

## 1. THE ENTRANCE

You have successfully chased three cultist through the woods and now you stand outside their hideout. A heavy wooden door beckons you to enter.

DC10 Sleight of Hand to unlock, DC15 Athletics to break it down, Alternatively its AC is 15 and its HP is 3.

## 2. LOBBY

You open the door to a small hallway that leads into an open room. On the other side of the room stands a wooden door facing you. **Establish Marching Order.**

If the players don't check for the Cultists before walking in the first player that comes into this room is attacked by one of the cultists with his Scimitar. **Roll Initiative.**

The three Cultists that your players chased are in this room. Their Tactics are to kill the players at all cost.

**After Combat:** There are two doors in this room one facing you and one on your left.

## 3. STORAGE CLOSET

The door opens to a small room with crates stacked against the walls.

In this room you find red robes with a flame insignia on them, scimitars, some food supplies, knuckle bones, a few scrolls, a Potion of Fire Resistance, and a key.

## 4. ALTAR ROOM

The door to this room is locked. It can be unlocked with DC10 Sleight of Hand or Broken down with a DC15 Athletics, Alternatively its AC is 15 and its HP is 3.

The door creaks open to a larger room and you see a red robed figure with his back to you standing over an altar. A large fire insignia on the back of the robe declares that he is the leader. Three Cultist move to attack you. **Roll Initiative.**

Their Tactics are to kill the players or knock them unconscious and then sacrifice them. The Cult Fanatic that just killed an animal on the altar will wait until one of the cultist goes down before jumping into the fight.

## 5. WASH ROOM

The Door is unlocked and when opened reveals a room with a place to wash up. Only towels in here.

## 6. TRAPPED ROOM

The door to this room is barred on this side of it. A DC20 Athletics will unbarred the door. Inside the party finds a chest (which is really a mimic) If they are not cautious the Mimic gets a surprise round.

## 7. THE BOSS FIGHT

As you open the door a burst of heat comes rushing out. A hallway leads to another room where you see an egg shaped black rock half melted and a reddish yellow creature slithering out towards you. **Roll Initiative**

This room has a Fire Snake dwelling in it. This is the creature that the cultist have been worshipping. Its Tactics are to kill the players or burn their bodies alive.

## 8. LANDING AREA

You open this door to be greeted by crates of storage. To your right is a set of stairs leading down to a torch lit area. Some arrows, 2 Potion of Fire Resistance, a couple of scimitars, and red robes with a flame insignia on them.

## 9. COMMON ROOM

The steps end just outside a small room. A few chairs and tables are scattered about as well as a rug on the floor. Torches light this room giving it an eerie feeling. There is a door to your left and a hallway leading to another room directly in front of you. There is nothing really in here of value.

## 10. CULT LEADER'S BEDROOM

The door opens to a long hallway. The walls are decorated with pictures of fires. A single torch lights your way. At the end of the hallway is a door.

The door is locked: DC10 Sleight of Hand to unlock - DC15 Athletics to break it down Alternatively its AC is 15 and its HP is 3

The door opens to a room containing a bed and a chest. Shadows from the torch light in the hall dance across the walls here.

Chest: 100gp, Red robes with a Large Fire Insignia on them, A book, candles, and Quill and Ink.

## 11. COMMON BEDROOMS

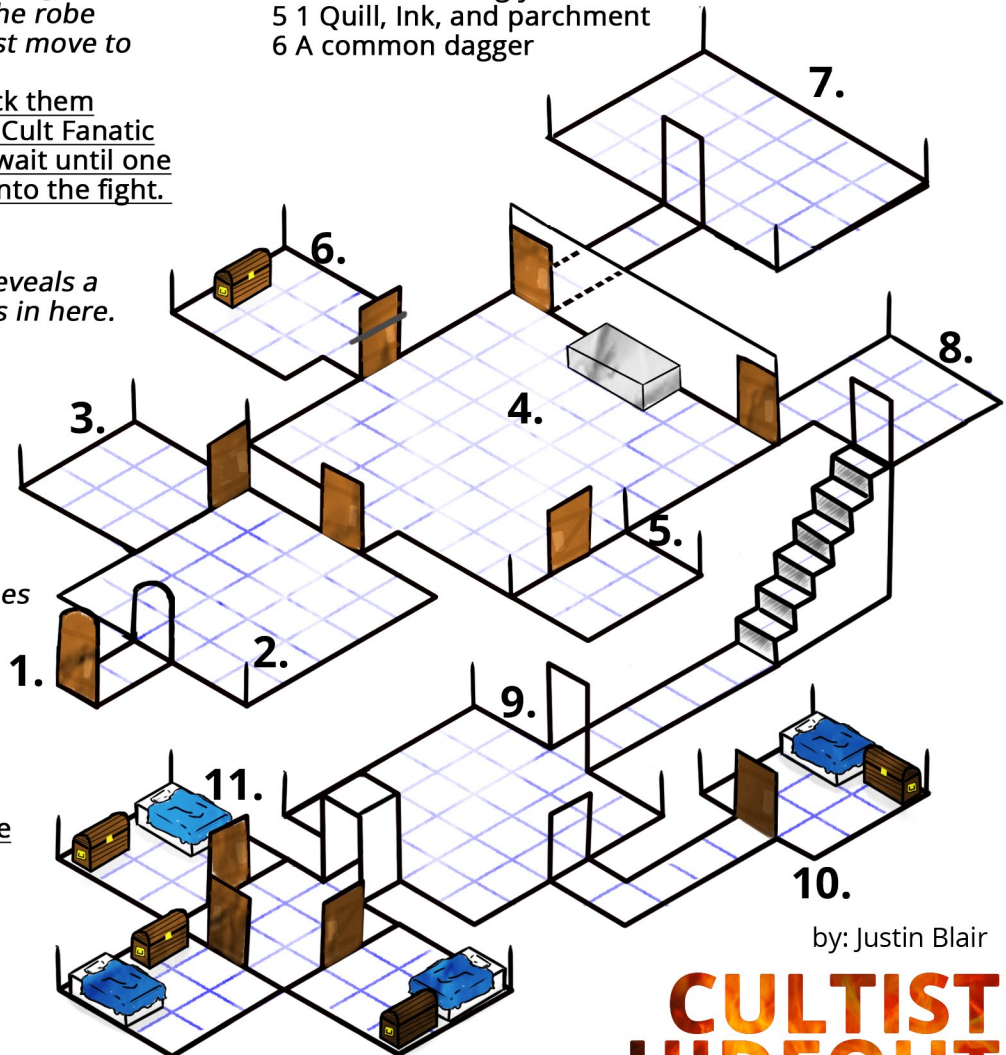
You walk into a square room with three doors. One to your left and right, and one in front of you.

All doors are unlocked.

Inside you find a bed with a chest.

Each chest has 25gp, Red Robes with a Fire Insignia on them, and two of the following:

- 1 A silver ring with a fire insignia on it
- 2 Candles, Candle Stand, Tender Box
- 3 Notes on the Elemental Plane of Fire
- 4 A vial containing yellowish slime
- 5 1 Quill, Ink, and parchment
- 6 A common dagger



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# CULTIST HIDEOUT