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MONSTROUS LAIR #27:
CULTISTS' HIDDEN FANE



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MONSTROUS LAIR #27: CULTISTS' HIDDEN FANE

Monstrous Lair #27: Cultists' Hidden Fane provides you—the busy, time crunched GM—with the details to effortlessly bring to life the cultists' hidden fanes in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

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USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a cultist's hidden fane and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The cultists are probably not just sitting around waiting for intruders. Use this table, to determine what they are doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the cultists are aware of intruders.
- **Major Features:** Use this table, to determine the area's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the area's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Cultist's Appearance:** Use this table, to generate notable cultist's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the cultists' hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



CULTISTS' HIDDEN FANE

Hidden in plain sight amongst the houses and shops of local neighbourhoods, cultists worship ancient beings and profane gods. Hidden cellars and secret rooms provide locales for their fabled dens of worship and sacrifice.

1: OUTSIDE THE LAIR

D10

- 1 Rain soaked steps lead down into the darkness of the basement beneath a decrepit building.
 - 2 Heavy and reinforced with bars of iron, a wooden door blocks progress into the building.
 - 3 In a boudoir, a secret panel in a wardrobe leads along a crawl space and into a hidden room.
 - 4 A well-used ladder, bearing a cult symbol, leads down.
 - 5 Paying a shopkeeper a token, cultists are led upstairs.
 - 6 Dark stairs spiral further and further underground and end in a long tunnel lit by flickering crimson light.
 - 7 Thick hoods and cloaks are hung at the top of a sloping passage leading downwards towards the sewers.
 - 8 A cult butcher sells mince of chopped victims.
 - 9 Thick, heady narcotic incense fills the air with clouds of sickly smoke that blurs vision and deadens sound.
 - 10 Beneath a staircase, hidden steps lead to concealed chambers ready for sacrifice and worship.
-

2: WHAT'S GOING ON?

D10

- 1 The cultist scrapes a razor-sharp hooked blade down a screaming victim's shin bones, peeling away the flesh.
 - 2 Cultists flail in a frenzy at a bound victim.
 - 3 The leader chants profane verses from a bloodied scroll.
 - 4 A cultist inspects entrails in a bowl.
 - 5 Cultist chants under their breath as they cast finger-bones into a wooden bowl.
 - 6 The cultists devour a meal of their last victim's flesh.
 - 7 Several cultists butcher bodies of previous sacrifices.
 - 8 A cultist sharpens a wide saw before dismembering a body.
 - 9 Painting demonic and bestial masks the cultists make ready for the next ceremony.
 - 10 The leader reads intently from a grimoire covered in human skin as his congregation follows along.
-

3: MAJOR LAIR FEATURES

D10

- 1 Heavy crimson curtains block sight and sound.
 - 2 Dark stains of brown and red cover the surface of this heavy wooden table.
 - 3 Racks of robes with heavy leather hoods line the walls.
 - 4 Countless marks of kneeling worshippers mark the sawdust-covered floor.
 - 5 Twin braziers burn blocks of incense atop the glowing coals. (Their smoke may be narcotic and disorientating).
 - 6 Trapdoors and pits line the corridors ready to separate and confine intruders.
 - 7 Cages fill alcoves along the walls; most are empty but for blood and filth.
 - 8 Hundreds of bones are arranged around the walls in bizarre patterns like a sinister ossuary.
 - 9 Murals on the walls depict obscene acts and sacrifices.
 - 10 Streams of blood stain the floor before trickling away down carefully placed drains.
-

4: MINOR LAIR FEATURES

D10

- 1 The stink of rotten meat and blood fills the air.
 - 2 A blood-covered apron lies next to a butcher's cleaver.
 - 3 Bones are stacked into bestial skull-topped columns.
 - 4 Blood red candles litter the area, casting flickering light.
 - 5 Unreadable drivel is written in blood on a wall.
 - 6 Vicious weapons designed to inflict pain hang on a wall; some of their handles contain spikes and hooks to torment the wielder.
 - 7 Filthy sheets and robes covered in blood and unidentified chunks of meat fill a corner. (Disease carrying vermin may lurk within the pile).
 - 8 A large coffin covered in grave mould stands in the centre of the room; inside lies nothing but dust.
 - 9 Small caged animals stare through terrified eyes while awaiting sacrifice.
 - 10 Strange depictions of horned creatures melded with men are smeared on the wall with blood and faeces.
-

5: CULTIST'S APPEARANCE

D10

- 1 The cultists wear heavy robes to obscure their faces and bodies from view.
 - 2 Bronze demonic masks cover the cultists' faces.
 - 3 Wearing open robes and very little else the cultists seem fanatical and wild.
 - 4 Wearing gaudy black robes covered in badly-made skull patches the cultists seem very confident in their garb.
 - 5 The cultists writhe and dance together bare chested, their faces hidden behind oddly feathered masks.
 - 6 Carrying torches, the cultists brandish them and yell alongside the leader's ranting.
 - 7 The cultists wear bone covered armour and rags.
 - 8 Makeshift sheets and blankets form the bulk of the cultists' garb.
 - 9 Hemp sack hoods are the only uniform for the cultists.
 - 10 Bronze fishlike masks and polished scale armour adorn these sinister cultists.
-



6: TREASURES

D10

- 1 A lyre made from a human skull with sinew strings and golden teeth. (A wailing woman's voice accompanies it when played).
 - 2 Fanged gloves of black leather adorned with bestial symbols held together by sewn sinew.
 - 3 A golden hook-nosed mask portraying an ugly goblin-like face grants its wearer the ability to see in the dark.
 - 4 A wickedly serrated dagger with a sharp gut hook, used to quarter sacrifices as part of the cult's ceremonies.
 - 5 A nondescript black hood that magically disguises its owner and hides them from magical scrying.
 - 6 A magical stone that when thrown on the floor makes a large bonfire ready for sacrifice, or to burn witches.
 - 7 A blackmail ledger contains names and indiscretions of local nobles and merchants.
 - 8 A magically trapped and protected map of cult areas and meeting places. (It may cause madness or detonate if mishandled).
 - 9 A signet ring that translates languages for its owner; unfortunately it also whispers lies to cause paranoia.
 - 10 This large book contains hints of power and fragments of profane ceremonies designed to engender madness in the participants. (A ghost haunts the book's owner and begs to be laid to rest).
-

7: TRASH

D10

- 1 Cheap masks of paper and wood.
 - 2 A cultist's robe infested with fleas, scabies or even disease carrying insects.
 - 3 A discarded dagger, chipped from cutting bone.
 - 4 Tattered and burnt paper once held details of the cult's enemies; unfortunately they are now unreadable.
 - 5 Small folded paper puzzles with cult code on them.
 - 6 A pile of torn and holed boots.
 - 7 Documents implicating merchants in various crimes; unfortunately the notes are badly prepared and useless.
 - 8 A chipped ceremonial crystal cup.
 - 9 This wood cut for printing posters to cause unrest in the populace is badly made with spelling mistakes.
 - 10 A massive statue of a beast-headed man covered in gold-leaf; unfortunately it crumbles when moved.
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