

Temple in the Clouds

An Introduction

THE PRIEST LOOKS AT YOU AND YOUR PARTY DUBIOUSLY with an eyebrow raised. "You think you are worthy to stand here, in front of my god and speak these words? Arrogance!" He shouts the last word, his voice echoing around the stone interior of this vast building. Along each wall statues of heroes long since past stare unblinking, as if judging your worthiness. The priest steps up towards the huge statue of his god and kneels. With an outstretched hand he touches the statue's sandalled foot and you hear him mumbling under his breath.

The temple interior is silent for a moment, even the crackling braziers that light the chamber seem to quieten. You begin to notice a change in the atmosphere, the air becomes heavy and charged with energy. The priest rises slowly to his feet, turning to face you. His eyes burn with a blue light, his hair moving as if underwater. And then he speaks with a voice that vibrates with power. "MORTALS, PROVE YOUR WORTH AND YOU SHALL HAVE MY FAVOUR IN ALL THAT YOU DO!". With a raised hand he reaches out towards a statue of a hero you recognise, a mighty warrior from antiquity. With a crack of stone it begins to move, its head twists in your direction, its unblinking gaze locking with yours. Around the chamber you hear more cracking of stone as statues of heroes from ages past come to life, avatars of their gods will, a test which will prove your worthiness or send you to the underworld.

Notes and Tips

- **30x45** grid map
- This temple could be used in a Greek themed adventure or as part of a more general fantasy world, I've tried to keep the statues generic so it will fit most pantheons.
- This could be the home of the gods, on the top of a mountain surrounded by clouds.
- This doesn't have to be a temple to one god, it could be a temple with multiple gods (represented by each statue).
- The pool at the centre could be used to cleanse the supplicants. Those found unworthy could have something fun happen to them. Maybe the water turns red, or black. A slight transformation such as a tail or other subtle indication the god doesn't approve. Make sure that whatever happens you give the party a way to prove their worthiness afterwards.
- The chamber is filled with statues of all the greatest heroes of the god, pick a few fun combinations of fighters and magic users and even philosophers and have them test the party. It doesn't have to be combat, it could be tests of strength, agility, or even smarts!
- A rival god is attacking the temple with harpies, Chimera, Hydra and other themed creatures. Have the party fight amongst the columns while preventing the large statue from being desecrated.
- Gods should have CHARACTER! Make sure this comes across in any interaction, either through their priests or with the god itself. Remember gods can be arrogant and fickle beings of immense power, your party are simple mortals.

Variants

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