

TEMPLE GENERATOR: Dedicated to the honour and glory of...

RAP

For a basic overview, one need only roll on, or choose from, lists marked with a red dot (●). For a more detailed description, roll on the other lists, or choose as desired.

● d10 Location

- 1 In the centre of a city, next to the king's castle (or equivalent) *
- 2 On an open hilltop near a city *
- 3 In a neighbourhood of a city which has grown up around the temple *
- 4 On a distant but usually visible mountain
- 5 Surrounded by a carefully manicured lawn/garden/park *
- 6 On a significant stone outcropping
- 7 In an extremely poor/rich part of the city *
- 8 On a holy island in a lake/river
- 9 On the shore of a lake/river/ocean
- 10 In a cave complex under the city

* - *Optionally could be walled or fenced to restrict/control entry*

d12 Background of this location *

- 1 A god/The gods appeared here to the first prophet
- 2 A miracle occurred here for the first saint
- 3 The first prophet conducted the first sacrifice on this spot
- 4 The god/s provided a gift for the people here
- 5 Built by another religion and was taken over (violently?)
- 6 A sacred/magical spring flows from the rocks beneath
- 7 A rock formation was/is here which was originally seen as significant **
- 8 A martyrdom (or persecution) took place here
- 9 A rescue from martyrdom (or persecution) took place here
- 10 A saint/martyr is (or several are) buried in this location
- 11 A resource, considered holy, was found on this site (e.g. a cave of crystals, a vein of gold, a fresh-water spring, etc.) ***
- 12 A god/The gods commanded that the temple be built here

* - *Factual or not, this is their story....*

** - *Its shape resembled a god, a creature, a footprint of a saint, etc.*

*** - *This original resource may be gone/exhausted by now, but this fact will probably be kept from public exposure*

● d10 Temple dedicated to

- 1 A particular god
- 2 Gods of a particular pantheon
- 3 The empire/emperor/king/queen/kingdom/etc. *
- 4 The various provinces of the empire/kingdom
- 5 All/any gods
- 6 A particular story/mythic event
- 7 A victory over a religious enemy
- 8 A victory over a political enemy
- 9 A now deified person (king/queen/emperor/priest/saint/etc.) **
- 10 The memory of a saint/holy person

* - *Prayers/sacrifice might be offered for the Emperor or to the Emperor*

** - *Someone who has, in the mind of some anyway, achieved at least demi-god status*

● d6 The main temple's shape is

- 1 Circular
- 2 Elipsoidal/oval
- 3 Triangular
- 4 Square
- 5 Rectangular
- 6 Polygonal (multi-sided) d2
 - 1 d6+4 for number of sides
 - 2 other (cruciform, irregular, unclassifiable)

● d6 The entrance is

- 1 An open archway
- 2 Four arches, pointing N, S, E, W
- 3 A large wooden door
- 4 A low wooden door, through which all must bow
- 5 Large metal doors, made of d4
 - 1 Brass
 - 2 Bronze
 - 3 Iron
 - 4 Iron, decorated with gold/silver/copper, etc.
- 6 A gatehouse attached to the main building

● d6 Primary worship space

- 1 Central large statue/altar with walkway around it
- 2 Large statue in apse, open space/altar in front of it
- 3 Several statues/altars around the outside of the space
- 4 Open space, painting/fresco/tapestry on one wall
- 5 Statue/altar on raised platform; stairs go up to it
- 6 Starkly undecorated *

* - *Skip the 'Artwork' and 'Objects of Religious Devotion' lists, and limit the 'Accoutrements' to 1 or 2 items*

● d6 Who may enter the primary worship space *

- 1 Adherents/worshippers/official pilgrims only
- 2 Only religious hierarchy and/or political leaders
- 3 Only clergy/vestal virgins/acolytes/etc.
- 4 Visitors, but they must be ritually purified/pay a fee
- 5 Visitors allowed in certain rooms/locations only
- 6 All are welcome

* - *If not walled, most temple grounds can be entered by anyone*

d12 Public rituals *

- 1 Daily/weekly/monthly prayers
- 2 Daily/weekly/monthly readings
- 3 Daily/weekly/monthly sacrifices

4 Monthly/annual processions through town

5 Annual reenactments of holy stories

6 Annual blessings d8

- 1 Of the fleet
- 2 Of flocks and herds
- 3 Of crops (with an orgy?)
- 4 Of fertility (with an orgy?)
- 5 Of political leaders
- 6 Of weapons of the army/watch
- 7 Of occupations/guilds
- 8 Of the city/kingdom on its founding day

7 Occasional blessings d8

- 1 Of new construction (on the temple, in town, etc.)
- 2 Of new worship accoutrements
- 3 Of new soldiers
- 4 Of a new caravan as it sets out
- 5 Of the army/navy as it sets out to/returns from war
- 6 Initiation of new converts
- 7 Of new political leaders (e.g. coronations)
- 8 Of an exploratory/settlement expedition to expand the kingdom

8 Occasional cursings d8

- 1 External national enemies
- 2 Heretics
- 3 Other pantheons
- 4 Followers of other gods
- 5 Political leaders who challenge the prestige/privilege of the temple or its god(s)
- 6 Usurpers for the throne
- 7 Any who deny/reject the power of this god
- 8 Reprobates (sinners who refuse to change their behaviour)
- 9 Acknowledging/rewarding heroes/exemplars of the faith
- 10 Lighting/tending the sacred fire
- 11 Proclaiming prophecies (hopeful? warning? mysterious?)
- 12 Scourging/humiliation/burning of criminals/heretics/reprobates

* - *Multiple rolls possible, even likely*

d4 Any sacrifices are made

- 1 On an altar in front of the temple
- 2 On an altar inside the temple (main or secondary)
- 3 On an altar hidden from the public
- 4 Outside the temple grounds (public? private? secret?)

d8 Secondary rooms (in the main temple) *

- 1 None
- 2 An inquisition/trial chamber
- 3 An audience chamber
- 4 A ceremonial pool, bath, or fountain
- 5 A crypt for persons of importance d4
 - 1 political leaders
 - 2 national heroes
 - 3 important religious leaders
 - 4 wealthy nobles

- 6 A room for specific rituals **d4**
 - 1 conjurations
 - 2 divinations
 - 3 summoning
 - 4 healing miracles
 - 5 exorcisms
 - 6 remove curse/curse
- 7 A chapel for a lesser deity, saint, or martyr
- 8 Vestry (robing room for priests and other worship leaders)

* - *Multiple rolls possible; also, many of these will not be accessible to the public*

d8 Secondary buildings (separate from the temple) *

- 1 None
- 2 Administration
- 3 Quarters for High priest/priests/staff/workers
- 4 Barn (primarily for horses)
- 5 A guardroom or sentry post(s)
- 6 A workshop for temple craftsmen
- 7 Dormitory for pilgrims
- 8 A small prison
- 9 A kitchen and dining space
- 10 A library (limited access to this)

* - *Multiple rolls possible; most will not be accessible to the public*

d10 Private/secret rituals

- 1 Heresy trials (especially for popular (therefore dangerous) heretics)
- 2 Election/selection of new leader(s)
- 3 Initiation of converts
- 4 Confession (voluntary? forced?)
- 5 Divinations
- 6 Extra planer summonings
- 7 Conjurations
- 8 Pre- or post-ordination rites
- 9 Pre- or post-coronation rites
- 10 Plant-induced (smoked, ingested, drunk) holy "visions"

d10 Pilgrims come here for the

- 1 Miraculous waters
- 2 Famous religious artwork/idols/etc.
- 3 Meaningful services
- 4 Effective blessings (for birth/ revenge/a boon/inner peace)
- 5 Accurate prophecies
- 6 Inexplicable healing prayers
- 7 Sacrifice of political enemies
- 8 Amazing architecture
- 9 Beautiful vestal virgins
- 10 An experience of awe

Visitors come here to see these *

* - *Roll 3 to 5 times (ignoring duplication) on one of the following tables*

d20 Artwork

- 1 Mosaic portrait of the current/ past religious leader
- 2 Carved portrait of the current/ past political leader
- 3 Carved friezes around the exterior/interior of the building, portraying ancient myths/stories
- 4 Large decorated doors
- 5 Unique ceiling decorations
- 6 An extravagant reliquary
- 7 Tapestry/ies depicting ancient history/myths

- 8 A lavish mosaic floor
- 9 An opulent stone sarcophagus for a previous queen mother
- 10 An ancient carving of the god, preserved as a relic
- 11 A white marble bust of the nation's founder, wearing a golden helmet
- 12 Ceremonial weapons (spears, swords, maces), banners, vestments, etc., used in holy processions/reenactments
- 13 A small figurine (10" tall) of a mother and child, carved from a single large ruby
- 14 A large sphere (3' diameter) of obsidian
- 15 Two statues (male and female, nude), portraying the ideal human forms (the first parents?)
- 16 Huge, multi-level gold/silver/ mithral candelabra with 50+ candles burning at any one time
- 17 A stone pillar, carved with mythic beats and garishly painted
- 18 A tapestry depicting the life of a devout royal family member
- 19 A plain porcelain pot containing the ashes of a saint/priest
- 20 Roll once on "Objects of religious devotion" as well

d20 Objects of religious devotion *

- 1 Main altar
- 2 Perimeter/secondary altars
- 3 Holy/unholy symbols mounted in the wall(s) around the whole interior of the main temple room/ space
- 4 Figurines of saints
- 5 Tokens (weapons, skulls, religious symbols) of a former "cult" stamped out by a former high priest of this temple **
- 6 The ceiling is covered with depictions of religious stories
- 7 Relics of holy people
- 8 A huge book/scroll of holy/ unholy texts
- 9 A magical mural (the figures move, showing a story) ***
- 10 Weapon which belonged to a saint/used to destroy an enemy
- 11 A rock on which a god sat/stood before (re)ascending
- 12 The rope by which a saint was hung/martyred
- 13 A book/scroll opened to the last passage read by a popular/ martyred high priest (blood spatters present?)
- 14 A large bronze statue of a deified emperor/king
- 15 A table-sized circular bowl carved of rare stone, filled with rainwater/blood/flowers, etc.
- 16 A diamond bottle supposedly containing the tears of a goddess
- 17 A large holy/unholy symbol of carved and gilded wood suspended from the ceiling
- 18 A human/oid skull with a large gem mounted in its forehead, glows on certain occasions **d4**

- 1 the nation's founding day
 - 2 when enemies approach the city/temple
 - 3 on the primary religious festival of the temple/religion
 - 4 on the day in the spring when crops are to be planted
 - 19 A stone with a short verse of scripture carved on it, the first passage dictated by the god and carved by a/the prophet
 - 20 Roll once on "Artwork" as well
- * - *May be offerings at the base of these (coins, flowers, etc.)*
- ** - *Possibly placed at the foot of the largest statue/idol of the god(s) to reinforce their defeat*
- *** - *Probably only revealed during special festivals*

d20 Worship accoutrements used in temple worship *

- 1 Bells (large, in tower?)/chimes (hand?)
 - 2 Candle holders (wall mounted? tall stands?)
 - 3 Thurible and incense
 - 4 Kneeler(s)/prayer rugs in front of icons/idols/altars
 - 5 Robes and other vestments
 - 6 Ceremonial jewelry (arm bands, rings, amulets, head bands, etc.)
 - 7 Ceremonial knife for sacrifices
 - 8 Coloured cloth for decorating (the) altar(s) in different seasons
 - 9 A large bass drum for use during prayers/sacrifices
 - 10 Kneeling benches with candleholders attached for worshippers
 - 11 Cushions for worshippers to sit/ kneel on while praying/observing
 - 12 A large central lectern/pulpit towers over the area
 - 13 Locked contained for storing monetary offerings over night (will be guarded!)
 - 14 Various musical instruments for use during worship **d6**
 - 1 cymbals
 - 2 rattles
 - 3 flute or pipes
 - 4 horn
 - 5 drum(s) (with drumsticks?)
 - 6 lute/mandolin/other stringed instrument
 - 15 A gong for calling the faithful to worship/prayer
 - 16 Ropes/straps/manacles/other restraints for holding sacrifice victims (human, animal, whatever) in position during the ceremony
 - 17 A huge book (4' high, 6' wide when open) containing worship music for a choir
 - 18 A rail/screen/large curtain, etc., to separate the clergy from the laity, or the "holy of holies" from everything else
 - 19 Devotional candle stand, with a locked box for coin offerings
 - 20 Rod carried by the High Priest while leading processions and the like
- * - *Roll 3 to 5 times, ignoring duplication*