

# A QUICK TEMPLE OR SHRINE

## A ONE-ROLL GENERATOR

Whether in far fantastic lands or among the scattered worlds of future humanity, the works of religion are persistent. You can use this one-roll table to quickly generate a fane for your campaign; just fling one of each die type and read the tables accordingly.

### D4 HOW IMPORTANT IS IT?

- 1 A trivial shrine important only to locals
- 2 A significant temple important to nearby towns
- 3 The most important temple in the region
- 4 One of the greatest fanes of the world or nation

### D6 WHAT'S ITS BASIC STRUCTURE?

- 1 Single grand temple with attached quarters
- 2 Several smaller fanes with unattached quarters
- 3 A building with many shrines and apartments
- 4 One sacred temple with unattached buildings
- 5 Natural worship site with supporting buildings
- 6 Many small temples in the same general vicinity

### D8 WHAT KIND OF APPEARANCE?

- 1 Worn and battered, in poor repair from poverty
- 2 Ancient but well-kept, though showing its age
- 3 Advanced and modern, all fashionable lines
- 4 Ethnically-specific construction styles and colors
- 5 Dominated by a single motif of color or shape
- 6 Luxuriantly ornamented as richly as possible
- 7 Rustic and simple, built from local materials
- 8 Gaudy and coarse in its appearance

### D10 WHAT PROBLEM DOES IT FACE?

- 1 Poverty. The believers or temple are very poor
- 2 Malfeasance. The temple leader is misusing money
- 3 Simony. The leader is selling spiritual offices
- 4 Avarice. The temple squeezes tenants or faithful
- 5 Decay. Vital repairs are too costly
- 6 Fanaticism. The faith is driven to sectarian excess
- 7 Cynicism. The priests don't really believe in anything
- 8 Peril. An outside group hates the temple bitterly
- 9 Superstition. The priests are ignorant and venal
- 10 Luxury. The priests crave only pleasures and leisure

### D12 POTENTIAL FRIENDS

- 1 Local tradesman who deals with the priests
- 2 Young acolyte who still thinks of leaving the clergy
- 3 Scheming cleric who needs ignorant catspaws
- 4 Weary high priest who needs help with the problem
- 5 Temple guard with an interest in adventure
- 6 Visiting scholar eager for information
- 7 Cleric's young relative dreaming of the wide world
- 8 Cheerful cleric seeking new converts for the faith
- 9 Temple laborer with a great fund of gossip
- 10 Schismatic cleric looking for support for reforms
- 11 Wealthy local believer with an interest in novelty
- 12 Beggar or indigent reliant on the shrine's charity

### D20 POTENTIAL ANTAGONISTS

- 1 High priest seeing conspiracies behind strangers
- 2 Guardsman who thinks the PCs incipient thieves
- 3 Troublemaking seductress who wants a new toy
- 4 Fiery zealot witnessing unwitting PC blasphemy
- 5 Temple laborer framing PCs for his own theft
- 6 Cleric who thinks they're agents of a rival creed
- 7 Cleric who absolutely refuses aid to nonbelievers
- 8 Prophet who utters dark omens about the PCs
- 9 Charlatan who tries to bilk PCs with dark warnings
- 10 Temple servant who gossips against PCs pettishly
- 11 Acolyte extorting help in a theft, lest he accuse
- 12 Delusional, violent holy man who doesn't like PCs
- 13 Embittered local who counts outsiders as trouble
- 14 Pilgrim who thinks the PCs conspire against them
- 15 Senile high priest who takes a pettish dislike to PCs
- 16 Battleaxe abbess who expects PCs to do as told
- 17 Rebel priest who tries to force PCs to aid his cause
- 18 Sacred animal who just does not like the PCs
- 19 Prophecy that coincidentally points to PCs as evil
- 20 Zealot seeking glory through proving PCs evil

# A QUICK RELIGIOUS REVOLT

## A ONE-ROLL GENERATOR

There are times when a minority faith or schismatic sect can be pushed beyond its endurance by the actions of its ostensible oppressors. This table provides the details of a recent religious revolt, one which may or may not have been easily justified.

### **D4** WHAT STAGE IS IT IN?

- 1 It's just ignited and is starting to spread
- 2 It's a serious threat to authority in a region
- 3 It's actually in control in some areas
- 4 It's been crushed and is being mopped up

### **D6** WHAT STARTED IT?

- 1 Brutal martyrdom of a holy person
- 2 A miraculous letter or sign in the heavens
- 3 A fiery demagogue or optimistic prophet
- 4 The glorious assassination of a cruel lord
- 5 A weakening of the oppressing power there
- 6 Relaxed oppression of a now-ambitious sect

### **D8** WHAT IS THEIR BIGGEST ADVANTAGE?

- 1 Large numbers of fearless zealots
- 2 Support from a neighboring nation
- 3 Great riches they either possess or seized
- 4 Technical skills ideally suited to resistance
- 5 Network of sympathizers in power
- 6 Sympathy from uninvolved common folk
- 7 Recently-obtained tech or war gear
- 8 Spies and saboteurs among the enemy

### **D10** WHAT IS THE OVERARCHING GOAL?

- 1 Extermination of the hated oppressors
- 2 Conversion or death to the oppressors
- 3 Autonomy and independence from their rulers
- 4 Seizure of a captive holy site or region
- 5 Elimination of social disabilities due to their faith
- 6 Punishment of a specific group of oppressors
- 7 Conquest and rule of a region by their own kind
- 8 Freedom and recompense for their suffering
- 9 Replacing oppressive rulers with their own people
- 10 Enacting of some prophesied path to utopia

### **D12** WHAT IS THEIR BIGGEST DISADVANTAGE?

- 1 Capricious brutality and indiscipline
- 2 Others detest their religious rules and strictures
- 3 Venal leadership seeking personal wealth
- 4 Military incompetence or ignorance
- 5 A sense of inferiority and hopelessness
- 6 Ridiculously excessive goals they take seriously
- 7 Their enemies were ready for the revolt
- 8 They are divided over the wisdom of the revolt
- 9 A neighboring nation fears their rise
- 10 Religious strictures hinder their combat utility
- 11 They expect divine aid that is not forthcoming
- 12 Their neighbors hate or despise them

### **D20** INTERESTING FIGURES OF THE REVOLT

- 1 Aged prophet who promises victory if a thing is done
- 2 Aggrieved holy figure who never wanted violence
- 3 Anguished avenger who seeks death for all foes
- 4 Bloodthirsty official bent on brutal suppression
- 5 Concubine of the elite who serves the rebel cause
- 6 Crushed soul who rose to become a great leader
- 7 Cynical outsider selling them weapons
- 8 Discreetly-sympathetic official among their foes
- 9 Fought-over descendant of a famous holy figure
- 10 Frustrated reformer from among the oppressors
- 11 Hapless grandee hated by both sides
- 12 Important convert from among their foes
- 13 Local leader bent on settling old scores
- 14 Outside technician bent on aiding one of the sides
- 15 Remarkably gifted young military strategist
- 16 Ruthless slave trader profiting from the strife
- 17 Scheming merchant who plans to profit from losses
- 18 Secretly faithless rebel leader with their own goals
- 19 Sectarian priest scheming to seize leadership
- 20 Zealous missionary bringing the faith to bystanders