A hand-drawn map of a cave system, rendered in black ink on a light-colored, textured background. The map features a central, large, irregularly shaped cave chamber. This central chamber is connected to several smaller, distinct rooms and areas by narrow, winding passages. The rooms contain various hand-drawn details: some have small buildings or structures, others have piles of objects, and one features a small, multi-story building. The map is framed by a rough, irregular border, suggesting the edges of a piece of paper or a map. The overall style is whimsical and hand-drawn, typical of a personal sketch or a small-scale map.

# The Meddler's Multipurpose Maps

## Cavern of the Crimson Cult

by William T. Thrasher

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## Introduction

Welcome to *The Meddler's Multipurpose Maps: Cavern of the Crimson Cult*, the first in a series of products from Kettle of Fish Productions. At KoFP we believe a map is more than a geometric spatial rendering laid out in squares or hexes. We believe a map is a storytelling tool, a representation of a place with as much personality as the heroes who explore it. What you will find within is such a map.

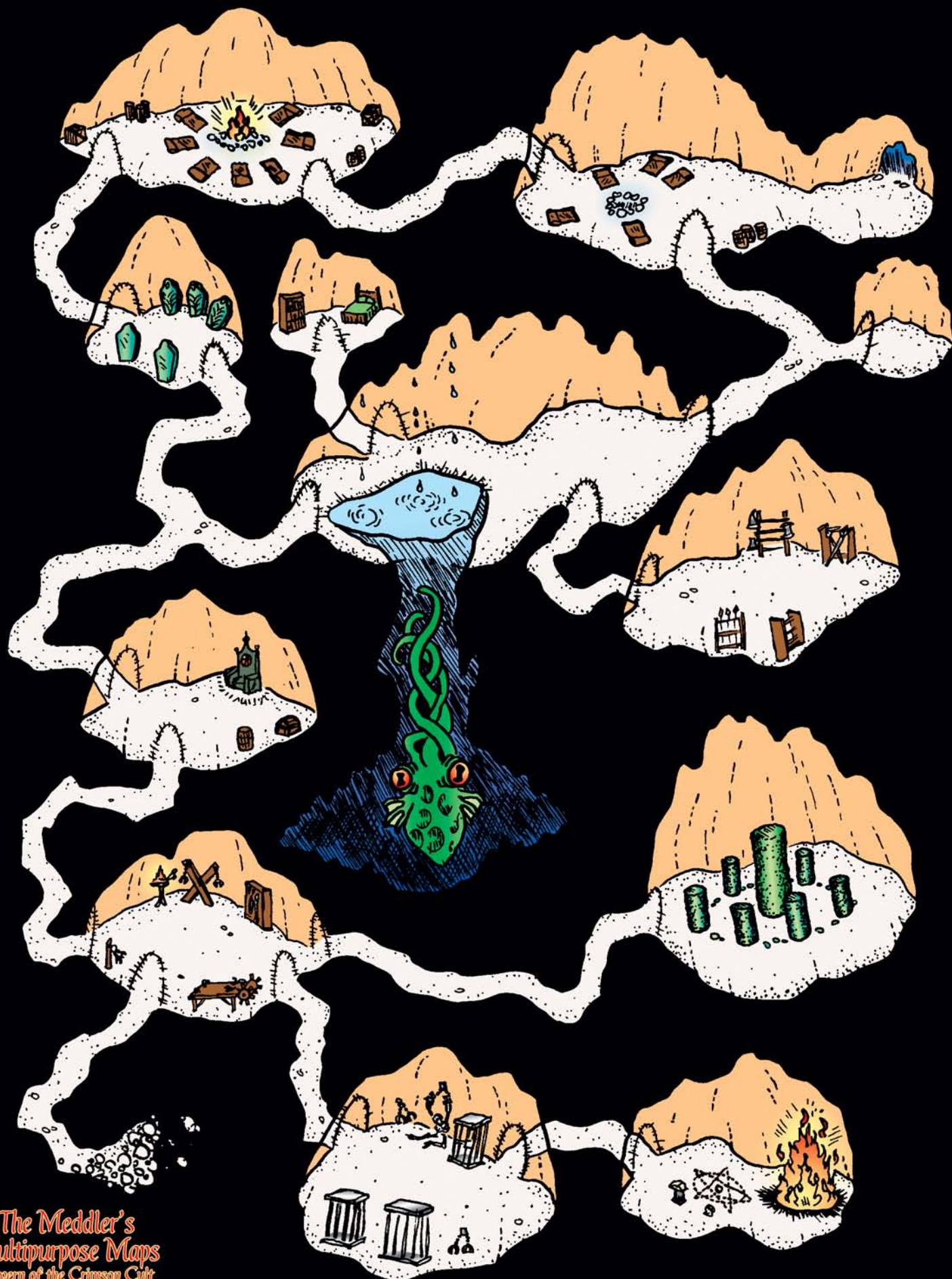
*Cavern of the Crimson Cult* details a network of caves used as a base of operations by a nefarious and blasphemous sect. It is a setting for adventure, be your heroes inquisitors tracking down an evil cleric or a party of brigands looking to steal a sacred relic and make a quick profit.

## Using The Meddler's Map

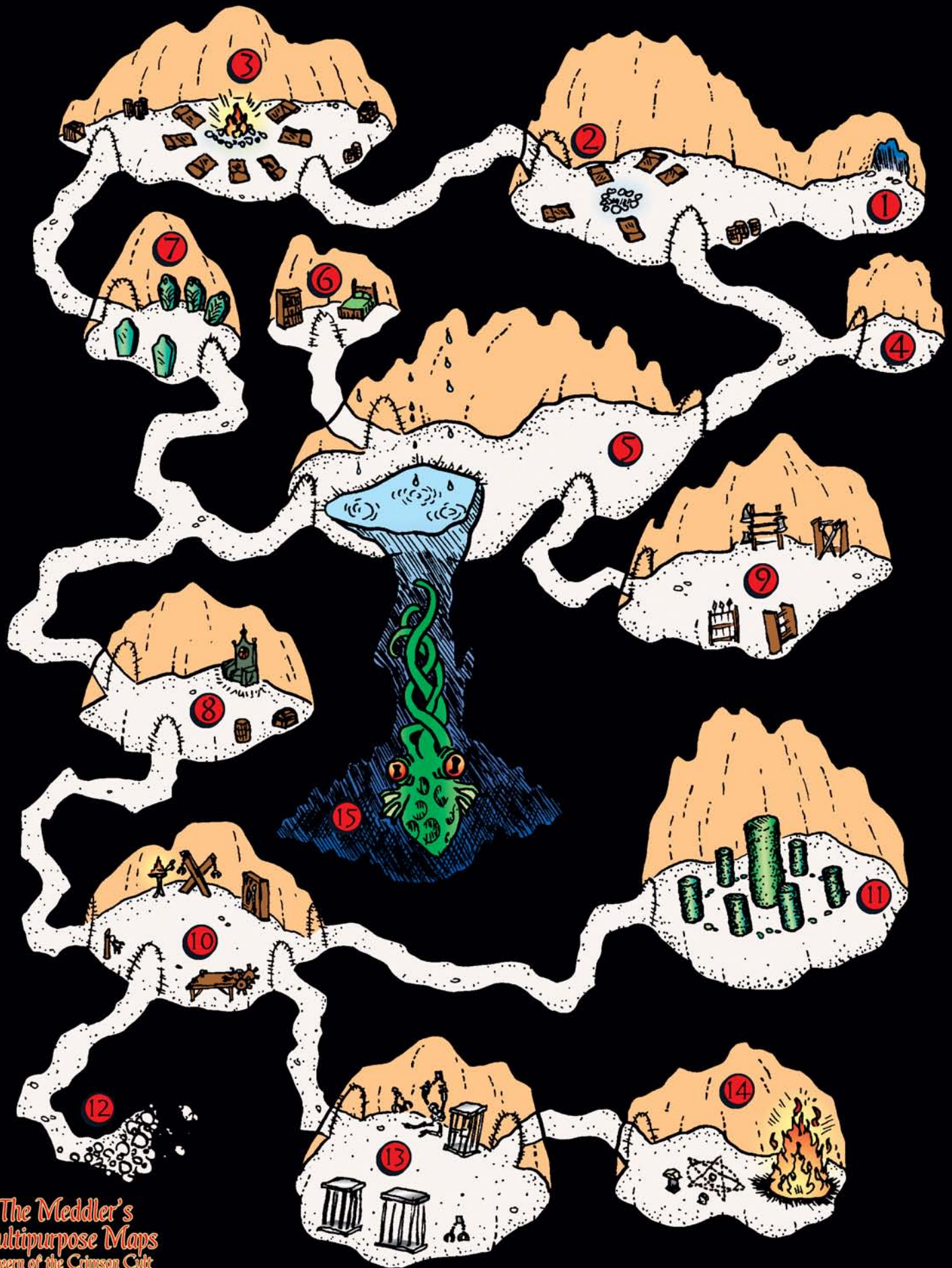
*Cavern of the Crimson Cult* details a network of caves in the abstract, with each chamber intended as its own encounter area for the GM to fill with NPCs, traps, clues, treasure, and all the other meat and drink of a roleplaying adventure. The map provides enough detail to inspire the GM, but not enough to stifle the GM or railroad the players.

Variations of the map are included in color and black-and-white, printer friendly and ink intensive, and with and without numbered encounter areas. Finally, at the end of this document you'll find a pre-made encounter key, as well as a blank encounter key to aid the GM in planning adventures within the *Cavern of the Crimson Cult*.

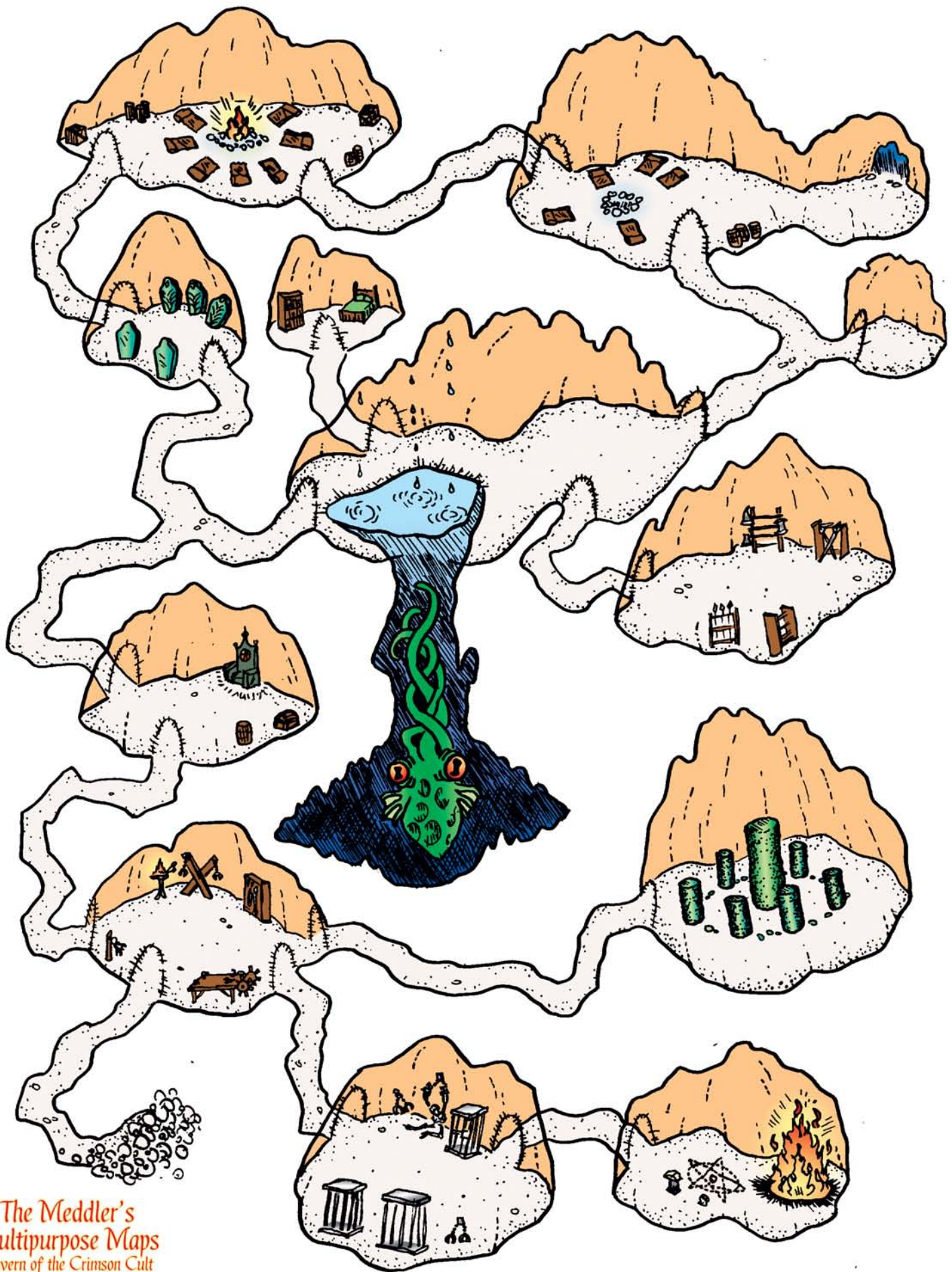




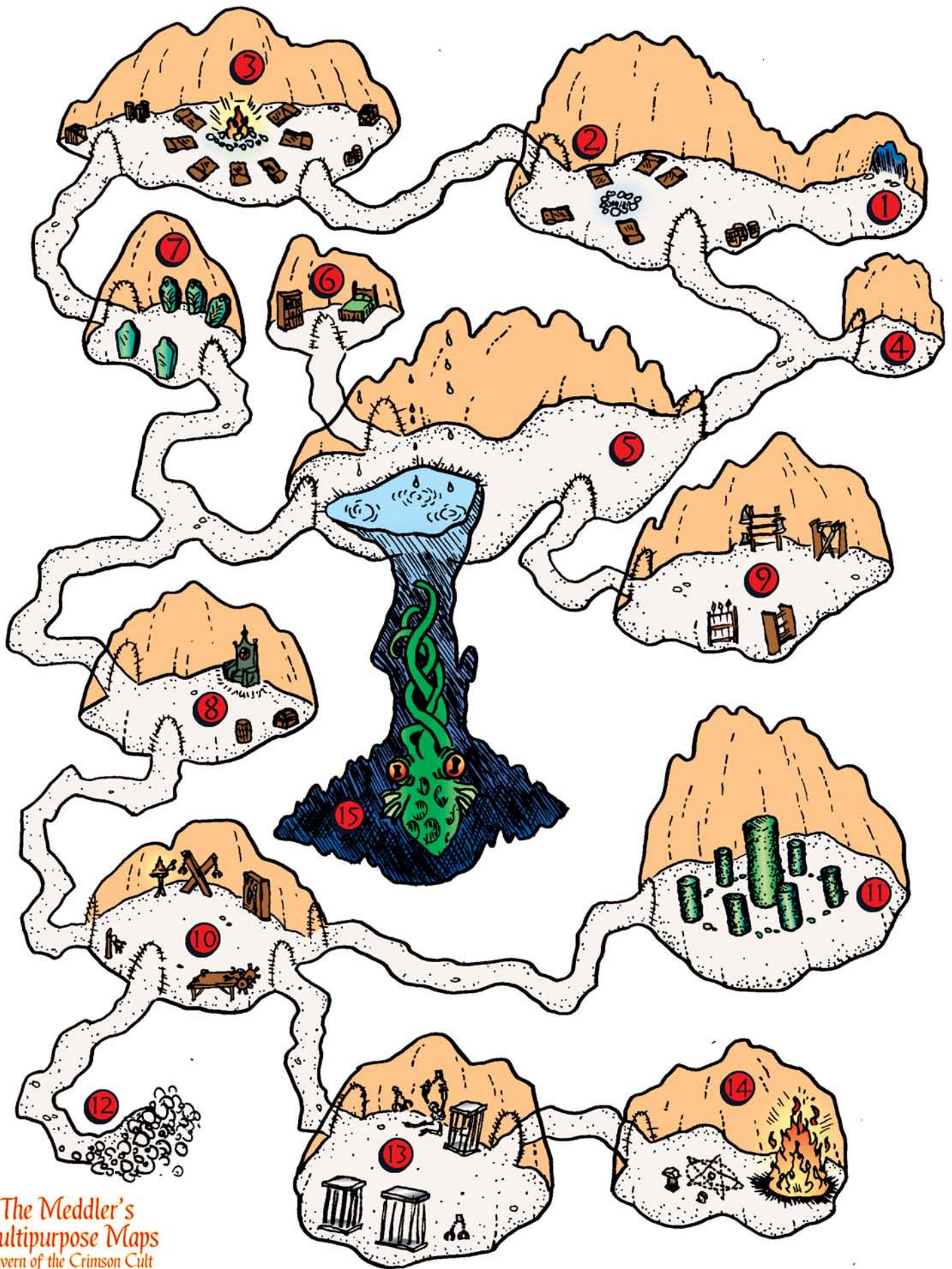




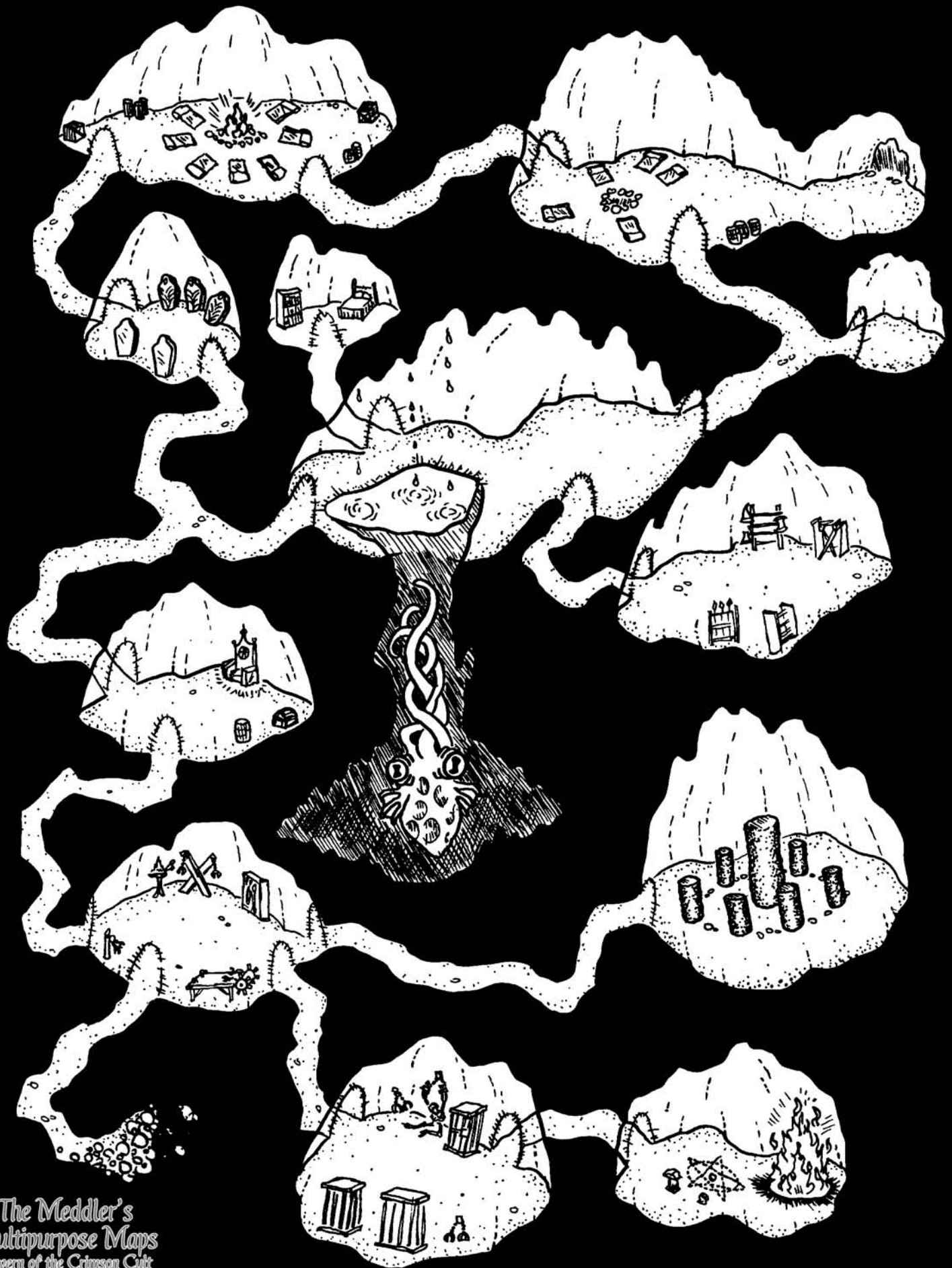


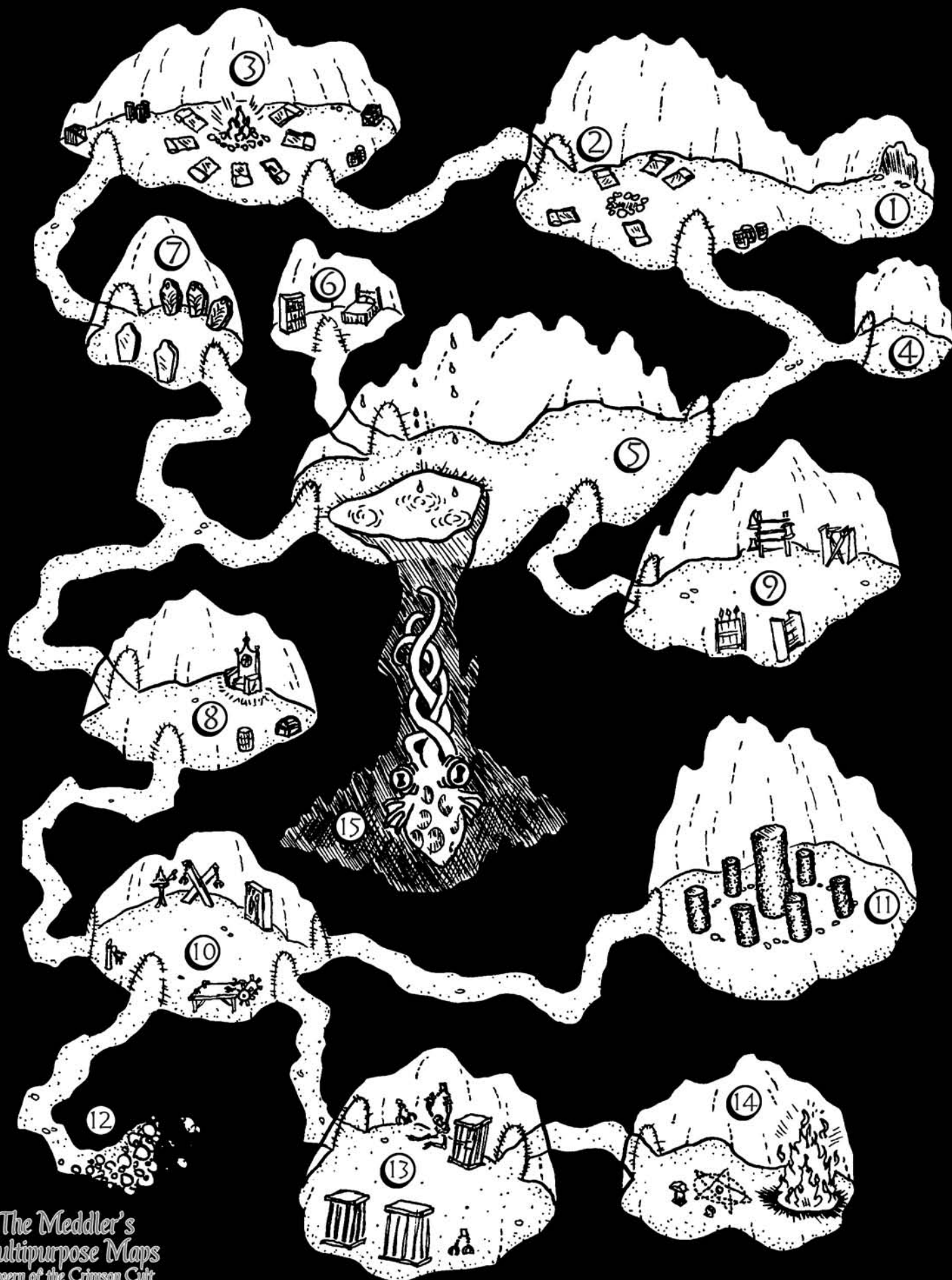




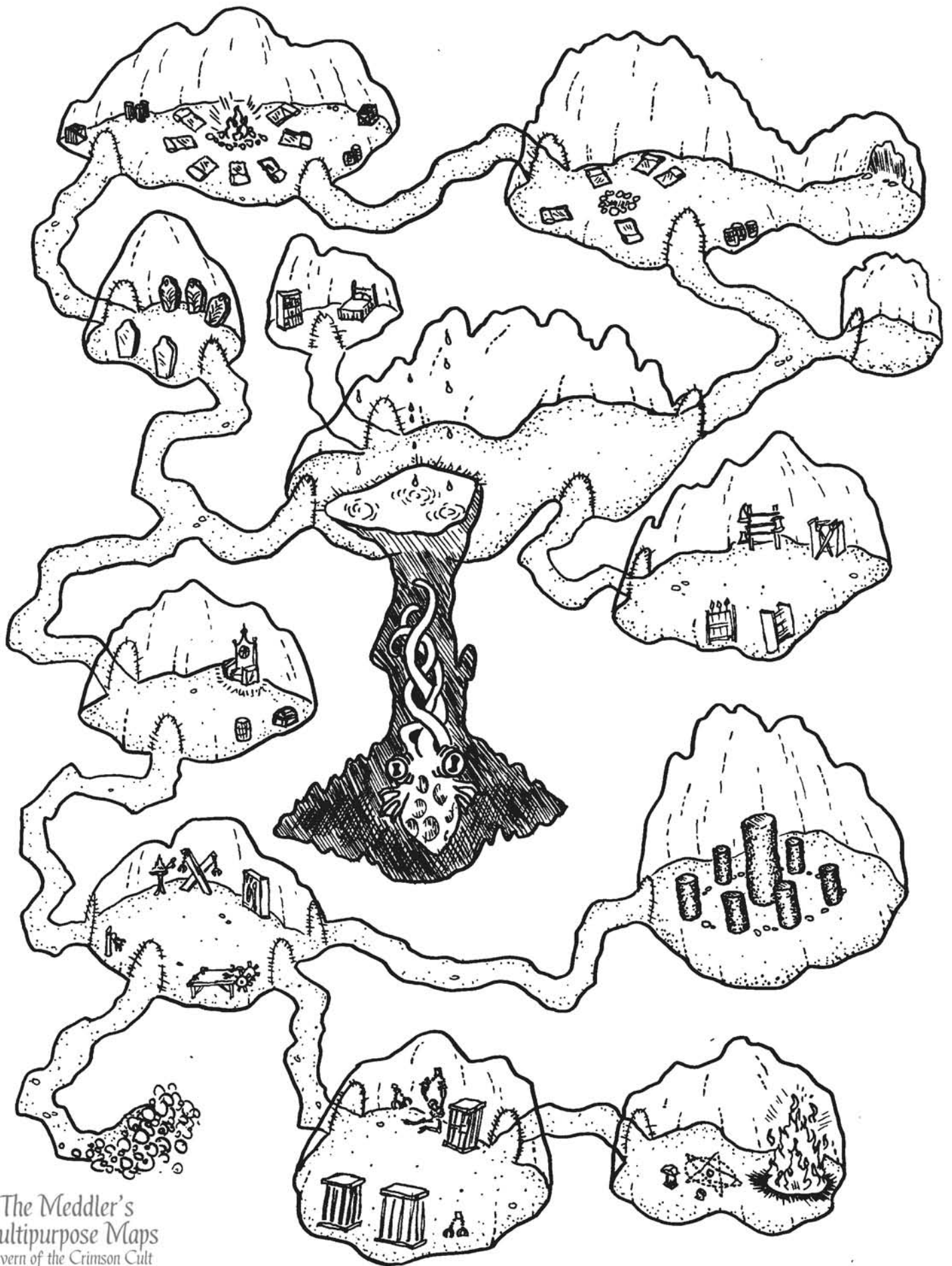


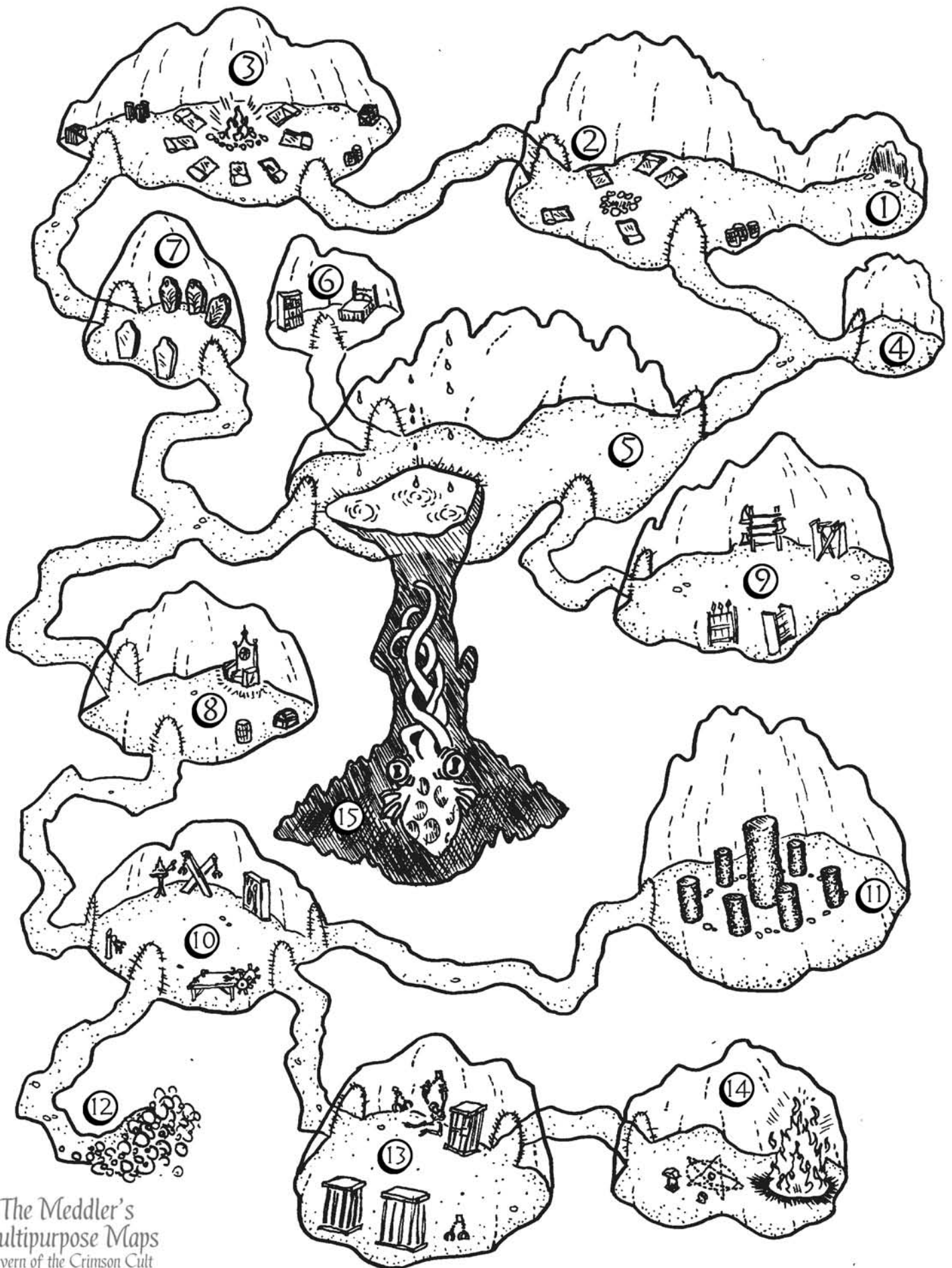














# Cavern of the Crimson Cult Encounter Key

- ① Cavern Entrance: Hidden by vines. 1d4-1 Guard Dogs within.
- ② Inner Cave: 1d4 Cult Guards. Survival gear.
- ③ Barracks: 1d6 sleeping Cultists. 3d10 GP misc. items.
- ④ Dead End: Prime spot for ambush. Bloodstains on floor.
- ⑤ Sacrificial Lake: 35% chance 2d4 Cultists sacrificing virgin.
- ⑥ Master's Chambers: 15% chance of Cult Leader. Lore books.
- ⑦ Hall of the Dead: 1d4 undead. 1d6 GP of jewelry per corpse.
- ⑧ Audience Chamber: 1d4-1 Cultists. 15% chance of Cult Leader.
- ⑨ Armory: 1d4 Guards. 1d4-1 masterwork weapons. Rune blade.
- ⑩ Torture Hall: 1d2 Inquisitors. 1d6 prisoners. 15% Cult Leader.
- ⑪ Arcane Stones: 1d4 Revelers. Stones enhance spellcasting.
- ⑫ Cave In: %50 someone trapped in rubble. Rats in crevices.
- ⑬ Dungeon: 2d4 Prisoners. 1d4 Guards. 1d4 Corpses.
- ⑭ Profane Shrine: Cult Leader. Bound Demon. Book of Midnight.
- ⑮ Deep Pool: Lurking God-Beast. 1d10x10 GP sunken treasure.

# Cavern of the Crimson Cult Encounter Key

- ① \_\_\_\_\_
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