
Cabal Hideout

A Single Page Cabal Of The Crypt Themed Encounter



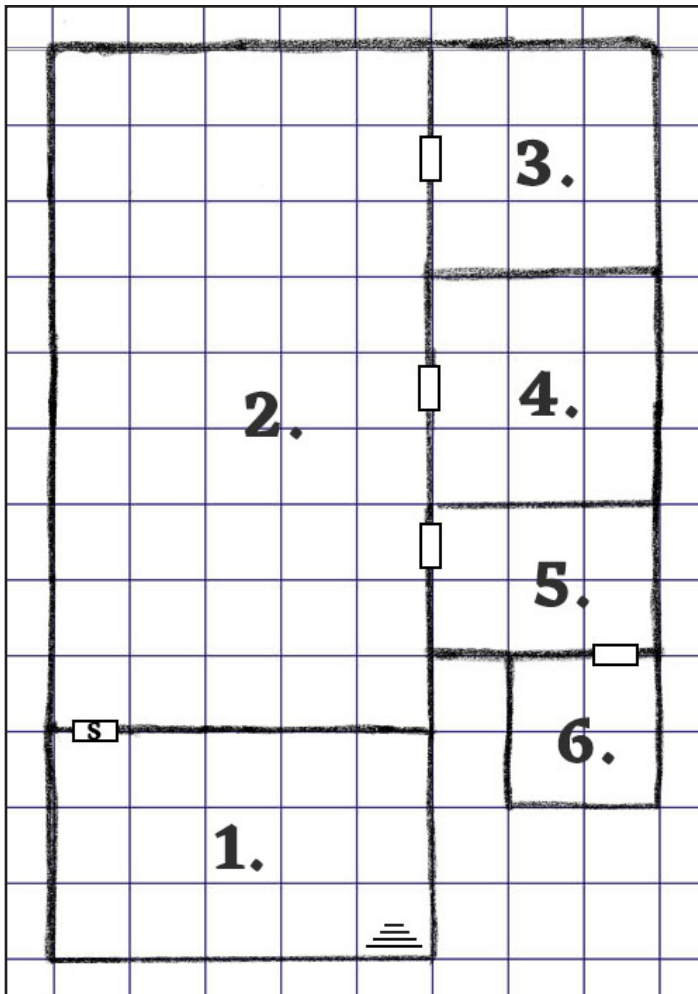
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Cabal Hideout



The Cabal of the Crypt, a criminal organization hundreds of years old and the source behind dozens of unsolved grave robberies, has hideouts throughout the city. These range from simple hovels hidden in the impenetrable masses of the slums, to the cellars of some of the most opulent abodes in the city. Each of these havens is used to stash stolen goods and hide the ones that did the stealing, if necessary. An essential piece to the entire organization.

This particular hideout sits in the cellar of a small, upscale tavern. The main floors are well-appointed and offer quality beer, food, lodgings, and conversation to those with the coin to pay for it. In the basement, however, behind a secret door in the back of a large barrel, sits the Cabal's hideout. The location offers the unique opportunity of eavesdropping upon the wealthy that lodge there, a useful source of both valuables as well as information.

1. Entrance: A large store room for the tavern above holding a variety of items like cheap wine or additional provisions. On the far wall are 4 large barrels laid on their side positioned next to each other. One of them is empty and has a secret hatch in the rear that opens to the hideout proper.

2. Common Room: A large common space for the agents hiding out here. A large dining table dominates the room, but there remains space for several smaller tables where various games like dice are set up. The room is messy and shows signs of the comings and goings of a large number of people. Old food, clothes, and a variety of different arms are strewn about the room.

There are 3-5 Agents Of The Cabal here at most times.

3 & 4. Sleeping Quarters: Each of these rooms is a small sleeping quarters containing a few cots and small chests. The chests are empty or only contain mundane items.

There is a 50% chance of 1-2 Cabal Agents being in each room.

5. Office: This smaller room contains a lone desk and accompanying chair. Someone searching the papers may find reference to another hideout in the city or notes on the noble patron's conversations from the tavern above. There's a door leading to an adjacent room, but it is trapped. Anyone trying to open it without first disarming it will receive a potentially deadly jolt of electricity, and, unknown to them, alert Cabal agents elsewhere of their attempt.

6. Loot Room: This is a small room that contains 3 large chests. Each chest contains a moderate amount of wealth or magic, and are both locked and too heavy to remove from the room. Each chest is trapped with poison gas, and anyone attempting to open or pick the lock risks setting off the trap.

Sample Loot

D6

- 1 Various gold/silver coins and small gems
- 2 A silver candlestick
- 3 Various pieces of finely made pottery
- 4 A bundle of magical scrolls
- 5 Several books written in a strange language
- 6 A painting depicting a king and his entourage

Want More Cabal?

This supplement is an extension of our Cabal of The Crypt faction supplement. Check it out on DriveThruRPG for more details on the Cabal's origins, its leaders, goals, and much more!

<https://www.drivethrurpg.com/en/product/487208/The-Cabal-Of-The-Crypt>