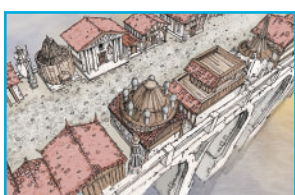
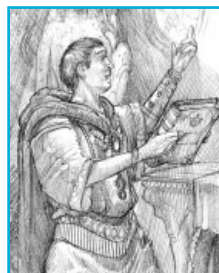


"This so-called 'temple district' is an abomination before Lothian. The mere fact that it has row upon row of temples to non-Lothian gods shows that the citizens' faith has strayed to all manner of idolatry and demonic reverence. If I could, I'd burn the whole place."
—Brother Barclay Norrison



Even the Blessed Bridge across the King's River here has small shrines built upon and into it.

BUYING TEMPLE GOODS



Some characters will come to the Temple District to purchase goods. Holy water is available at virtually any temple for a donation of 25 gp per vial. Quantities are virtually limitless.

Potions and scrolls of divine spells are available too, but the selection depends on the specific temple and the relationship of the character to that temple. More items are available to the faithful in need than to some random adventurer, for example. Selling potions—and to a lesser extent scrolls—is the main way temples earn money in Ptolus. Even though they call the payment a "donation," it's actually a very businesslike enterprise.

Sometimes a cleric offers a potion or scroll to a follower of the faith who has done some great work, simply for the cost of creating it.

Healing potions and scrolls remain the most commonly available items by far.

PEOPLE OF THE TEMPLE DISTRICT

The Temple District may be the true "melting pot" of Ptolus. From the mightiest aristocrat to the lowliest ditch-digger, people come here to pay fealty to their gods. One can run into literally anyone here.

Most of the folks in the Temple District at any given time don't actually live here. The small residential neighborhoods tucked here and there in the district generally provide housing for temple workers and occasionally priests.

The people of the Temple District have formed a strange amalgam culture, despite the fact that most of them have differing outlooks, beliefs, and worldviews. Their divergent dogmas notwithstanding, they at least share in common a general sense of spirituality and faith. They all focus on the ideas of higher powers and belief systems. Most seem surprisingly respectful of each others' faiths.

That said, conflicts of ideology or religion do occur. When clerics of one particular god walk down the street, they might avoid the clerics of another specific faith, lest an argument or fight break out. Sometimes, they avoid them because their faith demands it—to walk down the same street as the followers of an enemy god would be tantamount to blasphemy.

MAN ON THE STREET

Harrek Neer: His wide face, square jaw, and flat-topped haircut combine to make Harrek Neer's head seem an almost perfect rectangle. Of average height for a human but with a thick build, he is an imposing fellow. Harrek works as a jack of all trades in the district. Priests and others (usually of non-lawful deities) come to him to have problems solved, anything from water pooling in the church basement or waifs sneaking coins out of the collection box to a rival religion appearing too successful—and thus in need of an idol defacement or the release of a few rats into an important ceremony. Harrek wears a long leather coat with many pockets, each holding a different tool or piece of equipment for his various tasks. He's likely on his way to deal with some problem or another.

Lallae Skyblue: This female elf wears her black hair long, as is traditional for followers of **Ardaen**. Ardaen, once an elvish god of light, was slain by the evil **Gorgoth-Lol** in a terrible battle thousands of years ago. Lallae keeps up the shrine built to Ardaen's memory. She calls herself a priestess, but unkind folk around her call her a cleaning woman, since all she does is polish the altar and keep the shrine lovely. Lallae seems perpetually sad, knowing that her life's calling is to serve a god slain millennia before she was born. She dreams of the day when her god returns from

the dead, although truthfully there is no reason to believe that will ever happen. If encountered on the street, Lallae probably is on her way to or from the shrine.

Torus Blackstone: A follower of **Teun**, the Mother of All Machines, this Grailwarden dwarf keeps his black beard trimmed and his hair kept equally short. Torus dabbles in magic but earns his living as a mason—he wears his guild badge proudly. The extremely devout dwarf visits the temple of his goddess at least three times a week.

TEMPLE DISTRICT RUMORS

"Holy War." The followers of **Danace**, Master of the Thousand Pains, diametrically oppose those who serve **Hannan**, the Lord of the Sun. The high priest of Danace recently hired **Vai assassins** to kill a high-ranking priest of Hannan. Outraged at the slaying, the clerics of Hannan are gathering the martially inclined among their faithful (along with some hired mercenaries) to raze the temple of Danace. Calling it an abomination, they ignore the City Watch's threats to interfere in such an overtly violent retributive action.

"Protection Money." The **Balacazars** make a small fortune every year collecting protection money from the smaller temples in the district, with the implied threat of desecration or destruction to temples that do not comply.



"There are temples to more gods here than one can catalog. Gods, it would seem, breed faster than rats in Ptolus...."
—Kevris Killraven

Teun, page 70

Danace, page 68

Hannan, page 69

Vai assassins, page 139

Ardaen, page 68

Gorgoth-Lol, page 69

Balacazars, page 100

