

Temple of Empyrean Enlightenment

Inhabitants

Outsiders (and Gnome)

Dakang – Leader – Cleric – Demon (Vermlek)

Described pretty well in text

Gastidem

Described pretty well in text

Aasimars

Not really described much in the text. Made up bastardized names from Korean. These are not canon.

Daijung - LN Male Aasimar Fighter 1

Shaewon - LN Female Aasimar Fighter 1

Hunjeong - LN Female Aasimar Fighter 1

All three are Tien-descended aasimars.

Shaewon is a beautiful aasimar woman with a white shock of hair. She is boastful, not only of her own prowess but also of her fellows and Dakang. The others frequently remind her to be more modest. She traveled with her brother when they were little, and he was eaten by a monster, but she slew it. He was kind of a jerk anyway.

Hunjeong is an aasimar with no hair in evidence at all anywhere on her body, bronze skin, and silvery eyes. She grew up here in the temple and her parents were two of Dakang's previous guards. She is quiet and modest and one day hopes to transcend this plane the same way her parents did, and join them with Korada.

Daijung is a handsome aasimar man. His father was an aasimar and his mother was a human woman. They left him in the care of his aunt here at the Temple many years ago and promised to return soon, but they never did. His aunt committed suicide about a decade ago. His best friend is Zhuang and he is very curious about the outside world. His parents told him once that

he lives in a special place and the world beyond the demiplane was corrupt and evil. He wants to adventure, though he would not think of abandoning the temple and its people.

Halflings

Expanded on Wei's backstory to explain better why he might have gone through the kitchen. Just in case someone with Speak with Dead decides to muck things up and ask him what the heck he was doing. Tried to give the kids different backstories. Oldest kid probably works well if you want to make things creepy. Youngest kid probably works to provide a stable foundation for the party. Middle for comic relief. Use as misdirected. Names are canon.

Wei – N Male Middle-Aged Halfling Commoner 3 – Deceased

Wei was depressed, even morose, after losing the last finger on his left hand to the Kiss of Korada. After yesterday's meal, not wanting to pass through the crowd by the door, he took the little-used kitchen path and was taken by the haunt.

Liso – N Female Middle-Aged Halfling Commoner 3

Pulao – N Halfling Child Commoner 1

Xifen – N Halfling Child Commoner 1

Tamte – N Halfling Child Commoner 1

The halfling family, Wei, Liso, and their three sons, were farmers in the Hao Jin Tapestry until they lost their farm to a lizardfolk raid. Once rendered homeless, they traveled through the demiplane toward a sanctuary Liso's parents had told her about when she was a child. Liso had a little bit of a wild youth and has no illusions about her potential to achieve enlightenment in Korada's temple. Wei, however, was a serious student, even if he was not the sharpest knife in the drawer. When they arrived at the Temple of Empyrean Enlightenment, he took quickly to Korada. He had been getting more and more depressed about his apparent inability to purify his soul for Korada. While Wei studied, Liso played manager.

Pulao, the oldest of the children, is 16 years old. He idolizes his father and wants to be just like him. He has lost the little finger on his left hand and part of his ring finger on his left hand. Liso tells him this must be because he is destined for greatness, while in reality he was too short and couldn't get his hand all the way into the trap.

Xifen, 14, is hyperactive and yells a lot. He's good at reading people but has a hard time reading. Liso calls him "precocious" which he mispronounces as "pre-cock-tious". Liso has been trying to hide her giggles but is doing a progressively worse job.

Tamte somehow ended up wisest of them all and doesn't trust any of the non-halflings here and wants to "go home" after they find Wei's body.

Liso is sad about Wei's death, but attempts to put on a stoic face. Pulao is weirdly proud of his father and begins talking about what he will do when he runs out of fingers. Xifen runs away and hides and doesn't come out. Tamte begins crying and shrieking that if they were at home "Pappa would still be here and have all his fingers!"

Humans

Names and classes are canon, part of Zhuang's description are canon. Otherwise they didn't have much backstory so I filled things out a bit. Your mileage may vary.

Di Duang - Female Commoner 2

Di is the unofficial timekeeper. She has lost six fingers, all of the fingers on her left and the pinky on her right, to the Kiss of Korada and is attempting to hide her increasing despair behind an increasingly cheerful exterior.

Hamada - N male human commoner 1

Ziya - N female human commoner 1

Hamada and Ziya are engaged to be married. Hamada is a charismatic dullard while Ziya is an unattractive but clever woman, and they are completely infatuated with each other. They arrived here hearing that it was a sanctuary from the horrors outside the temple and hope for peace in their future. They believe Korada is the one true deity. Hamada has lost three fingers from his left hand, while Ziya became suspicious after she lost her pinky on her left hand.

Zhuang - LN male old human monk 1

Zhuang is a devotee of Korada and a loyal disciple of Dakang. He is a Tian man with hazel eyes and a streak of white in his hair. As long as the PCs show interest in the wall carvings or in meditation, Zhuang eagerly offers instruction. He encourages the PCs to perform the meditation together as a group. His parents died of old age here at the temple and he hopes to do the same. He accidentally stepped on the pressure plate to deactivate the trap when he took the Kiss of Korada test and believes it to be accurate. So he has not lost any fingers.

Miriya - CN female human expert 1

Miriya is something of a wannabe historian. She suspects that there is something more to the world than this plane and that Korada's worship must be the way out into the wider world. She is prone to believing conspiracy theories. She is outwardly friendly but becomes increasingly suspicious of anyone who doesn't worship Korada, thinking they

are tools to keep the denizens of the demiplane ignorant of the true situation. She is studying for her first attempt of the Kiss of Korada.

The False Beliefs of the False Faith of Korada

A quick run-through of some things that Dakang may have taught his followers that are not quite correct. Good filler for that sermon. Could also have the entire group of cultists creepily repeat the “Reflection, Duty, and Sacrifice” line below in unison, as a Koradan version of the Christian grace, or at the end of the prayer ceremony, or at some other important time. Helps to emphasize that things just aren’t quite right with the religion here, if players know or learn Korada’s true “virtues.” For extra creepy, try playing up the “sacrifice” aspect, or the discord aspects.

Korada, the Penitent Dreamer, resides in Vantian, the City of Open Windows. Lord Korada preaches three virtues: introspection (reflection), duty, and sacrifice. Even those holy men and women who have performed their duties admirably cannot transcend their earthly flesh until they have also sacrificed.

"Reflection, Duty, and Sacrifice. These are the three virtues of Lord Korada and these three virtues are how I shall transcend this life and pass on to Holy Vantian."

Those who purify their souls through Korada's three virtues find themselves transcending to Vantian upon their deaths. The city's sacred residents are eternally engaged in prayer and maintenance of the city.

You must always find a way to contribute. You are not performing your duty if you are not a peaceful, productive citizen.

You are not performing your duty if you sow discontent or doubt. Belief in Korada is the difference between you and the chaos outside these hallowed halls. Do not lose your innate holiness.

The Tapestry

As far as I can tell, there’s really terribly little information about the ecology and environment of the tapestry demiplane. I expected my players to ask questions about how NPCs got here, what it was like here, why they were here and not elsewhere, and so on. So I pulled what I could from scenarios I’ve played/run before and it wasn’t much. None of this is canon, of course. It may not fit with Tapestry canon from elsewhere, especially with any information provided in the few tapestry scenarios I haven’t played/run yet.

Everyone knows that this world is special. They call it "Tapestry." ("Where on Tapestry are you from?") It is known that in ages past, the Crimson Phoenix created this world, although she has since left us and nobody knows where she has gone. Golarion exists, and is thought to represent a dream world, perhaps the world of spirits.

The Tapestry has weather just as Golarion does, but it has no sun. Plants grow in the dirt just as they would on Earth. Civilization in the Tapestry has suffered, however, with few resources available. The only stone can be quarried from existing structures in the demiplane and no metal can be mined. The population is sparse, mostly isolated farming communities. They are regularly harassed by other dangers that have been accidentally introduced into the demiplane, and the lack of workable metal and stone means that many villages are relatively undefended.

Magic is rare in Tapestry. While sorcerers are sometimes born (and are often referred to as having the "Blood of the Phoenix in them" there are no schools of wizardry in Tapestry and arcane spellcasters are treated as rare treasures.

Gods and Goddesses in Tapestry

Some BS I thought of ahead of time for when people inevitably try to convert people to their own deities.

Most deities still grant powers to their worshipers in Tapestry, although worship of Lamashtu has increased relative to Golarion. Worship of the Sun goddesses has declined and many inhabitants feel that they have been abandoned by them (due to the Tapestry not having a sun, as it were).