Freeport's Temple Quarter
by JD Wiker

Freeport's Temple Quarter is a free publication offered in promotion of *Temple Quarter: A City Quarters Sourcebook*, the second volume in the ENnie-winning City Quarters series. Every aspect of the setting is created with the larger city of Liberty in mind, but designed so that GMs can pick and choose which elements to include in their own campaigns. This document illustrates how the modular material can also be integrated into your existing campaign, using Green Ronin Publishing's popular Freeport setting as an example. **You must have access to both *Temple Quarter* and *Freeport: The City of Adventure* to make full use of this publication.**
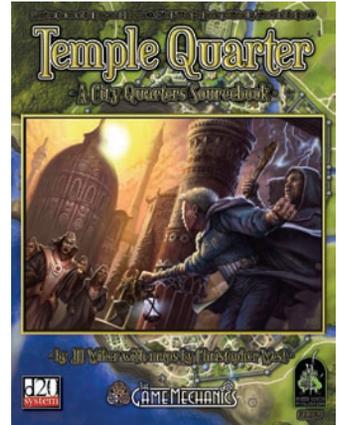
Temple Quarter: A City Quarters Sourcebook explores the temples, shrines, and religious orders that might appear in any urban fantasy setting, including the forbidden rites of secret orders.

Temple Quarter includes:
* Sixteen maps by award-winning cartographer Christopher West
* Forty complete NPC stat blocks, from high priests to temple lay clergy
* New rules for rites, ceremonies, and religious conversion
* Plots, plot hooks, and conspiracies linking it all together

Temple Quarter is the second volume of JD Wiker's City Quarters series, which began with the highly acclaimed Thieves' Quarter (winner of the 2004 ENnie Award Best Setting Supplement (silver) and Best Cartography (gold).

Requires the use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast, Inc. *Temple Quarter: A City Quarters Sourcebook* utilizes updated material from the v.3.5 revision.

THE GAMEMECHANICS

Freeport's Temple Quarter

When the heroes in your Freeport campaign decide to visit Brother Egil at the temple of the God of Knowledge after the temple's daily prayer service, will you have a map of the temple ready? Will you know how many other clerics are present, and what spells they have prepared? And what about the prayer service itself? Is it just a lengthy dissertation on the god's better qualities—or does it actually aid somehow in the pursuit of knowledge?

The goal of the *City Quarters* series has always been to create a campaign setting with individual components—from the entire city of Liberty down to its individual buildings and non-player characters—that Gamemasters can easily harvest and transplant into their own settings. In *Temple Quarter*, the *City Quarters* series zeroes in on the people, places, rituals, and plots of Liberty's religious community, providing NPCs, maps, new rules for rituals and ceremonies, and numerous adventure hooks in the form of ongoing plots that center on or affect the city's religious authorities.

Using *Temple Quarter* to help flesh out Freeport's Temple District is a perfect example of the purpose of the *City Quarters* series. To illustrate how it works, we offer the Temple of Tur, Liberty's god of intellect, re-imagined as Freeport's Temple of the God of Knowledge.

The Freeport Pantheon

Freeport and Liberty share a common characteristic when it comes to religion. Each has a pantheon of numerous deities, only some of whom actually have full-scale temples in the city (the others relegated to shrines). While Liberty's major pantheon includes eight gods, in Freeport, four gods are dominant: the God of Knowledge, the God of Warriors, the God of the Sea, and the God of Pirates. Adapting Liberty's gods to Freeport, then, is simply a matter of finding deities from the Liberty pantheon with the same basic domains.

The Temple of the God of Knowledge

The easiest adaptation from the Liberty pantheon is Tur, the god of intellect, who corresponds closely in domains (Knowledge, Magic, Travel, and Trickery) to Freeport's God of Knowledge. Freeport's version is of good alignment, however, so a simple tweak to Tur changes his domain of Travel to the domain of Good—and ensures that Brother Egil, presented in Chapter Four of *Freeport: City of Adventure*, need not be altered. (Of course, the GM may choose instead to replace Tur's Trickery domain with the Good domain, and Tur's Magic domain with the Protection domain.)

K'Stallo's Secret

In fact, digging a little deeper into both religions, a useful parallel appears. Both have mysterious secrets revolving around their high priests: Freeport's High Priest Thuron is a serpent person named K'Stallo, and the high priest of Liberty's cult of Tur (though not located in Liberty) is conducting a massive research project to learn the true origins of the world—possibly for nefarious reasons.

In a Freeport campaign, High Priest Thuron can be the high priest of the cult of Tur, gathering up all references to the empire of the serpent people—and specifically, looking for accounts of the original cult of Yig. K'Stallo knows that the current cult is just a pale shadow of its former grandeur, and he believes that if he can locate certain ancient religious artifacts relating to the worship of Yig, he can restore the cult to its former power.

Because he is so far the only living priest of Yig, though, K'Stallo is concerned that, should he not accomplish his goal within his lifetime, no one will carry on his search, and the worship of Yig will disappear forever from the world.

The Temple Grounds

The map of the Temple of Tur in *Temple Quarter* can serve quite readily as the map of the temple of the God of Knowledge. In fact, the only major physical feature of the temple of the God of Knowledge that doesn't have a similar feature in the Temple of Tur is the *ring gate* through which the clerics of the God of Knowledge exchange books and scrolls with their counterparts on the mainland. A logical place to put this feature on the map of the Temple of Tur is directly behind the altar, at the north end of the building.

The altar, desks, and bookshelves of the Temple of Tur can be ported directly over to the temple of the God of Knowledge without modification (including the *clay golem manual* and the *tome of leadership and influence*). Still, the GM might wish to reduce the *protection from energy* (fire) effect of the bookcases to only 5 or 10 points of damage, to fit with the reason for the presence of the *ring gates* given in *Freeport: The City of Adventure*.

Even the treasury can remain basically the same—though the GM might want to knock a zero off the end of the gold piece value of the temple's coffers.

The Clergy

All that really needs to be changed about the Temple of Tur to make it fit into Freeport's Temple District as the worship-hall of the God of Knowledge is Issra Silvereye, the high priestess of the church of Tur in Liberty. Freeport already has a high priest of the church of the God of Knowledge, so it doesn't need another. K'Stallo is only a 4th-level cleric, so a direct replacement (using Issra's statistics for K'Stallo's) probably isn't the best course of action.

On the other hand, Issra can easily be introduced to a Freeport campaign as the high priest of the God of Knowledge from the mainland, who sometimes visits to deliver or pick up items too large to pass through the temple's *ring gates*. She might or might not be aware of Thuron's true nature—and, in fact, if she isn't, it could be an interesting plot thread if she is considering Thuron as her replacement.

Likewise, the clergy staff should consist solely of initiates and laypersons (rather than the higher-level priest and Issra's assistant).

Issra Silvereye

The Rites

Both the *Heart of Logic* ceremony and the *Clear Mind* ritual fit in with the theme and goals of Freeport's Temple of the God of Knowledge.

The Temple of the God of Warriors

Sem, Liberty's god of strength, makes a nearly perfect God of Warriors for Freeport. The worship of Sem attracts the more violent sort of fighter, and in Freeport, violent warriors are as common as dung. Sem's domains of Strength and War fit in quite handily with those of the God of Warriors—though the GM might still wish to replace Sem's Good domain with the Protection domain, and his Earth domain with the Destruction domain.

The Temple Grounds

Like the Temple of the God of Warriors, the Temple of Sem is mostly a training ground for its priests and worshippers. Every day, the place is filled with grunting, sweating warriors, practicing their weapon skills or just lifting heavy objects (such as the massive wooden pews of the temple).

The only real problem with using the map of the Temple of Sem directly from *Temple Quarter* is the scale. The Temple of Sem is rather huge (280 feet long and 200 feet wide). The logical move is to reduce the scale from 10-foot squares to 5-foot squares, making the temple only 190 feet by 100 feet—a much
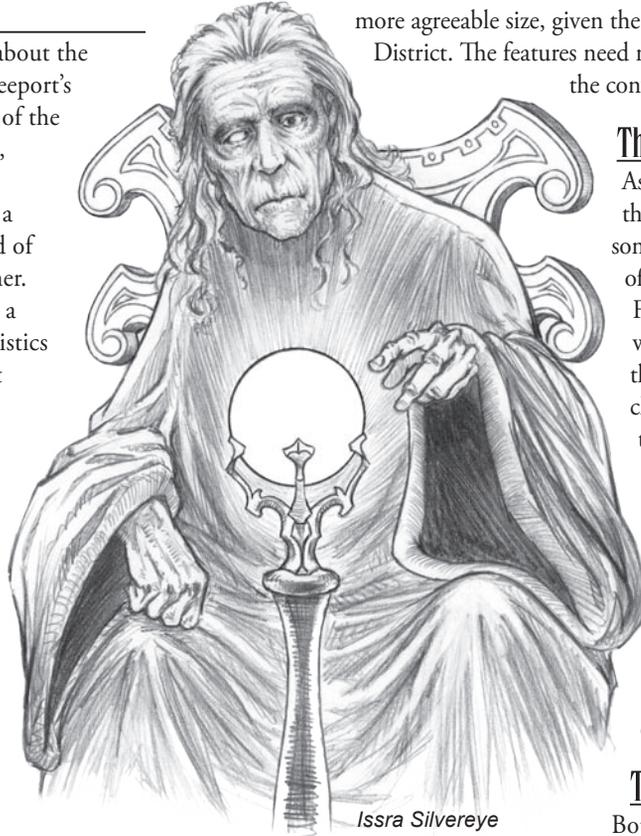
more agreeable size, given the overall size of Freeport's Temple District. The features need not be resized, however, making the conversion much smoother overall.

The Clergy

As with the Temple of Tur, though, the Temple of Sem is loaded with some fairly powerful clerics (in terms of level). Of course, it helps that Father Mayhem, the leader of the warrior priests of the Temple of the God of Warriors, is a 16th-level character (Clr 8/Ftr 8). This means that Olmar Oakenfist, the high priest of the Temple of Sem—a 10th-level character—can be used as an assistant to Father Mayhem (or perhaps a rival), and that none of the existing clergy need to be "downsized" to correspond to the average level of the clergy in the Temple of the God of Warriors.

The Rites

Both the *Rite of Might* ceremony and the *Feast of the Bull* ritual fit in with the theme and goals of Freeport's Temple of the God of Warriors. The GM might wish to modify the *Rite of Might* so that, instead of adding a Strength bonus, it adds a +1 enhancement bonus on Strength-based attacks (as opposed to ranged attacks, or melee attacks that use the character's Dexterity instead, as with Weapon Finesse).

The Temple of the God of the Sea

The Temple of the God of the Sea is a bit trickier to convert from *Temple Quarter*. Liberty's Goddess of the Sea, Esmerna, is not one of the city's major deities, and so there are few details about her church. Esmerna's high priest is actually a former pirate, making him a more likely candidate for priest of the Temple of the God of Pirates. On the other hand, it's easy enough to import specific details—its map, ceremonies, and listing of clerics—from other entries in *Temple Quarter*, taking full advantage of the book's "modular" design.

The Temple Grounds

Since the shrine of Esmerna doesn't include a map, the first step is to choose one, and the map of the Sanctuary of Osai fits the bill pretty nicely—especially if you re-designate the promenade and worship hall areas as the open-air courtyard described in *Freeport: The City of Adventure*. The worship hall area, in fact, can be regarded as the temple's massive saltwater pool.

Similarly, the recovery rooms can be relabeled as the clergy's quarters, and the medicine lab can serve as the personal quarters of Mother Lorilee, the high priestess of the Temple of the Sea God.

The Clergy

The Temple of the God of the Sea already makes mention of two prominent clergy: Mother Lorilee and her right-hand woman, Sister Gwendolyn. The remainder of the temple's clergy can be filled in using the staff of nearly any temple in Liberty. For example, the unnamed staff members of the Temple of Osai—11 cleric assistants (Clr 5), 16 initiates (Clr 1-3), 8 lay clergy (Adp 3), various laypersons (Com 2), and 6 temple guards (Ftr 2)—would function quite well in this capacity.

On the other hand, Mando Bramm, Liberty's high priest of Esmerna, doesn't quite fit in with the rest of the clergy of the Sea God. He can be relocated to the Temple of the God of Pirates (see below).

The Rites

As the church of Esmerna has no listing for ceremonies, it becomes necessary to look elsewhere for some suitable rites for the services of the Temple of the God of the Sea. Unfortunately, none of those listed in *Temple Quarter* quite match the goals of a sea deity, so the situation calls for a bit more creativity: a new ritual.

Ritual: The Sea God's Blessing

Wisdom Check: DC 12; **Components:** V, S, M; **Duration:** 1 day or until one-way journey ends.

Before embarking on a voyage, worshippers of the Sea God perform the ritual of the *Sea God's Blessing*, asking the deity for calm waters and a swift journey. Usually the captain of the vessel is required to perform the ritual, but it is common practice for crews to instead call upon the clergy of the Sea God to perform the ritual for them.

If the ritual is performed correctly, the ship's speed is increased by 25% (after taking into account the effect of the prevailing wind conditions). Furthermore, Balance checks made by members of the crew to remain on board in rough waters gain a +4 luck bonus.

Material Components: Preparing and performing the *Sea God's Blessing* requires a bottle of fine wine (10 gp).

Substitute Components: The participants may substitute a bottle of less expensive wine (2 sp).

The Temple of the God of Pirates

Liberty does not have as much attachment to its piratical origins as Freeport does, so there is nothing remotely like the Temple of the God of Pirates in *Temple Quarter* to draw upon. Ilaia, Liberty's Goddess of Swiftness, could serve reasonably well as the God of Pirates, especially with her Destruction domain switched to War, instead—and her alignment switched over to Chaotic Neutral, instead of Lawful Neutral. Of course, this means that Ilaia wouldn't have monks among her worshippers, but that actually works in favor of the conversion, in this case, since there's no good reason for a god of pirates having Lawful worshippers.

The Temple Grounds

Fortunately, the Temple of the God of Pirates already has a fine map in *Freeport: The City of Adventure*, so it isn't necessary to find

At the Temple of the Sea God
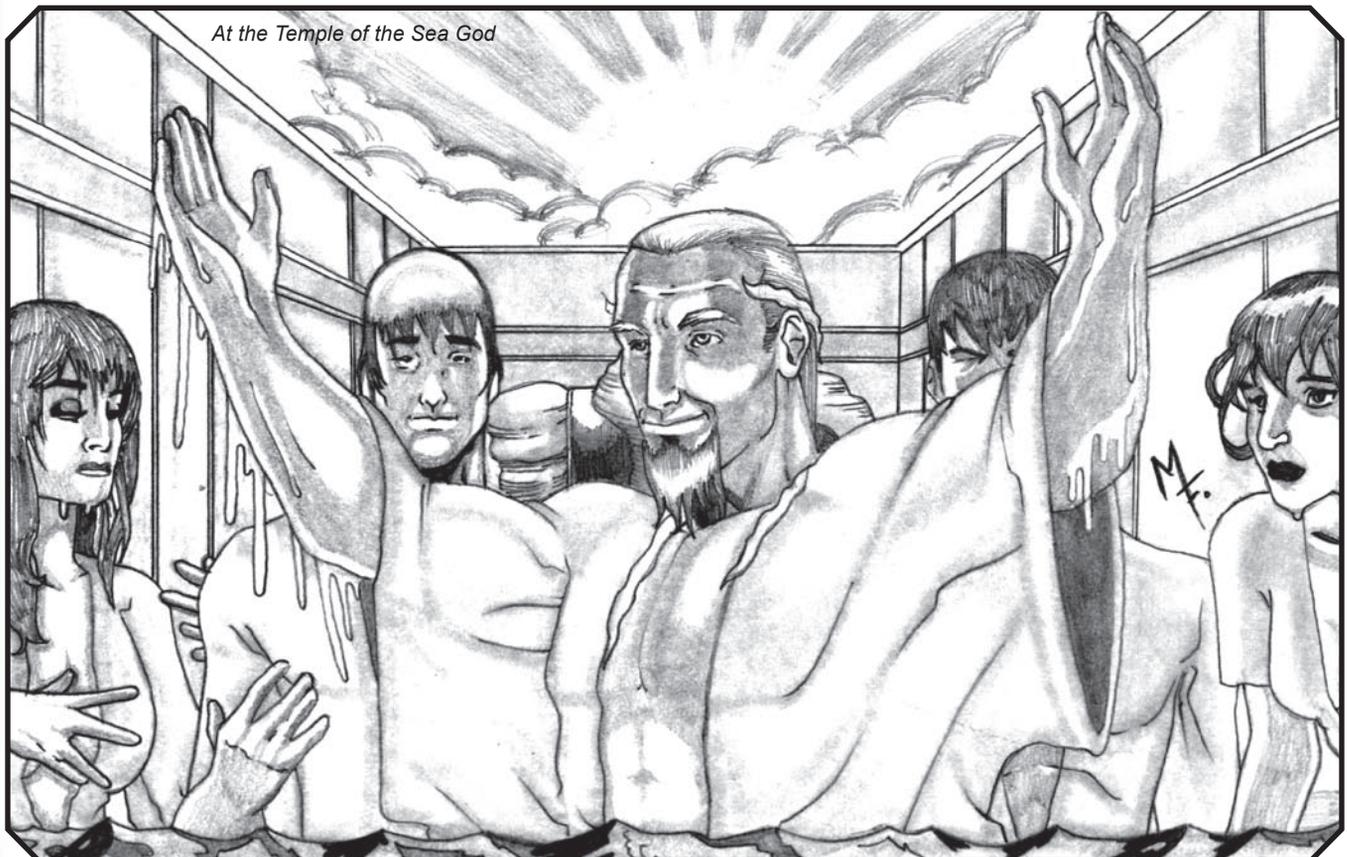
a new one from among the maps in *Temple Quarter*. However, to bring it in line with the other temples described in *Temple Quarter*, some additional material is required: the temple's notable features.

The origin of the rower's pews is already listed in the temple's description, but aside from the overall nautical theme, few other details are given. The temple has no quarters for the clergy, for example, but in keeping with the nautical theme, it's safe to assume that the building's roof beams are hung with hammocks (which can be pulled up out of the way during the day).

The Plank of Penance: The *Plank of Penance* serves the adherents of the Pirate God as a way of determining who has deliberately violated the Pirates' Code. Anyone accused of betraying his fellow captains or crew can volunteer to walk the *Plank*, bound hand and foot in irons, and carrying a heavy anchor attached by a chain to his leg shackles. When he steps off the edge of the *Plank*, its magic activates. The innocent simply fall a foot to the floor of the temple. The guilty—those who have willingly and deliberately betrayed their crews or their captains, stolen from their allies, killed their allies, or kidnapped their allies (or their loved ones)—instead fall into the sea, 100 miles from the city, *teleport*ed by the *Plank*'s magic. Most who suffer this fate drown (weighed down by some 80 pounds of anchor, chains, and irons), but those who somehow survive are deemed to have been forgiven by the Pirate God—meaning that their accusers should just get over it, and let bygones be bygones.

The *Plank* only functions once per day, at the peak of high tide.

Faint conjuration; CL 7th; Craft Wondrous Item, *teleport*, *discern lies*; Price 14,000 gp.

The Captain's Wheel: The podium of the Temple of the God of Pirates is crafted to resemble a ship's wheel. It is not magical in any way, but an old practice of the church was for ship captains to give the wheel a spin, and catch it on a random handle. Each of the eight handles represents a compass direction, and popular belief went that a ship's captain who sailed in that direction would have a safe journey, unmolested by pirates.

Of course, this was also a convenient way for pirate captains to find ships likely to be laden with goods and not expecting pirates. A small bribe to a member of the temple's clergy would reveal the direction taken by the captain, and the pirate ship could sail after them, frequently taking them unaware.

This particular practice died out over a hundred years ago, but ship captains—even pirate captains—still spin the wheel for luck. The belief now is that if you catch the handle corresponding to the direction you intend to sail, your voyage will not be troubled by enemies—pirates *or* authorities.

Treasury: The treasury of the Temple of the Pirate God rests under a false plank in the Acolyte's Deck, in a *bag of holding* (Type I). It consists of 22,300 gp worth of coins, gems, and small art objects—some of which are actually stolen items looted from merchant ships by pirates. Atop the *bag of holding* is a *stone of alarm*, which is set to notify Peg-Leg Peligro, the temple's high priest, via mental alarm, if the stone is disturbed.

The Clergy

The Temple of the God of Pirates has a high priest, so it is not necessary to import one from *Temple Quarter*. However, none of the other clergy are listed, so, taking a cue from our treatment of the Temple of the God of the Sea, we can rule that the Pirate God's clergy are as follows: 8 cleric assistants (Clr 5), 11 initiates (Clr 1-3), 13 lay clergy (Adp 3), various laypersons (Com 2), and 2 temple guards (Ftr 2).

The Rites

All that's missing now is a ceremony or ritual specific to the God of Pirates. Fortunately, the Ceremony of Ilaia's Gift, from the Temple of Ilaia, is a pretty close fit for those who make their living aboard ships—pirates or simple sailors. It just needs a few tweaks.

Ceremony: Pirate's Grace

Transmutation

Knowledge (religion): DC 30; **Concentration Check:** DC 15; **Domain:** Travel; **Components:** V, S, M; **Duration:** 1 month or until discharged (see text).

Because sailors and pirates frequently need agility and quick reflexes on the high seas, their monthly ceremony (held at low tide the day before the new moon) stresses these qualities. Participants gain a +1 insight bonus to all Dexterity-based checks (including ranged attack rolls, attack rolls made with Weapon Finesse, and Reflex saving throws). They may also act normally (as though affected by *freedom of movement*) one time during the month, for up to 5 rounds, after which all effects of the ceremony wear off.

Only one cleric is required to perform the ceremony for up to 50 participants. Additional participants require secondary casters (see below).

Secondary Casters: 1 required for every additional 20 participants.

Material Components: Performing the ceremony of *Pirate's Grace* requires one drop of mercury for each participant, at a cost of 1 cp each.

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