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| Tarot Card | | King of Batons | |
| Alleyman’s Tarot Card: | | The King of Wands (Page No. 64) | |
| No. & Name of Faction | | 29. Temple of ESCUS | |
| Expansion | | Base Game | |
| Timeframe | | | |
| Alignment | | G/N | |
| Politics | Conservative | Category | Temples |
| Enemies | Evils | | |
| Seats | 1 on Council | 0 in Secret Conclave | |
| (n) = Influence | (ii) Coyote Totem at Grasslander Gathering | 0 in Congress of Dreams | |
| Characters | High Priest of ESCUS, Second Priest of ESCUS | | |
| Location A | High Temple of ESCUS, Upper Barro | Area A | Upper West Side |
| Location B | Second Temple of ESCUS, Caravanserai Plaza West | Area B | Lower West Side |
| Resources | Temple Guard | | |
| Circle | | Forest | |
| Otherworld | | Domain | |
| Random Event | Coyote Cultists attempt to seize control of the High/Second Temple in the name of THE GREAT WHITE COYOTE, ESCUS. | | |
| Background | The Temple of ESCUS is the leading Temple of Good in Tehmor, maintaining friendly relations with the other Good Temples and seeking to lead them in their common purpose of doing Good. It opposes Evil and works to make Tehmor a better place for all its inhabitants. The Creed of ESCUS as preached in the South presents itself as distinct from the Northern stereotype of bearded warriors slaying Evils on sight. The Temple recognises that Tehmor is a City of diverse Alignments and Beliefs and seeks to convert people to the worship of ESCUS and to | | |

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| | influence the Council to pass laws that serve the greater Good of the people, rather than laws which serve their own selfish interests. The Temple does not have a formal Paladinic Order, but does maintain a Temple Guard of Fighters, Warrior Priests and Rangers (not "Thieves"), who take a more proactive approach to doing Good than simply defending Temples of ESCUS from Evil and are often deployed to protect worshippers and their property. |
| Notes | |