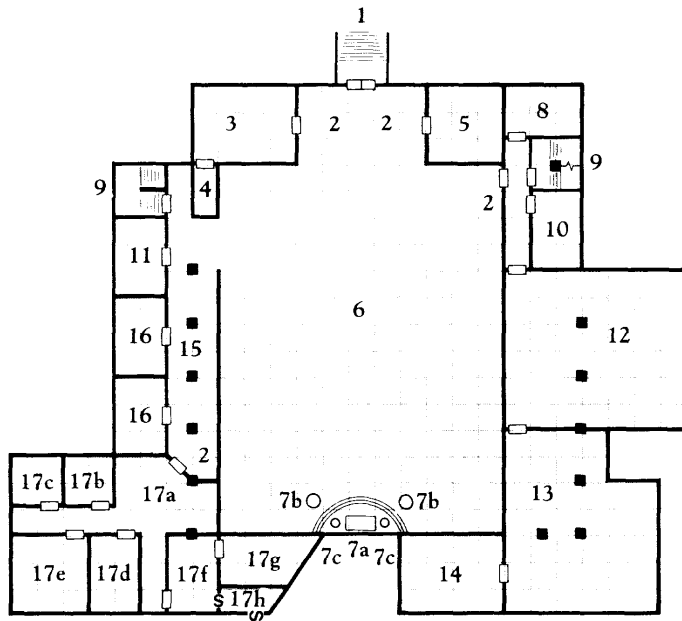


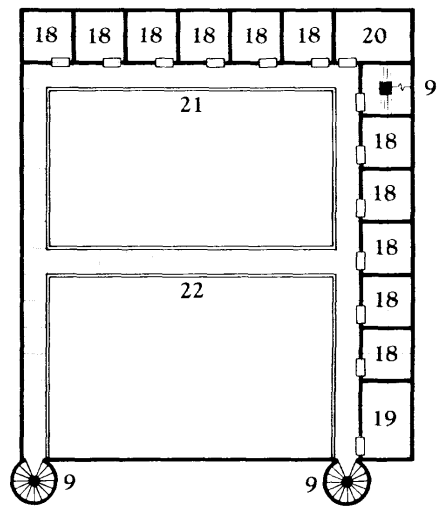


# Temple of Bane

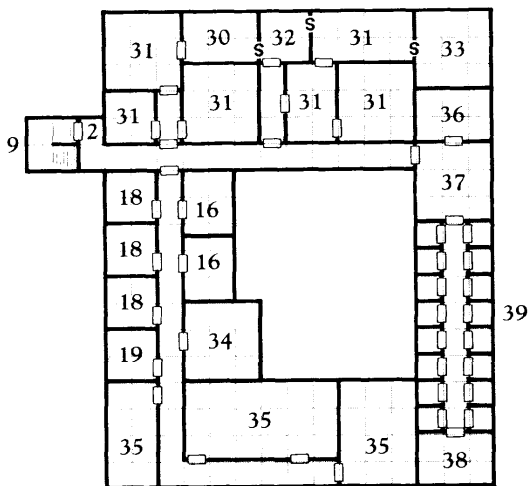
One square = 10 feet



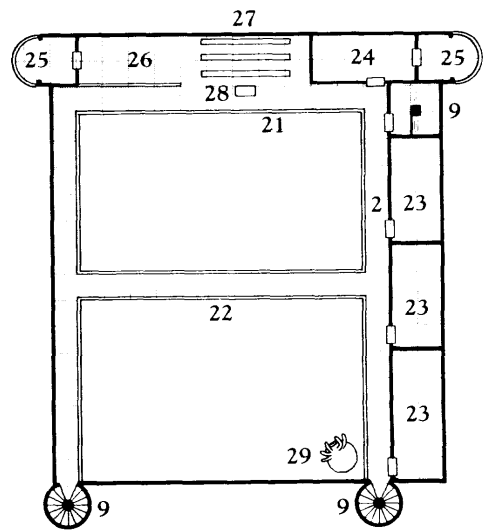
Level 1



Level 2, 3, +4



Dungeon Level



Level 5





### The Black Altar (Temple of Bane)

- |  |   |  |
|--|---|--|
| <ol style="list-style-type: none"> <li>1. Grand entry</li> <li>2. Watch post (2 guards)</li> <li>3. Seneschal's office (day-to-day business)</li> <li>4. Supplies/files</li> <li>5. Priest on call's office</li> <li>6. Sanctuary</li> <li>7a. Throne of Bane (altar/throne on dais)</li> <li>7b. Unholy water font</li> <li>7c. Incense brazier</li> <li>8. Sanctuary supplies (incense, altar cloths, candles)</li> <li>9. Stairs</li> <li>10. Guard captain's office</li> <li>11. Seneschal's quarters</li> <li>12. Scriptorium</li> <li>13. Library</li> </ol> | <ol style="list-style-type: none"> <li>14. Library materials preparation and storage</li> <li>15. Colonnade</li> <li>16. Middle-ranking priest's quarters</li> <li>17a. High priest's antechamber</li> <li>17b. High priest's study</li> <li>17c. High priest's private chapel</li> <li>17d. High priest's private office</li> <li>17e. High priest's bedchamber</li> <li>17f. High priest's work room/day room</li> <li>17g. High priest's servant's chamber</li> <li>17h. Secret passage and one-way secret door</li> <li>18. Underpriest's quarters</li> <li>19. Privy chamber and wash room</li> <li>20. Underpriests' office (shared)</li> <li>21. Railless walkway</li> <li>22. Railless stone span</li> <li>23. Conference chamber</li> <li>24. Private meeting room (warded)</li> </ol> | <ol style="list-style-type: none"> <li>25. Railed balcony (2 guards or 1 beholder, warded)</li> <li>26. Minstrels' gallery and railing</li> <li>27. Choir gallery and railing</li> <li>28. Choir master's podium</li> <li>29. Eye tyrant* (beholder)</li> <li>30. Wine cellar</li> <li>31. Supply storage</li> <li>32. Well</li> <li>33. Treasury</li> <li>34. Practice chamber</li> <li>35. Novices' quarters</li> <li>36. Armory (spare arms and armor)</li> <li>37. Jailkeeper and guard chamber</li> <li>38. Torture chamber</li> <li>39. Barred cells</li> </ol> <p>*The eye tyrant hovers in the darkness high above the ground floor.</p> |
|--|---|--|

the Zhentarim and makes no great secret of them, though it never tires of promoting its own interests within that alliance. After Manshoun threw in his lot with Fzoul (or vice versa, depending on whom you ask), many wizards openly joined Fzoul's sect, something not previously encouraged by the orthodox church administration. These new mage worshipers are another reason the ranks of the church of Bane swelled under Fzoul's leadership.

Ceremonial dress for Banites, regardless of sect, is black armor adorned with blood-red capes bearing the symbol of Bane—a black hand on a red field—in the center. The more prosperous and powerful the Banite, the more elaborate and detailed the garb. Facial tattoos are common among Banites (though are more popular with orthodox worshipers), causing Banites to stand out in a crowd. Higher-level priests of Bane often graft precious gems to their foreheads as a symbol of their status. Many of these gems are enchanted to offer them some sort of magical protection (similar in many cases to the effects of *ioun stones*).

Wizards who follow Bane prefer to wear long, black-and-red robes. Neither priests nor wizards openly wear such gear if it exposes them to persecution or reveals their presence when they wish to remain unnoticed. However, the presence of facial tattoos on a person is usually enough to announce the presence of a Banite throughout most of the Moonsea and the Heartlands.

Banites in Zhentil Keep mainly work and reside in the Inner and Foreign Quarters, where the city itself is nicer and

better maintained. Since allying themselves with the Zhentarim, clerics of Bane can be found in the holdings of the Black Network throughout the Realms.

The ceremonial traditions of the church of Bane in Zhentil Keep are extremely strict and formal. They include bowing and kneeling to or kissing the hands (or boots) of a superior. It is unheard of for underpriests to contradict upperpriests, and members of the Inner Ring of Bane (12th level and above) have unlimited control over their subordinates. Behind the veil of the formalities, underpriests constantly scheme to assassinate or disgrace their superiors in an effort to rise more quickly through the ranks of the Black Lord. The hierarchy of titles within the church of Bane is:

#### Underpriests

1st level	Watchful Brother
2nd level	Deadly Adept
3rd level	Trusted Servant
4th level	Willing Whip
5th level	Hooded Menace
6th level	Black Fang
7th level	Striking Hand

#### Upperpriests

8th level	Vigilant Talon
9th level	Masked Death
10th level	Dark Doom
11th level	Higher Doom

