

Temple of Order

In the heart of the kingdom, the Temple of Order stands as a beacon of justice and balance, with its symmetrical architecture and towering spires symbolizing the realm's commitment to harmony and law. High Priest Eldrin Thorne, revered for his wisdom and impartiality, leads the temple as its Chief Judge, presiding over disputes with fairness and guided by ancient scriptures. Under his guidance, the temple serves not only as a sacred place of worship but also as the cornerstone of justice, ensuring that the scales of balance are meticulously maintained and that its hallowed halls offer guidance and refuge to all who seek it.

Temple Locations

The following locations are keyed to the map of the temple, as shown on page 55.

1 - Entry

The entry to the Temple of Order's court is marked by towering oak doors, intricately carved with symbols of justice and balance, welcoming all who seek fairness.

2 - Clerk's Office

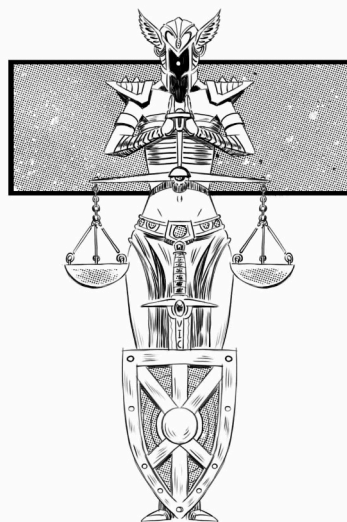
This cramped room is a bustling hub of activity, where the courthouse's two clerks meticulously record proceedings and manage the flow of documents essential to the court's operation.

3 - Judge's Chambers

Tucked away in quiet solitude, the Judge's Chambers offer a place of contemplation and preparation for High Priest Eldrin Thorne, adorned with relics of legal history and wisdom.

4 - Waiting Room

This waiting room, filled with benches and soft, calming lights, provides a space for those awaiting their turn before the court to gather their thoughts and find peace. It's a liminal space where anxiety and hope mingle, under the watchful gaze of statues depicting the virtues of justice.



5 - Library

Adjacent to the main hall, this library doubling as a conference room is lined with shelves of ancient tomes on law and ethics, serving both as a meeting place for legal counsel and a quiet study area.

6 - Spectator Area

The Spectator's Area, with tiered seating, allows citizens and interested parties to witness the proceedings, emphasizing transparency and community involvement in the judicial process.

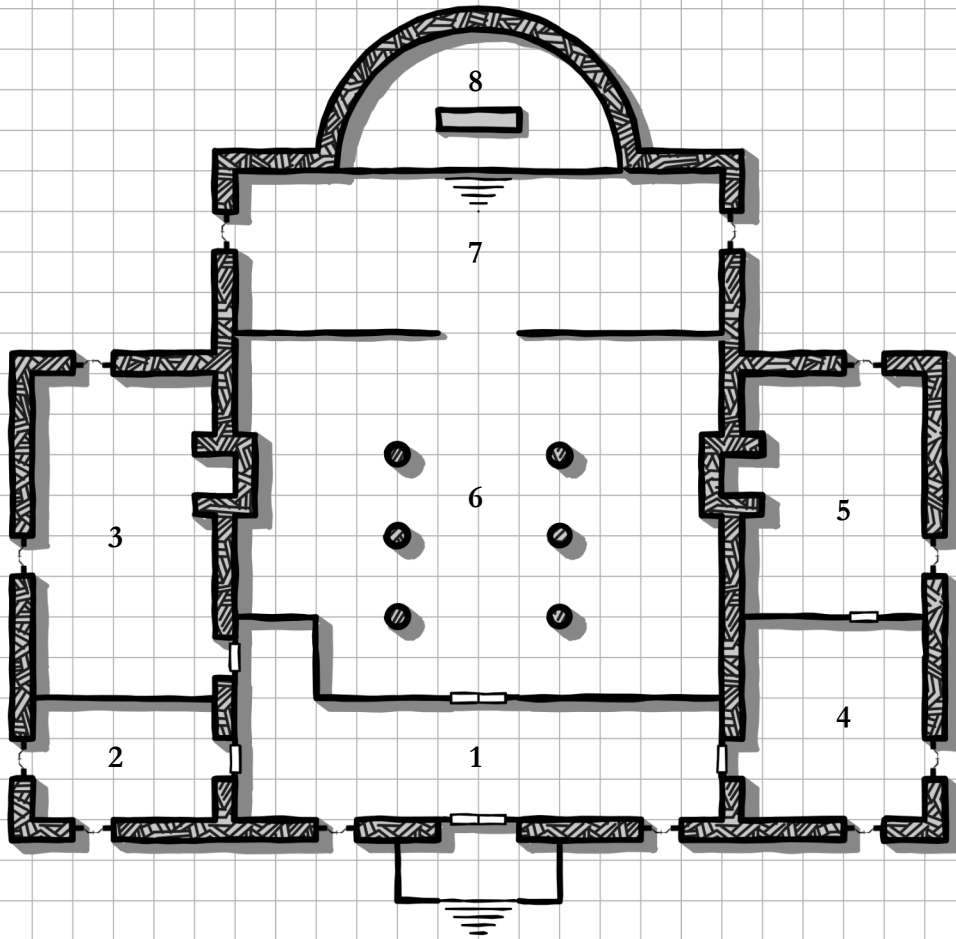
7 - Well

The Well, positioned between the judge's bench and the spectators, serves as a crucial area where legal counsel and parties involved directly engage with the court, marked by its accessibility and centrality to the flow of judicial proceedings.

8 - Judge's Bench

Dominating the courtroom, the Judge's Bench stands as a symbol of authority and judgment, elevated above the rest to offer a clear view of all parties and ensure impartiality in every decision; behind it hangs the emblem of the Temple, a constant reminder of the sacred duty to uphold order and justice above all else.

The Temple of Order
1 square = 5 feet



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The temple employs the following NPCs.

High Priest Eldrin Thorne: As the Chief Judge and spiritual leader of the Temple of Order, Eldrin Thorne embodies the principles of justice, wisdom, and impartiality. His presence commands respect, and his decisions shape the moral landscape of the realm, serving as a beacon of integrity and order.

Clerk of the Court, Maris Vell: Maris Vell, with her impeccable attention to detail and unwavering dedication, ensures the court's proceedings are accurately recorded and meticulously organized. Her knowledge of legal documents is unparalleled, making her an indispensable guide through the complexities of the legal system.

Head Bailiff, Toren Hask: Toren Hask maintains order within the court with a firm but fair hand, ensuring that all proceedings occur smoothly and without interruption. His towering presence is reassuring to those who seek justice, and his commitment to security makes him a trusted figure in the temple.

Legal Librarian, Jorin Greyleaf: Jorin Greyleaf, the keeper of the temple's vast collection of legal texts and ancient tomes, is a fountain of knowledge, always ready to assist with legal research or historical precedent. His love for the written word is matched only by his dedication to supporting the court's need for wisdom and guidance.

Chamberlain, Syla Quent: Syla Quent oversees the daily operations and administration of the temple, ensuring that everything from the sanctity of the chambers to the logistics of court sessions is managed with precision. Her organizational skills are legendary, and her ability to anticipate the needs of the court keeps the temple running smoothly.

Advocate General, Kael Miren: Kael Miren represents the interests of the city within the court, a skilled orator and strategist who balances the scales of justice with keen insight and unwavering ethics. His arguments are both compelling and thought-provoking, reflecting his deep understanding of the law and its implications.

Public Defender, Elia Sunward: Elia Sunward stands as a champion for those who lack the means to defend themselves, embodying the temple's commitment to fairness and equality. Her empathy and fierce advocacy ensure that every voice is heard, and her dedication to justice is a testament to the temple's ideals.

Services

This temple provides the following services.

Legal Aid Services: The Temple of Order offers legal counsel and representation for those who cannot afford it, ensuring equitable access to justice for all citizens.

Conflict Resolution Services: The temple conducts mediations and arbitrations to peacefully resolve disputes before they escalate to formal trials.

Notary and Authentication Services: The temple provides notary services for the authentication of documents and oaths, lending legal credibility and assurance.

Sanctuary and Protection Services: The Temple of Order offers sanctuary and protection to individuals seeking refuge from persecution, upholding the sacred law of sanctuary.

Educational Outreach Services: The temple organizes public forums and lectures on legal education and ethical living, fostering a well-informed and morally upright citizenry.

Library and Research Services: The temple also maintains a vast library of legal and historical texts, available for research and reference by scholars and legal professionals.

Rehabilitation and Community Service Programs: The temple administers community service and rehabilitation programs for offenders, focusing on restoration and reintegration into society.

Diplomatic and Treaty Services: The Temple of Order acts as an intermediary in diplomatic negotiations and treaty signings, ensuring that agreements are made in a fair and orderly manner.

Spiritual Guidance and Counseling: The Temple of Order provides spiritual guidance and counseling to those seeking moral clarity and ethical direction in their lives.

Legal Document Preparation Services: The temple assists individuals and organizations in the preparation of legal documents, ensuring compliance with current laws and regulations.

Witness Protection Program: The temple offers a secure witness protection program, safeguarding individuals who risk their safety to ensure justice is served.

Youth Education and Mentorship Programs: The temple runs youth education and mentorship programs aimed at instilling values of justice, order, and community service in the next generation.

Adventure Hooks

Below is a list of adventure triggers that could occur that involve the temple of order.

The Missing Manuscript Mystery

A sacred text crucial to an upcoming high-profile trial has disappeared from the temple's library. High Priest Eldrin Thorne enlists the adventurers to track down the missing manuscript before its absence undermines the integrity of the court.

Sanctuary Under Siege

The temple has granted sanctuary to a controversial figure, sparking outrage and threats from a powerful faction. The adventurers are hired to protect the temple's grounds and its inhabitants from an impending assault, ensuring the safety of all within its walls.

The Phantom Arbitrator

Reports have surfaced of a mysterious figure settling disputes in the outskirts of the realm, wielding powers eerily similar to those of the temple's judges. The Advocate General, Kael Miren, tasks the adventurers with uncovering the identity of this phantom arbitrator and determining their intentions.

Witness in the Wind

A key witness in a landmark case has vanished just days before their testimony. Public Defender Elia Sunward recruits the adventurers to find the missing witness and bring them safely to the temple, navigating a web of intrigue and danger that threatens to unravel the case.

The Forbidden Ritual

Rumors have emerged of a cult performing dark rituals that mock the temple's sacred ceremonies, threatening to unravel the fabric of order. Clerk of the Court, Maris Vell, desperate to preserve the temple's sanctity, asks the adventurers to investigate and put an end to the sacrilegious practices.

Random Encounters

Every four hours the characters are in or near the temple, roll a d20. On a result of 18 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

LOCATION NAME ENCOUNTERS

d10	Encounter
1	A distraught petitioner collapses in tears, clutching a decree that could change their life.
2	A mysterious figure in a hooded cloak silently passes a note to one of the characters, warning of imminent danger.
3	An ancient, dusty tome falls from a shelf, revealing a hidden compartment behind the library wall.
4	A heated argument erupts between two clerks over the interpretation of a law, drawing a crowd.
5	A child, lost and crying, looks for their parent among the temple's vast halls.
6	Suddenly, all the lamps and candles go out, plunging the temple into darkness, causing confusion and fear.
7	An elderly man approaches the characters, offering a rare artifact in exchange for a favor.
8	A choir begins to sing an ancient hymn, and the music seems to hold a mysterious, calming power.
9	A pair of guards chase a nimble thief through the corridors, knocking over scrolls and artifacts.
10	The ghost of a former high priest appears, seeking closure for unfinished business within the temple walls.
