

RECORDS OF THE FAITHFUL

# JOURNEYS OF FAITH



A SPLINTERS OF FAITH MAP FOLIO



# RECORDS OF THE FAITHFUL

# JOURNEYS OF FAITH

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## **“Greetings, my fellow, faithful expeditioners!”**

I’m so glad you decided to join me again on my latest trek through the countryside — of Libynos, this time — through its cities and villages, through its tombs and temples. Mostly the temples this time, to be honest. But still, this is a wondrous place — not quite as “civilized” as Akados to the west — but oh, the sights you’ll see if you crisscross this magical land.

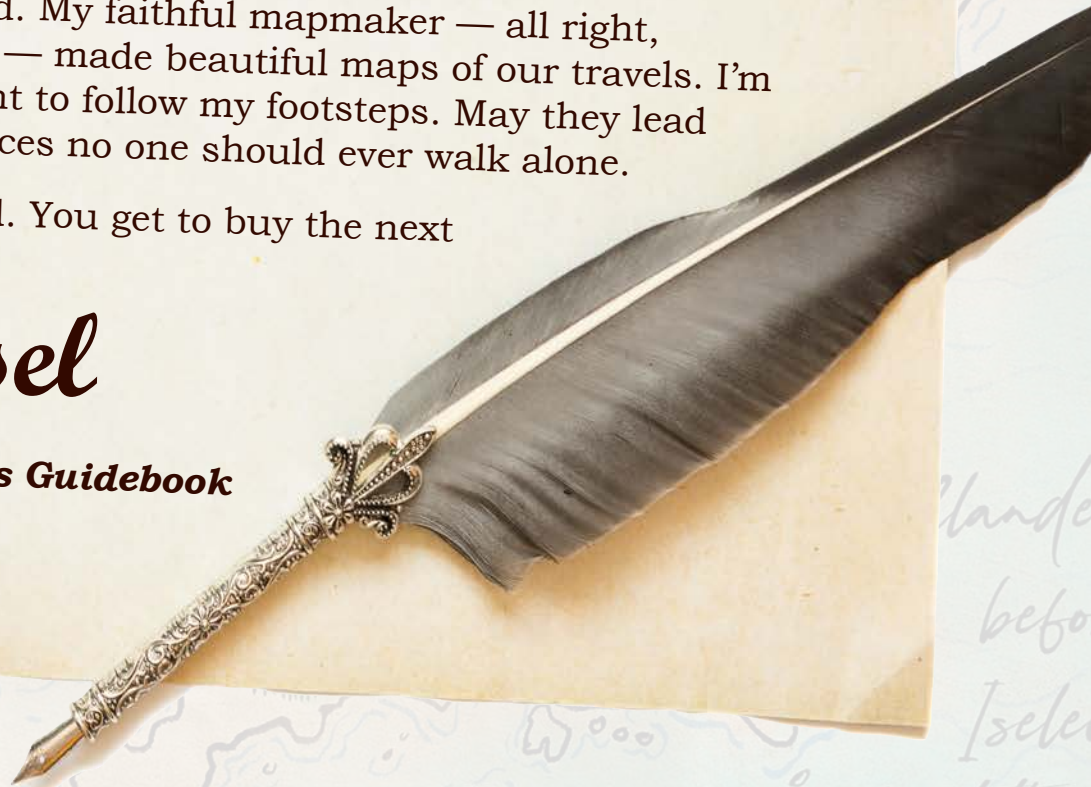
This is my 10th volume on this great realm of ours, and I’ve decided to take you to the places you might not get to visit. I took copious notes, so you won’t have to go on some crazy quest of your own, but I know you, don’t I, mighty expeditioners? If you’re reading this volume, you’ve already got the itch to go exploring. And I can’t blame you!

But if that’s the case, I’ve got you covered. My faithful mapmaker — all right, mapmakers, I lost quite a few on my journeys — made beautiful maps of our travels. I’m including them in this book for those who want to follow my footsteps. May they lead you to the places few tread — and to a few places no one should ever walk alone.

I look forward to meeting you on the road. You get to buy the next round when we see one another!

# ***Dunkirt Ashenchisel***

— From ***Temples of Faith: An Expeditioner’s Guidebook***  
by the renowned dwarven explorer  
and author Dunkirt Ashenchisel





# TABLE OF CONTENTS

<b>It Started With a Chicken .....</b>	<b>4</b>	<b>Eclipse of the Hearth.....</b>	<b>38</b>	<b>Quel of Magic.....</b>	<b>72</b>
LESSEF .....	5	THE KANDERI DESERT .....	39	THE THEURGIST SEMINARY OF THASIZIER .....	73
POVERTY'S BETHEL .....	6	SERAPH LEVEL 1 .....	40	CROMBLEHOLME .....	74
AKRUEL'S TOMB.....	7	SERAPH LEVEL 1 (CUT AWAY) .....	41	CROMBLEHOLME CAVERN .....	75
<b>Burning Desires.....</b>	<b>8</b>	SERAPH LEVEL 2 .....	42	ABHOR BRAZIER GROUND LEVEL .....	76
ANVIL PLUNGE .....	9	SERAPH LEVEL 3 .....	43	ABHOR BRAZIER SECOND LEVEL .....	77
SIN MIRE OVERVIEW .....	10	SERAPH LEVEL 4 .....	44	ABHOR BRAZIER DUNGEONS .....	78
THE OLD TEMPLE .....	11	SERAPH LEVEL 5 .....	45		
CRAYFISH TUNNELS.....	12	SERAPH LEVEL 6 .....	46	<b>Remorse of Life.....</b>	<b>80</b>
<b>Culvert Operations .....</b>	<b>14</b>	<b>Morning of Tears.....</b>	<b>48</b>	THE SEETHING JUNGLE .....	81
BARGARSPORT .....	15	THE MONASTERY OF WORLD SUNDERING.....	49	THE CITY OF AL-SIFON.....	82
ALANTYR MANOR MAIN FLOOR .....	16	THE WAILING GLACIER AND SURROUNDINGS .....	50	THE TRACENDENT CENOTAPH .....	83
ALANTYR MANOR BASEMENT .....	17	THE WAILING GLACIER .....	51	ODIUM CATACOMBS 1 .....	84
CLANDESTINE .....	18	KATARRH'S LAIR .....	52	ODIUM CATACOMBS 2 .....	85
BARGARSPORT MAIN SEWERS .....	19	YETI ICE CAVES .....	53	NETHER SEPULCHER .....	86
BARGARSPORT RAT WARRENS.....	20	CERULEAN'S TOWER .....	54	THE INTERMENT SANCTUM.....	87
BARGARSPORT SEWERS SEA ENTRANCE .....	21	<b>The Heir of Sin.....</b>	<b>56</b>	NETHER SEPULCHER CRYPTS 1.....	88
BARGARSPORT SEWERS.....	22	SHIELD BASILICA OF MUIR .....	57	NETHER SEPULCHER CRYPTS 2.....	89
<b>For the Love of Chaos.....</b>	<b>24</b>	MUIR'S SANCTUM .....	58	<b>Acid Swamp of the Demon Prince .....</b>	<b>90</b>
THE HANGING GARDENS OF ISELEINE.....	25	THE PINNACLE OF PAZUZU .....	59	THE VILLAGE OF RAHURI .....	91
THE GARDENS BELOW .....	26	THE PINNACLE UPPER LEVELS.....	60	THE DEDYSH .....	92
DERRO MINES.....	27	THE PINNACLE LOWER LEVEL A.....	61	QUARTZITE VAULT .....	93
DERRO CAVES.....	28	THE PINNACLE LOWER LEVELS.....	62	QUARTZITE VAULT AREA C.....	94
<b>Soul of Glass.....</b>	<b>30</b>	<b>Pains of Scalloped Glass.....</b>	<b>64</b>		
CHÂTEAU DU VAINE MANOR GROUNDS.....	31	THE LADY OF THE SEARING WATERS .....	65		
CHÂTEAU DU VAINE CRYPTS.....	32	THE SINKHOLE AND DOAN.....	66		
CHÂTEAU DU VAINE LEVEL 1.....	33	THE MINES OF HONN: UPPER LEVEL.....	67		
CHÂTEAU DU VAINE BASMENT AND CISTERN.....	34	THE MINES OF HONN: THE HUNTING GROUNDS.....	68		
CHÂTEAU DU VAINE LEVEL 2.....	35	THE MINES OF HONN: THE PILLAR OF VERMIN.....	69		
CHÂTEAU DU VAINE LEVEL 3.....	36	THE MINES OF HONN: LOWER LEVEL.....	70		
CHÂTEAU DU VAINE ROOF .....	37				





L

The small village of Lessef is little more than a stopover in the dirty fields off the coast of the Reaping Sea. It's a bleak place where dreams don't just go to die; they are left gasping for air in the choking dryness amid the endless fallow fields. But the villagers I met were a kindhearted bunch led by a priest who lived high on the hill. I found an old tomb as I was leaving the village, but after three mapmakers went in and only one came out, I decided to leave it be. Make of it what you will.

**IT STARTED WITH A CHICKEN...**





Lessef



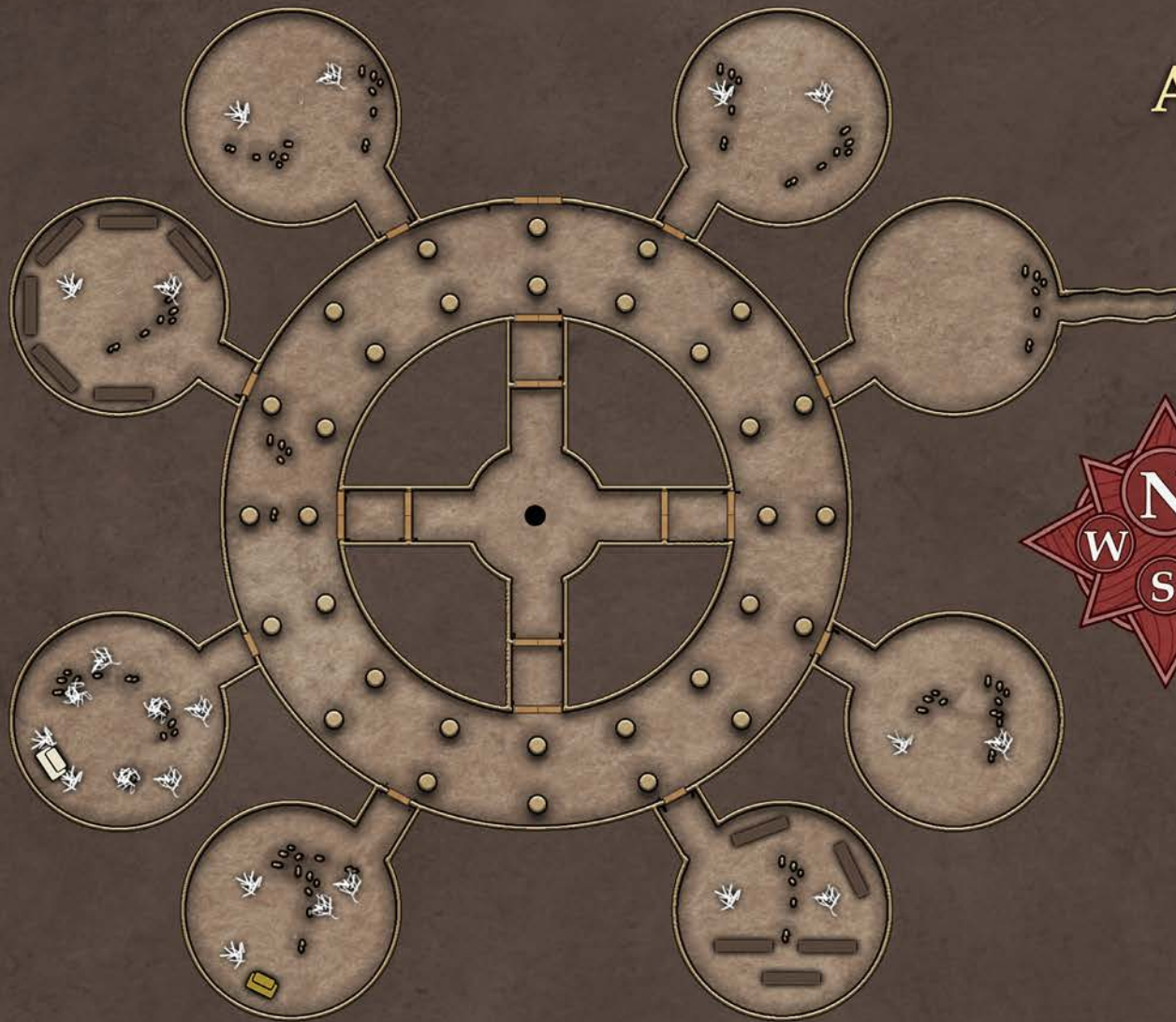


## Area H: Poverty's Bethel





## Area K: Akruel's Tomb



Side View







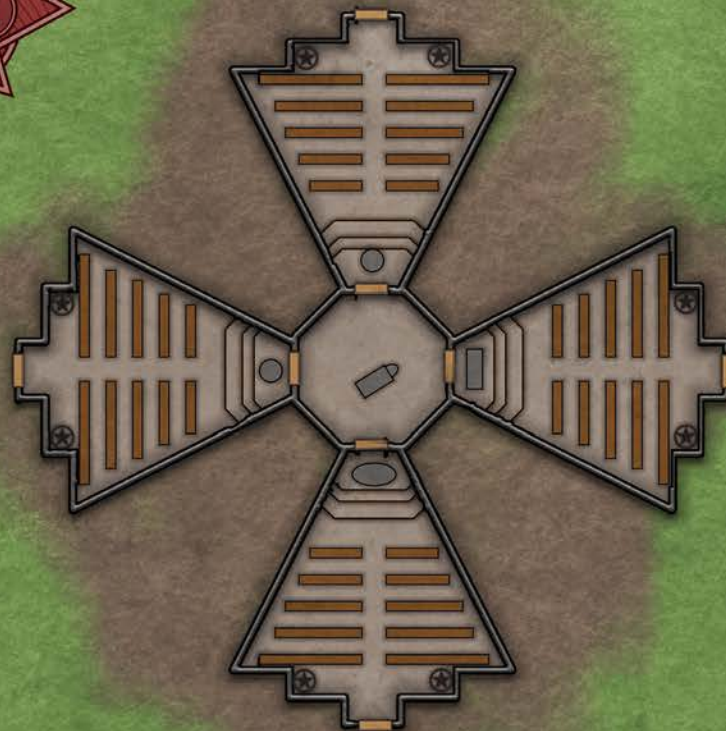
O

h, my cousins at Anvil Plunge! They surely know how to host a long-lost relative. We celebrated for days until we could barely stagger through the halls of their home. And not some dank, deep cavern, mind you. My dwarven cousins at Anvil Plunge built their home in the hills of Libynos under the blazing sun in the fresh air. Why they built it on the edge of the vast Sin Mire Swamp, I'll never know. I traversed that swamp thanks to a waterlogged raft, but I don't recommend it. If you do, you'll find ruins and islands galore. The Sin Mire is still swallowing the land as it expands.

## BURNING DESIRES



# Anvil Plunge







Anvil Plunge



# Sin Mire Overview



# Area J: The Old Temple

Temple Ruins  
& Island





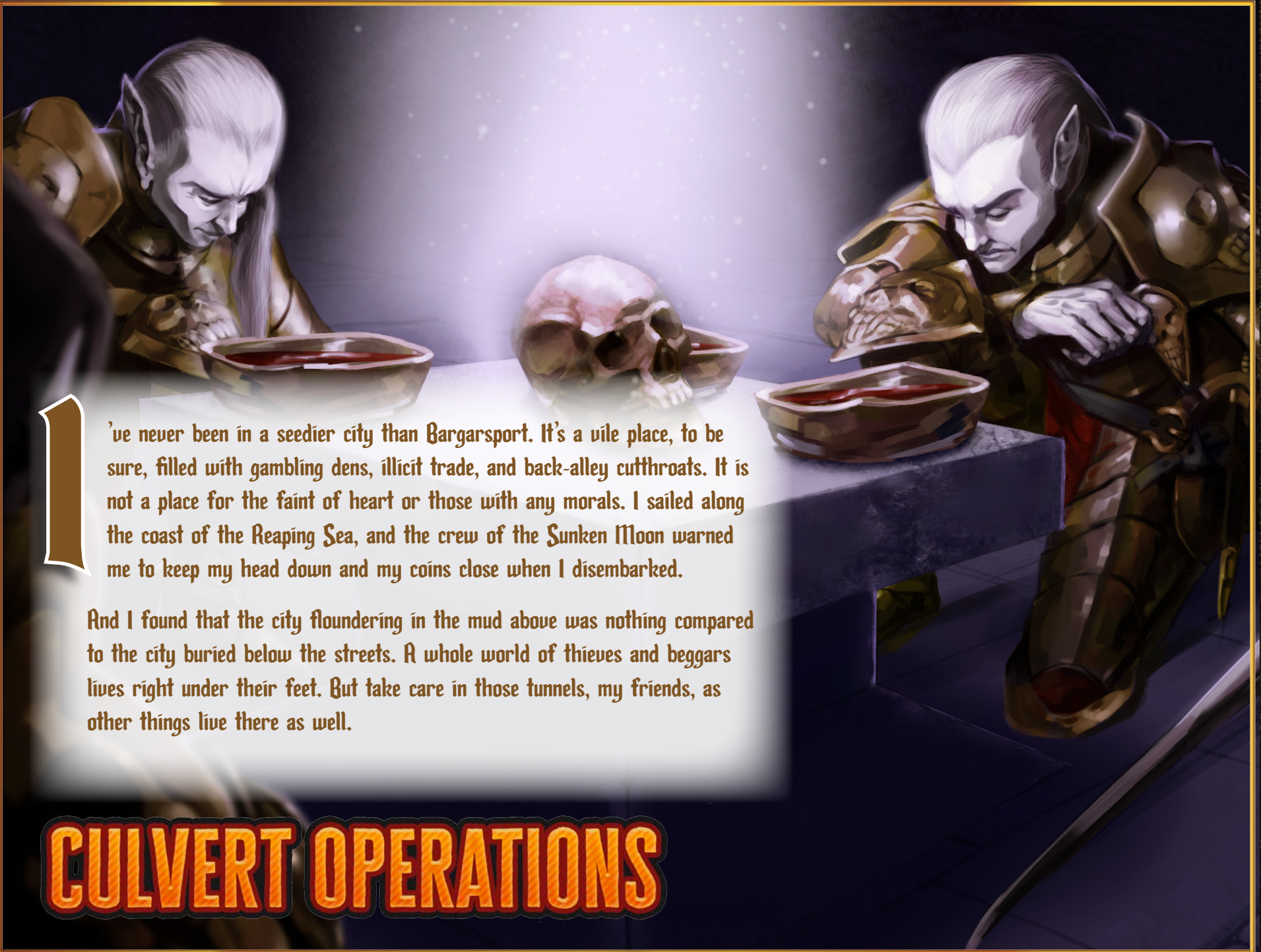


## Area M: Crayfish Tunnels







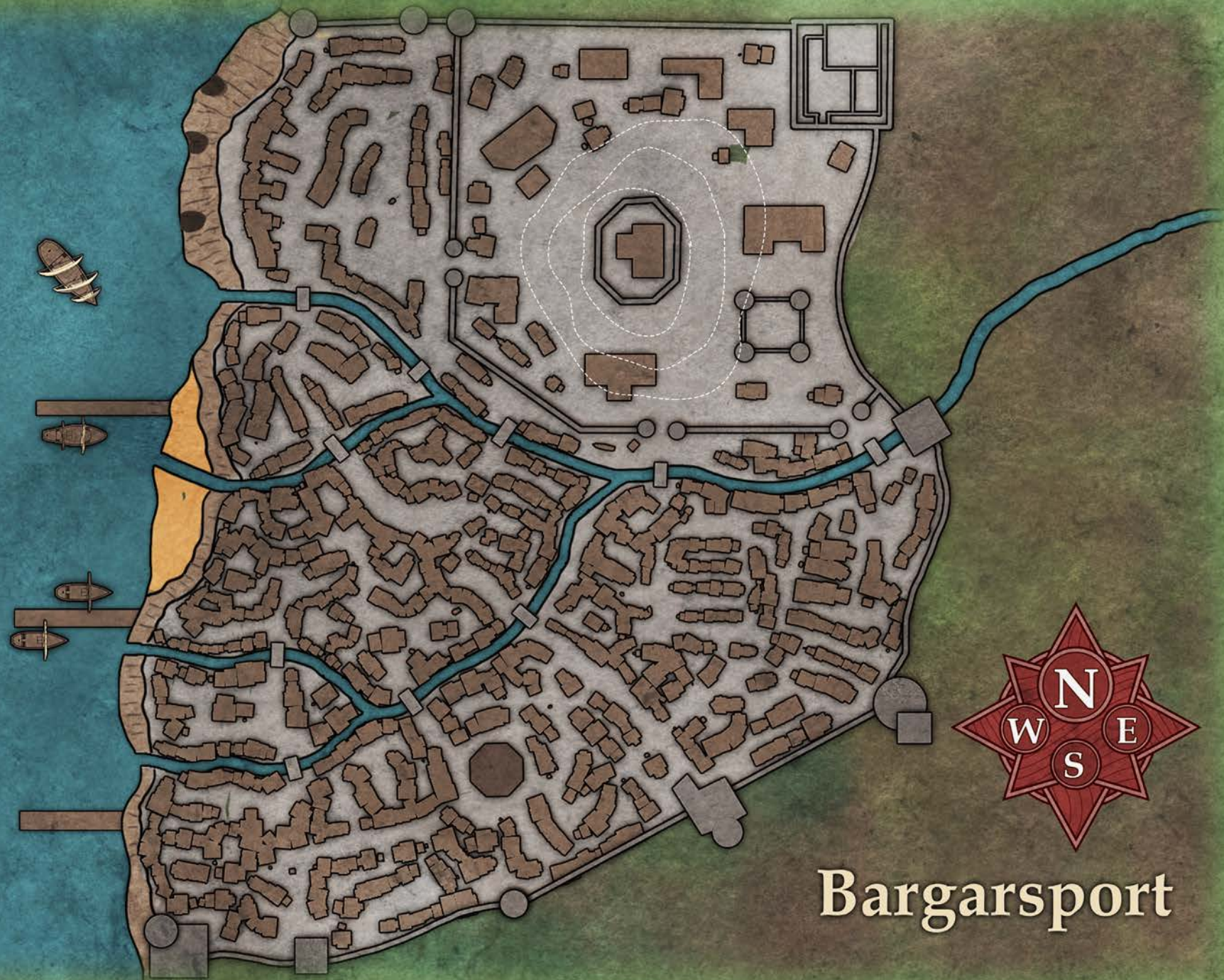
An illustration of two gnomes in ornate, dark metal armor. They are positioned on either side of a stone altar. On the altar sits a human skull, flanked by two shallow bowls filled with a dark red liquid. The gnome on the left is leaning forward, looking intently at the skull. The gnome on the right is also leaning forward, holding a small dagger or tool near the skull. The background is dark and atmospheric, with a bright, hazy light source behind the altar, creating a dramatic effect. The overall tone is mysterious and macabre.

I've never been in a seedier city than Bargarsport. It's a vile place, to be sure, filled with gambling dens, illicit trade, and back-alley cutthroats. It is not a place for the faint of heart or those with any morals. I sailed along the coast of the Reaping Sea, and the crew of the *Sunken Moon* warned me to keep my head down and my coins close when I disembarked.

And I found that the city floundering in the mud above was nothing compared to the city buried below the streets. A whole world of thieves and beggars lives right under their feet. But take care in those tunnels, my friends, as other things live there as well.

## CULVERT OPERATIONS





Bargarsport



# Alantyr Manor Main Floor



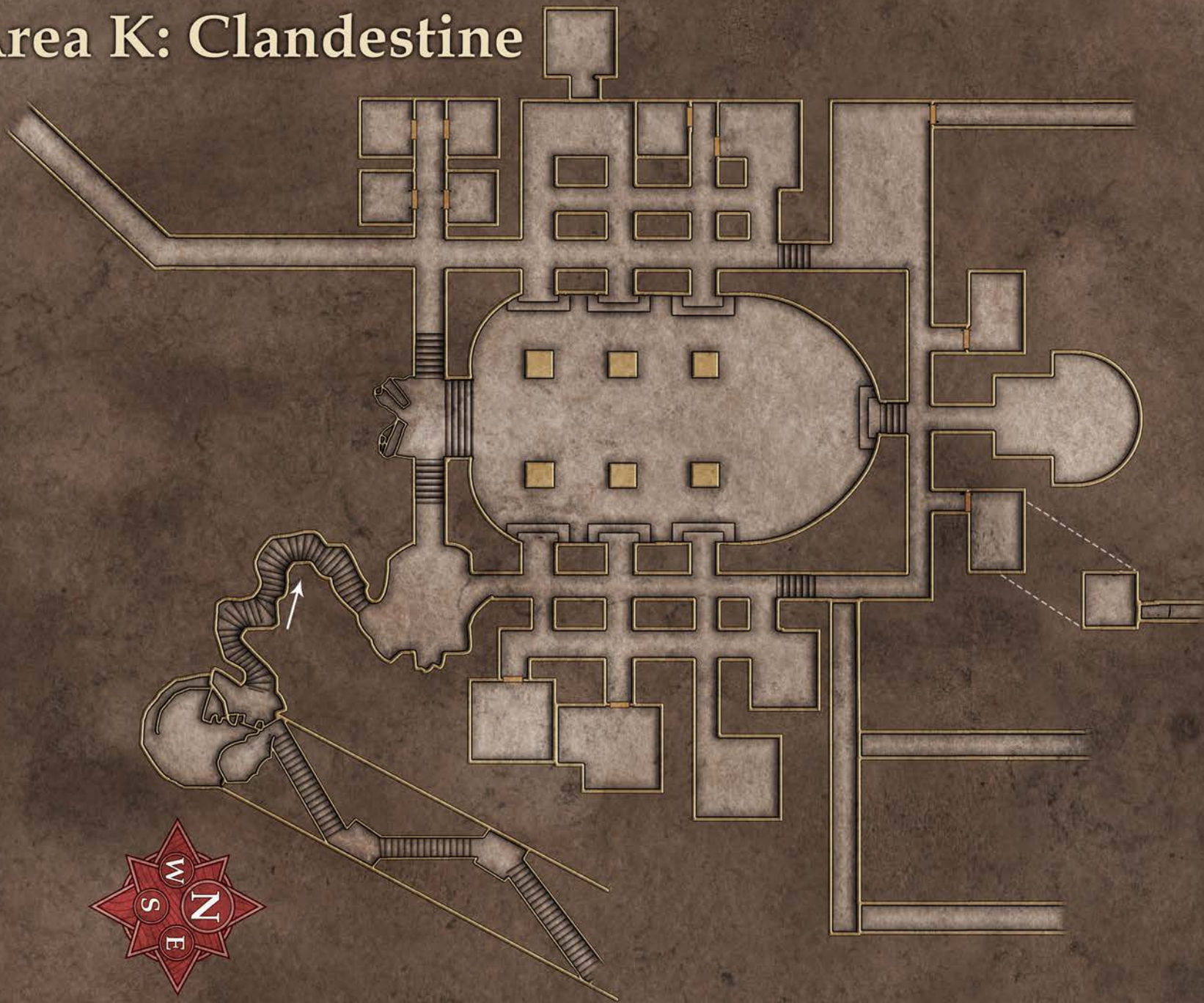


# Area B: Alantyr Manor Basement





## Area K: Clandestine





# Bargarsport Main Sewers





# Area Q: Bargarsport Rat Warrens





# Bargarsport Sewers Sea Entrance





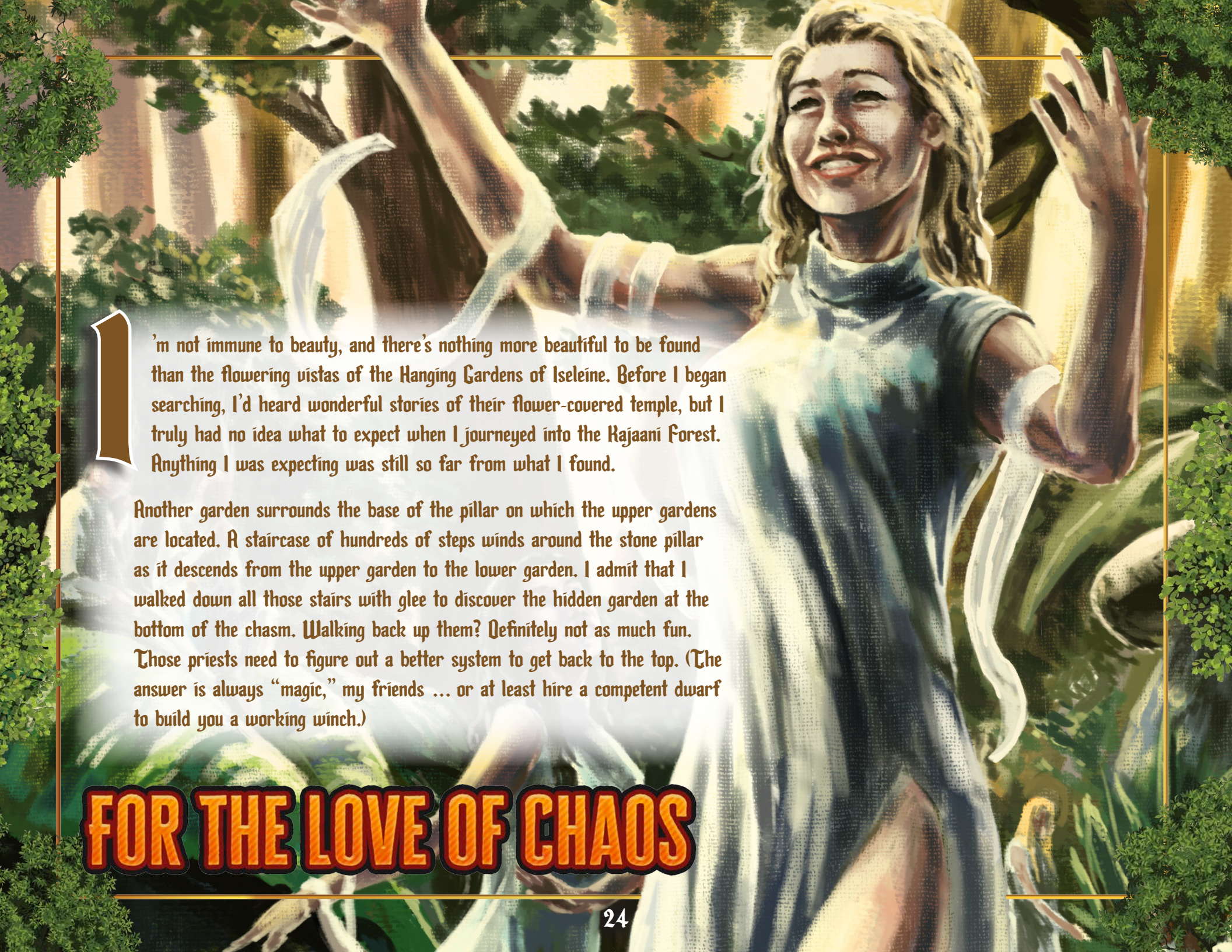
# Areas U & V: Bargarsport Sewers











I'm not immune to beauty, and there's nothing more beautiful to be found than the flowering vistas of the Hanging Gardens of Iseleine. Before I began searching, I'd heard wonderful stories of their flower-covered temple, but I truly had no idea what to expect when I journeyed into the Rajaani Forest. Anything I was expecting was still so far from what I found.

Another garden surrounds the base of the pillar on which the upper gardens are located. A staircase of hundreds of steps winds around the stone pillar as it descends from the upper garden to the lower garden. I admit that I walked down all those stairs with glee to discover the hidden garden at the bottom of the chasm. Walking back up them? Definitely not as much fun. Those priests need to figure out a better system to get back to the top. (The answer is always "magic," my friends ... or at least hire a competent dwarf to build you a working winch.)

**FOR THE LOVE OF CHAOS**



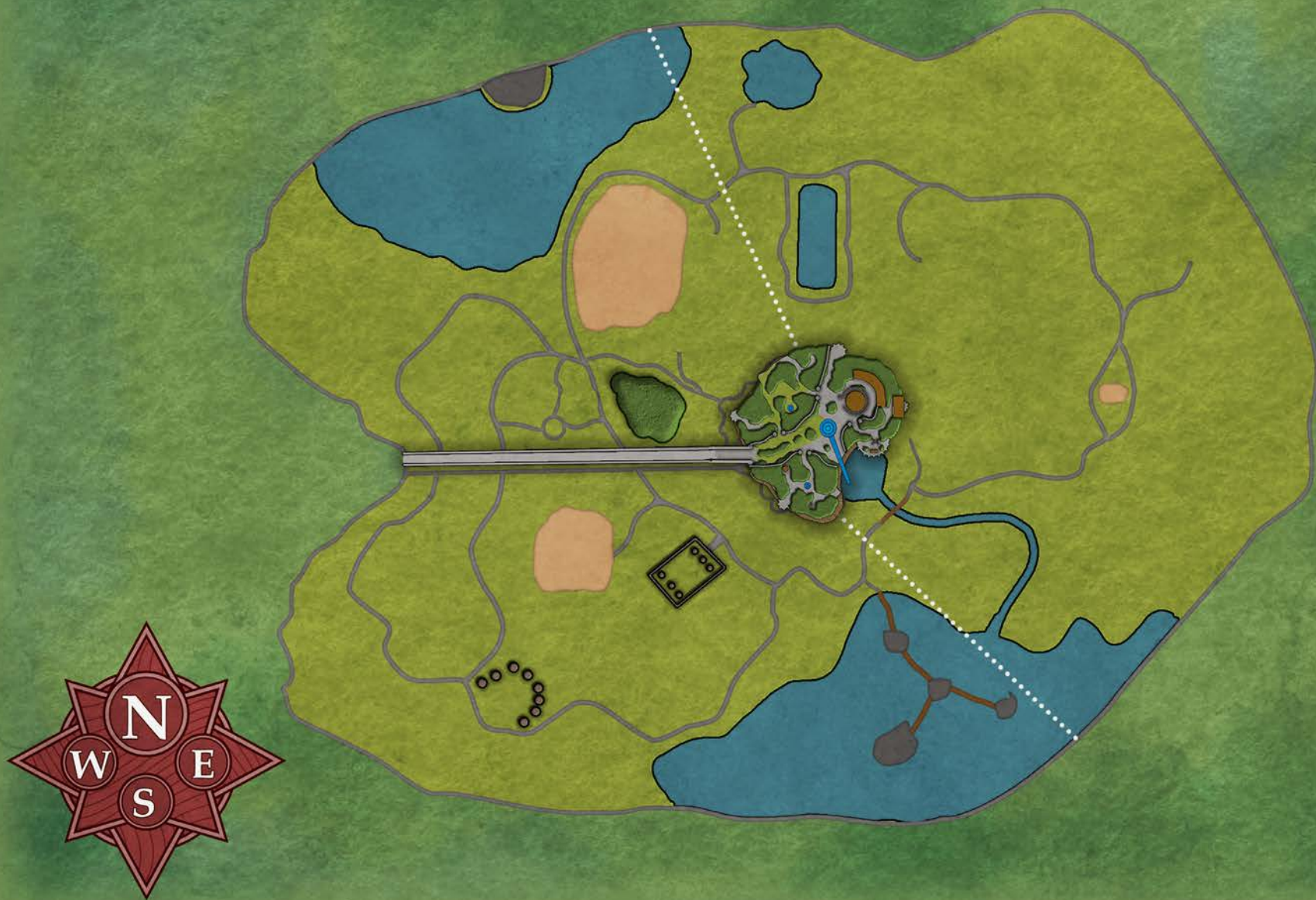
# The Hanging Gardens of Iseleine

## The Upper Gardens





# The Gardens Below





# Area U: Derro Mines

Under the Pillar





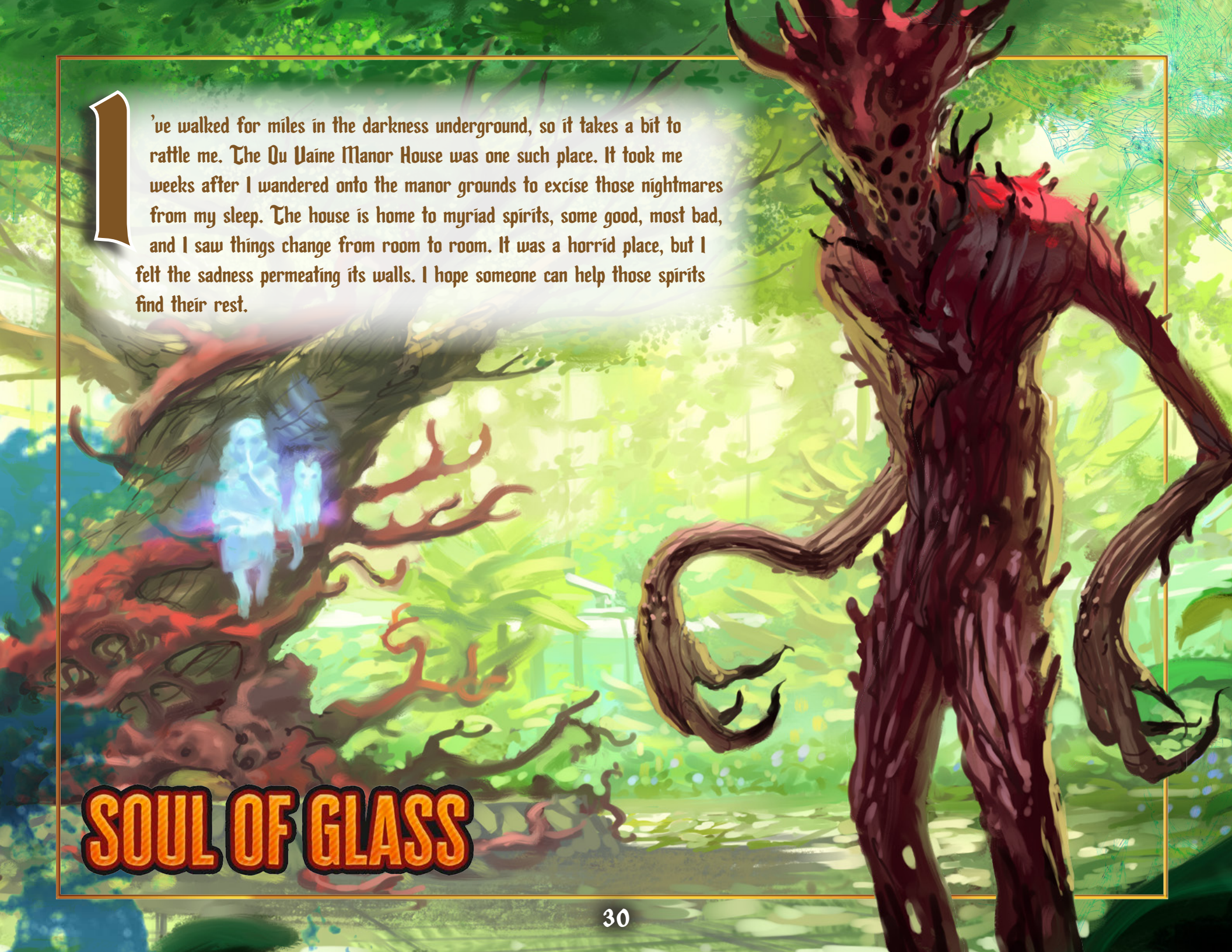
# Area V: Derro Caves











I've walked for miles in the darkness underground, so it takes a bit to rattle me. The Qu Uaine Manor House was one such place. It took me weeks after I wandered onto the manor grounds to excise those nightmares from my sleep. The house is home to myriad spirits, some good, most bad, and I saw things change from room to room. It was a horrid place, but I felt the sadness permeating its walls. I hope someone can help those spirits find their rest.

## SOUL OF GLASS

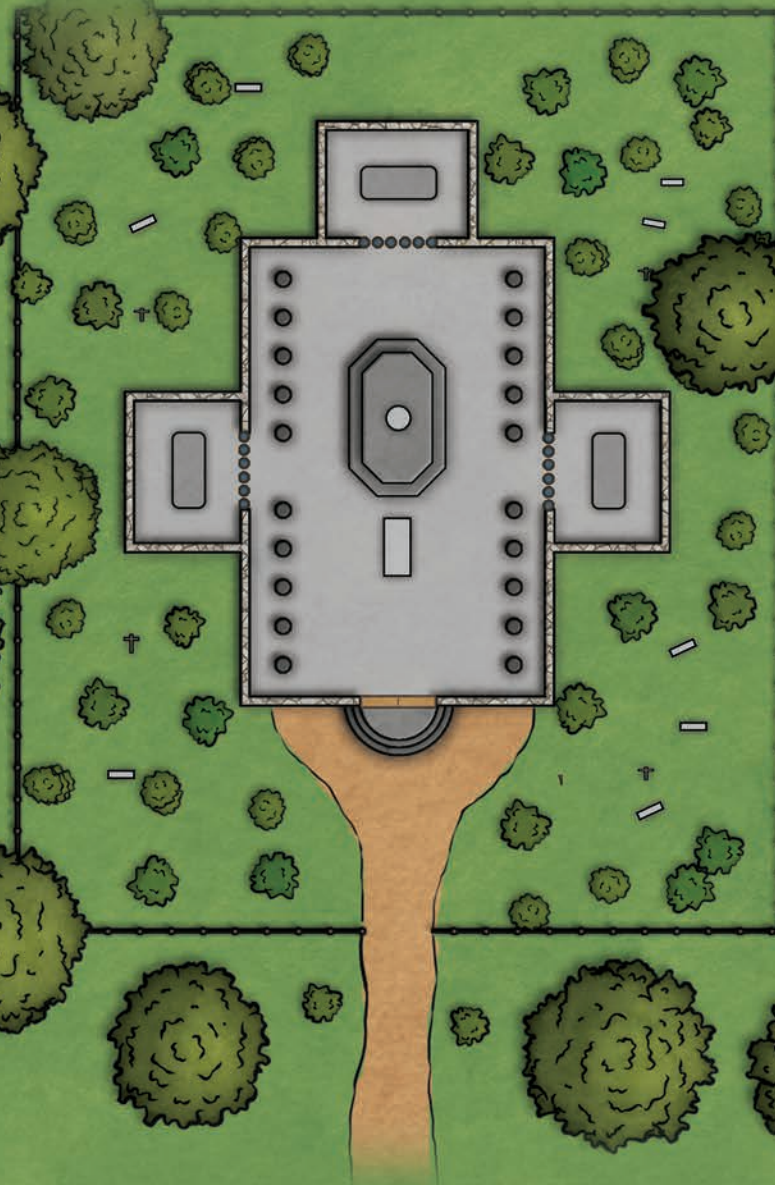


# Château Du Vaine Manor Grounds



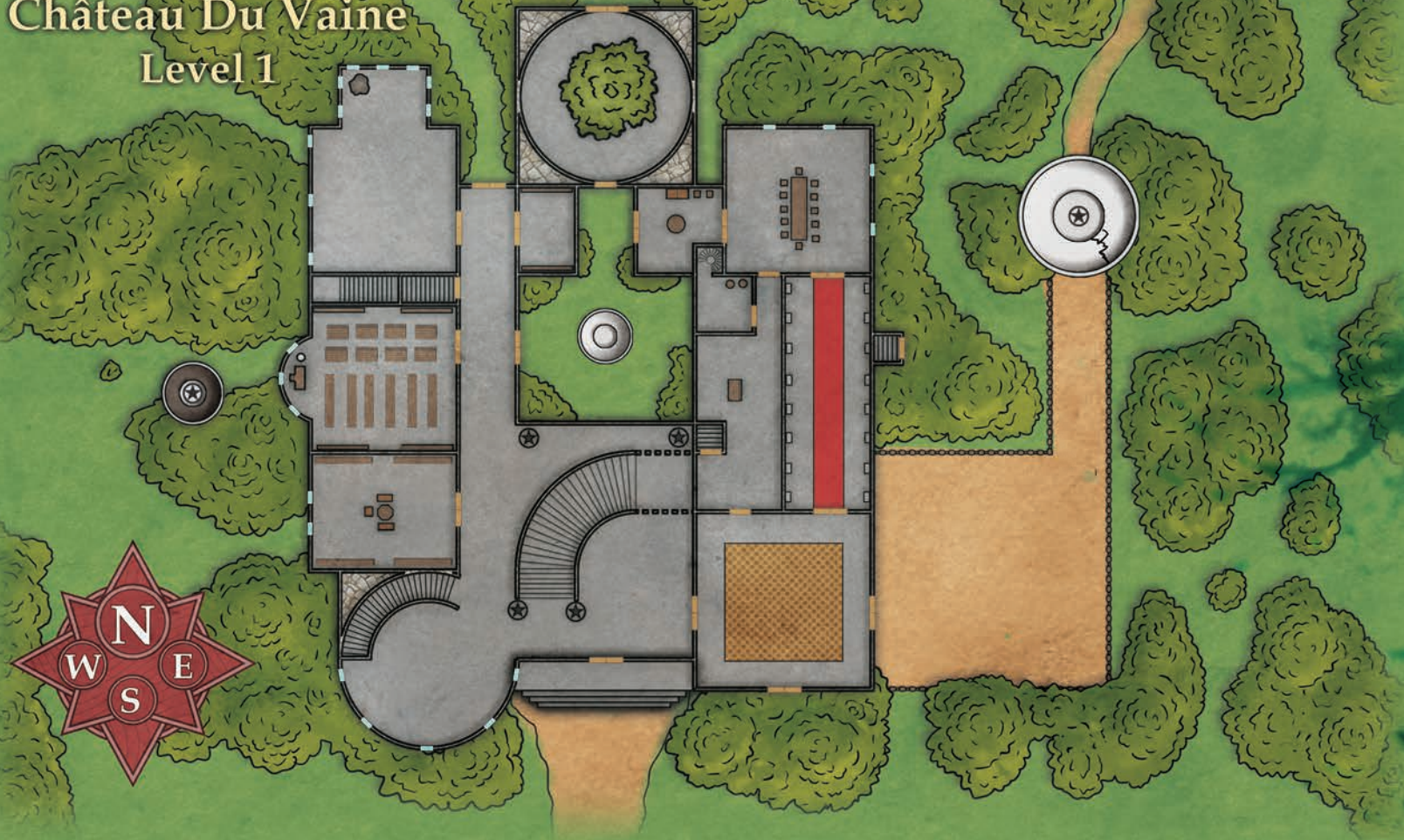


Area G:  
Château Du Vaine  
Crypts





Area J:  
Château Du Vaine  
Level 1



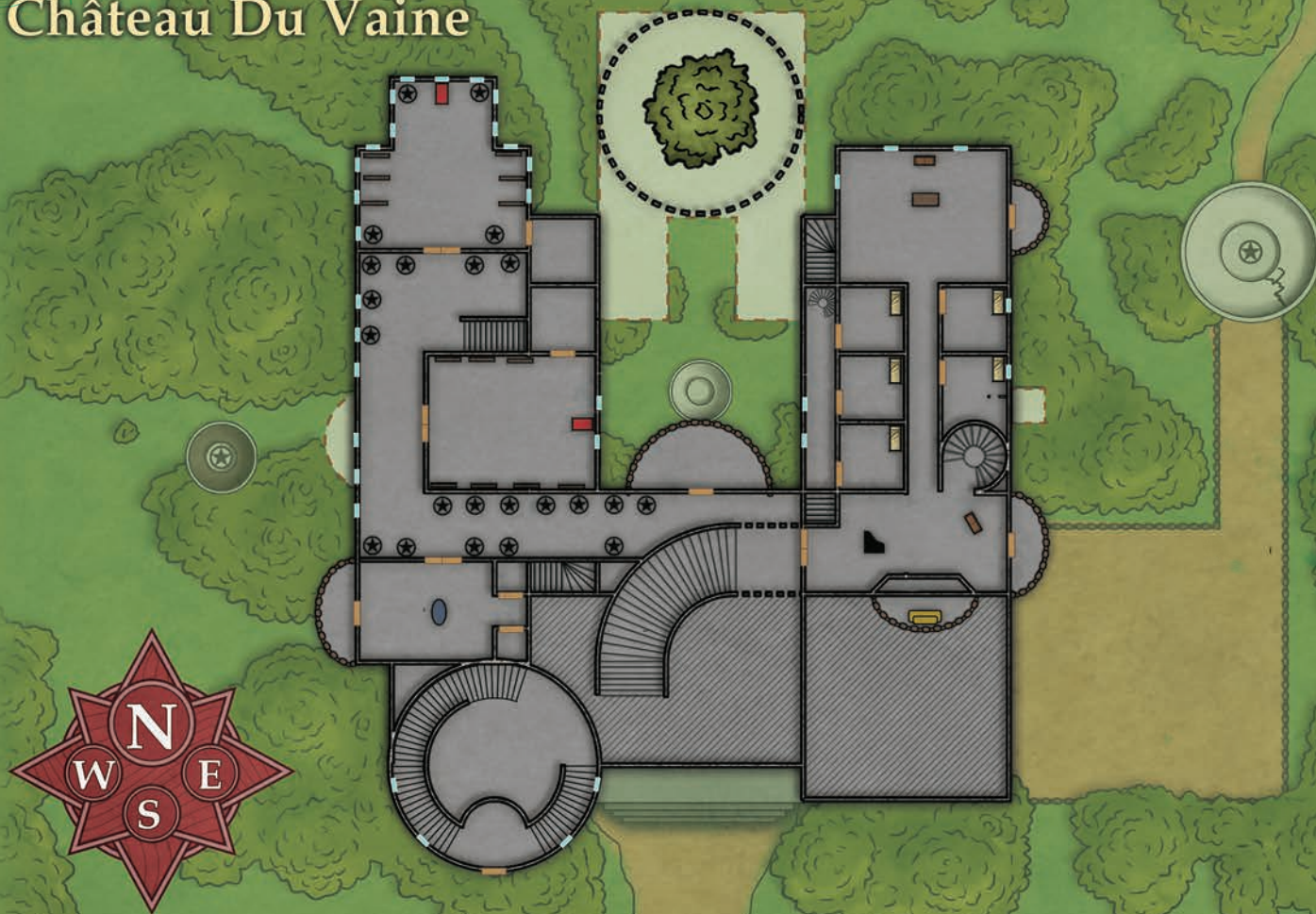


Area J:  
Château Du Vaine  
Basement and Cistern Rooms



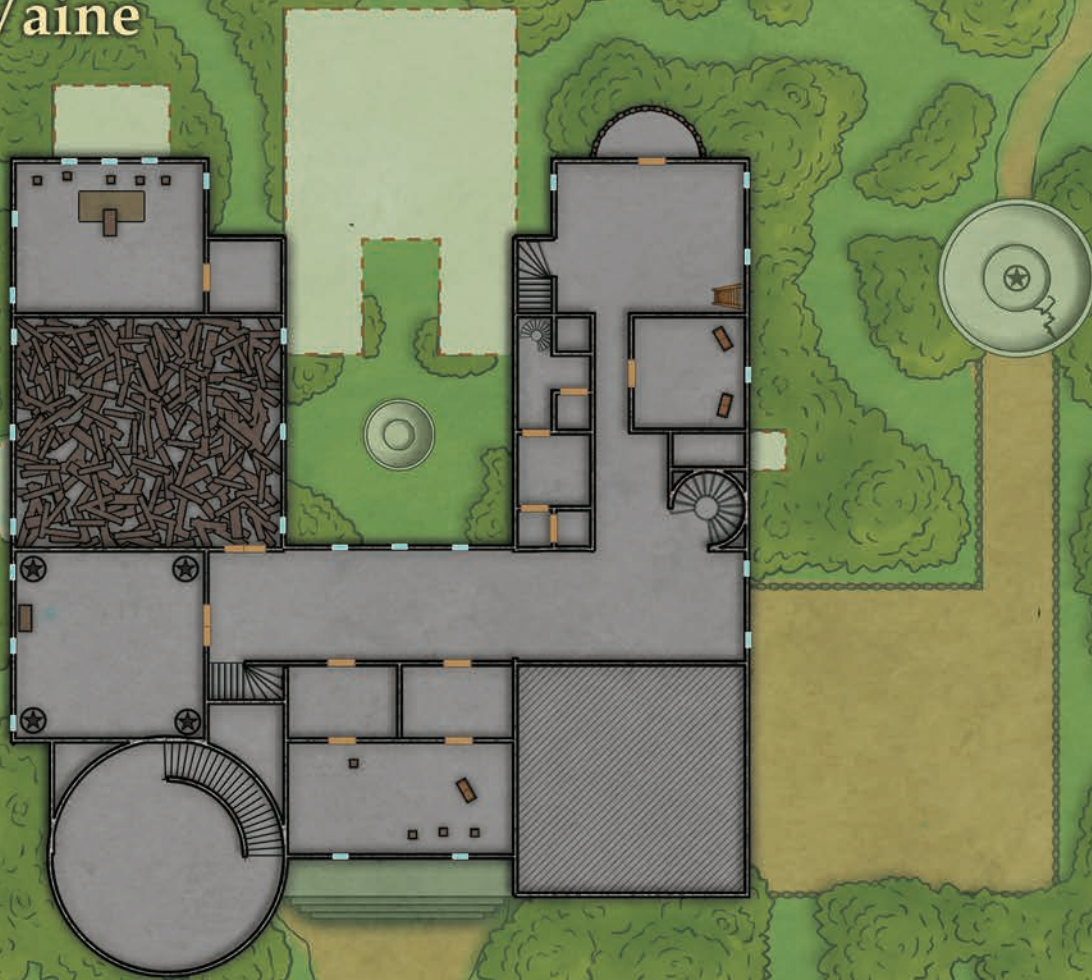


## Area J: Château Du Vaine



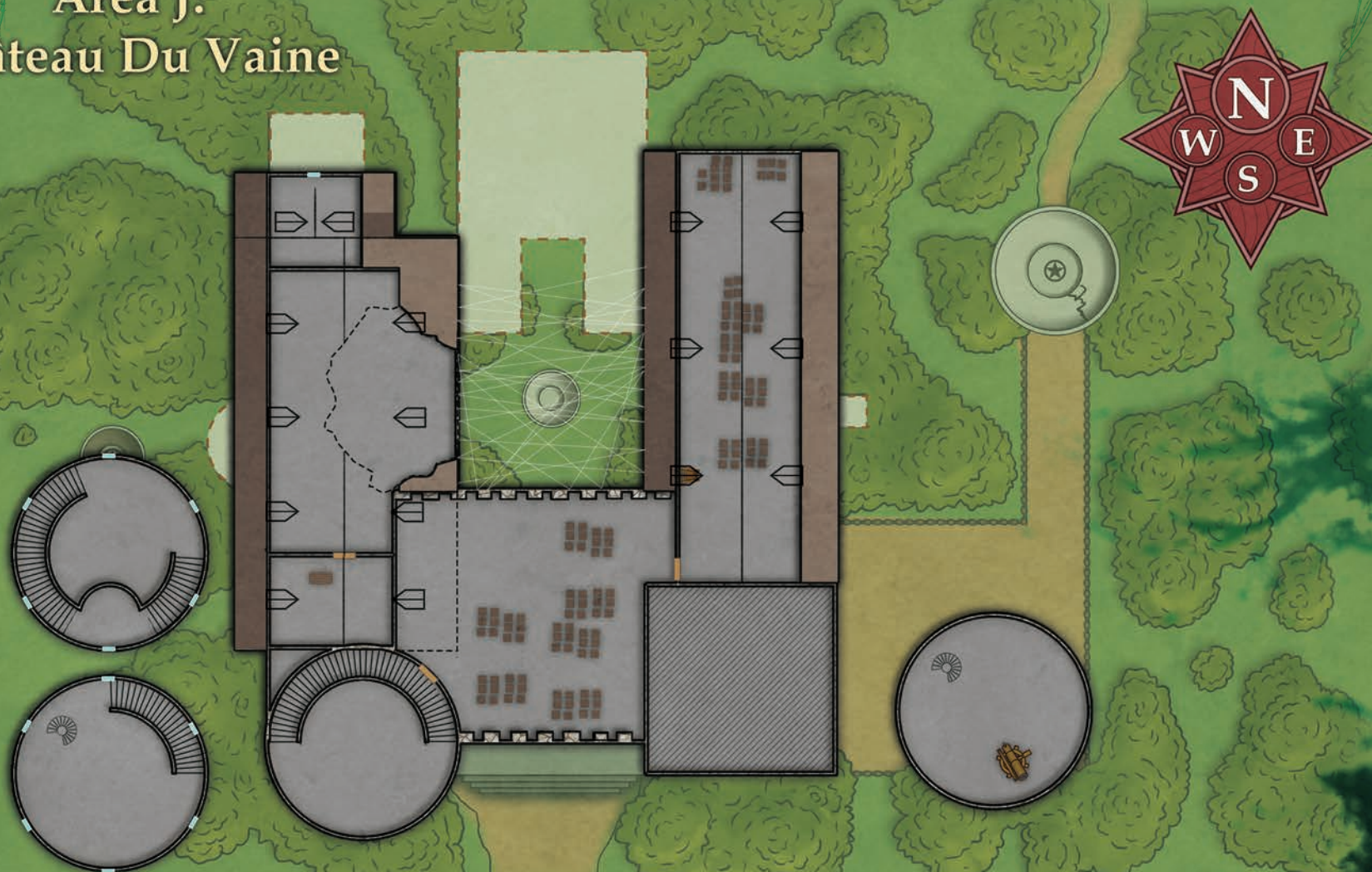


# Area J: Château Du Vaine

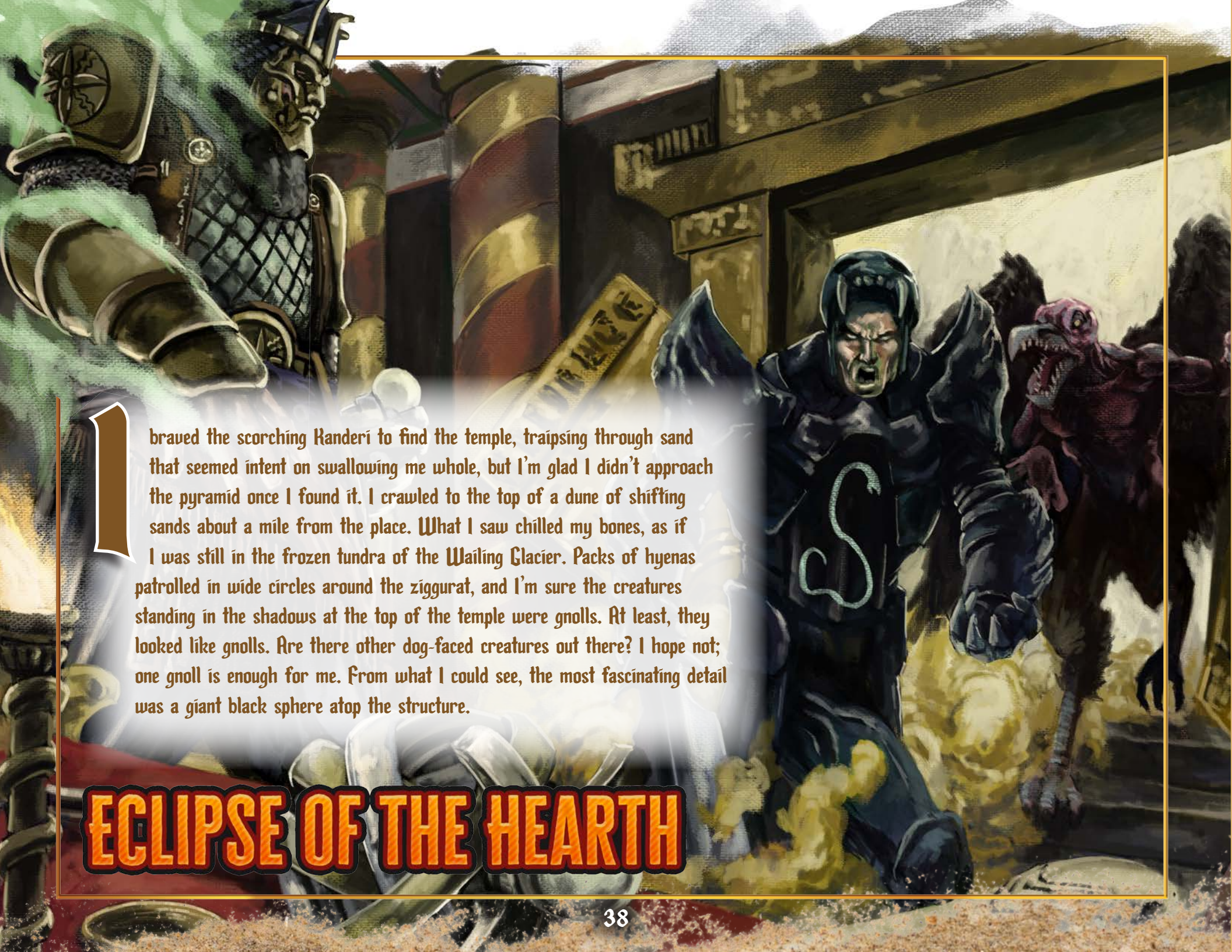




Area J:  
Château Du Vaine



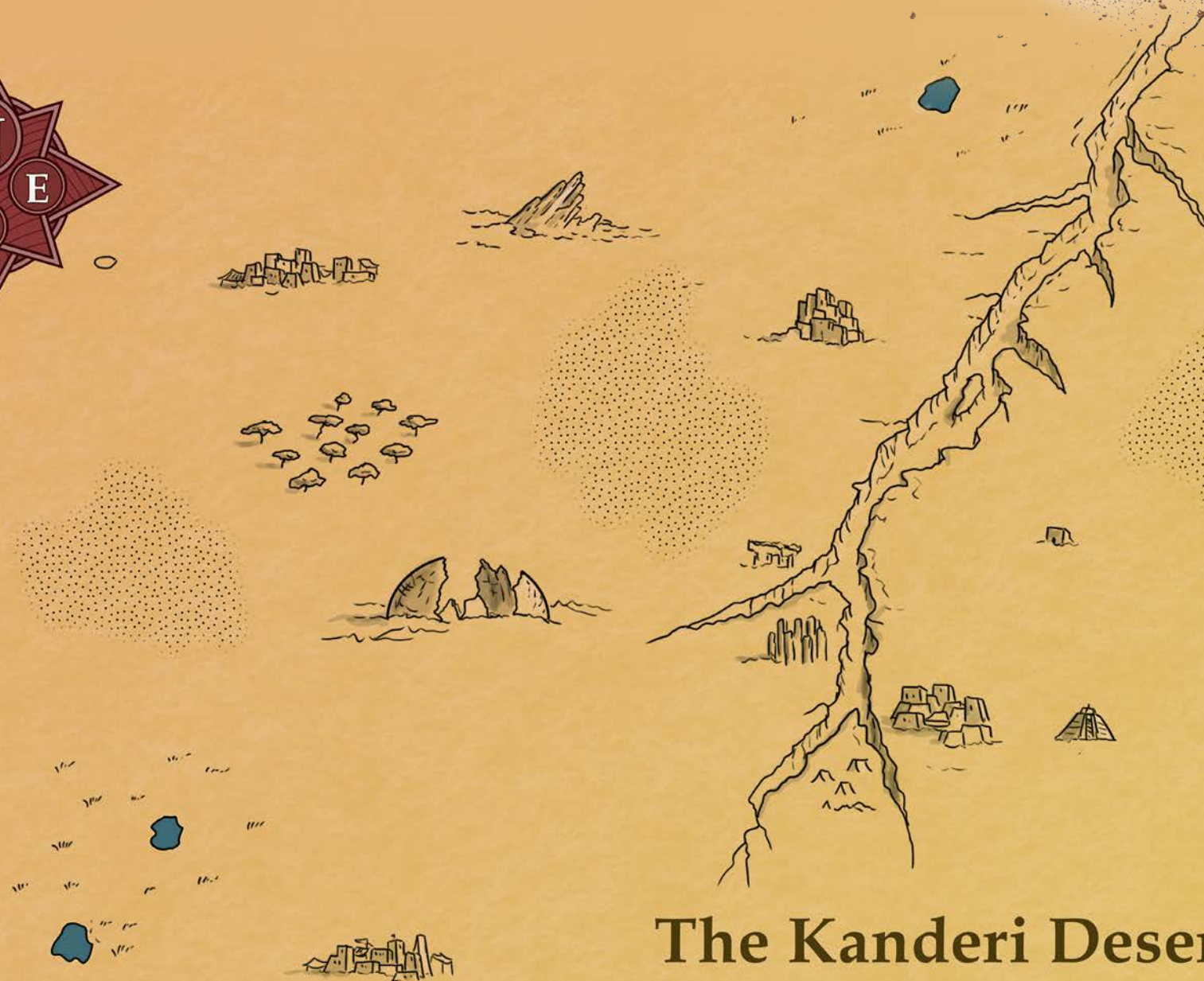




I braved the scorching Randeri to find the temple, traipsing through sand that seemed intent on swallowing me whole, but I'm glad I didn't approach the pyramid once I found it. I crawled to the top of a dune of shifting sands about a mile from the place. What I saw chilled my bones, as if I was still in the frozen tundra of the Wailing Glacier. Packs of hyenas patrolled in wide circles around the ziggurat, and I'm sure the creatures standing in the shadows at the top of the temple were gnolls. At least, they looked like gnolls. Are there other dog-faced creatures out there? I hope not; one gnoll is enough for me. From what I could see, the most fascinating detail was a giant black sphere atop the structure.

## ECLIPSE OF THE HEARTH

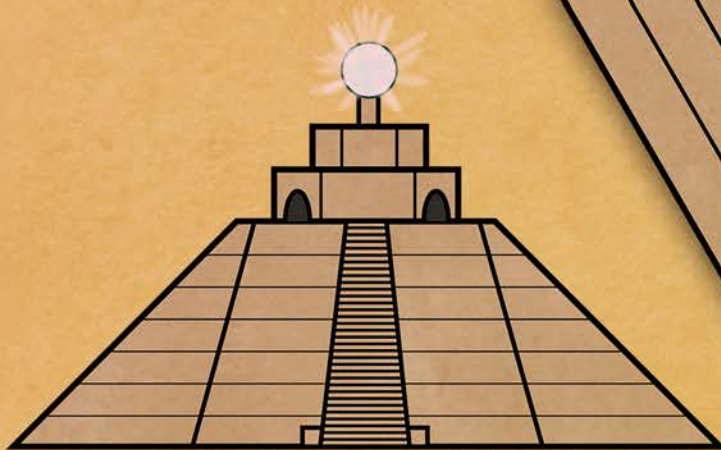




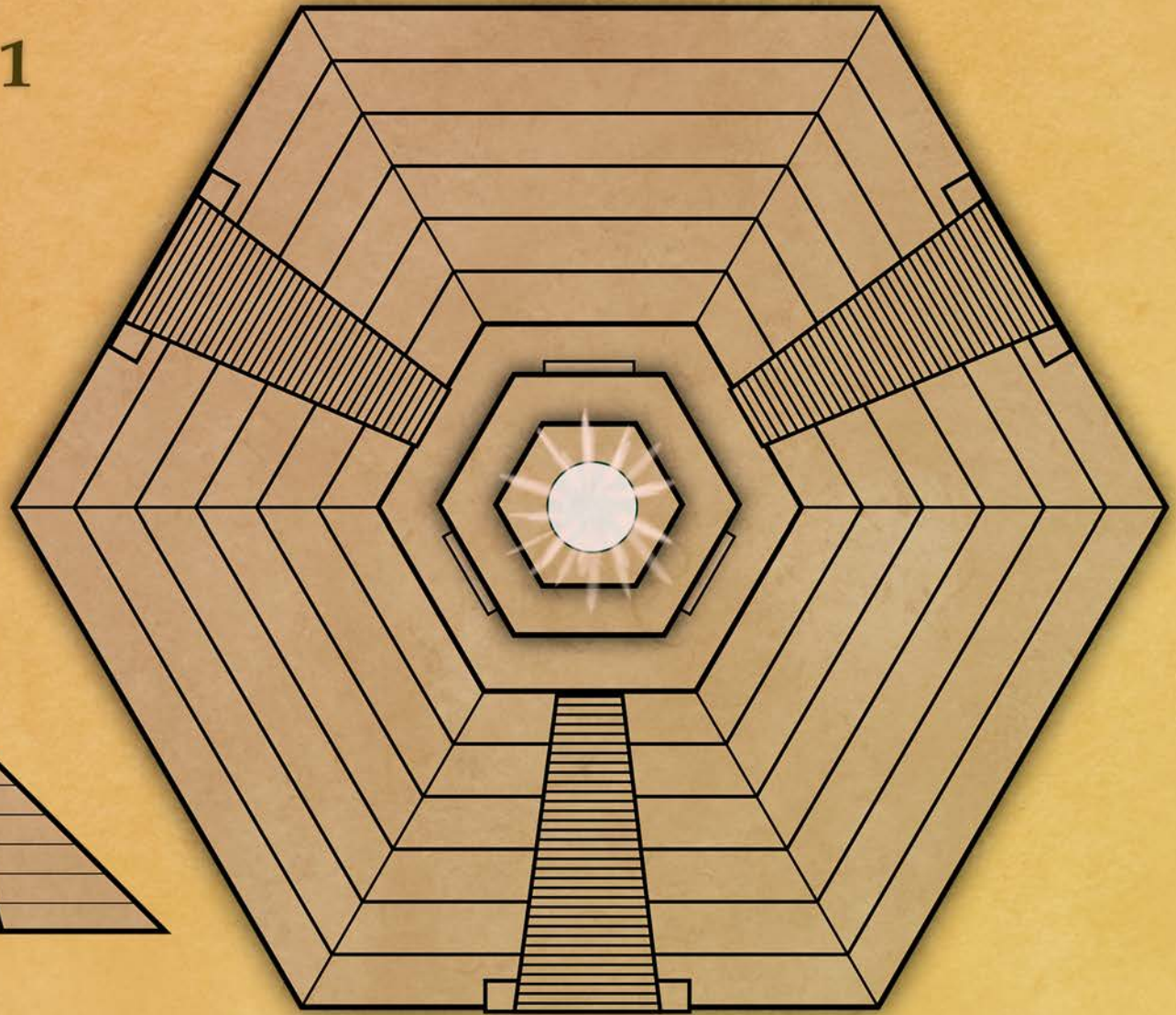
## The Kanderi Desert



## Area R: Seraph, Level 1



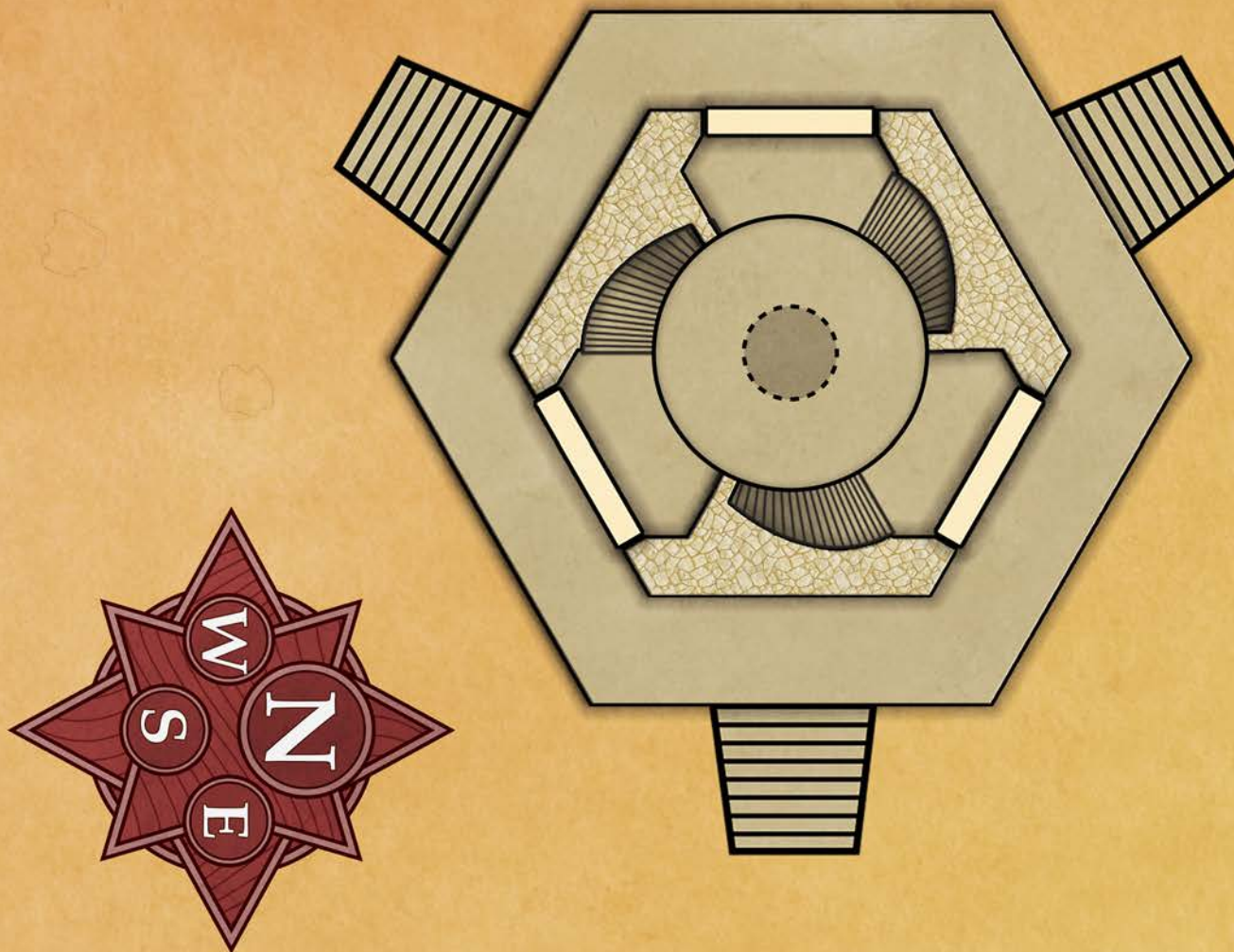
Side View



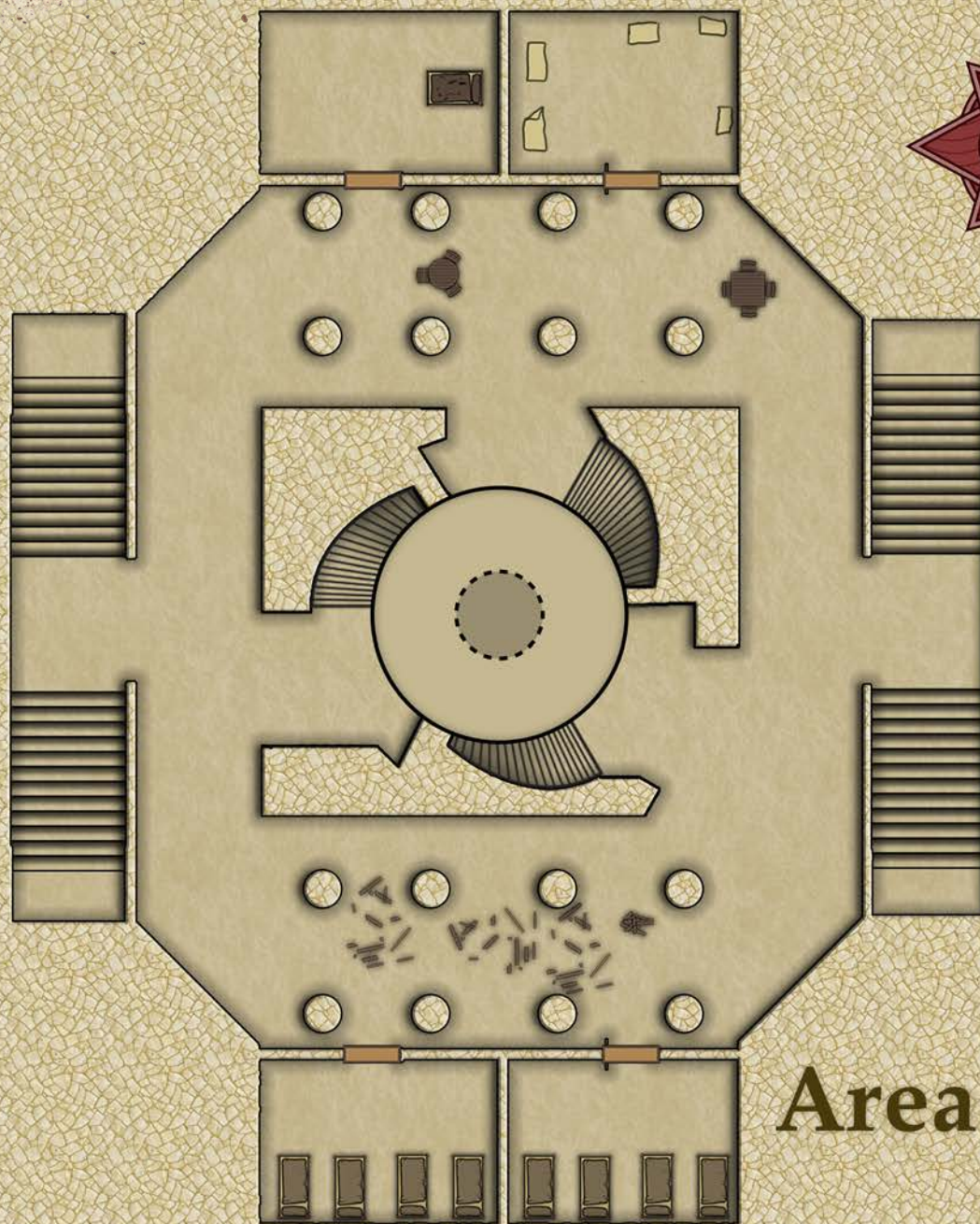


# Area R: Seraph

## Level 1







**Area R: Seraph**  
Level 2



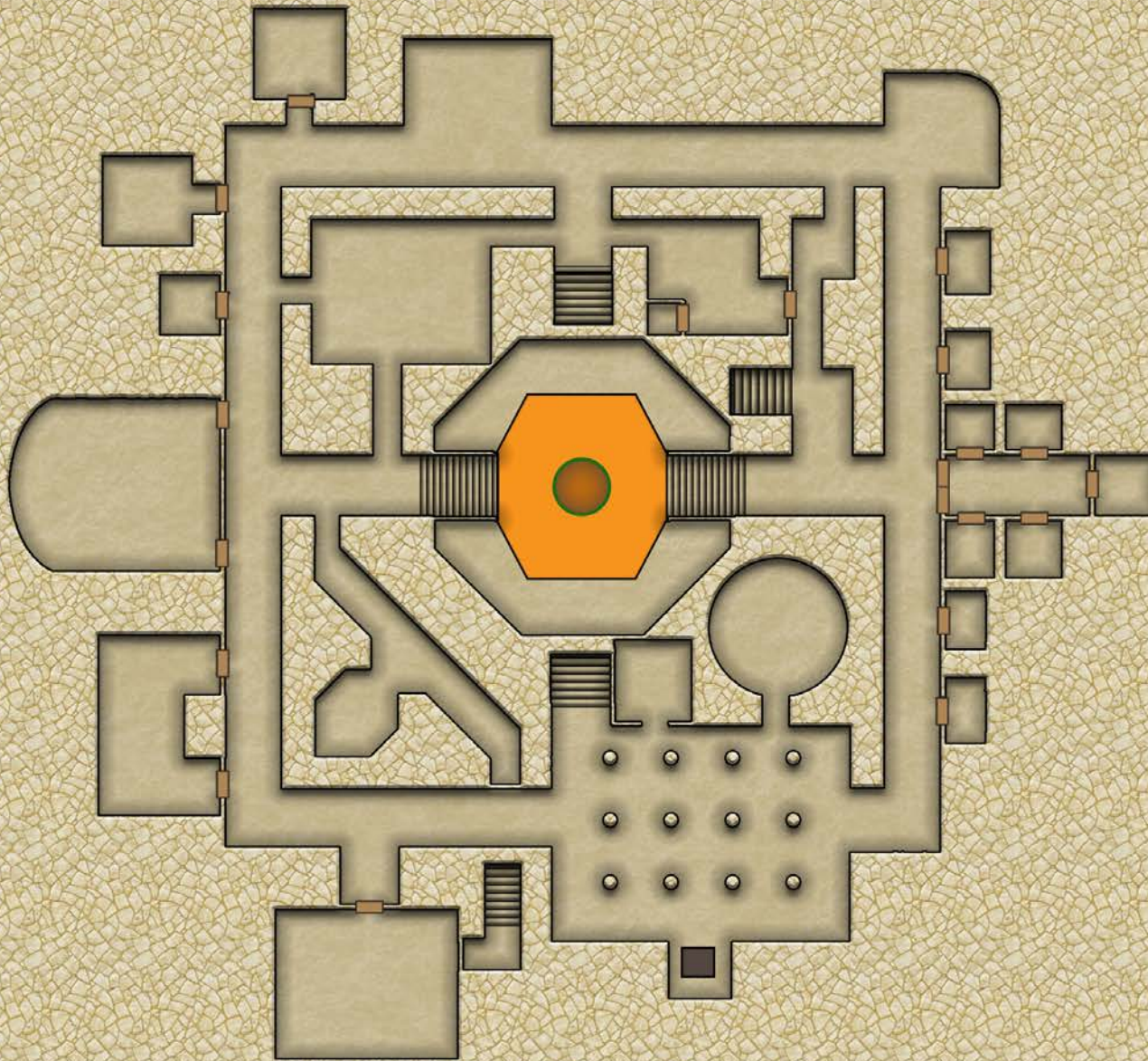
**Area R:**  
**Seraph**  
Level 3





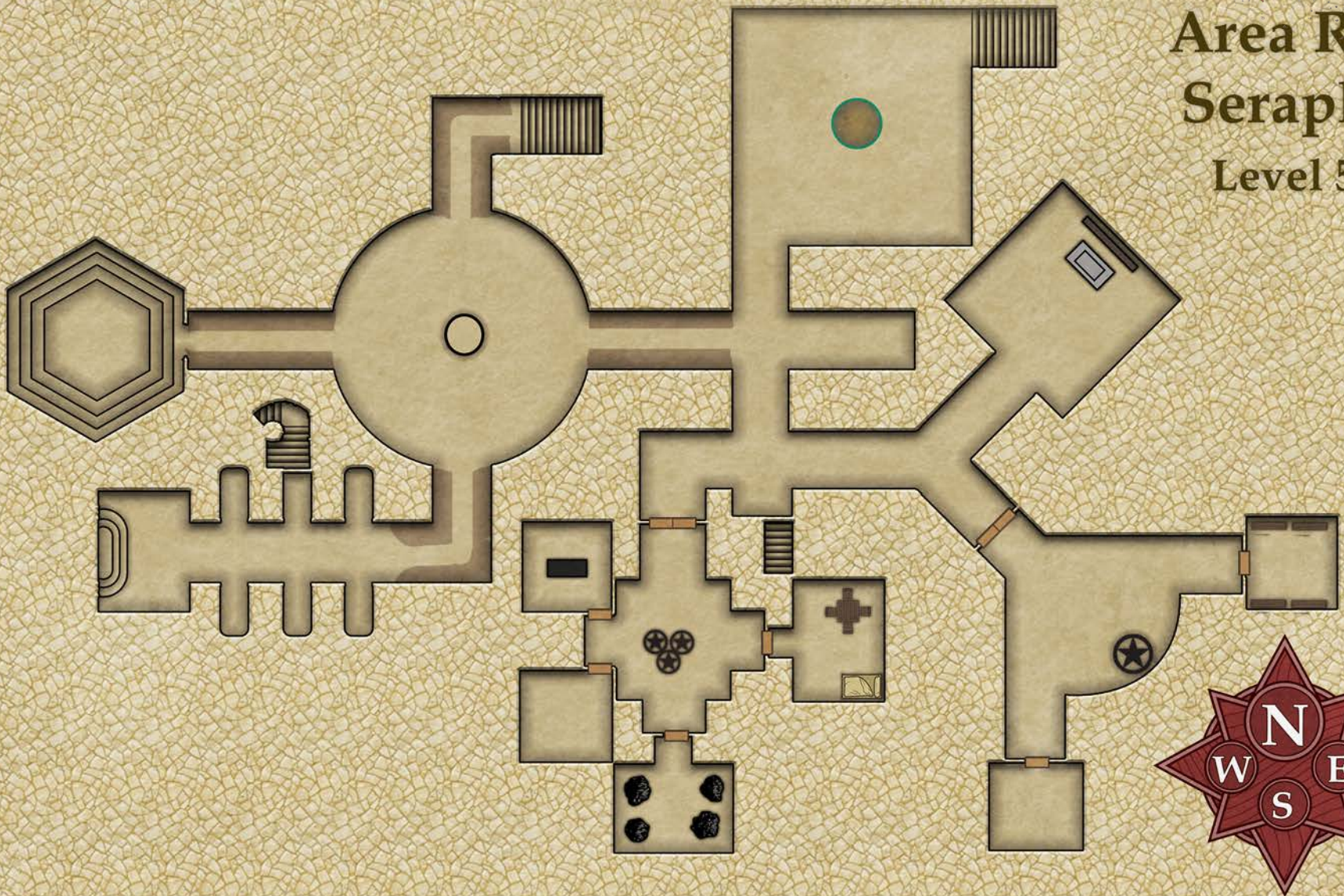
# Seraph

## Level 4



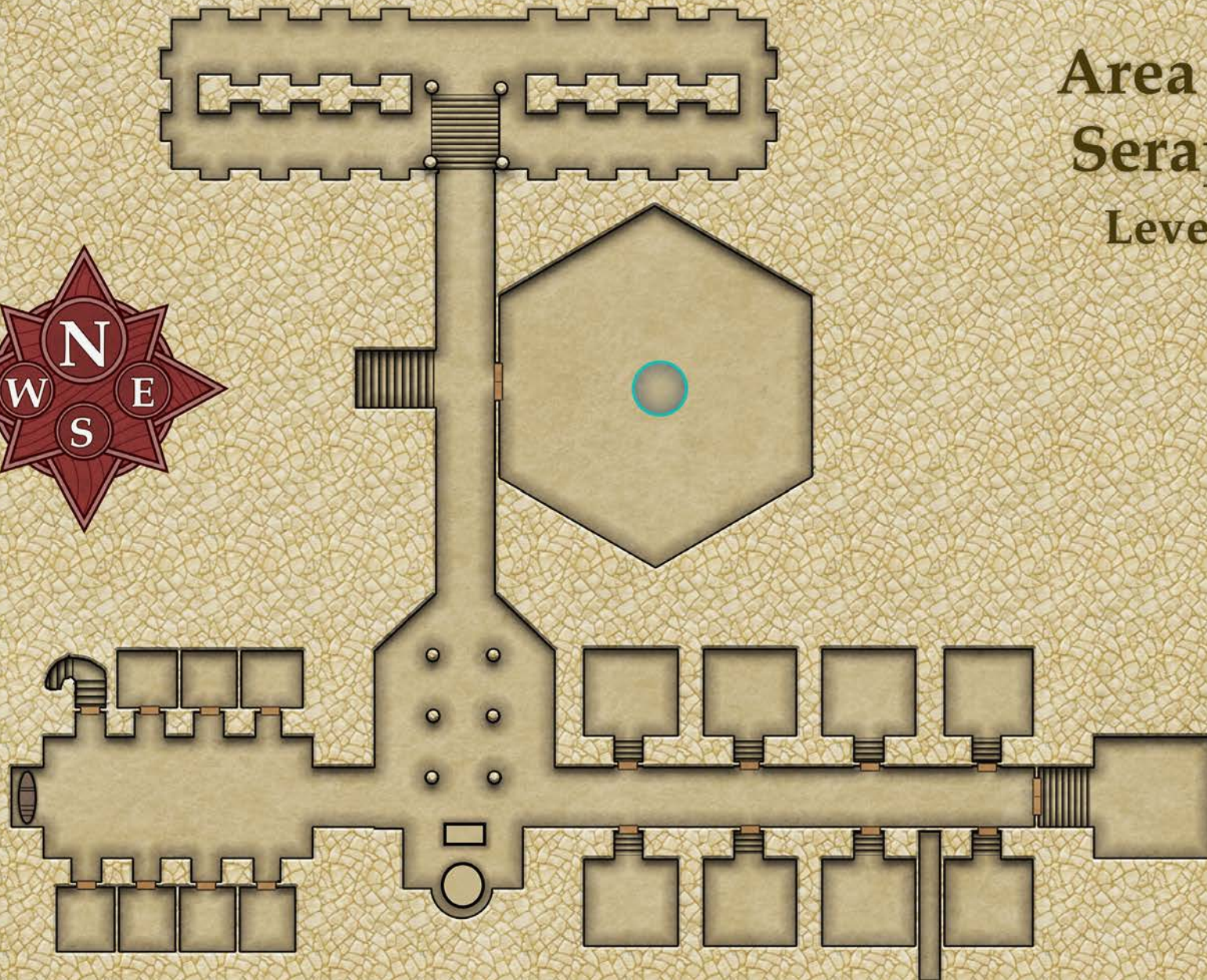


**Area R:**  
**Seraph**  
Level 5






# Area R: Seraph Level 6









A person with long blonde hair, wearing a white robe, is kneeling in a snowy forest, their hands clasped in prayer. The scene is dimly lit, with soft light filtering through the trees. The person is positioned on the right side of the frame, facing left. The background is a dense forest of evergreen trees covered in snow. The overall mood is solemn and reflective.

I still feel the frigid cold of the Wailing Glacier and the frozen wastes lingering in my old bones. No fire will ever make that chill go away, I'm afraid. I'll never understand why the priests of the Monastery of World Sundering live in such an inhospitable environment, especially since they could travel any direction and be in more friendly environments. But then again, after having met them, I'm not sure the motley collection of worshippers of Uoard would be welcome in many places. (And to tell the truth, I don't even think Uoard is a real god; no one I asked afterward knew anything about him.)

## MORNING OF TEARS





Area A:  
The Monastery of  
World Sundering



# The Wailing Glacier

Area A:  
The Monastery  
of World Sundering

Area D:  
Quawnot  
Village

Glacier River

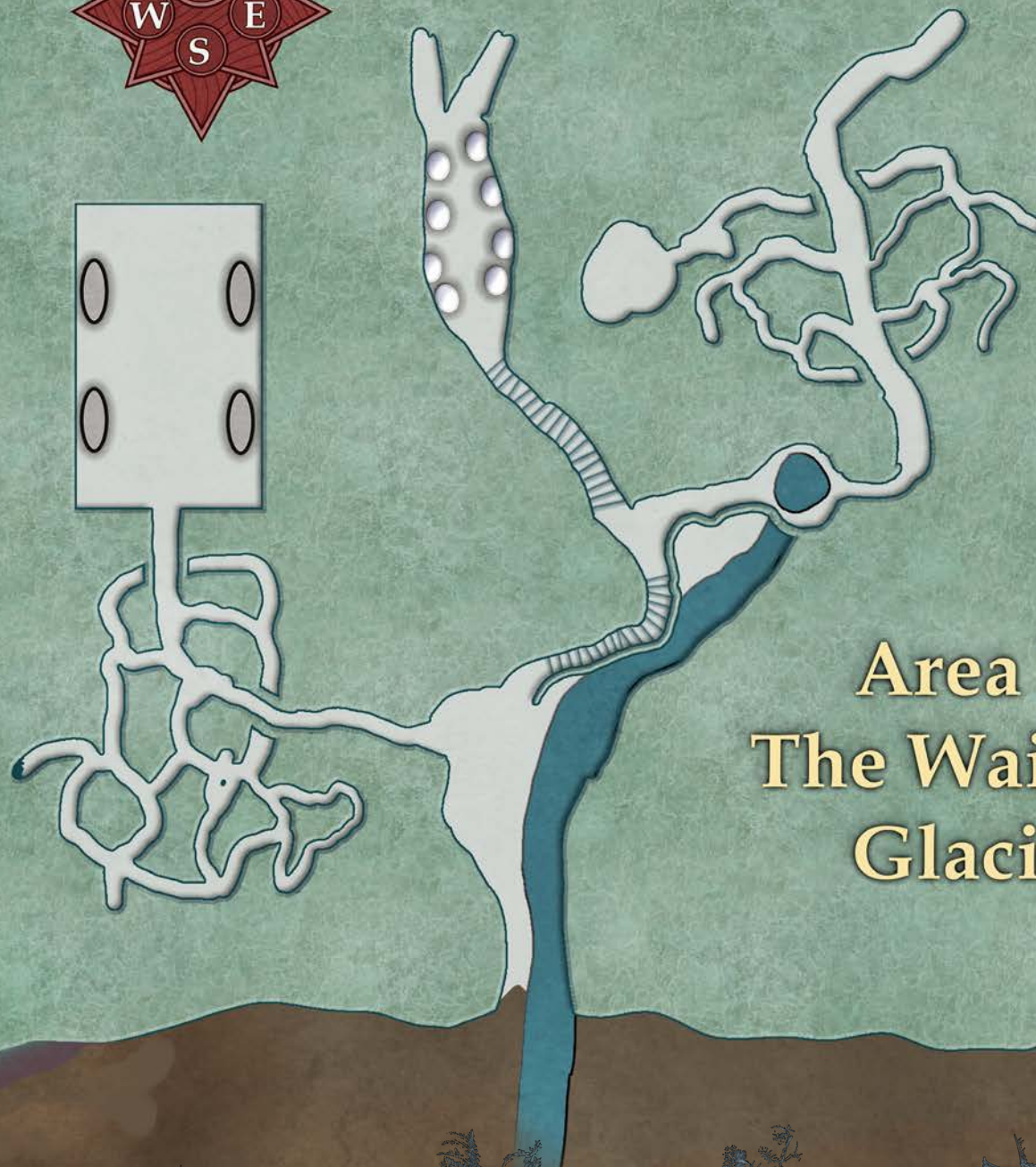
Mud Prairie

Area C: New Growth

Area B: Kajaani Forest







Area E:  
The Wailing  
Glacier



# Area E-14: Katarrh's Lair



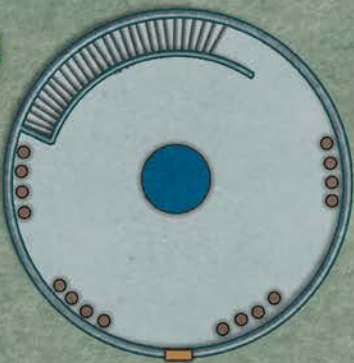


## Area E: Yeti Ice Caves

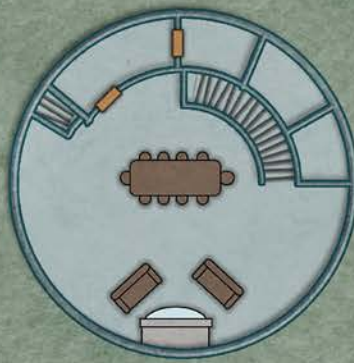




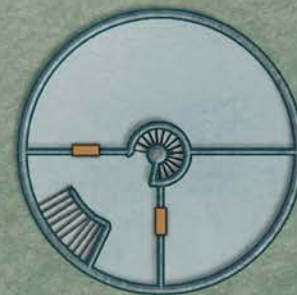
Ground  
Floor



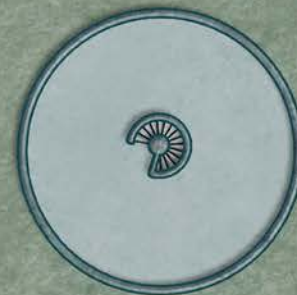
First  
Floor



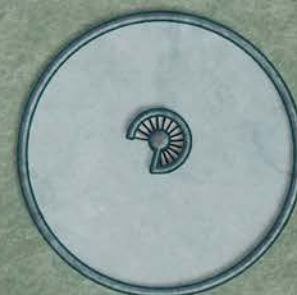
Third  
Floor



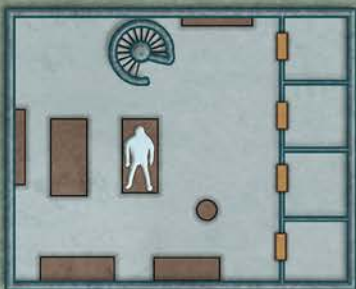
Fourth  
Floor



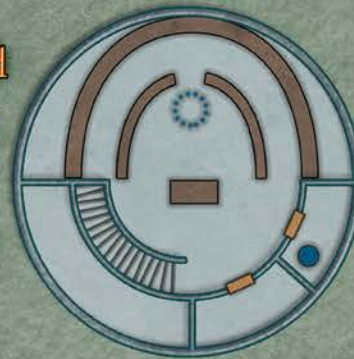
Fifth  
Floor



Lower  
Level



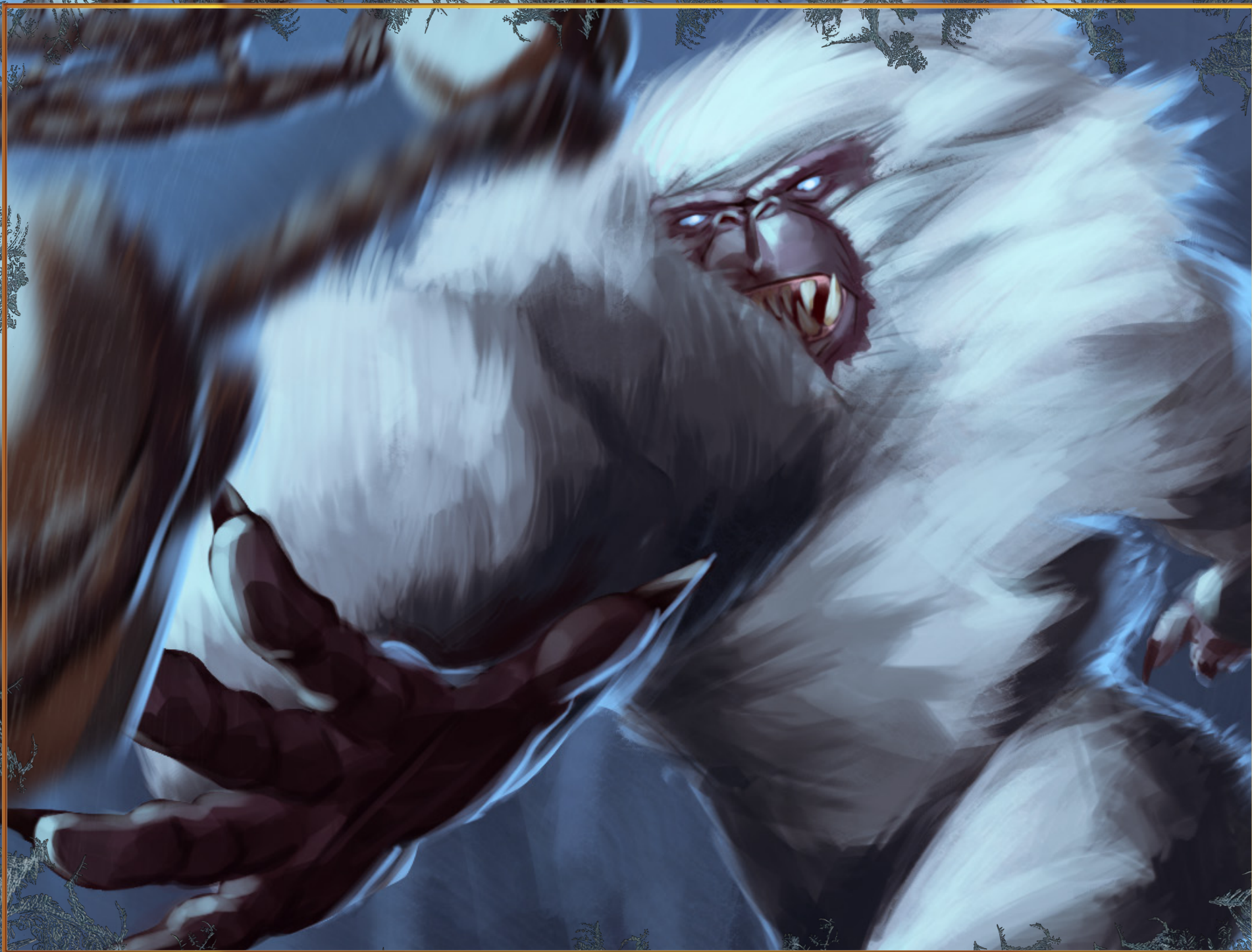
Second  
Floor




## Area F: Cerulean's Tower











**T**he Shield Basilica of Muir was a marvel of engineering blocking the mountain pass into the scorching Randeri Desert. The Shield's massive granite walls are emblazoned with a sword held aloft, the power of Muir on display for all who approach. The knights within those walls are as disciplined and well-trained — it was something to see them sparring in the open spaces under the blazing sun while wearing their gleaming armor. The lands around the Shield are unforgiving, with the desert to the north, and the sharp crags of the Hollow Spire Mountains all around. I saw flying creatures — wyverns, gargoyles, harpies — soaring freely in the updrafts of the pinnacles. I advise caution amid those sharp peaks.

## THE HEIR OF SIN



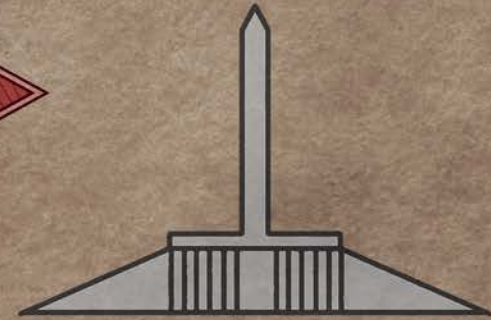


## Shield Basilica of Muir

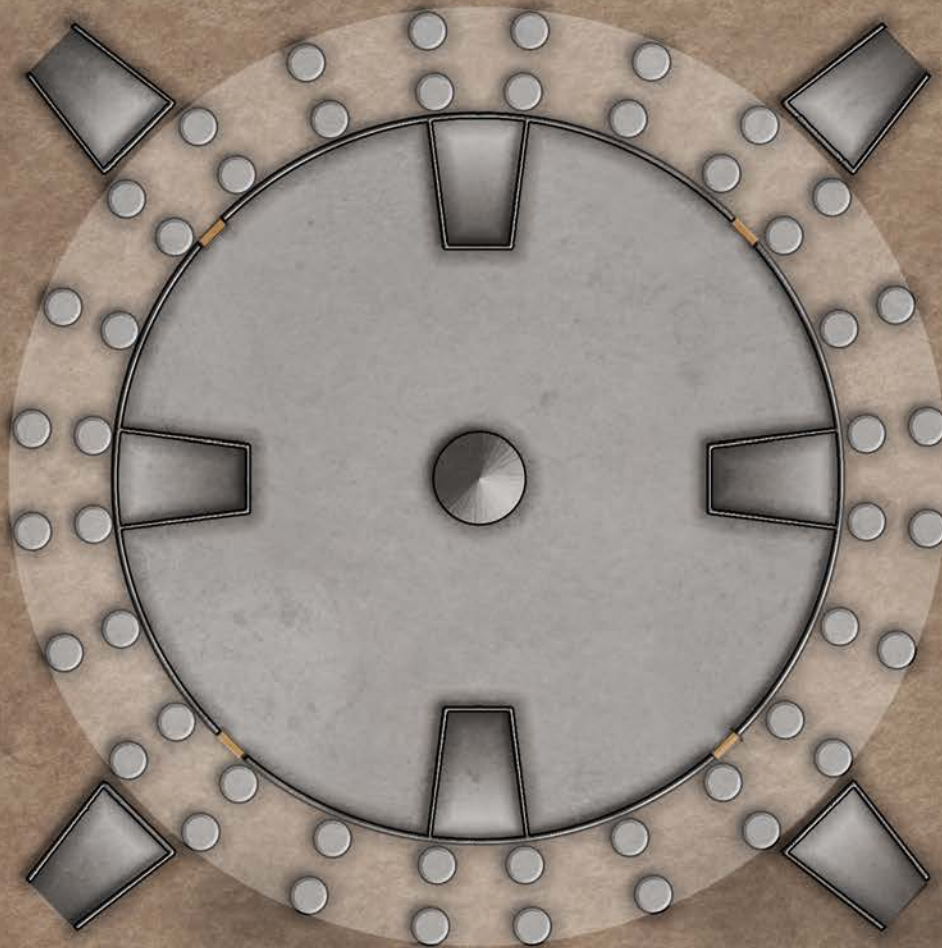




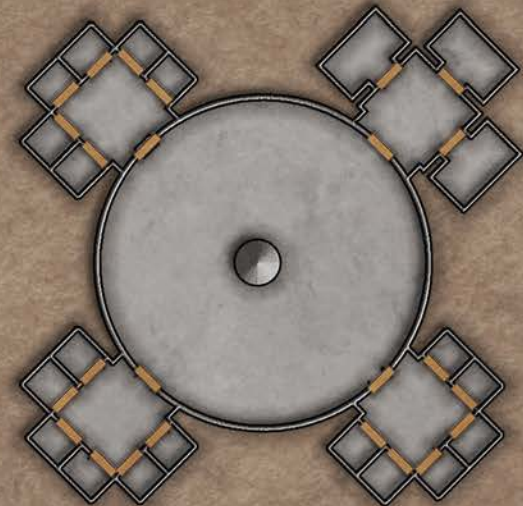
## Area C: Muir's Sanctum



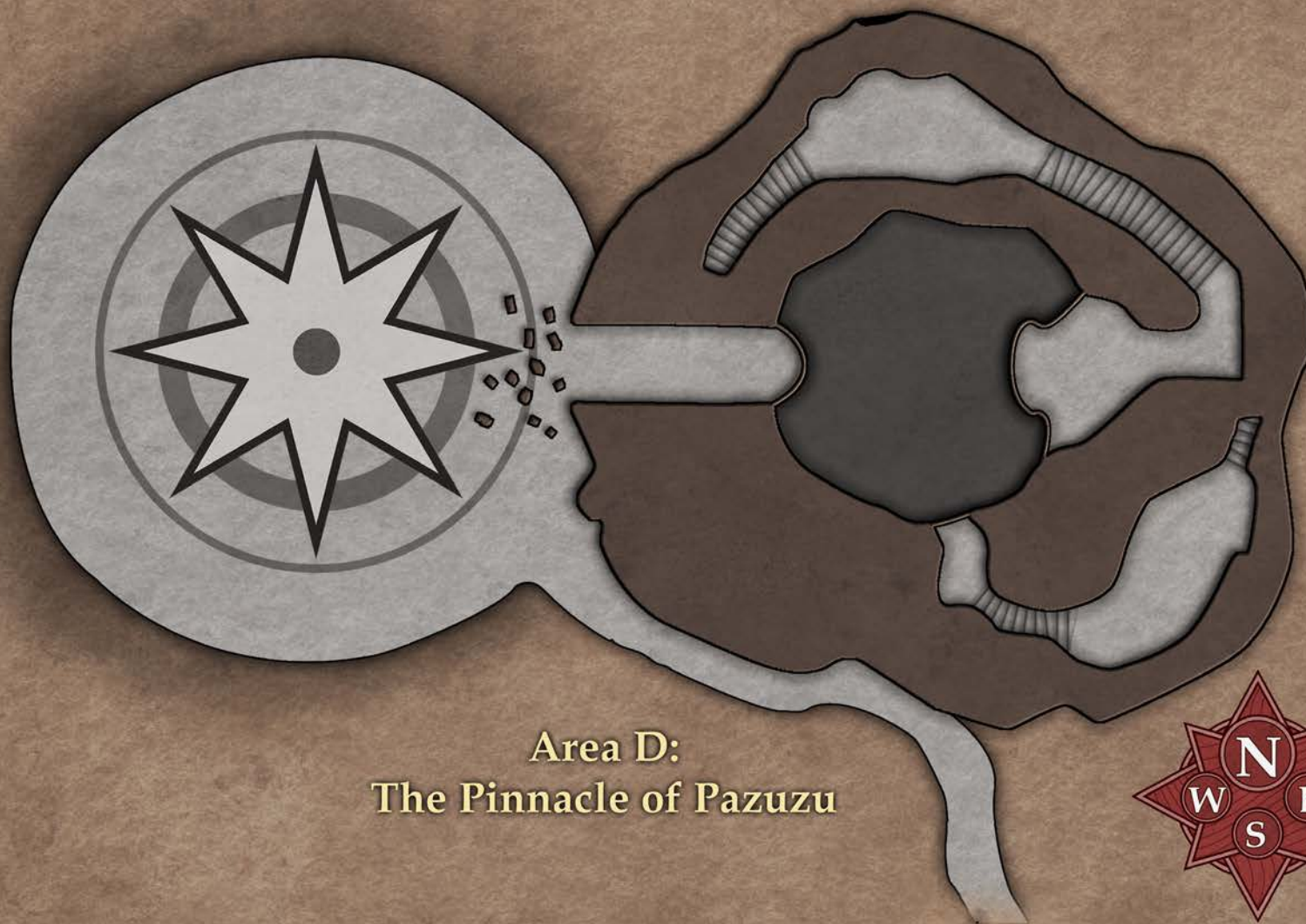
Side View



Lower Level







Area D:  
The Pinnacle of Pazuzu





# Area D: The Pinnacle Upper Levels

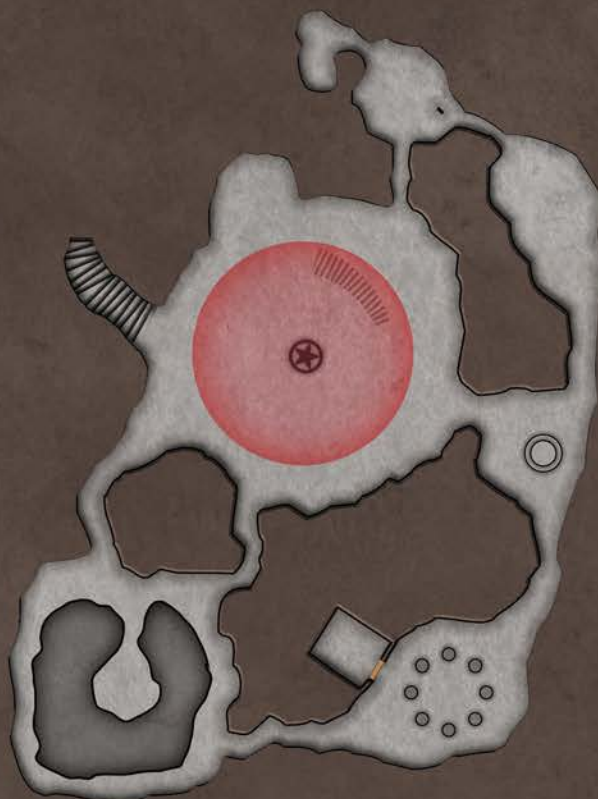
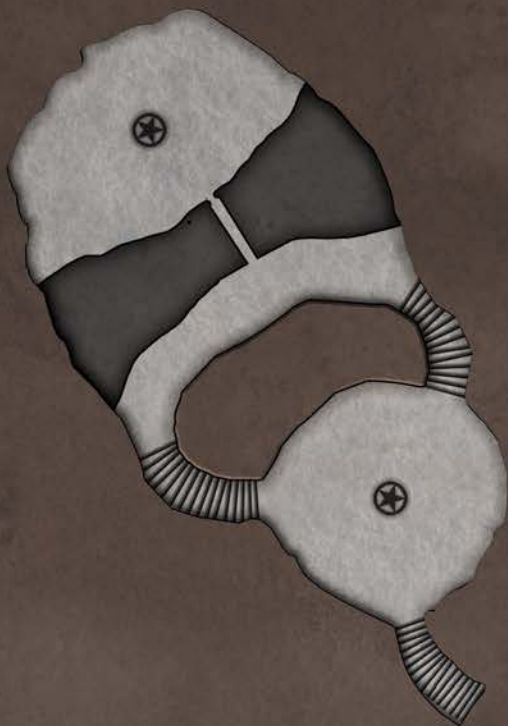




Area D:  
The Pinnacle  
Lower Level A







## Area D: The Pinnacle Lower Levels









**T**

he Lady of the Searing Waters sits in the middle of a caldera of blasting geysers of spray and steam. Stray from the path to that temple, and you'll find your skin scalded from your bones. The struggling village of Qoan overlooks the entire caldera, but it's a fine place to hang your hat and find a well-cooked meal.

And you'll need it if you plan to go delving, for while the deep Mines of Honn are tempting, I've since been told that forces of the vermin god now claim those deep passages. And below them, still darker evils await.

## PAINS OF SCALDED GLASS



# Area A: The Lady of the Searing Waters

Second-level Loft







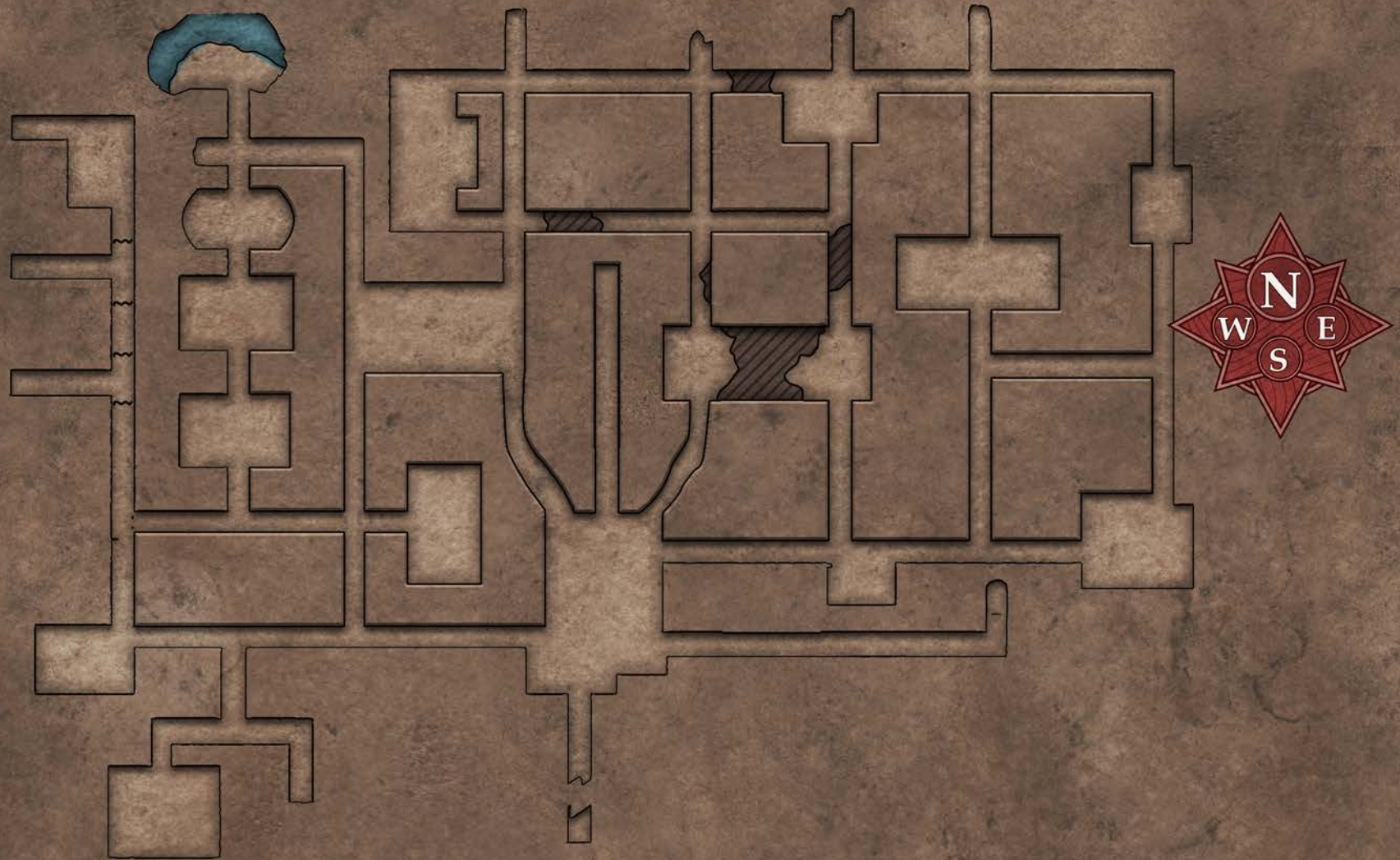
## The Sinkhole and Doan

Area E





## Area F: The Mines of Honn - Upper Level





## The Mines of Honn

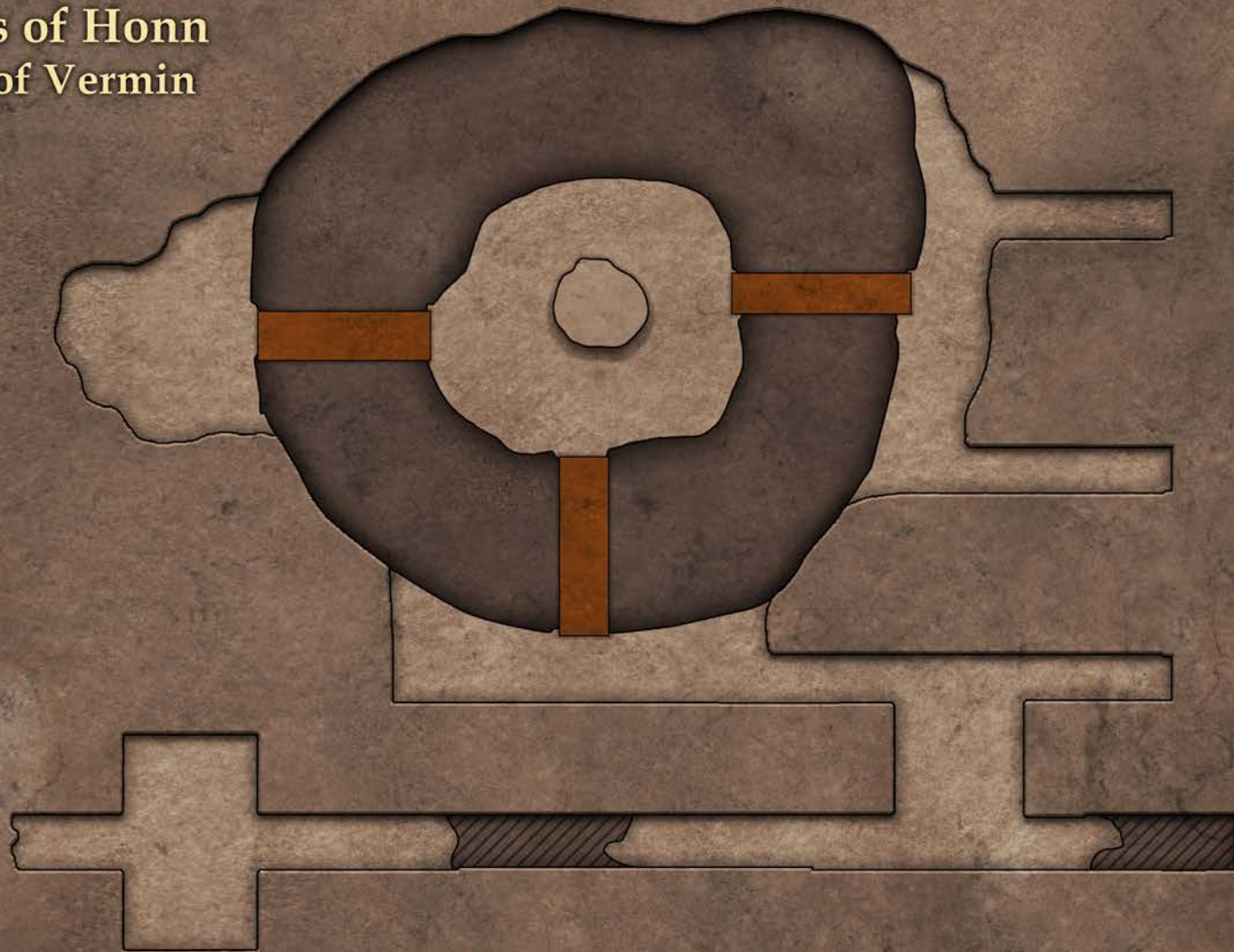
### The Hunting Grounds



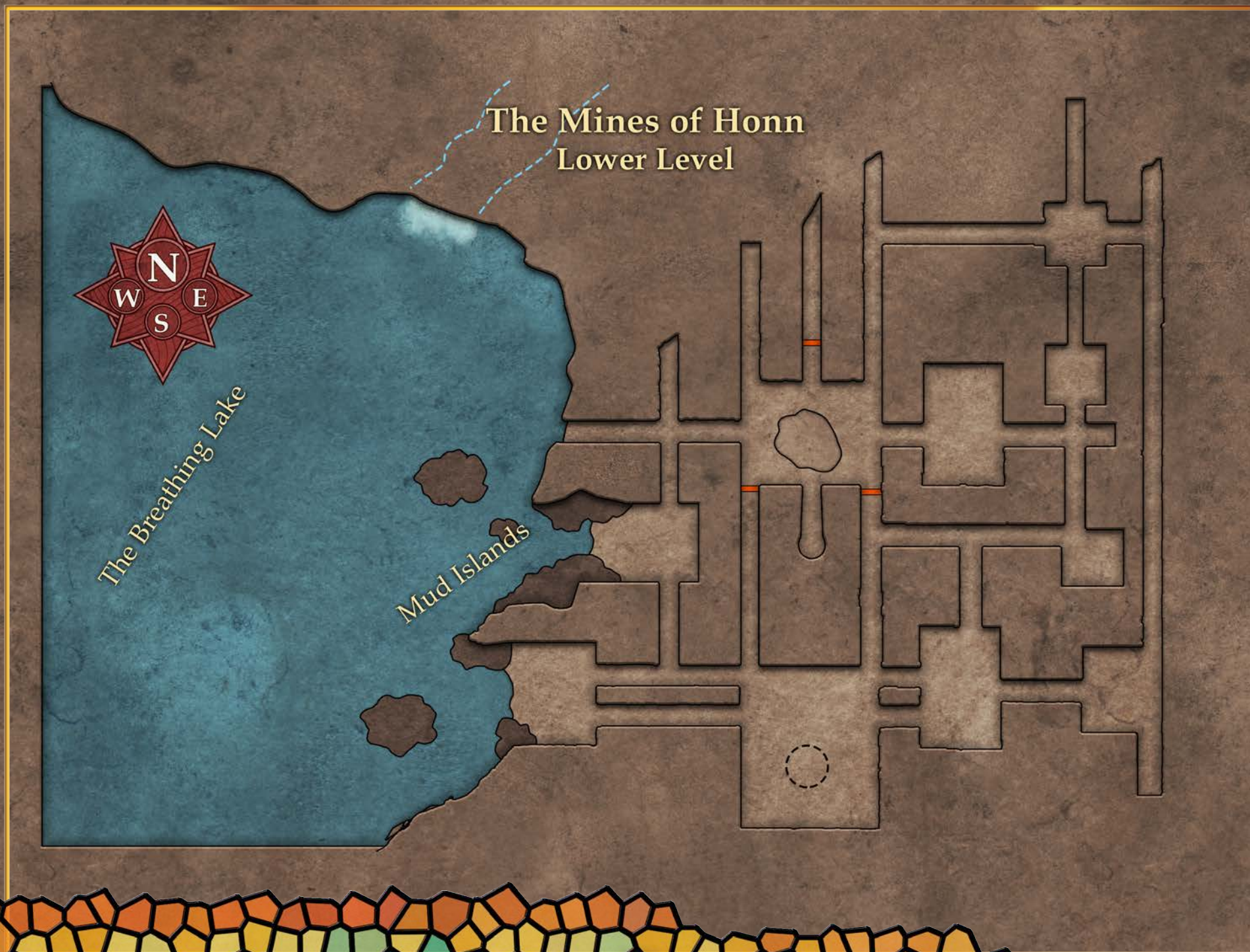


# The Mines of Honn

## The Pillar of Vermin












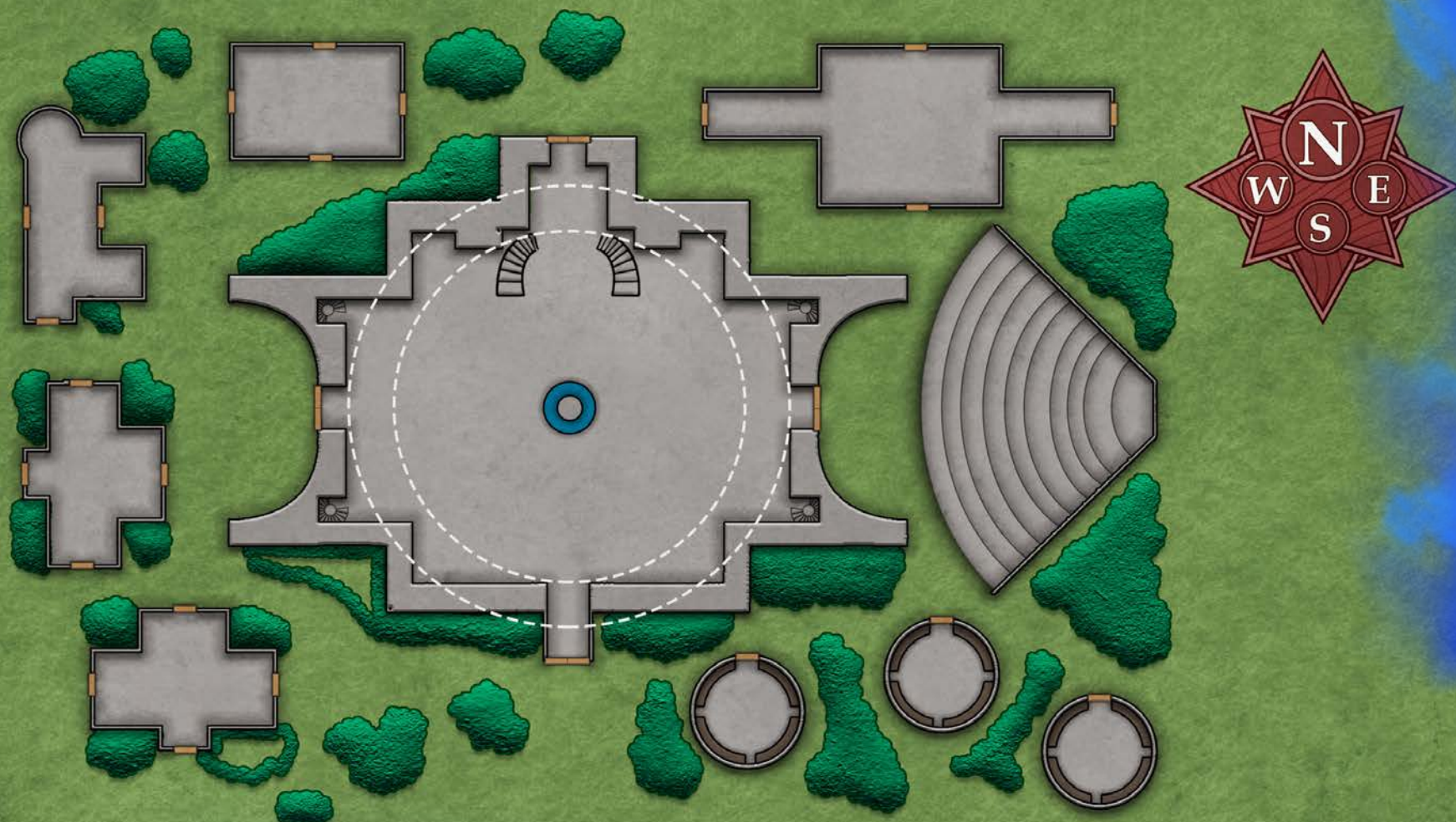




I must speak here of two disparate places: the enlightened Theurgist Seminary of Thasizier and the unholy blight that is Abhor Brazier. Two temples separated by distance yet linked in their hatred of the other. The Seminary is on the storm-wracked island of Jah Sezar, though the wild waters barely touch the magnificent marble structures. Abhor Brazier waits high in the Hollow Spires, on the edge of the Phrygia Volcano. I highly recommend visiting the Seminary; I warn you to avoid the frigid peaks of the Hollow Spires and Abhor Brazier.

## DUEL OF MAGIC





The Theurgist Seminary of Thasizier



# Area CH: Crombleholme

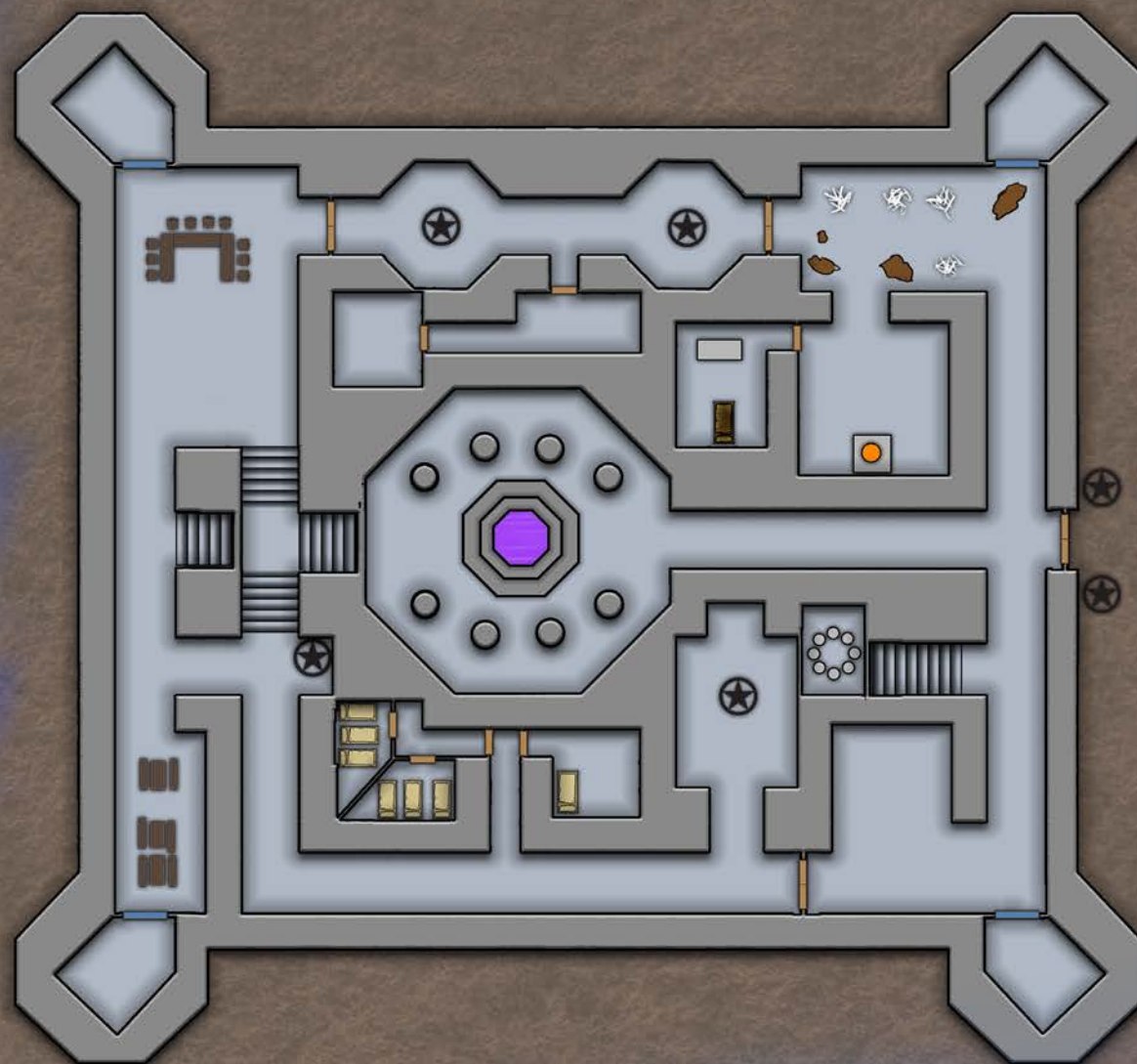
The map depicts a landscape with a central green area containing a small white building and a brown structure. This central area is surrounded by blue water bodies and brown rivers. A compass rose in the bottom right corner indicates North (N), South (S), East (E), and West (W).



Area CH:  
Crombleholme  
Cavern





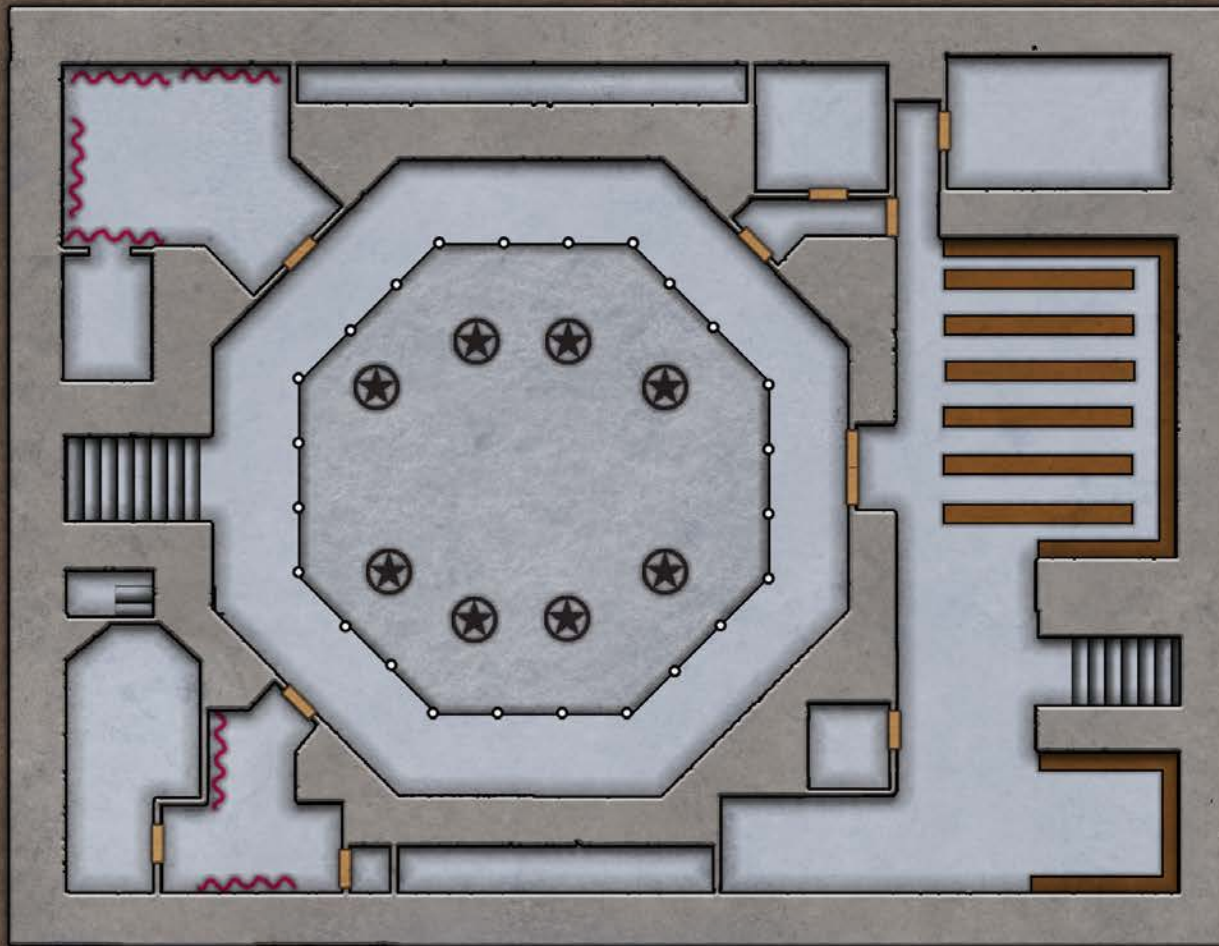


# Abhor Brazier Ground Level





# Abhor Brazier Second Level





# Abhor Brazier Dungeons











W

ander too deeply into the Beharrel Valleys and you'll stumble into Al-Sifon, the City of Beyond. I remember tales from my youth of this city of the dead, which the armies of Shah Rasalt razed to the ground — and then salted the ground as a final precaution. But I've heard rumors of undead rebuilding the city brick by brick, reforming a pyramid of skulls and digging out collapsed tunnels. You risk more than your life if you dare this horrible city.

## REMORSE OF LIFE



# The Seething Jungle



Dead Forest Area

Ruins



Al-Sifon

Quell River

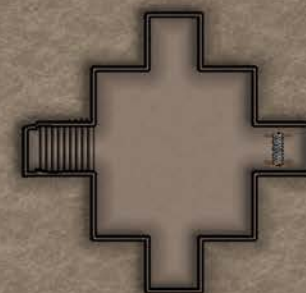
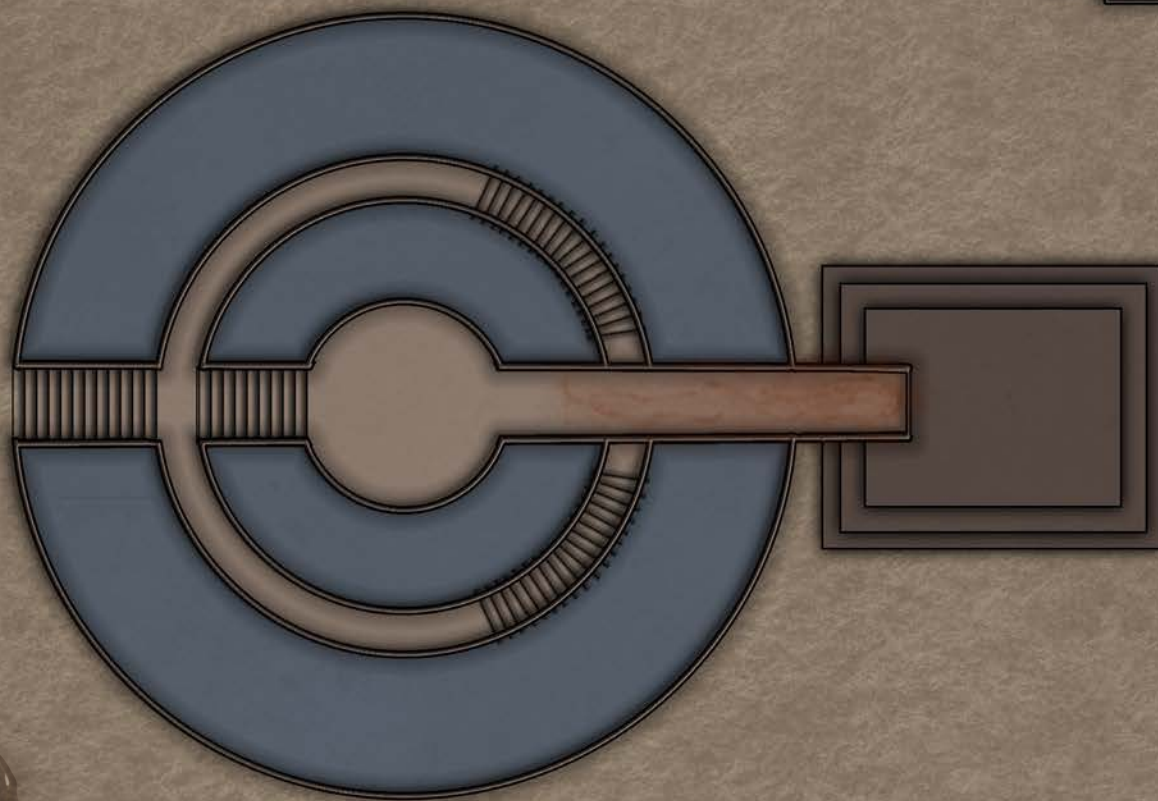




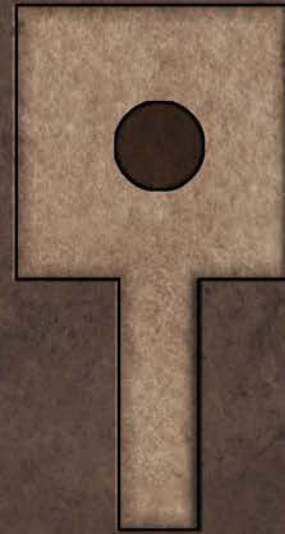
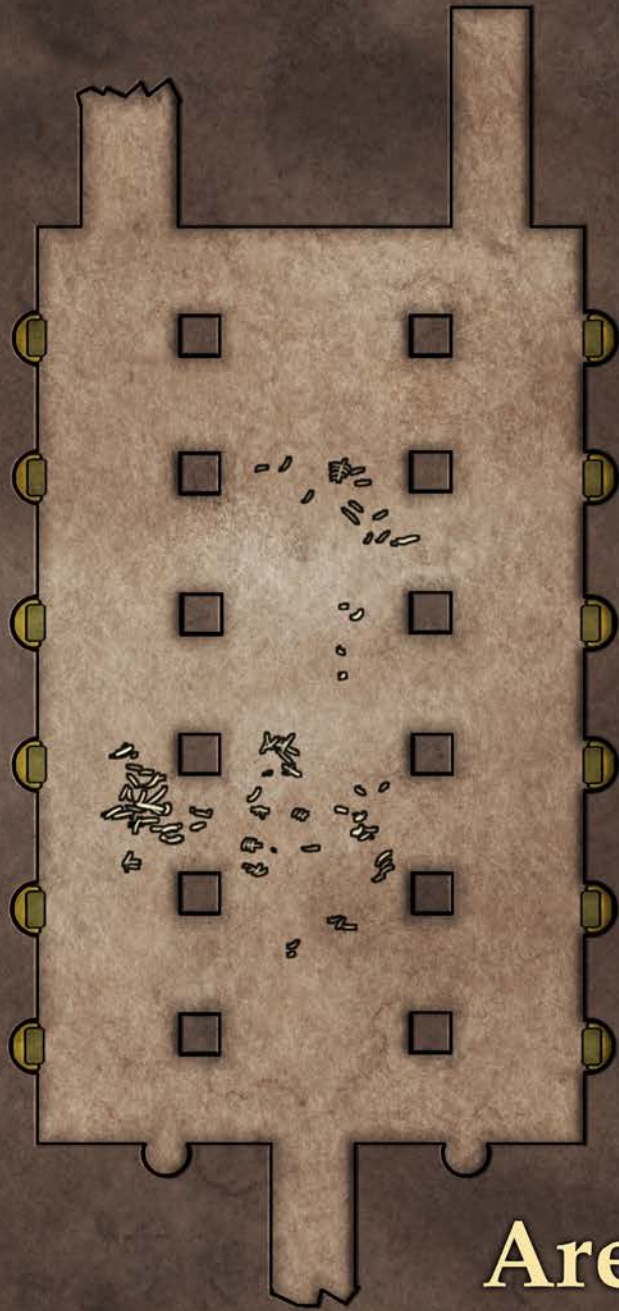
## The City of Al-Sifon



# Area I: The Transcendent Cenotaph



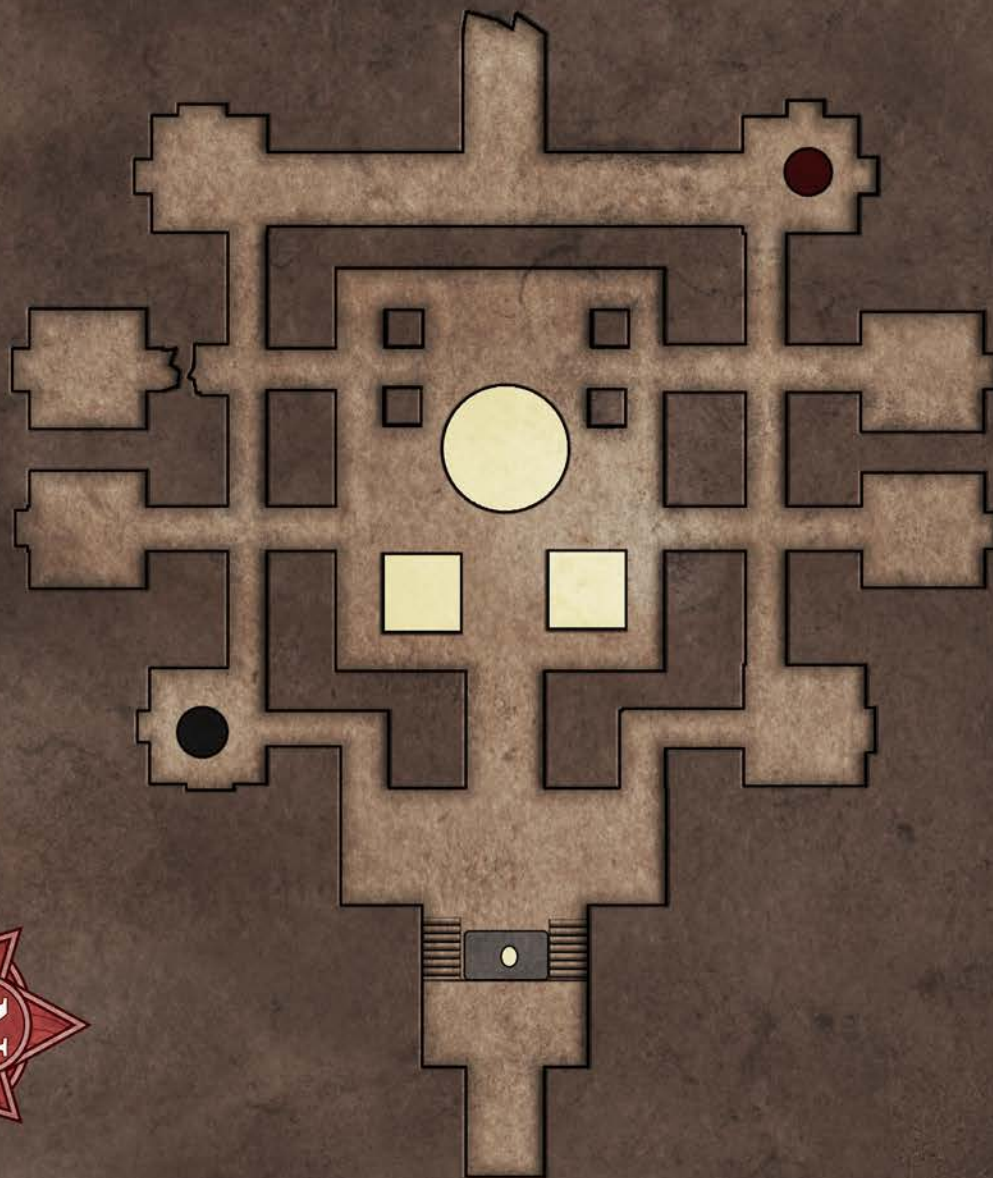




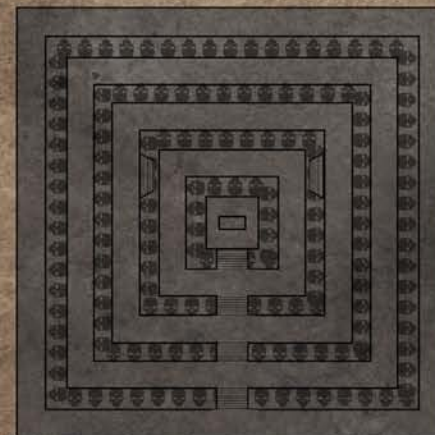
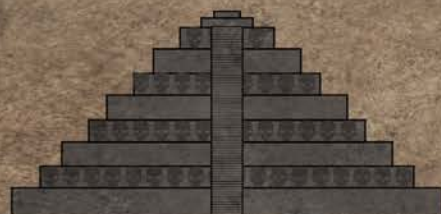
## Area J: Odium Catacombs



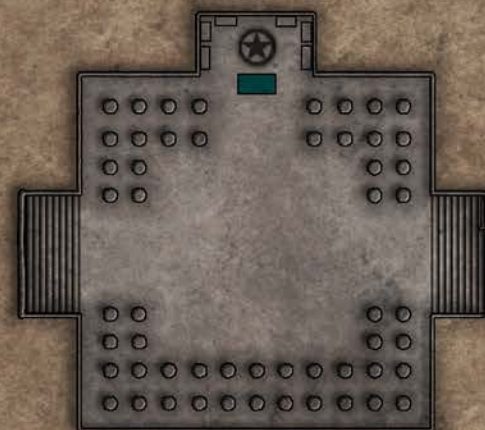
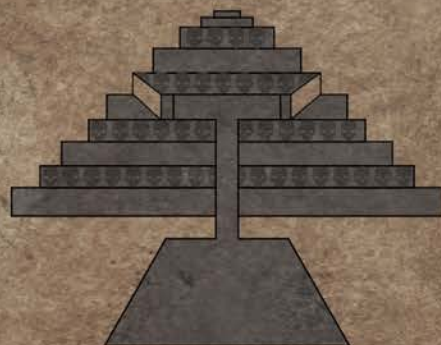
## Area J: Odium Catacombs





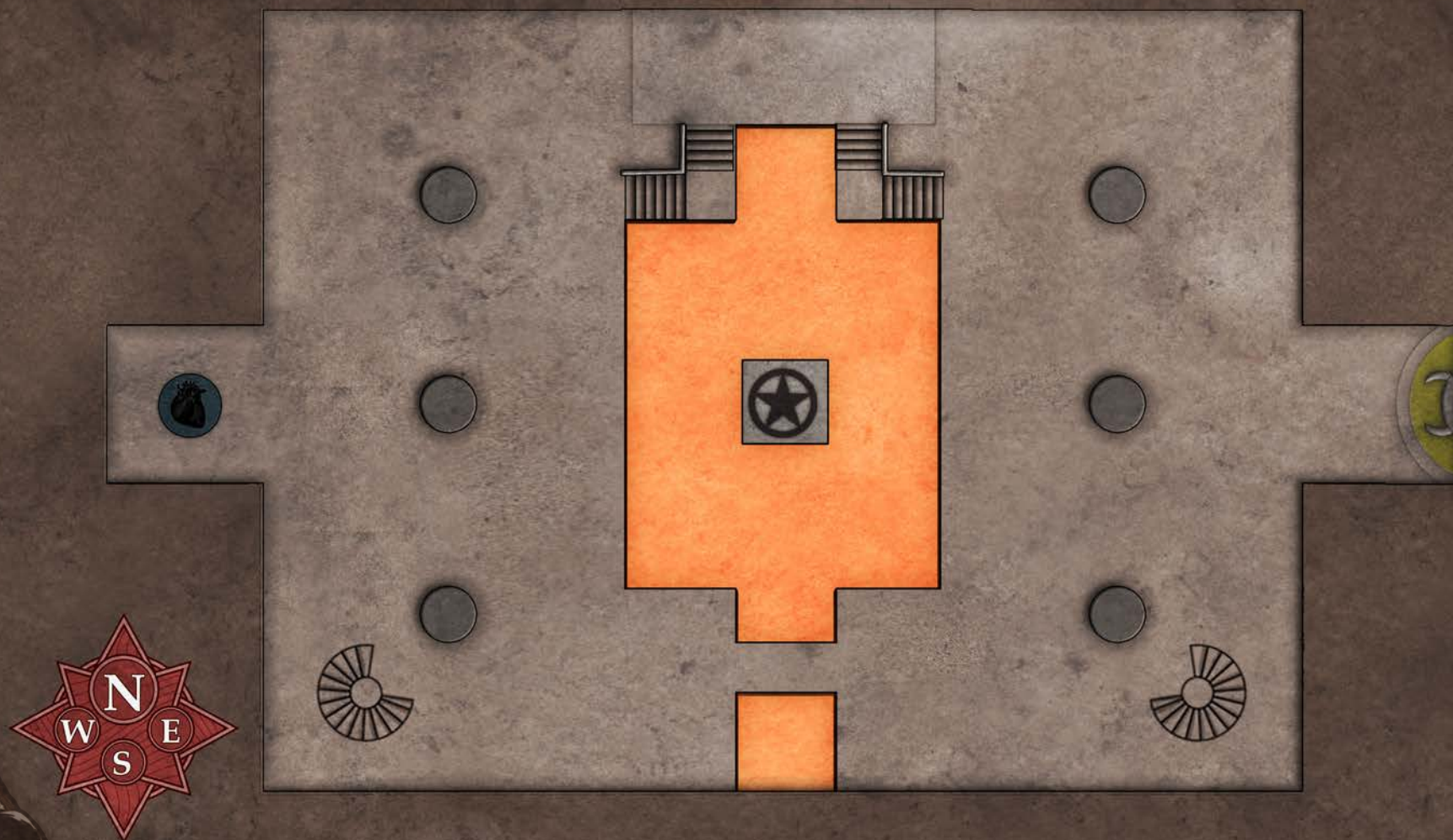


## Area K: Nether Sepulcher



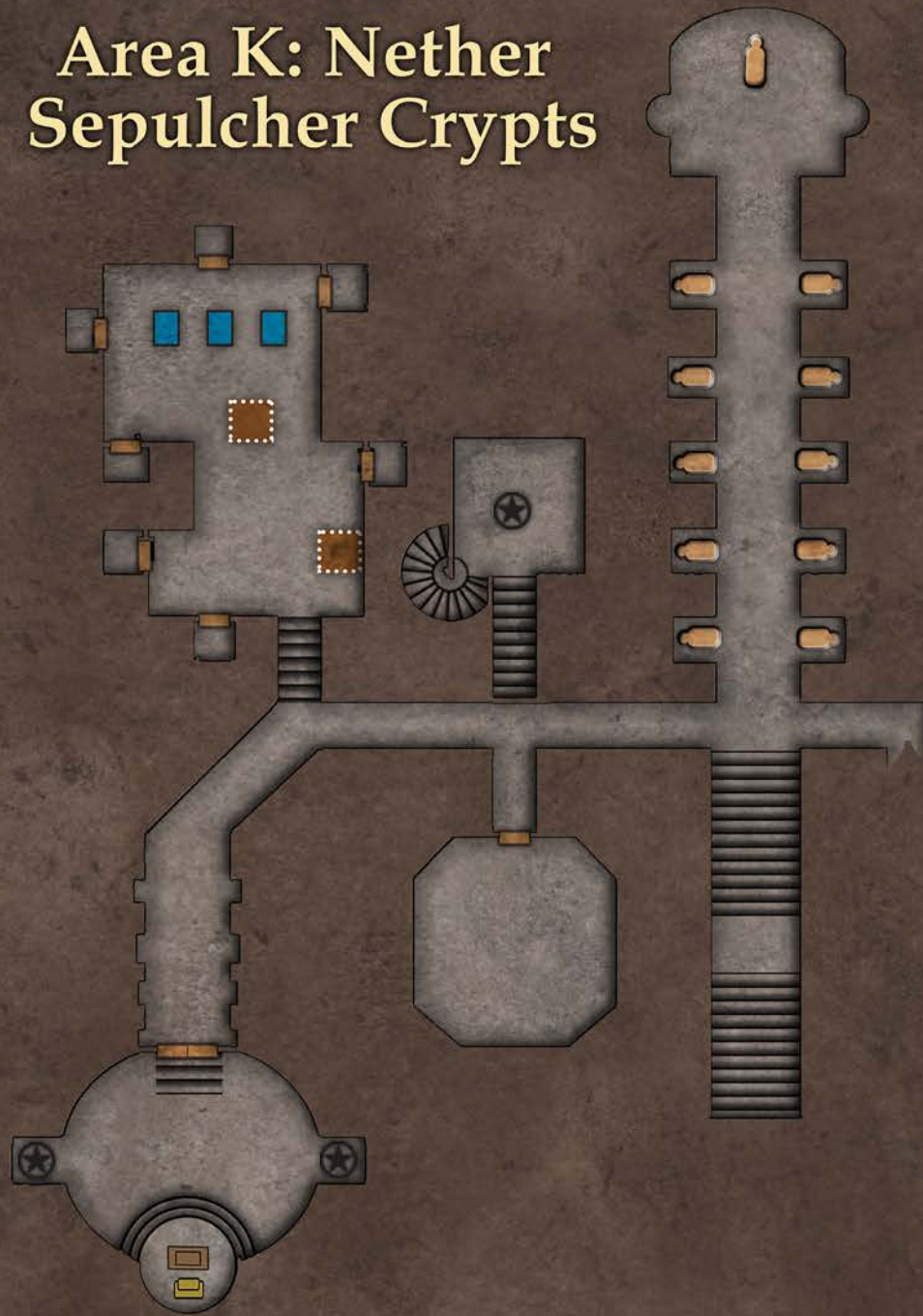


## Area K7: The Interment Sanctum





## Area K: Nether Sepulcher Crypts






## Area K: Nether Sepulcher Crypts







I have held quartz crystals in my hand and marveled at the way the light played off their edges. I never thought to stand inside such a crystal towered over me. But I have done just that in the acidic swamp waters of the Qedysh, where the caustic waters mutate the plants and animals, but the crystal growths tower out of the muck. The light plays through them, but the creatures there use that to their advantage.

## ACID SWAMP OF THE DEMON PRINCE



Area A:  
The Village  
of Rahuri







Area A:  
Village of Rahuri

Area C: Quartzite Vault



Area B: The Dedysh





Area C: Quartzite Vault





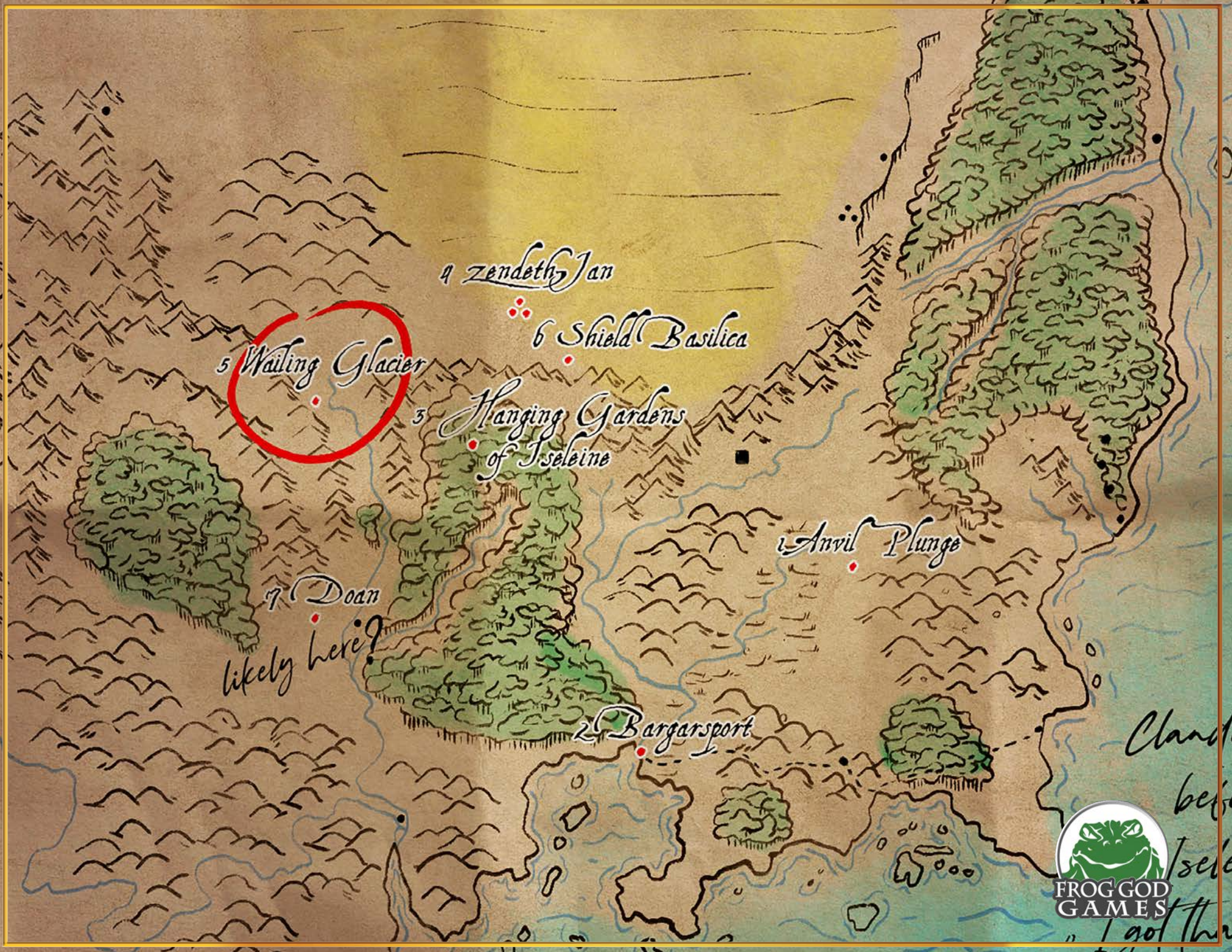
Area C: Upper Level

Area C:  
Lower Level









Claude  
before  
Iseleine  
I got that