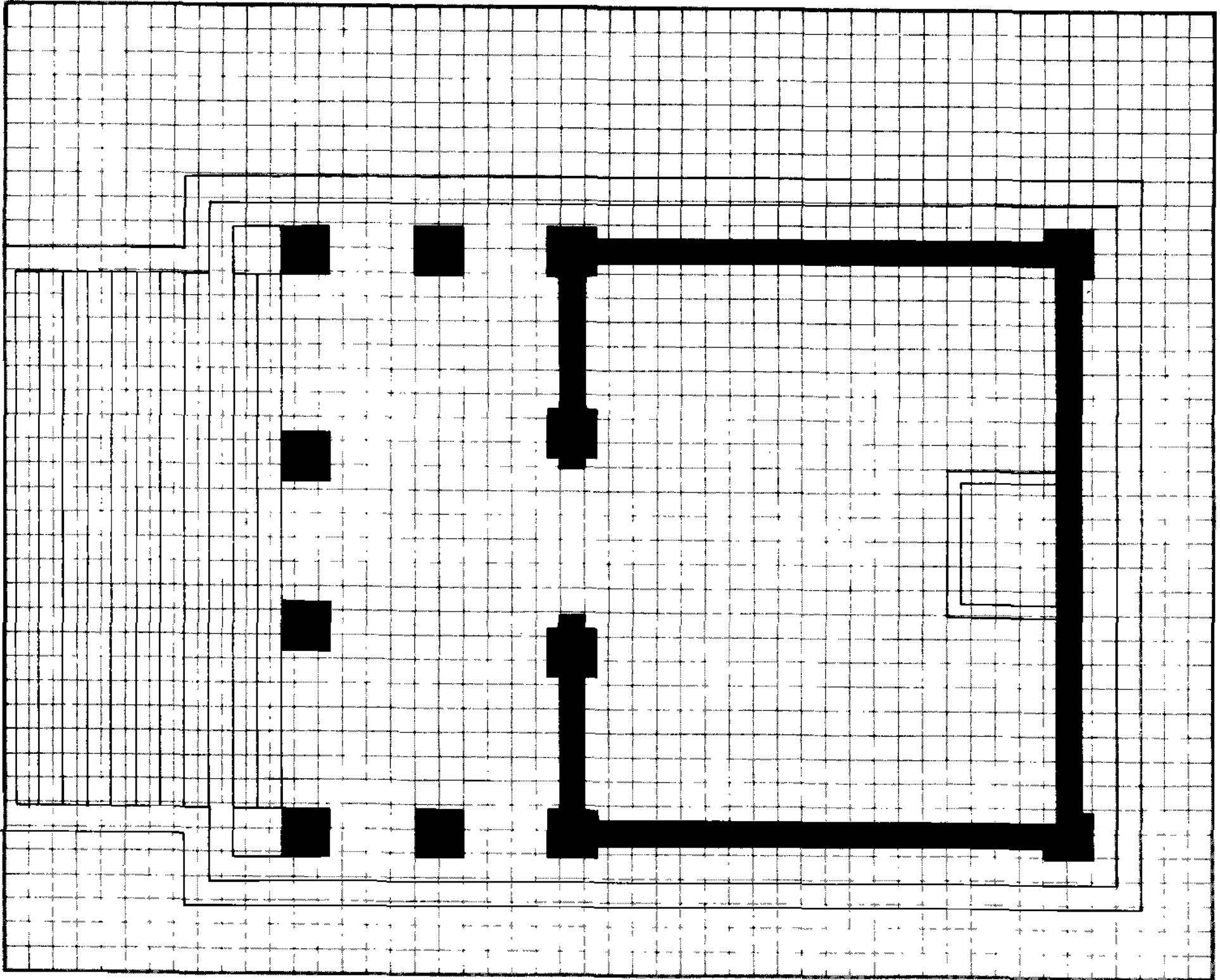
2.0.6



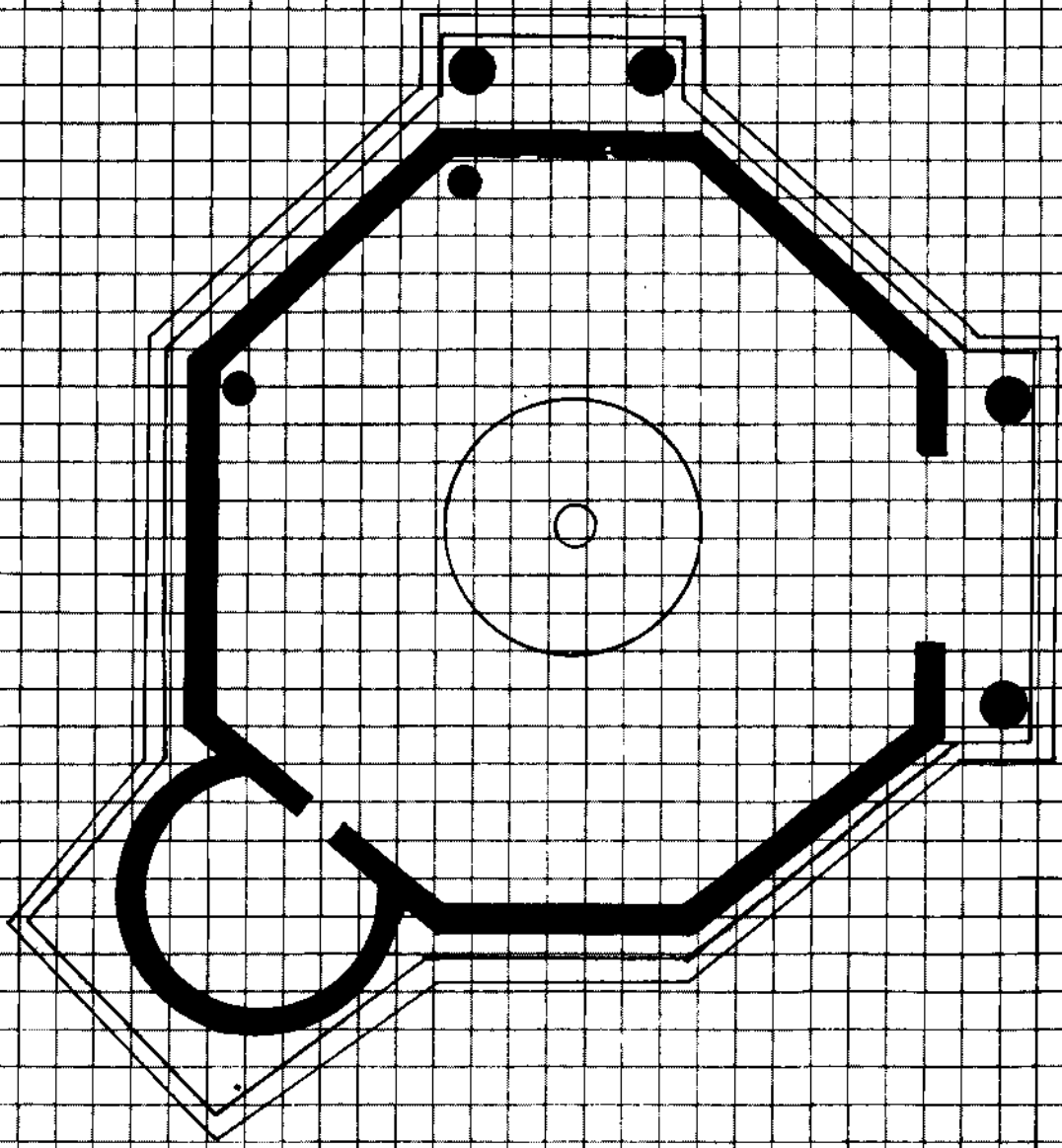


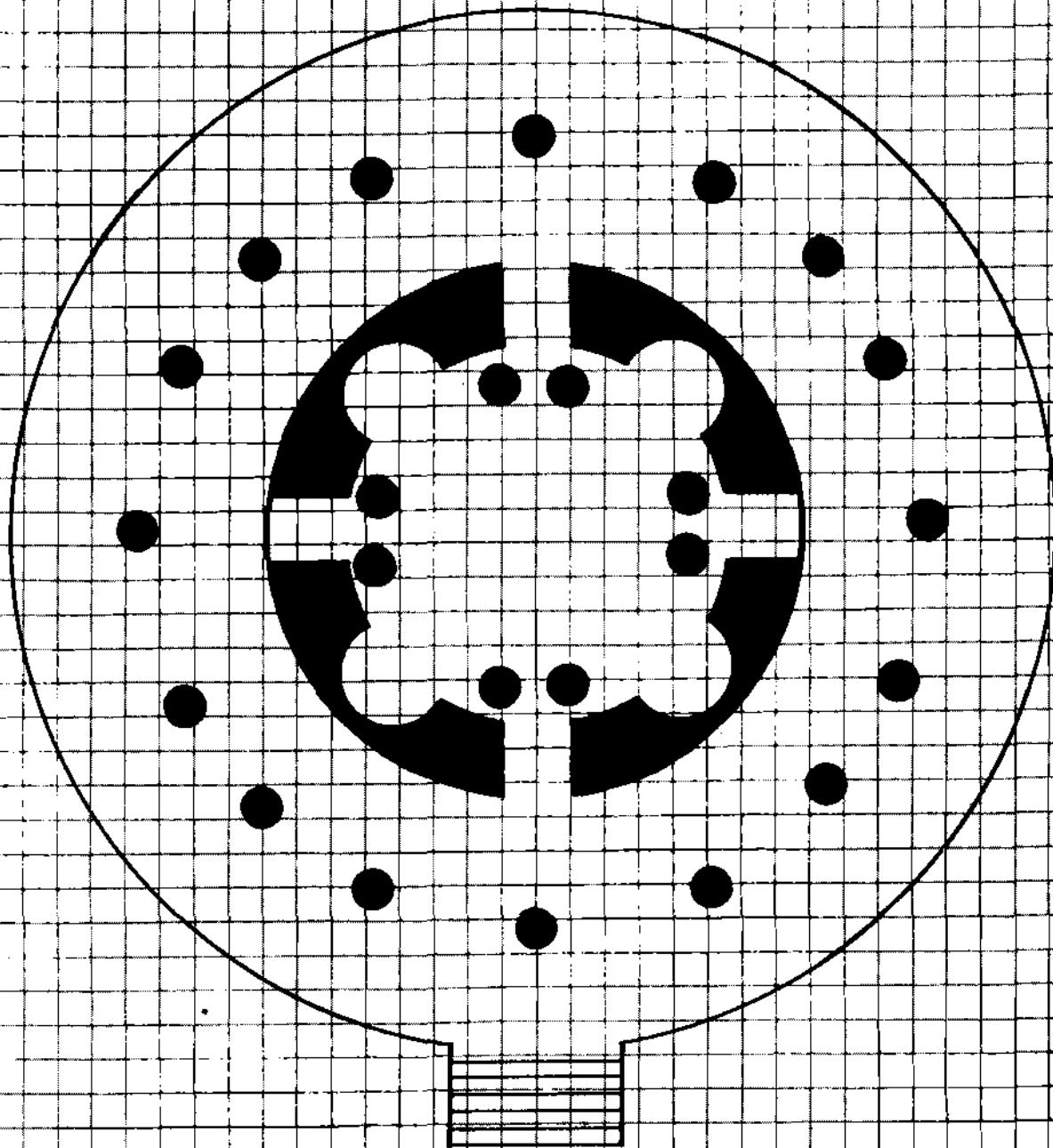


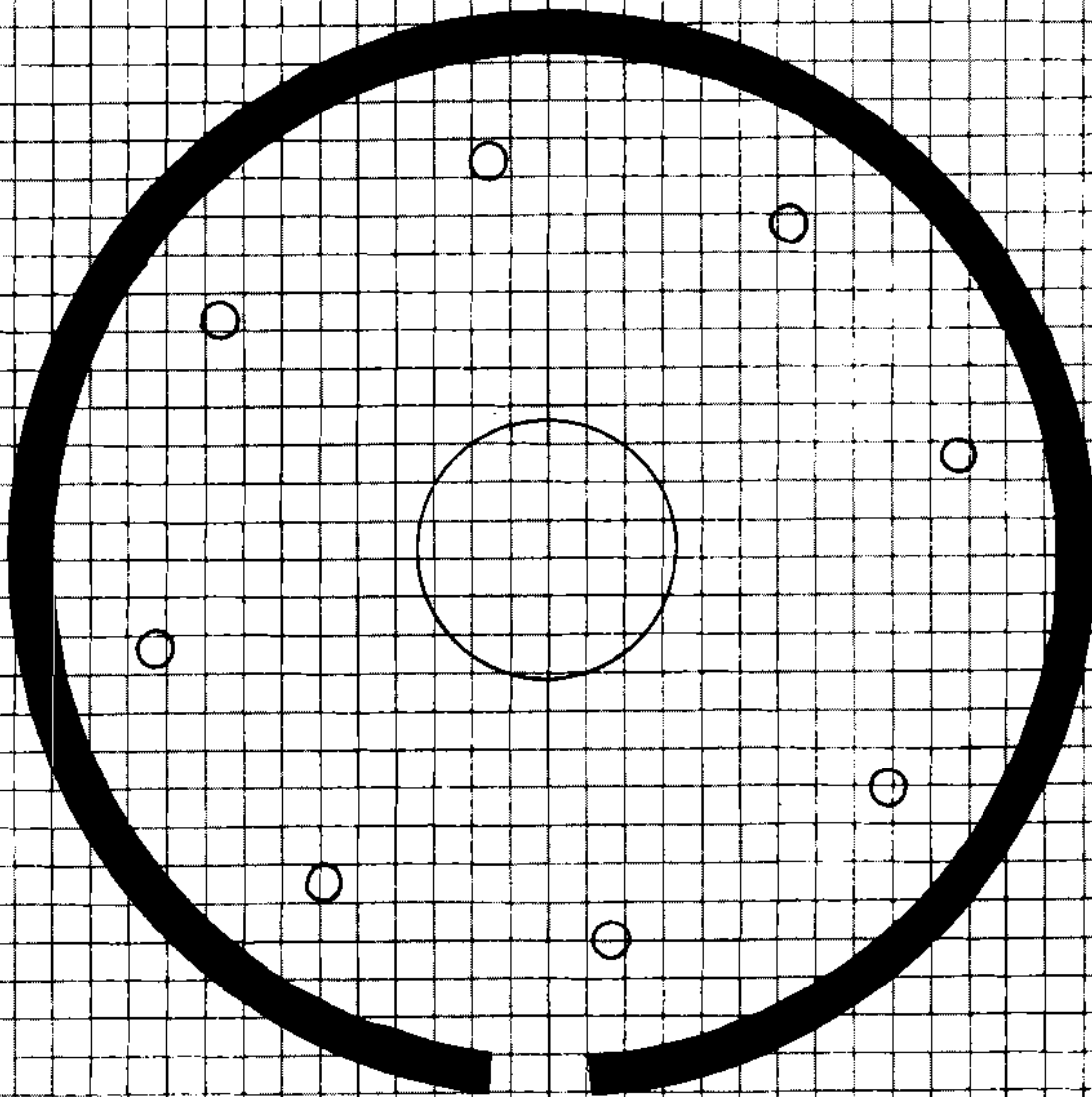


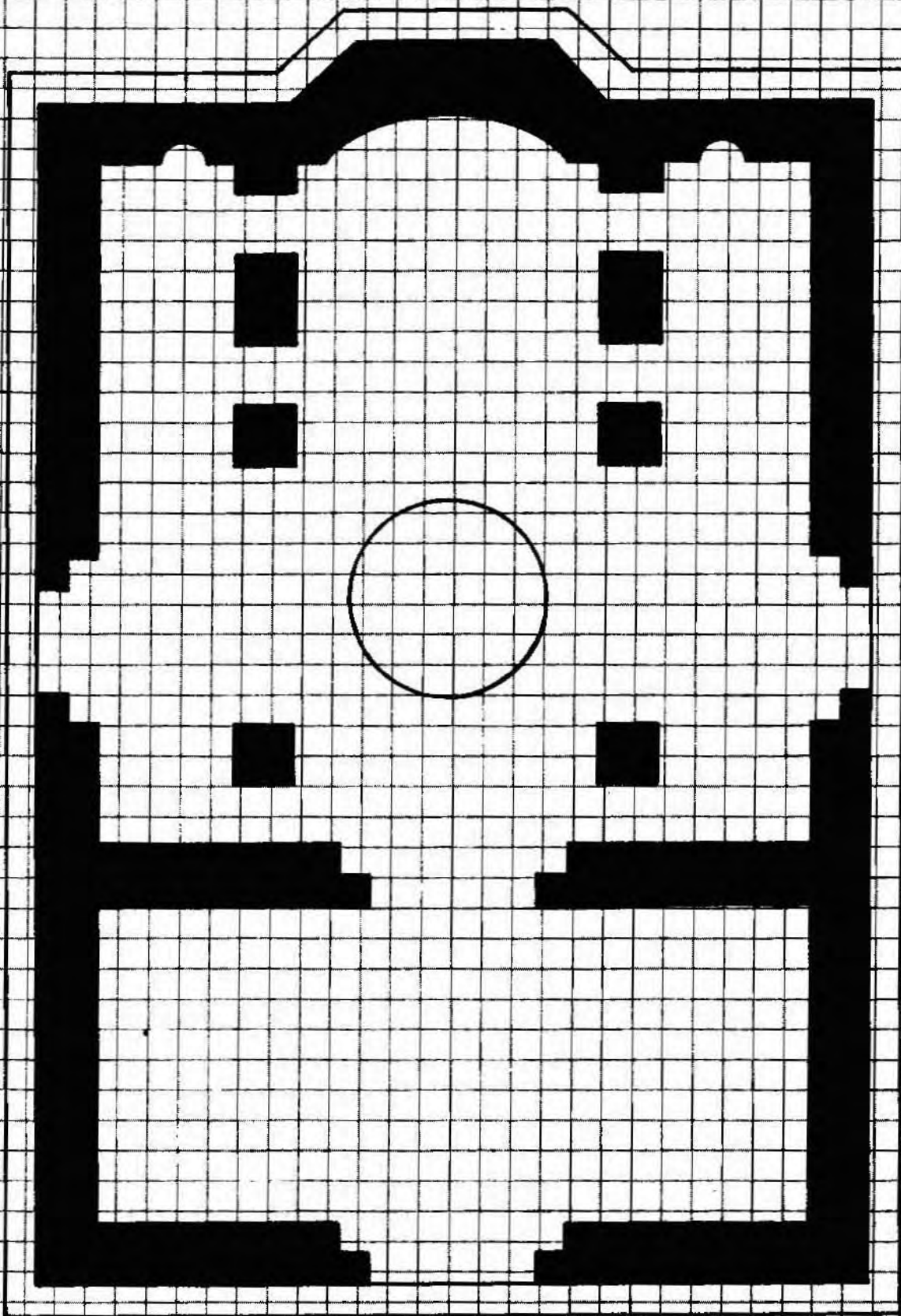


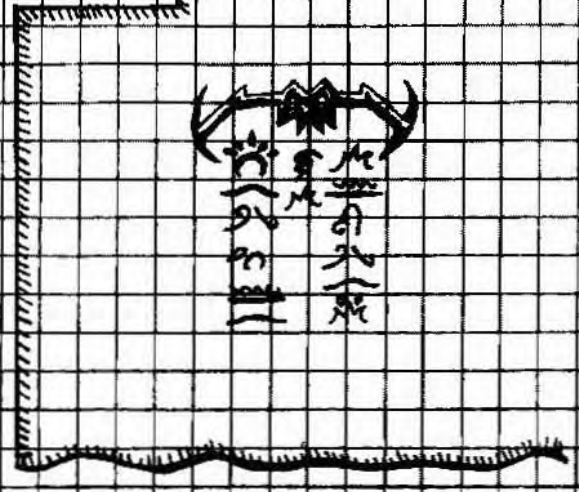
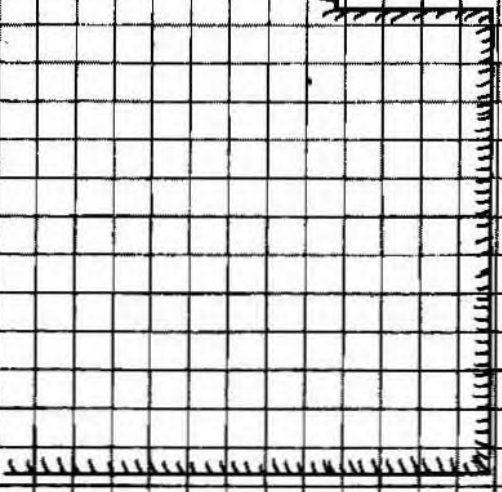
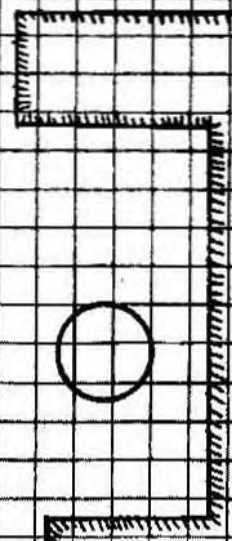
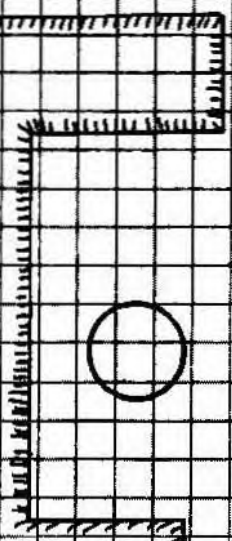
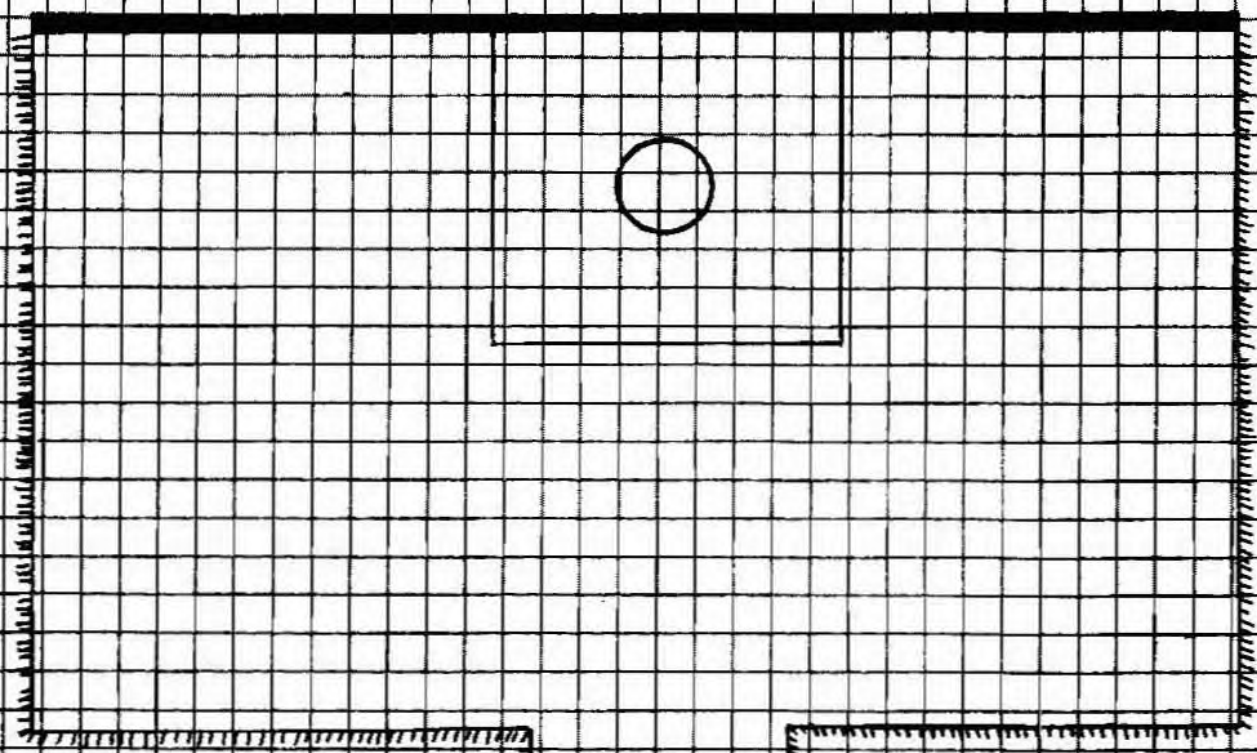
C.C. 6.14

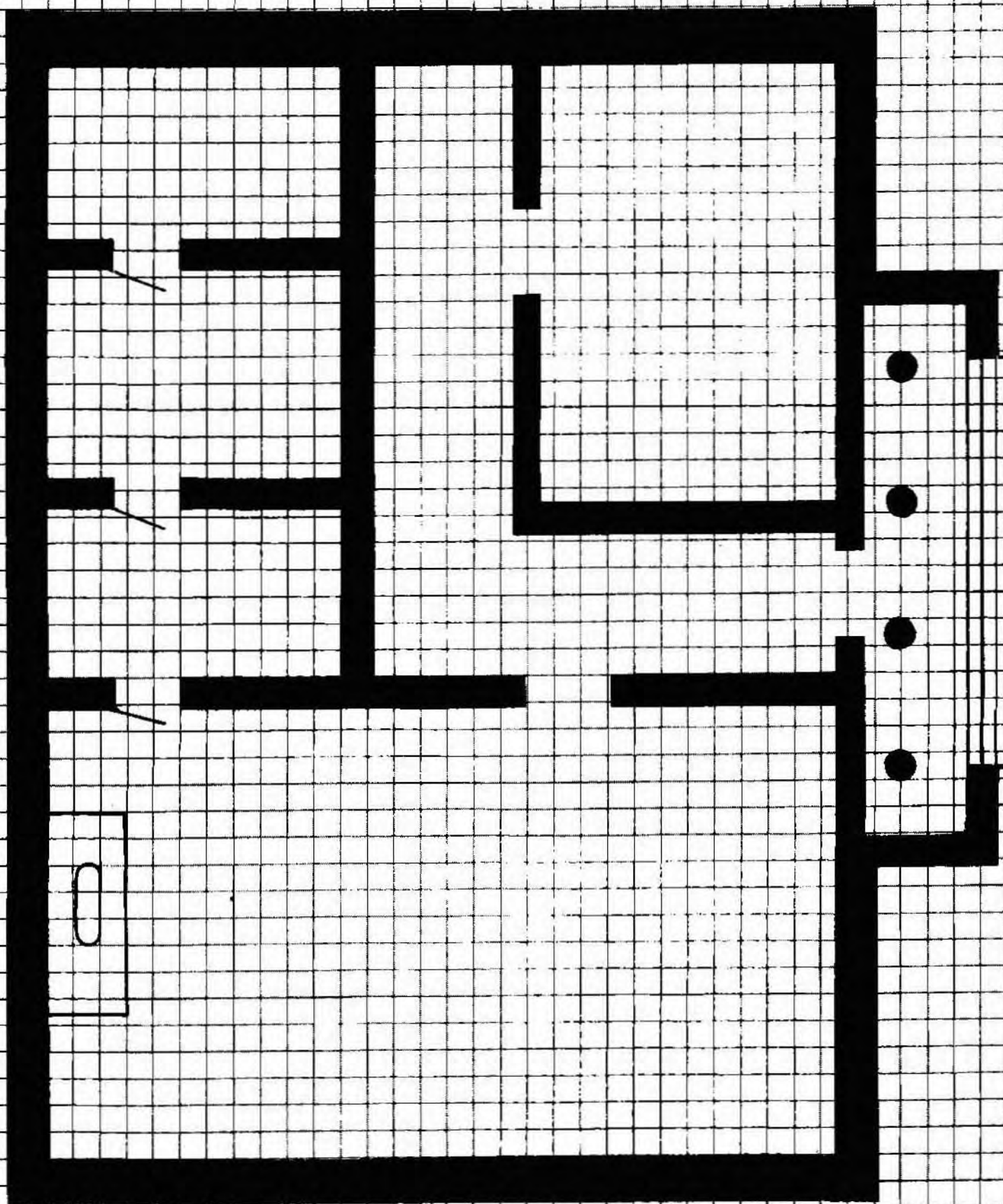


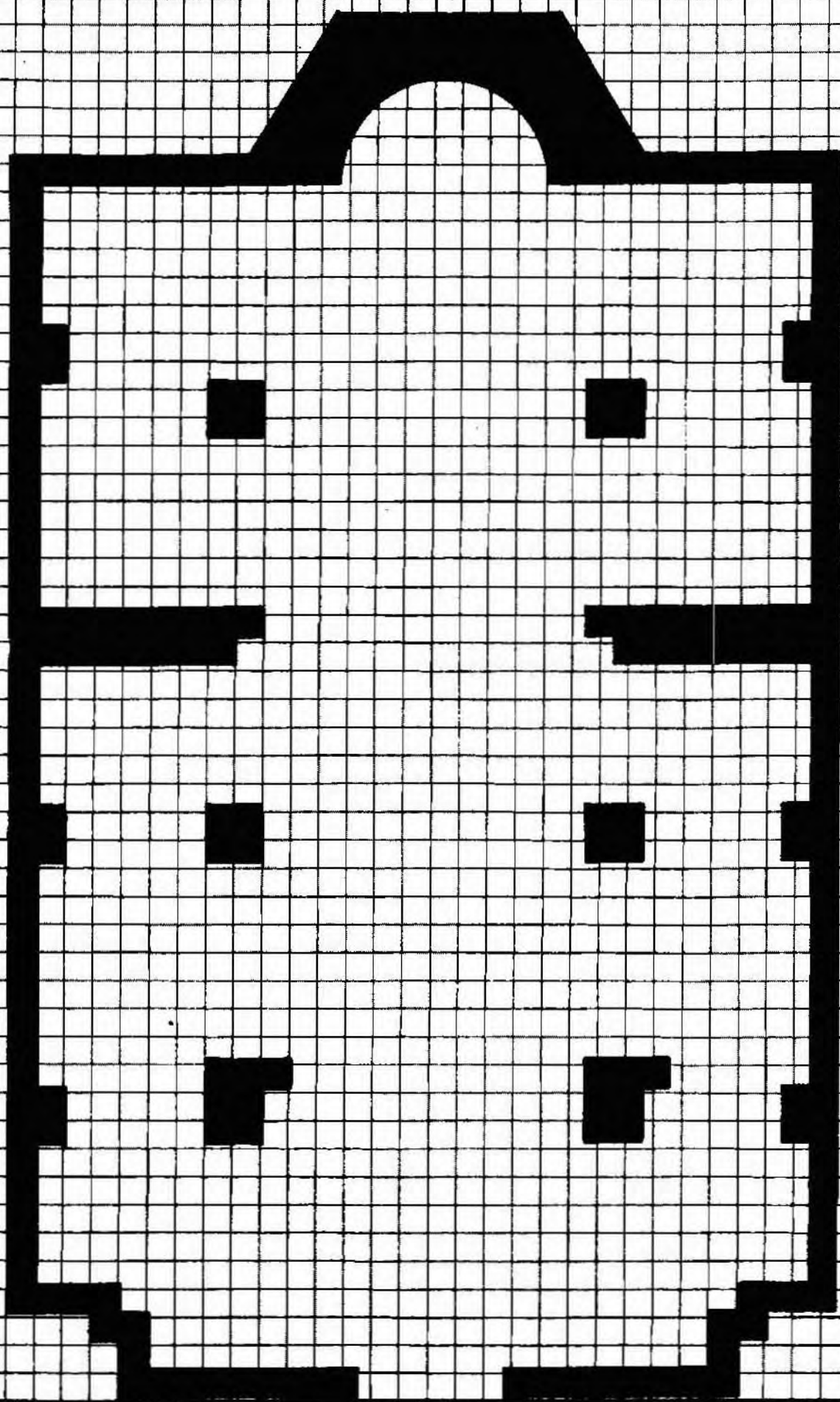


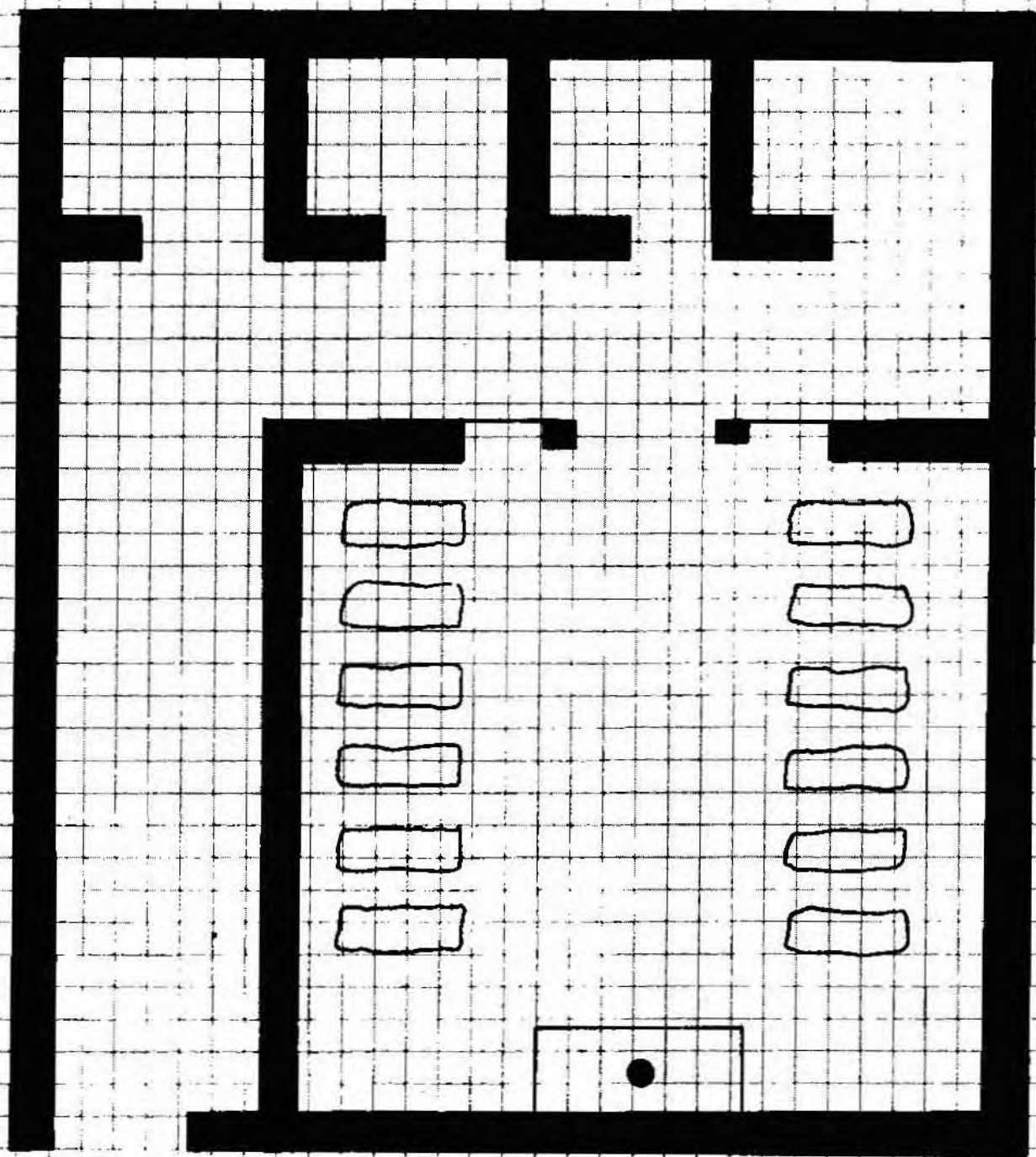


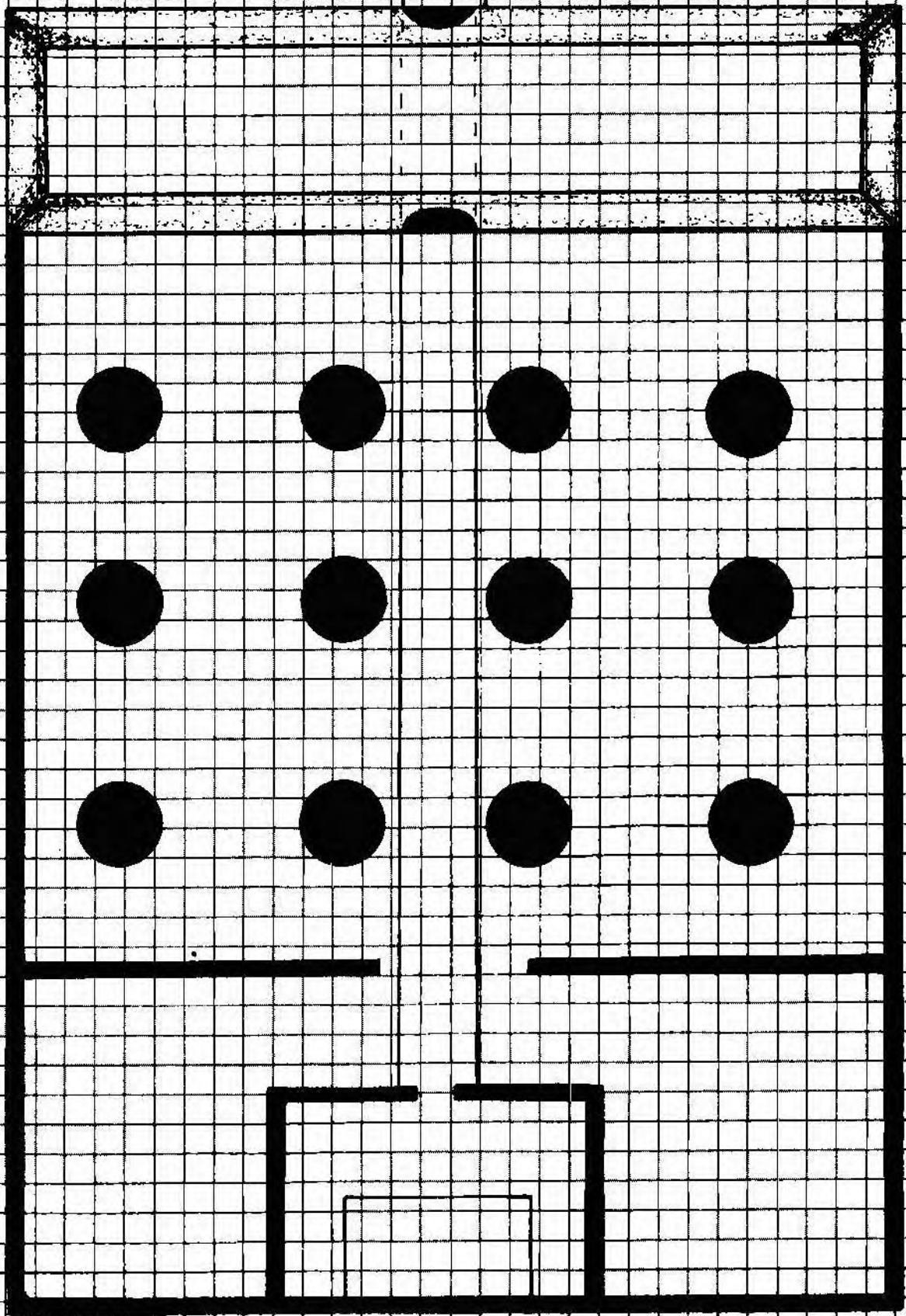


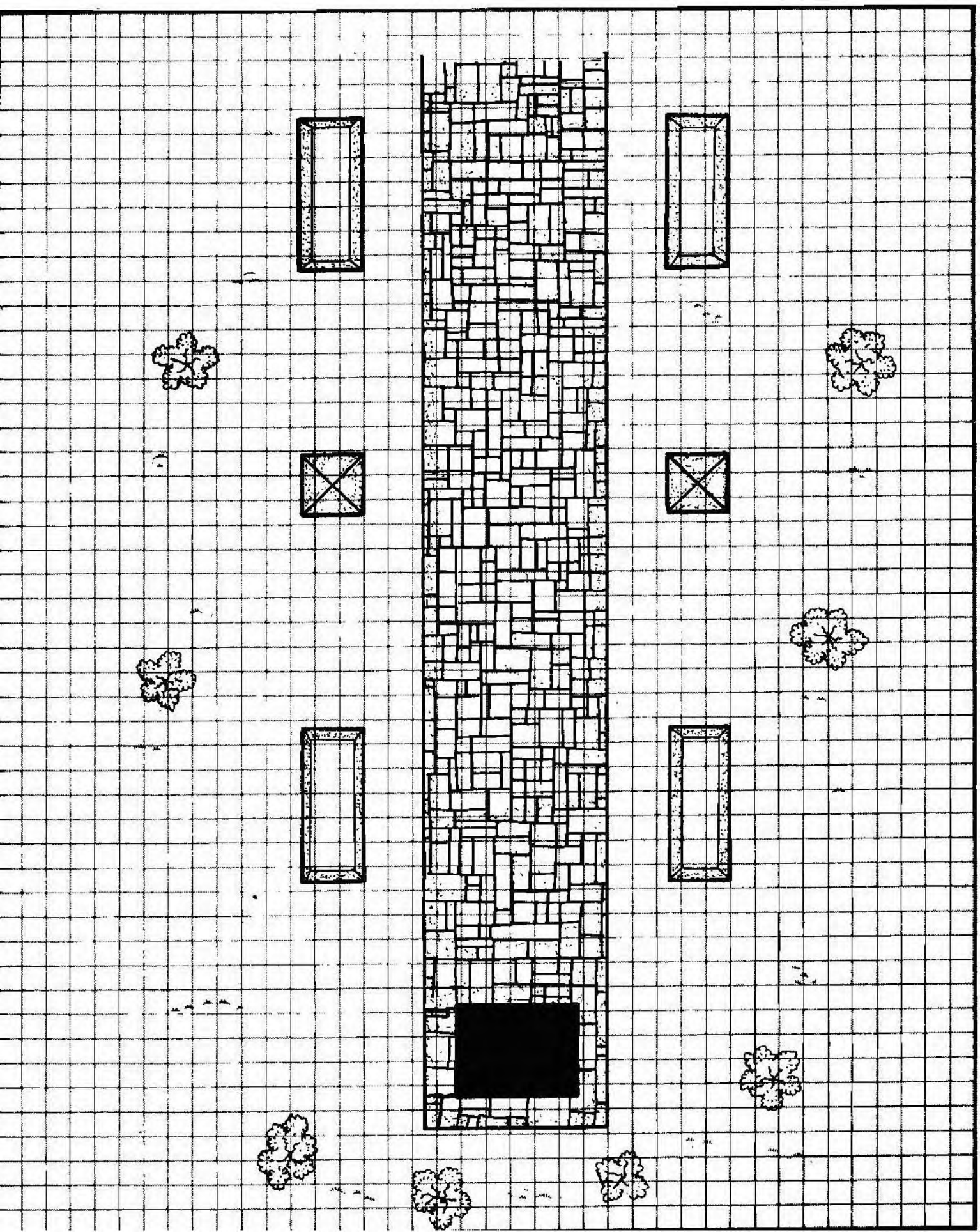


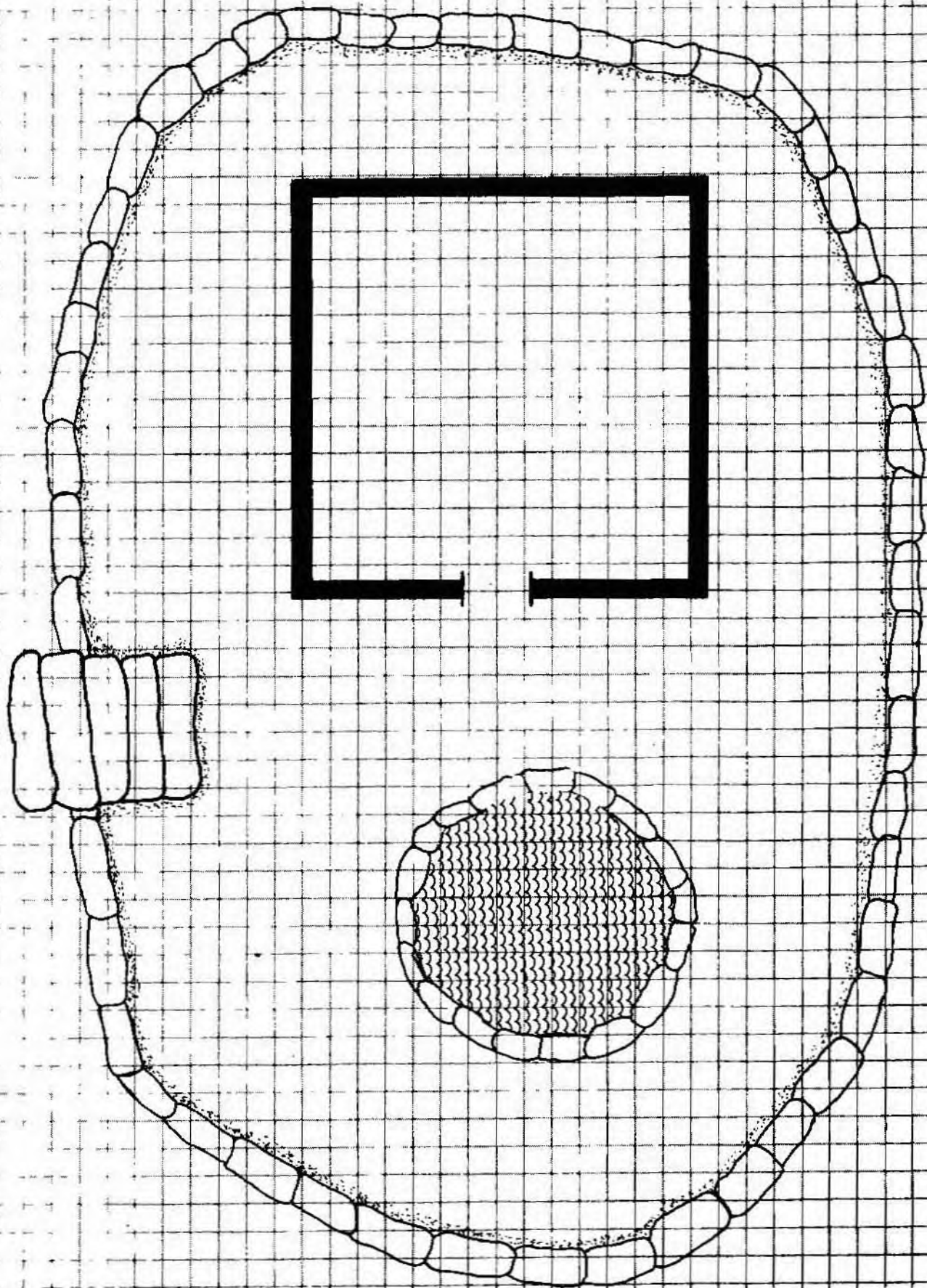


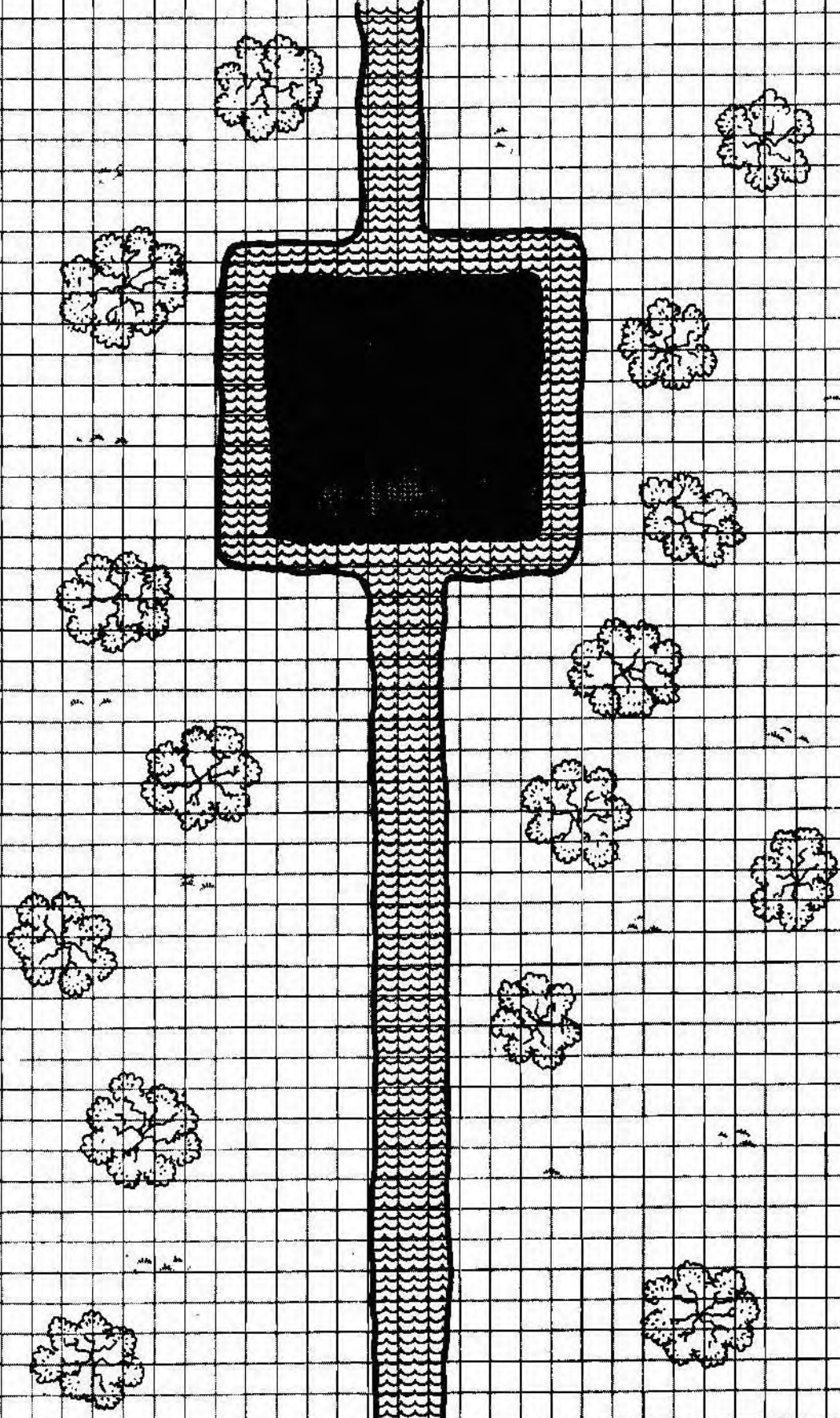


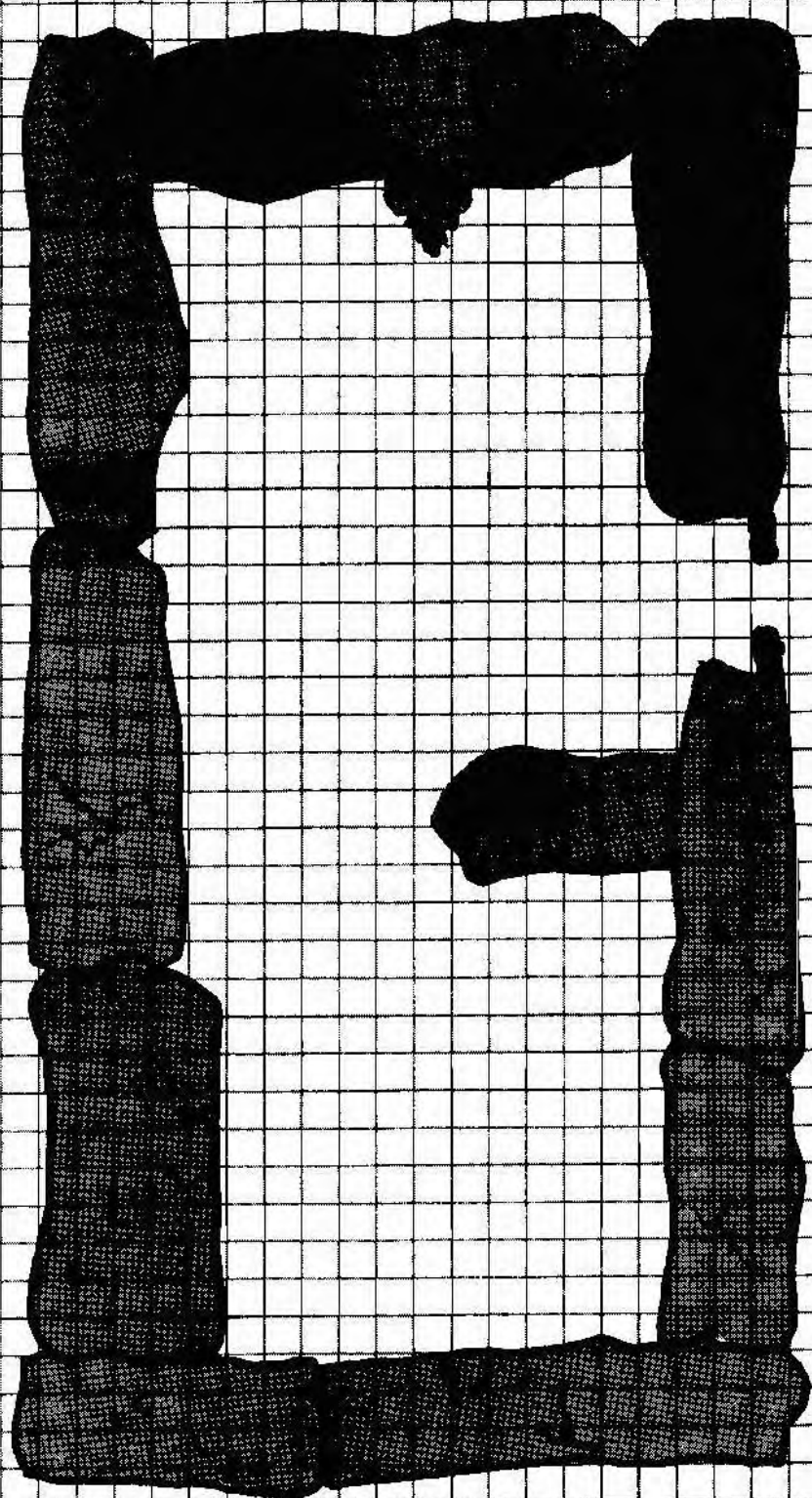


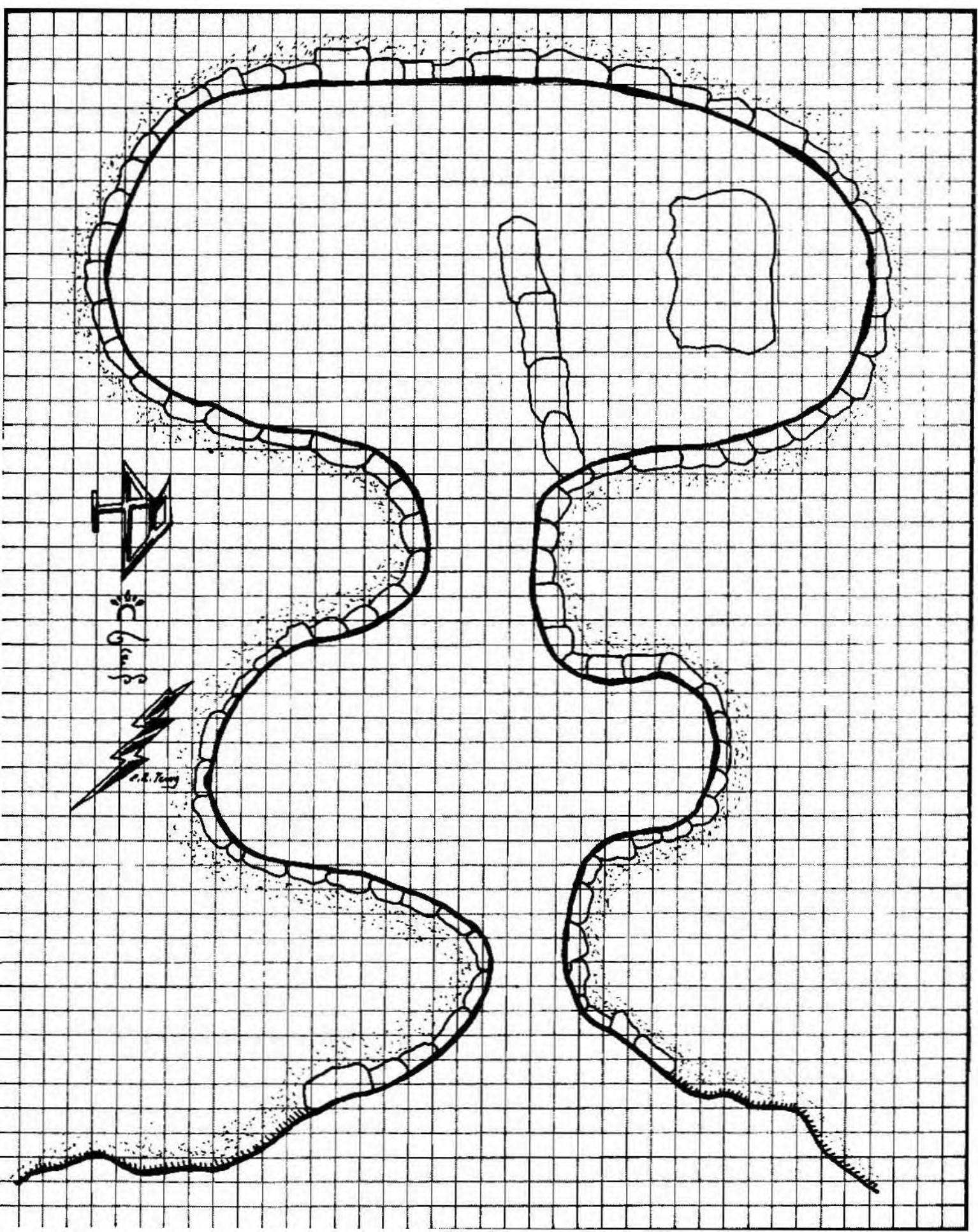




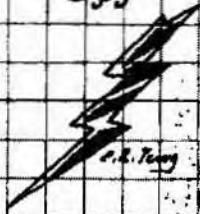




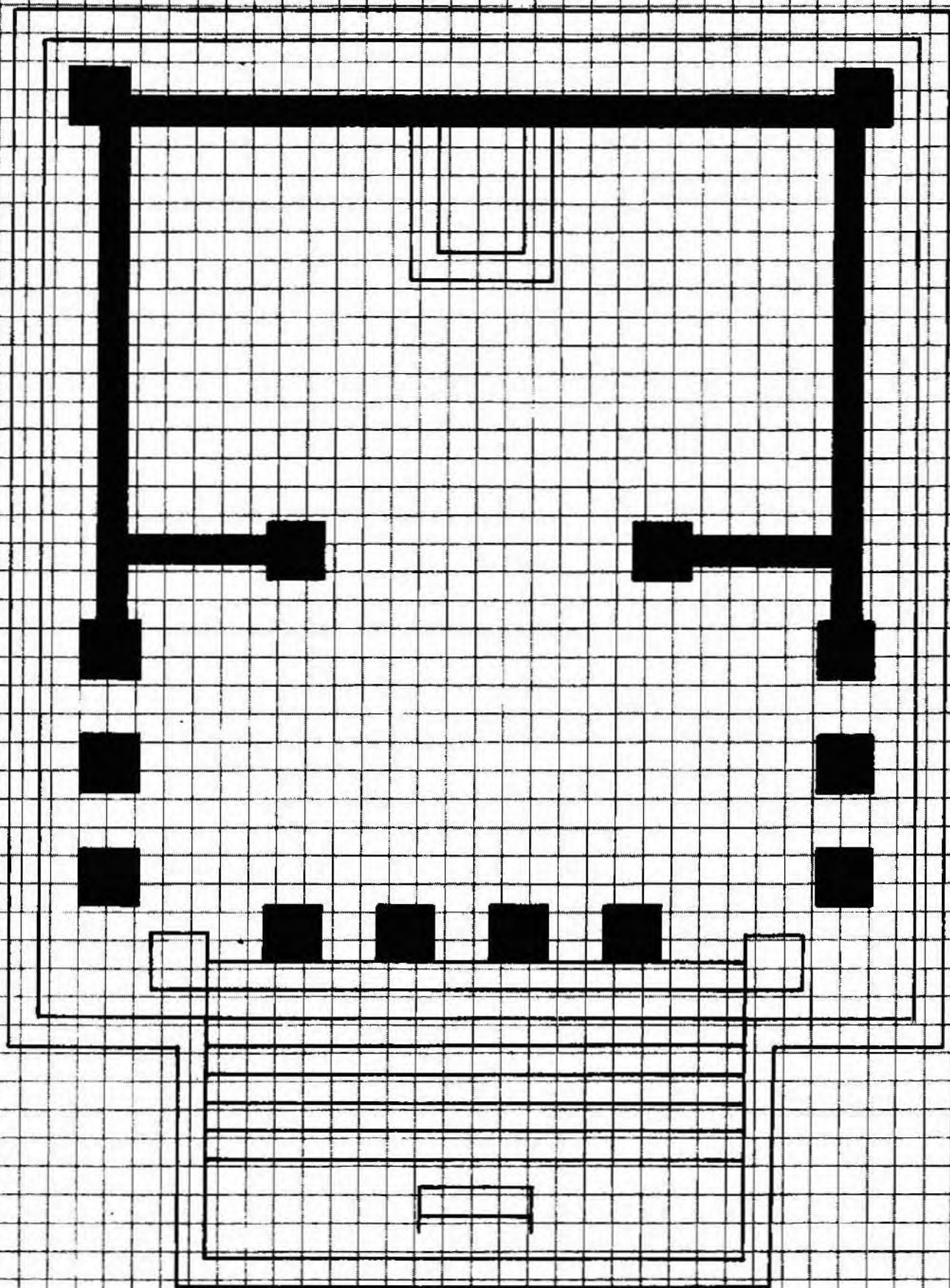


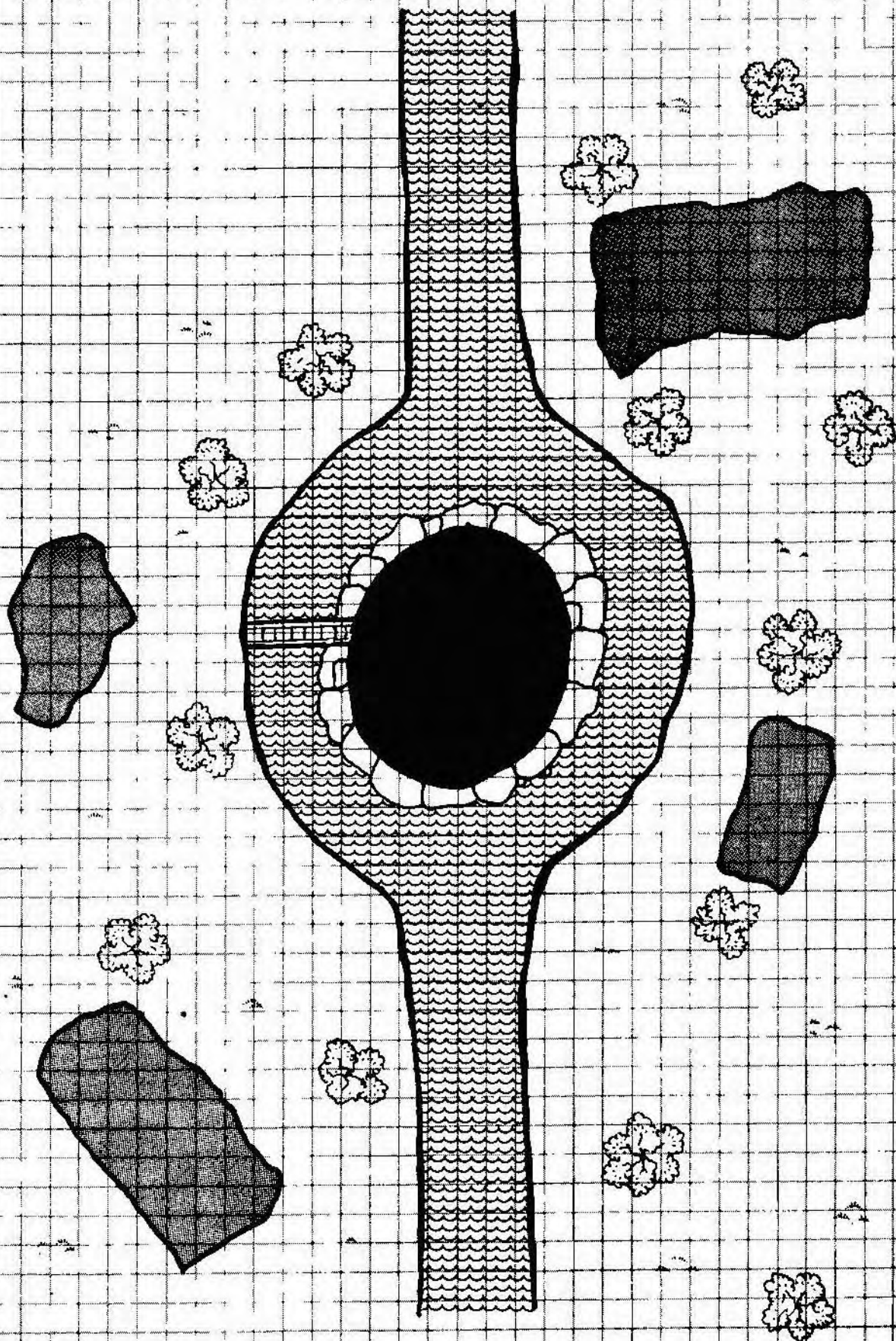


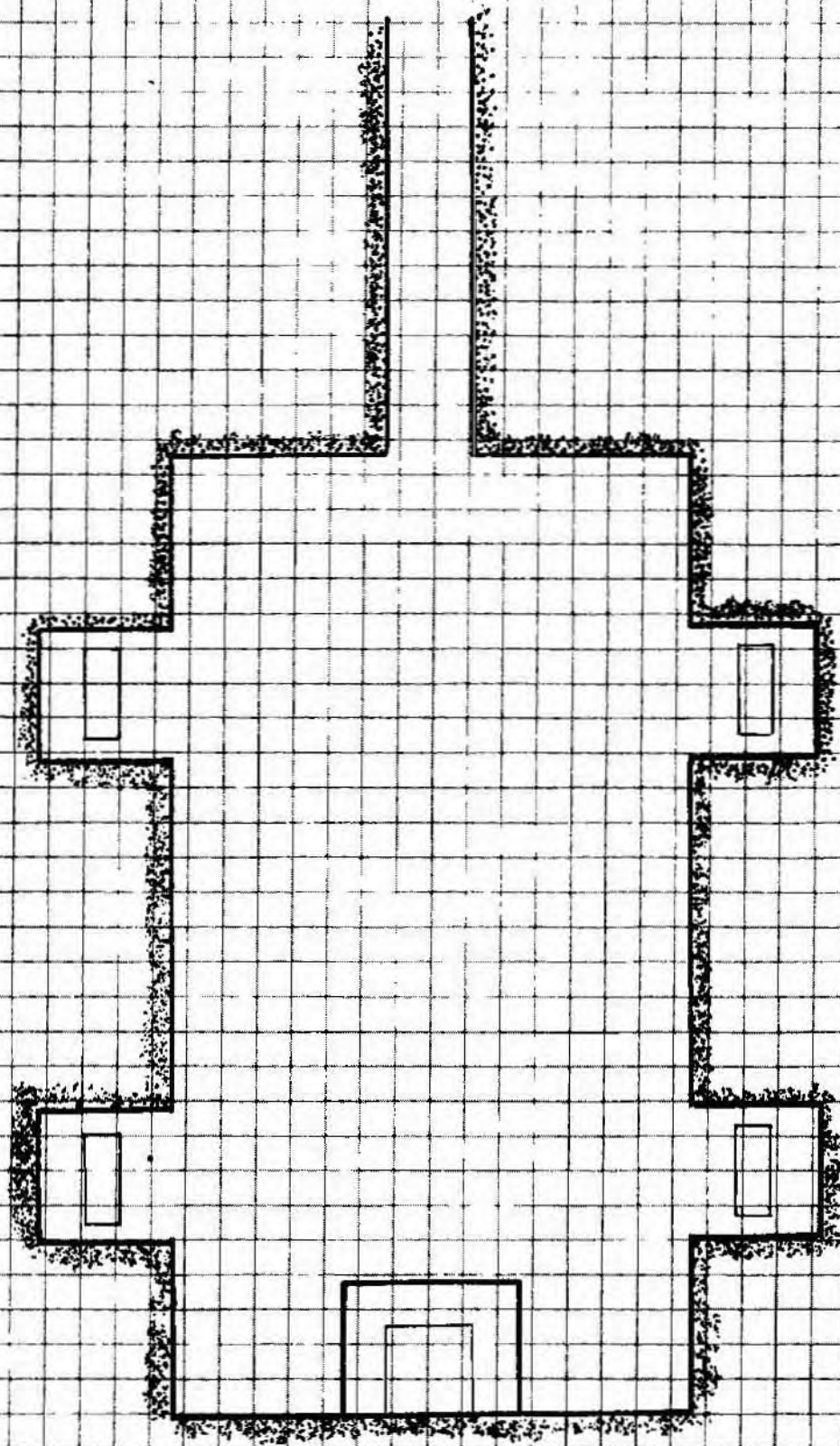
C. R. Perry

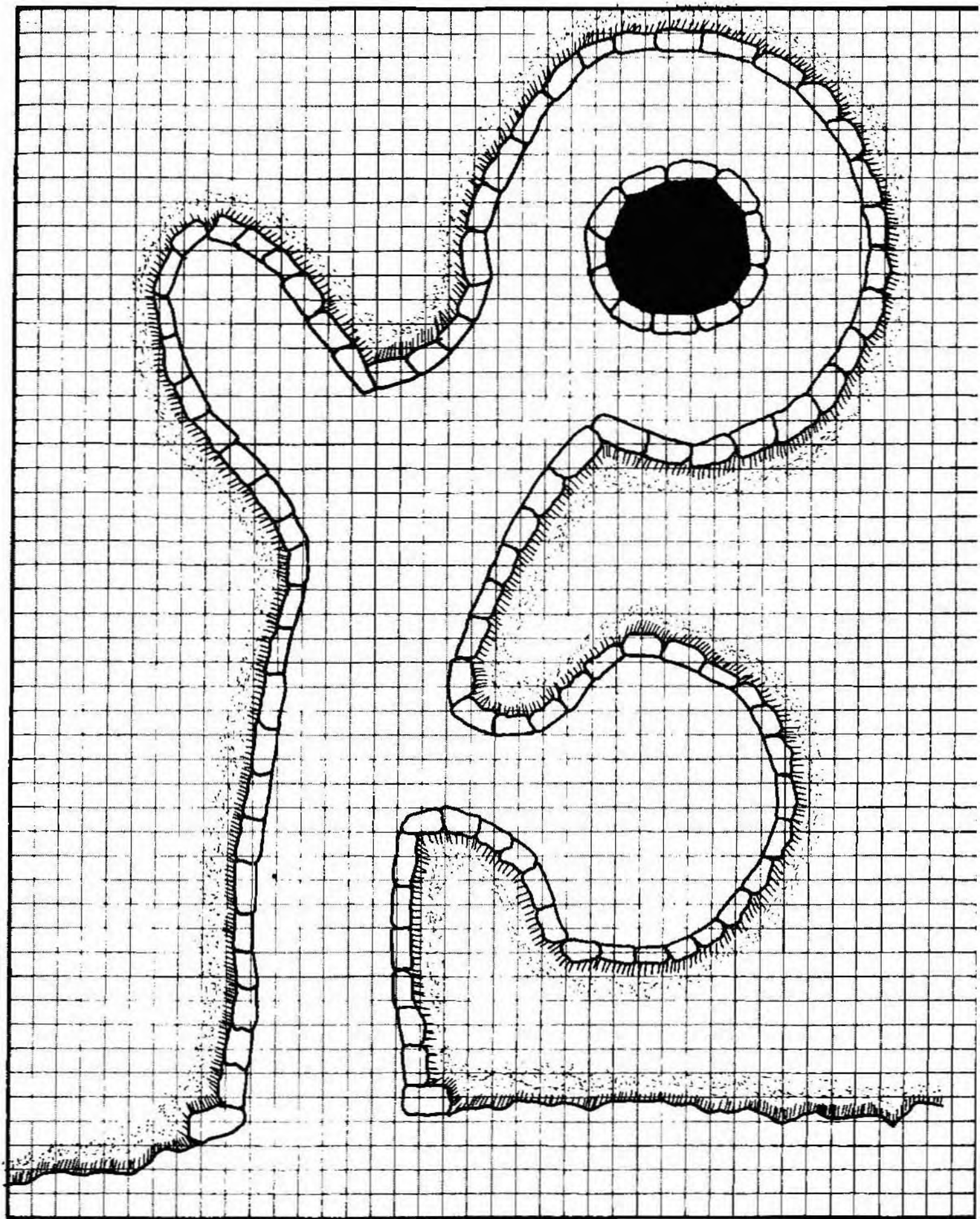


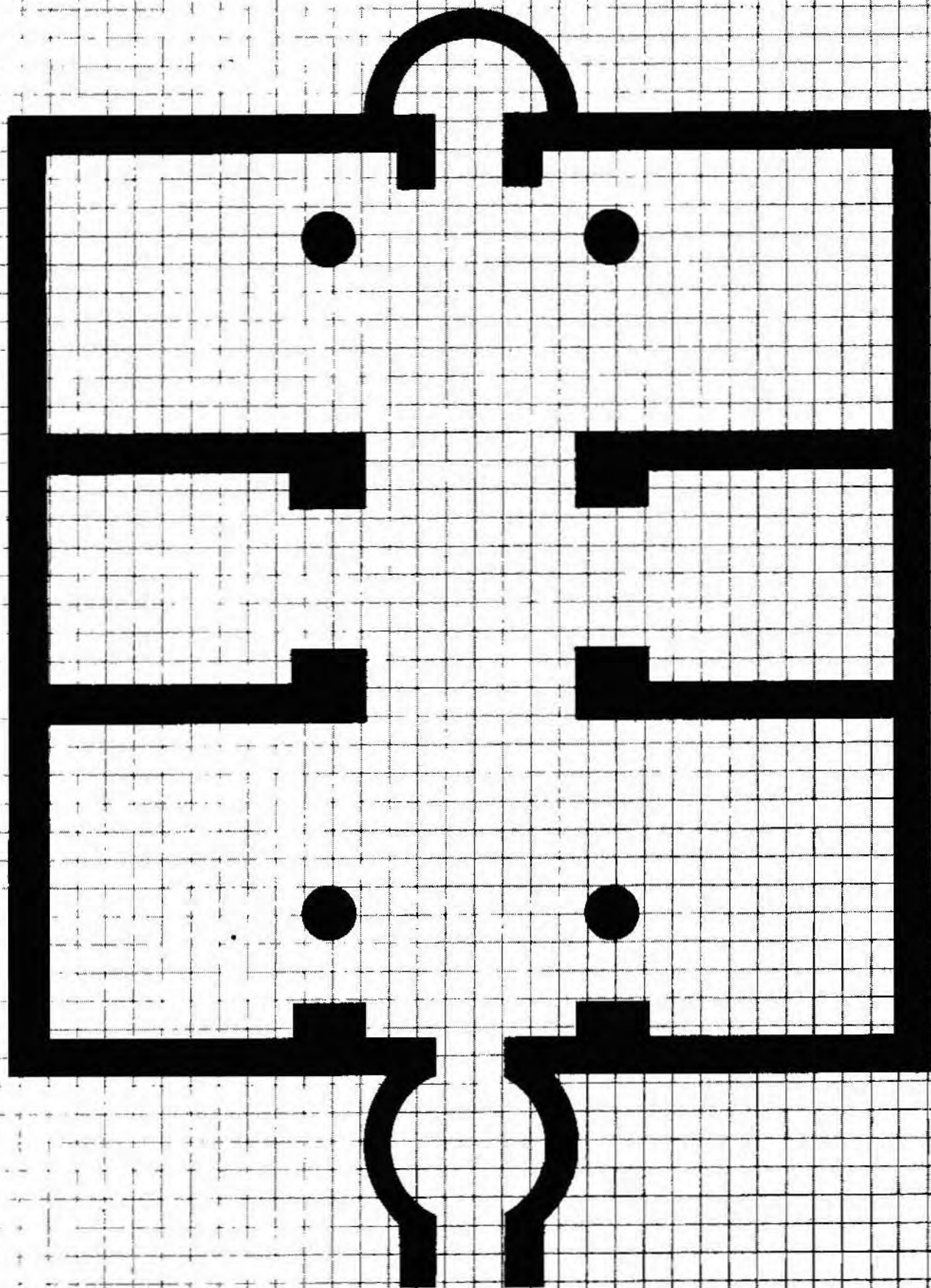
C. R. Perry

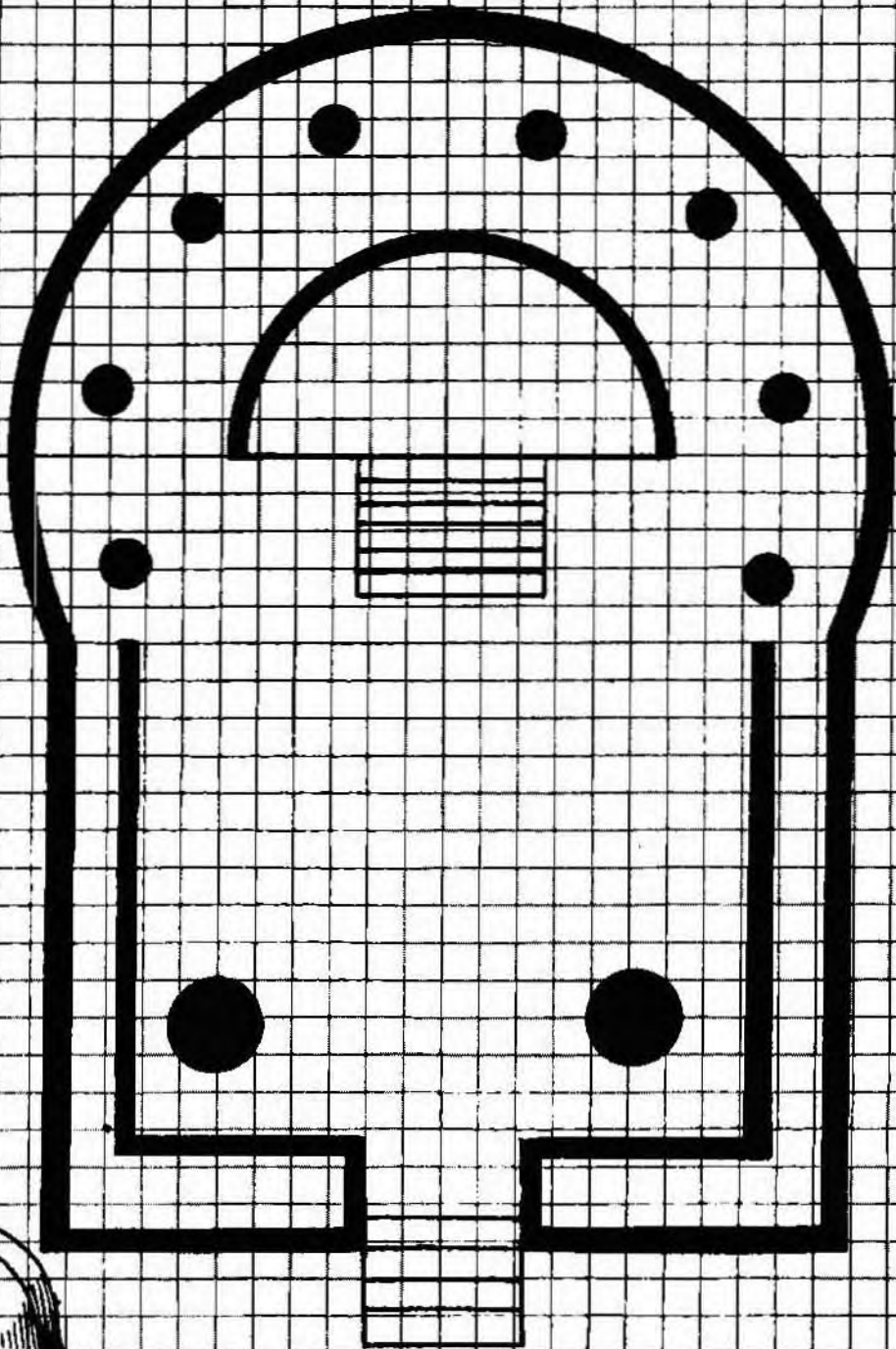


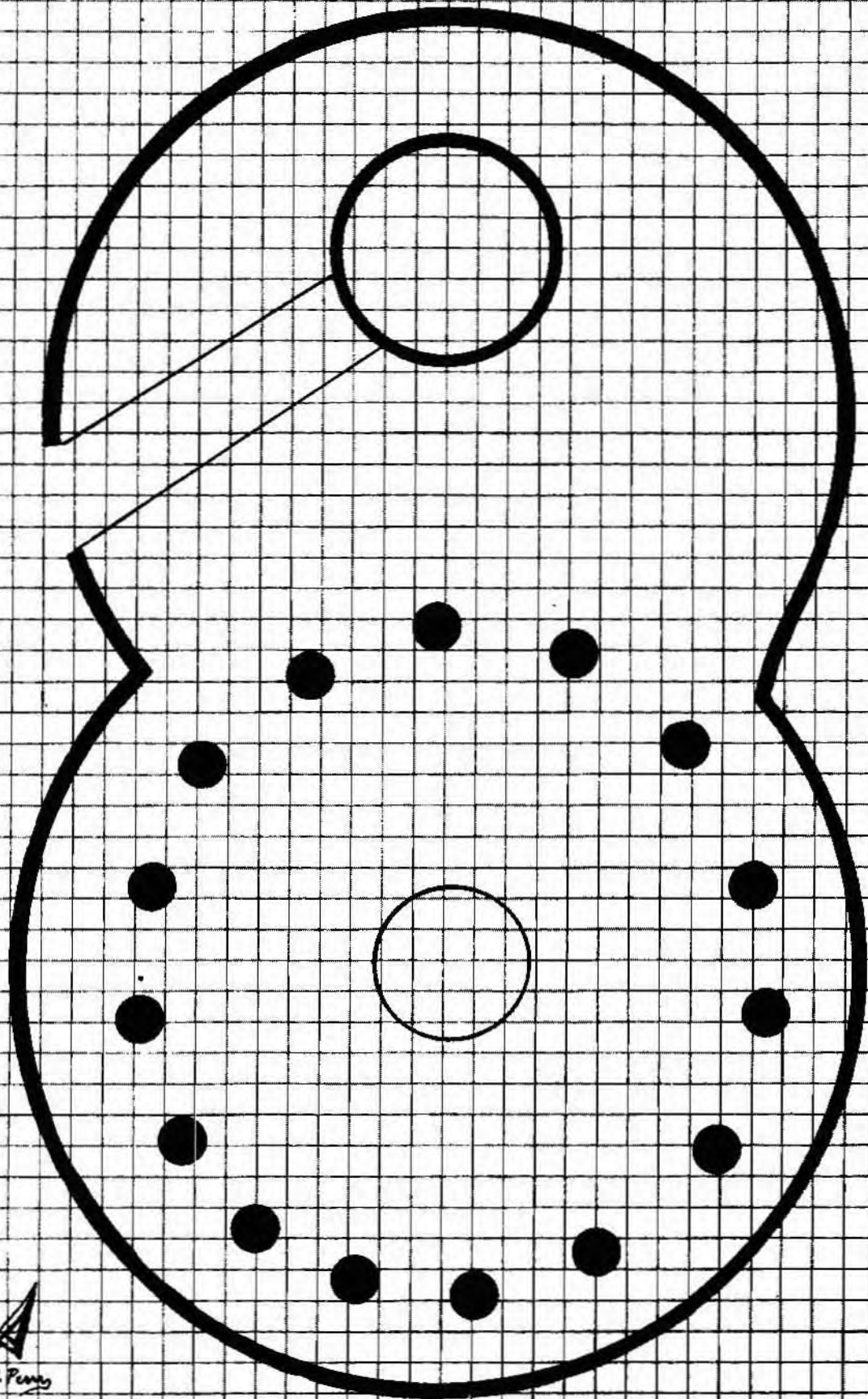




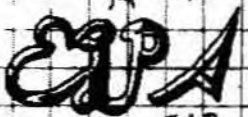




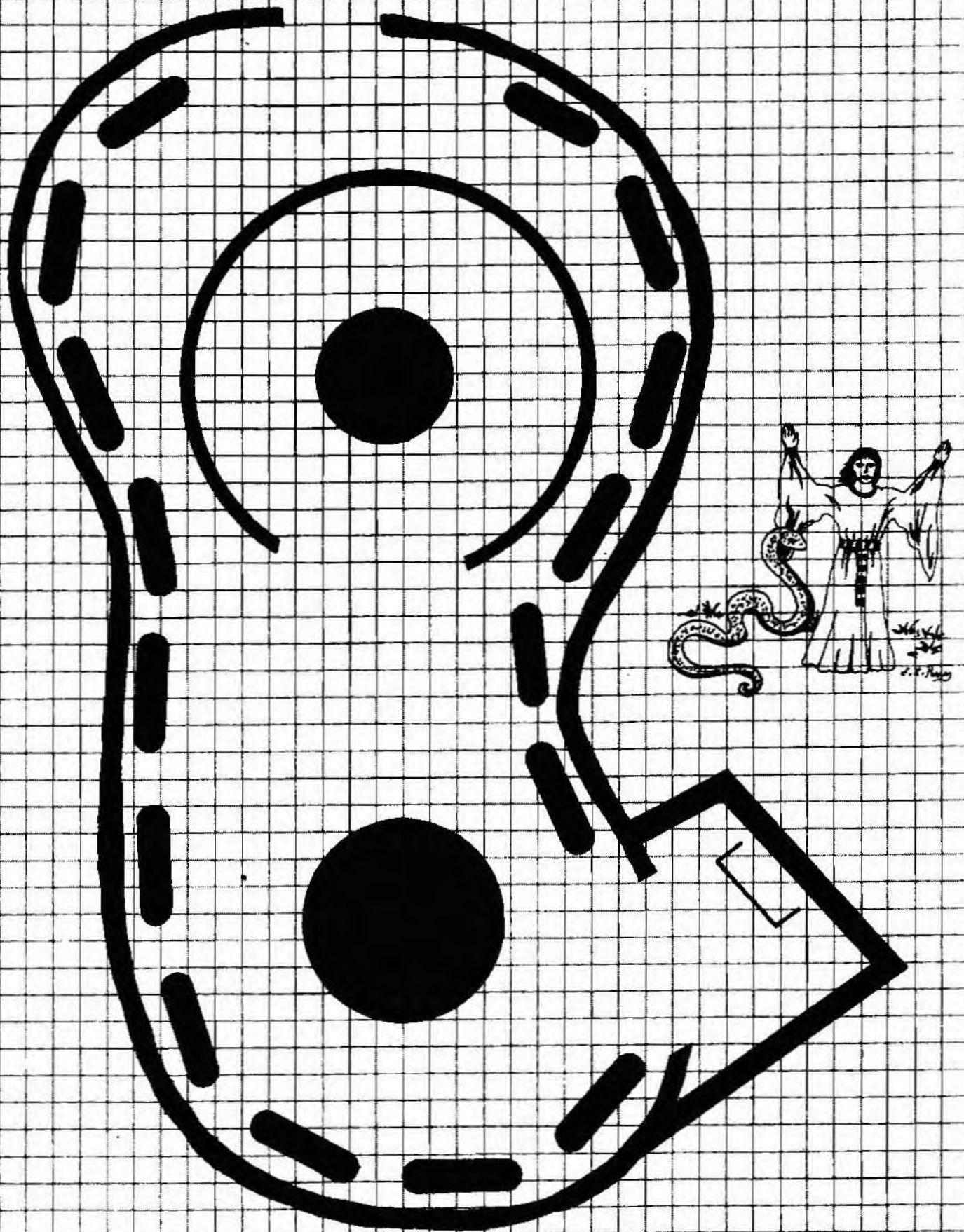


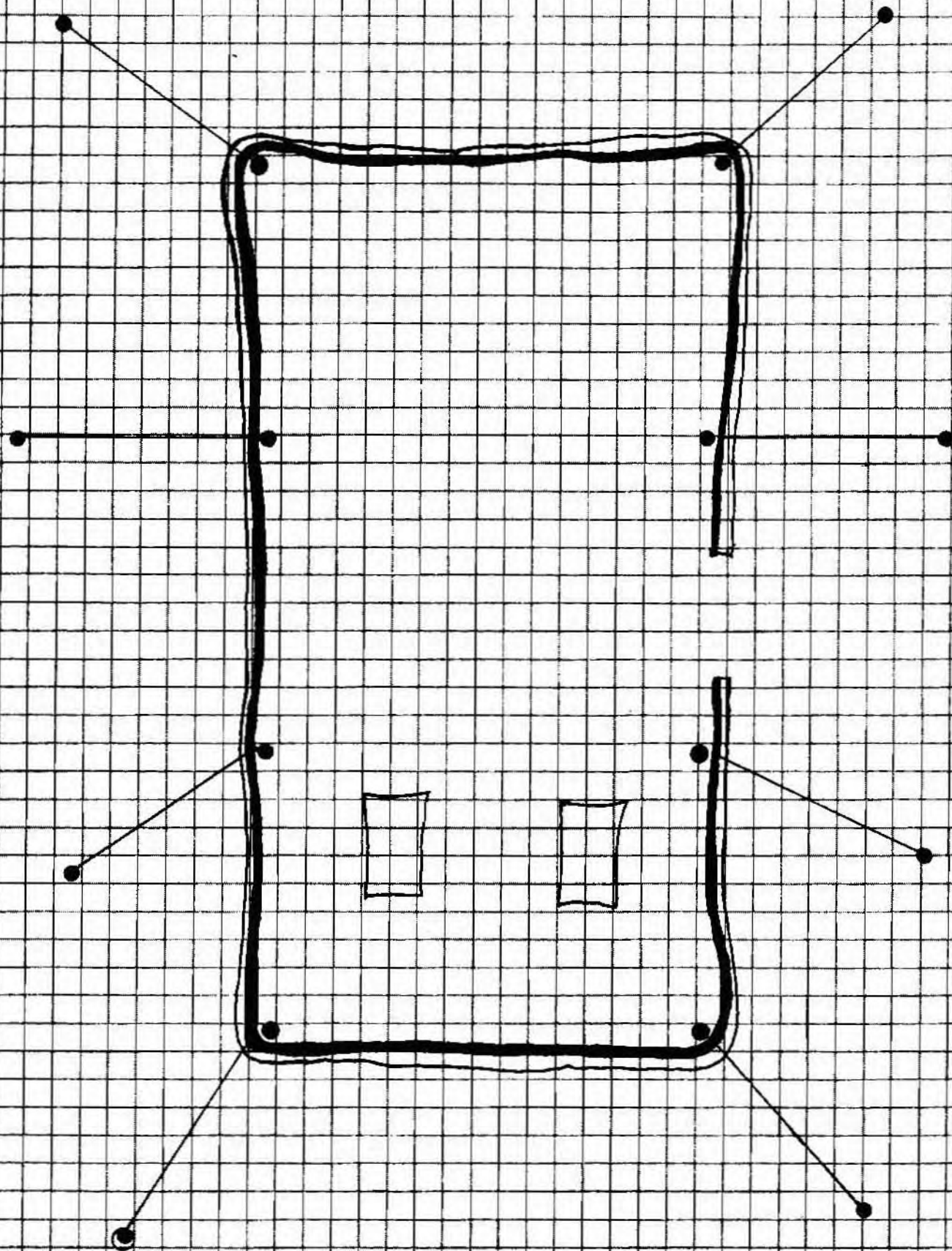


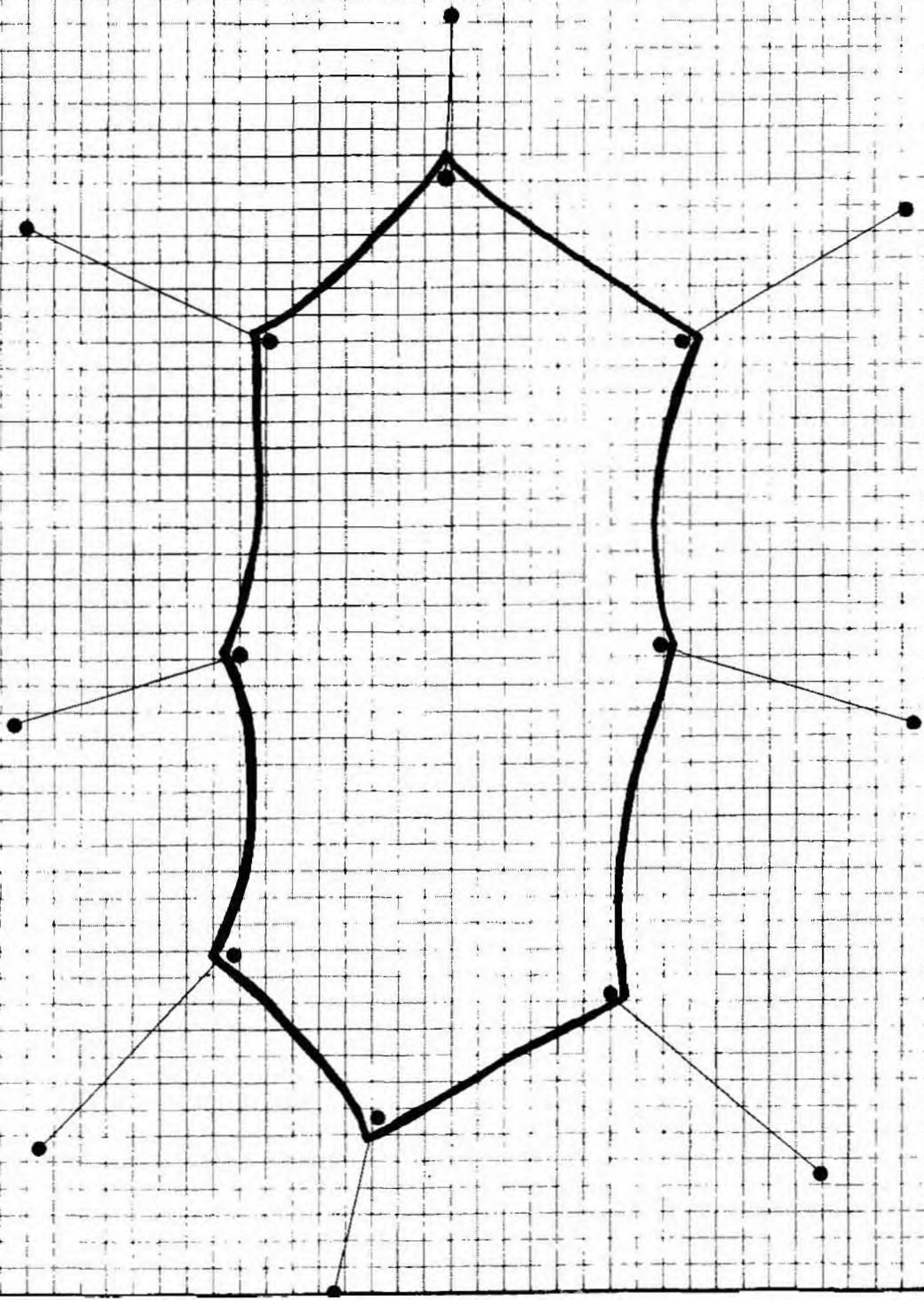
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100

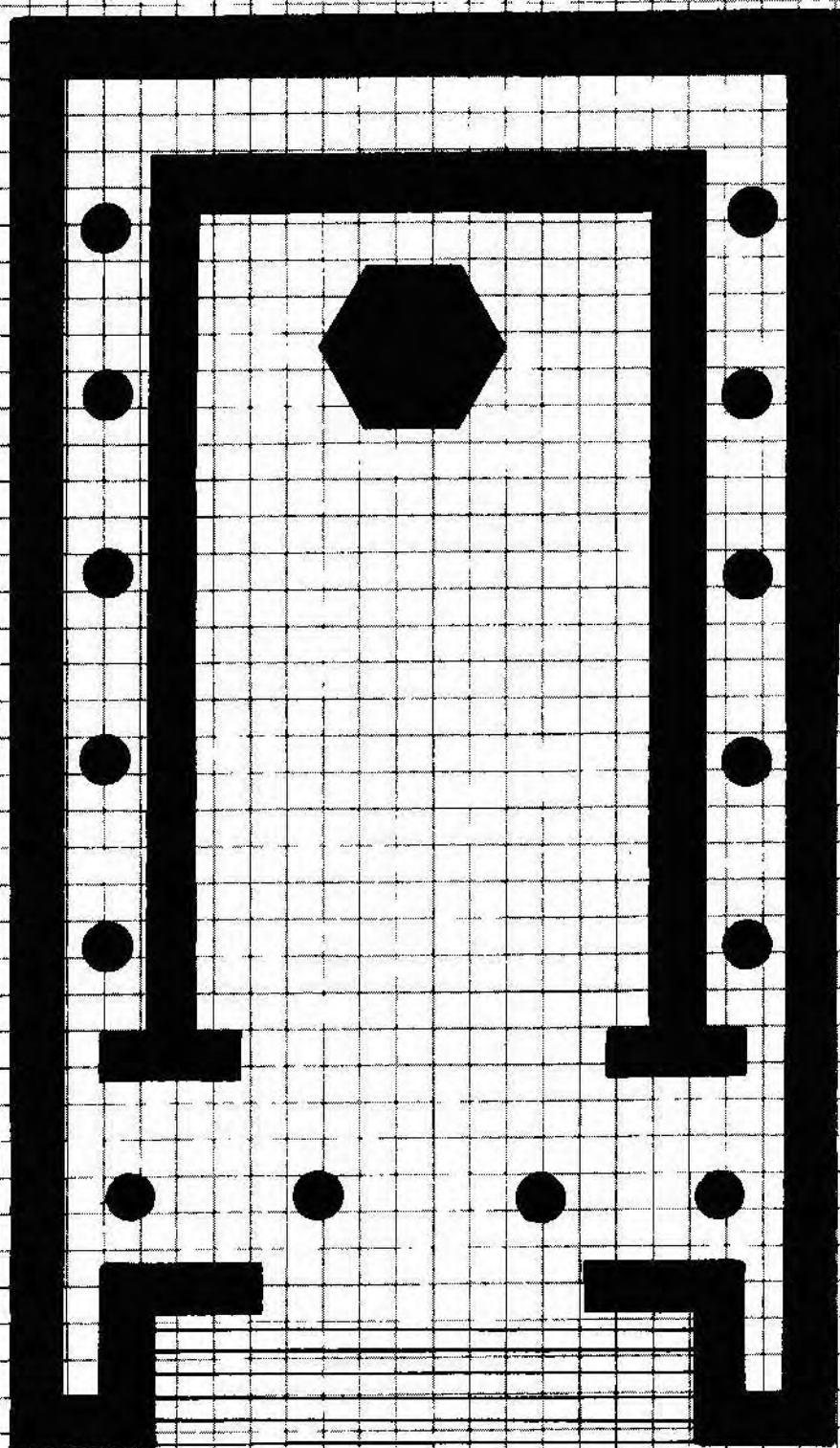


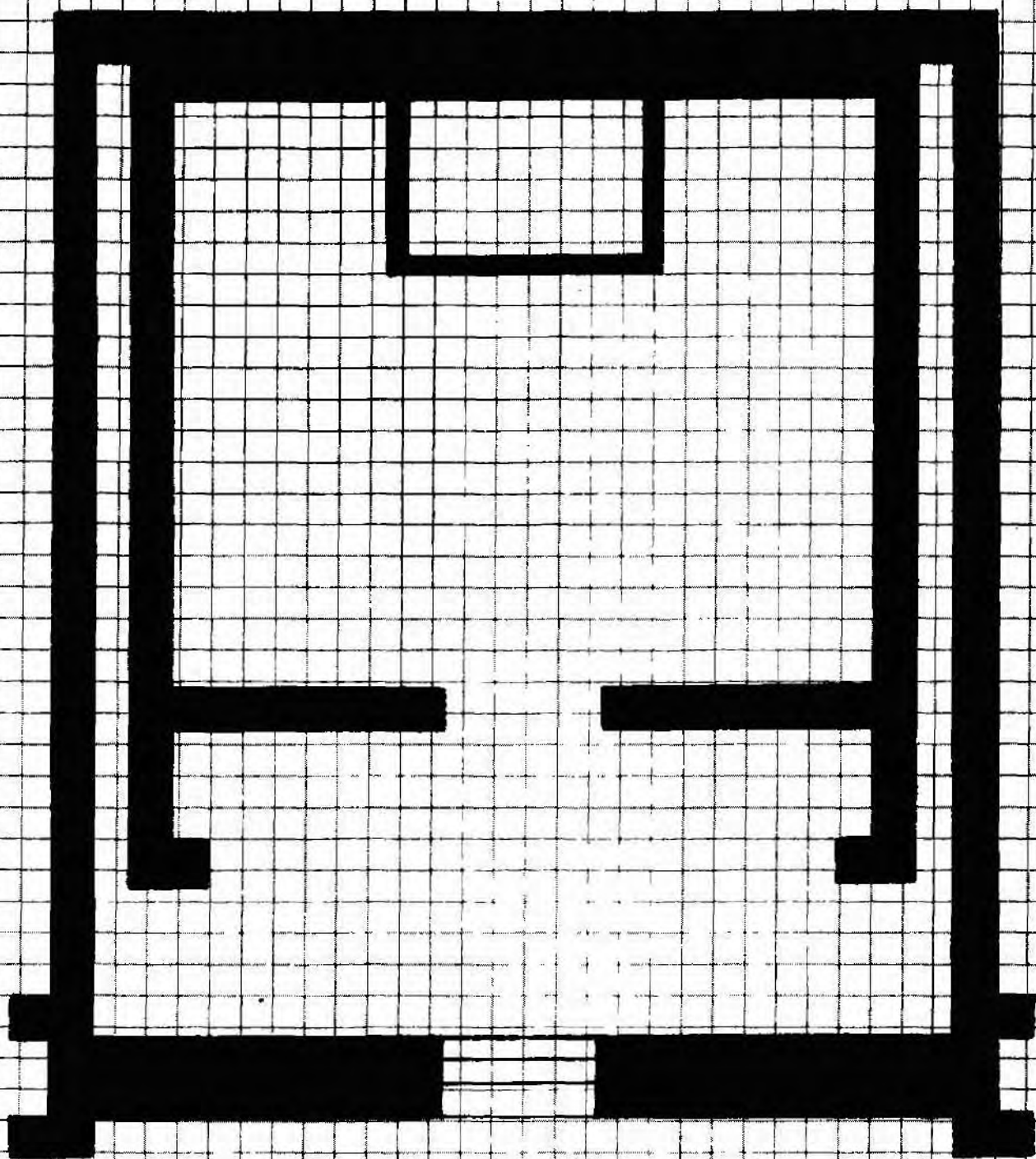
C. Z. Perry

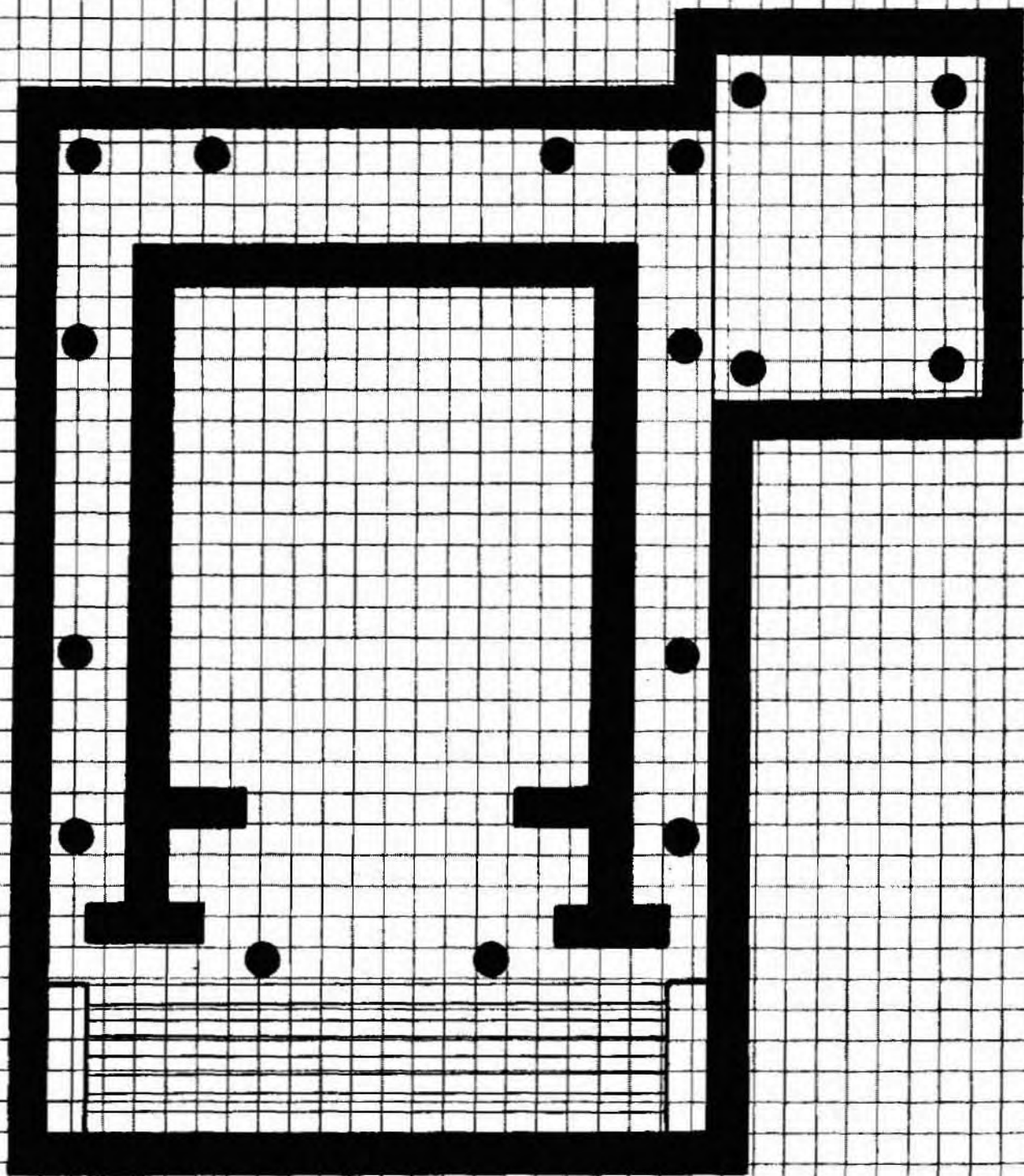


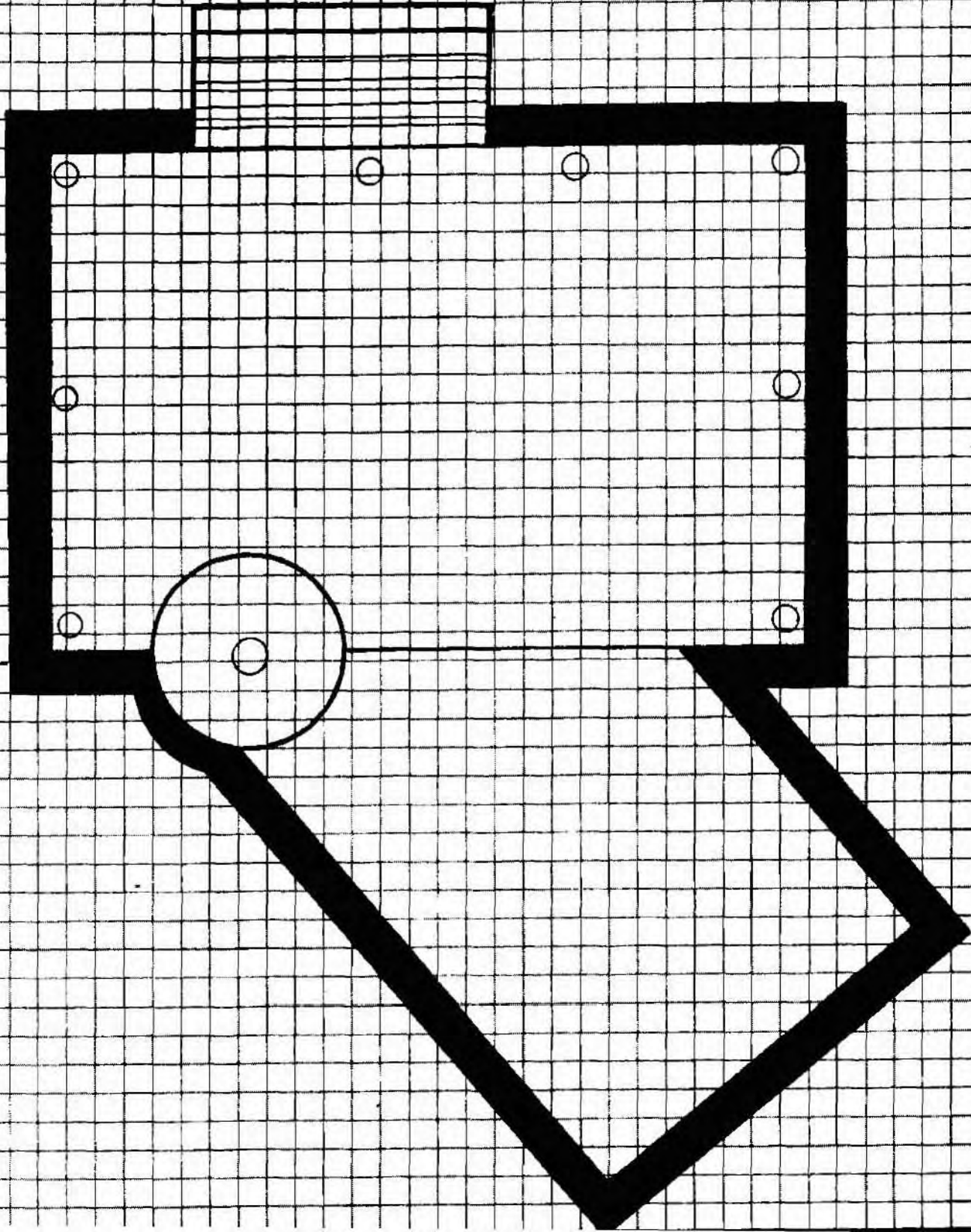


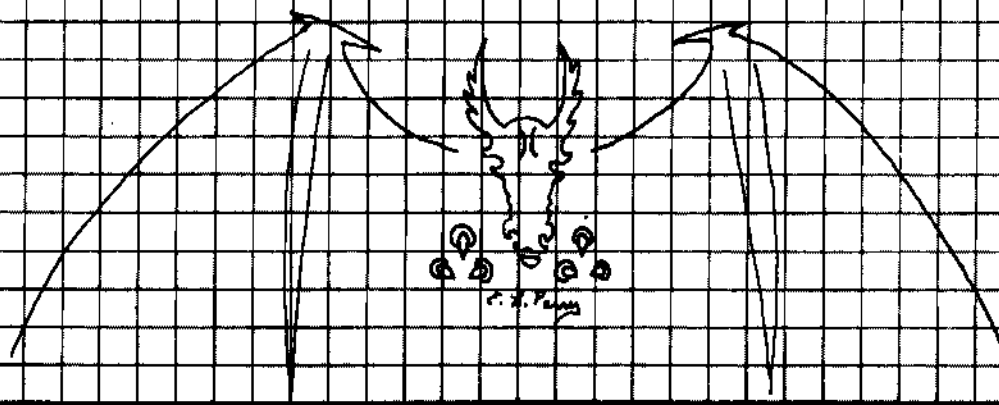
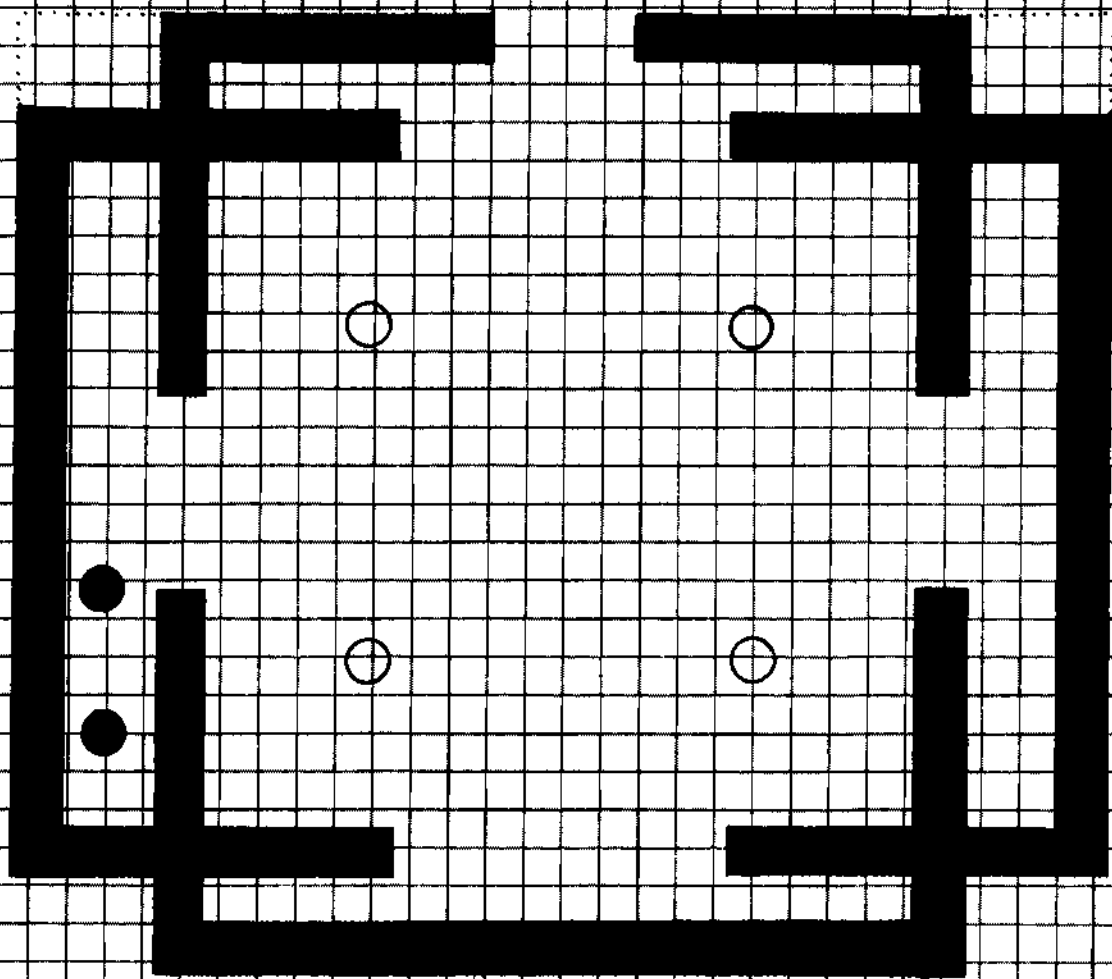


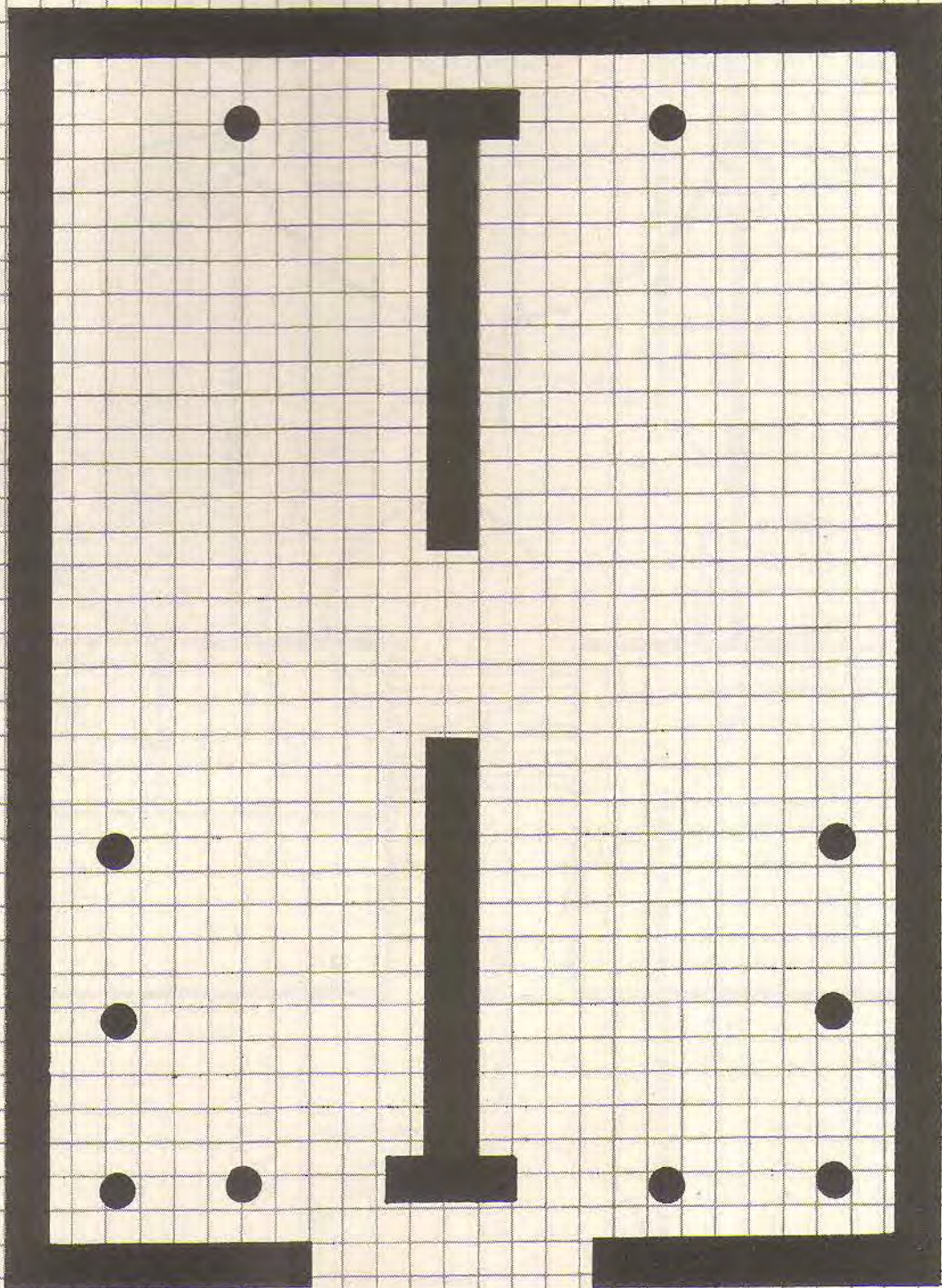
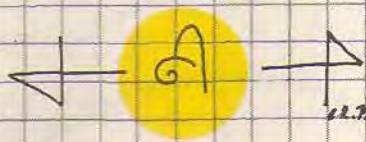


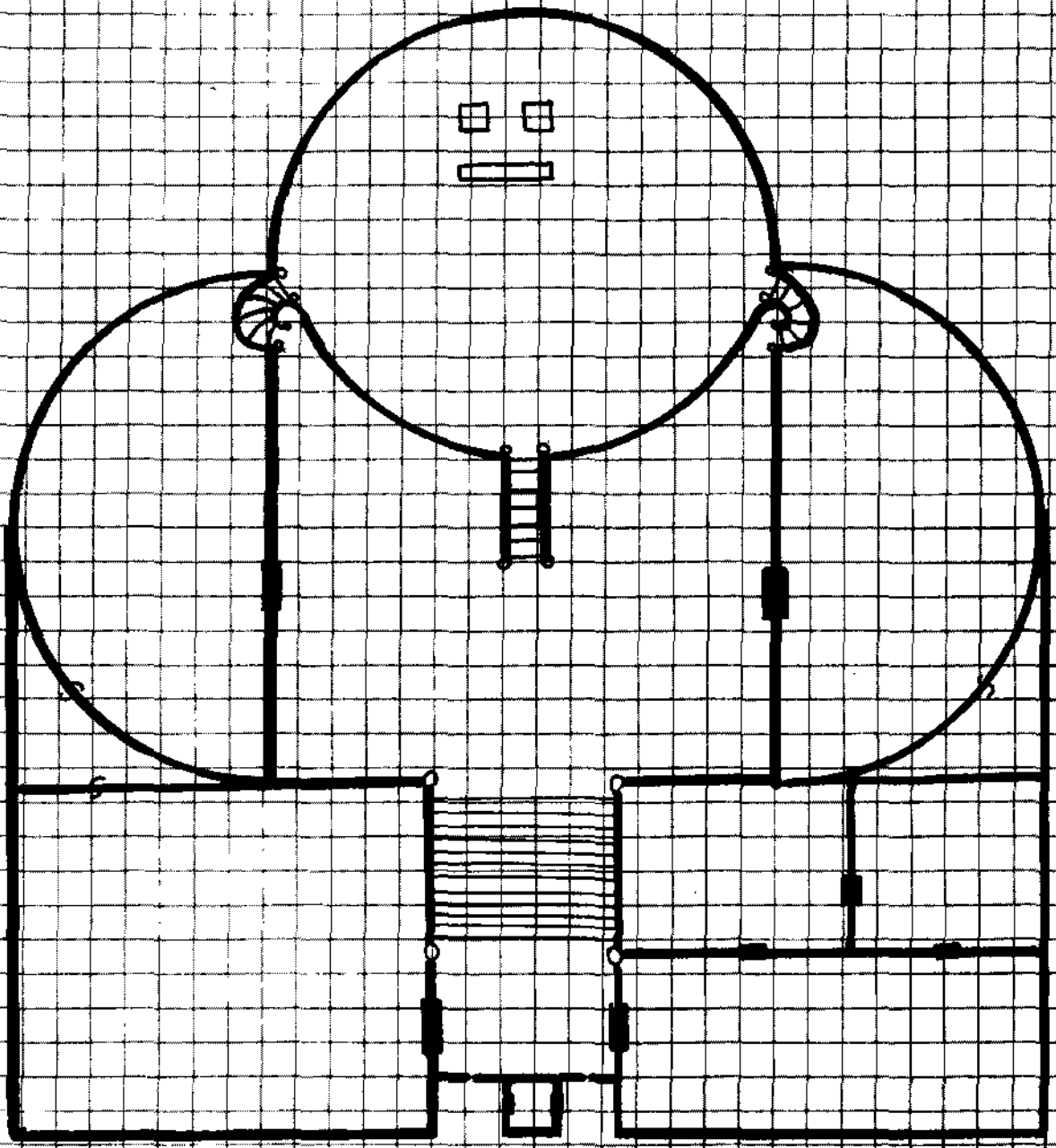


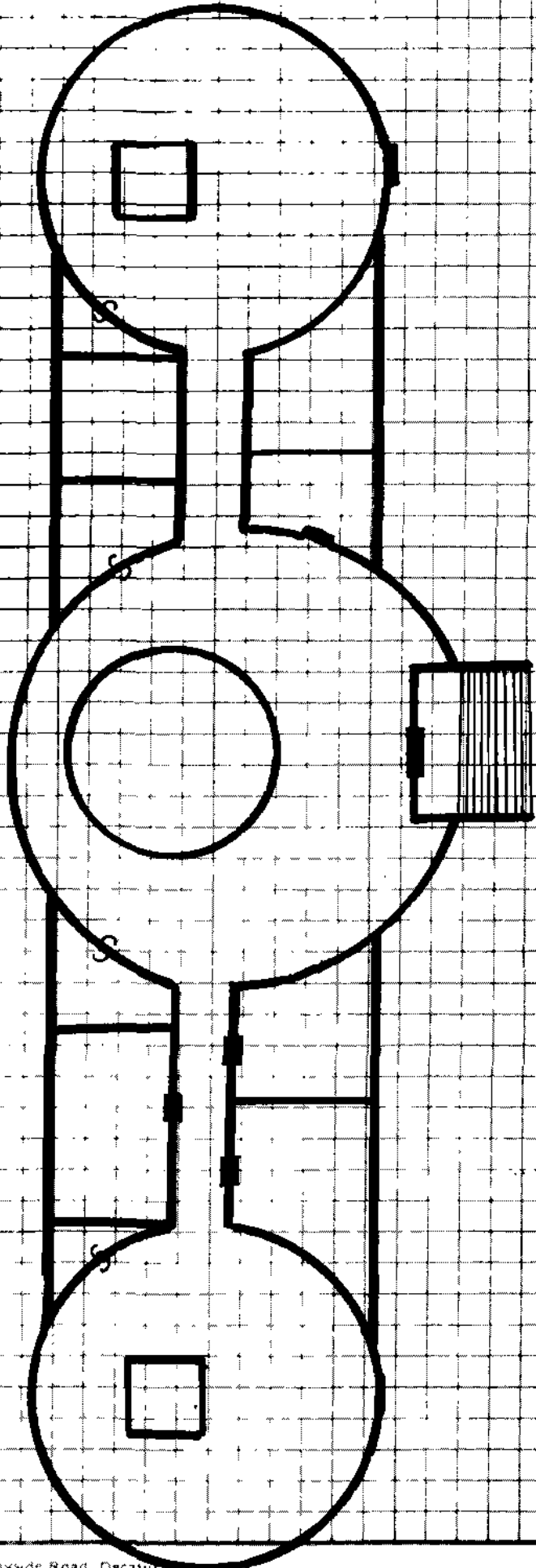


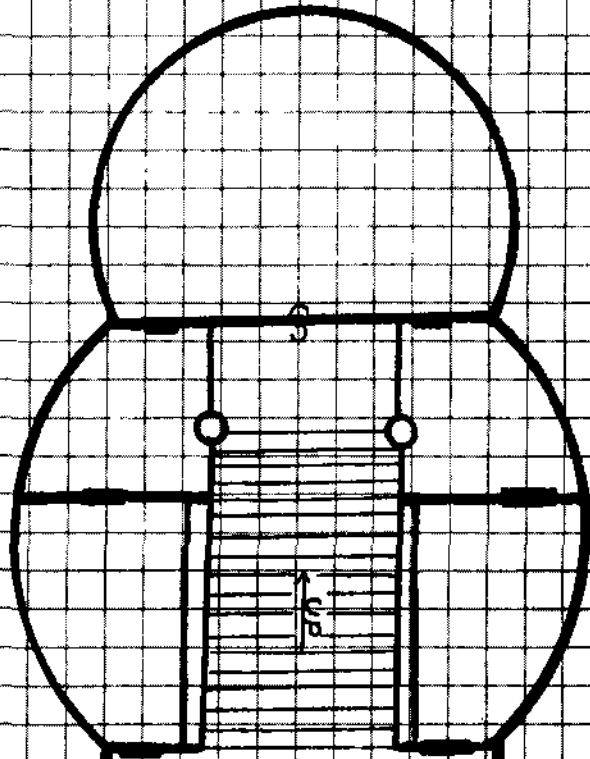
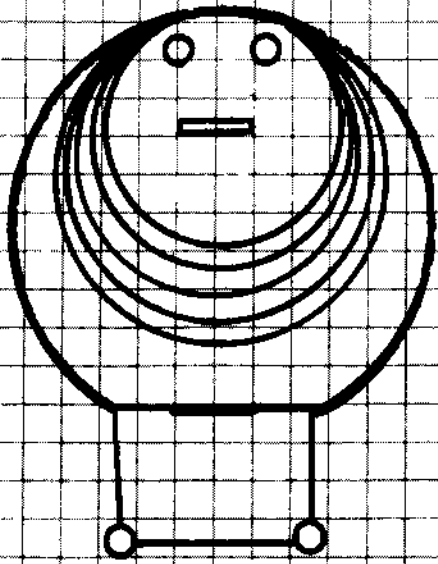




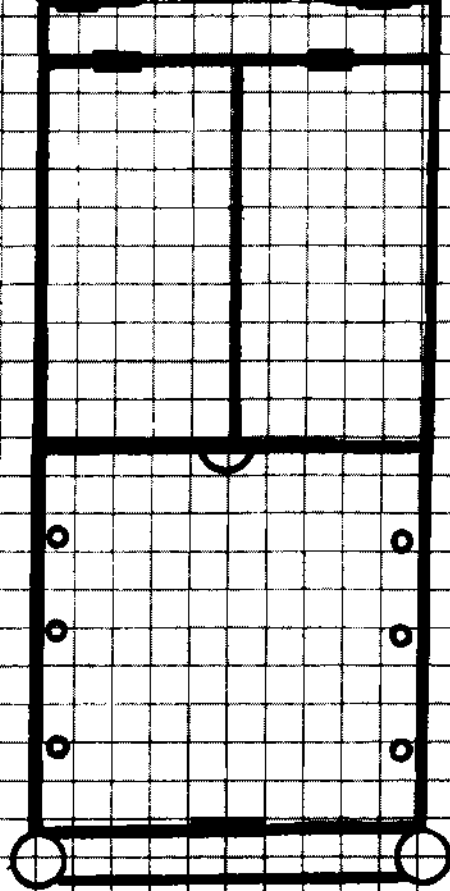


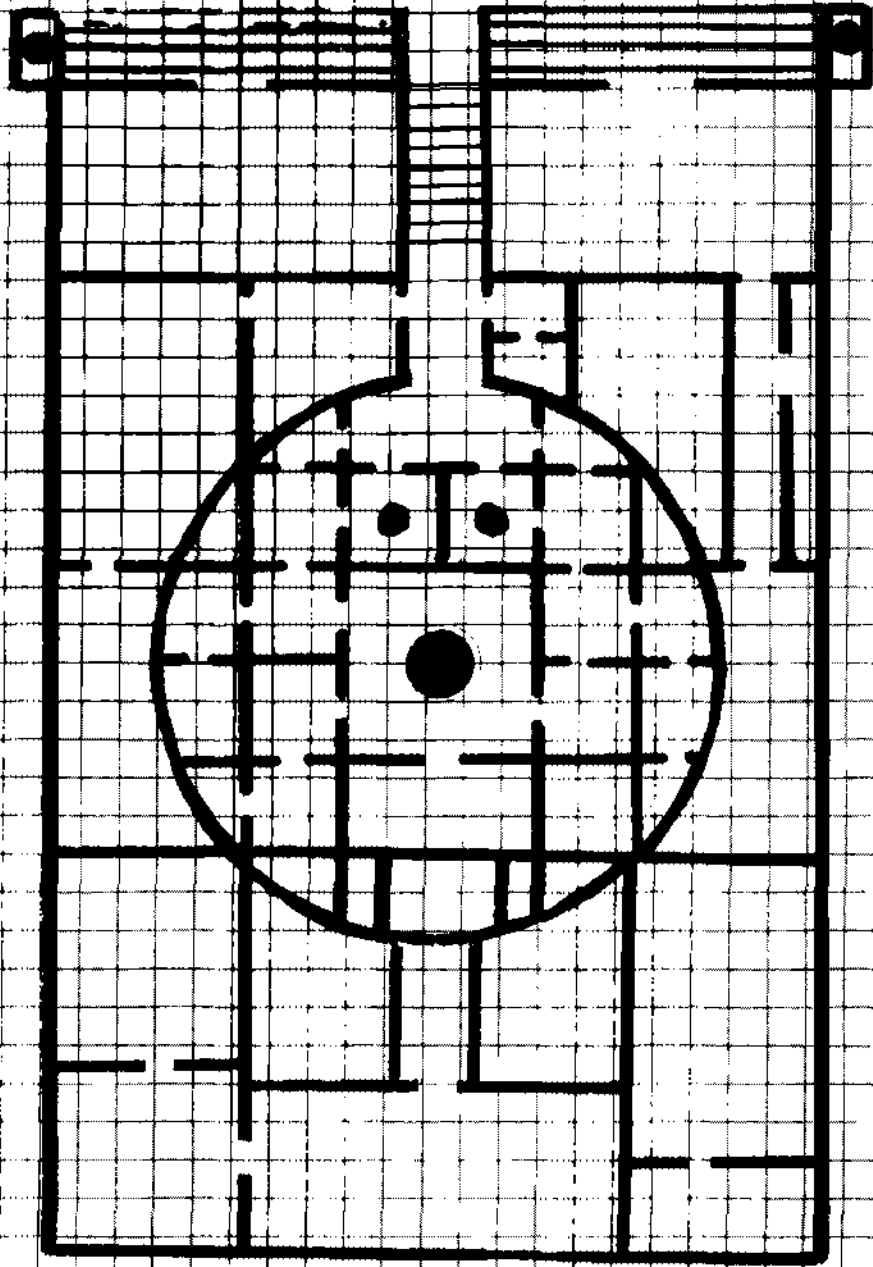


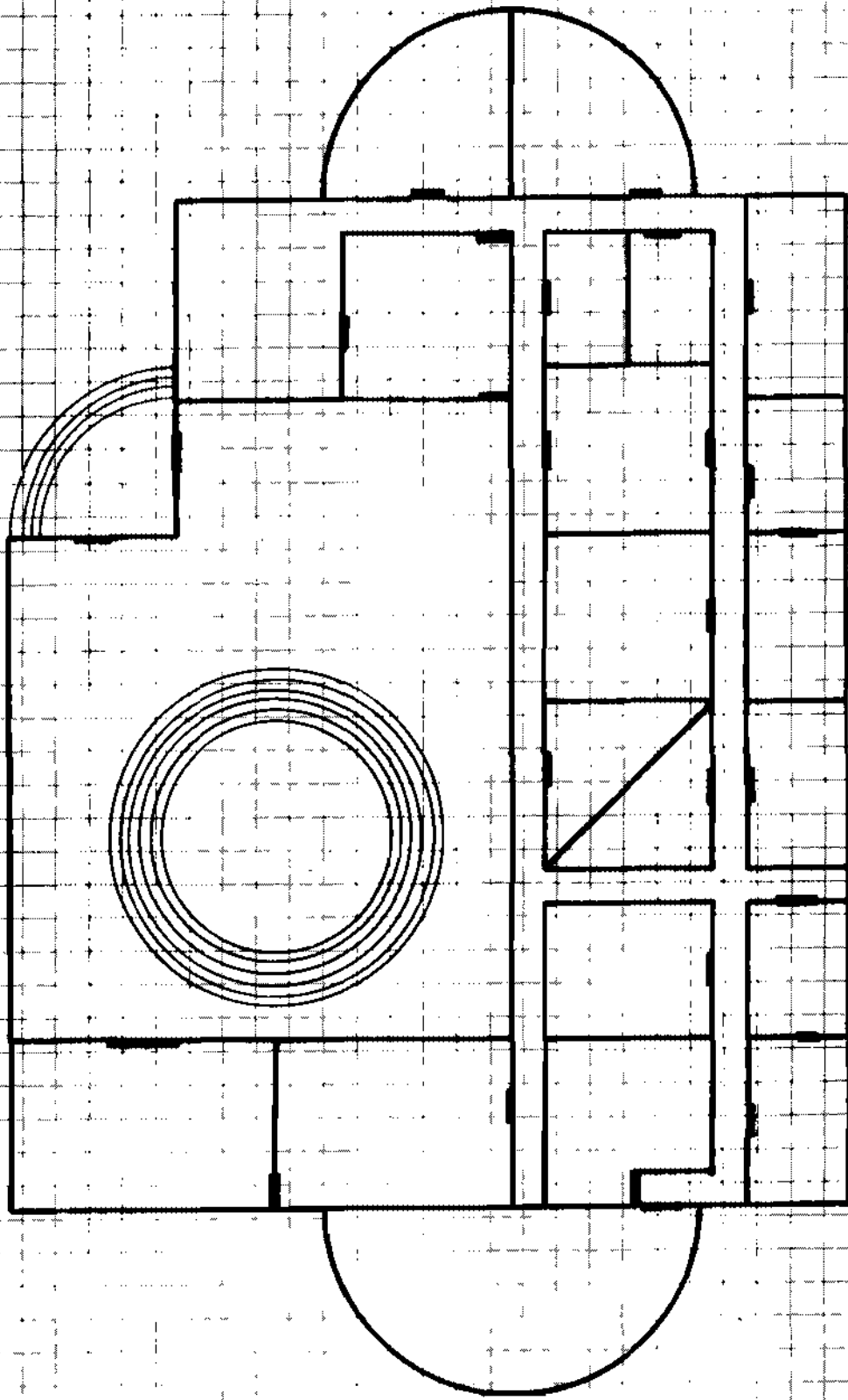


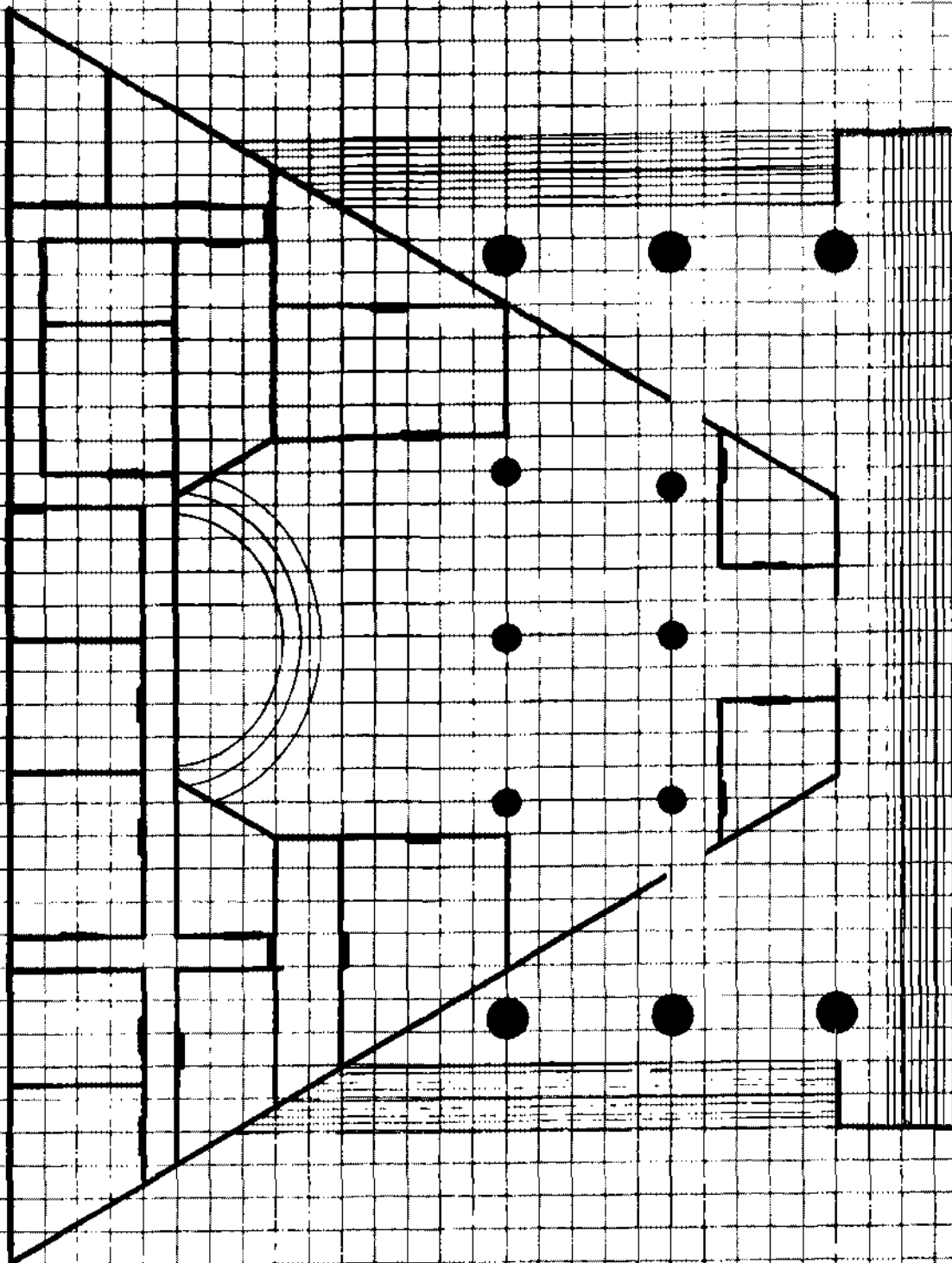


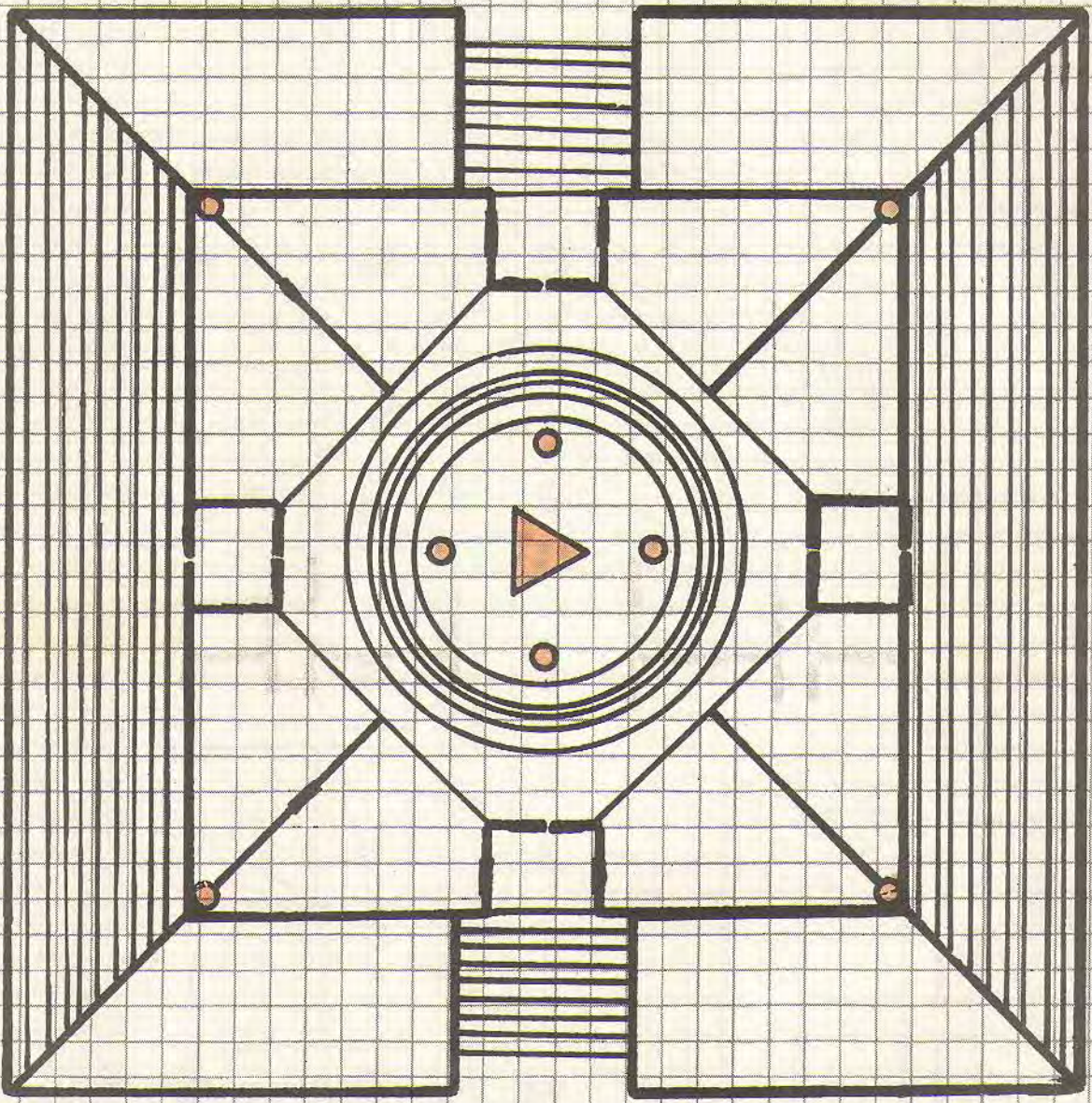
Ken SIMSON











HYA



