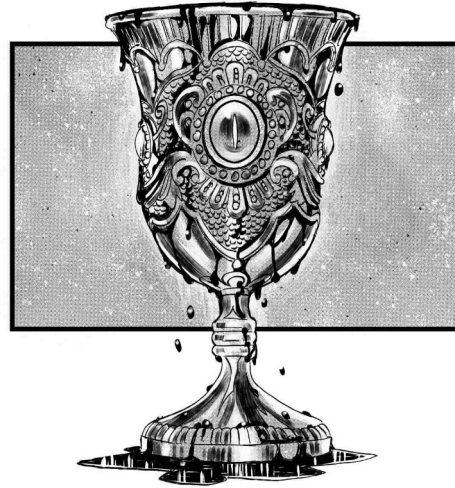


Temple of Blood

The Temple of Blood, a haunting stone monument of ancient reverence and dark rituals, stands ominously atop a black, craggy cliff. Dominating its south side is the temple's most ghastly yet awe-inspiring feature: a vast, ever-churning pool of blood, fed continuously by victims tethered to grim exsanguination statues scattered across the central courtyard. This temple is a sanctuary for the undead, with corridors echoing the whispers of vampires of all kinds, their presence a chilling reminder of the temple's power. Presiding over this macabre congregation is the high priestess, a formidable vampire named Ishtaratu, whose name echoes the ancient Assyrian legends. Her command over the dreaded blood magic instills fear and respect, as she and her vampiric priests wield their terrifying powers with an air of sinister grace.



Temple Locations

The following locations are keyed to the map of the temple, as shown on the facing page.

1—Pool of Blood: The Pool of Blood is a vast, ominous basin at the temple's southern edge, perpetually filled with the blood of sacrificial victims, casting a haunting crimson glow; its surface occasionally ripples as if something unseen moves beneath.

2—Hall of Whispers: In the Hall of Whispers, young vampires and ravenous ghouls skulk in the shadows, their hushed murmurs creating an eerie atmosphere of foreboding; these whispers often carry secrets and forbidden knowledge, traded in the darkness.

3—Courtyard of Exsanguination: The Courtyard of Exsanguination is a grim space where victims are bound to spiked statues, their blood slowly drawn to feed a channel leading to the Pool of Blood.

4—Altar of the Blood God: The Altar of the Blood God features three majestic statues: the central one representing the blood deity, flanked by figures symbolizing the vampiric forebears.

5—First Guard Room: This guard room serves as a fortified checkpoint, manned by undead guards who vigilantly control access to the temple's sacred areas; the walls are adorned with ancient symbols that ward off intruders and protect the sanctity of the temple.

6—Contemplation Room: The Contemplation Room offers a tranquil, dimly lit sanctuary for introspection and meditation on the enigmatic aspects of blood magic.

7—Lounge: In the lounge, vampires gather in an opulent setting, engaging in quiet conversation and plotting under the guise of socializing; the room is dimly lit by candles, casting long shadows that add to the room's secretive ambiance.

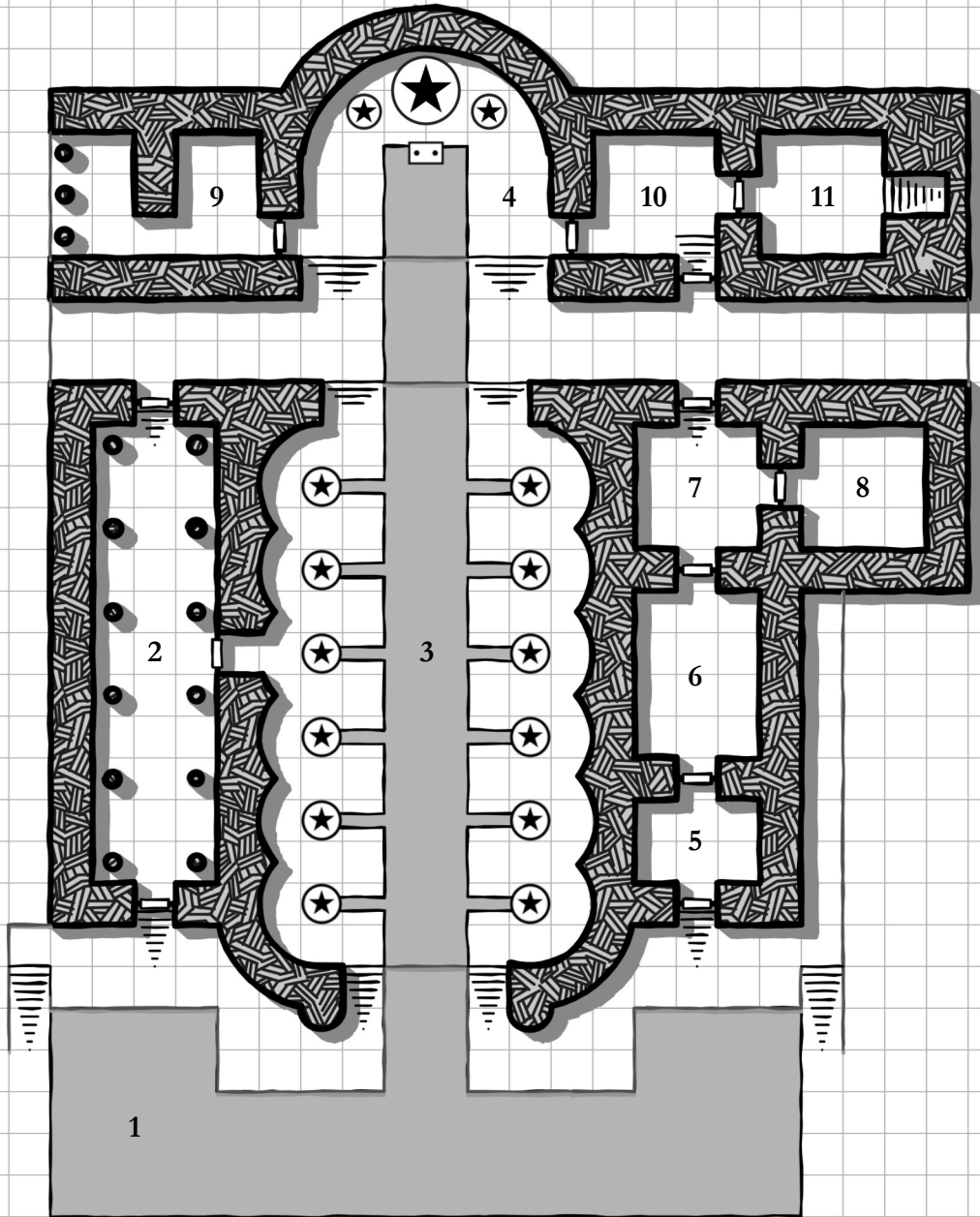
8—Feasting Chamber: The Feasting Chamber is a grand hall where lavish banquets are held, filled with the rich scents of blood and echoing with the sounds of vampiric festivity; ornate tapestries depicting historic blood rituals hang from the walls, adding to the chamber's ceremonial grandeur.

9—Robing Room: The robing room, adorned with luxurious fabrics and ritual attire, includes a balcony that provides a contemplative view over the dark cliff at the temple's west side.

10—Second Guard Room: Situated deeper within the temple, this second guard room is strategically placed to protect the most hallowed and secretive chambers.

11—Chamber Leading to Crypts: This chamber, marked by a long staircase, descends into the ancient crypts where the oldest and most revered vampires rest in their eternal slumber; the air grows colder as one approaches the staircase, hinting at the ancient power that lies beneath.

Temple of Blood
1 square = 5 feet



Original map design by Dyson Logos, recreated by DMDave in Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The temple employs the following NPCs.

Ishtaratu, the High Priestess: Ishtaratu, a figure of enigmatic power and ancient grace, is the revered high priestess of the Temple of Blood. She works tirelessly to preserve the sanctity and secrecy of the temple's rituals, constantly expanding the influence of blood magic. She constantly seeks ways to strengthen her connection to the vampiric deities and maintain her authority over the temple's inhabitants.

Nabu-zar-adan, the Ritual Master: Serving under Ishtaratu, Nabu-zar-adan is responsible for orchestrating the complex rituals and sacrifices. Nabu-zar-adan pursues the ultimate knowledge and understanding of blood magic, hoping to unlock its deepest secrets and earn favor with the vampiric gods.

Ashurbanipal, the Crypt Keeper: Ashurbanipal oversees the crypts beneath the temple, a guardian of the eternal slumber of the oldest vampires. Motivated by a deep sense of duty and reverence for the past, he seeks to protect the crypts from any intrusion, preserving the legacy and history of their vampiric lineage.

Tiglath, the Blood Alchemist: Tiglath specializes in experimenting with the properties of blood drawn during rituals. Possessed by a mix of scientific curiosity and a desire to enhance her own vampiric abilities, she often works closely with the Ritual Master to refine and perfect their methods.

Shamash-nadin-ahi, the Temple's Emissary: Shamash-nadin-ahi acts as the interface between the temple and the outside world, especially with other vampire clans and entities. He strives to forge alliances and gather intelligence, ensuring the temple's interests are protected and advanced in the wider vampiric and magical community.

Belteshazzar, the Guardian of Secrets: Belteshazzar is tasked with safeguarding the temple's most hidden and forbidden knowledge, including ancient texts and prophecies.

Zerubbabel, the Master of Ceremonies: As the Master of Ceremonies, Zerubbabel is responsible for the elaborate and theatrical aspects of the temple's rituals. Driven by a passion for dramatic presentation and a desire to inspire both fear and reverence in the temple's followers, he meticulously plans each ceremony to uphold the grandeur and solemnity of their vampiric traditions. He loathes his master, Nabu-zar-adan.

Services

This temple provides the following services.

Blood Rituals: The temple's staff conducts dark rituals using blood for various malevolent purposes, such as curses and hexes.

Exsanguination Ceremonies: They offer services to drain victims of their blood through prolonged ceremonies, which are believed to enhance the potency of their blood magic.

Necromantic Consultations: The temple provides consultations for communicating with the dead or reanimating corpses for sinister objectives.

Vampiric Transformation: Assistance is available for those seeking to become vampires, through a ritualized and controlled transformation process.

Curse Crafting: The staff specializes in crafting and casting personalized curses, targeting clients' enemies with precision and malevolence.

Pact Making with Dark Entities: They facilitate pacts and agreements between mortals and dark, otherworldly entities.

Torture and Interrogation Services: Vampiric techniques of torture and interrogation are employed to extract information or indulge in acts of cruelty.

Blood-Bound Assassinations: Assassinations are performed where the act is bound by blood magic, ensuring both secrecy and effectiveness.

Dark Divination: Divination services are offered that delve into forbidden knowledge and foretell ominous futures.

Soul Bargaining: The temple engages in the trading and bargaining of souls, offering them to dark entities in exchange for power or knowledge.

Creation of Dark Artifacts: Staff members are skilled in crafting magical artifacts imbued with dark and malevolent energies for various nefarious purposes.

Demonic Summoning Rituals: Rituals to summon demons or malevolent spirits are conducted for clients, often for destructive or manipulative ends.

Shadow Enchantment: The temple offers enchantments that cloak individuals or objects in shadows, providing invisibility or anonymity for illicit activities.

Potion Brewing of Maleficence: Expert potion brewers within the temple concoct a variety of harmful potions, ranging from poisons to elixirs that induce madness or despair.

Adventure Hooks

Below is a list of adventure triggers that could lead the characters into conflict with the Temple of Blood.

The Cursed Heirloom

A noble family enlists the characters to retrieve a powerful heirloom held within the Temple of Blood, revealing that it was cursed by the temple's priests and is causing great suffering to their lineage.

Rescue Mission

A prominent figure has been kidnapped and is to be used in a sinister exsanguination ritual at the temple; the characters must infiltrate the temple and rescue the victim before it's too late.

The Unholy Alliance

The characters are tasked by a secret organization to gather evidence of a dark pact between the Temple of Blood and a corrupt political entity, requiring them to stealthily penetrate the temple and uncover proof.

The Blood Magic Tome

Ancient texts speak of a rare book of blood magic hidden within the temple's crypts, and the characters are hired by a mysterious scholar to locate and retrieve this powerful tome.

Seal the Dark Portal

Rumors suggest that the high priestess is close to opening a portal to a demonic realm within the temple, and the characters must find a way to enter the temple and thwart this catastrophic plan.

The Vampiric Plague

A small town is suffering from a mysterious illness linked to the temple's activities; the characters are called upon to investigate the temple, find the source of the plague, and put an end to it.

The Whispering Relic

The characters are drawn to the Temple of Blood by enigmatic whispers heard in their dreams, leading them to discover a forgotten relic within the temple that is said to hold the key to an ancient prophecy.

Random Encounters

Every four hours the characters are in or near the temple, roll a d20. On a result of 17 to 20, a random encounter or event occurs. Roll a d10 to determine what happens.

TEMPLE OF BLOOD ENCOUNTERS

d10	Encounter
1	The characters stumble a group of vampires engaged in a dark ritual, chanting ominously around a glowing blood orb.
2	A tormented ghost of a previous victim seeks the characters' help to find peace, leading them through secret passageways within the temple.
3	The characters are ambushed by a pack of feral ghouls lurking in the shadows, their eyes glowing with hunger and malice.
4	A deceptive vampire, disguised as a lost wanderer, attempts to lure the characters into a trap with a tale of false distress.
5	The party encounters a blood mage in the midst of an experiment, offering to share forbidden knowledge in exchange for a "small, personal donation."
6	A sudden collapse of a decrepit wall reveals a forgotten crypt filled with ancient coffins and the promise of hidden treasures and perilous curses.
7	The characters come face-to-face with a grotesque blood creature, formed from the pooled sacrifices and animated by dark magic.
8	The characters witness a heated argument between two vampire factions.
9	The group finds intricate blood paintings that depict the temple's history, which come alive in a haunting, spectral performance.
10	An eerie child-like vampire approaches the characters, innocently asking for assistance but hiding a sinister, deadly nature.