# A Temple of Many A Cultists

## By Zeek

A high ranking individual originating from an adventuring party based in the city of Kythrim decided to lead an attempt to find groups of elidhu cultists based in a temple to the Tree of Life and Death in the city of Harmini. The first objective was to guard the outskirts of the temple and check for cultists in disguise. We found a few cultists by simply asking if we could check them for disguises before they entered the temple. This was a fairly trivial task that we completed, and we soon moved on to completing another task.

It seemed that a priest from the temple had been killed, and all evidence suggested that the priest had been killed by cultists. When we reached this dead priest, we saw that they had a stab wound right through their torso, and three tracks near them. One pair of tracks was encircling the body, another leading away from its back, and a third leading away from its side. We decided to follow the tracks that were encircling the body, and we soon stumbled upon two groups of people arguing. I couldn't tell what they were arguing about, but they started fighting each other, and then we dropped them, and it turned out that they were all elidhu cultists in the end, so I guess that was a success.

Our final task was to investigate the priests within the temple and see if they were cultists. The priests had seemingly had a bad experience with cultists, and two of them would not let us check them for disguises. We talked to them for a while about how all we were trying to do was eliminate the cultists, and that we were letting them check us for disguises, but eventually we just dropped the two priests who didn't want to be checked. It turned out that the reason the priests did not want to be checked for disguises was because they were cultists, so we succeeded with that task. That was all the time that we had to find cultists for the day, but I think that we found enough cultists for our adventure to be considered a success.