

Cult of the Tyrant Kings

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Wandering Monsters

10% chance every hour, or if the characters make excessive noise. If the cult is alerted to invaders, roll once every half an hour.

1d6 Encounter

- 1-2 Guard Patrol – 1d3+1 low-level fighters
- 3 Guard Patrol With Friend – 1d3+1 low-level fighters with a savage hound; the dog knows the scents of everyone in the lair.
- 4 Guest – 2 guards escort a guest of the cult. It could be a fiend from the lower planes, an emissary from a new villain working with the cult, or someone the PCs already know – even a pillar of society!
- 5 Eminent Cultist – One of the named characters of the cult arrives on an errand of their own. Choose randomly from those left alive.
- 6 Gavrik – Gavrik used to be a guard but has been driven mad by the labyrinthine warrens. He has acquired a horned helmet and believes that he is a minotaur; such is his mania that his strength is greatly boosted and he can make charge attacks like a minotaur so long as he wears his horned helm.

Legend

- S – Secret door
- C – Concealed door
- X – Pit in floor

The player characters have tracked the insidious, brutal cult of the Tyrant Kings to their lair under the city: it began as several abandoned basements and sewer canals knocked together, but they have had many years to fortify their position and prepare for intruders. The guards are all believers in the cult.

Room Key

- 1. Entry:** Arrival via stairs from a ruined home above. Guard watches from behind concealed door, 50% chance asleep.
- 2. Guard Room:** 5 guards here, 50% chance asleep for each. Wakeful ones gamble for silvers.
- 3. Also a Guard Room:** 3 guards here, only one asleep at any time. Consider themselves 'knights'; elite but honourable.
- 3a. Necro-Pit:** A crawling claw swarm lives at the bottom of this pit. A dead thief is also down there. Thief's equipment is salvageable and 2d10 rings can be found on slain crawling claws.
- 4. Necromancer's Room:** Colbax the necromancer (human male) is here. Finds cult convenient, not a believer. Skulls, scrolls, dribbly candles. Spellbook explodes if tampered with. Skulls can be animated as a flying swarm.
- 5. Shrine:** Statue of the three Tyrant Kings (eye-gems uncursed and valuable), pews, altar, smoking incense burners make it difficult to see/breathe. Two clerical acolytes are here, cleaning the statue.
- 6. Old Torture Chamber:** Rack, various unpleasant implements. Haunted by ghost of last victim; knows only pain, wants to hurt others, laid to rest by proving death of torturer.
- 7. Spymaster:** Door is trapped, doorframe is trapped, lock is trapped, traps are trapped. Secret doors ok. Usebio the spymaster (half-elf male) lives here, but only 20% chance of being here when PCs arrive. Room very nice. Plans and schemes (in code) on desk, all false. Everything trapped with poisons that Usebio is immune to.
- 8. New Torture Chamber:** Well-equipped for causing pain. Argevin the torturer (human male) is here. The more you hurt him, the stronger he gets. His current victim is a noble's child – returning them intact will garner a reward as well as useful contacts.
- 9. Audience Room:** Three stone thrones with gilt decoration. Rugs. Tapestries. All very valuable if it can be removed.
- 10. Meeting Room:** For more intimate chats. Several decanters including valuable spirits, blood (for vampires) and poisons. Comfortable furniture.
- 10a. Assassin's Culvert:** During meetings, Lara waits here in case assassination is needed. The doors are disguised and locked, with spyholes.
- 11. Forgotten Storage:** Ancient, mouldering crates and boxes. A magic amulet lies forgotten here, but the place is infested with diseased rats.
- 12. Guest Room:** Empty, unless the GM would like to put someone/something here.
- 13. Prison/Kennel:** Three hounds are chained to one wall, two prisoners to the other (elf male, human female). The elf is evil and will tell any lie that he thinks will get him freed. The woman is a novice sorcerer.
- 14. Assassin's Room:** The door has three locks. Lara the assassin (human female) lives here, pretending to be a captive of "that awful assassin". On any given day, 50% chance that Lara and Usebio are an item. If not, their arguments may be overheard.
- 15. Weapon Stores:** Racks of weapons, stands of armour, training dummies, etc. Sleekert the goblin is here, polishing the weapons – a treacherous little git who will sell out anybody to keep his own skin intact.
- 16. Well and Stores:** Mundane food and gear. There is a water elemental in the well, bound by the cult to protect them from poison.
- 17. Hidden Guard:** One guard waits here while the Tyrant Kings are in court. In the event of trouble in area 18 he flies into a frothing rage and attacks.
- 18. The Tyrant Kings:** (Or at least, their worldly representatives.) Three powerful warpriests in spiked plate armour. They are well-equipped with magic items, scrolls and potions. As well as their equipment, their considerable monetary treasure is in a chest which the centre priest uses as a footstool while holding court.
- 19. Tyrant's Rest:** When the Tyrant Kings sleep, this is where. Three undead skeletons act as servants and mobile armour stands. A ledger here details just who the priests have under their thumb, and how (blackmail, threats, bribes, etc.).