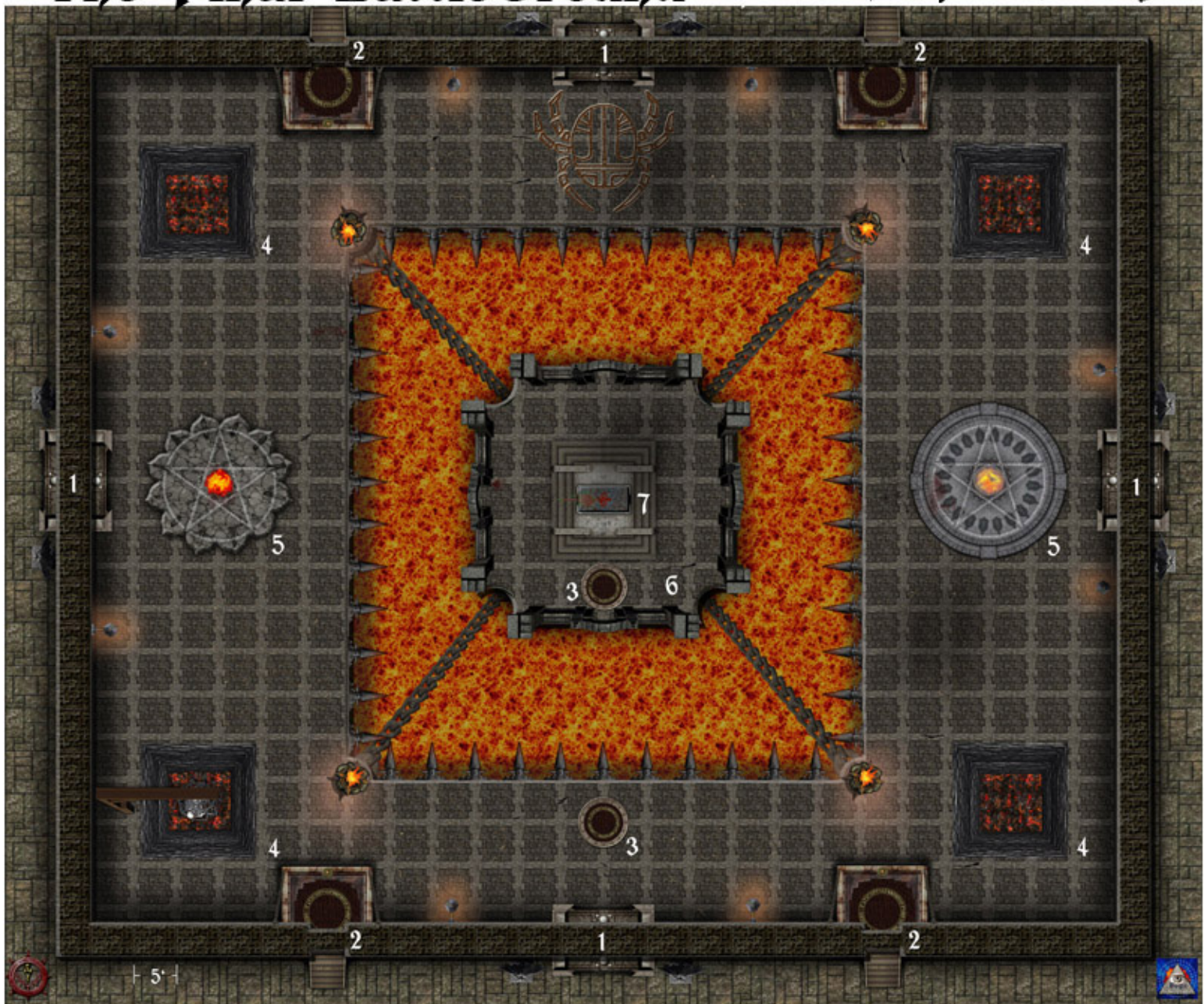


The Final Battle Ground

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The Cult of Fire is so powerful and feared that they are seldom challenged. When the best barmaid at the Old Goat Tavern is abducted by them, everyone is sad but no one will go after her, not even the local sheriff. When the PC's learn that she is to be sacrificed by the Fire Cult that night, they decide to step up and rescue her.

This adventure can easily be scaled to the level of the PCs. If they are lower level then have less cultists and reduce their levels. The monsters can be Salamanders and Fire Snakes. If the party is powerful increase the number and levels of the cultists and choose powerful monsters like Elementals and Efreetis.

- 1: Arched Entryways (4). Each entry is guarded by 2 Gargoyles. The main floor will have multiple Cultists of assorted levels.
- 2: Balconies (4). Raised viewing areas often used by Cult Leaders. There is usually a high level priest or wizard in each one.
- 3: Teleport Pads (2) Provide transport on and off of the platform.
- 4: Lava Pits (4), 30ft drop into lava. The pit in the lower left corner has a man sized cage suspended over the lava.
- 5: Summoning Pentagrams (2), Cult High Priests and Wizards can summon powerful creatures from the Plane of Fire to these platforms from the safety of their balconies. Suggested creatures would be Fire and Magma Elementals, Salamanders or Efreeti.
- 6: Sacrificial Platform suspended by huge chains. The floor of the platform is about 6 ft below the floor of the main room and 4 ft above the flames. Powerful magic keeps the platform from becoming unbearably hot. If that magic were interrupted, everyone on the platform would suffer and die. There will be 2 High Priests and 4 to 8 guards on the platform.
- 7: Sacrificial Altar. The bodies of those sacrificed here are dumped into the fire pool.
- 8: Fire Pool. The lava below the Fire Pool feeds the flames and keeps it hot in here. There are likely to be fire loving creatures living in here, Elementals, Salamanders, Fire Snakes, whatever the DM wants to challenge his players with.