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TEMPLES



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# URBAN DRESSING: TEMPLES

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Liberge

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the temples in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Temples* is an invaluable addition to any GM's armoury!



## CREDITS

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Thank you for purchasing *Urban Dressing: Temples*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Urban Dressing: Temples* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he has continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with [StufferShack.com](http://StufferShack.com), the [RPG Circus Podcast](http://RPG Circus Podcast), [The Gamer Assembly](http://The Gamer Assembly) and [Kobold Press](http://Kobold Press).

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## FOREWORD

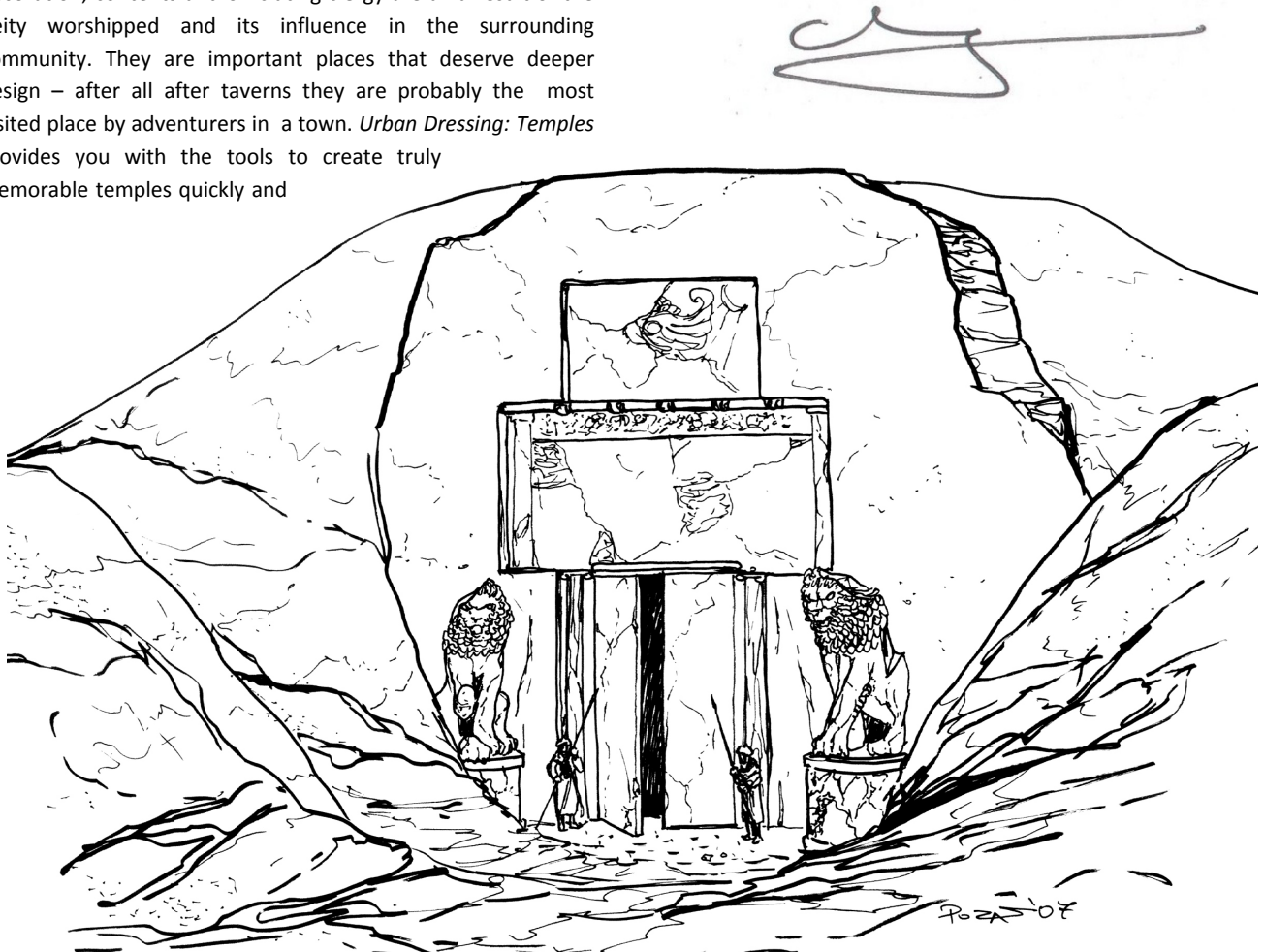
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From market stalls to merchant's shops via some noisome alleyways, already the Urban Dressing line had covered a lot of ground. This month, Brian's leading us into the temple! Adventurers visiting a town or city are almost certain to visit such places at some point. Whether they are on the hunt for a blessing, are merely trying to purchase precious healing potions, or get some form of magical ailment lifted, a temple is the best place to start.

Of course, temples are not identikit buildings – its size, form, decoration, contents and officiating clergy are all a result of the deity worshipped and its influence in the surrounding community. They are important places that deserve deeper design – after all after taverns they are probably the most visited place by adventurers in a town. *Urban Dressing: Temples* provides you with the tools to create truly memorable temples quickly and

easily. (You could even give this supplement to a player running a cleric and get him to design his character's home temple!)

I hope you find this instalment of *Urban Dressing* useful. It would be great to hear how you've used it in your game. If you've got any ideas for future subjects in the line, I'd love to hear from you, as well – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## A: CHARACTERISTICS AND APPEARANCE

Much of a temple's features are independent of the god(s) worshipped within. Use this chart to get a general description of the building.

D%	NAMES
1	A small building of cut stone.
2	A small draft-riddled building of fieldstone.
3	A quaint building of cut stone, with a hearth at the back.
4	A grand building with jutting towers and large buttresses.
5	An awe-inspiring structure filled with statues and stained glass windows.
6	A simple stone building that radiates a divine aura, having been blessed directly by the gods.
7	A cavernous structure of stone with a high roof that throw a long, deep shadow.
8	A very basic building of wood with wax paper windows.
9	An extravagant building decorated with fine tapestries and gold statuettes.
10	A homely stone structure, small and ill-kept.
11	A rundown, wooden building, much used but underfunded.
12	A wooden building that smells of human sweat.
13	A cold stone building of moderate size.
14	A large structure of cut stone with a thunderous echo.
15	A tall, impressive building of quality stonework.
16	A simple and clean building of cut stone.
17	A massive structure with a large, airy sanctuary and several wings.
18	An accurate, but smaller, recreation of a cathedral located in the capital.
19	A sturdy stone building reinforced with steel beams.
20	A simple wooden building recently rededicated to a different god. Several effigies have simply been turned around.
21	A door-less wooden building that widens to a gaping sanctuary.
22	A large brick building with tall glass windows.
23	A stone building with dazzling jewelled engravings set into the wall.
24	A cheap wooden structure whose trimmings all appear to be second-hand and low quality.
25	A small, temporary wooden building, used while a permanent structure is being completed.
26	A delicate wooden structure that shifts in the wind.
27	A carefully constructed structure of wood and stone that offers excellent acoustics.
28	A large stone structure built on the highest point in the city, with nothing but sky beyond.

29	An intricately detailed stone building with verses of scripture engraved throughout.
30	A wooden building with a winding shape, designed to be harmonious with the surrounding environment.
31	A small wooden structure painted pale blue.
32	A stone building with a shop selling wares crafted by the priests.
33	A large stone structure with a very deep entrance through thick walls.
34	A small stone building, designed as a miniature replica of a legendary cathedral.
35	This large stone building, with no roof, is always open to the heavens.
36	An ancient stone structure built by a past lord in an antiquated style.
37	A small stone building with an inner portcullis, where strangers can be questioned before admittance.
38	A stone building with narrow doors and no windows.
39	A very clean and efficiently constructed wooden structure built precisely to divine instruction.
40	A building of cut stone, matching the same architectural style of the surrounding buildings.
41	A stone structure that has two sets of front doors.
42	An enormous stone building with a massive sanctuary and several graceful towers.
43	A small, tidy fieldstone building where everything seems in its place.
44	A large set of open, welcoming double doors are the focal point of this stone building.
45	A pathetic wooden building with rotted walls and sagging roof.
46	A simple stone building; completely empty of furnishings.
47	A charming field stone building with a homely carpet running down the main aisle.
48	A large stone structure with pointed towers and frightening gargoyles hanging from the gutters.
49	A mundane stone square, previously a warehouse.
50	A moderate wooden building, well appointed with high quality furniture.
51	A fine stone structure with a private box, favoured by the local lord.
52	A well-defended compound, with an outer wall set around the main temple.
53	A stone building built around an ancient keep.
54	A gaudy stone structure inlaid with false gems and gold plated statuettes.
55	A wooden building with wide metal doors.
56	A milky-coloured wooden structure with black trim.

57	This large stone building has iron supports and large gears set along the walls to power a basic clock.
58	An old stone building, mostly empty.
59	A new stone building, recently completed. The work crew is still taking down the wooden scaffolding.
60	An efficiently designed wooden building with many small cabinets built into the walls.
61	A ragged stone structure with tattered tapestries and hole-riddled roof.
62	A yellow wooden building with ivy-covered roof.
63	A broad, but short, stone building with an arched roof.
64	A splendid stone building with clean floors and rose scented air.
65	A dusty wooden structure, that almost seems abandoned.
66	A domineering stone building that casts long shadows over the neighbourhood.
67	A small stone building, set tightly between two older buildings.
68	A tasteless stone building featuring huge stone statues of saints, engaged in gruesome deeds.
69	A square building of pale cut stone with a flat roof.
70	A squat stone building with large stairs, leading to a grand sanctuary deep below the city.
71	A simple stone building with large windows filling the sanctuary with bright light.
72	A spotless wooden structure, with well-polished wooden pews.
73	A tan wooden building with a small graveyard to one side.
74	A large stone building known for its vast cellars, used for various purposes over the years.
75	A solid stone building whose walls block out the outside noise.
76	A stone building that smells of mildew and is infested with rats.
77	A small stone building decorated with precious mithral engravings.
78	A dreary stone building with grey walls and a leaky roof.
79	A crooked wooden structure featuring bizarre, artistic furnishing.
80	A majestic stone building with subtle gold engravings and purple wall hangings.
81	An enchanting, small wooden structure with a stone foundation, surrounded by a small grove.
82	A small stone building, busy with the coming and going of local folks.
83	A rambling stone structure with a key support all leaning precariously westward.
84	A stone structure with unfinished masonry giving it a near natural look.

85	A small wooden building in the shadow of a much larger stone temple.
86	A stone building with finely wrought metal doors, open only to worshippers.
87	A gigantic stone structure with minarets of green crystal.
88	A stone building featuring an elegant sanctuary with long thin floor runners and silver candlestick holders set on the walls.
89	A long stone building with a messy sanctuary, littered with stacks of dogmatic writing and abandoned personal possessions.
90	A simple stone exterior with a brightly coloured interior.
91	An astonishing stone structure with statuary so detailed they seem lifelike.
92	A sturdy wooden building lined with finely wrought stone benches.
93	A crimson wooden building with a slanted roof of slate.
94	A cool stone structure with flat black roof. A bell tower emerges from the very centre of the structure.
95	A little brick building surrounded by bushes.
96	A typical stone temple with one tall steeple.
97	A wooden building with two long, sharp steeples.
98	This building is built half of stone and half of wood.
99	A massive stone structure with arcing buttresses, large stained glass windows and glorious towers that appear to stretch to the heavens.
100	Roll twice and combine features of both results.



## B: DOMAIN FEATURES

The most prominent features of any temple interior are those linked to the worship performed within. Roll on this chart multiple times and combine the results with a general description from the previous table to create countless, unique locales. Alternatively, choose the characteristics most linked to the religion in question.

D%	DESCRIPTIONS
1	<b>Air:</b> Panels on the roof slide back to allow fresh air to enter the sanctuary.
2	<b>Cloud:</b> A minor wondrous item produces a stream of fog along the floor, as a <i>horn of fog</i> but the fog is only 2 feet high.
3	<b>Wind:</b> Upper windows are left open to provide a breeze for hanging chimes.
4	<b>Animal:</b> The bones of great beasts hang in areas of prominence.
5	<b>Feather:</b> A curtain of feathers separates the vestibule from the main sanctuary.
6	<b>Fur:</b> The hide of a great bear hangs behind the altar.
7	<b>Artifice:</b> Clear tubes of coloured liquid run along the far wall.
8	<b>Construct:</b> Swinging mechanical arms adorn the altar space, keeping sacraments within reach.
9	<b>Toil:</b> Scrapes mark the floor around the altar where rites have been repeated for decades.
10	<b>Chaos:</b> Benches and pews have been replaced with chairs of varying shapes and sizes.
11	<b>Demon:</b> Abyssal runes are painted along the walls in blood.
12	<b>Entropy:</b> Furnishings go unrepaired and surfaces uncleaned.
13	<b>Whimsy:</b> Paint is spattered across the room at random.
14	<b>Charm:</b> Large mirrors rest on opposite walls.
15	<b>Love:</b> A wooden archway, seeded with roses, rests above the altar.
16	<b>Lust:</b> Long, silken scarves hang down from the ceiling along the walls.
17	<b>Community:</b> The history of the settlement is painted in murals along one wall.
18	<b>Family:</b> Statues of grouped families line the outside of the sanctuary.
19	<b>Darkness:</b> Wall candles are dimmed with wax paper hoods.
20	<b>Loss:</b> A small stone basin, filled with cloudy water rests in the foyer.
21	<b>Moon:</b> A series of small mirrors reflect the light from a single skylight.
22	<b>Night:</b> Heavy black curtains cover the windows during the day.
23	<b>Death:</b> Bones are laid into stone columns.
24	<b>Murder:</b> The altar and floor are bloodstained.

25	<b>Undead:</b> Rotting heads line a shelf on the far wall.
26	<b>Destruction:</b> The stone altar is broken in half.
27	<b>Catastrophe:</b> Stained glass windows show the falls of past nations.
28	<b>Rage:</b> Sacks, stuffed with feather down, are tied to several columns.
29	<b>Torture:</b> Brands and pokers lie next to a deep hearth.
30	<b>Earth:</b> The floor is packed dirt.
31	<b>Caves:</b> The inside walls are rough, untouched by masons.
32	<b>Metal:</b> Engravings of copper, steel and other metals line the walls.
33	<b>Evil:</b> Black spikes jut from the end of each pew.
34	<b>Daemon:</b> Statues of the four horsemen loom near the altar.
35	<b>Devil:</b> One wall is engraved with infernal laws.
36	<b>Fear:</b> A great yellow eye is painted upon the far wall.
37	<b>Fire:</b> Brass braziers burn with bright, high flames.
38	<b>Ash:</b> Embers burn low in a great hearth.
39	<b>Smoke:</b> Wisps of thin smoke rise from small lamps.
40	<b>Glory:</b> The banners of nations, warriors and lords past hang from the rafters.
41	<b>Heroism:</b> Statues of legendary figures stand around the sanctuary.
42	<b>Honour:</b> A tapestry hangs, embroidered with a knightly code.
43	<b>Good:</b> A basket of provisions rests in the foyer, free for the taking.
44	<b>Agathion:</b> Paintings of Nirvana adorn the walls.
45	<b>Friendship:</b> Different architectural styles come together in unison in the main sanctuary.
46	<b>Healing:</b> Anointed oil rests on table in the foyer.
47	<b>Restoration:</b> A multitude of canes sit abandoned in one corner.
48	<b>Knowledge:</b> Several shelves of bookcases line one wall, serving as a public library.
49	<b>Memory:</b> A large sand timer is set above the altar.
50	<b>Thought:</b> A small stone basin, filled with pristine water rests in the foyer.
51	<b>Law:</b> A wooden pulpit is raised above the rest of the sanctuary.
52	<b>Archon:</b> Circular glass lanterns hang from the rafters.
53	<b>Inevitable:</b> The edge of each pew is lined with brass gears.
54	<b>Loyalty:</b> Stone arches, with engravings of overlaid hands, connect the sanctuary's columns.
55	<b>Slavery:</b> Chains hang from the sides of the altar.
56	<b>Tyranny:</b> Iron bars and sparking jewels adorn the pulpit.



57	<b>Liberation:</b> Broken chains hang from the sides of the altar.
58	<b>Freedom:</b> There is no pulpit.
59	<b>Revolution:</b> The local nation's flag hangs with its colours inverted.
60	<b>Luck:</b> Scratches run along the bottom of several walls from years of dice games.
61	<b>Curse:</b> A silted eye is engraved into each pew.
62	<b>Fate:</b> Golden threads are strung between different engravings.
63	<b>Madness:</b> The floor is painted to look like the night sky and the roof interior is cobblestone.
64	<b>Insanity:</b> The pews are well cushioned.
65	<b>Magic:</b> A case of scrolls is set near the altar.
66	<b>Arcane:</b> Small lanterns pattern the air with purple wisps of smoke.
67	<b>Divine:</b> A skylight lets in a single beam of light that bathes the altar.
68	<b>Nobility:</b> Tapestries hang on the walls showing the lines of several noble houses.
69	<b>Leadership:</b> The pulpit is set centre, behind the altar, and raised up.
70	<b>Martyr:</b> Statues along the outside of the sanctuary depict saints at the moment of their death.
71	<b>Plant:</b> Vines hang down the interior walls.
72	<b>Decay:</b> Dead flowers hang from the columns.
73	<b>Growth:</b> The floor is a bed of grass and weeds.
74	<b>Protection:</b> The walls are reinforced with iron.
75	<b>Defence:</b> A stone wall is set outside the church with iron gates.
76	<b>Purity:</b> Silver bowls of spring water sit in the vestibule.
77	<b>Ancestors:</b> Stone coffins lie flanking the altar in small alcoves.
78	<b>Rune:</b> Eldritch runes are engraved along the edge of the altar.
79	<b>Language:</b> Banners hang from the rafters, displaying the church tenants in a multitude of tongues.
80	<b>Scalykind:</b> Two stone fangs form part of the main entryway.

81	<b>Dragon:</b> A large stone dragon head hangs from the peak of the temple roof.
82	<b>Strength:</b> Training weights lie in the courtyard.
83	<b>Sun:</b> Crystals reflect sunlight all around the sanctuary, from a high window.
84	<b>Light:</b> A single lit lantern hangs above the altar.
85	<b>Travel:</b> The floor of the sanctuary features a mural of the surrounding region.
86	<b>Exploration:</b> A public (but supervised) library of maps sits in the foyer.
87	<b>Trade:</b> Curtains hang off ropes at regular intervals, separating the sanctuary into small stalls during market hours.
88	<b>Trickery:</b> The main door leads to solid stone. The real entrance is hidden along the east wall.
89	<b>Thievery:</b> Everything of value is locked down.
90	<b>Void:</b> The walls and ceiling are painted black.
91	<b>Stars:</b> Specks of gold paint form constellations across the ceiling.
92	<b>War:</b> The foyer contains a rack of donated armour and weapons.
93	<b>Blood:</b> A small stone basin, filled with blood, rests in the foyer.
94	<b>Tactics:</b> A case of miniatures and maps rests near the altar.
95	<b>Water:</b> Small stone fountains rest in each corner.
96	<b>Ice:</b> The trim of the roof is a frosty blue.
97	<b>Oceans:</b> Whales, sharks and other aquatic animals make up a majority of the engravings.
98	<b>Weather:</b> Several holes in the roof go unrepaired.
99	<b>Seasons:</b> The sanctuary is divided into quarters, each painted with a seasonal colour scheme.
100	<b>Storms:</b> Thin metal sheets hang near upper windows, creating a thunderous echo when the wind blows.



## C: DONATIONS, TITHINGS AND SACRIFICES

Different gods make different demands upon their worshippers and temples often stand as the middlemen of these exchanges. There is more to tithing than just donating a tenth of your last haul.

### D20 GOOD DONATIONS

1	A day spent assisting the infirm
2	A spell of healing freely cast
3	The head of an evil creature
4	A prayer for the soul of an enemy
5	An oath to protect the innocent
6	A confession of past transgressions
7	The horns of a demon
8	Food for the hungry
9	Clothes for the needy
10	A scale from a red dragon
11	A repentant soul
12	Warm blankets
13	Lost scripture
14	The tongue of an imp
15	A day of self reflection
16	Training for the weak
17	A broken phylactery
18	The ashes of defeated undead
19	Holy water
20	A share (10-100%) of your current wealth

### D20 NEUTRAL TITHINGS

1	A recovered art object
2	A vial of pure water
3	A fatted calf
4	Soil from a foreign land
5	The writings of a great philosopher
6	Seeds of a rare plant
7	Hides
8	Good wine
9	The ear of a giant
10	Precious gem stones
11	Artifacts of a lost age
12	A freshly killed beast
13	A week of watch on the city walls
14	A bound elemental
15	A day of hard labor
16	Weapons
17	Iconography
18	Treasures of an enemy kingdom
19	A tale of wonder
20	A share (5-25%) of your current wealth

### D20 EVIL SACRIFICES

1	The heart of an innocent
2	The finger of a stranger
3	Deeds to land, gained through lies
4	The feathers of an angel
5	An infant
6	A treasure heirloom
7	The holy symbol of an enemy priest
8	The true name of a devil
9	The hair of an aasimar
10	A scale from a gold dragon
11	The horn of an archon
12	The blood of your parents
13	The ash of a destroyed shrine
14	Poison
15	A live prisoner
16	Bread stolen from the poor
17	Treasures of a foreign nation
18	Slaves
19	A turned soul
20	A stolen coin



BKM 2006

## D: EVENTS, FESTIVALS AND RITES

Temples are often the centre of culture for a settlement, and provide all manner of reasons to break up the daily grind of peasant life. Use this table to determine what special occurrence the PCs encounter while visiting or passing by the temple.

### SERVICE COMPONENTS

Religious services can have many elements beyond simple worship. These can include:

- Singing
- Prayer
- Sacrifice
- Preaching
- Object lessons

### FIXTURES & FITTINGS

Temples are sacred places and are normally well appointed with the objects required to worship the deity in question. Commonly encountered fixtures and fittings in a temple include:

- **Instruments:** Bells, chime, gong, bell, drum, pipes, organ, whistles.
- **Furniture:** Altar, pews, font, lectern, throne.
- **Decorations:** Mosaics, carvings, statues, flower displays, shields, paintings, displays of religious objects or relics, frescoes, tapestries, patterned carpets or rugs.
- **Other:** Idol, statues, lamps, prayer rugs.

### AREAS IN A TEMPLE

Several different kinds of room can be found in most temples:

- Aisle
- Ambry
- Belfry
- Chancel
- Crypt
- Nave
- Prayer room
- Sanctuary
- Shrine
- Undercroft
- Vestry

To these can be added living quarters, treasuries, storage areas and so on depending on the size of the building, how many resident clergy dwell there and so on.

### D20

- |    |   |
|----|---|
| 1  | <b>Birth:</b> Shrill cries fill the air as young babes are processed into the temple for ritual blessings.  |
| 2  | <b>Death:</b> A funeral train processes towards the temple.   |
| 3  | <b>Harvest:</b> A large bonfire marks the center of town, where the farmers have gathered for fun and communal shucking.  |
| 4  | <b>Marriage:</b> White flowers are woven over the temple doors as the steeple bells ring in celebration.  |
| 5  | <b>Ascension:</b> A new lord is to be crowned. People dress in their best as they gather to give thanks.  |
| 6  | <b>Battle:</b> Warriors gather solemnly near the temple doors for blessings on their soul and weapons.  |
| 7  | <b>Miracle:</b> A boon of gold has miraculously appeared on the temple altar at its hour of greatest need. Locals line up to offer prayers for their own needs. |
| 8  | <b>Feast Day:</b> In honour of a hero slaying a great serpent centuries ago, worshippers are gathering for a communal meal.                                     |
| 9  | <b>Day of the Living Dead:</b> The spirits of those who have died rise again on this day. Townsfolk wear masks of ghoulish nature when traveling after dark.    |
| 10 | <b>Birth of a God:</b> It is on this day that the local deity sprang forth from an elder god. All toil may only be done in reverence to the gods.               |
| 11 | <b>Summer Solstice:</b> A festival of dancing and music to commemorate the longest day of the year.   |
| 12 | <b>Winter Solstice:</b> A grim gathering of drinking and storytelling to help pass one of the shortest and coldest days of the year.                            |
| 13 | <b>Changing of the Leaves:</b> Colourful lanterns are raised in the main streets and the local bakers compete in making the tastiest sweets.                    |
| 14 | <b>First Frost:</b> Local clergy walk the fields with incense chanting prayers for a short winter.  |
| 15 | <b>Sacrifice:</b> Prisoners, sinners and slaves have their blood spilled to gain the god's favour. They may or may not survive the service.                     |
| 16 | <b>All Gods:</b> A day of reverence for the deities not generally worshipped in town. It has become a point of contention for the stubbornly pious.             |
| 17 | <b>Saint Day:</b> Saint Eltherburt made grain spring from a rock in stories of legend and so on this day the townsfolk engage in wrestling competitions.        |
| 18 | <b>Forgiveness:</b> A day when all debts and transgressions are forgiven. The day before can get violent as debts are forcibly collected.                       |
| 19 | <b>Freedom:</b> No man must work on this day. Much dancing and drinking are had by all.   |
| 20 | <b>Remembrance:</b> A day for the telling of tales and reverence for one's ancestors. Lilies are traditionally placed before gravestones.                       |

## E: CLERGY IN A HURRY

Use the tables below to quickly create the details of the clergy the PCs encounter in the temple.

D100	GENDER
1-49	Female
50-100	Male

D20	MALE NAMES
1	Henrik Hammerfall
2	Garfeild of the Downs
3	Aaro Hemcatch
4	Gyric the Tall
5	Census
6	Umrbrige Yensel
7	Sauli Pansu
8	Etor Agrariate
9	Fausta Getha
10	Fargrim Thornekept
11	Uther the Dark
12	Lucian Right
13	Oak
14	Malfese
15	Quarry
16	Grimdeer Father
17	Skuti Talton
18	Ember of Ink
19	Excelsor
20	Adjo Warpwood

D20	FEMALE NAMES
1	Ati Safaga
2	Helga Kochel
3	Aenor Fosi
4	Heva
5	Auda Ubi
6	Rica Omer
7	Ibon Sais
8	Gdya the Lame
9	Pia Outila
10	Hella
11	Saeith Stone
12	Kaylee of Right Bend
13	Leia Grall
14	Eadburgh Alston
15	Persephone
16	Asta of New Founding
17	Anu Isin
18	Urbau Zaltose
19	Glaustein
20	Asharru Erech

D20	RACES
1-10	Human
11-13	Dwarf
14-16	Elf
17-19	Halfling
20	Roll on Races 2 (Uncommon)

D20	RACES 2 (UNCOMMON)
1	Half-Orc
2	Half-Elf
3	Gnome
4	Aasimar
5	Tiefling
6	Goblin
7	Kobold
8	Orc
9	Tengu
10	Gnoll
11	Drow
12	Minotaur
13	Centaur
14	Catfolk
15	Lizardfolk
16	Ifrit
17	Orcead
18	Ratfolk
19	Sylph
20	Undine

D20	POSITION
1-3	Laity (volunteer, accountant, etc.)
4	Acolyte
5	In discernment
6-11	Priest(ess)
12	Bishop
13-15	Monk/nun
16-18	Cleric
19	Paladin
20	Oracle

### RELIGIOUS TITLES

Acolyte, adept, priest (priestess), cleric, curate, patriarch, matriarch, high priest (high priestess), canon, initiate, aspirant, ovate, oracle, minister, pastor, father, mother, deacon (deaconess), abbot (abbess), bishop, archbishop, elder, primate, chaplain, cardinal, vicar, prior, monk, nun, brother, sister, archdeacon (arch deaconess), novice, saint.

**D20 CLOTHING**

1	Simple robes with a rope belt
2	Common peasant attire
3	Traditional liturgical vestments
4	Well kept, quality clothing
5	Shambled vestments
6	Long dark robes with a full hood
7	Leather armour
8	Chainmail
9	Full plate and shield
10	A light woven gown
11	Silk vestments with jewels
12	Brightly dyed robes
13	Travelling gear
14	High leather boots, with a bright sash
15	Loosely tied robes leaving shoulders and back bare
16	A long heavy cloak with a high collar
17	Breastplate with kilt
18	A large girth under heavy robes
19	Wimple with long robes
20	Ornate ceremonial robes

**D20 ACCESSORIES**

1	Ink stains
2	Tight braids
3	An old cane
4	Divine tomes
5	A large gaudy holy symbol
6	A full coin purse
7	A spear
8	A coil of rope over one shoulder
9	An obviously full bag
10	A ceremonial dagger
11	Facial tattoos
12	Food stains
13	Scroll cases
14	A thurible of incense
15	Prayer beads
16	A mace
17	A missing tooth
18	A streak of gray hair
19	A lute
20	Calloused hands

**D20 MANNERISMS**

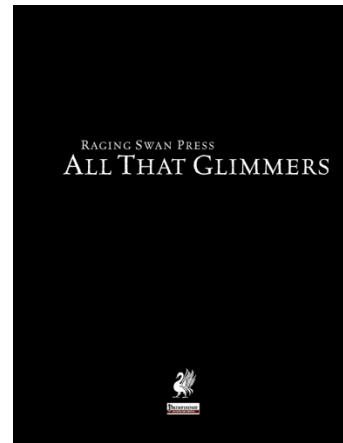
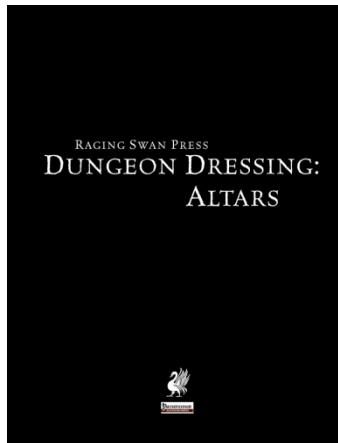
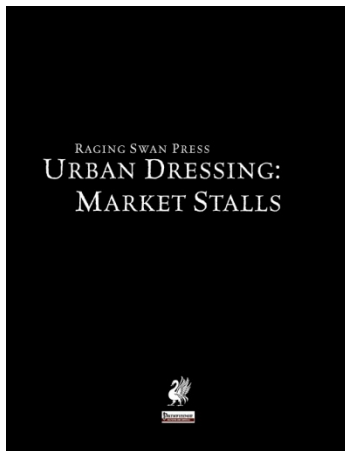
1	Exhales through teeth
2	Wipes nose on sleeve
3	Give a high pitched laugh
4	Scratches neck
5	Fiddles with a pen
6	Rolls shoulder
7	Favours right leg
8	Pull on beard
9	Clears mucus from throat regularly
10	Lays hand on others shoulders
11	A very close talker
12	Readjusts clothes
13	Licks teeth with tongue
14	Twirls loose hair
15	Looks down their nose at people
16	Rolls eyes
17	Cracks knuckles
18	Picks at finger nails
19	Whispers
20	Thinks out loud

**D20 RUMOURS**

1	Is courting the mayor's daughter
2	Worships another god in secret
3	Never received formal training
4	Killed the last priest
5	Is lecherous
6	Used to be a blacksmith
7	Is a royal in hiding
8	Has gold buried under the temple
9	Knows the location of a dead saint
10	Mints counterfeit money
11	Has a secret patron
12	Waters down the holy wine
13	Uses old bath water as holy water
14	Is part of a thieves' guild
15	Is a disgraced soldier
16	Knows Draconic and Abyssal
17	Sells indulgences
18	Former lover of the king
19	Was born in an enemy kingdom
20	Former adventurer



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