4

ORIGINAL ADVENTURES REINCARNATED

D&D

THE LOST CITY



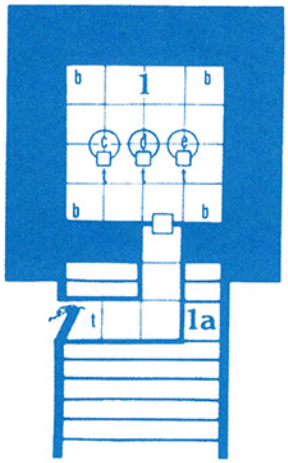
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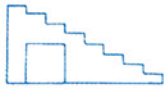
B4: THE LOST CITY

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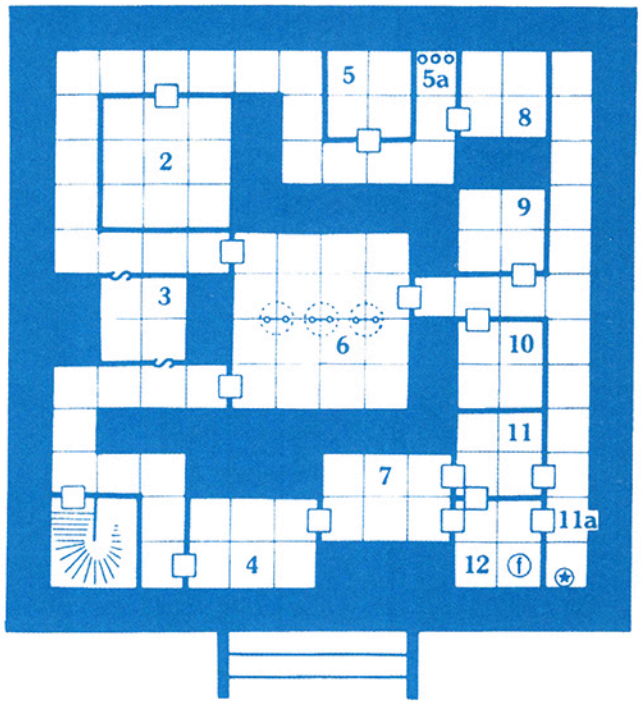
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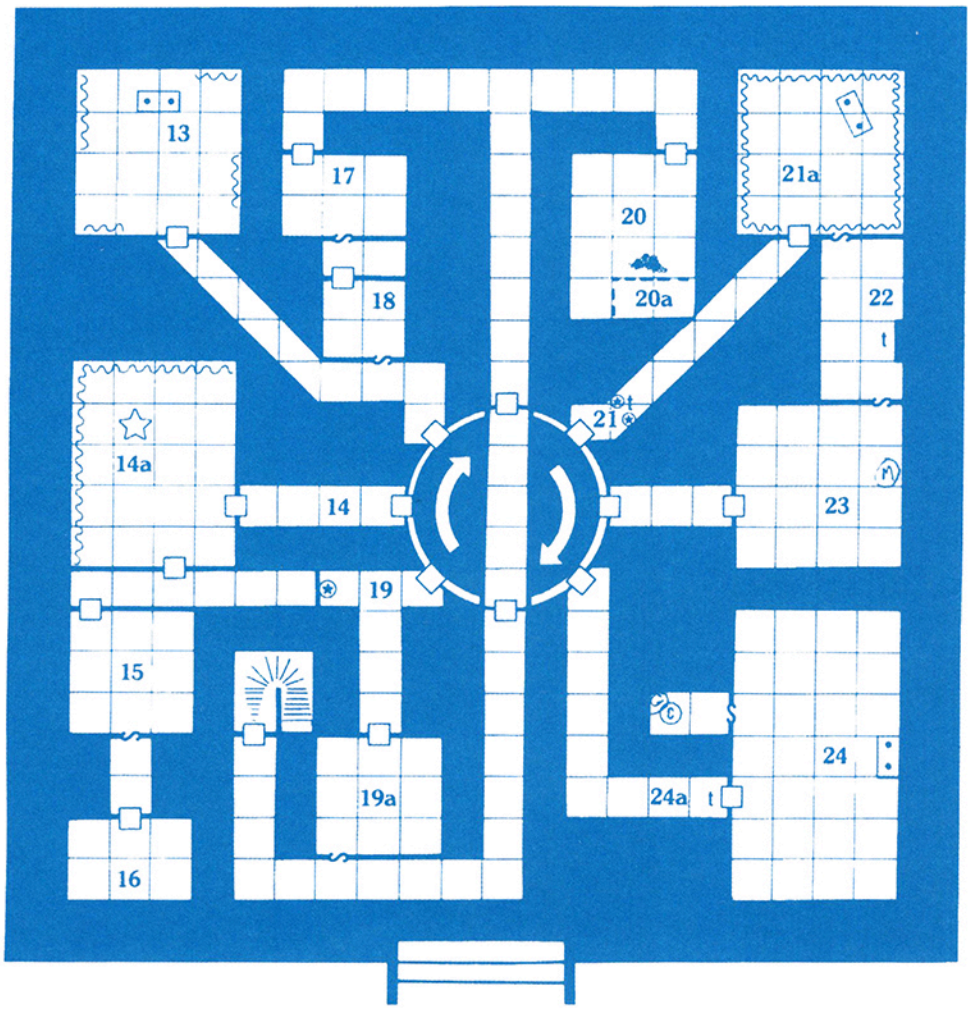
Side View of Secret Door



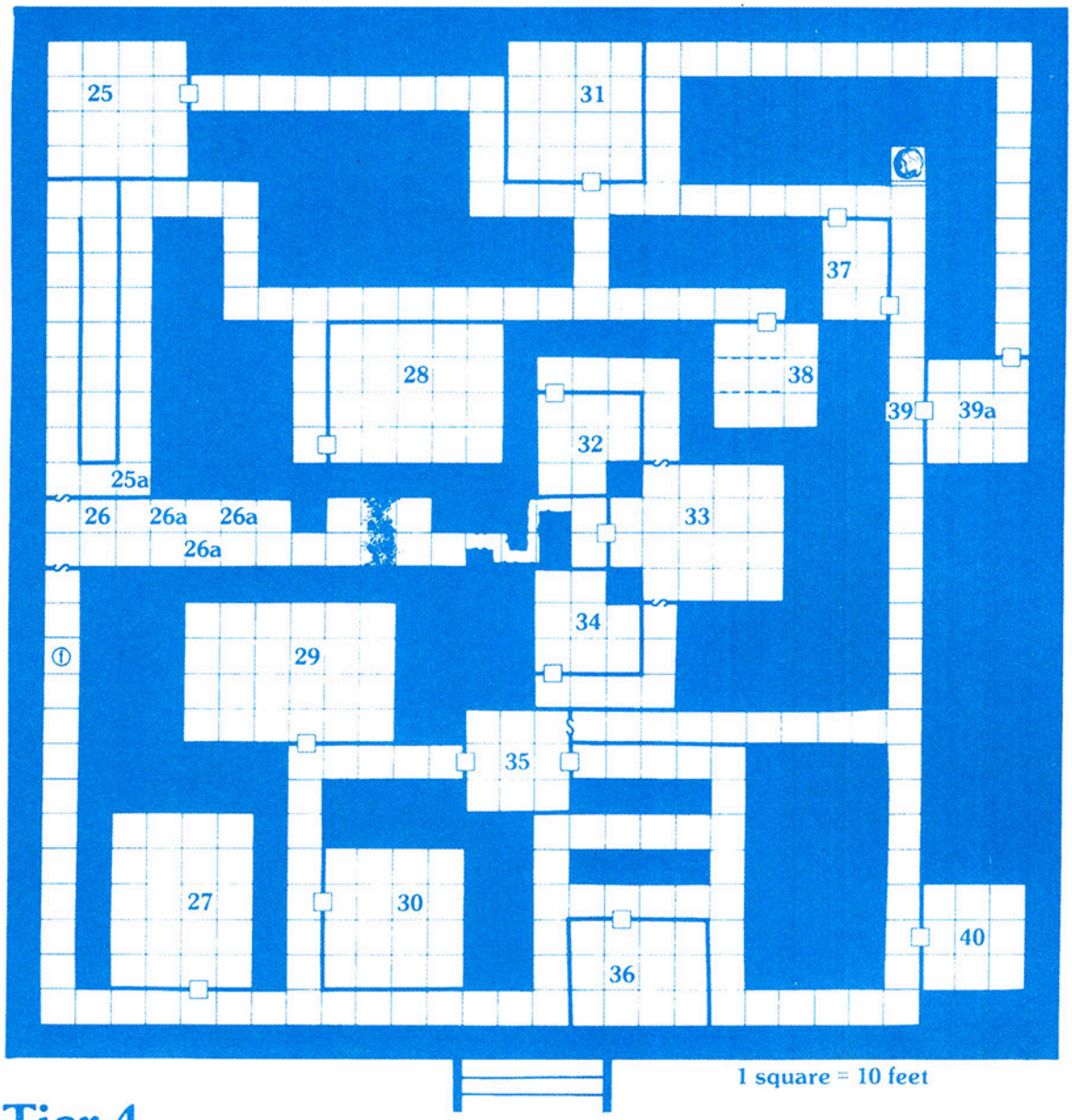


Tier 1

Tier 2



Tier 3



Tier 4

KEY



- Stairs
- Door
- Secret Door
- Secret Trap Door
- Trap Door in Floor
- Trap Door in Ceiling
- Trap
- Hole in Floor and Ceiling
- Hole in Ceiling
- Low Ceiling
- Pit
- Fountain
- Curtain
- Slide
- Statue
- Acid
- Ladder
- Hinged Floor Section
- Rubble
- Altar

THE LOST CITY



A FIFTH EDITION CONVERSION & CLASSIC HOMAGE

B4: THE LOST CITY

Conversion by Chris Doyle and Tim Wadzinski

THE LOST CITY

Full credits for the original edition of The Lost City can be found in its respective section of this book, where it is scanned verbatim from a prior printing. The credits that follow are for the 5E portion of this work.

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CHAPTER ONE

Author's Introduction

by Chris Doyle

I consider February 2, 1981 as the date I started playing role-playing games. That is the day when I came home from school and sitting on the dining room table was the Dungeons & Dragons Basic Rules boxed set, obtained from Sears via mail order. This was the set graced with purplish-hued Erol Otus cover art of an underground scene depicting a fighter and a magic-user (before we called them wizards) in a desperate struggle against a draconic creature emerging from a pool. As I type this, I glance upon a vinyl print of the artwork hanging on my basement wall, which I picked up at a Gary Con auction a few years back. I'm lucky enough to have tracked down Mr. Otus to have him sign it. How do I remember that particular date so clearly? It just so happens to be the day my niece was born.

Back then, I was only a player. And did we play. At recess during school, after school, on the weekends, on summer vacation. We had raided the Caves of Chaos, found the ruined halls of Quasqueton, battled the Slave Lords, and explored the Palace of the Silver Princess. It was late 1982, or maybe early 1983, when a good friend of mine (also named Chris) offered to DM *B4: The Lost City.* I was a huge fan of Egyptian mythology, pyramids, dusty trap-filled tombs, giant scorpions, sandy wastes, you name it. So even though we could not find any other players, we played anyway, and I ran all four PCs!

After getting stuck in a sandstorm, we sought shelter in the ruins of a city revealed by the storm. Soon, we were trudging down a dusty corridor searching for traps. We battled some fire beetles, a flock of stirges in a concealed room, and a gang of sprites (in the desert?) with a proclivity for pyrotechnics. That encounter should have been a clue to things to come, but the fey were soon defeated and we had a few crates of fireworks now.

Then we came to a door. As per standard operating procedures, we listened at the door and heard strange idle chatter, but not in any recognizable humanoid tongue. (They must be gnolls! None of us speak that tongue!) We then searched for traps. Finding none, we kicked in the door and encountered five mask-clad humans, armed and armored. I grabbed my lucky six-sided die and chucked it for initiative. (Yes kids, back in the '80s we used a six-sider for initiative and rolled once for the whole party. And rolled each round of combat!) I rolled terribly, and the opposition didn't, so they acted first. The DM rolled 2d6 (why?) and then instead of attacking, the humans greeted us with open arms! What? They didn't attack? D&D was all about exploring dungeons, kicking monster butt, and taking their loot. It never crossed my mind that we could talk to inhabitants of the dungeon. (Keep in mind, I'm 12 years old.)

So, we talked (and glossed over the fact that they spoke in their own language which we could not understand). It was awkward at first, like talking to a girl for the first time alone. We traded some fireworks for food and water (we were lost in the desert without many supplies, after all) and eventually learned they were part of a Brotherhood. They asked us to join, so we did, not really knowing what else to do. Besides we really needed to rest at this point and there is safety in numbers. We met their leader and soon were outfitted with masks of our own. We spent most of the rest of the session (a few hours) just talking, mostly about an underground city and where to get more food and water. I'm not even sure what we discussed to be honest. But it was soon time for dinner (and homework!), so we had to end the session.

Despite my pleas the next few days, we never did finish our adventures exploring *The Lost City*. As it turns out, the DM was not overly fond of the talking and much preferred chucking dice during combat. Within a few months, he wasn't even playing D&D anymore, and I'm fairly certain he didn't serve as DM again. A big part of the reason was his discovery of sports, and he was truly a gifted athlete, regardless of the sport. We were still good friends, but when we hung out it was just to play football or stickball. I had to find others to share my enjoyment of role-playing games. And I did just that.

After tracking down a copy of B4 at a local Toys R Us, I read it cover to cover and was fascinated by the factions, the backstory of the lost city, and the Cynidicean people clearly in decline. It was the revelation I needed to understand that D&D was a blank canvas and there was the potential to "role" play and not just "roll" play. Soon after I was buying modules whenever I could scrounge up the money or convince the folks I really needed this book. (It's a book! I want to read! That's a good thing!) And then I became a Dungeon Master so I could be in charge of the stories I wanted to tell. Sure, in the beginning, much of it was still about poking things with a 10-foot pole, kicking in doors, and rollicking combats with evil foes. But it was all part of the process. As a DM, eventually I grew as an arbiter of the rules, and as a "role" player, although I still relied on off-the-shelf published adventures.

By the mid-'80s the fad of D&D was dying down in my area. But I kept playing, bouncing from group to group. The local 4H even had a D&D club for a while, including a sleepover D&D camp where I became introduced to organized and tournament play. By the late '80s I was designing my own adventures and attending game conventions. This was when I was introduced to the Role Playing Game Association (RPGA) and began to play in regional and national tournaments. At some of these events (especially the Master and Grandmaster sanctioned events) it was not uncommon to spend an entire session role-playing, and never removing your dice from your pouch.



Goodman Games announced this book at Gen Con 2019. Here you see author Chris Doyle, right, and editor Tim Wadzinski, left, holding the original announcement poster at the Goodman Games seminar.

So, it is with great fondness that I look back on my brief adventures in *B4: The Lost City*. Even though I thought I was exploring the pyramid in *The Lost City*, I was really exploring the many layers of the role-playing game genre. And although I never finished the journey to Zargon's lair, or the cavern below the pyramid, B4 was clearly the start of my journey as a Dungeon Master, eventually an adventure designer, and then a published author. It's ironic that Tom Moldvay was the primary author of the Basic set that started my journey, as he was the author of *B4: The Lost City*. It's also ironic that the D&D brand has outlasted both Toys R Us and (soon to be) Sears!

And although the world and I lost my dear friend, DM Chris, way too early at the age of 23 due to a battle with leukemia, I'll never forget that after-school D&D session of *B4: The Lost City*. Or that perfect over-the-shoulder touchdown pass during flag football that sealed a win.

Chris began playing role-playing games in the early '80s (decades before it became mainstream and popular) and began freelance writing for the game industry in the early '90s. His first publication was for WEG's Star Wars: The Roleplaying Game, which might be a contributing factor to his unhealthy fascination with jawas. He is most fond of writing adventures, and has been published by TSR, Wizards of the Coast, and Atlas Games. He has been writing for Goodman Games since 2004, starting with the original third edition Dungeon Crawl Classics line of adventures. Recently, he has penned several of the Fifth Edition Fantasy adventures for Goodman Games, and is the developer/co-author of OAR #1: Into the Borderlands, OAR #2: The Isle of Dread, *and* OAR #4: The Lost City. *In his spare time, he is an avid tabletop role-player and board gamer.*

The Lost City: An Overlooked Classic

by Mike Mearls

While *The Lost City*, having never been included in a Basic Set, lacks the iconic stature of *Keep on the Borderlands* or *In Search of the Unknown*, it is a worthy successor to those classics. It is perhaps the most playable adventure out of the box compared to others of its era, with its emphasis on history, roleplay, and a clear, campaign-long goal. Why does it stand the test of time? Probably because it was ahead of its time.

A Campaign Villain

The dreaded, god-like Zargon looms as a villain worthy of building a campaign around. Prior to this point in TSR's publishing history, we had powerful NPCs and monsters in adventures, but now for the first time we have a grand, powerful villain who looms as the final enemy.

True, you could argue that Lolth serves as D&D's first boss monster in the GDQ series, but Lolth remains a passive, distant threat in that series until *Queen of the Demonweb Pits*. In contrast, Zargon is the catalyst behind the adventure, the source of its greatest threats, and the final enemy who must be defeated.

Like any good villain, Zargon is more than a powerful monster at the bottom of a dungeon. Yes, the tentacled beast hides there, but its cultists are the most powerful enemies the characters face in the adventure. Dismantling the cult and then solving the riddle of how to destroy the beast for good is the stuff of a dozen gaming sessions.

A Sense of History

To overcome the threats of *The Lost City*, the players must come to grips with the history of lost Cynidicea. With *The Lost City*, the concept of the elaborate backstory hit the perfect balance between too little to give the adventure a distinct flavor and dense lore that remains hidden from play.

The ziggurat the characters must explore to enter the city is filled with clues that smart players can unravel to learn the story of the city's rise and fall. That information is critical to completing the adventure. Without it, the players can never truly unravel the mystery of Cynidicea and understand how to defeat Zargon for good.

Tom Moldvay is perhaps the first designer to build an adventure where the backstory is so important. That he pulled this off while also making that story relevant and important to the action at the table is a testament to his genius.

Factions

A good adventure gives the players meaningful choices. *The Lost City's* factions provide plenty of those, along with the opportunity for the DM to set up politics, alliances, and treachery. The three factions of the city have clear agendas, obvious incompatibilities, and enough common ground that smart players can bring them together.

Factions are a big part of RPGs, whether tabletop or digital, but can you think of an earlier D&D adventure that presents them with such clarity and places them in a prominent part of the adventure? Success in this adventure is impossible without the backing of at least one faction, placing a focus on roleplay and planning that is rare in D&D adventures in any era.

If you've played an Elder Scrolls game or an MMO, you can thank Tom Moldvay for making factions such a prominent part of a fantasy gaming world.

Strangers in a Strange Land

Finally, we come to the most compelling part of this adventure, the bizarre citizens of Cynidicea. Pulled straight from the grandest traditions of pulp fantasy, Cynidicea and its strange, drug-addled people are the perfect sort of culture for characters to interact with. The Cynidiceans are strange but understandable, trapped in a prison of their own creation that reflects their cultural slide into decadence.

As a DM, the Cynidiceans are a fertile field for exciting roleplay. Their strange dreams make everyday interaction a puzzle, but there is a logic and stable structure beneath the Cynidiceans' hallucinations. Once more, Moldvay's ability to weave history and legend into the immediate action of the adventure looms large. Yes, the Cynicideans seem random and strange, but beneath that seeming is a solid, understandable framework for their strangeness.

An Overlooked Classic

Running *The Lost City* takes a little work. Moldvay had only 28 pages to work with, leaving many of the lowest dungeon levels with little detail beyond the most basic information. The full depth of the factions and the city is left to the DM to develop.

However, if you are looking to run a classic adventure for the latest generation of D&D players, you can't go wrong with this gem. The initial levels of the buried step pyramid allow you to launch your campaign with minimal prep. As the players explore, work between sessions to flesh out the factions and add details you need to the city below. When Darius finally falls to the PCs, they are ready to enter the city and take the fight to the cult of Zargon. Luckily, that process should buy you weeks of time to prepare for the next phase of your campaign. What are you waiting for? The treasures of Lost Cynidicea await!

Mike Mearls manages the D&D creative team at Wizards of the Coast. He was the co-lead designer on D&D 5th edition. His work includes Xanathar's Guide to Everything *and* Volo's Guide to Monsters *for D&D, and the board games Castle Ravenloft and Betrayal at Baldur's Gate.*

An Appreciation of Tom Moldvay and his Work on The Lost City

by James Maliszewski

Tom Moldvay's death on March 9, 2007 was indeed untimely—not only because he was 58 years old at the time, but also because it occurred just as the re-appraisal and re-appreciation of early role-playing games and their designers were getting under way. As the editor of the second edition of the Dungeons & Dragons Basic Set, Moldvay would have undoubtedly received much-deserved accolades on the blogs and forums that incubated the Old School Renaissance. The 1981 Basic Set, with its glorious Erol Otus cover and clear, straightforward rules presentation, was indeed a "Gateway to Adventure" for many. I have no doubt that, had he lived a little longer, Tom Moldvay would have come to realize just how much of an impact his earlier work had had on a generation of role-players.

That impact wasn't limited to the Basic Set. During his time at TSR Hobbies, Moldvay wrote or co-wrote several adventure modules for both D&D and AD&D, perhaps the most famous of which is module *X1: The Isle of Dread*, produced in collaboration with David Cook (and recently reincarnated through Goodman Games). Because X1 was included with the boxed 1981 Dungeons & Dragons Expert Set, it's probably the most widely known—and played!—adventure that Moldvay ever wrote.

I like to say that *The Isle of Dread* is the first part of Tom Moldvay's "pulp fantasy trilogy." I don't mean this literally, of course. There is no direct connection between the three adventures I include in the trilogy—*The Isle of Dread, Castle Amber,* and *The Lost City*—but all of them draw heavily on themes and subject matter deriving from the fantasy tales found in the pages of the pulp magazines from the first half of the 20th century. They are all terrific modules and I have a fondness for each of them for different reasons, but I have a particular fondness for *The Lost City*, because it's so often overlooked compared to its "big brothers."

Part of that might be because *The Lost City* was written to support the Basic Rules. I remember well that some gamers of the time turned their nose up at the Basic Rules as "kiddie D&D" (compared to Advanced Dungeons & Dragons, which was "the real thing"). Even those who didn't feel that way often neglected to look at low-level adventures. After all, how many level 1-3 modules does a Dungeon Master need, especially if he has a long-running campaign? Furthermore, Mike Carr's *In Search of the Unknown* or Gary Gygax's *The Keep on the Borderlands* were both well known, thanks to their inclusion in various editions of the Basic Set, making them part of many gamers' earliest memories of learning to role-play. By comparison, *The Lost City* might seem unexceptional.

That judgment would, in my opinion, be in error, for reasons I will briefly elaborate.

The Lost City's connection to pulp fantasy is readily apparent, as it presents a decadent subterranean civilization of great antiquity known as Cynidicea. This civilization has fallen in thrall to a foul alien being known as Zargon, whom many Cynidiceans worship as a god. Lost in the desert, the player characters stumble upon the uppermost portion of a Cynidicean step pyramid, the bulk of which is now buried beneath the sands. As they explore the tiers of the pyramid, the characters come into contact with the fringes of the remnant Cynidicean society, which is riven with factions and secret societies, each of which has its own plots and goals. Success in the module is judged at least in part by how adeptly the characters can navigate the treacherous waters of Cynidicean society in order to achieve their own goals, whatever they may be.

I found Moldvay's set-up very compelling. The adventure consists primarily of a dungeon crawl inside the aforementioned buried step pyramid. The pyramid itself is a well-presented low-level dungeon (with the obligatory wight encounter—nearly every introductory module of the era included an encounter with these level-draining undead, it seems), but what attracted me to the module was the eponymous Lost City and its factions. These are only briefly sketched out in the actual text of the module, taking up two pages of its 32. Nevertheless, these brief sketches are pregnant with ideas, many of which sustained my campaign for weeks and months after the player characters had finished exploring the dusty rooms of the pyramid itself.

What Moldvay did in *The Lost City* is a master class of imagination and concision. Not only did he provide us with a fun, varied low-level dungeon crawl filled with a good mix of monsters (several of which are unique to this module), treasures, traps, mysteries, and, of course, empty rooms, but also the outline of how an enterprising Dungeon Master might expand on the material he provided. Re-reading the module in preparation for writing this introduction, I was frankly amazed by how many ideas Moldvay strews through its pages.

The subterranean Lost City of the Cynidiceans is a good example of what I mean. There are less than 20 keyed encounter areas to go with the map of the city provided and none of them is more than five or six sentences long (with most being two or three). Yet, many of them could easily inspire adventures of their own. For example, the Island of Death in the middle of the Underground Lake boasts a Stonehenge-like structure that predates the Cynidiceans, as well as caves filled with undead. Likewise, goblins and hobgoblins inhabit a series of cliff dwellings nearby and, in the middle of the Wasteland, is a lava pit called the Eye of Zargon, guarded by creatures of elemental flame.

Then there are the Cynidiceans themselves, who, we are told, "spend most of their time living in strange dream worlds." They wear stylized masks of animals and unusual costumes, which only serve to

strengthen the dreams they experience. With each generation, fewer and fewer tend to the needs of their society and those that do serve Zargon, a powerful monster masquerading as a god. There are even game stats for Zargon, so that enterprising—or foolish—characters can attempt to overthrow it and restore sanity to the Lost City. This latter endeavor is only one of eight "further adventures" Moldvay offers up as examples of how to continue to use *The Lost City* after the dungeon has been thoroughly explored.

I can't stress enough how inspirational I found this module when I first read it. Having just re-read it, I find myself tempted to call it the best adventure Moldvay ever wrote and one of the great adventures of the first decade of the hobby of role-playing. *The Lost City* presents no story; it's almost pure location and so much of that location is left to the Dungeon Master to develop for himself, aided by Moldvay's evocative suggestions and his own imagination. That's what a good adventure module should do in my view, particularly those geared toward beginning role-players, as this one is.

The Lost City is, I think, an under-appreciated masterpiece—but don't just take my word for it! I can think of no better way to honor the memory of Tom Moldvay than to read what follows and immerse yourself in its details. Then, go ahead and use it in your own campaigns, in whatever way you choose. Like the best modules of the past, it can serve as a springboard to all manner of memorable fantastic scenarios.

Enjoy!

James Maliszewski started role-playing in the late Fall of 1979, when he opened up a copy of the Dungeons & Dragons Basic Set edited by Dr. J. Eric Holmes originally purchased for his father. More than 40 years later, he's still playing. James is known for his blog Grognardia, which was the focal point of the OSR movement in its early days.

His memories and musings about role-playing games and related nonsense, as well as articles about the history of the hobby from its earliest beginnings to the present day, remain of interest to readers to this day.

Goodman Games Interviews Harold Johnson

by Tim Wadzinski

Harold "Wisconsin" Johnson spent 21 years at TSR and Wizards of the Coast, from April of 1979 through December of 1999, in a variety of roles, and worked on multiple editions of Dungeons & Dragons. Among his many accomplishments are the classic AD&D module *C1: The Hidden Shrine of Tamoachan*; contributions to the *Dungeon Master's Guide* and the Slave Lords / "A" series; work on the Dragonlance, Forgotten Realms, and Ravenloft product lines; and writing for the Gamma World, Gangbusters, and Indiana Jones role-playing games. He and Jon Pickens are credited with editing *B4: The Lost City*. Mr. Johnson remains very active in the gaming convention scene. He also runs the Breadloaf Book Shop in Lake Geneva, Wisconsin, and is a member of the Geneva Theatre Actors Guild.

We were excited to speak with him about his tenure at TSR, his many contributions to the role-playing hobby, and his work with Tom Moldvay on *The Lost City*.

Goodman Games: I did some research on you and your affiliation with TSR and I'd like to know what prompted you, coming out of school, to apply there for a game editor position.

Harold Johnson: Well, I had a degree in biology and nowhere to go but to become a biotechnician for places like Abbott Labs, or work for a drug company, because a Bachelor of Science in biology doesn't do much for you—and I hated that concept. I was trying to figure out what to do with my life.

I had a job, at the time, working for a union parking cars, and I went to Gen Con in 1978 and found out that TSR had an opening for a game editor. I got back from Gen Con, I picked up the phone, I called Mike Carr—who was the one who answered the phone—and said they probably had already hired somebody, but they wouldn't know my skills if they didn't give me an interview. So, they invited me up for an interview.

I had no car, so I actually had to take the train up to Milwaukee, a bus down from Milwaukee, and then walk to the interview. It was a good interview. I made myself a portfolio of my work from my campaign, with my charts and so on that I had been developing. Our group had noticed there was no *Dungeon Master's Guide* at the time, and so we were creating our own.

I met with Gary Gygax after talking with Mike. It was identified that the position had already been filled, that there was no position available. But Gary and I talked, and at the time, I pretty much thought nobody knew who I was. About 10 years ago, I realized that was not so, but at that time, I thought nobody knew who I was.

I was talking to Gary. He asked what got me up there. I said, "Well, I have a minor in history, but it's not a typical minor in history, it's a minor in ancient Near Eastern religions, so Hittites, Acadians, Sumerian, Babylonian, Canaanite, Egyptian, Greek, Roman. That sort of stuff. Mythology." When I said the word ancients, Gary—who was in love with ancients—perked up his ears, and the two of us spent the rest of the time doing a role-playing game for ancient societies, which later Dangerous Journeys was, but that was many, many years later.

I went home with no job, and about three months later, there was a position posted to become the lead designer for Dungeons & Dragons because Gary was the only one writing for it. I applied. My whole goal was *not* to take the job. My whole goal was to get the company to be convinced that I would be a good hire, to offer me the job, and then I would say, "I'm a scientist. No, thank you." The point being that I was trying to give myself an ego boost so I could go back and enter the actual business world versus working for TSR.

GG: [Laughs] That's quite a story.

HJ: True story. When I was eventually offered the job, I then said to my friends, "Well, now is the next step where I call them and say, 'Thanks, but no thanks,'" and my friends said, "Are you insane?! There are lots of people who would kill for this opportunity. You've been offered the number one job and lead designer for the company," and I said, "Yeah, yeah, but I'm a scientist. My dad will kill me." Turns out, my dad actually thought it was a great idea. They convinced me to take the job.

I called back and said I'd take the job. Two months later, Gary called and said the editor they had hired quit, and they were in the midst of doing *Dungeon Master's Guide*. They needed me up there as an editor since I had applied as an editor. I said, "But... but... I want to be a writer now." I had been a writer for some time. I was a playwright; I had published my own magazines with amateur writings from various people. [Laughs] It was interesting. I came up as an editor with the understanding that one day, I would transfer back to the design department, which did not happen.

GG: Really? Never in all your years at TSR?

HJ: No. I became an editor; I worked as an editor for about a year, and then I was made a manager. That really came about because they would say to me, "Well, this is your next project," and I would say, "No, it's not," and they'd get this puzzled look on their faces and say, "Yes. It's what we need you to do next." "No, actually, you *don't* need me to do that. What you need me to do is answer the phones for Gen Con because you have nobody here answering the phones, and you have all these customers calling concerned about Gen Con, and the only person running Gen Con is offsite and not available to take any of the phone calls." So I did that a lot to them, in the first year, about different tasks and different assignments. In the end, they said, "Hmm. He likes to boss people around. Why don't you make him a boss?"

GG: Would you say you were you a tough boss or a fair boss?

HJ: I think I was a coach. I was manager of design for about a month,

and then Allen Hammack, who had seniority on me, asked to be in charge of design, so I stepped over to become manager of editing. My goal was… Bosses have a different way to handle things. A lot of bosses, if it's a victory, it's the boss's victory, and if it's a failure, he points at the team and says it's their fault.

GG: Sure. We've all seen that.

HJ: I did it the other way. I said if it was a victory, it wasn't me, it was the team who did it, and if it was a failure, it was my fault because I didn't communicate well. And I kept a low profile. I gave credit to the staff, even though, at times, I actually was the editor as well as the editor-in-chief as well as the developer on a product—but the goal was to promote the credits of my staff, so I gave them credits for doing some of the tasks. The editor of the Dungeons & Dragons Basic set, Anne Gray—later Anne McCready—was actually our copyeditor. I was the editor; she was the copyeditor. I took the developmental credit, is what I put myself down as.

GG: You were there for quite a while, and you wore many hats working in many areas of the company. I don't know if you can even answer this, but what was your favorite part of working at TSR?

HJ: My favorite part of working there was the people and the creativity. But if you're asking as far as tasks and assignments, I think it was working with Gen Con. Gen Con and meeting planning was when people came to know that Harold Johnson existed because even though I was the editor-in-chief on everything and the director of publishing, I took a backseat, so they didn't know who I was. Even my design, I would give credit to a coauthor, and in some cases, it was just someone who gave me ideas, and I did all the writing, but I gave them credit for it.

When I became the director of consumer services, which included Gen Con, I found that Gen Con was a little bit of everything. It was negotiation; it was marketing; it was planning; it was innovating; service; lots of things, and always different every day. I took a little pride in working with Gen Con, and during that time, we changed our attitude from "We're doing you a favor letting you exhibit at Gen Con" to "Oh, no, no, no, we're here to help you guys succeed. We're a service organization. We're not taking pride that this is our convention and we're just doing you guys a favor letting you be here."

I became very helpful to the community, to the industry, as well as to the attendees, and that's when people started to know. "Oh, who do you want to talk to? You want to talk to Harold. He can fix things." [Laughs] I thrive on that. I like doing that a lot.

I got to talk to media. I was one of the first ones, actually, allowed to officially speak for the company in public, on public radio, later on public television, that sort of thing, so that's good. I was an actor before I ever came to the company. I had made my career, since age 14 on, as a paid actor, playwriter, director, and that's where my money came from to go to school. I like applause. I like celebrity. That's a good thing. [Laughs] Gen Con let me be a celebrity.

GG: That's awesome. Along those lines, everyone knows you wrote the classic module *The Hidden Shrine of Tamoachan*. You contributed heavily to the Dragonlance line, which was also huge. What do you consider your greatest accomplishment in gaming?

HJ: In gaming? Wow. [Laughs] I think my greatest accomplishment in gaming, people don't notice. It was to be a leader and teacher of those who use our products. When I did *C1: The Hidden Shrine of Tamoachan*—which, by the way, was a typo; it was supposed to be *Tamoanchan*, but the N got dropped out and had been from that point on—I was trying to do an adventure in a different way from all those that had come before. I was inspired by some of the things that Gary showed in *Village of Hommlet*, where he had text set out that was something that can be revealed to the player characters right away, and then more text that you'd have to search for—you'd have to interact with the environment and the creatures and so on—to learn that information.

> "In the 'A' series, it starts out with you fighting half-orcs at mid-level, and by the time you are at high level, you are fighting kobolds, and it progressed downwards. It went from half-orcs to orcs to hobgoblins to goblins to kobolds, and as the player characters got more powerful, the monsters got weaker, and yet we challenged the heroes because of the strategy and the story and the planning."

I said, "Well, I want drama." A playwright, right? [Laughs] "I want drama. I want theater. I can't be certain that the Dungeon Master's going to understand how to create that drama and that atmosphere, so I'm going to write descriptive text. I'm going to give you a story piece that you can read to the players ahead of time," and that became a standard in the industry; still is today.

A lot of the other things I did… I said, "The previous adventures were all 'Here's a monster. Fight the monster. Kill him. Get his treasure. Here's the treasure.'" Tended to be lists of monsters with treasures. Mine said, "Let's talk about tactics. Let's talk about consequences to action. Let's talk about lessons that the players need to learn to work effectively as a team and to thrive in a dungeon."

In *Tamoachan*, there's a place where there's a pile of gold sitting on the floor right in the middle of the corridor, and the lesson that you're going to learn, if you mess with that gold, is there's no such thing as a free lunch because, of course, it's trapped, and you should have been wary of it anyway. It's just lying there unprotected! Come on! [Laughs] You really think we would design an adventure that way? *Tamoachan* set the standard that is even now used today, 40 years later.

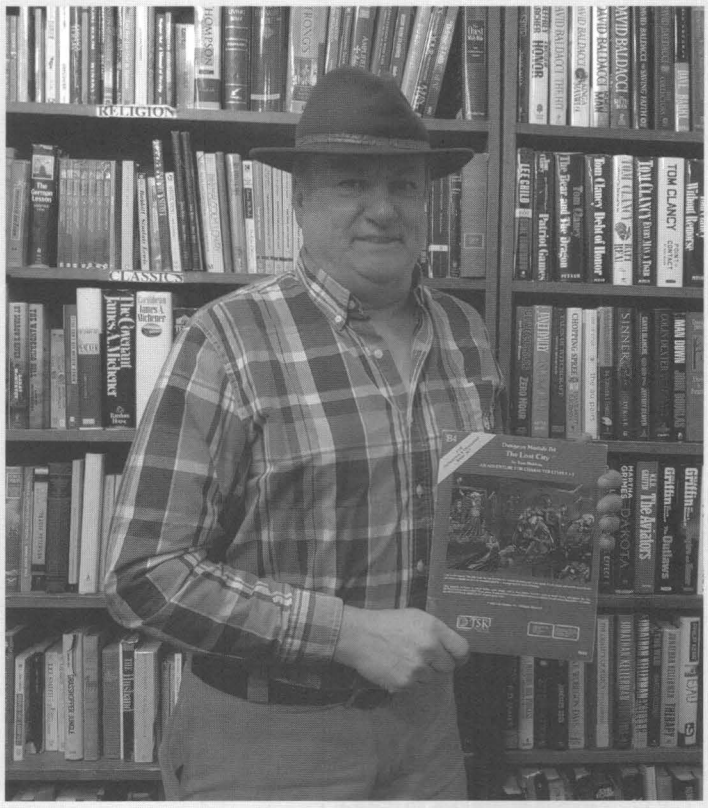
When I helped contribute to the "A" series… in fact the "A" series was based on the only adventure I ever ran for any people who worked for TSR. One day, I brought them in, and they said, "You want to do an adventure?" I said, "Give me some time." I wrote character backgrounds, I mixed them up randomly and handed them out to the players, and I put them in a country that was occupied by an invading force. Within 15 minutes of play, each one at a separate time, they all got arrested and thrown in jail for one offense or another. I threw them in prison, and they sat in prison for a while, and then they were, the next day, put on a ship to sail across the bay.

Harold Johnson's Book Store

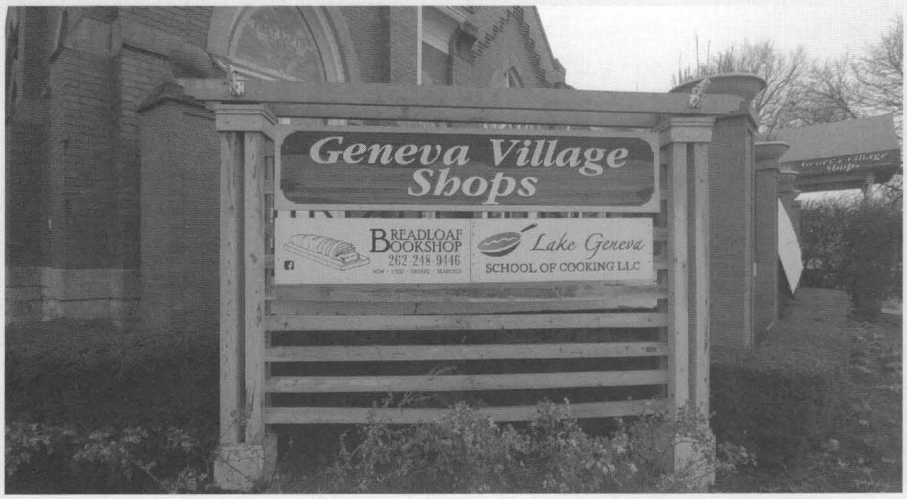
Since 2011, Harold Johnson has operated the Breadloaf Book Shop in Lake Geneva, Wisconsin. The store offers new and used books. It is part of the Geneva Village Shops inside a former church, at 727 Geneva Street. The location is mere blocks from the Gygax family home, the Horticultural Hall that hosted the first Gen Con, and the building that once housed The Dungeon Hobby Shop. For more information, call (262) 248-9446 or visit the store on Facebook at https://www.facebook.com/Breadloaf-Book-Shop-1440863886141160. Here are some photos taken by OAR series editor Tim Wadzinski on a recent visit.



The front door to the Breadloaf Book Shop in Lake Geneva.



Harold Johnson holding a vintage copy of B4: The Lost City.



The Breadloaf Book Shop is located at 727 Geneva Street in Lake Geneva, Wisconsin, as part of the Geneva Village Shops inside a former church



Tim Wadzinski and Harold Johnson outside the Breadloaf Book Shop.

They still did nothing. I actually had maps that were miniature scale, so you could put your miniatures on them. I was doing it back then. They do it nowadays, but back then, nobody was doing it. Stage. Theater. [Laughs]

We got across the bay, and we came to this big wall, and there was a door in this cliff face, huge door, and they creaked the door open, and as they creaked the door open, this goblin bolts out through the door, runs down through the surf, and takes an arrow in the back of the head and falls dead in the surf. All the players felt "Uh-oh." [Laughs] I threw them into a dungeon with no weapons, no possessions, minimal spells, and said, "Survive." This was based, of course, on the "Star Trek" episode "Arena." Afterwards, they said, "Oh, this is cool. We need to do this. Giving players at even a high level the chance, the sense of risk and drama, it happens if you take away everything you have, so we know what we're going to do for a round of this tournament."

When we did the "A" series, the other lesson I taught was monsters are not stupid. Monsters are as smart as the players. Up to this point, monsters would just attack. You could stand in a doorway, narrow the attack, and wait for them to come at you one at a time and pick them all off. When we did the "A" series, I said, "Let's not do that. Let's teach them several lessons." One of the lessons we taught was strategy: ambushes, tricks. There's a scene where these orcs are standing on a set of stairs, so they get different levels. There's a heavy force up front defending the ones further up on the stairs, and the ones on the stairs have missile weapons, and at the very back, magic-users. "Gee, oh, these monsters are ready for us, and we've got to run down the corridor at them. Boy, that really sucks."

We were showing them strategy. I wanted to show them that that could happen. The other thing that the "A" series did was because I do not like monster inflation. I think that a game, as you advance in level, should challenge you mentally, should challenge the players and the heroes mentally, more than "We have to create bigger monsters because you're tougher." In the "A" series, it starts out with you fighting half-orcs at mid-level, and by the time you are at high level, you are fighting kobolds, and it progressed downwards. It went from half-orcs to orcs to hobgoblins to goblins to kobolds, and as the player characters got more powerful, the monsters got weaker, and yet we challenged the heroes because of the strategy and the story and the planning. Those who would follow used this as a basis to write their own adventures, and they started going, "Oh. Monsters aren't stupid." [Laughs]

I think that's the thing that I feel I contributed mostly to role-playing games, and all of my work at the game company was always to say, "Just because it hasn't been done this way before does not mean that we should be satisfied with the past. Let's see if there's an evolution, if there's another thing that we can do."

When we did *Ravenloft,* originally vampires were vampires were vampires. I suggested that wasn't so, that if you had a vampire who drains you by music, that would be a different vampire. You would go, "Oh no, now I have to learn how to defeat this vampire. It's not like I know the standards for killing vampires." Or one that does it through laughter or one that does it through, I don't know, leaching plants. We then wrote a series of adventures, the *Van Richten's Guides,* and you would get mini adventures featuring 13 different takes on golems or 13 different takes on a vampire to show you that things differ.

One of my biggest pet peeves in gaming and role-playing is that not every kender is Tasslehoff Burrfoot. I know; *I'm* Tasslehoff Burrfoot. He was my character; I created him; I know who he is. Every kender is as different as every human being is from the next human being, and if you believe the drawings of some people who illustrated kender, they all look exactly like Tasslehoff Burrfoot. Bah. He's a unique character.

I did write a two-part story for *Dragon* magazine, which introduces you to 10 different takes on kenders—10 different characters of kenders—just to show you that there are evil kenders, and there's good kenders, you know? [Laughs] People are people are people; they're unique. Kenders are people. Dwarves are people. They may have some common traits, they may be corrupt, they may like to drink, they may be immune to magic, but one dwarf is not the same as the next dwarf to him, and I'd like people to learn that, too. There's a lot of fun in looking at your non-player characters—at your monsters and your supporting humanoids—and making each one unique and different because it adds so much more depth to your story and your adventure.

"There's a lot of fun in looking at your non-player characters—at your monsters and your supporting humanoids—and making each one unique and different because it adds so much more depth to your story and your adventure."

GG: When you worked with Tom Moldvay on *The Lost City*, were you able to apply any of these principles you've been talking about here?

HJ: I was, and we did, but we also did it in the design of *The Lost City.* I just noted that the original *Lost City*, we drilled the first edition so that it could be added to a three-ring binder. It had three holes in it so that you can put it in a three-ring binder, and we were proposing to do this with adventures. That one happened, and then when they reprinted it, management thought it was stupid and stopped doing that. We came back to it with the *Monstrous Compendiums*, and we did loose-leaf so you could pick and choose—instead of carrying 20 tons of support product to a game, you could just pick the monsters you want and the portions of the adventure you want. Throw it into a three-ring binder, and just carry that to the game. We did that.

Another thing that we did, we actually learned from the past as well. When Mike Carr did *In Search of the Unknown*, the very first "B" module—*Lost City* is B4; *In Search of the Unknown* is B1—he made it so that it was not just a pre-generated adventure or dungeon or ruin. He made it so that you can personalize it as a DM, that it was a teaching guide. We did that with *Lost City* so that the upper levels are in detail, and the lower levels are mapped out with some suggestions as to what is there, but we really left it vague so that the nouveau referee, the Dungeon Master, could personalize it, could pick which monsters he wanted to use.

The one thing about role-playing that we don't talk a lot about is every role-playing adventure is unique to you. Your story is not the same as somebody else who plays the same adventure because different things happen, and different takes on challenges and how the mon-

sters react with you are based on the creativity of the Dungeon Master. The players, with their Dungeon Master, are creating a unique story, which is one of the reasons you would find role-players who would sit down and want to tell you the story of their adventure because it was *unique* to them. If you didn't play with them, you didn't experience what they experienced, and it was enjoyable just to retell it. We did that in B4. We designed it so that as you went further into it, it would become vaguer as you went.

What we did in B4 would later be used when I did the Dragonlance products two years later. We did some of the things I did in C1. I did a monster chart so I didn't have to list monster stats in the encounter. That always took up a lot of space, so I did it on a master chart, and I could leave the monster statistics—the armor class, hit points, and so on—off, out of the module. It made the module interesting to read without stopping and just glossing over the stats, plus you could always find the stats; they're always in one place.

Another thing that we then would do—in *Tamoachan,* we gave the monsters tactics. In *Lost City*, we gave ideas for what we later came to call adventure kernels or seeds. They were ideas for adventures, and they might have something at its core. In the case of the last layer of B4, you encounter Zargon, the one-eyed beast. But even with Zargon, while we've given you his stats, we made him immortal. He has the ability to regenerate, although you don't know it because it's a slow regeneration. [Laughs] You can kill him and think, "Ah, I've managed," and down the road, a couple weeks from now, a couple years from now, Zargon could reappear because he regenerated and he's back alive.

This led to another thing we did. We have a cursed item. There's a scroll you read, and it changes the body of the person who reads it. It changes you to look like a mini copy of Zargon.

GG: [Laughs] Yes. That is quite nasty and fun.

HJ: You think that Zargon's just trying to be a spirit possessing a human, and that gets you to ignore the fact that Zargon's over here on the right regenerating because you now think, "Oh, he is a spirit that jumps from body to body."

GG: He is a great villain. Was he inspired by anything in particular? Or was he purely constructed by the team?

"Tom and I both had a love of Robert E. Howard's Conan stories and H.P. Lovecraft's 'The Call of Cthulhu' and the Eldritch monsters. A lot of the monsters that we have created and added to Dungeons & Dragons are based on this otherworldly nature that's almost Cthulhuian, and I think that was Zargon. Zargon is a creature right out of a Conan story."

HJ: Well, mostly it was Tom's idea, but Tom and I both had a love of Robert E. Howard's Conan stories and H.P. Lovecraft's "The Call of Cthulhu" and the Eldritch monsters. A lot of the monsters that we have created and added to Dungeons & Dragons are based on this otherworldly nature that's almost Cthulhuian, and I think that was Zargon. Zargon is a creature right out of a Conan story. It would have been something that would have been very much at home with Conan—and Robert E. Howard was a big fan of H.P. Lovecraft. If you look in some of his short stories, he actually chants one of the chants from "The Call of Cthulhu." All I remember right now is that *fhtagn* is one of the words.

I think that you'll see that was where Zargon comes from, and right now, a lot of the creatures that I created—the cloaker, the gibbering mouther—they're very Cthulhuian. They're very odd, alien, unnatural things. They're not a fairy; they're not an orc; they're not a witch. They're something that is unpredictable. You don't know what it is.

In the early days, the standard was that—and Gary started this standard—when you wrote an adventure, you would introduce at least one new monster, so that was a perk that the people who bought it would get. The remorhaz appears in the *Against the Giants* series, in *The Glacial Rift of the Frost Giant Jarl.* We would always do that. When I did *Tamoachan*, there are several new monsters, as well as classic monsters are then referenced, like the amphisbaena. The werejaguar—we didn't have a werejaguar in our thing, but a jaguar is equivalent of a tiger in South America and Central America. We would introduce something new. I think that's where Zargon comes from.

GG: The adventure as a whole, and the idea of a lost underground city—were those inspired by any books or movies?

HJ: Conan the Barbarian. We were very much into Conan. A lot of the birth of Dungeons & Dragons came about by the reintroduction and the public's rediscovery of the Conan stories, done mostly by Curtis Magazines with Marvel—Marvel owned the black-and-white Curtis Magazines—and *The Lord of the Rings*, which had reached the stage in the late 1950s, early 1960s, and that brought fantasy into what we were doing. We were originally just doing historical armies, and then we said, "Ooh, we could do dwarves; we could do giants." [Laughs] Dave Arneson, the one who introduced dragons, said, "Ooh, we could do these things, too," and that's where fantasy came from. I know that Gary, myself, a lot of the design team were fans of those grandfathers—or uncles—of horror and modern fantasy.

GG: What about the concept of the different factions in *The Lost City?* That's certainly interesting. Where did that come from?

HJ: There is a Conan adventure called "Red Nails," and in it Conan, who comes out of a jungle having fought an earth dragon—which, in fact, is just a giant dinosaur—and killed this dinosaur, finds this encapsulated city, and he goes into the city.

The Conan material was written as a series of entries in magazines, so it was a serial, and serials tended to be cliffhangers at the end of a chapter. In that story, "Red Nails," he encounters two factions. One has him captured and is torturing and killing parts and members of the other faction. He decides to throw his fate in with the underdog and rescues the underdog, only to find out that he's a prince of the second faction, and that city has the two factions going on, plus the one faction has a wizard with a flute that can summon ancient terrors—again, Cthulhuian-like terrors—from the bowels of the earth and bring them up to kill the other. It's the Hatfields and McCoys with X factors thrown in, such as the outsider Conan. A lot of the Conan stories had that kind of aspect.

We were inspired by those stories. We always did our own, but I think there's a desire in what I write to give you a sense of "Oh! Boy, this feels familiar." That's what I want. [Laughs] I want you to sit there and go, "Oh my. I think I know what this is," because if you think you know what it is, I'm going to mislead you and take you in a different direction and surprise you. [Laughs]

GG: What was it like working with Tom Moldvay?

HJ: Wow. I worked on many projects with Tom. We did D&D Basic and D&D Expert together as editing and development teams. He helped cowrite or type up the updated version of *A2: Secret of the Slavers Stockade* because as the manager, I was always behind schedule. I would give him my notes and explain to him what my intention was, and then he'd go off and write. He very much got my ideas. I would give him a half-baked idea; he'd come back, "Well, I did this." "Well, that's right! That's what I meant!" or "No, no, no, do it this way, Tom." [Laughs] He was very responsive.

I don't know that Tom and I were friends, but we were friendly coworkers, and I certainly respected his skills as an author. I was sad when he departed the company. I was happy when he brought out his own role-playing game, Lords of Creation, that was published by Avalon Hill.

I saw a lot of the things that he had learned while he was working with TSR helped develop role-playing further. What we would see from other companies was an adding on of layers of complexity to existing role-playing. Our friends at Iron Crown started with *Arms Law* and *Claw Law*, and those were critical hit tables. It was just books and books of tables, and it was levels and levels of complexity, which it did drive us to do and include some of this stuff standard, but we didn't need books and books of tables. [Laughs]

Tom actually got that it was *story*, that what we were doing was a game that was creating a story, not a facsimile of reality. We didn't care. We were there to entertain and tell a story and get you to help direct the story and determine the stages of drama and wherever it was going to go with the legend you were forging for your heroes.

GG: I can see how the design of *The Lost City* fits in with those ideas. Did you have a favorite or a least favorite part of that module? Does anything stick out?

HJ: I wanted to do more with the actual Lost City. We just devoted a page to ideas and, as I said, we have what we call adventure kernels or adventure seeds, so we would describe "Here's this underground chasm that is beneath the lake. It has undertows," and things like that. We would describe it, but I could envision something dark, like from the Mariana Trench, living down in that chasm beneath the underground lake and that it was a danger. As a matter of fact, later on, you see something that would have lived in that chasm: the aboleth, another Cthulhuian-like creature, rises up out of a deep underground chasm in Zeb Cook's *Dwellers of the Forbidden City*.

I wish we had had more space than one page, but I was delighted that we could get one page and not ignore the fact that the city was there because what we were trying to do was give you—a term I've recently become familiar with, and by this I mean two months ago—we gave you a "sandbox," an early sandbox. That is to say, "Here's the tools you need to run your own campaign. Here's random encounter charts. Here's backstories. Here's maps of the area. Okay, now you start overlaying your own adventures, challenges, traps, and stories to this setting and the underground city." The lost city of Cynidicea actually is one of the first sandboxes that was ever published. It gives you that sense of "Ooh, I could run many adventures here around each of them."

Later on, I did my own adventures that I wrote for the RPGA Network and their tournaments. *Bear of Tristor* is based on a campaign adventure that I wrote for my local players, and you were chasing what you thought was a killer bear who had taken a child, and you wander across this entire terrain, which has landmarks and various challenges. I actually had wandering things—I had a goblin band, I had wolves, and I had two bears because, of course, there's a red herring in there—and those things would move when the players moved, so they're moving around the map, too. [Laughs]

What people said to me, after we'd played the adventure—you had destroyed the one bear, saved the other bear, saved the child, brought him home—was, "I need another adventure," and I would go and I'd look at this map that I did for *Bear of Tristor*, and I said, "Ah. I could use these landmarks to start another adventure." One landmark is a knoll with a worn-out dolmen at the top surrounded by heather—purple heather—and when you step on the heather, as you approach this dolmen, there's the sensation of somebody just walked across your grave—you know, a chill up and down your back. Why? I don't know! I thought it was neat. [Laughs]

When I first did it, it was just drama, so when we did a further adventure of that setting, as in Cynidicea again, a sandbox is what it became for me. I could look at the landmarks I established and say, "Oh, let me further divine what's here at this landmark, this ruined chapel, this cave in the hills—whatever," and I think that that's what we see in *Lost City*: the potential for finding side passages to levels that we didn't even know existed or a set of caverns or, in this case, the city.

> "The lost city of Cynidicea actually is one of the first sandboxes that was ever published."

GG: Do you remember anything particularly entertaining or interesting that characters did while adventuring in the Lost City in the module?

HJ: Oh, wow. [Laughs] Oh my goodness. You know how long ago that was? We're talking 1982.

GG: I was hoping there was that one story, that classic story that endures forever because the players did something so crazy.

HJ: I'm sure there are many stories. The adventures I write myself, they're invented in my head. I can't get rid of them. People say, "How do you come up with the ideas?" and I'd say, "I don't. I'm recording the ideas." "Where do they come from?" "I don't know. I'm more the historian than the creator." I know them as a piece of history, but something like *Lost City*, I was oversight. [Laughs] I was Tom Moldvay's muse at that point. I gave him ideas, and he would run some playtests on his own, and then there'd be some games where I'd witness it, but you might see only two or three encounters, and that's not really indicative of the whole adventure.



Tim Wadzinski, Andy Frielink, Harold Johnson, and Todd Kath at Gary Con XI (March 2019 in Lake Geneva, WI), immediately after Johnson TPK'd their party in an AD&D tournament game

GG: You mentioned playtesting. In the formative years of the hobby, how did playtesting work at TSR? Did people volunteer or were they assigned to it? When they had feedback, how did that process work?

HJ: That's a great question. I would say unlike Wizards of the Coast, who hired people to do the playtesting of *Magic: the Gathering*—and they would do it 24 hours a day and that was all they did was they'd come in and they'd do iteration after iteration of cards and see how the balance and imbalance was—at TSR, it really came down to the designer.

Tracy Hickman *loved* to flesh out his maps. He'd finish his maps first. I'm a "maps last" kind of guy; Tracy is a "maps first" type of person. He would flesh out that. He'd create some of the encounters based on the neat sections he'd put to the map, and then he would gather players, have them generate characters, so they were random characters—the original Tasslehoff Burrfoot, the precursor, was a hobbit thief named Almar Tann—and he'd run us through the adventure not knowing what to expect. He knew what encounters he had, but he didn't know the drama, the theater. That was really provided by the playtesters.

He chose to do that at his apartment offsite. There were ones that would do it at lunch hours in the games library; there ones that would do it on weekends at their house or in the evenings at their house. I would do it at conventions. I would go to conventions, and people would seek me out and say, "What are you running?" and I'd say, "Nothing. I came to play!" [Laughs] They'd say, "Oh, no, no, you've got to run something!" "I didn't bring anything!" Eventually I'd bring out my notes on the adventures that I was working on then, and we would play that, and then I would go back and say, "This worked; this didn't work. I need more definition," or "I need to add an element that will get it across."

I have an adventure I just wrote. One encounter has these mysterious black lobes come down through a chimney and fall, and they turn into spiders. When you smash a spider, it goes up in a puff of smoke, and the surviving spiders all grow a little bigger till there's one spider who's about the size of a horse. Now, I knew what I intended, which was you should have figured out killing the spiders is a bad thing. [Laughs] You should trap them somewhere while they're weaker because, eventually, you're going to make this gargantuan spider that's going to kill you. I don't think the players got it during the playtest, so I've gone back and thought, "Hmm. Maybe I should add some sort of element to give them a clue to that effect."

It doesn't even have to be about the spiders. It could be about something else. It could be about drugs and how a drug has a certain effect as a poison when it's at full titration, but when it is weakened and divided and subdivided and sub-subdivided, it becomes an enhancement for astral projection or something like that, and that would give them a clue to look at the idea about "divide and conquer."

It changes. We do adjust things when it plays. We do not have the hubris of saying, "Ha! I killed all the characters!" A lot of people talk about *Hidden Shrine of Tamoachan* being one of the deadliest adventures ever out there. I'll tell you that there are other ones, like *Tomb of Horrors*. It was never my intention to make it a deadly adventure. It was my intention to make you move fast. That's why there's poison gas. It's really not poison gas. It was later defined by, I think, on a rewrite as poison gas, but it was stale air. It was a lack of oxygen. That's what you were suffering from, and the reason I did damage to you was to say, "If you keep dawdling, you're just going to die of asphyxiation, so you need to move. You need to make quick decisions. You need to move swiftly and get to fresh air, or you're going to die." That's why it's there. It's not there to kill them all off, but it does a good job of doing that. [Laughs]

GG: Yes, indeed! Harold, thank you very much. Those are some great stories.

HJ: No problem.

CHAPTER TWO

B4: The Lost City Original Publication

The Lost City was originally published by TSR in 1982. Unfortunately, as with many early TSR products, there are no definitive records of the printing history. Dedicated collectors have pieced together some of the printing history, and based on their notes we believe there were at least four printings of *The Lost City*, possibly five.

The first printing had a yellow diagonal stripe at the upper left corner. After several printings, the format of the cover changed to include a red horizontal banner across the top. There were at least two printings of the "yellow banner edition," based on the shift in placement of the ISBN and product number/piece code. There may have been a third printing, based on the hole-punching and slight change in cover dimensions (by approximately 1/8") evident in some editions. There may even have been a fourth printing, based on some editions that have a card stock header attached, although this may have simply been a repackaged edition of a first printing. There is believed to be only one printing of the "red banner edition."

What follows here is a complete scan of what we believe to be the first printing of *The Lost City*. Following that complete scan is a scan of the cover for the first "red banner edition." The interior contents of that later printing are essentially identical to prior printings.

Through the course of creating our 5E conversion of *The Lost City*, we identified a number of typographical errors in the original—more than was typical for a TSR publication. In the off chance that a reader of this volume intends to run a game from the original TSR edition, here are some things to be aware of, mostly related to map discrepancies. You can reference the 5E conversion maps for corrections to many of these issues.

Map Issues

- Areas 1 & 6 are connected by a trapdoor that isn't shown in either room. (In addition, falling through it causes 1d6 damage despite the ceiling height of area 6 being 15 feet.)
- Area 17a is not labeled on the map. The text for this area doesn't match the map (20x10 vs. 10x10). It is implied that there are two normal doors, whereas one is secret on the map, and then area 18 is called "Secret Room."
- Areas 24 and 24a are transposed on the map.
- Area 27a is not labeled on the map.
- In area 44, the room description should say 27a, not 27.
- Area 50 has several issues. The double doors are not clearly marked on the map. The boxed text and room text conflict on northeast vs. northwest directions.
- Area 50a is not labeled on the map.

Text Issues

- Area 56. The boxed text should not be boxed (or at least that's our interpretation).
- Area 57 refers to 54 and 55 but should say 55 and 56a.
- Areas 71 and 72. Both say Usamigaras but we believe one of these should be for Madarua.

As always, some of the printing information in this entry owes a debt of gratitude to The Acaeum, an online site for D&D collectors. For more information, visit *www.acaeum.com.*

B4

FOR DUNGEONS & DRAGONS® BASIC SET

Dungeon Module B4

The Lost City

by Tom Moldvay

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Lost in the desert! The only hope for survival lies in a ruined city rising out of the sans. Food, water, and wealth await heroic adventurers inside an ancient pyramid ruled by a strange race of masked beings.

This module includes a cover folder with maps, and a descriptive booklet with a ready-made adventure for the DUNGEONS & DRAGONS® BASIC game. It also includes enough information to continue the adventure beyond level 3,using the DUNGEONS & DRAGONS® Expert game rules.

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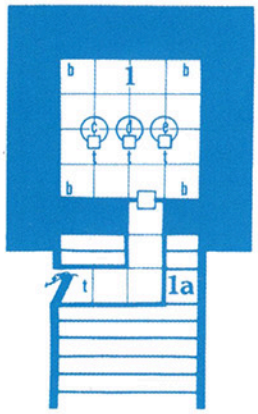
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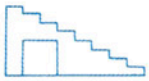
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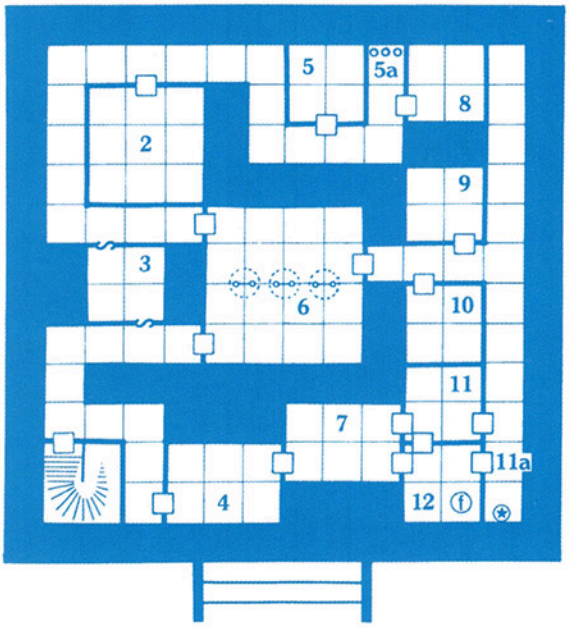
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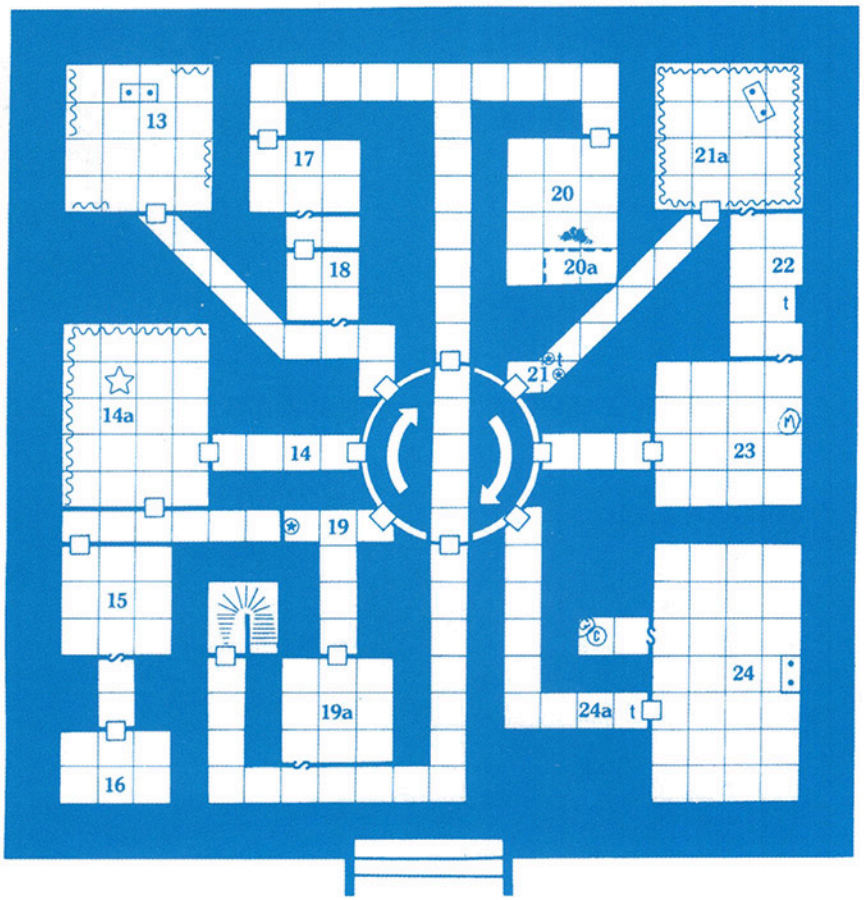
Side View of Secret Door





Tier 1

Tier 2



Tier 3

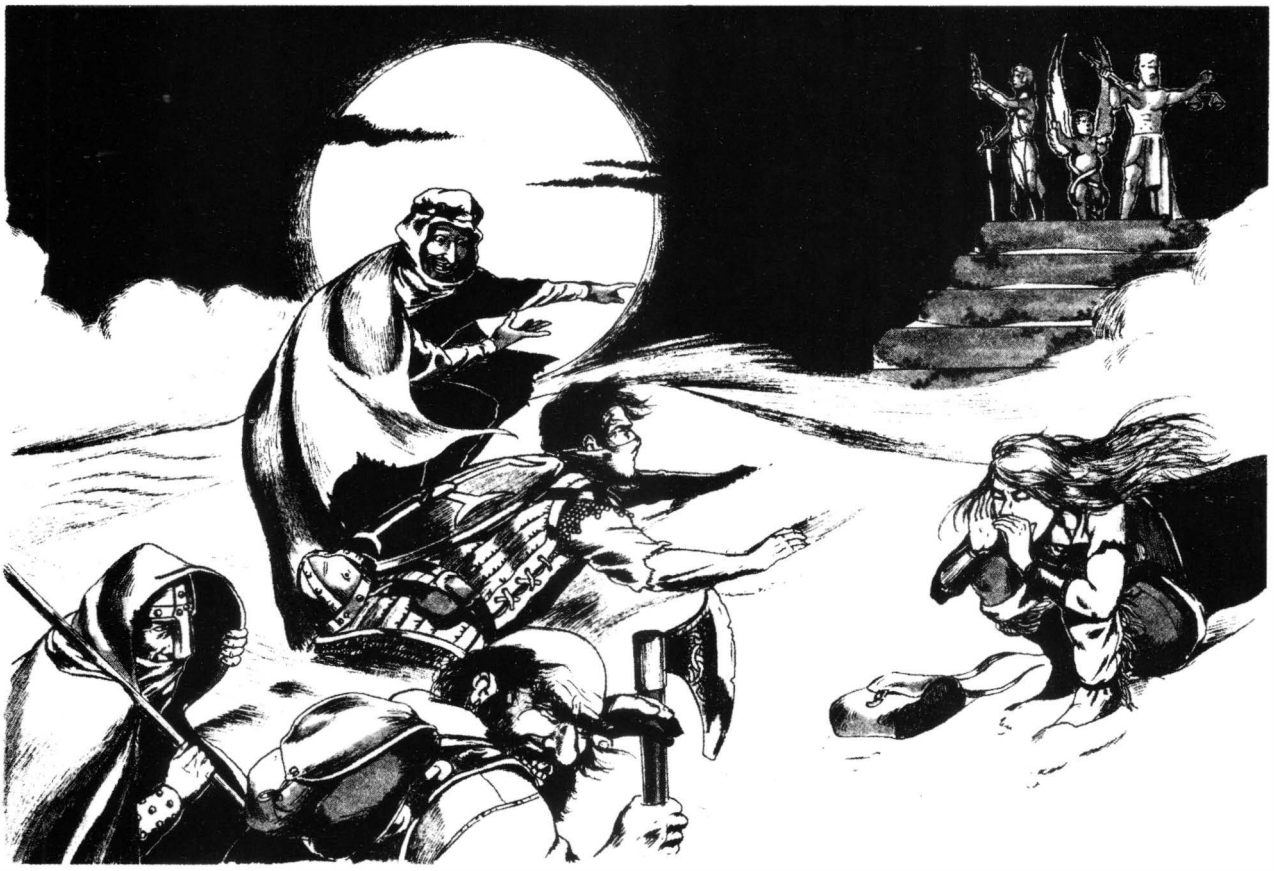
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Dungeons & Dragons® Basic Set

Dungeon Module B4

THE LOST CITY

This module requires information found only in the **D&D Basic** game rules, and cannot be played without a copy of those rules.

PART 1: INTRODUCTION

If you plan to play in this module as a character, please **stop reading here.** The information in the rest of this module is for your Dungeon Master (DM) so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and the excitement of the game for everyone concerned.

The Scope of the Module

The basic adventure in this module is the exploration of the upper levels of a step-pyramid.* The party, lost in a desert, finds an ancient ruined city. The pyramid is the largest building in the ruins.

This module is designed for a party of 6 to 10 player characters of the 1st through 3rd levels of experience. If the players do not already have characters, the pre-rolled characters given at the end of the module may be used. If the party is weak, the DM may allow non-player character (NPC) retainers to strengthen the party. The Dungeon Master may also weaken, strengthen, or otherwise change the suggested encounters to give the players a fair and exciting adventure.

This is a long-term adventure, designed to be completed in several sessions of play. Successful characters will probably reach the 3rd level of experience by the time they are finished with the third dungeon level. The DM should not move the action too quickly, but give the players time to rest and regain spells between sessions. Note especially that the characters have no way to replace equipment or supplies except by finding items in the Lost City.

If the DM wishes to expand the adventure further, Part 5 of the module outlines a lower pyramid area. A map of a hidden underground city is also provided. The DM can develop these into an entire campaign in which the player characters find and rebuild a lost civilization. (If the continent map in module **X1** is used, the Lost City can be anywhere in the **Alasiyan Desert.**)

Notes for the Dungeon Master

This module, **The Lost City**, is a dungeon adventure module in six parts.

Part 1 is an introduction that outlines the adventure and gives the DM background information.
Part 2 details the first dungeon level.
Part 3 describes the second dungeon level.
Part 4 details the third dungeon level.
Part 5 outlines lower dungeon levels that take the adventure beyond the **D&D Basic** rules. If the expanded adventure is to be used, the DM may find a copy of the **D&D Expert** rules helpful.
Part 6 details the new monsters used in this module.

The **Glossary** after Part 6 has definitions of words that might be unfamiliar. Words listed in the glossary will have an asterisk (*) after them the first time they appear.

Before beginning the adventure, please read the module thoroughly to become familiar with the Lost City. The **DM's Background** explains the Lost City's history. The **Players' Background** is to be read to the players before the adventure begins. In the **Encounter Keys**, the encounter number matches the location of the encounter on the maps. The boxed encounter information can be read aloud to the players at the right time. The DM must decide how much of the rest of the information should be told to players and how much should be kept secret. The DM may also add more details as desired, such as room dimensions, smells, sounds, tastes, feelings of hot and cold, and so on. Plan how monsters will react if the party does nothing; this is especially important for intelligent monsters.



Most of the monsters in this module are found in the 2nd edition of the **D&D Basic** rule book (the red-covered book). Complete information will be given for any new monsters. Enough information will be given in the room encounters and **Wandering Monster Tables** so that DMs with the 1st edition of the **D&D Basic** rule book (the blue-covered Basic) will be able to use all monsters in this module. When monsters or non-player characters (NPCs) are described in the text, their details will be listed in the following order:

Name(Armor Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; and Alignment)

Armor Class = **AC**; Hit Dice = **HD**; Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-user = **M**, Thief = **T**, Normal Man = **NM**; Level = a number; hit points = **hp**; Movement = **MV**; Number of Attacks = **#AT**; Damage = **D**; Save = **Save**; Morale = **ML**; Alignment = **AL**.

Class/Level is used for NPCs, while Hit Dice is used for all other monsters. Movement is the distance covered in one combat round. Movement distance in a *game turn* is three times the movement distance for one combat round.

The DM should always give the player characters a reasonable chance for survival. The emphasis is on "reasonable." Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should co-operate to make the adventure as much fun as possible.

Sometimes a new player will want to join the party, or a player will want to replace a character who has been killed. The DM can always treat new characters as wandering adventurers or other members of the party's original caravan (see **Players' Background**). As this caravan was scattered in a sandstorm, it is always possible that other characters may chance upon the Lost City.

The DM can also make a **players' map** by drawing the square outline of each tier* (or step) of the pyramid on a blank sheet of graph paper. The Tier 1 map should be marked with the secret entrance and that part of the passage the characters can see from the outside. The outline of each tier can then be given to the players as needed. The DM should mark on the players' map where the party enters each tier.

DM's Background

The Fall of Cynidicea

Centuries ago, Cynidicea was the capital of a rich and fertile kingdom. Its people reclaimed much land from the desert, especially during the reign of King Alexander—the last and greatest king of Cynidicea. Upon King Alexander's death, a huge pyramid was raised in his honor. This pyramid was the largest and most important building in the city.

The fall of Cynidicea began on the day that workers, digging under the great pyramid, chanced upon the lair of a strange monster called Zargon. Zargon was roughly humanoid in shape, though larger than most humans. In place of arms and legs it had twelve tentacles. Its head was that of a giant lizard, with a large black horn in the middle of its forehead.

Zargon killed most of the workers, then began hunting prey at night through the streets of Cynidicea. The city guard was not able to kill the monster. At last, the city rulers began sending criminals from the jails into the pyramid for Zargon to feed on.

In time, a strange cult arose that worshipped the monster as a god. The cult viewed the monster's victims as religious sacrifices. The worship of the ancient gods of Cynidicea—Gorm, Usamigaras, and Madarua—was forsaken in favor of the worship of the monster Zargon. Finally, most of the citizens of Cynidicea worshipped it.

The worshippers of Zargon began to look for strange pleasures. They sought oblivion in rare wines and bizarre drugs. Workers no longer repaired the irrigation ditches. Rich land turned into desert. The army lost its discipline. People outside the city rebelled, or moved away as chaos spread outward from Cynidicea.

Later, barbarian warriors stormed over the walls and destroyed the city. The only people of Cynidicea who survived its destruction were those who had fled underground to the vast catacombs* under the city. There, led by Priests of Zargon, the Cynidiceans tried to rebuild the city.

The surviving people based their new life around a huge underground lake fed by channels cut through solid rock. Built in the reign of King Alexander, the lake had been the original city's water supply. On its shores, the people grew mushrooms and other edible fungi. They built houses using stones from the ruins above. The new underground city was much smaller than the ancient capital, but it was safer because it was hidden beneath the desert sands. Above, drifting sands covered the original city, and Cynidicea was lost in the vastness of the desert.

The Cynidiceans

Generation after generation of Cynidiceans have lived out their lives underground. Though still human, their skin has become very pale and their hair is bone-white. The Cynidiceans have developed infravision and, like goblins, attack with a penalty of -1 to hit when fighting in full daylight.

Every Cynidicean wears a stylized mask, usually of an animal or human face. Some are made of wood, some of paper mache', and some of metal. They are decorated with beads, bones, feathers, and jewels. Most Cynidiceans wear fancy clothes, flashy jewelry, and carry short swords. Some paint their bodies with bright colors.

The Cynidiceans are a dying race. Each new generation is smaller than the last. Most Cynidiceans have forgotten that an outside world exists, living most of their lives in weird dreams. The times when they seem normal, tending their fields and animals, are becoming fewer and fewer as the dreams replace reality. Their unusual costumes and masks only strengthen their dream worlds. Typical Cynidicean encounters are given in Part 6.

Factions of Cynidicea

A few Cynidiceans are nearly normal. These Cynidiceans are trying to restore the worship of the old gods—Gorm, Usamigaras, and Madarua. They hope to stop the slow death of their society and regain the past glory of Cynidicea.

The Brotherhood of Gorm. Their god, **Gorm**, is the god of war, storms, and justice. The followers of Gorm are male fighters of Lawful alignment. All wear golden masks of the face of Gorm, a long-haired, bearded man with a stern gaze. Each Brother also wears iron chain mail over a blue tunic. Under the armor, each has a small blue lightning bolt tattooed on his right shoulder. The Brothers believe in justice tempered by mercy. They worship Gorm on the fourth day of each week and consider lightning storms to be holy.

The Magi of Usamigaras. This faction worships **Usamigaras**, the god of healing, messengers, and thieves. They are all Neutral magic-users, wearing silver masks of the face of Usamigaras, the smiling child. The Magi also carry silver daggers and wear rainbow-colored robes.

The right palm of each is marked with small silver lines in the shape of a five-pointed star. The Magi are usually friendly toward clerics, thieves, elves, and magic-users, but look down upon fighters, dwarves, and halflings. Usamigaras is worshipped on certain days when the heavenly stars and planets are in the right patterns. The Magi record the positions of the stars and planets so that they will know when their holy days are.

The Warrior Maidens of Madarua. The Maidens worship **Madarua**, goddess of birth, death, and the changing seasons. They are Neutral female fighters. The Warrior Maidens wear bronze masks of Madarua, a beautiful woman. They also wear bronze chain mail armor over green tunics. Each Maiden has a small, sickle-shaped scar on the inside of her left wrist. Madarua has a special holy day at the beginning of each of the four seasons.

The three factions do not get along well. Each faction is sure that only its members know the proper way to restore the lost greatness of Cynidicea. Often, when members of different factions meet, they argue or fight. It *is* possible for the three factions to cooperate, but such cooperation is rare.

The bickering between the three factions, and their attempts to restore sanity to Cynidicean society, give the DM the chance to add **character interaction** to the adventure. While the factions can be played as simple monsters with treasure, the DM and players can have a lot of fun with the plots and feuding of the factions. If this is done, the DM should plan in advance what the faction members may say or do if the party tries to talk, attack, or wait to see what the NPCs do first. It is important for the DM to avoid forcing the action to a pre-set conclusion—the actions of the players *must* be able to make a difference.

If the player characters join one of the factions, it will be easier for them to get supplies and rest between adventures. All the factions may accept player characters as members.

The Brotherhood of Gorm will take male fighters, male dwarves, male halflings, and male elves as full members. The Magi of Usamigaras will take any magic-user, elf, cleric, or thief. The Warrior Maidens will take female fighters, female elves, female dwarves, and female halflings as full members. Also, any character may become a lesser member of a faction, if desired. Factions will not do as much for lesser members, and a lesser member can never become powerful within a faction. The DM should decide how much a faction will do for its members.

The Priests of Zargon are a fourth faction. They are found mainly in areas outside the basic adventure. The Priests of Zargon serve the evil monster Zargon and control the underground city.

Players' Background

Days ago, your group of adventurers joined a desert caravan. Halfway across the desert, a terrible sandstorm struck, separating your party from the rest of the caravan. When the storm died down, you found you were alone. The caravan was nowhere in sight. The desert was unrecognizable, as the dunes had been blown into new patterns. You were lost.

You headed east, the same way the caravan was headed before the storm. Days passed. Your mounts died and you soon drank the last of your water. The end of the desert was not in sight.

The second day after your water ran out, you stumbled upon a number of stone blocks sticking out of a sand dune. Investigation showed that the sand covered the remains of a tall stone wall. On the other side of the stone wall was a ruined city.

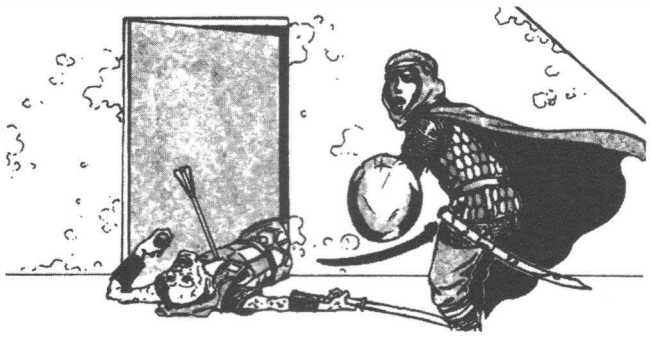
The stone blocks of the city had toppled and cracked with the passing of time. Sand had covered most of the buildings. The stones that remained uncovered had been scoured smooth by the blowing sands.

In the center of the city towered a step-pyramid. It had five step-like tiers, each 20' high. The bottom-most tier was almost completely covered with sand. On top of the highest tier were three 30' tall statues.

The statue on the left was of a strong, bearded man holding a balance* in one hand and a lightning bolt in the other. The middle statue was of a winged child with two snakes twined about its body. The child held a wand in one hand and a handful of coins in the other. The statue on the right was of a beautiful woman. In her hands she held a sheaf of wheat and a sword.

On the south side of the pyramid, a ramp with stairs led from the ground to the top of the highest tier. A quick search of the ruins revealed no source of food or water, so you decided to climb the pyramid. In the side of the ramp, level with the floor of the top tier, you found a secret door . . .

PART 2: TIERS 1 AND 2 (Dungeon Level 1)



The first dungeon level consists of Tiers 1 and 2 of the step pyramid. The first tier is room **1**. The second tier includes rooms **2-12**.

The pyramid is made of large, smooth stone blocks. The rooms are made of bare stone slabs, except where noted otherwise. Passage ceilings are usually 10' high. Room ceilings are 15' high. Most doors will be stone slabs that push inward to open. Doors will tend to close unless held, jammed, or spiked open. Unless otherwise stated, the pyramid will be unlit.

Remember that the characters are out of food and water. They *must* have these supplies soon or they will die. In your descriptions, keep reminding the party that they are hungry, thirsty, and tired. This will help the players role play.

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 game turns. Roll 1d8 for the monster encountered, or choose one.

Wandering Monster Table: Level 1

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL
1	**Centipede, Giant**	3	9	½	2	1	poison	20'	NM	7	N
2	**Cave Locust**	5	4	2	9	1	1-2 or 1-4	20'/60'	F1	5	N
3	**Cynidicean**	for details see Part 6: **New Monsters**									
4	**Cynidicean**	for details see Part 6: **New Monsters**									
5	**Cynidicean**	for details see Part 6: **New Monsters**									
6	**Ferret, Giant**	4	5	1+1	6	1	1-8	50'	F1	8	N
7	**Gnome**	6	5	1	5	1	1-6	20'	D1	8	L
8	**Goblin**	7	6	1-1	4 4	1	1-6	20'	NM	7	C

Centipede, Giant. Giant centipedes are described in both editions of the **D&D Basic** rules. Their bite is poisonous.

Cave Locust. Cave locusts are 3' long gray grasshoppers. They are immune to poison and yellow mold. If disturbed, cave locusts will panic and jump up to 60' in a random direction (50% chance to jump toward the party). Anyone hit by a jumping locust takes 1-4 points of damage. Cave locusts may bite for 1-2 points of damage. They also shriek when frightened, having a 20% chance to attract wandering monsters. If cornered, a cave locust will spit a brown goo up to 10' (any target is AC 9 for this). A character hit by the goo must save vs. Poison or be too sick to do anything for 1 turn. Other characters coming within 5' of the victim must save vs. Poison or also become violently ill for a turn. The victim has this effect until the goo is washed off.

Cynidicean. Cynidiceans live underground in the Lost City. They are pale-skinned, white-haired humans with large eyes and infravision. Cynidiceans wear masks and brightly colored robes. They will be acting out strange dreams when encountered (see the **DM's Background** information). A dozen Cynidicean encounters, usable for all dungeon levels, are given under **Cynidiceans** in Part 6. The DM may use these encounters or make up his or her own.

Ferret, Giant. Giant ferrets look like 3' long weasels. They hunt giant rats underground. Ferrets are highly unpredictable and sometimes attack humans.

Gnome. Gnomes are described in both editions of the **D&D Basic** rules. These gnomes have traveled underground to the Lost City through the tunnels and canals that empty into the underground lake (see the **Underground City** map).

Goblin. Goblins are described in both editions of the **D&D Basic** rules. The goblins live in caves across the underground lake from the Cynidiceans (the **Underground City** map, **O**). The goblins serve **Zargon** (Part 5, room **100**). If no Cynidiceans volunteer to go to Zargon, the goblins kidnap victims to feed the monster. Otherwise, the goblins do not usually harm Cynidiceans. After all, if the Cynidiceans died out, Zargon would start eating goblins!

KEY TO TIER 1

1. STATUE ROOM

> The slab of stone that hid the secret entrance to the pyramid is now held open by the dead body of a hobgoblin. The body has a large crossbow bolt sunk deep in its chest. The hobgoblin has been dead several weeks.

There is nothing of interest around the body, and all its equipment has been taken. Beyond the stone slab is a 10' wide passage, leading into the pyramid. The passage floor is covered with dust. Several pairs of footprints can be seen leading inward. In a niche* in the wall opposite the secret door, the party will see a large crossbow (**1a**) pointed at them. The crossbow is not loaded. The crossbow trap was triggered by a hidden pressure plate in the floor just inside the secret door. The hobgoblin stepped on the plate, springing the trap. The secret door to the pyramid will swing shut behind the party unless they jam it open. It can be forced open normally.

> The highest tier of the pyramid is a single 40' square room. The room smells old and musty. The dust on the floor has been disturbed, though no special details can be made out. Three huge bronze cylinders reach from the floor to the ceiling in the middle of the room. In the center of each cylinder, facing you at floor level, is a bronze door. Each door has a bronze handle that can be used to pull the door open.

DM Note on Traps: Normally the characters won't find traps unless they are looking for them. Traps that work automatically can be avoided by taking special precautions. The DM rolls the dice whenever characters are looking for (or thieves are removing) traps. More information on traps can be found on page **B22** of the **D&D Basic** rules.

Trap 1b. The door to the room, as usual, will swing shut unless held or jammed open. In each corner of the room are small holes that release gas into the room. The gas trap is triggered by opening the door. The gas is odorless, tasteless, and invisible. An elf or thief has a 50% chance to hear the hiss of escaping gas.

The gas will take one round to build up in the closed room before doing any damage. During this round the characters will feel a little dizzy. Each round after the first, the gas does 1 point of damage. When they start taking damage, the party will realize it is getting hard to breathe. Rags or iron spikes jammed into the holes will stop the gas from filling the room. If both the room's door and the secret door are jammed open, the gas will escape without harming the party.

The bronze cylinders are actually the hollow bases of the statues of the Cynidicean gods on top of the pyramid. The cylinders will sound hollow if tapped. The doors into the cylinders are also trapped (**1c**,**1d**, and **1e**).

Trap 1c is in the west wall next to the base of the left statue (Gorm). Four darts will fire out of the wall when the door's handle is pulled. The darts can only hit someone standing directly in front of the door. Roll to hit as if each dart was fired by a 1 HD monster. Each dart that hits does 1-3 points of damage.

Trap 1d in the base of center statue (Usamigaras) is harmless. If the party searches this area, they will find dried blood in front of the cylinder. The trap was triggered by an earlier party. (Normally, two spears would shoot out when the door is opened. Each attack would be rolled as if a 1 HD monster was throwing the spears at characters standing directly in front of the door. Each character hit would take 1-6 points of damage. The DM may have this trap reset if the party leaves and comes back.)

Trap 1e is a special hinged paving stone in front of the base of the right statue (Madarua). The stone will drop open when the door handle is pulled. Anyone standing in front of the door will fall to room **6** below and take 1-6 points of damage.

The bronze cylinders are hollow. A ladder going both up and down will be found inside each cylinder. Anyone climbing up a ladder will find that it goes up inside one of the statues on top of the pyramid. Each statue has a special speaking tube which allowed its priests to speak the god's will. The character will also see a number of levers. These levers can be used to move parts of the statue (arms, head, eyes, and so on). A character climbing down any ladder will enter room **6**.

KEY TO TIER 2

2. STORAGE ROOM

This room contains rotting bales of what might be cloth, and dusty crates. The room smells like it has been closed off for a long time.

The room is an old storage room that has long been abandoned. The food once in the crates, and the clothing once in the bales, is now rotted and worthless. Otherwise, the room is empty.

3. SECRET ROOM

Inside this room you see seven bird-like creatures with long beaks like tubes. A faint glitter catches your eye from the center of the room as the bird-like creatures fly toward you.

The attacking bird-like creatures are stirges (AC 7; HD 1*; hp 4 each; MV 60'; #AT 1; D 1-3; Save F1; ML 9; AL N). A flying stirge gains a bonus of +2 to hit due to its speed.

Once a stirge's attack hits, its beak attaches to the victim. The stirge sucks blood for an automatic 1-3 points of damage every round until either the victim or the stirge is dead.

The glitter comes from four gems lying in a pile of dust. The gems are worth 100 gp, 100 gp, 500 gp, and 1000 gp. The room also has a small hole high in the north wall. The stirges fly through the hole when they go out hunting at night.

4. PRIEST'S QUARTERS

The room is sparsely furnished with rotting furniture. This includes a bed, a desk, a chest, a writing table with wooden chair, and a wooden holy symbol shaped like a lightning bolt. All of the furniture is covered with a thick layer of dust. On the floor lies the body of a dead hobgoblin. The body looks several weeks dead. Its left arm is swollen and discolored.

This room was once the quarters of a high priest of the Brotherhood of Gorm. The hobgoblin was killed by a killer bee from room **7**. His body has a full water bottle and a purse with 135 sp and 40 gp in it. Otherwise the room is empty.

5. FIREWORKS STOREROOM

This room seems drier than the rest of the pyramid. In the center of the room are a half dozen small crates. Seated on the crates are nearly a dozen 1' tall winged people. They are talking a strange musical language and laughing merrily.

These small winged people are sprites (AC 5; HD 1/2; hp 3 each; MV 20,' fly 60'; #AT 1; D curse; Save E1; ML 7; AL N). There are 10 of them. They will be friendly and chatter merrily if approached in a friendly manner. They are interested in everything, but nothing holds their attention long. They will not join the party, but the DM may use them to hint about what lies ahead. If attacked, five sprites acting together can cast one **curse** spell. The curse will take the form of a magical practical joke (like suddenly making a fighter's armor turn into a pile of rust, or gluing a character's boots to the floor). The sprites will cast one or two curses, then fly away through a 1' X 1' concealed door high in the northeast wall. If pursued, they will try to escape by flying over the green slime in room 8.

The crates contain fireworks packed in sawdust. There is only a 1 in 1d6 chance that a crate of fireworks is still usable after all this time. Any usable crate of fireworks is worth 100 gp resale value. The ancient priests of Cynidicea used the fireworks to help fake "miracles." If the players decide to keep the fireworks, a usable crate contains 1-6 charges of flash powder, 2-8 roman candles, 1-4 skyrockets, and 3-12 strings of small firecrackers. The DM should only allow these firecrackers to make a lot of smoke, bright lights, and noise. The firecrackers should not do any damage or cause blindness.

5a. POTTERY JARS

These three pottery jars are 4' tall. The first contains sand. The others, which used to store water, are now dry and empty. The contents of the jars were to be used if a fire broke out in the fireworks room.

6. SPECIAL STOREROOM

A 10' radius circle at the foot of each ladder is lit by a glowing, 2' long beetle. Each beetle has three glowing spots.

The three beetles are fire beetles (AC 4; HD 1+2; hp 6 each; MV 40'; #AT 1; D 2-8; Save F1; ML 7; AL N). Each beetle has three glands that glow and give off light for a 10' radius. The glands will continue to glow for 1-6 days after they are removed. The beetles are hungry and will attack if disturbed.

This room holds spare parts for the machinery inside the statues. There are also several large, covered, clay pots. These pots held oil to lubricate the machinery. The oil has almost evaporated over the centuries, even through the pots were sealed. The party can recover 6 flasks of oil that will burn poorly and make thick clouds of smoke if lit. It will take 2 turns to recover all the oil. There is also a small foundry here for fixing broken statue parts. It has a forge, an anvil, tongs, hammers, and so on.

7. TREASURE ROOM

In the center of the room you see a 10' tall cage. In the bottom of the cage is a pile of coins and gems. Hanging from the top of the cage is a giant beehive. Several large, 1' long bees are buzzing around the room. The mesh of the cage is wide enough for them to fly through. There is also a 1' square hole high in the south wall.

The locked cage holds the treasure of the Brotherhood of Gorm (rooms **11** and **12**). The treasure is guarded by 5 killer bees (AC 7; HD 1/2*; hp 2 each; MV 50'; #AT 1; D 1-3 + special; Save F1; ML 9; AL N) flying around the room. The killer bees have learned that persons wearing a mask of Gorm are friendly. They will not attack anyone wearing the mask of Gorm unless attacked first.

The killer bees will automatically attack any other persons who go into the room. If the bee attack is successful, the stung victim must save vs. Poison or die. The bee will die after stinging. Even characters who save must take 1 round to remove the stinger. Otherwise the stinger will continue to work its way into the victim doing 1 point of damage per round.

The treasure lying on the bottom of the cage is 2000 sp, 500 gp, 2 gems each worth 100 gp and one piece of jewelry worth 700 gp.

The bees inside the hive will not attack the party unless the hive itself is attacked. Inside the hive are 4 more bees with 1 hit die each (4 hp), and a 2 hit die queen bee (9 hp). The queen, unlike all other killer bees, can sting repeatedly without dying. A special kind of honey is found inside the beehive. If eaten, the honey acts as one half-strength potion of **healing**, curing 1-4 points of damage. All the honey in the hive is needed to cure one character of 1-4 points of damage.

8. ABANDONED ROOM

The entire floor of this room is covered with green, oozing slime. Otherwise the room appears to be empty.

The green oozing slime is green slime (AC n/a; HD 2*; hp 9; MV 1'; #AT 1; D special; Save F1; ML 12; AL N). Green slime can only be hurt by fire or cold. It dissolves wood and metal in 6 rounds. If it touches flesh, it will turn the victim to green slime in 1-4 rounds after the first 6 rounds. Green slime can be burned off, but this does 1/2 damage to the slime and 1/2 damage to the character.

9. ABANDONED PRIEST'S QUARTERS

> The room contains an old bed, writing table, chair, and a chest. From the looks of the furniture, the quarters have been long abandoned. From behind the bed come scuffling sounds. Suddenly you see the head of a large, pale blue lizard with orange spots burst suddenly into view.

The lizard is a Gecko (AC 5; HD 3+1; hp 15; MV 40'; #AT 1; D 1-8; Save F2; AL N). It is munching on the body of an unfortunate Cynidicean. If the party enters the room without looking up, they will be surprised by a second Gecko that drops down from the ceiling (hp 12). The mask worn by the Cynidicean is of some birdlike creature. It is inlaid with gold and worth 80 gp.

10. ABANDONED PRIEST'S QUARTERS

> This room might once have been the quarters of a cleric, but it looks like it has been abandoned for a long time. It contains musty, dust-covered furniture: a sleeping pallet*, a writing desk with a wooden stool, a chest, and a wooden holy symbol that looks like a balance.

The room holds nothing valuable.

11. BROTHERHOOD OF GORM

> The room contains three double bunk beds. Five men are seated on the lower bunks talking. Each man wears iron chain mail over a blue tunic. All wear steel helmets, and each man's face is covered by a golden mask. All their masks are the same. They show a long-haired, bearded man with a stern gaze.

The five men belong to the **Brotherhood of Gorm** (AC 5; F1; hp 5 each; MV 20'; #AT 1; D 1-8; Save F1; ML 8; AL L). The Brotherhood of Gorm controls rooms **11, 12,** and **24**.

If the party does not attack, the men may ask them to join the Brotherhood. The DM may decide this or roll 2d6. A roll of 9-12 means the party will be asked to join. A roll of 6-8 means the party members may join, but will not be asked. A roll of 2-5 means the Brothers will assume the characters are thieves or spies and attack or drive them away. Only male fighters, dwarves, halflings, and elves of Lawful alignment may become full members, but any character may become a lesser member. Characters who want to join the Brotherhood will be taken to room **12**.

If fighting starts, the Brothers of Gorm in room **12** will hear the fighting and rush to help their fellow Brothers.

This room contains the Brothers' equipment, including food and water. The only treasure is the Brothers' masks, which are worth 100 gp each.

11a. STATUE OF GORM

> At the end of the corridor you see a glittering statue. The statue appears to be a smaller version of the bearded man wielding a lightning bolt you saw on top of the pyramid.

The statue may appear at first to be made of gold. Actually it is a wooden statue painted with golden paint. It is man-sized and firmly set into a heavy stone base. This statue of Gorm has no gp value.

12. GRAND MASTER OF THE BROTHERHOOD OF GORM

> The room has three double bunk beds along the walls. Six men stand around the room talking. All wear chain mail armor over blue tunics. Each man also wears a steel helmet and a golden mask. The masks look like a long-haired, bearded man with a stern gaze.

Five of the men are Brothers of Gorm (AC 5; F1; hp 5 each; MV 20'; #AT 1; D 1-8; Save F1; ML 8; AL L). The tallest, oldest man is **Kanadius**, the Grand Master of the Brotherhood of Gorm (AC 4; F3; hp 25; #AT 1 at +1; D 1-8 +1; Save F3; AL L; S 14, I 12, W 9, D 12, C 10, Ch 12). He wears a fancier helmet. He also gives all Brothers a morale of **9** when they are with him.

Kanadius is stern-looking but basically kindly. He prefers to outmanuver opponents, but is brave if fighting is necessary. He is somewhat absent-minded with unimportant details, but not with major ones. He leads his men rather than orders them. Under his leadership, morale is high.

If the party attacks: the Brothers in room **11** will rush to the aid of their fellow Brothers.

There is a secret trapdoor behind one of the beds in the southeast corner of the room. If the party attacks and is winning, Kanadius may try to escape through this door. It leads down into the secret chamber next to room **24** on Tier 3. Unless their morale fails, the Brothers will fight to help Kanadius escape.

If Kanadius is attacked and escapes, the DM may create a special encounter for later in the adventure. The encounter would be with Kanadius and a dozen Brothers of Gorm who try to revenge their fellows. The special encounter could replace a wandering monster encounter, or it could happen at some place the DM chooses.

This area contains the equipment of the Brothers, including food and water. The Brothers' masks are worth 100 gp and Kanadius' fancy helmet is a **helm of telepathy**, usable three times each day.

If the party does not attack: the Brothers in this room may ask them to join (see room **11**). This happens if the DM rolls a 9-12 on 2d6. If this is the first time the party has met the Brothers, the Brothers may become suspicious and attack (a 2d6 roll of 2-5). They stay neutral on a roll of 6-8.

Before any characters actually join, Kanadius will secretly test their sincerity with the **helm of telepathy**. As DM, ask the player whether his or her character is sincere. Make it clear that you, as DM, may forbid the character to take certain actions later that go against what the player decides now. Then ask for the player's decision.

Only male fighters, dwarves, halflings, and elves of Lawful alignment may become full members of the Brotherhood of Gorm. They will be taken to room **24** on Tier 3 for a simple initiation ceremony run by Kanadius. Other characters, if accepted as lesser members, will be given a necklace with a small golden mask of Gorm attached (worth 20 gp).

Regular members will be given tunics, masks, and any normal armor or weapons they might need. The Brotherhood has another stronghold deep in the underground city. Extra masks and necklaces are stored there. It will take about half a day for a messenger to go to the stronghold and return with extra masks and necklaces. While the party waits, the Brothers of Gorm will aid the party against wandering monsters. The DM may also treat the Brotherhood's rooms as "safe" (free from wandering monsters). The party can rest, rememorize spells, and so on if they stay long enough.

PART 3: TIERS 3 AND 4 (Dungeon Level 2)

The second level of the dungeon consists of Tier 3 and Tier 4 of the pyramid. Tier 3 includes rooms **13-24**. The third tier contains the headquarters for the Brotherhood of Gorm, the Magi of Usamigaras, and the Warrior Maidens of Madarua. These can become "safe" areas for characters who join these groups. Tier 4 includes rooms **25-40**. It holds the burial chambers of King Alexander, Queen Zenobia and many important court officials from their time.

The Revolving Passage. The central area is the most unusual feature of the third tier. It houses a passage on a turntable. A machine-like system of weights and counter-weights makes the passage turn.

On the wall inside each end of the revolving passage is a row of eight buttons. They match the buttons in the halls. When one of the inside buttons is pressed, that end of the passage will swing clockwise to line up with the proper hall.

A door to the central area will open only if the revolving passage is lined up with it. Next to each door to the revolving passageway is a button with a symbol on it. When the button is pressed, the passage swings clockwise to line up with the door, making faint grinding noises. If the passage is already lined up with the door, nothing happens.

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 game turns. Roll 1d8 for the monster encountered, or choose one.

Wandering Monster Table: Level 2

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	MV	Save	ML	AL
1	**Bat, Giant**	7	6	2	9	1	1-4	60′	F1	8	N
2	**Brotherhood of Gorm**	8	5	1	5	1	1-8	20′	F1	8	L
3	**Cynidicean**	for details see Part 6: **New Monsters**									
4	**Hobgoblin**	6	6	1+1	6	1	1-8	30′	F1	8	C
5	**Magi of Usamigaras**	5	9	1	3	1	1-4	40′	M1	8	N
6	**Rock Baboon**	6	6	2	9	2	1-6/1-3	40′	F2	8	N
7	**Snake, Spitting Cobra**	3	7	1*	5	1	1-3 +poison	30′	F1	7	N
8	**Warrior Maidens of Madarua**	8	5	1	5	1	1-8	20′	F1	8	N

Bat, Giant. Giant bats "see" by echo-location (like radar). One of the giant bats encountered is a giant **vampire bat.** Any character bitten by this bat must save vs. Paralysis or fall unconscious for 1-10 rounds. Any character killed by the bite of a giant vampire bat must save vs. Spells or become an undead creature 24 hours after death. The DM chooses which undead creature the victim will become.

Brotherhood of Gorm. This encounter will be with a party of the Brothers of Gorm traveling to their shrine in room **24**. For more details about the Brothers see rooms **11** and **12**.

Cynidicean. See the encounters given under "Cynidicean" in Part 6: **New Monsters** or make up new ones.

Hobgoblin. Hobgoblins are described in both editions of the **D&D Basic** rules. These are on a mission for the Priests of Zargon (capturing prisoners, raiding another faction, or so on).

Magi of Usamigaras. This is a party of Magi traveling to their shrine in room **14**. For more details about the Magi, see room **14**.

Rock Baboon. Rock baboons are larger, more intelligent versions of normal baboons. They will eat anything, but prefer meat. Rock baboons do not make tools but use bones or branches as clubs. They are ferocious and have vicious tempers. These are hunting for food.

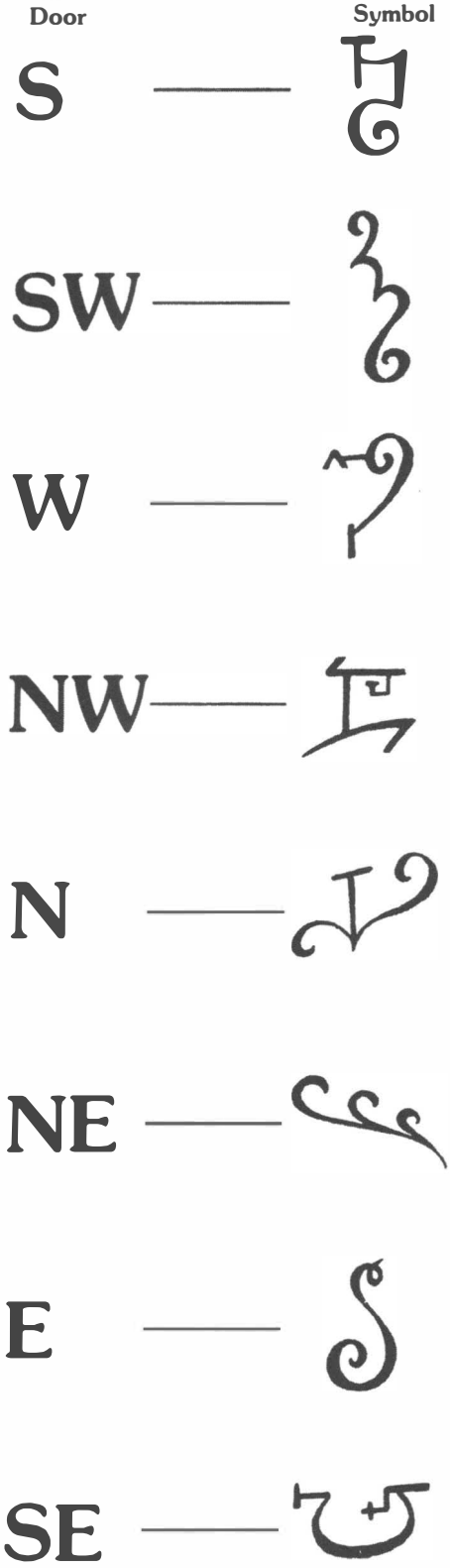
Snake, Spitting Cobra. A spitting cobra is a 3' long grayish-white snake that can squirt a stream of venom a distance of 6.' It aims for its victim's eyes. If the venom hits, the victim must save vs. Poison or be blinded. While the snake will usually spit its venom, it may bite instead. If a victim is bitten, he or she must save vs. Poison or die.

Note on Blindness. In the **D&D Basic** rules, a blinded character cannot attack (the DM may allow attacks at -4). The DM may create special ways to cure blindness. For example, the DM might allow washing the victim's eyes with holy water, then casting a **cure light wounds** spell on the victim. The cure spell would not restore any lost hit points if it was used to heal blindness. Instead of being immediately cured, sight might return in 1-6 turns.

Warrior Maidens of Madarua. This party of Warrior Maidens is traveling to their shrine in room **21**. For more details about the Warrior Maidens, see room **23**.

DM's Note: The outcome of an encounter with one of the three factions often depends on previous encounters. For example, characters who have joined the Brotherhood of Gorm, and are wearing its masks or necklaces, will likely find a group of Warrior Maidens unfriendly, if not openly hostile.

REVOLVING PASSAGEWAY SYMBOLS



KEY TO TIER 3

13. ABANDONED CEREMONIAL CHAMBER

This room is a ruined chapel of some kind. Tattered tapestries hang from the walls. A dusty altar along the north wall is covered with a rotted altar cloth. The candlesticks, offering bowl, and holy symbol on the altar are carved out of wood. The holy symbol looks like an eye. Next to the altar you see a 6' long lizard with wide flaps of skin between its legs.

The giant lizard is a Draco (AC 5; HD 4+2; hp 20; MV 40,' fly 70'; #AT 1; D 1-10; Save F3; ML 7; AL N). Behind the altar is the remains of a human thief. The body has a full canteen and a sack containing 400 gp and 2 gems, each worth 100 gp. The candlesticks, bowl and holy symbol are made from rare teakwood. They are worth 50 gp, 25 gp, and 25 gp respectively.

14. THE MAGI OF USAMIGARAS

This corridor has been painted black with tiny white stars to resemble the night sky. The door on the north wall to chamber **14a** is iron and has a star carved into it. If the party opens the door, a bell will begin to ring.

14a. THE CHAMBER OF THE MAGI

Along the north and west walls of this room hangs a large tapestry showing the major constellations. You have interrupted a religious service. Thirteen figures in rainbow-colored robes and silver masks stand in front of a stone, star-shaped altar. The masks match the face of the middle statue on the pyramid, the winged child. The center-most figure of the group wears a silver crown.

The worshippers are the Magi of Usamigaras (AC 9; M1; hp 3 each; MV 40'; #AT 1; D 1-4; Save M1; ML 8; AL N). Twelve of them are first level magic-users. The one wearing the silver crown is **Auriga Sirkinos**, Chief Mage of Usamigaras (AC 9; M3; hp 10; MV 40'; #AT 1; D 1-4; S 9, I 18, W 10, D 12, C 10, Ch 15). Each Mage has silver lines forming a small star symbol on the palm of his or her right hand.

Stout Auriga Sirkinos appears to be jolly and fun-loving. His mirth actually hides a ruthless personality. He is a fanatic who will do anything to promote the cult of Usamigaras and his own power. He tries his best to hide this under a pleasant manner. While he will welcome the party, he will also do his best to insure that he, personally, retains the most power in the cult. However, if it comes to a choice between the Magi of Usamigaras or the personal power of Auriga Sirkinos, he will choose personal power.

If the party attacks: the twelve first level magic-users each have a different spell. Each has one of the twelve first level spells listed in the **D&D Basic** rules: **charm person, detect magic, floating disc, hold portal, light, magic missile, protection from evil, read languages, read magic, shield, sleep,** and **ventriloquism.** Auriga Sirkinos has the spells **detect magic, hold portal,** and **phantasmal force.** Those with attack spells will cast them at the party. Those with defensive spells will cast them. All will attack the party hand-to-hand, though Auriga will run through the door and cast **hold portal** on it if things are going badly.

Hidden inside the stone altar is a secret compartment. It is protected by a poison needle trap (save vs. Poison or die). Anyone who tries to open the compartment without finding and removing the trap will trigger it. Inside the compartment is a **mace +1** and a **wand of magic detection** with 5 charges. The silver masks are worth 20 gp each and the crown is worth 200 gp. Each magic-user also has a silver dagger worth 30 gp.

If the party doesn't attack: they may learn that the Magi of Usamigaras is another cult trying to restore the lost glory of Cynidicea. All current members are Cynidiceans, but the Magi are willing to let outsiders join. The DM can decide this or roll 2d6. On a roll of 9-12 the party members will be asked to join. On a roll of 6-8 the party members may join, but will not be asked to. On a roll of 2-5 the party will be attacked or driven off as enemies or spies from one of the other cults. Subtract 3 from the roll if the party shows any signs of belonging to one of the other groups (such as wearing a mask of Gorm). Add 2 to the roll if the party can convince the Magi that the party has defeated members of another cult.

Only magic-users, elves, thieves, and clerics may become full members. Other classes may only become lesser members. Full members will be initiated by placing their right hand on the center of the altar, palm down. They then recite the pledge: "I, (character's name), do hereby pledge to serve and obey the great Usamigaras." When he or she says the name "Usamigaras," a five-pointed star will be magically burned into the character's palm. Full members will be given silver masks, daggers, and rainbow-colored robes.

Lesser members will not be initiated, but will be given a silver ring carved with Usamigaras's face. The robes, masks, daggers, and rings are kept in a stronghold in the underground city. It will take about half a day for them to be fetched. While the party waits, the Magi will aid them against wandering monsters, and will provide food and drink. The DM may make this a "safe" area.

15. QUARTERS FOR THE MAGI OF USAMIGARAS

This room contains six double bunkbeds. At the foot of each bunkbed are two wooden chests. The room looks clean and well kept.

The wooden chests are foot lockers. They contain spare robes and various personal belongings, but nothing of great value. The first level Magi in room **14** stay here when away from their faction's Lost City stronghold.

16. QUARTERS FOR THE CHIEF MAGE OF USAMIGARAS

This is a comfortable-looking bedroom that shows signs of recent occupation. Chained to the foot of the bed is a gray wolf. The wolf growls when the door is opened.

The wolf (AC 7; HD 2+2; hp 11; MV 60'; #AT 1; D 1-6; Save F1; ML 6; AL N) was captured as a cub and has been trained to act as a watch dog. It is guarding the personal funds of Auriga Sirkinos: 2500 sp and 200 gp kept in a locked metal chest under the bed.

17. ABANDONED STOREROOM

This room is filled with shelves. Most of these are empty, but some contain old crates. The shelves are covered with dust and a vile-looking yellow fungus that grows in large, thick clusters.

The yellow fungus is yellow mold (AC n/a; HD 2 per 10 square feet; hp 9 per 10 square feet; MV 0; #AT 1; D 1-6 + spores; Save F2; ML n/a; AL N). The mold covers shelves along all four walls. Each 10' square of the room has 2HD worth of mold covering it. Hence, there are six separate sections of mold, each with 9 hp. Yellow mold can only be killed by fire. If it is touched, there is a 50% chance the mold will shoot out a 10'X 10'X 10' cloud of spores. Anyone caught in the cloud takes 1-6 points of damage and must save vs. Death Ray or choke to death within 6 rounds. There is nothing of value in the crates.

17a. WATER TRAP

When a human-sized character crosses the room, the DM rolls 1d6. On a roll of 1 or 2, the trap is sprung. Both doors slam shut and water pours into the 10' X 10' area from vents high up in the walls. Unless the trapped character forces open a door within three tries, or thinks of some way to breathe, he or she will drown.

Once the room fills with water, concealed drains in the floor open. The water drains out, and the trap automatically resets. If a character opens the door to room **18** while the water is pouring in, the water will rush into room **18**. The water will overturn the basket and free the pit vipers inside it (see room **18**), then disappear down concealed drains.

18. SECRET ROOM

This room looks empty except for a large wicker basket in the middle of the room.

Coiled atop the pile of treasure in the basket are two 5' long pit vipers (AC 6; HD 2*; hp 9 each; MV 30'; #AT 2; D 1-4 + poison; Save F1; ML 7; AL N). The bite of these snakes is poisonous. Pit vipers always attack first, due to their quickness. No initiative roll is needed. The wicker basket contains 3000 sp and 5 gems (10 gp, 50 gp, 100 gp, 100 gp, and 500 gp).

19. SHIFTING WALL

At the end of this short corridor is an 8' tall bronze statue of a winged child with two snakes twined around its body. It holds a wand in one hand and a handful of coins in the other. The statue looks firmly connected to the wall.

This statue of Usamigaras is hollow and hides a shifting wall. If the wand is pulled left, the wall shifts westward to the end of the hall. It will block the last 10' section of the hall. The wall will stay there for 3 turns, then move back to its original position.

If the wand is pulled right, the statue will breathe out a cloud of choking gas. The gas cloud covers the 30' length of the corridor. Anyone who stays in the area will take 1 point of damage per round from the gas.

The gas will disappear after 2 turns (120 rounds). There is only one gas charge in the statue (the Magi recharge the statue when necessary).

19a. STOREROOM

The room is filled with crates and barrels. Four large brown beetles, each about 3' long, are breaking into them.

The beetles are oil beetles (AC 4; HD 2*; hp 9; MV 40'; #AT 1 + oil; D 1-6; Save F1; ML 8; AL N). Oil beetles can squirt an oily fluid at one victim up to 5' away. If the oil hits, it raises painful blisters, causing the victim to fight with a penalty of -2 on his or her "to hit" rolls until a **cure light wounds** spell is used or until 24 hours have passed. If the spell is used to cure the blisters, it will not also cure points of damage. Oil beetles also have a bite attack.

The crates are filled with dried food and the casks are filled with wine. This food was recently stored here by the Magi of Usamigaras and is edible. As long as the crates and casks have not been broken open by the beetles, the food and wine will be good, even if the crate or barrel has been sprayed with the beetles' oil.

20. ABANDONED CEREMONIAL CHAMBER

This room looks like a ruined chapel. It has been looted and deliberately wrecked. The stone altar has been smashed, and no ceremonial equipment can be seen. The word "Zargon" has been scrawled on one wall in large letters.

This ceremonial chamber of the old gods of Cynidicea was wrecked by the followers of Zargon centuries ago. Except for the wreckage, the room is empty.

20a. ENTRANCE TO TIER 4

A 20' long section of the floor in the southern part of the room has been hinged to swing down to the west when anyone steps on it. It swings slowly down to rest against a ramp in room **38**. The hinged floor section is the entrance to Tier 4. Characters can walk down the floor section into room **38**.



21. ARCH OF THE WARRIOR MAIDENS

You see two 10' tall statues of women fighters. The fighters wear masks with the face of the female statue on top of the pyramid. The two statues stand with spears outstretched to form an arch. The only way down the corridor appears to be in single file under the crossed spears.

Just beyond the arch formed by the spears is a hidden pressure plate in the floor. Each time someone steps on the plate, a hidden chime rings in room **23**. The chime warns the Warrior Maidens that someone is approaching the shrine and reveals how many are in the party.

21a. THE CHAMBER OF MADARUA

The door to this room is locked. If the party cannot unlock the door, it can be battered down in 1 turn. If the door is battered down, the Warrior Maidens in room **23** will come to investigate.

Near the northeast corner of this room is an altar covered with a green and white cloth. On the altar sits a 3' tall statue of a woman holding a sword and a sheaf of wheat. To each side of the statue burns a large white candle. In front of the altar itself, incense burns in three small braziers*. White drapes hang on all the walls and the floor is covered by a green carpet. The room is dust-free and has been scrubbed clean. Except for the ceremonial equipment, the room appears empty.

The Warrior Maidens of Madarua keep their shrine clean, with candles and incense burning all year round. From tiny holes in the wall, hidden by the white cloth hanging, the Warrior Maidens in room **23** can hear any loud noises. The sound carries through room **22**, which also has been fitted with listening holes. The Warrior Maidens will investigate any loud noises. If any party member has desecrated* the shrine, the Warrior Maidens will attack.

22. TREASURE ROOM OF THE WARRIOR MAIDENS OF MADARUA

The room appears to be empty except for a large stone vault in the middle of the east wall. The vault has a keyhole. It looks like the stone slabs that make up the vault are too heavy to be moved.

The stone vault contains the treasure of the Warrior Maidens. It is trapped. Any character standing in front of the keyhole who tries to open the vault and fails will be hit by a large stone block that falls from the ceiling. The stone block will not fall if the key is used or the lock is successfully picked. The stone block does 2-12 points of damage. The Warrior Maidens in room **23** will hear any loud noises in this room (see room **21a**). The treasure of the Warrior Maidens of Madarua is 600 ep, 1000 gp, and 300 pp.

23. WARRIOR MAIDENS OF MADARUA

Ten women are seated around a table. They all wear bronze chain mail over green tunics. Each woman's face is covered by a bronze mask of the face of the woman whose statue is atop the pyramid.

The women are all Warrior Maidens of Madarua. Seven are 1st level fighters (AC 5; F1; hp 5 each; MV 20'; #AT 1; D 1-8; Save F1; ML 8; AL N). Two are 2nd level (AC 5; hp 9; MV 20'; #AT 1; D 1-8; Save F2). The leader of the Warrior Maidens is **Pandora**, Madarua's Champion, the tallest and oldest of the women (AC5; F3; hp 20; MV 20'; #AT 1 at +3; D 1-8+3; AL N; S 17, I 12, W 11, D 12, C 15, Ch 14). She wields a **sword +1**, has a +2 bonus in combat from Strength, and raises the morale of the Warrior Maidens to **9**. She also carries the key to the treasure vault in room **22**.

Pandora prides herself on being a simple fighter. She claims that swift action is the best solution to any problem. "When in doubt, attack" she often says. Actually she is more subtle than she leads people to believe. She always keeps track of the odds. While she often uses force to settle problems, she tries to make sure that the odds are with her. She raises the morale of any Warrior Maidens she is with to **9**.

If the party doesn't attack: they may find that the Warrior Maidens of Madarua are another group trying to restore the lost glories of Cynidicea. All the current members are Cynidicean female fighters, but they are willing to take outsiders as members. The DM may decide or roll 2d6. On a roll of 9-12 party members will be asked to join. On a roll of 6-8 the party may join, but will not be asked. On a roll of 2-5, the party will be attacked or driven off as enemies and spies. Subtract 3 from the roll if any characters show signs of belonging to another group. Add 2 to the roll if the party proves that they have defeated another cult.

Female fighters, female dwarves, female halflings, and female elves can become full members of the Warrior Maidens of Madarua. All other characters may only become lesser members.

Characters wanting to become full members will undergo a short initiation ceremony. The character draws her sword and pricks one of her fingers with it. She smears the blood from her finger on the sword blade. The sword is then placed on the altar of Madarua. The character swears to uphold the honor of Madarua, even with her own blood if necessary. Finally, a small sickle is branded on the inside of the initiate's left wrist. Full members will be given bronze masks and green robes.

Lesser members will not be initiated. They will be given a bronze bracelet showing Madarua's face. The bracelets, robes, and masks are kept in a stronghold in the underground city. It will take about half a day for them to be fetched. While the party waits, the Warrior Maidens will aid them against wandering monsters. Food and drink will be provided, and this may be a "safe" area.

24. DOOR TRAP

> You see an iron door at the end of the corridor. The door has three lightning bolts engraved on it.

The door guards the ceremonial chamber of Gorm (room **24a**). When anyone comes within 10' of the door, it glows with a crackling blue light. The door is locked. Once the words "By the great god Gorm" are spoken, the door stops glowing and it is safe to enter. Anyone who touches the door without saying the proper words automatically takes 1-4 points of electrical damage. The door lock can be picked by a thief willing to take damage while trying to pick the lock.

24a. THE CEREMONIAL CHAMBERS OF GORM

> The walls, ceiling, and floor of this room have been painted sky blue. A golden marble altar, surrounded by golden candleholders and braziers, rests along the middle of the east wall. On top of the altar is a small stone statue of a bearded man throwing a lightning bolt. Next to the statue rests a golden bowl.

These are the ceremonial chambers of Gorm. No non-members are allowed in this room. New members of the Brotherhood are initiated here. The initiation is simple. The character dresses in a white robe and ritually washes his hands in the bowl (which contains water). He draws his weapon and kneels before Gorm's altar. He then swears, in Law, to uphold the ideals of the Brotherhood and to promote the worship of Gorm. Finally, the new member receives a tattoo of a blue lightning bolt on his right shoulder.

The secret door in the west wall conceals a ladder up to room **12** on Tier 2.

KEY TO TIER 4

Tier 4 holds the burial chambers of King Alexander, Queen Zenobia, and major nobles, clerics, and others who lived during their reign.

25. NOBLEMAN'S BURIAL ROOM

> This room has scenes of warfare painted on the walls. It also has a large wooden sarcophagus* standing upright along the south wall. Painted on the outside of the sarcophagus is the picture of a warrior in armor. Squatting on each side of the sarcophagus is a large ape with white fur.

These two creatures are white apes (AC 6; HD 4; hp 18 each; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N). The white apes have made this room their lair. When the room door is opened, the apes will beat their chests and threaten the party. If their threats are ignored, they will attack.

White apes sometimes throw rocks for 1d6 points of damage each. These have gathered a plentiful supply of rocks to defend their lair.

Inside the sarcophagus is a mummified body wearing full plate armor and holding a sword. The sword is a magical **sword +1**.

25a. GHOSTLY HAUNTS

> As you walk down the corridor, the shimmering, ghostlike figures of a man and a woman appear before you. They are dressed in costly clothing, and both wear golden crowns. The man raises his hand and gestures for you to stop.
>
> "Go no further," he warns, "lest the curse of King Alexander overtake you!"
>
> "I am Queen Zenobia," the woman says. "Turn back; only death awaits you!"

The shimmering figures of King Alexander and Queen Zenobia are **haunts**. Characters who see the haunts must save vs. Spells or try to run away in fear. The fear lasts for 1-4 turns. The haunts are otherwise harmless. Since they have no real physical existance, haunts cannot be hurt by physical attacks or spells.

26. TOMB ANNEX

> The floor of this long, narrow room has a red and white checkerboard pattern of 2'X 2' squares. Court scenes are painted on the north and south walls. In the east wall, there is a 2' high opening at floor level near the southeast corner.

Room **26** is the annex to the burial chambers of King Alexander and Queen Zenobia. This corridor was kept open when the pyramid was built in order to bring in the bodies of the king and queen. After the funerals, the corridor was sealed from the outside.

26a. TOMB TRAPS

Three pendulum blades are hidden in the ceiling. If a character walks into any of the three marked squares, roll 1d6. On a roll of 1 the trap is triggered. Victims caught in the trap, or characters who try to run through the swinging blades, will be unhurt if they roll their dexterity score or lower on 1d20. Those who fail each take 1d10 points of damage. The pendulum shafts are covered with a sticky green goo that looks like green slime. The goo is harmless. The blades will swing for one turn, then automatically reset.

Special 10' square ceiling blocks were designed to fall and block the passage after the burials. The 2' high opening in the east wall was formed when one block failed to fall all the way. A 2' high crawlspace remains between the floor and the bottom of the block. The

block looks like it will fall no further. But the party cannot be sure. The DM should increase the tension by telling the party that they hear creaking noises coming from the stone block as they are crawling underneath it.

The next obstacle the party must overcome are two stone blocks that cracked into rubble when they fell. It will take the party a full turn to clear away enough rubble so they can go further.

The final obstacle is a narrow, twisting corridor, wide enough for but one person at a time. The corridor was formed when several stone blocks fell crookedly.

27. COUNCILOR'S BURIAL ROOM

The door to this room has a 2' wide hole gnawed in it near the floor.

> Painted on the walls of this room are scenes of a throne room with a man giving advice to kings and queens. In the center of the room lies a wooden coffin. Large holes have been gnawed in the sides of the coffin.

The holes in the coffin and the door have been gnawed by 3 giant shrews (AC 4; HD 1*; hp 4 each; MV 60'; #AT 2; D 1-6/1-6; Save F1; ML 10; AL N). The giant shrews have made the coffin their lair. The coffin is empty except for the giant shrews. The body and any treasure have been stolen.

The giant shrews have burrowed through a weak spot in the door and use the hole as an exit when they go hunting in the pyramid corridors.

Like bats, giant shrews depend on sound "echoes" to "see." As soon as the giant shrews sense anything nearby, they will attack. Because of their quickness, they always gain initiative on the first attack, and are +1 on initiative for the second attack. Their ferocity is so great that any character of third level or less attacked by them must save vs. Death Ray or run away in fear. A **silence, 15'** spell will blind them.

27a. TRAP DOOR

> In the middle of the floor at this point is a large stone slab with a bronze ring bolted deeply into it.

The slab is a trap door. When the trap door is opened the party will see an iron ladder leading down to room **44** on Tier 5.

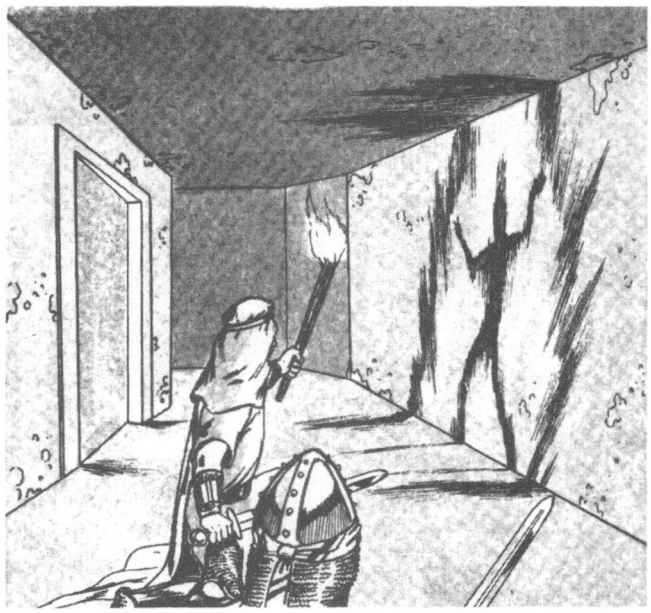
28. HIGH PRIEST'S BURIAL ROOM

> The door to this room is scorched, as is the end of the corridor. The outline of a man-sized humanoid form is etched into the scorched wall section. The door to the room is slightly open, but not enough to see into the room.

The man-sized outline is that of a ghoul. The ghoul was blasted to ashes when it accidently triggered the magical trap guarding the door. Now that the trap has been triggered, the door can be opened safely.

> Along the walls are paintings of a priest performing ceremonies. On a raised dais* in the middle of the room lies an open bronze sarcophagus. Here, three hideous, beast-like humanoids are tearing a mummified body apart with their sharp claws.

The three creatures are ghouls (AC 6; HD 2*; hp 9 each; MV 30'; #AT 3; D 1-3 all; Save F2; ML 9; AL C). Any non-elf creature hit by a ghoul must make a save vs. Paralyzation or be paralyzed. Tossed inside the sarcophagus are a jeweled necklace worth 1500 gp and two jeweled bracelets each worth 600 gp. The ghouls have stripped them from the body and thrown them away.



29. EMBALMING ROOM

> This room contains several large tables. Around the walls are a number of large jars and casks. There is a bin in the northwest corner of the room.

This room was used for embalming (preparing bodies for burial). Concealed in the room are 5 shadows (AC7; HD 2*; hp 11 each; MV 30'; #AT 1; D 1-4 + drain strength; Save F2; ML 12; AL C). They will surprise the party on a roll of 1-5 on 1d6. These intelligent ghost-like creatures look like real shadows. If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage. This weakness will last 8 turns. Shadows cannot be affected by **sleep** or **charm** spells. They can only be hit by magic weapons. If the party has no magic weapons, it is suggested that the DM let them run away after the first shadow attack. The shadows will not leave this room.

If the party destroys the shadows they can search the room. The jars and casks are filled with various spices used in embalming. The spices have been stored in this room so long that they are now worthless. The bin is filled with rotten linen winding cloths. Underneath the rotten linen is a potion of **invisibility** and a chest filled with 3000 gp.

30. LADY-IN-WAITING'S BURIAL ROOM

> A white ivory coffin lies in a niche in the east wall. Painted on the walls are scenes from court life, focusing on the life of ladies-in-waiting to Queen Zenobia.

The coffin is empty. Except for the coffin, the room is empty.

31. GUARD CAPTAIN'S BURIAL ROOM

> A mummified human in plate armor and holding a halberd stands at attention against the west side of the south wall. Grouped around the mummy are nine skeletons holding swords, also at attention.

The mummified body is one of the guard captains from the reign of King Alexander. It is not an undead monster and its armor and weapons are normal. The skeletons *are* undead monsters (AC 7; HD 1; hp 4 each; MV 20'; #AT 1; D 1-6; Save F1; ML 12; AL C). They will attack the party as soon as the characters enter and will fight until destroyed. There is no treasure here.



32. QUEEN ZENOBIA'S BURIAL CHAMBER

The walls of this room are plain stone. An oblong box made from stone slabs lies in the center of the room. Written in several languages on the side of the box are the words: "May the curse of darkness destroy all who dare desecrate my resting place." The box is 3' high, 7' long, and 3' wide.

The stone box contains the wooden coffin of Queen Zenobia. If the coffin is opened, the party will find that Zenobia is now a wight (AC 5; HD 3*; hp 24; MV 30'; #AT 1; D energy drain; Save F3; ML 12; AL C). She will attack on sight (roll initiative normally). A wight can only be hit by silvered or magical weapons. Each hit by the wight drains one level of experience (including one hit die) from the victim. The queen's chamber once contained a treasure trove. However, the only treasure left is the jeweled crown she wears (5000 gp) and her sceptre (actually a **wand of paralyzation** with 8 charges). Since becoming a creature of darkness, she has forgotten how to use the wand.

33. FALSE TOMB

This room contains two large sarcophagi. Both gleam with golden highlights. One sarcophagus is marked "Alexander," the other is marked "Zenobia." Surrounding the sarcophagi are a number of large wooden chests. The room is littered with broken objects: two smashed thrones, a broken chariot, smashed pottery, broken weapons, and torn clothing. Piles of bones cover the floor. On the walls is a mosaic* showing famous events from the reign of King Alexander and Queen Zenobia.

This is not the real tomb of King Alexander and Queen Zenobia. This is a fake tomb to fool grave robbers. The bodies inside the sarcophagi are actually those of royal slaves. The real burial chambers of the king and queen are rooms **32** and **34**.

The sarcophagi are made of wood, painted to look like gold. The chests contain small items a king and queen might need in the afterlife. All the items have been ritually "killed" (broken, ripped, or smashed) just like the larger items littering the floor. The piles of bones are the remains of royal slaves and royal animals killed after the funeral.

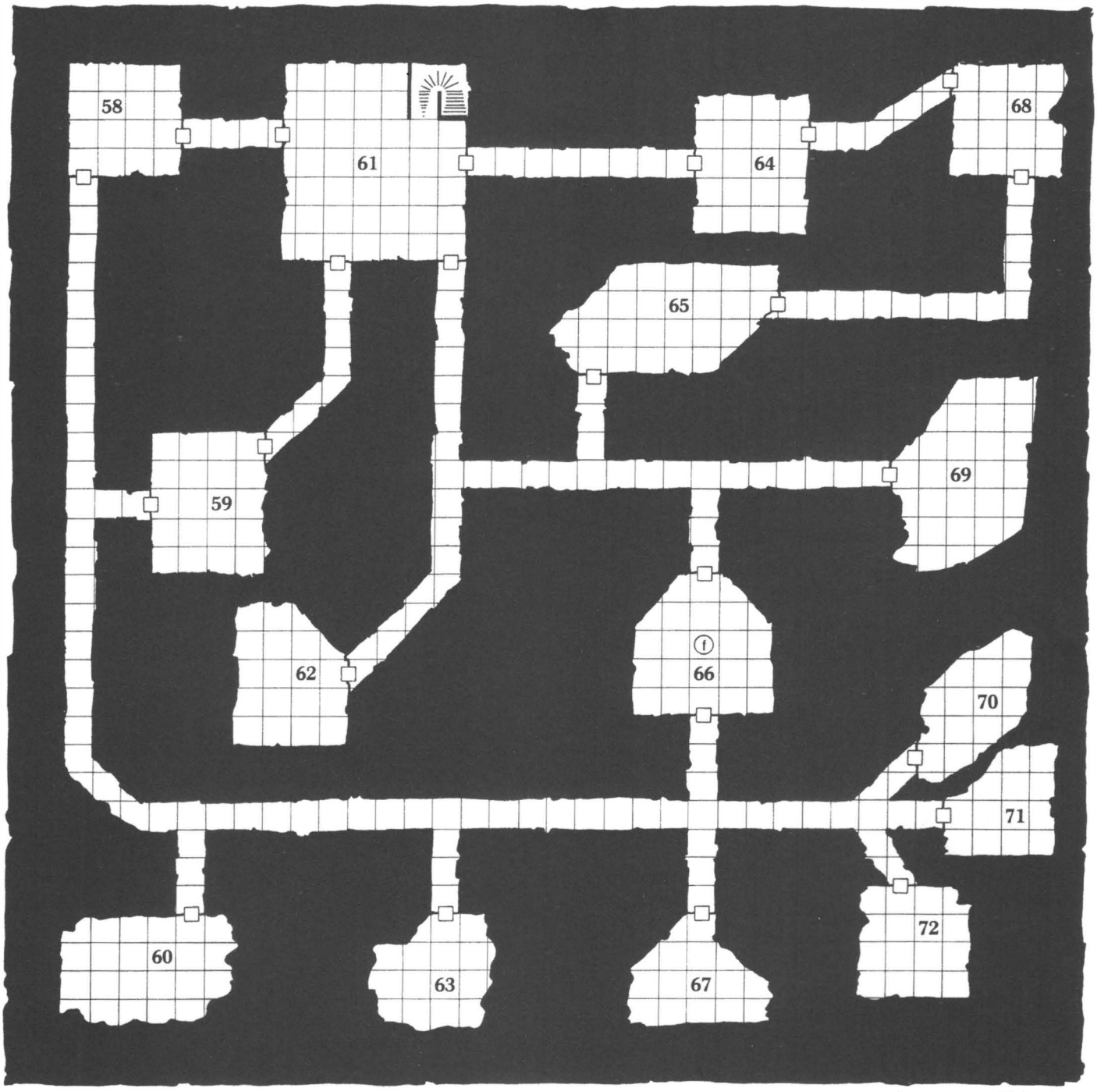
Four chests apparently contain 5000 sp, 6000 gp, 3000 ep, and 2000 pp. In the sarcophagi are 50 gems and 12 pieces of jewelry. All coins and treasure are cheap counterfeits. The actual value of all the items in the room is only 450 gp. Dwarves or thieves will notice that the gems, jewels, and coins are fake on a roll of 1-5 (on 1d6, one roll only). If the party does not have a dwarf or a thief, they will only notice the deception on a roll of 1-3.

If the party taps on the walls (using a hammer, wooden pole, or some similar object) they will notice hollow sounds where the secret doors open into the hidden corridors. If the party cannot open the secret doors, they can try to break them down. This will take 6 turns plus 1d6 turns. The DM should hint by description that the party is making progress (though slowly) until they finally break in. The DM should describe all the noise the party is making as well. Wandering monsters are rolled for normally.

34. KING ALEXANDER'S BURIAL CHAMBER

The walls of this room are bare. In the center of the room is an oblong box made from stone slabs. Suddenly, rising out of the stone box is a translucent, ghost-like figure. The pale figure has glowing red eyes and a large, dark mouth.

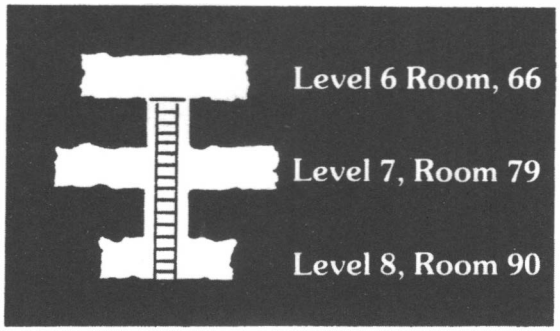
The translucent, ghost-like figure is a **banshee** (AC 3; HD 5*; hp 26; MV 50'; #AT 1; D wail for 1-4; Save F5; ML L 12; AL C). The banshee is a new monster. A banshee is a supernatural creature that warns certain families of an approaching death or mourns for certain individuals after their deaths. Banshees can only be hit by magical weapons or harmed by magical spells.



1 square = 10 feet

Tier 6

Cross-section View

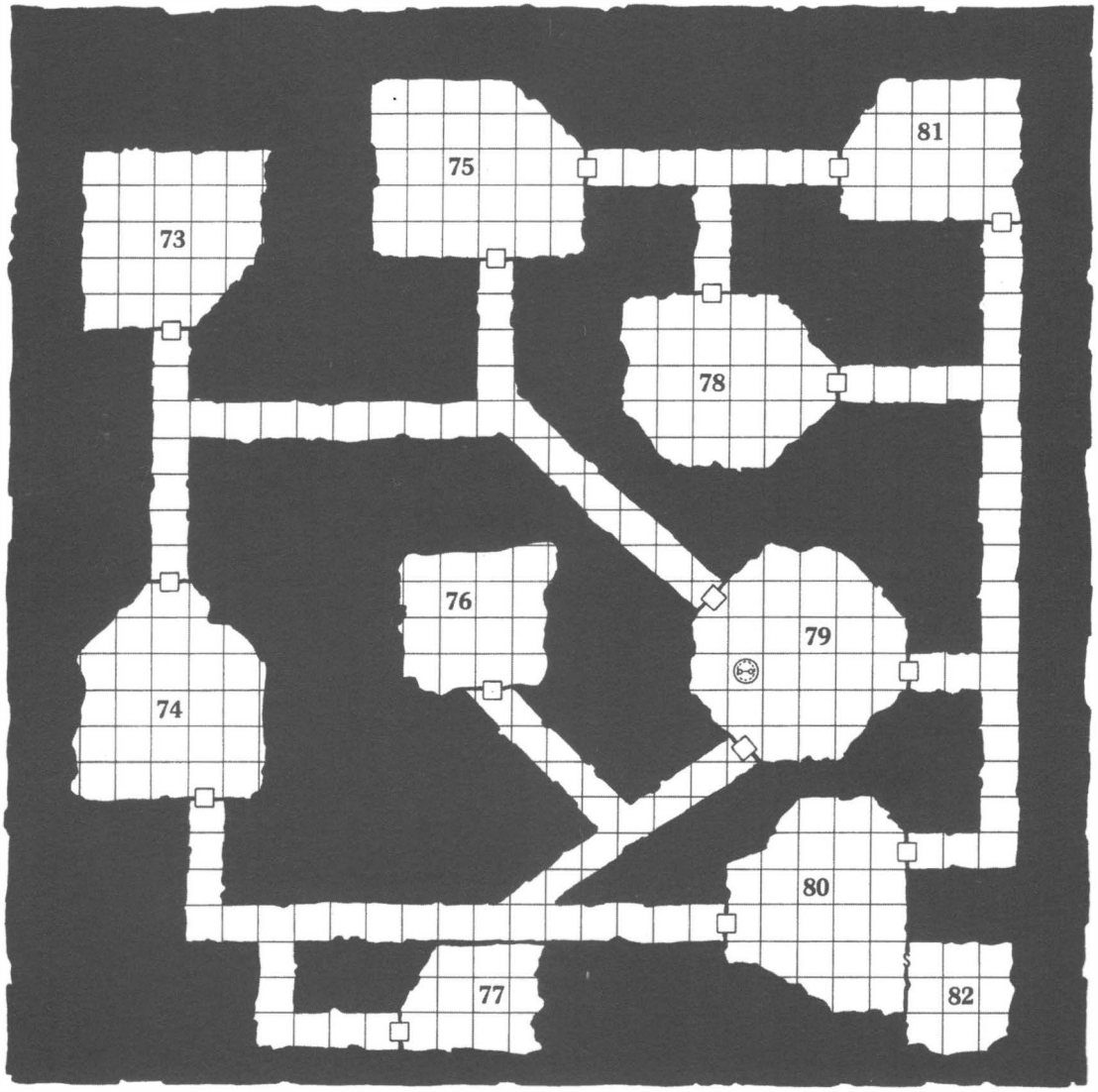


KEY

Door

Trap Door in Floor

Stairs



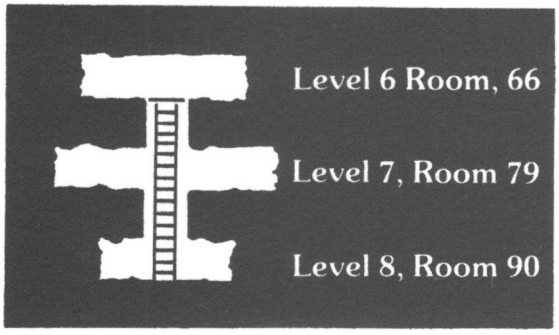
Tier 7

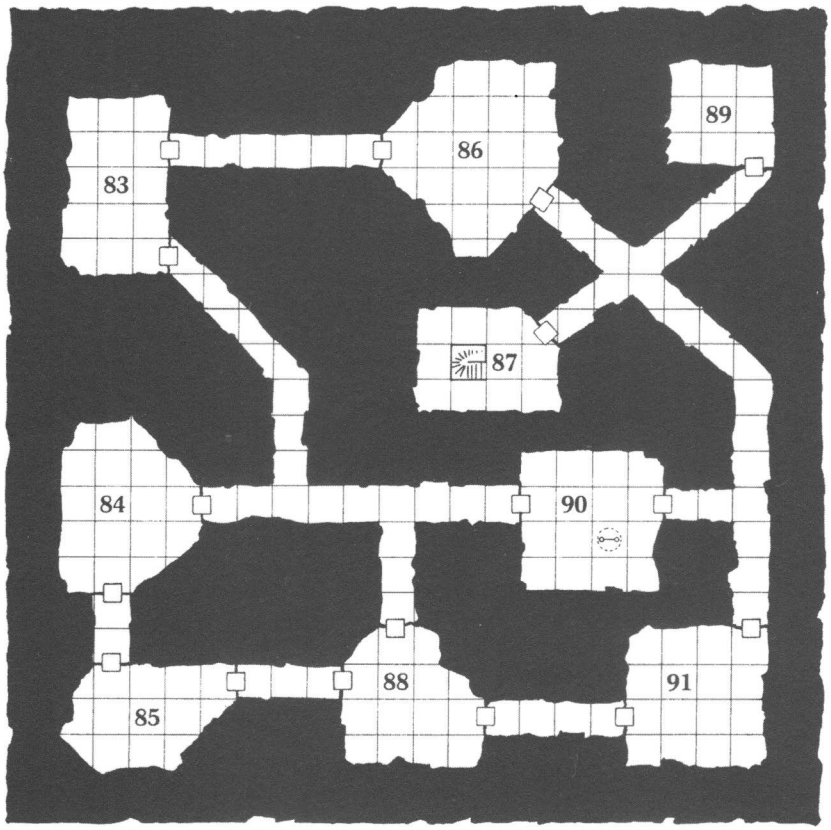


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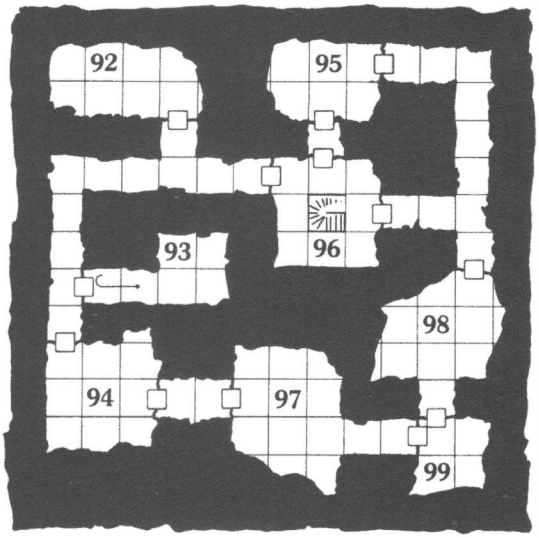
- Door
- Hole in Floor and Ceiling
- Hole in Ceiling
- Ladder
- Slide
- Stairs

Cross-section View

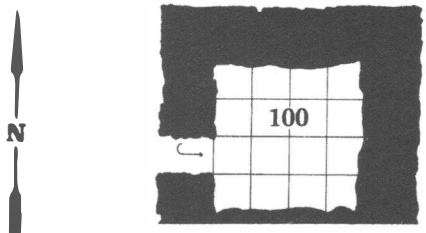




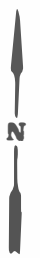
Tier 8

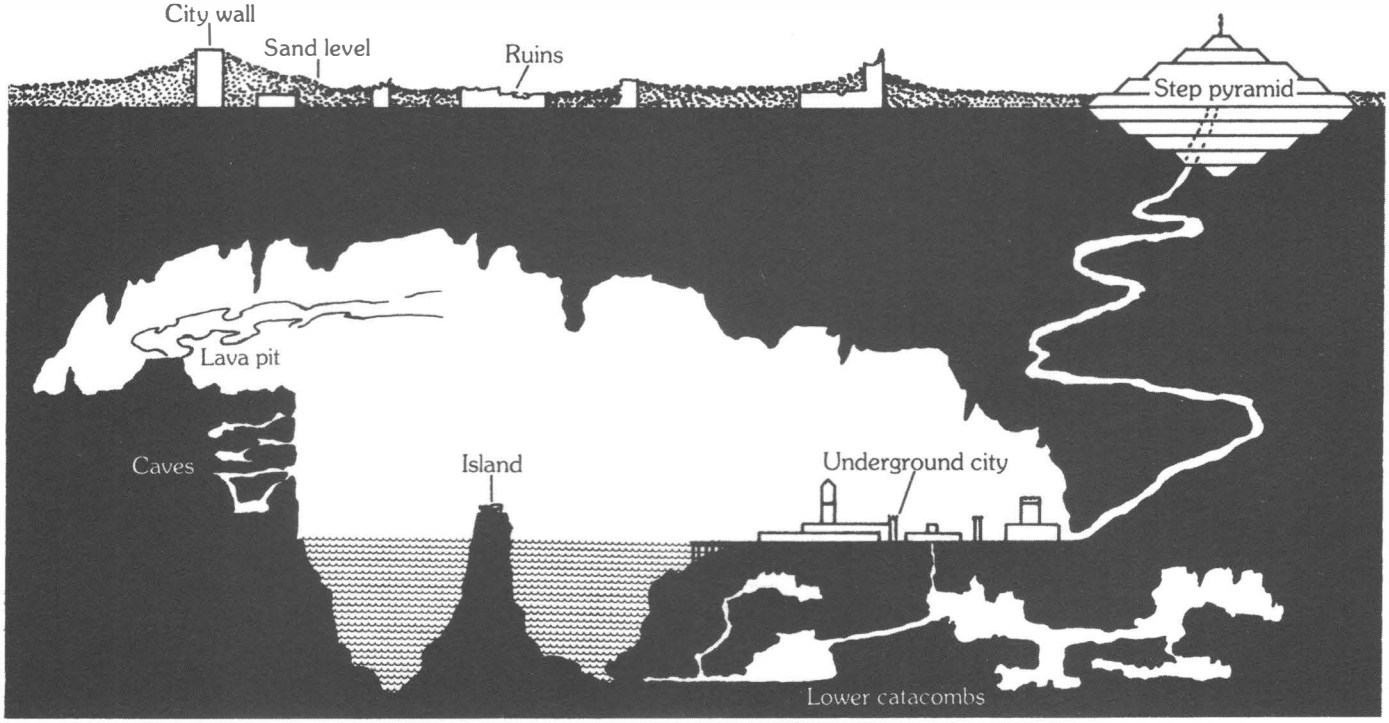


Tier 9

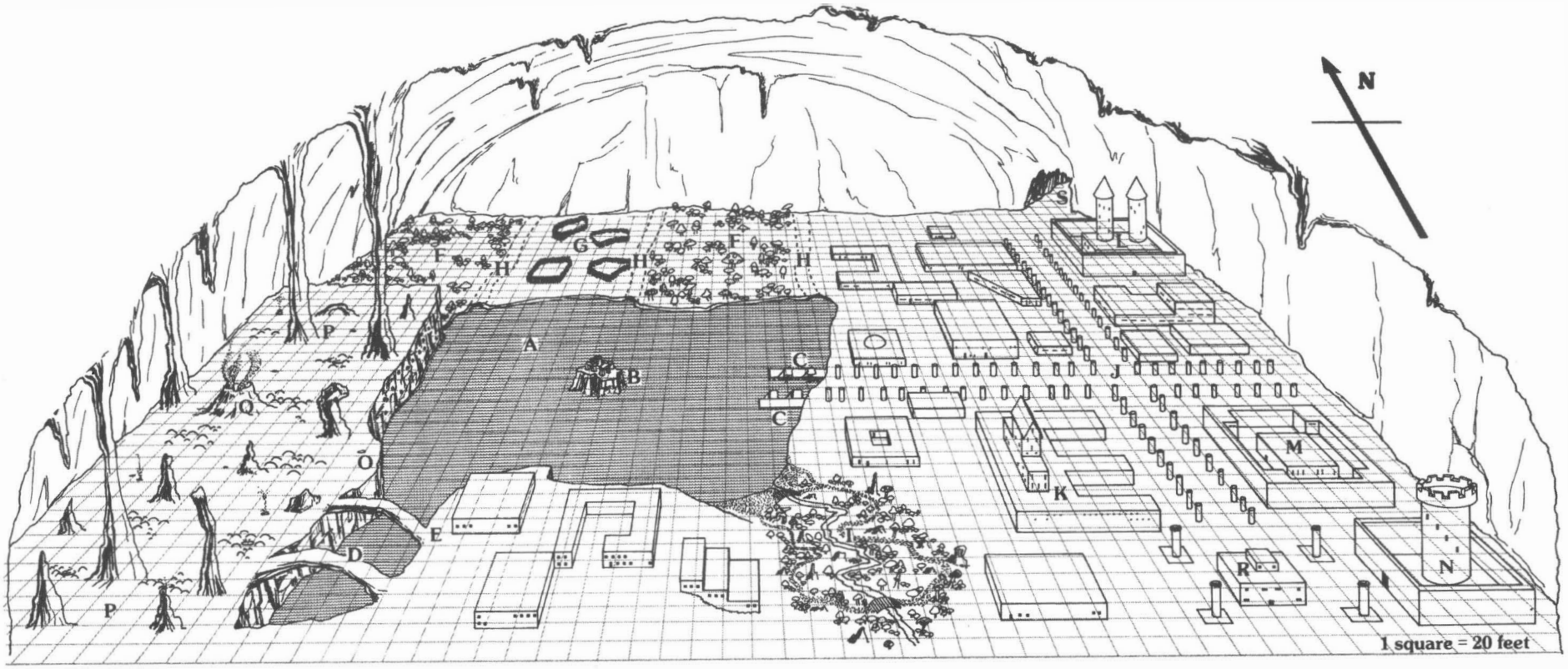


Tier 10





Underground City Map



This banshee is guarding King Alexander's grave. It attacks by wailing. The DM should describe the banshee's piercing wail and tell the party they can feel an icy death-like chill. Then the DM should roll initiative. If the party wins initiative and runs out of range, they take no damage. Otherwise, all individuals within 30' of the wailing banshee take an automatic 1-4 points of damage per round from the wailing attack. If the party can get outside the room, and close the door between themselves and the banshee, they will be safe (even if still within the 30' range of the wail). The banshee will attack as soon as the tomb door is opened.

King Alexander's tomb was looted long ago, except for the treasure inside the wooden coffin (which is inside the stone box). King Alexander wears a jeweled crown worth 5000 gp. He has **plate armor +1** and a **sword +2**.

35. SLAVE'S BURIAL ROOM

> This room is filled with skeletons. The bones lie in piles on the floor. They cover the floor so thickly that it is impossible to walk across the room without walking on bones.

The skeletons are the remains of household slaves belonging to the various individuals buried in the pyramid. Upon the deaths of their masters, the slaves were herded together and killed, then tossed into this room. The skeletons are not undead. They are merely bones.

36. CHAMBERLIN'S BURIAL ROOM

> The walls of this room show painted scenes of a man signing documents and organizing tax collection. A wooden coffin that has been smashed open is lying on the floor. Six pale-skinned humans stand around the coffin. They all have wounds bad enough to kill a normal person.

The six humans are zombies (AC 8; HD 2; hp 9 each; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C). Zombies are undead. They will attack the party on sight and fight until destroyed, always striking last. Zombies are immune to **sleep** and **charm** spells. The coffin has already been looted.

37. GIANT RAT LAIR

> This room appears to be empty except for an odd-shaped mound in the southwest corner of the room. Rustling and faint squeaking noises seem to come from the mound.

Ten 3' long, gray rats have made a nest in the corner of the room. These are giant rats (AC 7; HD 1/2; hp 2 each; MV 40' #AT 1; D 1-3 + disease; Save F1; ML 8; AL N). Each giant rat has a 1 in 20 chance of having a disease. A character bitten by a diseased rat must save vs. Poison or be infected. The disease has a 1 in 4 chance of being fatal in 1d6 days, otherwise the character will be sick in bed (no adventuring) for one month.

The rats' nest conceals a small hole in the west wall. This hole is just big enough for a giant rat to crawl through. It leads to the corridor to the west. Inside the rat's nest are 300 gp and four 500 gp gems.

38. JESTER'S BURIAL ROOM

The floor from the tier above (**20a**) hinges down to meet a ramp in this room.

> Painted on the walls of this room are court scenes showing King Alexander and Queen Zenobia being entertained by a dwarven jester. A small coffin rests in a niche in the east wall and in each corner of the room is a large brass jar.

If the lid of the coffin is touched, it will spring off. An oversized wooden model of the head of the dwarven jester, painted in bright colors, will jump up. The head is attached to a coiled spring like a jack-in-the-box. The coffin also contains the ashes of the jester. The brass jars look empty, but any item put completely into any of them will be instantly teleported into a large concealed hollow beneath the coffin. The jars were used by the jester as his master trick, in which he made items disappear to amuse the court. The party can get to the hollow by removing the coffin.

39. ROLLING BOULDER TRAP

Any character who reaches the west door to room **39a** will trigger this trap. The wall in the north corridor opens and a 10' wide, round boulder rolls out of the hidden area. The boulder will roll down the long corridor at 40' per round. When it stops, it will block the corner near room **40**.

This boulder trap is not meant to kill player characters, only scare them. Unless the party does something obviously stupid (like standing and arguing while the boulder is rolling toward them), the DM should let the party escape after a close shave—into the room or around a corner. The DM should describe the rolling boulder as graphically as possible: crashing sounds echoing down the corridor, stone chips flying where the boulder smashes against the wall, the corridor floor shaking from the force of the boulder, etc. The encounter should be exciting, but not deadly.

If the boulder strikes a character, it will do 3-30 points of damage. The boulder will stop after it strikes one character or reaches the end of the hall.

39a. NOBLE LADY'S BURIAL ROOM

> A sarcophagus rests on a dais in the center of the room. The dais is 10' square. From each corner of the dais rises a slender, 6' tall column. The tops of the columns meet the corners of an arched dome above the sarcophagus. On the dais at each end of the sarcophagus is a brass jar from which flames dance. Finally, the walls of this room are painted with scenes from the life of a noble lady.

The noble lady's mummified body rests in the sarcophagus. The jewelry once worn by the corpse has been stolen. The brass jars are bolted to the floor and their flames cannot be put out. However, behind one of the brass jars is a small bronze tube. It contains a piece of parchment. The parchment is a map of the southwest part of this tier marked with a large black "**X**." The "**X**" represents the location of the trap door at **27a**. The DM can either make a map or guide the party to the trapdoor when they get close.

40. MASTER THIEF'S BURIAL ROOM

> An elaborate jeweled coffin lies in the center of the room. Next to the coffin is a worm-like creature, 9' long and 3' high. It has many legs and its mouth is surrounded by eight tentacles. Each tentacle is 2' long.

The creature is a carrion crawler (AC 7; HD 3+1*; hp 13; MV 40'; #AT 8; D paralysis; Save F2; ML 9; AL N). A hit by a carrion crawler paralyzes the victim unless a save vs. Paralysis is made. The paralysis can be removed by a **cure light wounds** spell, but any spell so used will have no other effect. Without a spell, the paralysis will wear off in 2-8 turns. The jewels on the coffin are worth 3000 gp. A search of the body will discover a set of lockpicks.

A master thief from the reign of King Alexander and Queen Zenobia used his skills to steal a place near the King and Queen in the afterlife. He managed to exchange his own coffin for that of the nobleman who was supposed to be buried in this room.

PART 4: TIER 5 (Dungeon Level Three)

The third dungeon level consists of Tier 5 (rooms **41-58**). This tier, including the pyramid's main entrance, is buried under the sand. Hidden in the main entry chamber (room **50**) is a secret door to a passage leading to the underground city (see Part 5: **Expanding the Adventure**).

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 turns. Roll 1d8 for the type of monster encountered, or choose one.

Wandering Monster Table: Level 3

Die Roll	Wandering Monster	No	AC	HD	hp	MV	#AT	Damage	Save	ML	AL
1	**Beetle, Giant: Tiger Beetle**	5	3	3+1	14	50'	1	2-12	F2	9	N
2	**Cynidicean**	for details see Part 6: **New Monsters**									
3	**Cynidicean**	for details see Part 6: **New Monsters**									
4	**Cynidicean**	for details see Part 6: **New Monsters**									
5	**Driver Ant**	4	3	4*	19	60'	1	2-12	F2	7	N
6	**Lizard, Giant: Tuatara**	2	4	6	27	30'	3	1-4/1-4/2-12	F3	6	N
7	**Rust Monster**	1	2	5	24	40'	1	special	F3	7	N
8	**Thoul**	4	6	3**	13	40'	2	1-3/1-3	F3	10	C

Tiger Beetle. Tiger beetles are 4' long and have striped carapaces* that look like tiger skins. They are carnivorous and will attack if hungry.

Cynidicean. As usual, the DM may use the encounters given in Part 6, or make up a new one. This could also be an encounter with members of one of the factions.

Driver Ant. Driver ants are giant black ants about 6' long. When hungry, they will eat anything in their path. Further, once in combat, they will fight to the death with no morale checks. The DM can add a special tunnel to their lair, if desired.

Tuatara. A tuarara is an 8' long giant lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin and white spikes along its back. It is carnivorous and attacks when hungry. A tuatara has a membrane over its eyes which, when lowered, gives the giant lizard 90' infravision.

Rust Monster. Rust monsters are described in both editions of the **D&D Basic** rules. This one escaped from the Magi of Usamigaras.

Thoul. A thoul is a magical combination of a ghoul, a hobgoblin, and a troll (for trolls, see **D&D Expert** rules). Thouls look like hobgoblins. The party will think these thouls are hobgoblins until they attack. In combat, a character hit by a thoul must save vs. Paralysis or be paralyzed. (This is like a ghoul's touch, even though thouls are not undead.) A thoul regenerates lost hit points while it is alive. After a thoul is hit, the DM adds 1 to its hit points at the beginning of each combat round. The thouls serve the Priests of Zargon. They hunt for prisoners to take back to the Underground City.

KEY TO TIER 5

41. STORAGE ROOM

Shelves line the walls of this room. Stored on the shelves are items used in religious ceremonies (candles, incense, clerical robes etc.). Three huge, fearsome human-like creatures wearing animal skins have smashed open a box of candles and are eating them.

The three human-like creatures are ogres (AC 5; HD 4+1; hp 19 each; MV 30'; #AT 1; D 1-10; Save F4; ML 10; AL C). Ogres are not too bright. They thought the candles looked good to eat so they started eating them. They have three huge leather sacks holding 500, 500, and 400 gp, a **ring of fire resistance**, and a magic-user/elf scroll (**continual light, levitate, read languages**).

42. CLERIC'S QUARTERS

This room contains three bunk beds. Lying on them are humans dressed in bright yellow robes. They wear masks of a boar, a tiger, and a wolf.

The masked humans are actually dopplegangers (AC5; HD4*; hp 18 each; MV 30'; #AT 1; D 1-12; Save F10; ML 10). The dopplegangers took the forms of three Cynidiceans, then killed the originals. They will try to join the party, choosing one victim each. When they have a chance to do it secretly, they will change shape to look like the victim, then try to kill the victim and take his or her place. They are immune to **sleep** and **charm** spells. The dopplegangers carry 9 gems worth a total of 1500 gp.



43. TREASURE ROOM

A slight breeze stirs in the room when the door is opened. A large, padlocked wooden chest sits near the north wall of the room. Behind the chest is a huge tapestry of a desert scene.

The tapestry is actually a new monster, the **polymar** (AC9; HD 10; hp 45; MV 20'; #AT 3; D 1-6/1-6/1-6; Save F5; ML 10; AL C). A polymar is a semi-intelligent, many-celled creature that can reshape its body to look like any creature of 10 HD or less, or any object up to 10' X 10' X 10' in size. The polymar will not have any special abilities, only the shape of the object or creature copied.

A close examination will show that the tapestry is not actually made from woven threads. There is a 1 in 6 chance that one of the player characters will notice something suspicious, even without a close examination (2 in 6 if an elf is present). For example, the tapestry will not move in the breeze created when the door is opened because the polymar is much heavier than a real tapestry. If the polymar is not detected, it will attack with **surprise**.

The treasure in the locked chest is 3000 ep and 5000 gp, a potion of **invisibility**, **chainmail +1**, and a **dagger +1**.

44. SECRET ROOM

The ladder from the trap door at **27** leads down into this room. The room is empty.

45. BEDROOM

This room contains a bed, a table, a chair, a lantern, and a wooden holy symbol of two intertwined snakes. The furniture is made of wood. A hooded white robe is draped over the chair. Except for the furniture and the robe, the room appears to be empty.

This was once the bedroom of **Demetrius**, a 6th level cleric. Demetrius was an elder in the cult of Usamigaras. His twin brother, **Darius**, was a 6th level cleric in the cult of Zargon. Years ago, Demetrius vowed to destroy the cult of Zargon, especially his evil brother. But Demetrius was assassinated before he could even begin his quest.

Demetrius made a dying wish that his spirit live on until Darius was destroyed. The spirit of Demetrius now rests in the white robe. Any character touching the robe must make a save vs. Dragon Breath or be taken over by the spirit of Demetrius. Demetrius will only possess the character long enough to kill Darius (see room **58**).

Though outwardly unchanged, the possessed character is now a 6th level Lawful cleric. The character will have Demetrius's Wisdom (**16**), Intelligence (**10**), and hit points (**31**). His saving throws will become:

Death Ray or Poison = 9, **Wands** = 8, **Turn to Stone** = 12, **Dragon Breath** = 14, **Spells** = 10.

If Demetrius is reduced to 0 hp, the possessed character will die.

Demetrius has the following spells:

1st level: cure light wounds, detect evil
2nd level: bless, hold person
***3rd level: striking**
***4th level: cure serious wounds**
* If using the **D&D Expert** rules only

The DM should allow the player whose character has been possessed to play Demetrius. Take the player aside and tell him or her what is happening, with as much background as you think is needed. Encourage the player to role play Demetrius as much as possible. Be ready to remind the player, if necessary, that Demetrius' only goal is to kill his brother Darius, and consider disallowing player actions that are out of character.

Demetrius knows the way to room **58**, including any secret doors on the way. He does *not* know about any of the traps on this level. As long as the party moves by the quickest route to Darius (room **58**), Demetrius may help them defeat monsters.

Demetrius will depart once Darius is dead, and the white robe will disintegrate. The possessed character will be magically restored to his or her own full hit points when Demetrius leaves.

46. KITCHEN-DINING ROOM

This room appears to be an abandoned kitchen and dining room combination. The cupboards, table, and chairs are covered with a thin layer of dust. Near the table, two large snakes with brown and yellow scales are coiled around the body of a woman wearing a rabbit mask.

The two snakes are rock pythons (AC 6; HD 5*; hp 23 each; MV 30'; #AT 2; D 1-4/2-8; Save F3; ML 8; AL N). They will attack the party on sight. If a python's bite attack is successful, it will coil around the victim and constrict in the same round for 2-8 points of damage. Thereafter, the constriction attack automatically hits each round. Around the neck of the dead Cynidicean is a necklace worth 700 gp. Concealed in her robes is a full water bottle and a small pouch of food.

47. LIVING ROOM

The room looks like a living room. It contains wall hangings and ornate divans*. There are several pieces of sculpture in the room, as well as an iron statue of a warrior on each side of the doorway just inside the room. Everything is covered by a thin layer of dust.

The statues are actually living iron statues (AC 2; HD 4*; hp 18 each; MV 10'; D 1-9/1-8+ special; Save F4; ML 11; AL N). They will attack if the party enters the room and allows the door to swing shut. While the door is held or jammed open, the statues will not attack.

If a statue is hit by a non-magical metal weapon, the attacker must save vs. Spells. Failure means the weapon sticks to the body of the iron statue and cannot be pulled away until the statue is destroyed. Living iron statues are not affected by **sleep** spells.

48. HIDDEN GUARDROOM

Four humans wearing stylized rat masks and red robes trimmed with rat fur leap to their feet and look at you. In the northeast corner of the room are stairs going down.

The four men are actually wererats (AC 7; HD 3*; hp 13 each; MV 40'; #AT 1; D 1-4; Save F3; ML 8; AL C). These lycanthropes are disguised as Cynidiceans so they can safely rob the citizens when they get a chance. If threatened, the wererats will change into giant rat form and fight or run. Like other lycanthropes, wererats in animal form can only be hit by silvered or magical weapons. They have a small chest with 2000 sp and 4 gems worth a total of 700 gp.

The stairs end in a bricked-up wall, unless the expanded adventure is being played (see Part 5: **Expanding the Adventure**).



49. CONSULTATION ROOM

The room is paneled with wood, and a dusty carpet covers the floor. A large, heavy desk sits in the center of the room. Several wooden chairs are grouped north of the desk. Behind the desk is a large plush chair, while behind the chair on the south wall is a mounted lion's head. Four large painted urns* stand in the corners of the room. Finally, on both sides of the north doorway are stone pedestals* with stone statues of winged beasts with claws, fangs, and horns.

The two statues are gargoyles (AC 5; HD 4*; hp 18 each; MV 30,' fly 50'; #AT 4; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C). If the party is expecting gargoyles when they see the statues, roll initiative normally. If not, the party will be surprised. The gargoyles will attack as soon as the party enters the room. They can only be hit with magical weapons and are not affected by **sleep** or **charm** spells. The desk has three drawers and a locked cabinet. Inside the cabinet are 2000 ep, a **mace +1**, and a **poison** potion. Hidden in the cushion of the plush chair are 18 gems each worth 100 gp. The urns and lion head contain nothing of value.

49a. PIT TRAP

This floor section conceals a hidden 10' deep pit filled with spikes. The DM should roll for each character entering this area—the trap is triggered on a roll of 1 or 2 on 1d6. Characters falling into the pit will take 2-12 (2d6) points of damage. Remember that Demetrius does *not* know about this pit.

50. MAIN ENTRY CHAMBER

The high, arched ceiling of this room is supported by a double row of pillars. Each pillar is carved into a statue of a king or queen of Cynidicea. A series of mosaic pictures decorate the walls of the room. These start in the northeast corner and continue clockwise around the room. In the center of the north wall is a a pair of huge stone doors. At the base of the double doors, the floor is partially covered with sand.

The mosaics show scenes from the history of Cynidicea. From the northwest corner, the mosaics show:

1. A tribe of squat, heavy-browed humanoids wielding crude stone weapons worship a lizard-headed god.
2. A large band of tall, black-haired people battle the humanoids and take over their hunting grounds.
3. A village rises over the scene of the battle. In the arid lands around the village are fields of grain and vast herds of cattle and sheep.
4. A great leader arises in time of need and gathers the villagers into an army that destroys an enemy army of snake-headed humanoids.
5. The victorious leader is crowned king, thus founding the line of the rulers of Cynidicea.
6. The stone city of Cynidicea is built on the site where the village stood.
7. Scenes of the splendor of the kingdom at its height.
8. The births of King Alexander and Queen Zenobia.
9. The great pyramid is built.
10. Slaves digging under the pyramid uncover the foundations of a pre-historic temple.
11. The death of King Alexander and Queen Zenobia and their burial in the pyramid.
12. The worship of the old gods Gorm, Usamigaras, and Madarua is replaced by the worship of a large humanoid with many tentacles.
13. Life becomes a year-round carnival for the Cynidiceans. All Cynidiceans are now masked.
14. The Cynidiceans meet a barbaric, golden-haired people (the ancestors of the Heldann tribes mentioned in module **X1**).
15. The final picture is not a mosaic. It is a crudely painted sketch that shows the tribesmen looting Cynidicea.

There is room on the wall for more pictures, but the space is blank. The huge doors, which open outward, are blocked by sand and cannot be opened. There is no treasure here.

50a. SECRET ENTRANCE TO THE UNDERGROUND CITY

This secret trap door leads to a passageway to the underground city (see the **Underground City Map**, area **S**). The party can find this door *only* if the DM is continuing the adventure past the upper pyramid (see Part 5: **Expanding the Adventure**).

51. CHAPEL

> This large room is obviously a place of worship. On each side of a broad center aisle are rows of high-backed wooden benches. Narrow aisles along the walls run past ornate mosaics to two small fountains set into the walls. Just past the fountains, a large dais fills the southern end of the room. On the dais near a stone altar lie three large statues that look like the ones on top of the pyramid. The statues have been toppled from their bases. A man and a woman stand near the toppled statues and talk softly to each other. They wear brightly colored clothing and small bronze fox masks. Both have red hair and there seems to be a resemblance between them.

This brother and sister are actually **werefoxes** (AC 9, 6 as fox; HD 3+2*; hp 16 each; MV 40', 60' as fox; #AT 1; D by weapon or 1-6; Save F3; ML 8; AL N). They are disguised as Cynidiceans to be better able to hunt for treasure and supplies. Werefoxes are a new type of lycanthrope (see Part 6). Each werefox can try to **charm** a person of the opposite sex in one round. This ability is like a **charm person** spell, but lasts only one day. A werefox can charm up to three times per day.

These werefoxes may bargain with the party or try to **charm** them. They will try to trick the party out of as much treasure and magic as possible. The two will not take risks they can avoid, or fight stronger opponents unless forced to. They rely on their wits to survive. If attacked, the two will turn into foxes to fight or escape. If hard pressed, they may turn back into human form and surrender. The werefoxes will lie, cheat, and bribe the party if necessary to survive. They are carrying three pieces of jewelry worth a total of 3000 gp, a **sword +1, casts light on command (30' radius)**, a **helm of alignment change**, and a potion. So far, they have been afraid to test the potion and don't know what it is. It is a potion of **levitation**. If forced to fight as humans, the female will use the magical sword in combat.

This room was once the main chapel for Cynidicea. It is seldom used now. The fountains are fed by an underground lake. These will provide all the water the party needs to drink or to fill their water skins.

52. TRAP ROOM

> The entire room is a large sunken pool filled with a bubbling liquid. In the center of the room is a box made of stone slabs. The lid of the box is about a foot above the surface of the liquid and is locked with a large iron padlock.

The bubbling liquid is acid. It will destroy any material except stone and will do 2-8 points of damage each round to creatures that fall into it. The acid is 6' deep. The stone box is on a special pedestal. The pedestal will sink at a rate of 1/2' per melee round if any weight is placed on the box. If the weight is removed the pedestal will rise at the same rate (though never higher that 1' above the surface of the acid). Inside the box are 20,000 sp and a clerical scroll (**purify food and water, remove curse**).

53. ABANDONED CLERICAL QUARTERS

> This room seems oddly damp. A strange moist odor fills the air. The room contains a low bed, some wooden shelves, and a small chest. The contents of the room seem to shimmer, as if seen through clear water or a thick pane of glass.

Just inside the doorway is a gelatinous cube (AC 8; HD 4*; hp 18; MV 20'; #AT 1; D 2-8 + paralyzation; Save F2; ML 12; AL N). The party is viewing the room through the gelatinous cube. The monster will move toward and attack the party immediately. Victims hit by a gelatinous cube must make a save vs. Paralysis or be paralyzed for 2-8 turns (unless the paralysis is removed by a **cure light wounds** spell). The cube may be harmed by fire or weapons, but not by cold or lightning. There is nothing of value in the room. Its rotted contents will crumble when touched.

54. STORAGE ROOM

> This room is lined racks of wine bottles. Along the west wall are large casks and barrels. Several casks have been smashed open and their contents drained. Suddenly, from behind a stack of barrels, a huge bear-like creature with the head of a giant owl appears and staggers toward you.

The creature is an owl bear (AC 5; HD 5; hp 30; MV 40'; #AT 3; D 1-8 each; Save F3; ML 9; AL N). It is completely drunk and ravenously hungry. If not fed immediately it will attack. It attacks at -2 to hit, but its morale is 10. If both paws hit the same opponent in one round, the owl bear will "hug" for an additional 2-8 points of damage. The room contains 400 bottles of wine worth a total of 100 gp.

55. PARTY ROOM

> Nine men and women in bright costumes and fancy masks are drinking, talking, and dancing in this room. It appears to be a masked ball. Most of the people are dancing as if they had invisible partners. You hear snatches of conversation, most of which makes no sense. The people seem to be talking to themselves.

These nine people are Cynidiceans (AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML special; AL C). As usual, the Cynidiceans are in their own dream world. They will assume that the characters are merely part of the dream. There is no treasure here.

56. CRASHING WALLS

> A hidden pressure plate in the center of the hall triggers this trap. The walls just ahead of the party crash together and fly apart. The trap is automatically triggered the first time the party passes.

This trap has two purposes. First, it alerts Darius in room **58** that someone is coming. Second, it will be a dangerous hazard to a party **leaving** room **56a** if everyone forgets it is here. (In this case it is triggered by a 1d6 roll of 1 or 2, and does 3-18 points of damage to characters *behind* the triggering character). The pressure plate will be easily seen and avoided if the characters are looking for it on the way out.

56a. LOBBY

> Ten Cynidiceans wearing dark robes and masks of fearsome, imaginary monsters sit in a circle in this room. They are staring straight ahead, but don't seem to be looking at anything in particular.

The Cynidiceans (AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML special; AL C) are in their own dream world. These particular Cynidiceans, however, are in nightmare worlds. They will react to party actions, and may even attack the party, but the Cynidiceans will never speak, even if they are wounded. They might scream at random from some unseen terror. This screaming, however, will not match reality (that is, they will not scream if touched or attacked).

57. GAMBLING ROOM

A dozen brightly robed men and woman masked as various animals are playing games of chance. Card games are being played at one table, dice games at another. In the center of the room is a large wheel of fortune. Many silver and gold coins, gems, and pieces of jewelry are changing hands as people win and lose.

Because they are sharing a common dream, these Cynidiceans act more normally than those in rooms **54** and **55**. They will continue gambling and talking about gambling unless physically attacked. They may even invite the party to join in. If attacked, they will fight back. They will assume that a gang of robbers has broken into the game room to steal their money. Further, if the party tries to take the money without winning it, the cleric and his hobgoblin guards from room **58** will enter through the secret door in the south wall and attack.

If the player characters want to join the games and gamble, the DM may use any simple system to work out the results. For example, the DM and the player might each roll 1d20. The highest roll wins and the player loses all ties. Wagers are set before the dice are rolled (a minimum of 50 gp and a maximum of 1000 gp are suggested). The characters cannot win any more money than is currently in this room. If the characters begin winning large sums, the cleric from room **58** is likely to attack since he considers all the money in this room to belong to him—as a priest of Zargon he plans to take most of the money as "taxes."

A character possessed by Demetrius will go immediately to the proper wall section and start looking for the secret door. He will know his enemy is very close.

The gambling room contains 3000 sp, 5000 gp, 26 gems worth a total of 3100 gp, and six pieces of jewelry worth 6000 gp total.

58. CLERIC'S CHAMBER

This room contains the evil cleric Darius and his hobgoblin guards. They will be ready for the party to enter, but it is more likely they will come charging out of the room as the party tries to take the treasure in room **57**. If the party has tried to steal the treasure, the Cynidiceans in room **57** will join Darius to fight the party. Otherwise, these will do nothing unless attacked. The forces of Darius include:

Darius: AC5; C6; hp 22; MV 20'; #AT 1 at +1, or spell; D 1-6+1; Save C6; ML 10; AL C; S 13, I9, W 16, D 9, C 13, Ch 14.

Darius has the following spells:

1st level: cure light wounds, light**
2nd level: bless, silence 15' radius**
***3rd level: striking**
***4th level: cause serious wounds**

*If using the **D&D Expert** rules only.
Reverse if using the **D&D Expert rules.

6 **hobgoblins:** AC6; HD 1+1; hp 5 each; MV 30'; #AT 1; D 1-8; Save F1; ML 8; AL C. The DM may change the number of hobgoblins as desired.

12 **Cynidiceans:** AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML 8; AL C.

Suggested spell use for Darius:

Before melee:	**bless** the hobgoblins (or **blight** the party)
round 1:	**silence** a party magic-user
round 2:	**striking** on his own mace
round 3:	other spells as appropriate

Darius may use spells in a different order as the fight develops, but he will always use his spells as intelligently as possible.

Except for Darius and the hobgoblins, there is nothing of interest in this room.

PART 5: EXPANDING THE ADVENTURE

The basic pyramid adventure can be continued. This section outlines the lower pyramid levels and the underground city. Suggestions for further adventures are also given. The DM will find the **D&D Expert** rules helpful if the adventure is expanded.

The lower levels have new and more dangerous monsters (as well as larger treasures). As before, enough information is given in the encounter keys so these can be used. If all the characters are low level, these monsters will be *very* dangerous. If most of the characters are first or second level, they should adventure here only with a larger party than normal and should expect to lose characters often. The DM should think about providing enough supporting characters so the player characters have a chance.

Only key features of the rooms are described so that the DM can gain experience in setting up encounters. On Tier 6, the room titles will suggest what type of details to add. On Tiers 7-9, all the rooms are cave-like chambers with paintings on the walls and ceilings. The paintings are described, and the DM may add more details if desired. Tier 10, Zargon's lair, is described in detail.

How to Design an Encounter. To design an encounter, decide why a monster is there. For example, see the hellhounds on Tier 7, room **79**. Since the Priests of Zargon often take prisoners down to room **100**, and since there are trolls nearby in room **78**, the hellhounds could be guarding the way down for the Priests. Now a reason for the pile of copper is needed. One reason: the hounds will let anyone who throws a copper piece on the pile go down the ladder without a fight. The special magic items are buried and hidden from sight (though the party *will* see the glow if a **detect magic** is cast on the pile). An encounter "script" is made up as follows:

As the party enters, they see the pit, ladder, large reddish **dogs**, and the pile of copper (the magic is well buried). The hellhounds sit and grin when they see the party, but remain watchful (normal initiative if the party attacks—no hellhound attack if the party is surprised). They are waiting for the party to throw some coins on the pile and go down, just like everyone else does. It is important that the dogs see the party and sit *before* the party has a chance to react—this is a signal that something weird is going on. If the party doesn't catch on quick (the DM should help them with suggestive growls and whines) the dogs will start to get nervous, then suspicious, then will start stalking the party—growling softly, hackles raised. If no one catches on, and the party stays in the room or tries to go down, the hellhounds will attack. Their true nature will become obvious as soon as they breathe.

There are many other ways to set up this encounter, but the basic idea is to give the monster a **reason** to be in the area. If there are no monsters, you might give clues to nearby monsters: tracks, smashed furnishings, bones, and so on.

TIERS 6-10

Tiers 6-10 were dug after the main pyramid was built. Tier 6 housed slave workers and their guards. The lower tiers were to be a series of chambers showing the journey of the spirit after death. Each room was to have a painting of another stage in the journey. The final tier, where Zargon now lives, was to have a painting of the Cynidicean paradise. The painting was never made.

The Cynidiceans do not usually venture into the lower tiers. These are the haunt of Zargon, the tentacled monster the Cynidiceans worship. Cynidiceans found on these tiers will most likely be Zargon's prey, or Priests of Zargon.

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 turns.

For the lower pyramid, the DM should make up his or her own wandering monster tables. Typical encounters might include spiders, snakes, living statues, undead, Priests of Zargon, or the new creatures given below. Tier 6 equals Dungeon Level 4, Tiers 7-8 equals Dungeon Level 5, and Tiers 9-10 equal Dungeon Level 6.



KEY TO TIER 6 (Dungeon Level 4)

Room 58. Storage Room
This empty room was once used to store tools for workers.

Room 59. Abandoned Guards' Quarters
Monster: 1 black pudding (AC 6; HD 10*; hp 45; MV 20'; #AT 1; D 3-24; Save F5; ML 12; AL N). It dissolves wood and metal in one turn, and can only be killed by fire. Weapons and other spells break it into smaller puddings (AC 6; HD 2*; hp 9; #AT 1; D 1-8; Save F1).
Treasure: None

Room 60. Abandoned Overseer's Room
Monster: 3 blink dogs (AC 5; HD 4*; hp 18 each; MV 40'; #AT 1; D 1-6; Save F4; ML 6; AL L). They have limited teleportation ability. Any round they have initiative, blink dogs can attack and blink away before being hit.
Treasure: 2000 sp and a gem worth 500 gp.

Room 61. Abandoned Slave Quarters
The stairs here lead up to room **48** on Tier 5.
Monster; 1 giant scorpion (AC 2; HD 4*; hp 18; MV 50'; #AT 3; F 1-10/1-10/1-4 + poison; Save F2; ML 11; AL C). Its sting attack (1-4) is poisonous. If either claw 1-10) hits, the sting attack is +2 to hit.
Treasure: None

Room 62. Abandoned Guard Captain's Room
This room is empty.

Room 63. Abandoned Guard Captain's Room
Monster: 2 wraiths (AC 3; HD 4**; hp 18 each; MV 40,' fly 80'; #AT 1; D 1-6+ energy drain; Save F4; ML 12; AL C). These undead drain one energy level when they hit. They can be hit only by silver, magic, or magical weapons, and are immune to **charm, sleep,** and **hold** spells. A L3 cleric can **turn** wraiths on a roll of 11 on 2d6.
Trap: Treasure chest with poison dart trap. Fires as a 6 HD monster, for 1d4 + poison.
Treasure: 3000 ep, 5000 gp, 8 pieces of jewelry worth 9600 gp total.

Room 64. Abandoned Kitchen
Monster: 2 weretigers (AC 3; HD 5*; hp 23 each; MV 50'; #AT 3; D 1-6/1-6/2-12; Save F5; ML 9; AL N). These lycanthropes can only be hit with silver, magic, or magical weapons.
Treasure: 2000 ep and 3 gems worth 1510 gp total.

Room 65. Old Food Storeroom
This room is empty.

Room 66. Old Tool Storeroom
The trap door conceals a ladder down to room **79** on Tier 7.
Monster: 2 wood golems (AC 7; HD 2+2*; hp 11 each; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL N). These crude, 3' tall manlike figures move stiffly and have a penalty of -1 on initiative rolls. They can be hit only by magical weapons. Wood golems are immune to **sleep, charm,** and **hold** spells, as well as all gases. They burn easily, making saving throws against fire-based attacks at -2 and taking one extra point of damage for each die of damage from fire.
Treasure: None

Room 67. Abandoned Guards' Quarters
This room is empty.

Room 68. Abandoned Messroom
This room is empty.

Room 69. Abandoned Slave Barracks
Monster: 2 medusae (AC 8; HD 4**; hp 18 each; MV 30'; #AT 1 + stone gaze; D 1-6 + poison; Save F4; ML 8; AL C). A character meeting a medusa's gaze will turn to stone if a save vs. Turn to Stone is failed. A medusa's hair is made of poisonous snakes (her normal attack).
Treasure: 11 gems worth 1100 gp total, **rope of climbing,** potion of **heroism,** potion of **animal control,** magic-user/elf scroll **(phantasmal force), ring of weakness.**

Room 70. Abandoned Cleric's Quarters (Gorm)
This room is empty.

Room 71. Abandoned Cleric's Quarters (Usamigaras)
Monster: 1 caecilia worm (AC 6; HD 6*; hp 27; MV 20'; #AT 1; D 1-8; Save F3; ML 9; AL N). An unadjusted "to hit" roll of 19 or 20 means the caecilia has swallowed its prey whole. The victim takes 1-8 points of damage a round until it or the caecilia is dead. The caecilia burrowed into this room, but the tunnel has collapsed behind it.

Room 72. Abandoned Cleric's Quarters (Usamigaras)
Monster: 2 minotaurs (AC 6; HD 6; hp 27 each; MV 40'; #AT 2; D 1-6/1-6; Save F6; ML 12; AL C). Once in combat, these bull-headed men will pursue as long as their prey is in sight.
Treasure: 4 gems worth a total of 1700 gp.

TIERS 7 AND 8 (Dungeon Level 5)

Key to Tier 7

Room 73. The painting shows the various stages in preparing a body for burial.
Contents: None

Room 74. The painting shows Cynidiceans in mourning.
Monster: 2 mummies (AC 3; HD 5+1*; hp 23 each; MV 20'; #AT 1; D 1-12 + disease; Save F5; ML 12; AL C). Characters seeing these undead must save vs. Paralysis or be paralyzed with fear until the mummies attack. Mummies are immune to all attacks except spells, magical weapons, or fire attacks, all of which do half damage. They are also immune to **sleep, charm,** and **hold** spells. The disease caused by a mummy lasts until magically cured. It prevents magical healing of wounds and makes wounds take 10 times the normal time to heal. A L4 cleric can **turn** mummies on a roll of 11 on 2d6.
Treasure: 5000 gp and 4 pieces of jewelry worth 3200 gp total.

Room 75. The painting shows a funeral.
Monster: 3 giant weasels (AC 7; HD 4+4*; hp 22 each; MV 50'; #AT 1 + drain blood; D 2-8; Save F3; ML 8; AL N). Once they bite successfully, weasels hold on and suck blood, doing 2-8 points of damage each round until their prey is dead or they are killed.
Treasure: The body of a previous victim with 77 gp and a magic-user/elf scroll (**dispel magic, web**).

Room 76. The painting shows a funeral procession.
Contents: None

Room 77. The painting shows various types of coffins, caskets, and sarcophagi.
Monster: 2 displacer beasts (AC 4; HD 6*; hp 27 each; MV 50'; #AT 2; D 2-8/2-8; Save F6; ML 8; AL N). Because of its displacement ability, anyone attacking a displacer beast must subtract 2 from the "to hit" roll. The displacer beast also receives a +2 bonus on all saving throws.
Treasure: 4 gems worth 700 gp total.

Room 78. The painting shows the building of a gravesite.
Monster: 2 trolls (AC 4; HD 6+3*; hp 30 each; MV 40'; #AT 3; D 1-6/1-6/1-10; Save F6; ML 10; AL C). The third round after being damaged, trolls regenerate 3 hp each round. Trolls can only be completely destroyed by acid or fire.
Treasure: 6000 gp in rotting leather sacks.

Room 79. The painting shows various scenes of natural death.
Monster: 2 hellhounds (AC 4; HD 5*; hp 23 each; MV 40'; #AT 1; D 1-6 or breath; Save F5; ML 9; AL C). In melee, a hellhound will attack one person each round, breathing fire (1-2 on 1d6) or biting (3-6 on 1d6). Its breath does 5-30 points of damage, half if the vicim makes a save vs. Dragon Breath. Hellhounds can **detect invisible** within 60' (75% chance).
Treasure: 9000 cp, **sword +1, +3 vs Dragons,** and a **wand of trap detection** with 12 charges.
Ladder: The room contains a huge open pit with a ladder going up to room **66** on Tier 6, and down to room **90** on Tier 8.

Room 80. The walls, floor, and ceiling are all painted black.
Monster: 2 werebears (AC 2; HD 6*; hp 27 each; MV 40'; #AT 3; D 2-8/2-8/2-16; Save F6; ML 10; AL L). These lycanthropes can only be hit by silver or magic. If both paws hit, werebears automatically hug for 2-16 (2d8) points of additional damage. They may be friendly if approached in a friendly manner.
Treasure: 4000 ep.

Room 81. The painting shows an individual choosing a gravesite.
Contents: None

Room 82. All the walls in the room are painted black except for the east wall, which shows a rising sun.
Contents: None

Key to Tier 8

Room 83. The painting shows a narrow bridge over an abyss*.
Contents: None

Room 84. The painting shows a group of spirits crossing an underground river in a ferry-boat.
Monster: 1 basilisk (AC 4; HD 6+1**; hp 28; MV 20'; #AT 1; D 1-10 + stone gaze, stone touch; Save F6; AL 9; AL N). If this lizard hits in melee or if its gaze is met, the victim must save vs. Turn to Stone or be turned to stone.
Treasure: 4000 gp and 2000 pp in a loose pile.

Room 85. The painting shows a ferry-boat and its ferryman, who wears a black hooded cloak.
Contents: None

Room 86. The painting shows a party of spirits walking across a narrow bridge over an abyss.
Monster: 1 eight-headed hydra (AC 5; HD 8*; hp 64; #AT 8; D 1-10 each; Save F8; ML 9; AL N). For every 8 points of damage a hydra takes, one head will no longer be able to attack.
Treasure: 4000 cp, 3000 gp, and 4 pieces of jewelry worth 3800 gp total.

Room 87. The painting shows a woman in white robes kneeling next to a pool of fire.
Monster: 1 Djinni (lesser) (AC 5; HD 7+1*; hp 33; MV 30,' fly 80'; #AT 1 + special; D 2-16 (fists) or 2-12 (whirlwind); Save F14; ML 12; AL N). A djinni can perform any of the following three times a day: **create food and drink** (for 12 men and their mounts), **create metallic objects** of temporary duration (varies with hardness—gold, 1 day; iron, one round) to a maximum of 1000 cn weight, **create soft goods** and wooden objects (permanent) to a maximum of 1000 cn weight, become **invisible,** assume **gaseous form,** or form itself into a **whirlwind.** In addition, a djinni can **create illusions** at will that affect both sight and hearing. These last until touched. The djinni will let the party pass for a suitable bribe or service.
Stairs: The spiral staircase leads down to room **96** on Tier 9.

Room 88. The painting is of a gloomy underground river.
Monster: 2 hill giants (AC 4; HD 8; hp 36 each; MV 40'; #AT 1; D 2-16; Save F8; ML 8; AL C).
Treasure: 12,000 sp, 5000 gp, 1 piece of jewelry worth 1100 gp, potion of **healing, sword +2, helm of reading languages and magic** and a **cursed scroll** (the reader will become 1" tall unless a save vs. Spells is made: MV 1'; #AT 0).

Room 89. A painting shows an underground pool of fire.
Monster: 1 manticore (AC 4; HD 6+1*; hp 28; MV 40' fly 60'; #AT 3; D 1-4/1-4/2-8; Save F6; ML 9; AL C). This winged lion with the head of a man has a spiked tail. It can shoot 6 spikes from its tail each round. The spikes do 1-6 points of damage each. A total of 24 spikes can be fired.
Treasure: 4000 gp, and 6 pieces of jewelry worth 6000 gp.

Room 90. The walls, floor, and ceiling in this room have all been painted the color of sunlight.
Contents: None

Room 91. The painting shows a ferry-boat approaching a group of Cynidicean spirits waiting on the bank of an underground river.
Monster: 1 spectre (AC 2; HD 6**; hp 27; MV 50,' fly 100'; #AT 1; D 1-8 + drain 2 energy levels; Save F6; ML 11; AL C). This undead creature has no solid body, and can only be hit by magic or magical weapons. Its touch drains two levels. It is immune to **charm, sleep,** and **hold** spells. A L5 cleric can **turn** spectres on a roll of 11 on 2d6.
Trap: Gas trap on treasure chest. Save vs. Spells or lose half Strength and Dexterity (-20% on all thiefly ability rolls) for 24 turns. The gas fills the entire room for one hour.
Treasure: 7000 gp.

TIERS 9 AND 10 (Dungeon Level 6)

Key to Tier 9

Room 92. The painting shows evil spirits being judged (the evil spirits turn black upon judgement).
Monster: 1 devil swine (AC 3; HD 9*; hp 40; MV 60,' 40' in human form; #AT 1; D 2-12; Save F9; ML 10; AL C). This lycanthrope can only be harmed by silver, magic, or magical weapons. It can cast a powerful **charm person** spell up to 3 times per day (save vs. Spell at -2). However, charmed creatures cannot use spells or magical devices.
Treasure: A locked chest containing 4000 sp.

Room 93. Trap Entrance to Zargon's Lair.
Trap: The hallway to room **93** turns into a slide when entered, tumbling the party into Tier 10, the lair of Zargon.
Description: A painting shows glowing spirits boarding a winged boat made of golden light.
Contents: None

Room 94. A painting shows a winged boat of golden light approaching a group of glowing spirits.
Monster: 1 vampire (AC 2; HD 9**; hp 40; MV 40,' fly 60'; #AT 1; D 1-10 + drain 2 energy levels; Save F9; ML 11; AL C). This undead can only be hit with magic or magical weapons and is immune to **sleep**, **charm**, and **hold** spells. It regenerates 3 hp per melee round, starting the round after it is hit. It can **charm** those looking into its eyes (save vs. Spells at -2). It can become gaseous at will and will use this form to escape if reduced to 0 hp. A L6 cleric can **turn** vampires on a roll of 11 on 2d6.
Treasure: 6000 gp, and 10 pieces of jewelry worth 7000 gp total.

Room 95. The painting shows Madarua dressed in the robes of a judge.
Monster: 1 chimera (AC 4; HD 9**; hp 40; MV 40,' fly 60'; #AT 5 + breath; D 1-3/1-3/2-8/2-8/3-12 + breath; Save F9; ML 9; AL C). A chimera is part goat, part lion, and part dragon. In addition to its claws, the goat head gores for 2-8, the lion head bites for 2-8, and the dragon head either bites for 3-12 (50% chance) or breathes a 10'x 50' cone of fire for 3-18 points (50% chance, save vs. Dragon Breath for half damage). The dragon head can only breath three times a day.
Treasure: 12 pieces of jewelry worth 13,000 gp.

Room 96. The painting shows a woman dressed in white washing the spirits of the dead in a pool of fire.
Monster: 1 bone golem (AC2; HD 8**; hp 36; MV 40'; #AT 4; D 1-8 each; Save F4; ML 12; AL N). This four-armed skeleton wields four swords at the same time. It will attack up to two enemies each round. Bone golems are immune to **sleep, charm,** and **hold** spells, plus fire, cold, and electrical attacks. They can only be hit by magic or magical weapons.

Room 97. The painting shows good spirits being judged. After a good spirit has been judged, it glows with a golden light.
Monster: 1 blue dragon (AC0; HD 9**; hp 40; MV 30'; fly 80'; #AT 3 or breath; Damage 2-7/2-7/3-30; Save F9; ML 9; AL C). The dragon breathes lightning in a line up to 5' x 100'. The breath does damage equal to the dragon's current hit points (save vs. Dragon Breath for half). It has a 20% chance of being asleep when the party enters the room. This dragon does not talk or use spells.
Treasure: A mound consisting of 6000 sp, 15,000 gp, and 18 pieces of jewelry worth 20,000 gp total.

Room 98. The painting shows Gorm dressed in the robes of a judge.
Contents: None

Room 99. The painting shows Usamigaras dressed in the robes of a judge.
Contents: None



Key to Tier 10

100. LAIR OF ZARGON

Sliding into a large, slime-covered chamber, you find that the floor is littered with bones. Suddenly, you hear a rustling noise from the north wall. There, a huge humanoid figure rises from the slime, standing 15' tall. Its head is that of a giant lizard. A black, 2'-long horn curves upward above its single red eye, and sharp teeth fill its mouth. Instead of arms, the creature has six tentacles, three on each side of its body. These end in razor-sharp talons. Instead of legs, the creature slithers toward you on six more powerful tentacles.

This creature is **Zargon** (AC0; HD 12*; hp 80; MV 30'; #AT 7; D 6 x 1-8/3d8; Save F12; ML 12; AL C). It will try to attack and slay any party members it can catch, striking with its claws and biting. The party can climb back up the slide with difficulty (if Zargon lets them).

Although Zargon is ancient, it is no god. It is a cunning creature that discovered its "godhood" makes it easier to get victims. Zargon was worshipped by primitive peoples in early times, but retreated underground when the primitives were wiped out by the ancestors of the Cynidiceans. Zargon remained in a strange hibernation for many years. By chance, the Cynidiceans built the pyramid on the spot where Zargon's original shrine stood, and the later digging of the Cynidicean slaves awakened the creature.

Zargon can regenerate its body as long as its great horn is not destroyed. Regeneration from the bare horn may take a number of years, but otherwise Zargon is likely to be at full strength whenever the party encounters it. Zargon's horn can only be destroyed by being cast into a volcanic fire (like the **Eye of Zargon** in the underground city, area **Q**). Zargon will *not* regenerate during an encounter (it regrows too slowly for that).

In the slime of Zargon's lair is the treasure it has gathered. This includes: 58,000 sp, 9000 pp, **chain mail +2**, a **shield +2**, a **spear +2**, a **cursed scroll** (turns the reader into a miniature of Zargon, 3' tall, without the power of regeneration: AC 9; hp as character; #AT 7; D 6 x 1-2/1-6), a **wand of illusion** with 7 charges, and **elven cloak and boots.**

THE UNDERGROUND CITY

If the players enjoyed the pyramid adventure, the DM may want to create further adventures near the Lost City. Such adventures could take place in the underground city, or in the desert wilderness around the pyramid. A map of the underground city is provided for the DM, and its most important features are briefly described. Suggestions for additional adventures are given at the end of this section.

KEY TO THE UNDERGROUND CITY

The underground city was built in the catacombs below the old city after the old city was destroyed. About 1000 adult Cynidiceans live there. The most important features of the city are:

A: Underground Lake. The underground lake is the water supply for Cynidicea. It is a deep, fresh-water lake fed by channels cut through solid rock. The many fish that live here provide the Cynidiceans with fresh meat.

B: The Island of Death. In the middle of the underground lake is an island that is pockmarked with caves. In the center of the island is a Stonehenge-like group of arches made from large stone blocks. It existed before the first Cynidiceans came here. No one is quite sure who built it or what its original purpose was. It is rumored to be a place of great power. When the Cynidiceans built the underground city, they dug up all the bodies in the upper catacombs and burned them in one mass pyre*. The ashes were then ferried to the island and re-buried. Some time later, the island became the home of undead and is now avoided by the Cynidiceans.

C: City Docks. The docks extend out into the lake, forming a harbor for the fishing fleet.

D: Water-Filled Chasm. When the underground lake was first flooded, water flowed into this nearby chasm. Cynidicean fishermen avoid the chasm because there are dangerous undertows and sharp rock ledges hidden just beneath the surface of the water.

E: Rock Bridges. Two natural rock arches form bridges across the water-filled chasm. They look sturdy.

F: Mushroom Fields. The Cynidiceans farm mushrooms, edible fungi, and lichens. These fields are not well tended. They are overgrown, looking more like forests of giant mushrooms than cultivated fields.

G: Stock Pens. The Cynidiceans also herd giant underground animals. Their main sources of meat (other than fish) are non-poisonous giant snakes, a type of cave locust, and giant rats. They keep the animals in stockade-like pens made from giant mushroom stalks. Like the fields, the animals are poorly tended. Some pens contain only dead animals because the Cynidiceans have forgotten to feed them. In other pens, the animals have broken down the walls and now roam freely among the mushroom forests.

H: Water Channels. The Cynidiceans have laboriously cut channels through solid rock to feed the underground lake. These channels lead under the desert to hidden springs. Although they are 10' high and 10' wide, the water level in the channels is usually only 2-3' deep. Sudden floods have been known to occur, however.

I: Orpheus Park. When the underground city was first built, Orpheus, a wealthy citizen, had a park built in his honor. A sandy path leads into the park from a small beach. A tiny stream also trickles through the park from the underground lake. The park is landscaped with giant mushrooms and strange rock formations.

J: Main Streets. The two main streets, lined with marble columns, cross near the middle of the city. The streets, Alexander Way and Zenobia Street, are named after King Alexander and Queen Zenobia.

K: The Temple of Zargon. This the largest building in Cynidicea. It holds a temple to Zargon and barred cells where prisoners are kept until the priests feed them to Zargon. The temple services are poorly attended, but the Priests of Zargon are still the strongest power in the underground city.

L: Stronghold of Gorm. The Brotherhood of Gorm turned the houses in this area into a stronghold surrounded by stone walls. Inside the walled area is a large building with two stone towers.

M: Stronghold of Usamigaras. The Magi of Usamigaras made the houses in this area into a stronghold. Their walled area has a large central building and guard posts at each corner of the wall.

N: Stronghold of Madarua. The Warrior Maidens of Madarua turned the houses in this area into their stronghold. This walled area houses a large tower.

O: Goblin Cliff-Dwellings. On the far shore of the lake, sheer cliffs rise to a plateau. In the cliffs are caves where goblins and hobgoblins live. The goblins and hobgoblins usually climb down to them by ladder, though some caves can be reached by handholds cut into the rock. In addition, many of the caves are connected by tunnels within the cliffs. These cave-dwellings also house thouls, bugbears, ogres, and trolls.

P: The Wasteland. The top of the plateau is a wilderness of giant stalagmites*, stalactites*, strange rock formations, geysers, and bubbling pools of mud.

Q: The Eye of Zargon. In the midst of the wasteland is a lava pit known as the "Eye of Zargon" because the crater glows as redly as Zargon's single eye. The approach to the crater is guarded by flame salamanders led by a lesser efreeti (or other creatures chosen by the DM).

R: Entrance to the Lower Catacombs. The entrance to the lower catacombs is sealed shut by a huge stone slab. This slab can be lifted only by a special winch, using pulleys and heavy chains. The entrance, slab, and winch are housed in this special building. The underground city was built only in the upper catacombs because the lower catacombs holds terrible monsters. The DM may use the lower catacombs for special adventures.

S: Entrance to the Pyramid. Adventurers who enter the underground city from the pyramid will come onto the map at point **S**. The passage also leads back to room **50** on Tier 5. All of the factions have their own secret entrances to the pyramid (not shown).

After the pyramid has been completely explored, the DM and players may want to have a special series of adventures in the underground city. The following suggestions all have a common goal: the rebuilding of the Cynidicean civilization by the player characters. These adventures are intended to require many different styles of play, so the DM and players can try different approaches to the game. For simple dungeon adventures, the DM can always open new tunnels to other catacomb areas.

FURTHER ADVENTURES

1. Uniting the Cynidiceans. The player characters must find a way to bring order to the Underground City. While the safest way is to unite the factions of Gorm, Usamigaras, and Madarua, the DM should allow for other player actions. Typical player plans include getting the other factions to combine aginst the evil Priests of Zargon, defeating all the factions except the one they support, or destroying all factions and taking over the underground city themselves.

2. Destroying Zargon's Horn. This assumes the player characters learn the truth about Zargon's ability to regenerate its body. If they are ever to be completely free of Zargon, its horn must be destroyed by dropping it into the lava pit at **S**. The party will have to organize a major expedition, journey to the lava pit, and deal with the creatures guarding it to succeed.

3. The Ambush. The Priests of Zargon try to ambush the party, perhaps with the aid of the goblins and hobgoblins. The DM starts this scenario like any other adventure. At some point, however, the DM springs the ambush. This is a prepared plan of attack combining missiles, magic, and melee against the party. Be sure to give the party a reasonable chance to survive when setting up this type of situation. The DM should be able to estimate what a given party can handle, but if the ambush is too strong, the characters should be given a chance to surrender or escape.

4. Raid on the Temple of Zargon. Even without Zargon, the Priests of Zargon are still a strong force in Cynidicea. If the player characters have destroyed Zargon, the priests will definitely want revenge. On the other hand, a faction the party has joined might try to raid the temple, or the party might try to rescue a kidnapped character who is being held there. The party could be given a general map of the temple, but not the details of guardians, traps, and so on. The emphasis would be on **planning** a good raid.

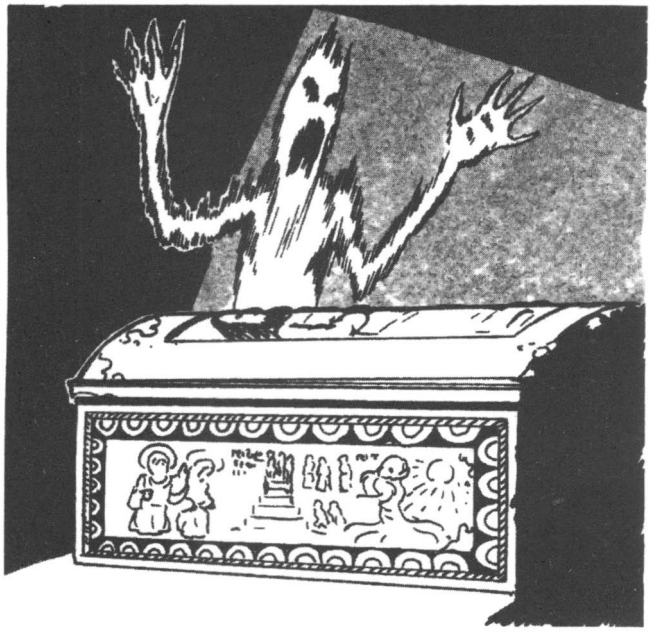
5. The Prophecy. A relic of great power belonging to one of the factions lies hidden on the Island of Death (**B**). Its return to the stronghold of the faction will complete part of a prophecy that tells of Cynidicea's recovery. The DM should create the prophecy, then give the party a scrap of parchment with the prophecy on it—the words are clues to the proper path that leads to the relic. The relic itself should pass from play once its purpose is accomplished.

6. The Antidote. A cure is found for the dream-like state of the Cynidiceans. The main ingredient is a small white flower found only in certain areas of the lower catacombs. The player characters must raise the stone slab (**R**) and venture into the lower catacombs to bring back samples of the flower. Arriving in the proper area after a few encounters, the party discovers a mysterious guardian whom they must talk or trick into giving them the flowers. The idea is to put the party in a situation where magic and cold steel are not enough to solve their problems. They must also use their wits to complete their task. The guardian could test the worthiness of the party before giving them the antidote. The mysterious guardian might even be Gorm, Usamigaras, or Madarua in disguise!

7. The True King. After the deaths of Alexander and Zenobia, the royal family did not die out. A descendent of the royal line still lives, but would be killed if discovered. The party must protect and advise the royal heir, teaching the non-player character how to be a king or queen, until it is safe for him or her to take the throne. This can run as a long-term theme through any of the other adventures.

8. Leaving the Desert. The player characters began the adventure lost in a sandstorm. The DM may create a special wilderness adventure for them to find their way out of the desert. (The **D&D Expert** booklet provides rules for adventuring in wilderness settings.)

PART 6: NEW MONSTERS



Banshee*

Armor Class:	3	No. Appearing:	1 (1)
Hit Dice:	5*	Save As:	Fighter: 5
Move:	150' (50')	Morale:	12
Attacks:	special wail	Treasure Type:	C
Damage:	1-4/round	Alignment:	Neutral

Banshees are pale ghost-like figures. Their shape is roughly humanoid, though longer and thinner than most humans. They have glowing red eyes and a large, dark mouth. Banshees are supernatural creatures that haunt certain families. They warn the family that one of its members will soon die. Banshees may also mourn for a person after his or her death. Thus, they may be found guarding graves, catacombs, or tombs.

Banshees can only be hurt by magic or magical weapons. They are immune to **sleep**, **charm**, and **hold** spells. They are not undead, and cannot be **turned**. Disturbed banshees attack with a special wail. All those within 30' of the wailing banshee take 1-4 points of damage each round automatically. Doors or walls will block the sound. A banshee will attack any living creature it sees. It will continue to wail until it is destroyed or until the intruders have run away.



Cynidiceans

Armor Class:	9	No. Appearing:	1-6
Hit Dice:	1	Save As:	Fighter: 1
Move:	120′ (40′)	Morale:	Special
Attacks:	1	Treasure Type:	A
Damage:	1-6	Alignment:	C

Cynidiceans are a special type of normal humans who live in the Lost City. They have pale skin, white hair, large eyes, and infravision. They wear colorful masks, bright clothing, and carry short swords. The Cynidicean have lived underground so long that they have a -1 to hit when attacking in full sunlight (like goblins). They spend most of their time living in strange dream worlds. Special Cynidicean characters can be set up just like normal NPCs. More details on the Cynidiceans will be found in the **DM's Background** in Part 1 of this module. A dozen encounters with Cynidiceans have been outlined. The DM may use these or make up his or her own.

Cynidicean Encounters

1. One character in a wolf mask (AC 9; NM; hp 3; MV 40′; #AT none; ML 7; AL C) is encountered. This Cynidicean believes he is a werewolf. When he sees the party, he will drop to all fours, howl, sniff, circle, and generally behave like a wolf. He may try to bite if approached too closely. He thinks he cannot be harmed, and will only be afraid of magic or silver weapons.

2. Three characters approach the party, dressed in dark robes and devil masks. They carry incense burners. These Cynidiceans think they are powerful clerics (AC 5; C3, C2, C1; hp 13, 9, 4; MV 30′, #AT 1; D 1-6; ML 8; AL C). They see the party as demons and will try to drive them off with loud cries and foul-smelling smoke. The leader's name is **Brother Theodeus.**

3. One Cynidicean dressed in bright green robes and a bird mask approaches the party (AC 9; NM; hp 3; MV 40′; #AT 1; D 1-6; ML 11; AL C). She will walk slowly up to one party member, hand him or her a small pouch, smile, and walk on. She will not notice any attempt the party makes to talk to her. The pouch contains a strange powder that smells like cloves. The powder has no special properties at all.

4. This group of five Cynidiceans is dressed in brightly colored robes and masks with human faces. They will think the party is the same band of barbarian raiders who looted the city centuries ago. They will flee in panic as the party approaches.

5. Six Cynidiceans in striped robes and camel masks zig-zag slowly down the hall in single file. They are trying to avoid the invisible snakes on the floor. They will try to show the party the invisible snakes and warn the party to walk around the snakes. There are, of course, no snakes.

6. This party of four wear insect masks, carry large clay jars, and hum like bees. They will stop and ask the party to drink from the jars. Everyone who does has 1-4 points of damage cured, as these jars contain honey from the lair of killer bees. If the Cynidicens are attacked, or if someone tries to drink twice the Cynidiceans will smash the jars and attack berserkly (AC 9; NM; hp 3 each; MV 40′; #AT 1 at +2; D 1-6; ML 12; AL C).

7. This party of four wears animal masks: **Hawk, Fish, Cat,** and **Fox** (these are also the character's names). They are carrying a stretcher with a gourd on it. These characters are rushing their "sick friend" (the gourd: **Dog**) to a cleric. If the party has a cleric, the Cynidiceans will insist that the cleric cure their friend.

8. This group of six in bright yellow robes and human masks will stop and stare at the party. They will "recognize" a party member as the King or Queen of Cynidicea. They will follow the character, sing songs of praise, and wait on the character hand and foot. In general, they will smother the character with attention. However, they will not fight for their King or Queen. They are more likely to grab the character and try to rush him or her to safety. They are AC 9; NM; hp 4 each; MV 40′; #AT 1; D 1-6; ML 7; AL C. Their spokesman is **Policrates the Herald.**

9. A group of four Cynidiceans in feathered robes and bird masks approach. On seeing the party, the Cynidiceans will "fly" (run) forward, flapping their arms and squawking. They will invite the party to fly along and will lead them on a merry chase through the pyramid. If the party refuses to join the Cynidiceans, the Cynidiceans will insult the party as poor creatures who cannot fly ("Thou land-bound slugs!"), circle three times, and "fly" away. If attacked, the Cynidiceans (AC 9; NM; hp 4; MV 40′; Save: F1) will "fly" away.

10. A group of six Cynidiceans with their bodies painted black and wearing vulture masks walk quietly toward the party. They carry long wooden boards, but seem friendly and normal. They will follow the party, waiting for something to be killed. When it is, they will rush over and start building a coffin to fit the body. When they are done, they will demand a 10 gp payment. They will attack if they are not paid (AC 9; NM; hp 4 each; MV 40′; #AT 1; D 1-6; ML 8; AL C).

11. These five Cynidiceans are a NPC Party. They will think the player characters are some kind of monster. Turn to the **Wandering Monster: Level 2** table in the **D&D Basic** rules (**p. B55**) and roll for the type of monster the Cynidiceans think the player characters are. The Cynidicean party has:

F3 (AC 5; hp 14; MV 20'; #AT +1 at 1; D 1-81; Save F3; ML 8;

F2 (AC 5; hp 10; MV 20'; #AT 1; D 1-8; Save F2; ML 8; AL C)
F2 (AC 5; hp 8; MV 20'; #AT 1; D 1-8; Save F2; ML 8; AL C)
M2 (AC 9; hp 6; MV 40'; #AT 1 or spells; D 1-4; Save M2; ML 8; AL C) **Spells: hold portal, magic missile**
C2 (AC 5; hp 8; MV 20'; #AT 1: D 1-6; Save C2; ML 8; AL C) **Spell: cure light wounds**

12. The party encounters a Priest of Zargon (AC 5; C3; hp 12; MV 20'; #AT 1; D 1-6; Save C3; ML 8; AL C; Spell: **cure light wounds** x2 . He has twelve fanatic followers (AC 9; F1; hp 4 each; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C). They are on a holy quest and will insist the party come along. (The priest will try to trick the party and take them prisoner.)



Lycanthrope, Werefox

Armor Class:	6 (9)	No. Appearing:	1-4 (1-6)
Hit Dice:	3+2*	Save As:	Fighter: 3
Move:	180'(60')	Morale:	8
Attacks:	1 + charm	Treasure Type:	C
Damage:	1-6	Alignment:	Neutral

Werefoxes are foxes that can change into human form. In human form, the werefox will have fox-like red hair and an Armor Class of 9. A werefox in human form has the ability to **charm** a person of the opposite sex. This ability works like a **charm person** spell, but lasts only one day. In fox form, the werefox can **charm animals**. The werefox can charm any one normal or giant animal for one day. A creature or person who saves vs. Spell will not be charmed.

Once a creature or person is charmed, it will remain charmed for that day, even if the werefox changes form. The charm ability can be used only three times per day. For example, a werefox could try to charm two humans and one animal in the same day.

Werefoxes are clever and cunning. They live mainly by their wits. If combat is going against them they will prefer to trick or bribe their opponent rather than fight to the death.

Polymar

Armor Class:	9	No. Appearing:	1-2 (1-3)
Hit Dice:	10*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	10
Attacks:	3	Treasure Type:	B
Damage:	1-6/1-6/1-6	Alignment:	Chaotic

The **polymar** is a semi-intelligent creature that can change its shape. It can look like any creature with 10 hit dice or less, or any object no larger than 100 cubic feet (10' X 10' X 1,' for example). The polymar gains **no** special abilities by changing.

This change ability is physical, not magical. Thus a **detect magic** spell will not detect the polymar. The change, however, is not perfect. Characters, including NPCs, have the same chance to detect the polymar as they do to find secret doors. Thus, elves are more likely to notice polymars than other character classes. If the polymar is not detected before it attacks, it will attack with surprise.

GLOSSARY

abyss. An abyss is a deep crack or bottomless pit in the earth.

balance. A balance is an instrument used for weighing. It has two small pans hanging from either end of a balancing crossbar. When equal weights are placed in both pans, the crossbar will be level.

brazier. A container for hot coals.

catacomb. A catacomb is an underground tunnel, often used as a burial place.

carapace. A carapace is a hard, shell-like covering that protects the bodies of certain animals (like beetles).

dais. A dais is a raised platform, on which a throne or seat of honor is placed.

desecrate. To desecrate is to destroy the ceremonial purity of a holy place, making it unfit as a place of worship.

divan. A divan is a large, low couch, usually without arm rests or back.

haunt. A haunt is a ghost or a strange image.

mosaic. A mosaic is a picture made by setting small bits of colored stone or glass into mortar.

niche. A niche is a small open hollow in a wall, usually holding a statue or vase.

pallet. A pallet is a straw bed or mattress.

pedestal. A pedestal is a short column, usually supporting a vase, statue, or similar.

pyre. A pyre is a pile of wood used to burn bodies.

sarcophagus. A sarcophagus is a stone coffin, especially one found in a large tomb. It usually holds a smaller wooden coffin.

stalactite. A stalactite is a piece of stone that looks like an icicle hanging from the ceiling of a cave. A stalactite is formed by dripping water that contains lime.

stalagmite. A stalagmite is a piece of stone that looks like an upside down icicle pointing up from the ground in a cave. A stalagmite is formed by water that contains lime dripping from above.

step-pyramid. A step-pyramid is a pyramid made of several distinct levels, each smaller than the one below it.

tier. In this module, it means one "step" of the pyramid.

urn. An urn is a vase often used to hold the ashes of the dead.





READY-TO-PLAY CHARACTERS

The following first level characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can be made higher level by rolling the extra hit dice and adding any Constitution bonuses for each level above first.

CLASS	AC	hp	S	I	W	D	C	Ch	gp	Weapon/Armor
Cleric	3	5	9	11	14*	14	11	13	90	mace/chain mail + shield
Cleric	5	4	12	8	17*	8	11	10	110	mace/chain mail + shield
Cleric	4	6	13*	9	13*	10	14	11	80	mace/chain mail + shield
Dwarf	5	7	14*	11	11	8	15	8	90	sword/chain mail + shield
Dwarf	4	7	16*	11	6*	9	14	9	110	sword/chain mail + shield
Elf	3	5	13*	14	9	13	9	12	120	sword/chain mail + shield Spell: **magic missile**
Elf	4	6	12	16	10	11	13	15	100	sword/chain mail + shield Spell: **sleep**
Fighter	4	6	17*	10	6*	10	12	9	90	sword/chain mail + shield
Fighter	2	7	14*	11	10	12	12	13	100	sword/plate mail + shield
Fighter	4	8	15*	10	11	10	14	9	80	sword/chain mail + shield
Halfling	4	6	16*	11	7*	9	15	10	90	sword/chain mail + shield
Halfling	3	7	13*	12	11	13	13	12	90	sword/chain mail + shield
Magic-user	8	2	12	13	9	13	10	12	110	dagger/none Spell: **sleep**
Magic-user	9	4	6*	15	12	9	12	8	80	dagger/none Spell: **magic missile**
Magic-user	9	3	7*	16	8*	10	11	14	80	dagger/none Spell: **sleep**
Thief	5	3	14*	12	10	16	9	10	80	sword/leather armor
Thief	6	4	10	9	10	15	9	13	100	sword/leather armor
Thief	6	4	12	10	8*	13	13	9	130	sword/leather armor

*Special bonus or penalty. See the **D&D Basic** rule book, p. B7.

STANDARD EQUIPMENT PACKS

Normally, the characters will equip themselves using the gold provided. To set up more quickly, ignore the gold and use the standard equipment packs instead. The players copy one pack type (thieves and clerics must take Pack C) and they are ready to go!

PACK A	PACK B	PACK C
Backpack	Backpack	Backpack
Large sack	2 Large sacks	4 Small sacks
Lantern	6 Torches	Holy Symbol (cleric) OR
2 Oil Flasks	3 Oil Flasks	Thief's Tools (thief) OR
Tinderbox	Tinderbox	Vial Holy Water (others)
12 Iron Spikes	10' Pole	12 Iron Spikes
Small Hammer	50' Rope	50' Rope
Waterskin*	Waterskin*	Waterskin*
Normal Rations*	Normal Rations*	Normal Rations*
5 gp	Mirror	

*The waterskins are all empty at the start of the adventure and the rations have been eaten.

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Special Thanks: To Jon Pickens for his invaluable assistance

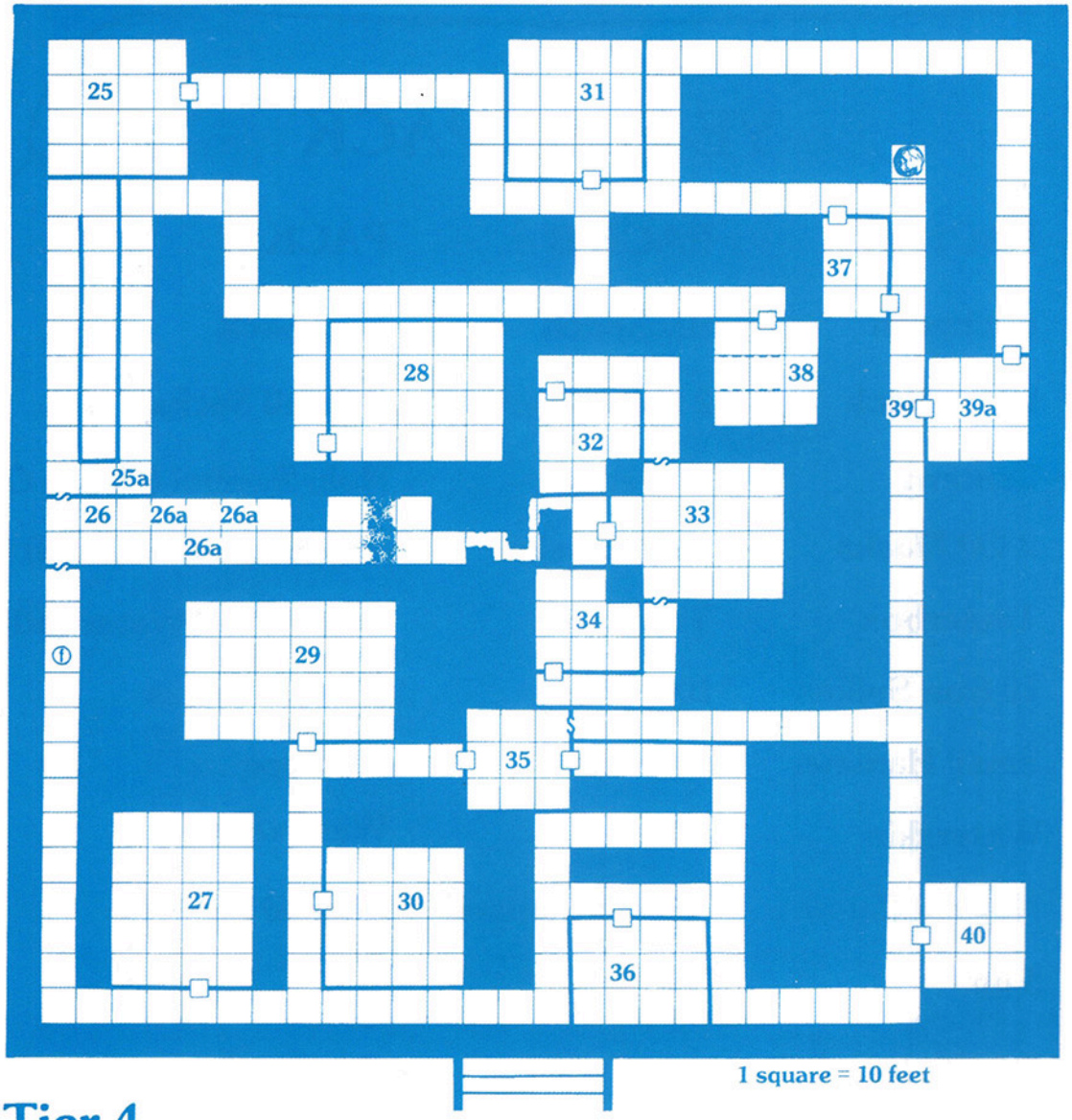
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YE FAST PACK

PACK A	PACK B	PACK C
Backpack	Backpack	Backpack
Large Sack	2 Large Sacks	4 Small Sacks
Lantern	6 Torches	Holy Symbol (cleric) OR
2 Oil Flasks	3 Oil Flasks	Thief's Tools (thief) OR
Tinderbox	Tinderbox	Vial Holy Water (other)
12 Iron Spikes	10′ Pole	12 Iron Spikes
Small Hammer	50′ Rope	50′ Rope
Waterskin	Waterskin	Waterskin
Normal Rations	Normal Rations	Normal Rations
5 gp	Mirror	
COST: 38 gp	COST: 32 gp	COST: 42 gp





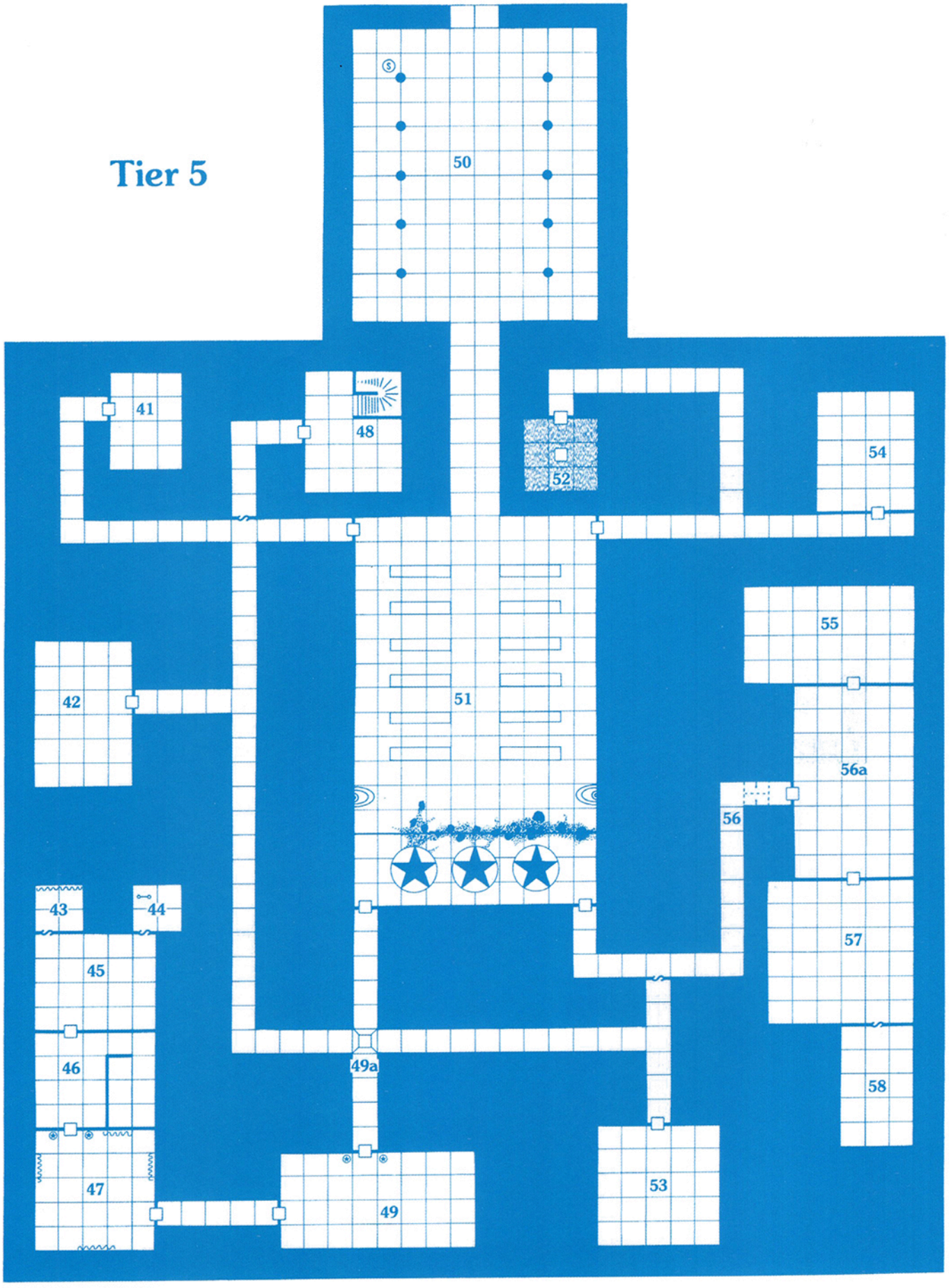
Tier 4

KEY



- Stairs
- Door
- Secret Door
- Secret Trap Door
- Trap Door in Floor
- Trap Door in Ceiling
- Trap
- Hole in Floor and Ceiling
- Hole in Ceiling
- Low Ceiling
- Pit
- Fountain
- Curtain
- Slide
- Statue
- Acid
- Ladder
- Hinged Floor Section
- Rubble
- Altar

Tier 5





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DUNGEONS & DRAGONS®

Basic Game Adventure

The Lost City

by Tom Moldvay



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DUNGEONS & DRAGONS®

Basic Game Adventure

The Lost City

by Tom Moldvay

The ancient desert holds many secrets, like the mighty civilization that long ago disappeared into its timeless sands without a trace, its people never again to feel the scorching blaze of the sun's fire or the stinging bite of windblown sand.

Who were they? Where did they go? None can say. Certainly not the master of the caravan who hired your group as guards some days before!

By day, armed caravans like yours ply the routes between Ylaruam, capital of the Emirate, and lands surrounding the great Alasiyan Desert. By night, old tales and the brooding weight of ages past lie heavily on your camps.

The days have been hot and dusty, the nights cold and lonely. The trip so far has been without incident. Yet *something* waits, perhaps over the next dune, perhaps beyond the horizon. And there is something in the air . . .

This module is for use with the DUNGEONS & DRAGONS Basic Set, and cannot be played without the D&D Basic rules produced by TSR, Inc.

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CHAPTER THREE

Background

This adventure module is a fifth edition conversion of the classic dungeon module *B4: The Lost City*, originally published in 1982. *The Lost City* was designed as a classic dungeon crawl through an ancient step pyramid*, but the lower levels of the pyramid were only outlined with the briefest of notes to encourage a beginning Dungeon Master (DM) to design their own dungeons and stock them with monsters and treasures. This section of the adventure has been fully designed as part of this conversion. The DM is still strongly encouraged to review appendix A of the *Dungeon Master's Guide*, specifically the sections on stocking a dungeon and dungeon dressing, prior to running this adventure, should even more content be desired. Finally, the Lost City below the Lower Pyramid is a sandbox adventure locale that has been detailed in this conversion.

The upper part of the pyramid (chapter 4) is designed for characters of 1st and 2nd level. The lower part of the pyramid (chapter 5) is designed for characters of levels 3rd through 5th (and higher). The original adventure was intended for a group of six to 10 characters, but the fifth edition conversion is suitable for a group of four to six characters. Note especially that the characters have no way to replace equipment or supplies except by finding items while exploring the Lost City.

If you plan to participate in this module as a player, please stop reading at this point! The information in the rest of this module is for your DM only, so that she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

Notes for the Dungeon Master

The Lost City is a dungeon adventure module in six chapters. This chapter is the Background, which outlines the adventure, contains useful information on the setting, and details how the DM can start the adventure and customize encounters to suit the characters. Chapter 4 describes the Upper Pyramid encounters. Chapter 5 lays out the Lower Pyramid, fully detailed for this fifth edition conversion. Chapter 6 presents set encounters throughout the Lost City, located in a huge cavern under the pyramid. Chapters 7 and 8 describe several new adventure locations designed for the fifth edition of this module. The various appendices contain new spells and magic items, full stat blocks for monsters introduced in this module, nonplayer characters (NPCs), pre-generated characters, player handouts, and maps.

Before beginning the adventure, please read the module thoroughly to become familiar with the details of *The Lost City*, including the extensive backstory, information on the Cynidiceans who dwell in the underground city, as well as the details on the various factions in the city and their motivations. To run the adventure efficiently, you need the fifth edition D&D core rulebooks: the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. The *Monster Manual* contains full statistics blocks for many of the creatures encountered in *The Lost City*. Stat blocks for creatures that don't appear in the *Monster Manual* are in appendix B, and details on the fully developed NPCs are in appendix C. When you see a creature's name in **bold,** that visual cue directs you to the look up the full statistics block in the *Monster Manual*, or the text will direct you to the appropriate appendix. Spells and normal equipment are detailed in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*. New spells and magic items introduced in this adventure are fully detailed in appendix A.

In the encounter keys, the encounter number matches the location of the encounter on the maps. Encounter sections that appear in *italics* are designed to be read aloud to the players when their characters first arrive at a detailed encounter, or under a specific circumstance as described in the text. More experienced DMs are encouraged to paraphrase or embellish these read-aloud sections

as they feel comfortable. The DM is encouraged to use not only visual descriptions, but audible, olfactory, or even tactile cues when describing an adventure site for the first time.

WHAT DO I SEE? WHAT DO I HEAR?

These adventures beneath the desert take place in long-forgotten locations, areas home to a lost civilization and bereft of sunlight. Without the use of magic, the characters may have difficulty seeing in the darkness and understanding the Cynidicean language. It's up to the Dungeon Master how to help the players work through these encounters, as an occasional bit of "hand-waving" may be required in certain roleplaying situations. Wherever possible the spirit of the original module has been maintained in this new conversion.

For example, in the Upper Pyramid (chapter 4) ghostly images of an ancient king and queen talk to the characters. Presumably they are speaking the forgotten Cynidicean tongue, and since it is critical for the PCs to comprehend their words, it is suggested that rather than get hung up on technicalities, they simply be allowed to understand.

Regarding the pervasive darkness, the room descriptions tend to assume the characters can see clearly out to distances of 100 feet or so. There are some creatures—like sprites and white apes in the Upper Pyramid, and even a hill giant in the Goblin Caves (chapter 7)—that cannot see in the dark yet there they are, dwelling in or exploring unlit subterranean environments. Here again, the suggestion would be to simply run with it.

The other sections of the encounter contain information the players should not know in advance but may learn as they explore the area, interacting with the monsters or NPCs, or delving into the backstory of the adventure. These key features are presented in order of prominence, or in the order that the characters are likely to encounter them. This is by design, in effort to assist the DM in processing the information at a glance while running the game. Before the adventure (or a particular encounter) begins, the DM should decide what information to give the players (and how they can get it) and what information to hold back.

At the end of this chapter is a glossary of terms used throughout this book that the DM or players might not be familiar with. Words listed in the glossary will have an asterisk (*) after them the first time they appear.

ABBREVIATIONS

AC = Armor Class
DC = Difficulty Class
XP = experience points
pp = platinum piece(s)
gp = gold piece(s)
ep = electrum piece(s)
sp = silver piece(s)
cp = copper piece(s)
NPC = nonplayer character
PC = player character
LG = lawful good
CG = chaotic good
NG = neutral good
LN = lawful neutral
N = neutral
CN = chaotic neutral
LE = lawful evil
CE = chaotic evil
NE = neutral evil
DM = Dungeon Master

This fifth edition conversion has been designed for a party of four to six 1st-level characters. A good mix of character classes, including at least two fighter-types, an arcane spellcaster, and a divine spellcaster would be ideal. A ranger and/or a druid would be particularly suitable to aid in overcoming the survival challenges of this adventure, should the DM elect to use the "Suggested Players' Background" section below.

If the players do not already have characters, the pre-generated characters in appendix C may be used. If the party has few members or is lacking some of the typical classes for a balanced team, the DM may allow NPC retainers to strengthen the party. The Dungeon Master is also encouraged to adjust the challenge of the encounters based on the relative power of the characters and the skill of the players to provide a fair and exciting adventure. The end of this chapter includes notes and details on how to adjust encounters into suitable challenges.

Sometimes a new player will want to join the party, or a player will need to replace a character who has been killed. The pre-generated characters can be used for this, or the player can create a level-appropriate character on their own. The DM can always treat new characters as wandering adventurers or other members of the party's original caravan (if the "Suggested Players' Background" section is used). As this caravan was scattered in a sandstorm, it is always possible that other characters may chance upon the Lost City. The new player character can

even be a prisoner of one of the factions, or of one of the humanoid bands that lair near the Lost City.

This is a long-term adventure, designed to be completed in several sessions of play. Successful characters will probably reach the 3rd level of experience by the time they are finished with the upper tiers* of the pyramid. Should they continue their quest into the depths of the Lower Pyramid, they will likely reach 5th or 6th level by its conclusion. The DM should not move the action too quickly, but instead give the players ample short rests between encounters and long rests to regain spells and powers between sessions.

As the characters delve deeper beneath the shifting sands of the desert, the challenges get even more difficult. The DM can track experience points normally or use the milestone progression as described on p. 261 of the *Dungeon Master's Guide*. For optimal encounter balance, the characters levels should match the appropriate section of the adventure, as summarized on the table below:

SUGGESTED CHARACTER LEVELS

Chapter	Description	Suggested PC Levels
Chapter 4	The Upper Pyramid (Tiers 1-3)	1st Level
Chapter 4	The Upper Pyramid (Tiers 4-5)	2nd Level
Chapter 5	The Lower Pyramid (Tiers 6-7)	3rd Level
Chapter 5	The Lower Pyramid (Tiers 8-9)	4th Level
Chapter 5	The Lower Pyramid (Tier 10)	5th Level or higher
Chapter 6	The Lost City	4th to 5th Level
Chapter 7	The Goblin Caves	4th to 5th Level
Chapter 8	The Lower Catacombs	6th Level or higher

It is likely that the characters will not be able to defeat the final enemy in the Lower Pyramid on the first encounter. But if the DM wishes to expand the adventure further, chapters 6, 7, and 8 of the module outline the hidden underground city and several additional adventuring sites. This portion of the adventure is open-ended and is designed for experienced DMs. The DM can develop these into an entire campaign in which the player characters find and rebuild a lost civilization, assuming they can defeat the malevolent creature that holds the Cynidiceans as thralls. Astute characters can forge alliances with factions as well as discover knowledge and powerful magic items to aid in their quest.

The Lost City is set in a remote sandy desert wasteland at least a week to 10 days' travel to the nearest settlement of note. Although the adventure contained herein assumes a trackless sea of sand dunes, the pyramid can exist in any isolated valley in an arid rocky terrain of the DM's home campaign. If the Forgotten Realms setting is used by the DM, the great Anauroch Desert is a suitable location, as would be the edge of Raurin, the Dust Desert. In the World of Greyhawk, the Sea of Dust is a logical setting, although with some modifications, the Bright Desert or the Barren Wastes could work. In Eberron, the Lost City should be in a sandy stretch of the Demon Wastes, south of the Lake of Fire. If the DM's campaign is set in Mystara (otherwise known as the Known World, as depicted in *OAR #2: The Isle of Dread*), the Lost City can be anywhere in the Alasiyan Desert.

DM'S BACKGROUND

THE FALL OF CYNIDICEA

Centuries ago, Cynidicea was the capital of a rich and fertile kingdom. Its people reclaimed much land from the desert via an extensive network of irrigation ditches, especially during the reign of King Alexander—the last and greatest king of Cynidicea. In the years preceding King Alexander's death, a huge pyramid was raised in his honor, the largest and most important building in the city. Upon his death, he was laid to rest in the great structure along with his Queen, Zenobia. The digging continued until a massive cavern was located, complete with an underground lake of pure water. Greedy to plumb the depths of more bounties, the excavating pushed on.

The fall of Cynidicea began on the day that workers, digging under the great pyramid, chanced upon the lair of a strange monster called Zargon. Zargon was roughly humanoid in shape, though larger than most humans. In place of arms and legs it had 12 tentacles. Its head was that of a giant lizard, with a large black horn in the middle of its forehead.

Zargon slaughtered most of the workers, yet its hunger was not satiated. Soon it began hunting prey at night through the very streets of Cynidicea. This became known as the Time of Rage. The city guard valiantly attempted



to kill the monster, but their attacks were largely ineffectual. At last, the city rulers began sending criminals from the jails into the pyramid for Zargon to feed on in the hopes that the brutal slayings would end.

In time, a strange cult arose that worshipped Zargon as a god. The cult viewed the monster's victims as religious sacrifices. As long as the sacrifices were regular, the monster was content to wallow in its slimy lair at the base of the Lower Pyramid, "adored" (more like feared) by its people. The worship of the ancient gods of Cynidicea—Gorm, Usamigaras, and Madarua—was forsaken in favor of the worship of the monster Zargon. Eventually, most of the citizens of Cynidicea worshipped it, while the few scattered worshippers of the old gods retreated into hiding.

The worshippers of Zargon (called Zargonites) began to look for strange pleasures to escape their dismal existence as the thralls of a malevolent monster. They sought oblivion in rare wines and bizarre drugs as a form of escape. Workers no longer repaired the irrigation ditches, and they fell into disrepair. Soon the arid desert reclaimed the fertile agricultural land and no crops would grow. The king's heir went missing, the city's leaders fell into a drug-induced stupor, and all began to decay. Soon, the army lost its discipline and disbanded. People outside the city rebelled or moved away as chaos spread outward from Cynidicea. This made the surface city ripe for invasion, and eventually barbarian warriors stormed over the walls and destroyed the city. The only people of Cynidicea who survived its destruction were those who had fled underground to the vast catacombs* under the city. There, led by Priests of Zargon, the Cynidiceans tried to rebuild the city.

The surviving people based their new life around a huge underground lake fed by channels cut through solid rock. Built in the reign of King Alexander, the lake had been the original city's water supply. On its shores, the people grew mushrooms and other edible fungi. They built houses using stones from the ruins above. The new underground city was much smaller than the ancient capital, but it was safer because it was hidden beneath the desert sands. Above, drifting sands covered the original city, and Cynidicea was lost in the vastness of the desert. It was

easy for the Zargonites to assume control of the desperate population. With aid of a renegade mind flayer and his darkling allies in the Lower Catacombs, the Priests of Zargon developed a method to poison the underground water supply, crucial for the population's survival.

Decades ago, a pair of famous adventurers came to the Lost City from distant lands and managed to unite the factions briefly and destroy Zargon. Confident their duty was complete, the glory seekers moved on to their next great adventure, and disappeared into the vast North, never to be heard from again. But these brazen heroes never finished the deed of destroying Zargon's Horn, and within weeks, the Returner was back, although weakened, and exacted its revenge on the populace again through the use of humanoid allies. Defeated again, the factions retreated into hiding.

SOURCE MATERIAL

Although much of the backstory presented in this chapter was gleaned from the original adventure module, we also incorporated some of the additional background developed by Michael Mearls in an article that appeared in the January 2004 issue of *Dragon* magazine, "Mystara: Return to the Lost City."



CYNIDICEANS

Generation after generation of Cynidiceans have lived out their lives underground. Though still human, their skin has become very pale and pasty. Their hair is now bone-white or sometimes light gray. The Cynidiceans have developed darkvision in their new environment, but also a sensitivity to bright light, such as daylight.

The Cynidiceans are a dying race with each new generation smaller than the last. Most Cynidiceans have forgotten that an outside world exists, living most of their isolated lives in subterranean caves or buildings falling into disrepair, often in drug-induced dreams of fantasy and whimsy. The times when they seem normal, tending their fields and animals, are becoming fewer and fewer as the dreams replace reality. Their unusual costumes and masks

THE ELIXIR OF FANTASY

This potent poison was developed decades ago by the Zargonites to control the general populace. But the mind flayer Cephalakor and his darkling allies, accomplished in alchemical crafting, developed a large-scale processing of the darkspores, along with the calculations needed to determine the dose that must be administered to the underground water supply of the Cynidiceans. The resulting low-dose poison has a cumulative effect on the imbiber. The dose rate and timing to spike the water supply are controlled by the Zargonites to effectively subjugate the Cynidiceans.

Elixir of Fantasy (Ingested). If imbibed before dilution, the imbiber must succeed on a DC 20 Constitution saving throw or enter a dream-like state and become lost in vivid fanciful fantasies. This effect lasts for 8 hours. Over time the imbiber begins to revisit the same fantasies.

If the elixir is diluted into a liquid, the Constitution saving throw DC starts at 5, but increases by 1 for every week the diluted form is ingested. The save DC resets to 5 if the tainted water is not consumed for at least 1 week.

Regardless of how the elixir is consumed, while under the effects of the dream-like state, the target has disadvantage on all initiative rolls, as well as saving throws pertaining to illusion spells and effects.

only strengthen the connection with their dream worlds. This drug-induced state is fostered by the Zargonites and their allies hiding in the Lower Catacombs. A mind flayer outcast named Cephalakor has developed an alchemical process to mass produce a distilled byproduct from a rare type of fungus called a darkspore. Called the elixir of fantasy (see sidebar), this hallucinogenic substance is carefully dosed into the underground lake. The result is an enthralled population that has all but given up hope of resisting its oppressors.

Every Cynidicean wears a stylized mask, usually of an animal or human face. Some are made of wood, some of papier-mâché, and some even composed of metal. They are decorated with beads, bones, feathers, and jewels. Most Cynidiceans wear fancy clothes and flashy jewelry and carry shortswords. Some even paint their bodies with bright colors. See appendix C for more information on the Cynidiceans, and some typical encounters and names.



FACTIONS OF CYNIDICEA

A few Cynidiceans are nearly normal, resisting the urge to succumb to the falsehood offered by the drugs. These Cynidiceans are trying to restore the worship of the old gods: Gorm, Usamigaras, and Madarua. They hope to stop the slow death of their society and regain the past glory of Cynidicea, by opposing Zargon, and embracing the old worship. But their members are few and scattered. Since they generally don't trust or even get along with the other factions, Zargon's faithful have kept them unorganized, and generally inept at instituting radical change.

The DM should consider reviewing the "Factions and Organizations" section in chapter 1 of the *Dungeon Master's Guide* (pp. 21-23). If the renown rules presented therein are utilized, all characters will start at 0 renown when they first join a faction. Full members of a faction can rise in ranks as the DM feels appropriate, although this will take many game sessions and involve several side quests to further the particular faction's goals.

The Brotherhood of Gorm. Their god, Gorm, is the god of war, storms, and justice. The followers of Gorm are male fighters of lawful alignment. All wear golden masks of the face of Gorm, a long-haired, bearded man with a stern gaze. Each Brother also wears iron chain mail over a blue tunic. Under the armor, each has a small blue lightning bolt tattooed on his right shoulder (see Handout #1 in appendix D). The Brothers believe in justice tempered by mercy. They worship Gorm on the fourth day of each week and consider lightning storms that frequently occur in the desert, and magically-produced lightning, to be holy.

Motto: "Justice shall be swift, like a sandstorm."
Beliefs: The Brotherhood's beliefs can be summarized as follows:
- Might makes right.
- Punishment shall fit the crime, yet be merciful.
- Rules are essential to order.

Goals: Overthrow the reign of Zargon and return the Cynidicean people to their former glory.

The Magi of Usamigaras. This faction worships Usamigaras, the god of healing, messengers, and thieves. They are all neutral wizards, wearing silver masks of the face of Usamigaras, the smiling child. The Magi also carry silvered daggers and wear rainbow-colored robes. The left palm of each Magi is marked with small silver lines in the shape of a five-pointed star (see Handout #2 in appendix D). The Magi are usually friendly toward clerics, thieves, elves, and arcane spellcasters, but look down upon fighters, dwarves, and halflings. Usamigaras is worshipped on certain days when the heavenly stars and planets are aligned, as described in texts recorded when they dwelled on the surface. The Magi use these texts, along with complicated calculations, to determine when holy days occur. The Magi are eager to trade magic items for inscribed spells as most have been lost during the plight to the Lost City.

Motto: "Knowledge is true power, and always will be."
Beliefs: The Magi's beliefs can be summarized as follows:
- If it's not written down, it never happened.
- The answer to any conundrum is always right there. You just need to know how to look for it.
- Study an enemy to learn his weakness.

Goals: Discover Zargon's weakness and exploit it to free the Cynidicean people from its heinous slimy grasp.

The Warrior Maidens of Madarua. The Maidens worship Madarua, goddess of birth, death, and the changing seasons. They are neutral female martial experts and of the three factions are the most openly aggressive to the Zargonites. The Warrior Maidens wear bronze masks of Madarua, a beautiful woman. They also wear bronze chain mail armor over green tunics. Each Maiden has a small, sickle-shaped scar on the inside of her left wrist (see Handout #3 in appendix D). Madarua has a special holy day at the beginning of each of the four seasons.

Motto: "Fear is a shackle that can bind us to inaction. Throw down those shackles and swing a sword!"
Beliefs: The Maidens' beliefs can be summarized as follows:
- Actions, not words, define those who are great.
- Strength comes from within.
- Death is simply the end of a chapter, not the whole book. Birth is the beginning of a new chapter.

Goals: Destroy Zargon and its followers to pave the path for the rebirth of Cynidicean civilization.

The three factions have never seen eye-to-eye, and Zargon's agents continue to foster this distrust. Each faction stubbornly assumes only its members know the proper way to restore the lost greatness of Cynidicea. Often, when members of different factions meet, they argue or even come to blows and shed blood in open conflict. It is possible for the three factions to cooperate, but such cooperation is rare.

The bickering between the three factions and their attempts to restore sanity to Cynidicean society give the DM the chance to add quite a bit of social interaction to this adventure. While the factions can be played as simple monsters with treasure, the DM and players can have a lot of fun with the plots and feuding of the factions. If this is done, the DM should decide in advance what the faction members may say or do if the party tries to talk, attack, or wait to see what the NPCs do first. The DM is encouraged to review the "Social Interaction" section in chapter 8 of the *Player's Handbook* (pp. 185-186) if this campaign direction is desired. It is important for the DM to avoid forcing the action to a pre-set conclusion regarding the factions and their motives. The actions of the players must be able to make a difference.

If the player characters join one of the factions, it will be easier for them to get supplies and rest between adventures. All the factions may accept PCs as members. The Brotherhood of Gorm accepts male fighters, rangers, and even paladins of dwarven, halfling, and elven stock as full members. The Brotherhood distrusts half-orcs, dragonborn, and gnomes. The Magi of Usamigaras accept any wizards, sorcerers, warlocks, or even rogues as full members. The Magi prefer humans and elves, as they are natural wielders of the arcane arts, but have no particular dislike of other races. The Warrior Maidens accept female martial characters such as fighters, rangers, and monks as full members—although human, elves, and halflings are preferred, as other races are less trusted.

Also, any character may become a lesser member of a faction, if desired. Factions will not do as much for lesser members, and a lesser member can never rise to a powerful rank within a faction (maximum renown score of 10, if those rules are used). The DM should decide how much a faction will do for its members based on the circumstances.

The factions present the characters with an opportunity to face challenges that would typically be above their average level. If the PCs continue the adventure throughout the locales in the Lost City and the Lower Catacombs, any aid will become crucial to their success. It should even be possible for the characters to unite the factions to overthrow the Zargonites and their allies in the deep below.

The Priests of Zargon are a fourth faction. They are found mainly in areas outside the basic adventure. The Priests of Zargon serve the evil monster Zargon and control the underground city, but mostly through humanoid allies, as they are not plentiful. They often wear blue or purple robes and wield maces.

Motto: "Zargon is our true master!"
Beliefs: The Priest's beliefs can be summarized as follows:
- All shall bow to the might of Zargon. Or they shall die!
- Deception can be a powerful ally, if used wisely.
- Defeating Zargon is but a temporary setback. For he is the Returner!

Goals: Protect Zargon and maintain its cruel appreciation through ample sacrifices. Keep the Cynidicean people under its slimy tentacles of oppression.

WANDERING ENCOUNTERS IN THE DESERT

If the characters depart the adventure site and attempt to trek across the desert, this table can be used. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 3 hours of exploration. If a wandering encounter is indicated, the exact monster is determined by rolling percentile dice on the table. The table includes the monster encountered, a recommended number appearing, experience point (XP) value per creature, the source, and any additional notes. For a more detailed description on each encounter, refer to the section below. Based on the notes below, the DM should determine how far away creatures are at the start of the encounter. Alternatively, it can be rolled randomly as 4d6 × 10 feet.

The DM should use logic when rolling wandering monsters, or if desired select an appropriate encounter. The same is true for creating encounters that are a suitable challenge for the characters. Thus, inclusion of the XP value on the tables. Using the XP amounts, the DM can adjust the number of monsters encountered, or replace with a similar, more challenge-appropriate monster via an XP budget. This depends on the level of the characters and the number of characters. Consult the "Designing Appropriately Challenging Encounters" section below for advice on how to do this.

BROWN DRAGON

Dagothra, young brown dragon (see appendix C) occasionally leaves his underground lair (see Cavern E in chapter 8) to hunt for fresh prey. His favorite food is horse flesh and he is willing to bargain for it. His favorite ploy is to hide under the sand—except for his head, which he conceals under a blue dragon skull. He addresses the characters in Common, posing as the ghost of a powerful blue dragon and offers to trade information—perhaps on a nearby water source, or the oasis lair of a band of desert raiders—in exchange for a horse. He does not accept camel flesh in a trade, as he finds it distasteful. Should a suitable trade not be possible, he attacks, preferring to grab a target and pull it under the sand in the hopes of suffocating it. If the characters inflict 40 or more hit points of damage, the dragon flees by burrowing deep into the sand, eventually returning to his lair. If the characters encounter him again, he is hostile and attacks without hesitation.

CARAVAN

The characters come across a caravan train making steady progress toward their destination many miles away. The caravan train includes 4d4 **camels**, tended by one human drover (**commoner**) for every three camels. The caravan is led by 1d4 human merchants (**commoners**) who employ 3d4 human mercenaries. These mercenaries are **guards**, except they only carry shields (AC 13) and wield shortswords (+3 to hit, 4 [1d6 + 1] piercing damage) and shortbows (+3 to hit, range 80/320 ft., 4 [1d6 + 1] piercing damage).

WANDERING MONSTERS: DESERT

D100	Encounter	#App	XP	Source	Notes
01-10	Caravan	Varies	Varies	Varies	See description
11-15	Desert raiders	Varies	Varies	Appendix C	See description
16-24	Dust diggers	2d4	200	Appendix B	See description
25-34	Vultures	3d4	10	*MM*, p. 339	See description
35-44	Giant sidewinder snakes	1d3	50	*MM*, p. 327	As **giant poisonous snake**
45-59	Vermin	Varies	Varies	Varies	See description
60-69	Giant Gila monster	1	450	Appendix B	
70-79	Giant sand lizards	1d4 + 1	50	*MM*, p. 326	As **giant lizard**
80-86	Death dogs	1d2	200	*MM*, p. 321	
87-91	Thunderherder stampede	NA	NA	Appendix B	See description
92-96	Brown dragon	1	2,300	Appendix C	
97-100	Mirage	NA	NA	NA	See description

Each caravan carries 5d4 × 100 gp worth of trade goods (see the table below), plus plenty of food and water for the entire train for at least one week. They begin any encounter with the characters as indifferent (fearing they may be desert raiders), but if swayed to friendly agree to share camp and/or trade supplies.

D6	Trade Goods	Example Goods
1	Spices and herbs	Cinnamon, cloves, pepper
2	Silk	Bolts, robes
3	Weapons and armor	Spears, daggers, arrows, shields, leather armor
4	Fabrics	Cotton, canvas, wool, burlap
5	Tools	Shovels, picks, hammers, cookware
6	Metals	Bronze, brass, copper, gold

There is a 15% chance that the caravan train is actually a desert raider party in disguise. See below for details on the composition of this raiding party.

DEATH DOGS

Death dogs roam the desert wastes either in pairs or solitarily. These two-headed canines often track prey during the daylight hours but prefer to attack in the still of the night. Although they fear fire, they fight to the death.

DESERT RAIDERS

Numerous bandits and brigands wander the desert looking for caravans or settlements to attack and plunder. The band includes 2d4 + 2 **desert raiders** (see appendix C) riding **camels**. There are another 1d6 + 1 pack **camels** laden with food, water, tents, and perhaps plunder. The raiders are led by a **bandit captain** (wearing no armor; AC 13). There is a 50% chance the desert raiders have 3d6 × 100 gp worth of trade goods (silk, carpets, jewels, etc.) from a successful raid.

There is a 20% chance that this band is a group of slavers led by a **jackalwere**. The jackalwere uses its sleep gaze to incapacitate targets to facilitate capture. This band already has a chain gang of 2d4 human slaves (**commoners**; although if the DM needs a replacement PC this would be the perfect opportunity to introduce one). A pack of 3d4 normal **jackals** shadow this band, loyal to the leader. Should a confrontation occur, these allies enter the fray after 1d4 rounds. In addition to the slaves, there is a 20% chance this band has 2d4 × 100 gp worth of ill-gotten trade goods (as above).



DUST DIGGERS

The characters stumble (maybe literally) into the hunting ground of 2d4 **dust diggers** (see appendix B) concealed under the sand. A successful DC 15 Intelligence (Nature) or Wisdom (Perception) check, or a passive Perception score of 15, reveals the concealment prior to attack. Otherwise, the dust diggers attack with surprise. There is a 25% that the encounter is with 1d3 **giant dust diggers** (see appendix B) instead.

GIANT GILA MONSTER

The characters wander into the current hunting ground of a hungry **giant Gila monster** (see appendix B). This massive lizard hides in a rocky outcropping; it attempts to ambush prey with a quick bite and then following up with its Poison Breath action. If unsuccessful after a few rounds, or if the targets flee, it retreats to its concealed niche*. If the lizard is defeated and the characters take the time to cut open its gullet, they are rewarded with a golden topaz worth 500 gp.

GIANT SAND LIZARDS

A pack of tan-colored giant sand lizards (use the statistics for **giant lizards)** either hide among the rocks of an outcropping or are buried under the sand. The predatory lizards attack with a short burst of speed trying to overcome opponents in a flurry of snapping jaws. They fight to the death.

GIANT SIDEWINDER SNAKES

One or more giant sidewinder snakes (use the statistics for **giant poisonous snakes**) are sunning themselves on a rock or a patch of warm sand. Startled, the giant snakes attack, although if one is reduced to half hit points or fewer, it is content to flee across the dunes in its unusual mode of locomotion.

MIRAGE

The characters discover what appears to be an oasis, roughly 1 mile in diameter. The oasis includes several lush palm trees surrounding a crystal-clear, spring-fed pool of water, perhaps 500 feet across at its widest point. The oasis is a powerful illusion, essentially a permanent *mirage arcane* effect. Although the illusion includes audible, visual, tactile, and olfactory effects, drinking the water does not quench one's thirst, and removing any physical element from the 1-mile-diameter location results in the component disappearing.

The purpose and backstory of the illusion, in addition to an adventure site, are left to the DM to design, although it is recommended that the illusion be hiding a location. See the table below for a few ideas on what it could be concealing.

D6	Structure Concealed	Possible Encounter
1	Obelisk	Magic portal to a far-away location
2	Temple	Haunted by a **ghost**
3	Encampment	Band of **desert raiders** (see appendix C)
4	Cave	Slumbering **adult blue dragon**
5	Tomb	A **mummy**
6	Crater	An army in magical stasis

THUNDERHERDER STAMPEDE

The characters are in the direct path of a thunderous stampede of about 60 **thunderherders** (see appendix B). The characters can hear the thundering cacophony a few rounds before it arrives, but unless they can get airborne, or have some other method of enhanced mobility, they become trapped in the stampede for 1d4 + 1 rounds. Note that the beasts are not attacking per se, just moving from one location to the next and unfortunately the characters are in their path. If the characters wait out the stampede, the worms disappear into the dunes as quickly as they came.

VERMIN

A wide variety of vermin inhabit the desert surrounding the Lost City, including some of monstrous size that would prey on the characters. Roll 1d8 and consult the table below for the type of vermin and the number encountered. These mindless beasts attack out of hunger or to defend a lair. They fight to the death and lack any treasure.

D8	Encounter	#App	XP	Source
1	Giant oil beetles	2d4	50	Appendix B
2-4	Giant scorpions	1d3	700	*MM*, p. 327
5-7	Giant sand spiders	1d3 + 1	200	Appendix B
8	Giant ant lion	1	450	Appendix B

VULTURES

Carrion birds are common in the desert. If this encounter occurs, a flock of **vultures** begin to shadow the characters for the rest of the daylight hours. They can be observed circling overhead, or perhaps perched on a rocky outcropping or a massive tree-like cactus. They only attack if the characters seem to be weak (such as suffering a few levels of exhaustion from lack of water) or obviously wounded, or if they can pick off a straggler. A show of force or flashy magic is suitable to get them to flee.

There is a 30% chance this encounter is with 1d4 + 1 **giant vultures** instead. These monstrous carrion birds also cautiously stalk their prey but are willing to keep up the hunt for several days. They are also more likely to attack, especially if any characters are wounded, and fight to the death.

DESIGNING APPROPRIATELY CHALLENGING ENCOUNTERS

The Lost City is designed for characters of 1st through 6th level. Although the Upper Pyramid (Tiers 1-5) is fully developed with (mostly) balanced encounters, the DM must exercise caution when utilizing encounters for the party from the Lower Pyramid. These encounters vary in challenge rating, and possibly need to be modified based on the number of characters and their level of experience. There are four categories of encounter difficulty: Easy, Medium, Hard, and Deadly. The XP value of all the monsters or NPCs is used to calculate the difficulty of the encounter. Most encounters should be Easy or Medium, with Hard and Deadly encounters reserved for set pieces, sub-bosses, or even boss battles. A typical, balanced, well-equipped party of adventurers with average luck can handle six to eight Medium or Hard encounters before requiring a long rest in a typical dungeon setting, such as the pyramid detailed in *The Lost City*.

If the characters get in over their heads with a particular encounter, encourage them to flee. Or perhaps have a wandering monster arrive, attracted to the commotion of the battle to help even the odds. Finally, consider having one of the various factions come to the aid of the party. This tactic should be used sparingly and will likely require the characters owing the faction some type of debt or at least a favor. The DM should be prepared to turn this into a full-blown social interaction encounter used to drive the campaign.

Table 1 summarizes the experience budgets for a typical party of characters (four to six in number) from 1st level through 6th level. The experience budgets are categorized by encounter difficulty (Easy, Medium, Hard, and Deadly).

To use Table 1, first determine the number of characters in the party, including any NPCs (on the left-hand side of the table). Next determine their average level; the table has XP budgets for levels 1 through 6, although the DM can expand the table to include higher levels (or more characters) as needed. Then cross-reference the XP budgets for the different encounter difficulties.

TABLE 1: EXPERIENCE BUDGETS

		Equivalent Experience			
	Character Level	**Easy**	**Medium**	**Hard**	**Deadly**
4 Characters	1st	100	200	300	400
	2nd	200	400	600	800
	3rd	300	600	900	1,600
	4th	500	1,000	1,500	2,000
	5th	1,000	2,000	3,000	4,400
	6th	1,200	2,400	3,600	5,600
5 Characters	1st	125	250	375	500
	2nd	250	500	750	1,000
	3rd	375	750	1,125	2,000
	4th	625	1,250	1,875	2,500
	5th	1,250	2,500	3,750	5,500
	6th	1,500	3,000	4,500	7,000
6 Characters	1st	150	300	450	600
	2nd	300	600	900	1,200
	3rd	450	900	1,350	2,400
	4th	750	1,500	2,250	3,000
	5th	1,500	3,000	4,500	6,600
	6th	1,800	3,600	5,400	8,400

For example, if the party includes a 4th-level wizard, a 5th-level rogue, a 3rd-level fighter, a 4th-level cleric, and a 4th-level ranger, there would be five characters averaging 4th level. An Easy encounter for this group would be 625 equivalent XP, while a Deadly encounter would be 2,500 equivalent XP.

TABLE 2: MULTIPLIERS

# of Monsters Encountered	XP Multiplier
1	× 1
2	× 1.5
3-6	× 2
7-10	× 2.5
11-14	× 3
15+	× 4

To determine how difficult an encounter is, add up the XP of all the combatants and then adjust the amount by using the multiplier in Table 2, based on the total number of combatants. Monster XP values are based on challenge rating (CR) values and are included in the *Monster Manual*, the wandering monster tables, or stat blocks provided in the appendices. For example, a giant scorpion (CR 3, 700 XP) would be an Easy encounter for our described party. But three wererats (CR 2, 450 XP each) would be a Deadly encounter for our five 4th-level characters (3 × 450 = 1,350 × 2 = 2,700 equivalent XP). Note that this calculation is the equivalent XP for the encounter. The characters are only awarded the actual experience points (in this case, 1,350 XP) for defeating this group of monsters.

The DM has the option to award bonus experience points for overcoming traps and tricks, or for particularly savvy roleplaying with key NPCs. This likely will come into play if the characters seek one or more alliances with any of the factions in *The Lost City*. Using bonus experience point awards is perfect for increasing the characters' power in order to face the deadlier challenges of the Lower Pyramid, or the Lost City. Table 3 summarizes the recommended XP award ranges based on character level.

TABLE 3: XP AWARDS

Character Level	XP Award
1st-3rd	25 to 50
4th-6th	50 to 100
7th-10th	100 to 250

ADVENTURE HOOKS

It's up to the DM to decide how to get the characters to the Lost City and start the adventure. Below are a few suggested adventure hooks, but most require additional details provided by the DM. The recommended player's beginning is the last one presented, followed by read-aloud text to set the opening scene.

- The characters come into possession of a map showing the location of an ancient city buried in the sands of the desert. Surely untold riches await those with the courage to plunder the ruined city. They mount an expedition or are hired by a wealthy patron to find the Lost City and investigate it.
- Desert raiders stage a daring attack on a small settlement or encampment that the characters are visiting. Several innocent victims are kidnapped and carried away. The characters are hired by a wealthy patron to track down the raiders and return the victims. Perhaps one of them is important to the characters, such as a relative or a mentor. The desert raiders are bringing the victims to the ruins of the Lost City, to be turned over to the Zargonites. Unless the characters can intervene, the victims are destined for the slime pit of Zargon and its insatiable hunger.
- The characters are hired to escort a caravan to cross the sandy wastes of a desert. During the trek, a massive sandstorm strikes, separating the characters from the rest of the caravan. After days of wandering, and dwindling food and water, the characters discover the upper ruins of an ancient city, including a step pyramid. In a desperate search for water and supplies, the characters investigate the pyramid.

SUGGESTED PLAYERS' BACKGROUND

Days ago, your group of adventurers joined a desert caravan. Halfway across the desert, a terrible sandstorm struck, separating your party from the rest of the caravan. When the storm died down, you found you were alone. The caravan was nowhere in sight. The desert was unrecognizable, as the dunes had been blown into new patterns. You were lost.

You headed east, the same way the caravan was headed before the storm. Several days passed. Your mounts died and you soon drank the last of your water. The end of the desert was not in sight.

The second day after your water ran out, you stumbled upon a number of stone blocks sticking out of a sand dune. Investiga-



tion revealed that the sand covered the remains of a tall stone wall. On the other side of the stone wall was a ruined city.

The stone blocks of the city had toppled and cracked with the passing of time. Sand had covered most of the buildings. The stones that remained uncovered had been scoured smooth by the blowing sands.

In the center of the city towered a step pyramid. It had five step-like tiers, each 20 feet high. The bottommost tier was almost completely covered with sand. On top of the highest tier were three 30-foot-tall statues.

The statue on the left was of a strong, bearded man holding a balance in one hand and a lightning bolt in the other. The middle statue was of a winged child with two snakes twined about its body. The child held a wand in one hand and a handful of coins in the other. The statue on the right was of a beautiful woman, holding in her hands a sheaf of wheat and a longsword.*

On the south side of the pyramid, a ramp with stairs led from the ground to the top of the highest tier. A quick search of the ruins revealed no source of food or water, so you decided to climb the pyramid. In the side of the ramp, level with the floor of the top tier, you found a secret door…

GLOSSARY

Abyss. An abyss is a deep crack or bottomless pit in the earth.

Accoutrements. Accoutrements are additional items of dress or equipment, or other items carried or worn by a person or used for a particular activity.

Balance. A balance is an instrument used for weighing. It has two small pans hanging from either end of a balancing crossbar. When equal weights are placed in both pans, the crossbar will be level.

Brazier. A container for hot coals.

Carapace. A carapace is a hard, shell-like covering that protects the bodies of certain animals (like beetles).

Catacomb. A catacomb is an underground tunnel, often used as a burial place.

Dais. A dais is a raised platform, on which a throne or seat of honor is placed.

Desecrate. To desecrate is to destroy the ceremonial purity of a holy place, making it unfit as a place of worship.

Divan. A divan is a large, low couch, usually without arm rests or back.

Embalm. To embalm is to preserve (a corpse) from decay, originally with spices and now usually by arterial injection of a preservative.

Flowstone. Flowstone is a rock deposited as a thin sheet by precipitation from flowing water.

Haunt. A haunt is a ghost or a strange image.

Mosaic. A mosaic is a picture made by setting small bits of colored stone or glass into mortar.

Niche. A niche is a small open hollow in a wall, usually holding a statue or vase.

Pallet. A pallet is a straw bed or mattress.

Pedestal. A pedestal is a short column, usually supporting a vase, statue, or something similar.

Pyre. A pyre is a pile of wood used to burn bodies.

Sarcophagus. A sarcophagus is a stone coffin, especially one found in a large tomb. It usually holds a smaller wooden coffin.

Stalactite. A stalactite is a piece of stone that looks like an icicle hanging from the ceiling of a cave. A stalactite is formed by dripping water that contains lime.

Stalagmite. A stalagmite is a piece of stone that looks like an upside-down icicle pointing up from the ground in a cave. A stalagmite is formed by water that contains lime dripping from above.

Step pyramid. A step pyramid is a pyramid made of several distinct levels, each smaller than the one below it.

Tier. In this module, it means one "step" of the pyramid.

Urn. An urn is a vase often used to hold the ashes of the dead.

Vestment. A vestment is a chasuble or other robe worn by the clergy or choristers during services.

CHAPTER FOUR

The Upper Pyramid

TIERS 1 AND 2 (DUNGEON LEVEL 1)

The first dungeon level consists of Tiers 1 and 2 of the step pyramid. The first tier is a single room (area 1). The second tier includes areas 2-12.

DM Note: If using the suggested background, recall that the characters are out of food and water. They must have these supplies soon or they will die. To encourage roleplaying and add a sense of urgency, as the characters explore the pyramid keep reminding them that they are hungry, thirsty, and tired.

Food. A character requires 1 pound of food per day and can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1). Once this limit is reached, at the end of each day, the character suffers one level of exhaustion, which is summarized on the table below. A normal day of eating resets the count of days.

Water. A character needs 1 gallon of water per day, or 2 gallons per day in hot weather. The open desert and the Upper Pyramid levels (Tiers 1-5) are considered hot weather, while underground locations (Tiers 6-10) and the massive cavern under the pyramid are considered normal conditions as these underground locations are cooler. Without a suitable amount of water, a character suffers one level of exhaustion (summarized on the table below) at the end of the day. If a character receives half the required water, they must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, they take two levels instead. Drinking the required amount of water removes one level of exhaustion, but only a long rest and the required water can remove all levels of exhaustion.

This table summarizes the various levels of exhaustion and their game related effects. Please note that all game effects are cumulative. That is, if a character has two levels of exhaustion, they have disadvantage on ability checks and their speed is halved.

EXHAUSTION SUMMARY

Level	Effect
1	Disadvantage on ability checks
2	Speed is halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum is halved
5	Speed is reduced to 0
6	Death

GENERAL FEATURES

Construction. The pyramid is made of large, smooth stone blocks. The rooms are made of bare stone slabs, except where noted otherwise. It's not uncommon for interior locations to be covered with a few inches of sand.

Ceilings. Unless otherwise noted, passage ceilings are 10 feet high, while room ceilings are 15 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. Unless otherwise stated in the room text, the interior of the pyramid is unlit.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. At the Dungeon Master's discretion, wandering monster checks can be called for if the characters make a prolonged amount of loud noise, such as combat. Roll 1d8 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

WANDERING MONSTERS: LEVEL 1

D8	Encounter	# App	XP	Source	Notes
1	Giant centipedes	3	50	*MM*, p. 323	
2	Giant cave locusts	5	50	Appendix B	See description
3-5	Cynidiceans	Varies	Varies	Appendix C	See description
6	Giant ferrets	4	25	Appendix B	
7	Deep gnomes	6	100	*MM*, p. 164	
8	Goblins	7	50	*MM*, p. 166	

CYNIDICEANS

The Cynidiceans (see appendix C) are degenerate humans that live underground in the Lost City. They have pale, pasty skin, with bone-white hair and oversized eyes. Cynidiceans typically wear masks and brightly colored robes and often are acting out strange dreams when encountered (see the "DM's Background" section in chapter 3 for more information). A dozen Cynidicean encounters, usable for all dungeon levels, are presented in appendix C. The DM may randomly determine one of these encounters or use them as a guide to design her own.

DEEP GNOMES

These **deep gnomes** (svirfneblin) have traveled underground to the Lost City through the tunnels and canals that empty into the underground lake (see chapter 6 for more details). The deep gnomes are no allies of the Cynidiceans, but start any encounter with the characters as indifferent. If the characters can speak Gnomish, Terran, or Undercommon, they could avoid a fight with some fast talking—but first they need to offer something in trade, such as gems or information. This party is scouting the pyramid (they came via the giant ant warrens; see chapter 6) and are investigating the whereabouts of recently captured deep gnomes (long since devoured by Zargon).

GIANT CAVE LOCUSTS

Giant cave locusts (see appendix B) are 3-foot-long gray-white grasshopper-like insects that dwell underground. They detect the characters long before they are noticed, remaining motionless and utilizing their False Appearance trait. If disturbed, giant cave locusts panic and leap up to 60 feet in a random direction with a 50% chance to jump toward a random character. If within 10 feet of a character following a leap, a giant cave locust spits its poison goo. When frightened (such as when they leap or spit their poison), they emit a loud shriek, which has a 20% chance to attract another wandering monster (reroll on the table, ignoring any result indicating more giant cave locusts).

GIANT CENTIPEDES

The characters blunder into a nest of **giant centipedes** concealed under the sand. They attack a random character with surprise.

GIANT FERRETS

Packs of **giant ferrets** (see appendix B) hunt giant rats underground. They are highly unpredictable and sometimes attack (60%) or flee (40%).

GOBLINS

Many **goblins** live in caves across the underground lake from the Cynidiceans (see area O in chapter 6) in the underground cavern. The goblins serve Zargon, often forming raiding parties such as this one to kidnap victims to feed the monster. Typically, the goblins do not harm the Cynidiceans. After all, if the Cynidiceans died out, Zargon would start eating goblins!

KEY TO TIER 1 (MAP 1)

AREA 1 - STATUE ROOM

The slab of stone that hid the secret entrance to the pyramid is now held open by the dead body of a hobgoblin. The body has a large crossbow bolt sunk deep in its chest. The hobgoblin has been dead several weeks.

There is nothing of interest around the desiccated body, and all its equipment has been removed. Beyond the stone slab is a 10-foot-wide passage, leading into the pyramid. The passage floor is covered with sand and dust. Several pairs of footprints can be seen leading inward. In a niche in the wall opposite the secret door, the party will



see a large crossbow (1a) pointed at them. The crossbow is not loaded. The crossbow trap was triggered by a hidden pressure plate in the floor just inside the secret door. The hobgoblin stepped on the plate, springing the trap. The corridor turns to the north and ends at a stone door.

The secret door to the pyramid swings shut behind the party unless they jam it open or leave something in the threshold. It does not lock and can be forced open normally.

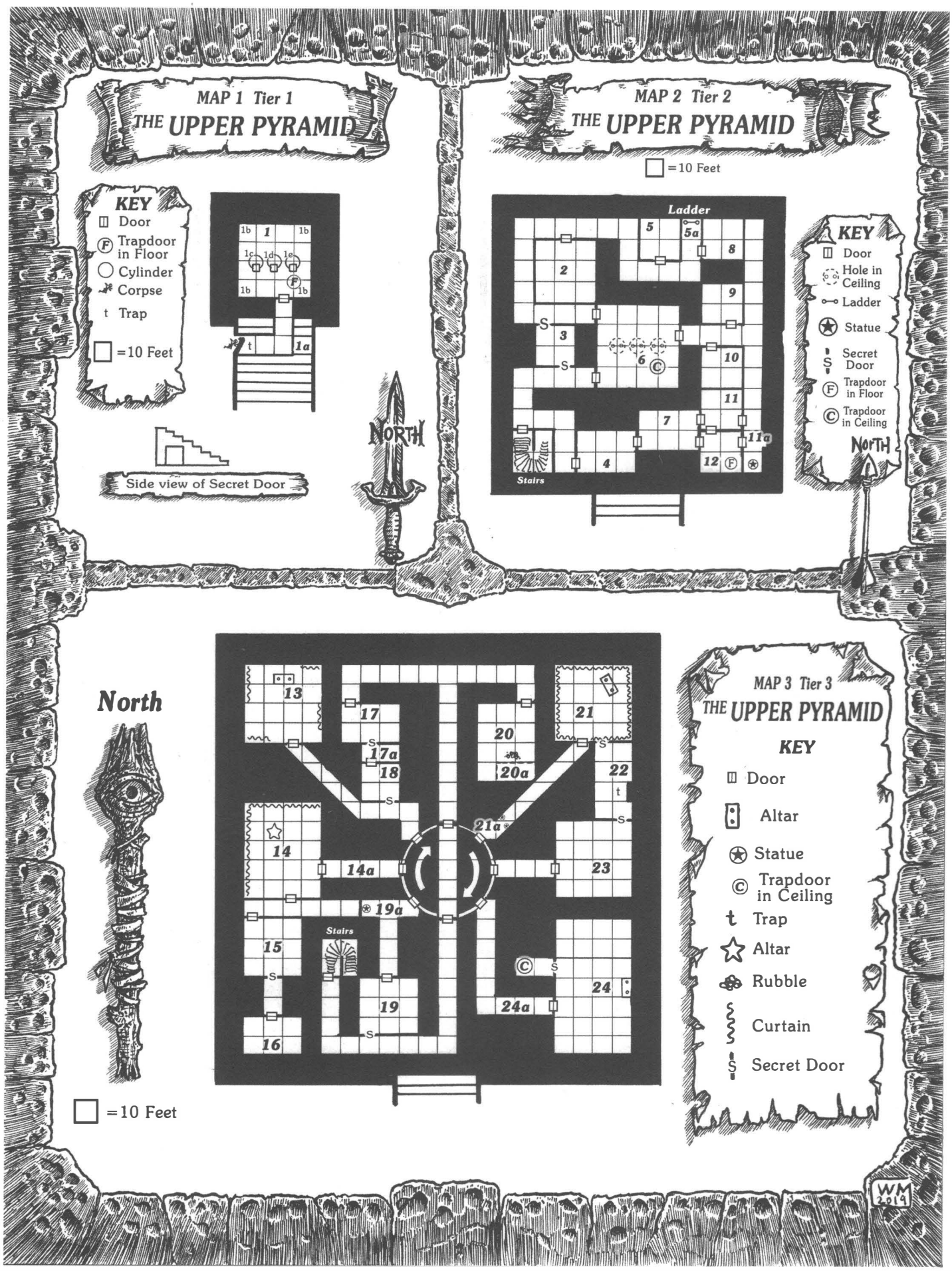
Once the characters open the stone door and enter the chamber beyond, continue:

The highest tier of the pyramid is a single 40-foot-square room. The room smells stale and musty. The dust on the floor has been disturbed, though no special details can be determined. Three huge bronze cylinders reach from the floor to the ceiling in the middle of the room. In the center of each cylinder, facing you at floor level, is a bronze door. Each door has a bronze handle that can be used to pull the door open.

DM Note on Traps: Normally the characters won't find traps unless they are searching for them, although the DM is encouraged to use passive Perception checks if warranted. The DM should roll the dice whenever characters are looking for traps to conceal a failed attempt. Traps that work automatically can be avoided by taking special precautions, as described in the text. More information on traps can be found in the *Dungeon Master's Guide* (pp. 120-123).

Trap 1b. The door to the room, as usual, swings shut unless held or jammed open. A gas trap is triggered by opening the door, although it can be detected with a successful DC 14 Wisdom (Perception) check. In each corner of the room are small holes that release gas into the room. Each can be plugged using suitable material (cloth, wax, or even an iron spike) with a successful DC 16 Dexterity check. The gas is odorless, tasteless, and invisible, although when it's filling the room a character can detect faint hissing with a successful DC 17 Wisdom (Perception) check.

The gas takes 1 minute to build up in the closed room before doing any damage. During this time the characters feel a little dizzy. Each round after, on their turn a character takes 1 poison damage. When they start taking damage, the characters are aware it's getting difficult


MAP 1 Tier 1
THE UPPER PYRAMID
KEY
Door
Trapdoor in Floor
Cylinder
Corpse
t Trap
=10 Feet
1b 1 1b
1c 1d 1e
1b 1b
t 1a
Side view of Secret Door
NORTH
MAP 2 Tier 2
THE UPPER PYRAMID
=10 Feet
Ladder
5 5a 8
2
9
S 3
6
10
11
7
11a
4
12
Stairs
KEY
Door
Hole in Ceiling
Ladder
Statue
Secret Door
Trapdoor in Floor
Trapdoor in Ceiling
NORTH
North
13
17
17a
18
20
20a
21
22
21a
14
14a
23
19a
Stairs
15
19
24
24a
16
=10 Feet
MAP 3 Tier 3
THE UPPER PYRAMID
KEY
Door
Altar
Statue
Trapdoor in Ceiling
t Trap
Altar
Rubble
Curtain
Secret Door
WM 2019

to breathe. If reduced to 0 hit points, a character falls unconscious, but still takes damage on their turn each round. If both the room's door and the secret door are jammed open, the gas dissipates without harming the party.

The bronze cylinders are actually the hollow bases of the statues of the Cynidicean gods on top of the pyramid. The cylinders sound hollow if tapped. The doors into the cylinders are also trapped as described below (traps 1c, 1d, and 1e).

Trap 1c. This trap is located in the west wall next to the base of the left statue (Gorm) and can be detected with a successful DC 15 Wisdom (Perception) check. If discovered, the firing mechanism can be jammed with an object, requiring a successful DC 13 Dexterity check. If not disarmed, four darts fire out of the wall when the door's handle is pulled. The darts can only hit someone standing directly in front of the door. Each dart makes a ranged attack against a random target in front of the door (+5 to hit, range 5 ft., 2 [1d4] piercing damage).

Trap 1d. This trap was located in the base of center statue (Usamigaras), but now it's harmless. If the base of the cylinder is searched with a successful DC 11 Wisdom (Perception) check, dried blood is found. The trap was already triggered (but see "Development," below).

Trap 1e. This trap is a special hinged paving stone in front of the base of the right statue (Madarua). It can be located with a successful DC 13 Wisdom (Perception) check. The hinge can be jammed with a flat metal object (such as a dagger blade), requiring a successful DC 16 Dexterity check. If not disabled, when the door handle is pulled, a target standing in front of the door falls to area 6 below (Tier 2) and suffers 7 (2d6) bludgeoning damage.

The bronze cylinders are hollow. A ladder going both up and down can be found inside each cylinder. Anyone climbing up a ladder finds that it leads to the inside of one of the statues on top of the pyramid. Each statue has a special speaking tube which allowed its priests to speak the god's will. The character also locates a number of levers at the top. These levers can be used to move parts of the statue (arms, head, eyes, and so on) to augment the speaking deception. A character climbing down any ladder enters area 6 (Tier 2).

Development. If the DM wishes, the trap on the middle cylinder could be reset, increasing the challenge of this encounter. Perhaps it's reset if the characters return to this chamber at a later time. In this case, two spears are launched when the door is opened. Each spear targets a random character standing directly in front of the door with a ranged attack (+6 to hit, range 10 ft., 3 [1d6] piercing damage).

KEY TO TIER 2 (MAP 2)

AREA 2 – STORAGE ROOM

This room contains rotting bales of what might be cloth, and dusty crates. The room smells like it has been sealed for a long time.

The room is an old storage room that has long been abandoned. The crates once contained food, and the bales once held clothing, but now both are rotted and worthless. Otherwise, the room is empty.

AREA 3 – SECRET ROOM

DM Note: This chamber is hidden by a pair of secret doors. It requires a successful DC 15 Wisdom (Perception) check to locate one of these doors from either corridor. From inside the chamber, these doors are easily located.

Inside this room you see seven black bird-like creatures with long tube-like beaks. A faint glitter catches your eye from the center of the room as the bird-like creatures fly toward you.

The approaching seven bird-like creatures are **stirges**. Disturbed by the door opening, the flock swarms to attack and fights to the death.

The room also has a small hole high in the north wall that can be located with a successful DC 13 Wisdom (Perception) check. Only a Tiny creature can squeeze through the hole. The stirges utilize the hole when they go out hunting at night.

The glitter comes from four gems lying in a pile of dust. The gems include two pieces of amber (100 gp each), a blue spinel (500 gp), and a yellow-green sapphire (1,000 gp).

AREA 4 – PRIEST'S QUARTERS

The room is sparsely furnished with rotting furniture. This includes a bed, a desk, a chest, and a writing table with a wooden chair. All the furniture is covered with a thick layer of dust. On the floor lies the body of a dead hobgoblin. The body looks several weeks' dead. Its left arm is swollen and discolored.

This room was once the quarters of a high priest of the Brotherhood of Gorm. On the desk is a wooden holy symbol shaped like a lightning bolt (5 sp).

The hobgoblin was killed by a killer bee sting from area 7. A successful DC 12 Intelligence (Investigation) check reveals the cause of death was poison, and the actual stinger. His body has a full water bottle (holding 1 gallon) and a purse with 135 sp and 40 gp.

Otherwise the room is empty.

AREA 5 – FIREWORKS STOREROOM

This room seems drier than the rest of the pyramid. In the center of the room are a half-dozen small crates. Seated on the crates are nearly a dozen 1-foot-tall elven-like humanoids with gossamer wings. They are talking in a strange musical language and laughing merrily.

These diminutive winged fey are 10 **sprites**. They begin the encounter friendly and chatter merrily (in Sylvan) if approached in a friendly manner. They prefer to speak in Sylvan, although they understand and can converse in Common and Elvish. Being tricksters, they likely feign understanding only Sylvan for a time. They are interested in everything, but nothing holds their attention long.

If attacked, five sprites can act together and use an action to bestow a special kind of curse. The curse takes the form of a magical practical joke, such as suddenly turning a fighter's armor or shield into a pile of rust, gluing a character's boots to the floor (escape DC 12), or warping a wizard's staff. None of these effects should cause any damage; they should focus on embarrassing the characters. A group of five sprites can bestow one curse per day. The sprites curse one or two characters, then flee via flight through a 1-foot-high door concealed high in the northeast wall. It takes 2 rounds for all to escape, so the others fly out of reach and use their shortbows to provide cover. If pursued, they try to lead the characters into the green slime in area 8, because that would be fun. If the characters disagree or catch them, they turn invisible and flee the pyramid.

The six crates contain fireworks packed in sawdust. There is only a 1 in 6 chance that a crate of fireworks is still usable after all this time. Any usable crate of fireworks is worth 100 gp. The ancient priests of Cynidicea used the fireworks to help fake "miracles." If the players decide to keep the fireworks, a usable crate contains 1d6 charges of flash powder, 2d4 roman candles, 1d4 skyrockets, and 3d4 strings of small firecrackers. These firecrackers make a lot of smoke, bright lights, and noise (possibly calling for a wandering monster check). The firecrackers do not cause any damage or blindness but could frighten beasts.

Development. The sprites will not join the party, but the DM may use them to hint about what lies ahead on this tier of the pyramid.

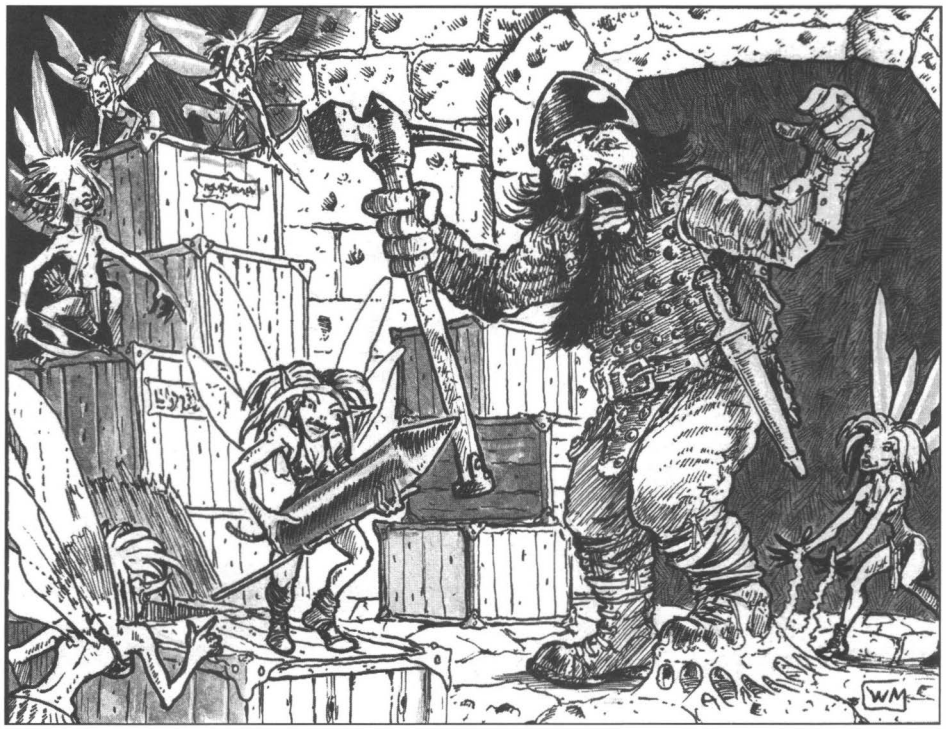
AREA 5A – POTTERY JARS

Each of these three pottery jars is 4 feet tall. The first jar contains sand. The others, which once held water, are now dry and empty. The contents of the jars were to be used if a fire broke out in the fireworks storeroom.

AREA 6 – SPECIAL STOREROOM

A trio of 2-foot-long black beetles with glowing abdomens provide flickering illumination in this 40-foot-by-40-foot chamber. Three ladders extend from the floor to the ceiling above.

The three beetles are **giant fire beetles**. Each beetle has two glands that glow and give off bright light in a 10-foot radius and dim light for an additional 10 feet. The beetles are hungry and attack if disturbed.



This room holds spare parts for the machinery inside the statues, such as pulleys, gears, and levers. There are also several large covered clay pots. These pots once held oil to lubricate the machinery. The oil has almost evaporated over the centuries, even though the pots were sealed with wax. The characters can recover 6 flasks of oil, although they burn poorly and make thick clouds of smoke if lit. Collecting all 6 flasks of the oil takes about 20 minutes. There is also a small foundry here for fixing broken statue parts. It has a forge, an anvil, tongs, and hammers.

Developments. If a character falls into this chamber from the trap in area 1, they land prone at the base of the right cylinder. The giant fire beetles move to attack, getting advantage on their initiative roll.

The glowing giant fire beetle glands continue to glow for 1d6 days after they are removed with a successful DC 12 Intelligence (Nature) check.

AREA 7 – TREASURE ROOM

In the center of the room you see a 10-foot-tall cage. In the bottom of the cage is a pile of coins and gems. Hanging from the top of the cage is a giant beehive. Several large, 1-foot-long bees are buzzing around the room. The mesh of the cage is wide enough for them to fly through. There is also a 1-foot-square hole high in the south wall.

The cage's lock can be picked with thieves' tools and a successful DC 13 Dexterity check. It holds the treasure of the Brotherhood of Gorm (see areas 11 and 12). The treasure is guarded by five **killer bees** (see appendix B) flying around the room. The killer bees have learned that persons wearing a mask of Gorm (gold, depicting an old man) are friendly. Thus, the killer bees will not attack anyone wearing the mask of Gorm, unless attacked first. The killer bees automatically attack any other persons who enter the chamber.

The treasure lying on the bottom of the cage is 2,000 sp, 500 gp, two red garnets (100 gp each), and a gold chalice set with tiny emeralds (700 gp).

Developments. The killer bees inside the hive do not attack unless the hive itself is disturbed. Inside the hive are four more **killer bees** and a **killer bee queen** (see appendix B for both). A special kind of honey is found inside the beehive. If eaten, the honey acts as a one half-strength potion of healing, curing 1d4 + 1 hit points. All the honey in the hive must be consumed by one character to get the curative benefits, and this also counts as enough food for a Medium-sized creature for one day.

AREA 8 – ABANDONED ROOM

The entire floor of this 20-foot-by-20-foot room is covered with green, oozing slime. Otherwise the room appears to be empty.

The green oozing slime is indeed green slime (see "Dungeon Hazards" on p. 105 of the *Dungeon Master's Guide*). It dissolves flesh, organic material, and metal. A creature that comes into contact with green slime takes 5 (1d10) acid damage at the start of each of its turns, until it is scraped off or destroyed. Against wood or metal, green slime causes 11 (2d10) acid damage each round, and destroys any nonmagical wood or metal object used as a tool to scrape it off. Sunlight, any effects that cure disease, or any source of cold, fire, or radiant damage can destroy a patch of green slime. There are four 10-foot patches in the chamber.

AREA 9 – ABANDONED PRIEST'S QUARTERS

The room contains an old bed, writing table, chair, and chest. From the looks of the furniture, these quarters have been long abandoned. From behind the bed come scuffling sounds and suddenly you see the head of a large, pale blue lizard with orange spots.

The lizard is a giant gecko lizard (use the statistics for a **giant lizard**, with sticky footpads granting it the Spider Climb trait). It is consuming the body of an unfortunate Cynidicean. Unless the characters make a successful DC 15 Wisdom (Perception) check, they are surprised by a second giant gecko lizard that drops down from the ceiling.

The furniture is mundane and worthless. The mask worn by the Cynidicean depicts some kind of bird-like creature. It is inlaid with gold and is worth 80 gp.

AREA 10 – ABANDONED PRIEST'S QUARTERS

This room might once have been the quarters of a cleric, but it looks like it has been abandoned for a long time. It contains musty, dust-covered furniture: a sleeping pallet, a writing desk with a wooden stool, and a chest.*

The room holds very little of value, aside from the standard furnishings. The chest is unlocked and contains a wooden holy symbol that looks like a balance (5 sp). Etched into the south wall with a sharp object is the following passage written in Common: "Barnabas Bladecutter was here."

AREA 11 – BROTHERHOOD OF GORM

The room contains three double bunk beds. Five men are seated on the lower bunks deep in conversation. Each man wears iron chain mail over a blue tunic. All wear steel helmets, and each man's face is covered by a golden mask. All their masks are the same, depicting a long-haired, bearded man with a stern gaze.

The five humans are Cynidiceans that belong to the **Brotherhood of Gorm** (see appendix C). The Brotherhood of Gorm controls areas 11, 12, and 24 of the Upper Pyramid. Seeing other non-humanoids, the Brotherhood begin this encounter indifferent. If the characters are aggressive and threatening, it takes little to provoke the Brothers into a battle (see "Developments," below). Otherwise, the Brothers are willing to parley. During this social interaction encounter, if the characters sway the Brotherhood to friendly, one or more characters may be asked to join the Brotherhood (see the sidebar near area 12 for details). If the Brotherhood remain indifferent, no such offer is made, although the Brotherhood does not become hostile and might be willing to trade supplies or information. If the Brotherhood becomes hostile, they attack, as described below in "Developments." It is recommended that this encounter be roleplayed, although several ability checks (such as Persuasion or Insight, although Deception and Intimidation could also be a tactic) could be used.

This room contains the Brothers' equipment, including food and water for five Medium-sized creatures for one week. The only treasure is the Brothers' masks, which are worth 100 gp each.

Developments. If fighting breaks out in this room, the Brotherhood of Gorm in area 12 hear the fighting and rush to help their fellows, with three arriving through the adjoining door after 1 round. The remining two Brothers and their leader exit their chamber, circle around, and attack from the entry door, behind the characters.

AREA 11A – STATUE OF GORM

At the end of the corridor you see a glittering statue. The statue appears to be a smaller version of the bearded man wielding a lightning bolt you saw on top of the pyramid.

The statue appears at first to be made of gold, but a successful DC 14 Intelligence (Investigation) check reveals it is a wooden statue covered with golden paint. The statue is worthless. The statue is about 6 feet high and is firmly set into a heavy stone base. It can be removed with a successful DC 22 Strength check.

AREA 12 – GRAND MASTER OF THE BROTHERHOOD OF GORM

The room has three double bunk beds along the walls. Six men loiter around the room engaged in conversation. All wear chain mail armor over blue tunics. Each man also wears a steel helmet and a golden mask. The masks look like a long-haired, bearded man with a stern gaze.

Five of the humans are members of the **Brotherhood of Gorm** (see appendix C). The tallest, oldest man is **Kanadius, Grand Master of the Brotherhood of Gorm** (see appendix C). He wears a fancier helmet, which is actually magical. Kanadius is stern-looking but basically kindly, once he warms up to you. He prefers to outthink opponents but is brave if fighting is necessary. He is somewhat absent-minded with unimportant details, but not with major ones. He leads his men rather than orders them, and under his leadership, their morale is high. The Brothers will not flee as long as their leader still stands.

This area contains the equipment of the Brothers, including food and water for six Medium humanoids for one week. The Brothers' masks are worth 100 gp each and Kanadius' fancy helmet is a *helm of telepathy.*

Developments. If the party gets into combat in this room, and the other Brotherhood members are in area 11, they respond in 1 round to aid their fellow Brothers.

There is a secret trapdoor under one of the beds in the southeast corner of the room. It requires a successful DC 20 Wisdom (Perception) check to locate. If the characters defeat all the other Brothers, Kanadius may try to escape through this door. It leads down into the secret chamber next to area 24 on Tier 3. If Kanadius escapes, the DM may create a special encounter for later in the adventure. The encounter would be with Kanadius and a dozen Brothers of Gorm who try to revenge their fellows. The special encounter could replace a wandering monster encounter, or it could happen at some place the DM chooses.

Joining the Brotherhood of Gorm

Depending on the course of this encounter, the men may ask some of the characters to join the Brotherhood. Only male martial types (fighters, rangers, paladins, or even monks) of lawful alignment may become full members. Full members also must be human, dwarven, halfling, or elven. Any other character may become a lesser member. Before any characters actually join, Kanadius, the Grand Master of the Brotherhood, secretly tests their sincerity with his *helm of telepathy*. As DM, ask the player what their character's motivation is for aiding the Brotherhood, and their sincerity. Meanwhile, Kanadius uses the *detect thoughts* ability of the helm to discern the true motivations and sincerity of the character. Should the character willingly try to deceive him, Kanadius gives a secret signal to the Brotherhood, and they all attack the following round.

The Brotherhood is not quick to take action against the Zargonites, or the other factions, stemming from a debacle with the last outsiders that allied with this faction. Kanadius is thoughtful and cautious, requiring new members of the faction to prove their worth before granting full trust. This could be accomplished via running errands or undertaking side quests, and eventually earning the respect to attempt the "Gauntlet," a trap-filled labyrinth below the Brotherhood's stronghold in the Lost City.

Any accepted members are taken to area 24 on Tier 3 for a simple initiation ceremony run by Kanadius. Regular members are given tunics, golden masks (100 gp), and any normal armor or weapons they might need during this ceremony. Other characters, if accepted as lesser members, are given a necklace with a small golden mask of Gorm (20 gp) attached.

The Brotherhood has another stronghold deep in the underground city (see area L in chapter 6). Extra masks and necklaces are stored there. It takes about half a day for a messenger to go to the stronghold and return with extra masks and necklaces. While the party waits, the Brotherhood of Gorm aids the characters against wandering monsters. The DM may also treat the Brotherhood's rooms as "safe" (i.e., wandering monster checks are not required). Here, the party can take a long rest without fear of interruption.

Tiers 3 and 4 (Dungeon Level 2)

The second level of the dungeon consists of Tiers 3 and 4 of the pyramid. Tier 3 includes areas 13-24. The third tier contains the headquarters for the Brotherhood of Gorm, the Magi of Usamigaras, and the Warrior Maidens of Madarua. These can become "safe" areas for characters who join these factions.

Tier 4 includes areas 25-40. It holds the burial chambers of King Alexander, Queen Zenobia, and many important court officials from their time.

General Features

Construction. The pyramid is made of large, smooth stone blocks. The rooms are made of bare stone slabs, except where noted otherwise. It's not uncommon for interior locations to be covered with a few inches of sand.

Ceilings. Unless otherwise noted, passage ceilings are 10 feet high, while room ceilings are 15 feet high.

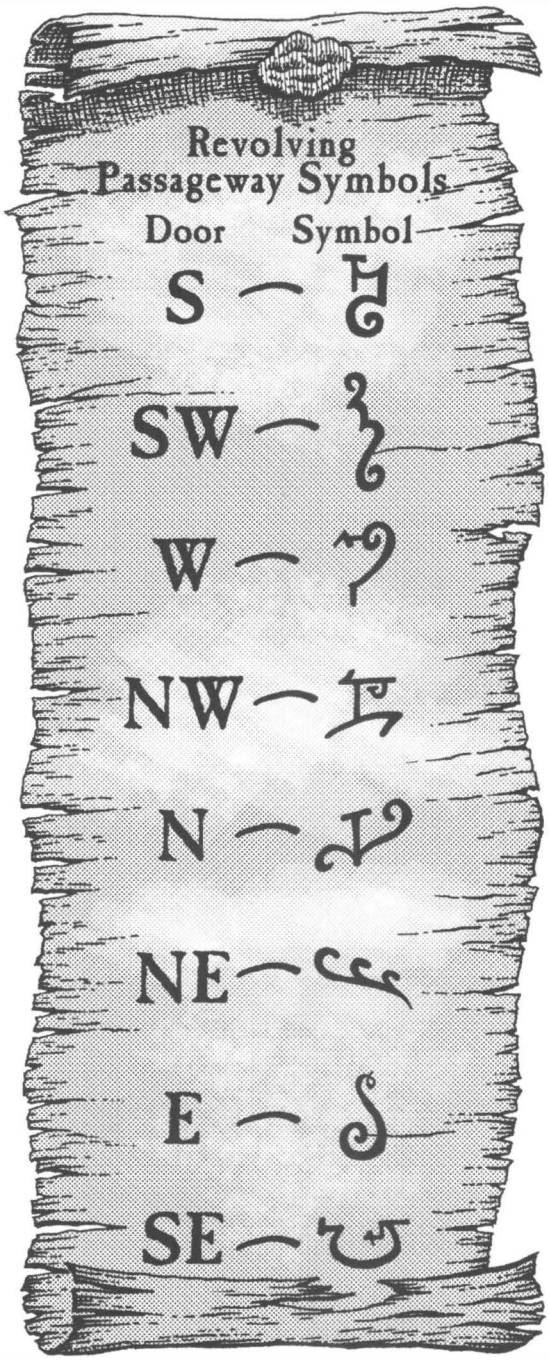
Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. Unless otherwise stated in the room text, the interior of the pyramid is unlit.

Revolving Passage. The central area is the most unusual feature of the third tier. It houses a passage on a turntable. A machine-like system of weights and counterweights makes the passage turn.

On the wall inside each end of the revolving passage is a row of eight buttons. They match the buttons in the halls. When one of these inside buttons is pressed, that end of the passage swings clockwise to line up with the proper hall.

A door to the central area only opens if the revolving passage is lined up with it. Next to each door to the revolving passageway is a button with a symbol on it. These symbols are summarized below and on Handout #4 in appendix D. When the button is pressed, the passage swings clockwise to line up with the door, making faint grinding noises. If the passage is already lined up with the door, nothing happens.



Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. At the DM's discretion, wandering monster checks can be called for if the characters make a prolonged amount of loud noise, such as combat. Roll 1d8 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

BROTHERHOOD OF GORM

This encounter is with a party of the **Brotherhood of Gorm** (see appendix C) traveling to their shrine in room 24. They are either coming from areas 11 or 12 on Tier 2 or are en route from the Lost City. For more details about the Brothers, and how they might react to the characters, see areas 11 and 12.

CYNIDICEANS

The Cynidiceans (see appendix C) are degenerate humans that live underground in the Lost City. They have pale, pasty skin, with bone-white hair and oversized eyes. Cynidiceans typically wear masks and brightly colored robes and often are acting out strange dreams when encountered (see the "DM's Background" section in chapter 3 for more information). A dozen Cynidicean encounters, usable for all dungeon levels, are presented in appendix C. The DM may randomly determine one of these encounters or use them as a guide to design her own.

GIANT BATS

Giant bats inhabit the lower caverns, but occasionally enter the pyramid seeking a route out. One of the giant bats encountered is a giant vampire bat. Treat this individual as a **giant bat** but replace its bite attack with the following:

Blood Drain: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the bat attaches to the target. While attached, the bat does not attack. Instead, at the start of each

WANDERING MONSTERS: LEVEL 2

D8	Encounter	# App	XP	Source	Notes
1	Giant bats	7	50	*MM*, p. 323	See description
2	Brotherhood of Gorm	8	50	Appendix C	
3	Cynidiceans	Varies	Varies	Appendix C	See description
4	Hobgoblins	6	100	*MM*, p. 186	
5	Magi of Usamigaras	5	100	Appendix C	
6	Rock baboons	6	25	Appendix B	
7	Spitting cobras	3	25	Appendix B	
8	Warrior Maidens of Madarua	8	50	Appendix C	

of the bat's turns, the target loses 5 (1d6 + 2) hit points due to blood loss.

The bat can detach itself by spending 5 feet of its movement. After draining 10 hit points, it detaches and flies away to digest its meal. The target continues to lose blood through the wound, losing 2 hit points at the start of each of its turns until administered first aid with a successful DC 11 Wisdom (Medicine) check or receiving any *cure wounds* spell.

HOBGOBLINS

These **hobgoblins** are shock troops for the Priests of Zargon, tasked with either capturing prisoners or general raiding, especially targeting the other factions. They are hostile and attack without cause. If they feel they can overpower the characters, they strike with nonlethal blows (using the flats of their blades), attempting to capture them for transport to the Temple of Zargon below (see area K, chapter 6). If the characters seem to be powerful, they quickly alter tactics to lethal blows.

MAGI OF USAMIGARAS

This is a party of **Magi of Usamigaras** (see appendix C) traveling to their shrine in area 14. For more details about the Magi, and how they might interact with the characters, see area 14.

ROCK BABOONS

Rock baboons (see appendix B) are larger, more intelligent versions of normal baboons. Although omnivorous, these savage primates prefer meat, and are out hunting. Rock baboons do not make tools but use bones or branches as clubs (+2 to hit, 3 [1d6] bludgeoning damage) in addition to throwing rocks. They are ferocious and have vicious tempers.

SPITTING COBRAS

A **spitting cobra** (see appendix B) is a 3-foot-long snake that can squirt a stream of venom at a target up to 10 feet away. It aims for its target's eyes and has a chance to cause blindness. The characters disturbed this nest, creating an aggressive response. If the characters cautiously retreat, the snakes do not pursue.

WARRIOR MAIDENS OF MADARUA

This party of **Warrior Maidens of Madarua** (see appendix C) is traveling to their shrine in area 21. For more details about the Warrior Maidens, see area 23.

DM Note: The outcome of an encounter with one of the three factions often depends on previous encounters. For example, characters who have joined the Brotherhood of Gorm, and are wearing its masks or necklaces, likely find a group of Warrior Maidens to be unfriendly, if not openly hostile, to begin an encounter.

KEY TO TIER 3 (MAP 3)

AREA 13 – ABANDONED CEREMONIAL CHAMBER

This room is a ruined chapel of some kind with tattered tapestries hanging from the walls. A dusty altar along the north wall is covered with a rotted cloth. The candlesticks, offering bowl, and holy symbol on the altar are carved out of wood. The holy symbol looks like an eye. Next to the altar you see a 6-foot-long lizard with wide flaps of skin between its legs.

The creature is a **giant draco lizard** (see appendix B). The beast climbs on top of the altar and launches itself toward the characters, using its flaps to fly. Consider this a special one-time charge attack where the giant draco lizard has advantage on its attack roll. It then fights to the death.

Behind the altar are the remains of a human rogue (perhaps a survivor from the caravan the characters belonged to, if the DM is using that adventure hook). The body has



a full canteen of water (1 gallon) and a sack containing 400 gp and two brown tourmaline gems (100 gp each). The candlesticks, bowl, and holy symbol are made from rare teakwood, worth 50 gp, 25 gp, and 25 gp, respectively.

AREA 14 – CHAMBER OF THE MAGI

Along the north and west walls of this room hangs a large tapestry showing the major constellations. You have interrupted a religious service. Thirteen figures in rainbow-colored robes and silver masks stand in front of a stone, star-shaped altar. The masks match the face of the middle statue on the pyramid, the winged child. The central figure of the group wears a silver crown.

Twelve of the worshippers are the **Magi of Usamigaras** (see appendix C). The one wearing the silver crown is **Auriga Sirkinos, Chief Magi of Usamigaras** (see appendix C). Each Magi has silver lines forming a small star symbol on the palm of their left hand. The silver masks are worth 20 gp each and Auriga's crown is worth 200 gp. Each Magi also has a silvered dagger (worth 100 gp). Although just interrupted, the Magi begin the encounter indifferent, unless the characters are displaying the accoutrements* of one of the other factions. If swayed to friendly, Auriga offers one or more characters of the appropriate types membership in the faction (see sidebar for details). The DM is encouraged to roleplay this interaction, although several successful DC 14 Charisma (Persuasion) checks can be used for a convincing argument. If the characters present evidence that they have opposed another faction, they get advantage on these rolls.

Stout Auriga Sirkinos appears to be jolly and fun-loving. His mirth actually hides a ruthless personality. He is a fanatic who will do anything to promote the cult of Usamigaras and his own power. He tries his best to hide this under a pleasant, even joking, manner. Although he might welcome the characters to the faction, he views them as mere tools and does his best to ensure that he personally retains the most power in the faction. However, if it comes to a choice between the Magi of Usamigaras or the personal power of Auriga Sirkinos, he chooses personal power.

If combat occurs, the Magi with defensive spells—such as *blade ward, fog cloud, grease, mage armor, protection from good and evil,* and *shield*—cast them, and one Magi casts *hold portal* on the door to prevent escape. Meanwhile, offensive spells—including *charm person, color spray, ray of sickness,* and *sleep*—are cast at the characters. These are designed to incapacitate the characters, not kill them. Should this plan fail, the Magi switch to 1st-level spells such as *magic missile* and *thunderwave*. Auriga augments this magical barrage with *ray of enfeeblement* and *color spray.* Should defeat appear inevitable, he casts *darkness* and attempts to flee out the door, placing *hold portal* on it to make good his escape back to the Lost City. If the characters are all disabled, they will be tied up and eventually transported to the Magi stronghold in the Lost City (see area M, chapter 6).

MAGI SPELL SELECTION

In the original version of *B4: The Lost City*, the Magi were all 1st-level magic-users, and each could cast a different 1st-level spell. If the DM feels confident managing an encounter with 12 spellcasters, each with a slightly different list of prepared spells, consider swapping out the Magi's *detect magic* spell (as presented in appendix C) with these spells, one for each Magi:

- *charm person*
- *color spray*
- *fog cloud*
- *grease*
- *hold portal* (see appendix A)
- *mage armor*
- *protection from evil and good*
- *ray of sickness*
- *shield*
- *sleep*
- *Tenser's floating disk*
- *thunderwave*

Hidden inside the stone altar is a secret compartment that can be located with a successful DC 17 Wisdom (Perception) check. It is protected by a poison needle trap, that can be detected with a successful DC 15 Intelligence (Investigation) check. The needle trap can be disarmed with thieves' tools and a successful DC 18 Dexterity check. Anyone who tries to open the compartment without finding and disabling the trap triggers it. The needle causes 1 piercing damage, and the target must make a successful DC 14 Constitution saving throw or suffer 9 (2d8) poison damage and become poisoned for 1 hour. Inside the compartment is a *+1 mace* and a driftwood *wand of magic detection* with its command word ("nifd-enacra") carved on its shaft.

AREA 14A – MAGI OF USAMIGARAS

This corridor has been painted black with tiny white stars to resemble the night sky. The door on the west wall is iron and has a star carved into it.

The western door is unlocked. If the characters open the door, a bell begins to ring. Continue with the area 14 description.

Joining the Magi of Usamigaras

If the party doesn't attack, they may learn that the Magi of Usamigaras is another cult trying to restore the lost glory of Cynidicea. All current members are Cynidiceans, but the Magi are willing to let outsiders join, unless they have already pledged allegiance to another faction. Only wizards, sorcerers, rogues, and clerics may become full members. Only humans and elves are granted full membership as well. Other classes and races may only become lesser members. Full members are initiated by placing their left hand on the center of the altar, palm down. They then recite the pledge in Cynidicean: "I, (character's name), do hereby pledge to serve and obey the great Usamigaras." When he or she says the name "Usamigaras," a five-pointed star is then magically burned into the character's left palm. Full members are then given silver masks (20 gp), silvered daggers (100 gp), and rainbow-colored robes.

Lesser members are not initiated; instead, they are given a silver ring (5 gp) carved with Usamigaras's face. The robes, masks, daggers, and rings are kept in a stronghold in the underground city. It takes about half a day for them to be fetched. While the party waits, the Magi aid them against wandering monsters and provide ample food and drink. The DM may declare areas 14 and 14a safe from wandering monsters during this time, allowing the characters a place for a long rest.

Auriga is not too fond of the characters' arrival or the idea of them joining the faction, despite the vocal pleas from his underlings. (This group is led by Loraya, a young female **Magi of Usamigaras** [see appendix C] of high morals, who clearly feels they need additional support in their plight.) He would prefer to trade magic items to the characters for any inscribed spells. Alternatively, he could order the new members on side quests to recover lost lore or inscribed spells. If the characters succeed and gain renown in the faction, at the DM's option, Auriga could be a traitor. After using them, he betrays them and aids in their capture by the Zargonites.

AREA 15 – QUARTERS FOR THE MAGI OF USAMIGARAS

This room contains six double bunk beds. At the foot of each bunk bed are two wooden chests. The room looks clean and well kept.

The wooden chests are unlocked footlockers. They contain spare robes and various personal belongings, but nothing of great value. The Magi in area 14 stay here when away from their faction's Lost City stronghold.

There is a secret door centered along the south wall. It can be located with a successful DC 18 Wisdom (Perception) check, and is opened by pushing on the right-hand side, revealing a center pivot.

AREA 16 – QUARTERS FOR THE CHIEF MAGI OF USAMIGARAS

This is a comfortable-looking bedroom that shows signs of recent occupation. Chained to the foot of the metal bed is a large gray wolf. The wolf growls when the door is opened.

The **wolf** was captured as a cub and has been trained to act as a watchdog. It is guarding the personal funds of Auriga Sirkinos. The chain is about 10 feet long and its lock can be picked with thieves' tools and a successful DC 12 Dexterity check. Although the wolf is chained to the bed, the metal frame is light, and the wolf can move the bed with some effort. Its speed is reduced to 15 feet, and it has disadvantage on all attack rolls during a turn in which it moves.

Under the bed is a locked chest; it takes thieves' tools and a successful DC 17 Dexterity check to unlock, and it holds 2,500 sp and 200 gp.

Auriga has the keys to unlock the wolf's chain and the chest.

AREA 17 – ABANDONED STOREROOM

All four walls of this chamber are occupied with shelves. Most of these are empty, but some contain old crates. The shelves are covered with dust and a vile-looking yellow fungus that grows in large, thick clusters.

The yellow fungus is yellow mold (see "Dungeon Hazards" on p. 105 of the *Dungeon Master's Guide*). The mold covers shelves along all four walls, the equivalent of 18 patches of yellow mold. If a patch is disturbed, it releases a cloud of spores in a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or suffer 11 (2d10) poison

damage and become poisoned for 1 minute. While poisoned, a creature suffers 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself with a successful save. Sunlight or any amount of fire damage instantly destroys a patch of yellow mold.

There is a secret door concealed in the center of the south wall. The door can be located with a successful DC 20 Wisdom (Perception) check, but this certainly disturbs the two yellow mold patches on these shelves. The stone door is difficult to open, requiring a DC 12 Strength check and swings inward to area 17a.

AREA 17A – WATER TRAP

When a Medium-sized character crosses the room, the DM rolls 1d6. On a roll of 1 or 2, the character steps on a hidden pressure plate, triggering this trap. Both doors slam shut, and water pours into the 10-foot-by-20-foot chamber from concealed vents high up in the walls. Both doors are now considered barred and need to be forced open. Two feet of water fill the chamber per round, so after 3 rounds characters need to start to hold their breath. A Strength check to force a door while underwater is made with disadvantage, but a second character can use the Help action to assist.

The ceiling is 20 feet high here, so it takes 10 rounds for the chamber to fill with water. Five minutes after the room fills with water, concealed drains in the floor open. The water drains out, and the trap automatically resets.

Developments. If a character opens the door to area 18 while the water is still pouring in, the water rushes into area 18, sweeping characters in unless they make a successful DC 13 Dexterity saving throw to grab onto the door threshold. The water overturns the basket in area 18 and releases the pit vipers inside it. The agitated snakes attack. The water then disappears down concealed drains along the east wall.

AREA 18 – SECRET ROOM

This area looks empty except for a large wicker basket in the middle of the room.

Coiled atop the pile of treasure in the basket are two 5-foot-long pit vipers (use the statistics for **poisonous snakes**). Due to their innate quickness, pit vipers have advantage on their initiative rolls. If disturbed, they attack and are quite adept at swimming, should the room become flooded from the trap in area 17a. They fight until defeated.

The wicker basket contains 3,000 sp and with five gems mixed in. These are a jagged piece of obsidian (10 gp), a bloodstone with reddish-orange flecks (50 gp), two creamy white pearls (100 gp each), and a peridot (500 gp).

AREA 19 – STOREROOM

This 30-foot-square room is filled with crates and casks. Four large brown beetles, each about 3 feet long, are busy boring into the soft wood with their wicked mandibles.

The four beetles are **giant oil beetles** (see appendix B). When the encounter begins, the beetles are preoccupied with the crates. If the characters cautiously close the door, they can avoid an encounter with these vermin. Otherwise, the giant oil beetles gladly shift their attention to a "fresher" food source. Each beetle has a 75% chance of squirting oil on its first turn in combat; it then switches to bite attacks while its oil recharges.

The crates are filled with dried food and the casks are filled with wine. There are six casks, each holding 10 gallons of poor-quality wine (2 gp each). The food was recently stored here by the Magi of Usamigaras and is edible. There is enough food to feed 12 Medium-sized creatures for two weeks. As long as the crates and casks have not been broken open by the beetles (a task that takes several more minutes), the food and wine is suitable for consumption, even if the crate or barrel has been sprayed with the beetle oil.

AREA 19A – SHIFTING WALL

At the end of this short corridor is an 8-foot-tall bronze statue of a winged child with two snakes entwined around its body. It holds a wand in one hand and a handful of coins in the other. The statue looks firmly connected to the wall.

This statue of Usamigaras is hollow and hides a shifting wall. If the wand is pulled left, the wall shifts westward to the end of the hall. It blocks the last 10-foot section of the hall, and thus the door to area 15. However, it provides access to the door to area 14. The wall stays there for 30 minutes before moving back to its original position. It takes a full minute for the wall to move into position and then back to its original location.

If the wand is pulled to the right, the statue breathes out a cloud of choking gas that fills the 30-foot length of the corridor. A creature in the poison gas cloud takes 1 poison damage at the start of its turn and must make a successful DC 13 Constitution saving throw or gain the poisoned condition for 1 hour. The gas dissipates after 20 minutes. There is only 1 gas charge in the statue, requiring the Magi reset the trap when necessary.

AREA 20 – ABANDONED CEREMONIAL CHAMBER

This room looks like a ruined chapel. It appears to have been looted and deliberately wrecked. The stone altar has been smashed, and no ceremonial accoutrements are present. The word "Zargon" has been scrawled on one wall in large letters.

This ceremonial chamber of the old gods of Cynidicea was wrecked by the followers of Zargon centuries ago. Except for the wreckage, the room is empty.

AREA 20A – ENTRANCE TO TIER 4

A 20-foot-long section of the floor in the southern part of the room has been hinged to swing down to the west when anyone steps on it. A successful DC 11 Intelligence (Investigation) check is required to locate the concealed catch and discover its trigger. This releases the floor, which swings slowly down to rest against a ramp in area 38, located on Tier 4. The hinged floor section provides a route to that lower tier of the Upper Pyramid. Once opened, characters can walk down the floor section into area 38.

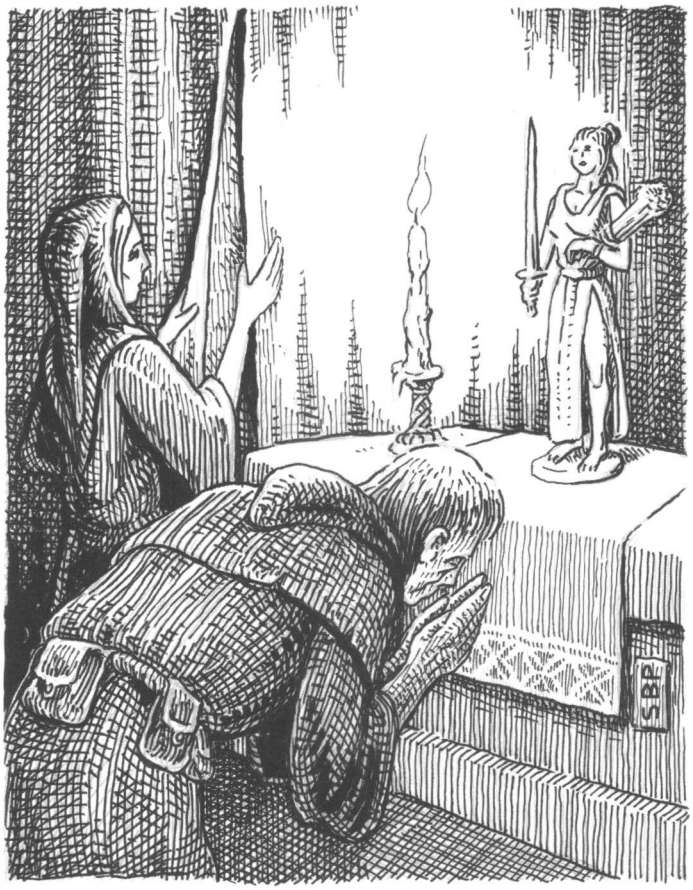
AREA 21 – CHAMBER OF MADARUA

The door to this room is locked, requiring thieves' tools and a successful DC 15 Dexterity check to unlock. Pandora (see area 23) has the key. If the characters cannot unlock the door, it can be forced or destroyed by weapon blows, although this loud process alerts the Warrior Maidens in area 23. They come to investigate in 1 minute.

Once the door is opened, continue with the following:

Near the northeast corner of this room is an altar covered with a green and white cloth. On the altar sits a 3-foot-tall statue of a woman holding a longsword in one hand and a sheaf of wheat in the opposite. To each side of the statue burns a large white candle. In front of the altar itself, incense burns in three small braziers. White drapes hang on all the walls and the floor is covered by a lush green carpet. The room is dust-free and has been scrubbed clean. The room does not appear to be currently occupied.*

The Warrior Maidens of Madarua keep their shrine clean, with candles and incense burning year-round. From tiny holes in the wall, hidden by the hanging white cloth, the Warrior Maidens in area 23 can hear any loud noises. The sound carries through area 22, which also has been fitted with listening holes. Unless all the characters are using Stealth, the Warrior Maidens investigate any loud noises in this chamber after 1 minute. If any character



desecrates*, or is in the process of desecrating, the shrine when the Warrior Maidens arrive, they are hostile. Otherwise, they are indifferent.

Behind the drapes on the south wall, a secret door to area 22 can be located with a DC 20 Wisdom (Perception) check.

AREA 21A – ARCH OF THE WARRIOR MAIDENS

You see two 10-foot-tall statues of women warriors. The fighters wear masks with the face of the female statue on top of the pyramid. The two statues stand with spears outstretched to form an arch. The only way down the corridor appears to be in single file under the crossed spears.

Just beyond the arch formed by the spears is a hidden pressure plate in the floor. It requires a successful DC 20 Wisdom (Perception) check to locate the pressure plate. Each time someone steps on the plate, a hidden chime rings in area 23. The chime warns the Warrior Maidens that someone is approaching the shrine and reveals how many are in the party.

AREA 22 – TREASURE ROOM OF THE WARRIOR MAIDENS OF MADARUA

The room appears to be empty except for a large stone vault in the middle of the east wall. The vault has a keyhole. It looks like the stone slabs that make up the vault are too heavy to be moved.

The vault is trapped, of course. The trap can be detected with a successful DC 20 Wisdom (Perception) check. The leader of the Warrior Maidens (see area 23) has the key, but the lock can be picked with thieves' tools and a successful DC 17 Dexterity check. Any character standing in front of the vault who fails to open it on the first attempt releases a stone block from the ceiling. The target must make a DC 15 Dexterity saving throw or be struck by the stone slab, suffering 10 (3d6) bludgeoning damage.

There are secret doors in the north and south walls. The northern one can be found with a DC 15 Wisdom (Perception) check and is then easy to open. The southern one can be located with a successful DC 20 Wisdom (Perception) check. The door is a solid block of stone, designed to slide into this chamber after the concealed catch is released. Figuring out the catch release requires a successful DC 11 Intelligence (Investigation) check and 1 minute of time.

The stone vault contains the treasure of the Warrior Maidens. Inside the vault are the following coins in organized stacks: 600 ep, 1,000 gp, and 300 pp.

Development. If the stone block trap is triggered, the Warrior Maidens in area 23 are alerted and use the secret door to arrive in this chamber. Unless the characters can do some fast talking, the Maidens are hostile, assuming the characters are stealing their treasure.

AREA 23 – WARRIOR MAIDENS OF MADARUA

Ten women are seated around a table. They all wear bronze chain mail over green tunics. Each woman's face is covered by a bronze mask depicting the face of the woman whose statue is atop the pyramid.

Nine of the women are **Warrior Maidens of Madarua**, and the tenth—their leader—is the tallest and oldest of the women, **Pandora, Champion of Madarua** (see appendix C for both). Pandora is noticeably stronger than the other warriors, and one of her shortswords glows blue. She also carries the key to the treasure vault in area 22, hidden in her left boot. A successful DC 13 Intelligence (Investigation) check is required to find the key secluded in a flap of leather. The bronze masks worn by the women are ornately designed and are worth 15 gp each.

Pandora prides herself on being a simple fighter, but she is a cunning opponent. She claims that swift action is the best solution to any problem. "When in doubt, attack," she often says. She is actually much subtler than she leads people to believe. She always keeps track of the odds. While she often uses force to settle problems, she tries to make sure that the odds are in her favor. She is respected by the other warriors, and they fight to the death while she still stands to lead them. She is openly friendly to outsiders and welcomes appropriate candidates to the faction.

If the characters were observed desecrating the Warrior Maidens' shrine (area 21), stealing their treasure (area 22), or openly supporting one of the other factions, the Warrior Maidens begin the encounter hostile. In this case, it requires fast talking and a successful DC 15 Charisma (Deception or Persuasion) check to halt their attack long enough to open negotiations. Otherwise, the Warrior Maidens are indifferent, and curious regarding the arrival of such strangers. Pandora, always interested in stacking the odds, could be convinced to allow one or more of the appropriate characters to join their faction (see sidebar for details). This likely requires astute roleplaying, or a few successful DC 15 Charisma (Persuasion) checks. If the characters produce any evidence they have clashed with any of the other factions, these checks are made with advantage.

The secret door in the north wall works the same way as described in area 22. A character unfamiliar with its operation must make a successful DC 20 Wisdom (Perception) check to locate it, and then spend 1 minute and make a successful DC 11 Intelligence (Investigation) check to figure out how to open it.

AREA 24 – CEREMONIAL CHAMBERS OF GORM

The walls, ceiling, and floor of this room have been painted sky blue. A golden marble altar, surrounded by golden candleholders and braziers, rests along the middle of the east wall. On top of the altar is a small stone statue of a bearded man throwing a lightning bolt. Next to the statue rests a golden bowl.

These are the ceremonial chambers of Gorm, where new members of the Brotherhood are initiated. Non-members are forbidden in this room. The initiation is simple. The character dresses in a white robe and ritually washes his hands in the bowl (which contains water). He draws his weapon and kneels before Gorm's altar and then swears to

Joining the Warrior Maidens of Madarua

The Warrior Maidens of Madarua are another group trying to restore the lost glories of Cynidicea. Specifically, they martially oppose the Cult of Zargon, believing (and rightly so) that the monster's allies are undercutting the Cynidicean society. All the current members are Cynidicean female fighters, but they are willing to take female outsiders as members. Female martial characters (including fighters, rangers, and monks—but not paladins) are welcome to become full members. In addition to humans, dwarves, halflings, and elves can become full members of the Warrior Maidens of Madarua, but gnomes, half-orcs, and dragonborn are naturally distrusted. These races can only join if they have proven themselves in battle. All other characters may only become lesser members.

Characters wanting to become full members need to undergo a short initiation ceremony. The character draws her sword and pricks one of her fingers with it. She then smears the blood from her finger on the sword blade. The sword is then placed on the altar of Madarua, while the character swears to uphold the honor of Madarua, even with her own blood if necessary. Finally, a small sickle is branded on the inside of the initiate's left wrist. Full members are then given bronze masks (15 gp) and green robes.

Lesser members are not to be initiated but can attend the ceremony. Lesser members are given a bronze bracelet (5 gp) showing Madarua's face. The bracelets, robes, and masks are kept in a stronghold in the underground city. It takes about half a day for these items to be fetched. While the characters wait, the Warrior Maidens aid them against wandering monsters. Food and drink are provided, and areas 21 through 23 are considered to be a "safe" area. No wandering monster checks are made, and the characters can enjoy the benefits of a long rest without interruption.

uphold the ideals of the Brotherhood and to promote the worship of Gorm. Finally, the new member receives a tattoo of a blue lightning bolt on his right shoulder.

There are two gold candelabras (50 gp each) and four small gold braziers (75 gp each). The golden bowl is plain and worth 150 gp.

The secret door in the west wall requires a successful DC 18 Wisdom (Perception) check to locate. The door pivots on a center pole and can be opened by applying pressure on the left-hand side. Beyond is a 20-foot corridor with a ladder at the far end that leads up to area 12 on Tier 2.

AREA 24A – DOOR TRAP

You see an iron door at the end of the corridor. The door has three lightning bolts engraved on it.

The door guards the ceremonial chamber of Gorm (area 24). When anyone comes within 10 feet of the door, it glows with a crackling blue light. Anyone who touches the door without saying the proper words automatically takes 2 (1d4) lightning damage. Once the words "By the great god Gorm" are spoken in Cynidicean, the door stops glowing and it is safe to enter.

The door is locked, and Kanadius (see area 12) has the key. The door lock can be picked by a character willing to take damage during the attempt. It requires thieves' tools and a successful DC 17 Dexterity check to pick the lock. Each failed attempt incurs more damage.

Key to Tier 4 (Map 4)

Tier 4 holds the burial chambers of King Alexander, Queen Zenobia, and major nobles, clerics, and others who lived during their reign.

AREA 25 – NOBLEMAN'S BURIAL ROOM

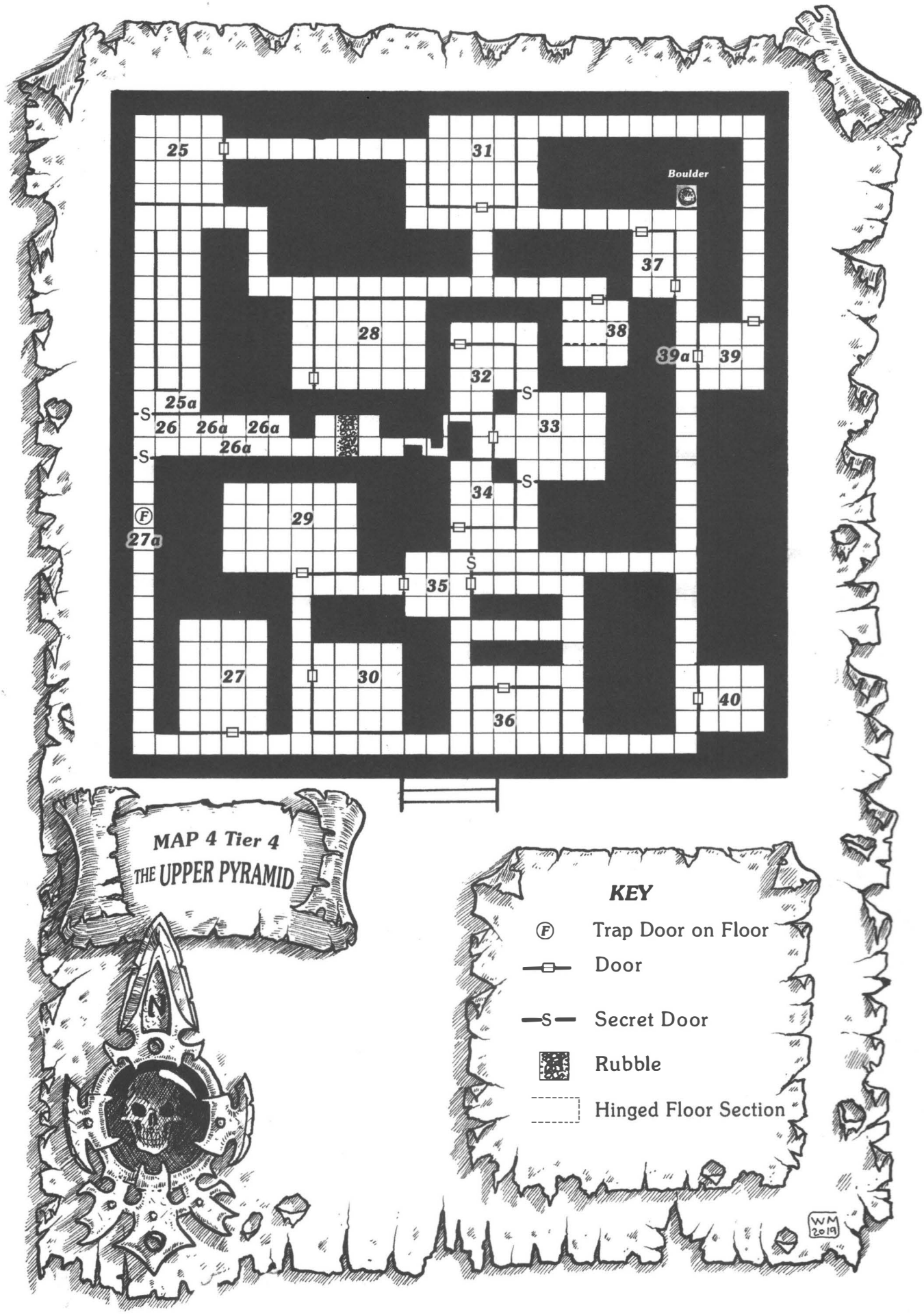
This room has scenes of warfare painted on the walls. It also has a large wooden sarcophagus standing upright along the south wall. Painted on the outside of the sarcophagus is the picture of a warrior in armor. Squatting on each side of the sarcophagus is a large ape with white fur.*

These two creatures are white **apes**. The white apes have made this room their lair. When the room door is opened, the apes beat their chests and threaten the party, clearly an act of hostility. If their threats are ignored, they attack anyway. These primates have gathered a plentiful supply of rocks for use as ranged weapons to defend their lair.

Inside the sarcophagus is a mummified body wearing plate armor and holding a longsword. Although the longsword does not glow, it is a magical *+1 longsword.*

AREA 25A – GHOSTLY HAUNTS

As you walk down the corridor, the shimmering, ghostlike figures of a man and a woman appear before you. They are


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MAP 4 Tier 4
THE UPPER PYRAMID
KEY
F Trap Door on Floor
Door
S Secret Door
Rubble
Hinged Floor Section
WM 2019



dressed in royal robes, and both wear golden crowns. The man raises his hand and gestures for you to stop.

"Go no further," he warns, "lest the curse of King Alexander overtake you!"

"I am Queen Zenobia," the woman says. "Turn back; only death awaits you!"

The shimmering figures of King Alexander and Queen Zenobia are haunts*. After they deliver their dire warning, each character that can see and hear the haunts must succeed on a DC 14 Wisdom saving throw or become frightened for the next 1 minute. This effect is similar to a fear spell. Affected characters drop whatever they are holding and must take a Dash action to move away from the haunts.

The haunts are otherwise harmless. The haunts are incorporeal and cannot be hurt by physical attacks or spells. They materialize each time a living creature enters the corridor. A character making a successful saving throw can pass through the corridor normally.

The secret door on the southern wall can only be located if a character gets past the haunts. It can be located with a successful DC 15 Wisdom (Perception) check, since the door is slightly off-color from the surrounding walls. The stone surface slides to the west to provide access to area 26.

AREA 26 – TOMB ANNEX

The floor of this long, narrow room has a red and white checkerboard pattern of 2-foot-by-2-foot squares. Court scenes are painted on the north and south walls. In the east wall, there is a 2-foot-high opening at floor level near the southeast corner.

This hall is the annex to the burial chambers of King Alexander and Queen Zenobia. This corridor was kept open when the pyramid was built in order to bring in the bodies of the king and queen. After the funerals, the corridor was sealed from the outside.

AREA 26A – TOMB TRAPS

Three pendulum blades are hidden in the ceiling. It requires a successful DC 18 Wisdom (Perception) check to discover the trap before it is triggered. A target that makes this check has advantage on its first Dexterity saving throw to avoid the blades. Each of the pendulum blades need to be located separately and likewise each needs to be disabled with a separate action. It requires thieves' tools and a successful DC 21 Dexterity check to disable each pendulum blade. If a character walks on any of the three marked squares, roll 1d6. On a roll of 1 the trap is triggered. Victims caught in the trap, or characters who try to run through the swinging blades, must make a DC 15 Dexterity saving throw or suffer 11 (2d10) slashing damage. The pendulum shafts are covered with a sticky green goo that looks like green slime, but the goo is harmless. The blades swing for 10 minutes, then automatically reset.

Special 10-foot-square ceiling blocks were designed to fall and block the passage after the burials. The 2-foot-high opening in the east wall was formed when one block failed to fall all the way. The result is a 2-foot-high crawlspace between the floor and the bottom of the block. A Medium-sized creature can squeeze through the area. The block looks like it will fall no further, but the DM should increase the tension by telling the party that they hear creaking noises coming from the stone block as they are crawling underneath it.

The next obstacles the party must overcome are two stone blocks that cracked into rubble when they fell. It takes the characters 2 man-hours to clear away enough rubble so they can go further. For example, it would take two characters an hour to clear the rubble, but four characters would only take 30 minutes. This is a noisy process, so the DM should make an extra wandering monster check during the excavation.

The final obstacle is a narrow, twisting corridor, wide

enough for but one Medium-sized creature to pass through at a time. The corridor was formed when several stone blocks fell crookedly.

AREA 27 – COUNCILOR'S BURIAL ROOM

The door to this room has a 2-foot-wide hole in it near the floor.

When the characters enter the chamber, continue:

Painted on the walls of this room are scenes of a throne room with a man giving advice to kings and queens. In the center of the room lies a wooden coffin. Large holes have been gnawed in the sides of the coffin.

The holes in the coffin and the door have been gnawed by three **giant shrews** (see appendix B). The giant shrews have burrowed through a weak spot in the door and use the hole as an exit when they go hunting in the pyramid corridors. The giant shrews now lair inside the coffin. The body and any treasure that was once inside have been stolen.

Like bats, giant shrews depend on sound "echoes" to "see." Therefore, a *silence* spell blinds them while in its area of effect. This fact can be recalled by a character spending an action and making a successful DC 12 Intelligence (Nature) check. The giant shrews attack with ferocity once they detect potential prey in the chamber, and they fight to the death.

AREA 27A – TRAPDOOR

In the middle of the floor at this point is a large stone slab with a bronze ring bolted deeply into it.

The slab is a trapdoor. It is heavy and requires a successful DC 17 Strength check to open, although another character can Help with this check. When the trapdoor is opened, the party discovers an iron ladder leading down to area 44 on Tier 5.

AREA 28 – HIGH PRIEST'S BURIAL ROOM

The door to this room is scorched, as is the end of the corridor. The outline of a man-sized humanoid form is etched into the scorched wall section. The door to the room is slightly open, but not enough to see inside.

The man-sized outline is that of a ghoul. The ghoul was blasted to ashes when it accidently triggered the magical trap guarding the door. Now that the trap has been triggered, the door can be opened safely.

Along the walls of the chamber are paintings of a priest performing ceremonies. On a raised dais* in the middle of the room lies an open bronze sarcophagus. Here, three hideous, beast-like humanoids are tearing a mummified body apart with their sharp claws. The three creatures are **ghouls** and when disturbed ignore the mummified body they are feeding on and move to attack.

Tossed inside the sarcophagus is a gold necklace set with blue and purple quartz (1,500 gp) and two gold bracelets studded with rosy quartz (600 gp each). The ghouls have stripped them from the body and discarded these valuables.

AREA 29 – EMBALMING ROOM

This room contains several large stone tables. Around the walls are a number of large jars and casks. There is a bin in the northwest corner of the room.

This room was used for embalming* bodies prior to burial. Concealed in the dimness of the room are five **shadows**. They use their Shadow Stealth trait to attempt to surprise the characters. These intelligent ghost-like creatures look like real shadows. Shadows have many damage resistances and immunities, so the DM might want to warn the characters if their attacks are ineffective, or even encourage them to flee. Note that a cleric turning undead or the use of radiant damage sources might sway the tide of battle.

If the party destroy the shadows, they can search the room. The jars and casks are filled with various spices used in embalming. The spices have been stored in this room so long that they are now worthless. The bin is filled with rotten linen winding cloths. Underneath the rotten linen are several worthless embalming tools plus a *potion of invisibility*. Hidden under a cask covering an open cavity carved into the floor is an unlocked chest. It requires a successful DC 14 Wisdom (Perception) check to find the chest. The chest is filled with 3,000 gp.

AREA 30 – LADY-IN-WAITING'S BURIAL ROOM

The door opens to reveal a 40-foot-square chamber. A white ivory coffin lies in a niche in the east wall. Painted on the walls are scenes from court life, focusing on the life of ladies-in-waiting to a queen.

The floor of this room is covered with a thick layer of dust. Except for the coffin, the room is empty. The coffin itself is also empty.

AREA 31 – GUARD CAPTAIN'S BURIAL ROOM

A mummified human in plate armor and holding a halberd stands at attention against the west side of the south wall. Grouped around the mummy are nine skeletons holding longswords, also at attention.

The mummified body is one of the guard captains from the reign of King Alexander. It is not undead and its armor and weapons are functional. The nine **skeletons** are animated and attack the party as soon as the characters enter the room proper. They are armed with longswords, wielded with two hands (+2 to hit, 5 [1d10] slashing damage). The skeletons fight until destroyed.

There is no treasure here.

AREA 32 – QUEEN ZENOBIA'S BURIAL CHAMBER

The walls of this room are plain stone. An oblong box made from stone slabs lies in the center of the room. The box is 3 feet high, 7 feet long, and 3 feet wide. Written in several languages on the side of the box are the words: "May the curse of darkness destroy all who dare desecrate my resting place."

The stone box contains the wooden coffin of Queen Zenobia. If the coffin is opened, the party discovers that Zenobia is now a **wight**. She attacks as soon as the coffin is opened, and unless the characters take precautions, she is granted surprise by the suddenness of her attack. She has no weapons, so she is limited to using her Life Drain.

The queen's chamber once contained a treasure trove. However, the only treasure left is the gold crown set with rubies she wears (5,000 gp) and her scepter, a gold-gilded shaft set with mother-of-pearl. Although it appears to be worth 250 gp, it is actually a *wand of paralysis*. The command word ("ffits") can be found cunningly hidden along the shaft with a successful DC 17 Intelligence (Investigation) check. Since becoming a creature of darkness, she has forgotten how to use the wand.

AREA 33 – FALSE TOMB

This room contains two large sarcophagi gleaming with golden highlights. One sarcophagus is marked "Alexander," the other is marked "Zenobia." Surrounding the sarcophagi are a number of large wooden chests. The room is littered with broken objects: two smashed thrones, a broken chariot, smashed pottery, broken weapons, and torn clothing. Piles of bones cover the floor. On the walls is a mosaic showing famous events from the reign of King Alexander and Queen Zenobia.*

This is not the real tomb of King Alexander and Queen Zenobia. This is a fake tomb to fool graverobbers. The bodies inside the sarcophagi are actually those of royal slaves. The real burial chambers of the king and queen are areas 32 and 34, respectively.

The sarcophagi are made of wood, painted to look like gold. This fact can be discerned with a successful DC 14 Intelligence (Investigation) check. The chests contain small items a king and queen might need in the afterlife. All the items have been ritually "killed" (broken, ripped, or smashed) just like the larger items littering the floor. The piles of bones are the remains of royal slaves and royal animals killed after the funeral.

The four chests are unlocked and apparently contain 5,000 sp, 3,000 ep, 6,000 gp, and 2,000 pp, respectively. In the sarcophagi are 50 assorted gems and 12 pieces of jewelry. All coins and treasure are cheap counterfeits, which can be determined with a successful DC 15 Intelligence (Investigation) check. The actual value of all the items in the room is only 450 gp.

There are two secret doors concealed in this chamber. Each leads to a real tomb: one for the king and one for the queen. The doors are cunningly hidden, requiring a successful DC 21 Wisdom (Perception) check to locate. If the characters tap on the walls with a hard object, they have advantage on the checks to find the secret doors due to hollow sounds. Each door has an elaborate locking mechanism that needs to be tripped before it can be opened, requiring a successful DC 15 Intelligence (Investigation) check. Of course, the characters could also break down the stone doors (AC 18, 40 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage), but this creates quite a bit of noise which requires at least an extra wandering monster check.

AREA 34 – KING ALEXANDER'S BURIAL CHAMBER

The walls of this room are bare. In the center of the room is an oblong box made from stone slabs. Suddenly, rising out of the stone box is a translucent, ghost-like figure. The pale figure has glowing red eyes and a gaping dark mouth.

The figure is a **banshee**, a twisted, evil undead creature that mourns for King Alexander. It is guarding King Alexander's grave and begins the encounter by wailing. The DM should describe the banshee's piercing wail and tell

the party they can feel an icy, death-like chill. If the characters heed the warning, any who win initiative can flee and leave the area of effect. Otherwise, all creatures within 30 feet of the wailing must succeed on a DC 13 Constitution saving throw or be reduced to 0 hit points. If it still faces combatants following the wail, the banshee uses its Horrifying Visage or touch attack as appropriate.

King Alexander's tomb was looted long ago, except for the treasure inside a wooden coffin secluded inside the stone box. King Alexander wears a gold crown set with diamonds (5,000 gp). The body is clad in *+1 plate armor* and a *+2 greatsword* lies by its side.

AREA 35 – SLAVES' BURIAL ROOM

This room is filled with twisted piles of bones on the floor. Several intact skeletons are strewn about among the piles like discarded playthings. They cover the floor so thickly that it is impossible to walk across the room without walking on bones.

The floor of this chamber is considered difficult terrain. The skeletons are the remains of household slaves belonging to the various individuals buried in the pyramid. Upon the deaths of their masters, the slaves were herded together and killed, then unceremoniously tossed into this room. The skeletons are merely bones and not undead. There is nothing of value among the bone piles.

There is a secret door situated on the east wall. It can be located with a successful DC 17 Wisdom (Perception) check. The door trigger is a concealed knob that needs to be twisted counterclockwise, allowing the door to slide to the left.

AREA 36 – CHAMBERLAIN'S BURIAL ROOM

The walls of this room show painted scenes of a man signing documents and organizing tax collection. A wooden coffin that has been smashed open is lying on the floor. Six pale-skinned humans stand around the coffin, picking through the splintered wooden fragments. The all have pallid skin and sport wounds grievous enough to kill a normal person.

The six humans are **zombies**. They mindlessly shamble to attack the party on sight and some of them grab jagged pieces of timber to bludgeon their targets. These improvised greatclubs are wielded two-handed (+3 to hit, 5 [1d8 + 1] bludgeoning damage); the other zombies rely on slam attacks, and all fight until destroyed.

The coffin has already been looted.

AREA 37 – GIANT RAT LAIR

This room appears to be empty except for an oddly shaped mound in the southwest corner of the room. Rustling and faint squeaking noises seem to come from the mound.

Ten 3-foot-long, gray rats have made a nest out of discarded rotting cloth, burlap, and organic woody debris in the corner of the room. These are **diseased giant rats**. If the nest is disturbed, the rats attack to defend their lair. If the characters avoid the nest, there is only a 30% chance the rats become aggressive and attack. If six or more of the rats are defeated, those remaining flee into a small passage in the west wall.

The rats' nest conceals a small hole in the west wall. This hole is just big enough for a Small-sized creature (such as a giant rat) to squeeze through. It leads toward the corridor to the west, but it terminates at a rough-hewn cavity, the giant rat's nest. Inside the rat's nest are 300 gp and four matching pieces of alexandrite (500 gp each).

AREA 38 – JESTER'S BURIAL ROOM

DM Note: The floor from the tier above (area 20a) swings down to meet a ramp in this room. The hinge and edges of this opening can be observed when the characters enter the chamber.

Painted on the walls of this room are court scenes showing King Alexander and Queen Zenobia being entertained by a dwarven jester. A small coffin rests in a niche in the east wall and in each corner of the room is a 4-foot-high brass jar.

If the lid of the coffin is touched, it springs off and an oversized wooden model of the head of the dwarven jester, painted in bright colors, springs up. The head is attached to a coiled spring like a jack-in-the-box. Although it likely startles the characters, the effect is otherwise harmless. The coffin also contains the ashes of the jester.

The brass jars look empty, but items put completely into any of them are instantly teleported into a large concealed hollow beneath the coffin. The jars were used by the jester as his master trick, in which he made items disappear to amuse the court. The characters can locate the 8-foot-diameter hollow by simply moving the coffin, or via a successful DC 16 Wisdom (Perception) check. The hollow is empty, unless the characters placed any objects in the jars.

AREA 39 – NOBLE LADY'S BURIAL ROOM

A sarcophagus rests on a dais in the center of the room. The dais is 10 feet on a side. From each corner of the dais rises a slender, 6-foot-tall column. The tops of the columns meet the

corners of an arched dome above the sarcophagus. On the dais at each end of the sarcophagus is a brass jar from which flames dance, throwing flickering illumination throughout the chamber. Finally, the walls of this room are painted with scenes from the life of a noble lady.

The noble lady's mummified body rests in the sarcophagus. The jewelry once worn by the corpse has been stolen. The brass jars are bolted to the floor; their flames are conjured by a *continual flame* spell and last until dispelled. However, behind one of the brass jars is a small bronze tube that can be located with a thorough search of the room, or a successful DC 13 Wisdom (Perception) check. It contains a rolled-up piece of parchment. The parchment is a crude map of the southwest part of this tier, marked with a large black "X." The "X" represents the location of the trapdoor at 27a. If the characters find this map, show them Handout #5 in appendix D.

AREA 39A – ROLLING BOULDER TRAP

DM Note: This corridor is sloped slightly down, from the north to the south. This fact can be discerned following examination of the stone floor and a successful DC 20 Intelligence (History) check. Any character who reaches the west door to room 39 triggers a pressure plate that activates the trap. The wall in the north corridor slides open and a 5-foot-diameter boulder rolls out of the hidden area. The boulder rolls 40 feet down the long corridor on initiative count 5. When it stops, it blocks the corner near area 40.

This boulder trap is not designed to kill targets, only scare them. Unless the characters do something obviously stupid (like standing and arguing while the boulder is rolling toward them), the DM should let the characters escape after a close call, either into the room or around one of the corners. The DM should describe the rolling boulder as graphically as possible: crashing sounds echoing down the corridor, stone chips flying where the boulder smashes against the wall, the corridor floor shaking from the force of the boulder, etc. Perhaps a few Dexterity saving throws should be called for, but only a natural 1 would have dire results, as determined by the DM. The encounter should be exciting, but not deadly.

If the boulder strikes a character, it does 16 (3d10) bludgeoning damage. The boulder stops after it strikes one character, is blocked with a large sturdy item, or reaches the end of the hall. This trap would need to be manually reset. Pushing the boulder requires a successful DC 15 Strength check.



AREA 40 – MASTER THIEF'S BURIAL ROOM

The door to this room is locked and the key has long since been lost. It can be forced open, or the lock picked with thieves' tools and a successful DC 20 Dexterity check.

This 30-foot-square chamber is dusty. An elaborate jeweled coffin lies in the center of the room.

Concealed on the ceiling, 15 feet overhead, is a **carrion crawler**. The carrion crawler can be detected with a successful DC 15 Wisdom (Perception) check, otherwise it attacks a random character with surprise. It dangles from the ceiling while it attacks. It prefers its meals tenderized, so once it paralyzes a creature, it draws it up to the ceiling and then drops it on the stone floor for 3 (1d6) bludgeoning damage; it then targets another creature.

Hidden in the northeast corner of the ceiling is a 2-foot-wide shaft the carrion crawler used to enter the chamber. It can be found with a successful DC 13 Wisdom (Perception) check. A Small-sized creature (or a worm-like creature, such as the crawler) can squeeze through it. It can lead to an area or corridor on Tier 2 or Tier 3, or the surface at the DM's discretion.

The jewels on the coffin include 10 violet garnets and 20 pieces of deep green jade. All the gems are worth 3,000 gp, although it takes about 30 minutes to pry them out of the wood.

There is a body inside the coffin, that of a master thief from the reign of King Alexander and Queen Zenobia that used his skills to steal a place near the King and Queen in the afterlife. He managed to exchange his own coffin for that of the nobleman who was supposed to be buried in this room. Concealed on his body is a fine set of lockpicks (worth 50 gp for the craftsmanship).

TIER 5 (DUNGEON LEVEL 3)

The third dungeon level consists only of Tier 5 (areas 41-58). This tier, including the pyramid's main entrance, is buried under the sand, and thus noticeably a few degrees cooler. Hidden in the main entry chamber (area 50) is a secret door to a passage leading to the underground city (detailed in chapter 6).

GENERAL FEATURES

Construction. The pyramid is made of large, smooth stone blocks. The rooms are made of bare stone slabs, except where noted otherwise. It's not uncommon for interior locations to be covered with a few inches of sand.

Ceilings. Unless otherwise noted, passage ceilings are 10 feet high, while room ceilings are 15 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. Unless otherwise stated in the room text, the interior of the pyramid is unlit.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. At the DM's discretion, wandering monster checks can be called for if the characters make a prolonged amount of loud noise, such as combat. Roll 1d8 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

CYNIDICEANS

The Cynidiceans (see appendix C) are degenerate humans that live underground in the Lost City. They have pale, pasty skin, with bone-white hair and oversized eyes. Cynidiceans typically wear masks and brightly colored robes and often are acting out strange dreams when encountered (see the "DM's Background" section in chapter 3 for more information). A dozen Cynidicean encounters, usable for all dungeon levels, are presented in appendix C. The DM may randomly determine one of these encounters or use them as a guide to design her own. This could also be an encounter with members of one of the factions.

GIANT ANTS

Giant ants (see appendix B) are 3-foot-long black insects, foraging for food. They consider the characters to be food and attack until destroyed. At the DM's discretion, somewhere on this level can be a tunnel that accesses the giant ant colony (see chapter 6, area T for details on this adventure location). This provides another route from the Upper Pyramid to the Lost City, not used by any of the factions or the cult of Zargon.

WANDERING MONSTERS: LEVEL 3

D8		# App	XP	Source	Notes
1	Giant tiger beetles	5	100	Appendix B	
2-4	Cynidiceans	Varies	Varies	Appendix C	See description
5	Giant ants	4	25	Appendix B	
6	Giant tuatara lizards	2	100	Appendix B	
7	Rust monster	1	100	*MM*, p. 262	
8	Thouls	4	200	Appendix B	

GIANT TIGER BEETLES

Giant tiger beetles (see appendix B) are 4 feet long and have orange-striped black carapaces* that look like tiger markings. They are carnivorous and attack.

GIANT TUATARA LIZARDS

A **giant tuatara lizard** (see appendix B) is an 8-foot-long lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin and white spikes along its back. It is carnivorous and attacks when hungry, which is most of the time.

RUST MONSTER

The Magi of Usamigaras often capture strange magical creatures to study. This **rust monster** was one of those, but it recently escaped. It is ravenously hungry; if the characters toss it some metal (several iron spikes, or perhaps a shield) it is content to break off pursuit and enjoy its metal meal.

THOULS

A **thoul** (see appendix B) is a magical combination of a ghoul, a hobgoblin, and a troll, although it is not undead. Thouls appear to be hobgoblins, but their true nature will be revealed once they attack. The thouls loosely serve the Priests of Zargon, occasionally hunting the levels of the pyramid for prisoners to take back to the temple in the Underground City.

KEY TO TIER 5 (MAP 5)

AREA 41 – STORAGE ROOM

Shelves line the walls of this room. Stored on the shelves are items used in religious ceremonies such as candles, incense, and clerical vestments. Three huge, fearsome humanoid creatures wearing animal skins have smashed open a box of candles and are eating them.*

The three huge creatures are **ogres**. The ogres are not too bright. They thought the candles looked good to eat so they started eating them. They were wrong, but the arrival of the characters could be a much tastier option!

They have three huge leather sacks holding 500 cp, 500 sp, and 400 gp. Mixed in with the copper coins is a bronze ring lacking any markings but set with an orange-red garnet. Although it appears to be a quite valuable mundane ring, it's actually magical: a *ring of resistance* (fire). Unless the coins are dumped on the floor, it requires a successful DC 16 Wisdom (Perception) check to locate the ring rummaging around through the sack. In the sack with the gold coins is a plain wooden scroll tube holding three *spell scrolls*. Each scroll has a single spell inscribed on it: *arcane lock, continual flame, levitate.*

AREA 42 – CLERIC'S QUARTERS

This room contains three bunk beds. Lying on them are humans dressed in bright yellow robes. They wear the masks of a boar, a tiger, and a wolf.

The masked humans are actually **doppelgangers**. The doppelgangers took the forms of three Cynidiceans, then killed the originals. They try to join the party, each choosing one victim. They are not adversely affected by bright light like a typical Cynidicean, which might tip off the characters regarding their deception. They are armed with daggers (+6 to hit, range 20/60 ft., 6 [1d4 + 4] piercing damage).

Each doppelganger carries three gems hidden in its clothing, requiring a successful DC 14 Wisdom (Perception) check to locate. These might be secluded in a secret flap of a pouch, sewn into the folds of clothing, or hidden in a boot. Doppelganger #1 has three pieces of fossilized coral (50 gp each), doppelganger #2 carries three moss opals (250 gp each), and doppelganger #3 carries two pieces of snowflake obsidian (50 gp each) and a sunstone (500 gp).

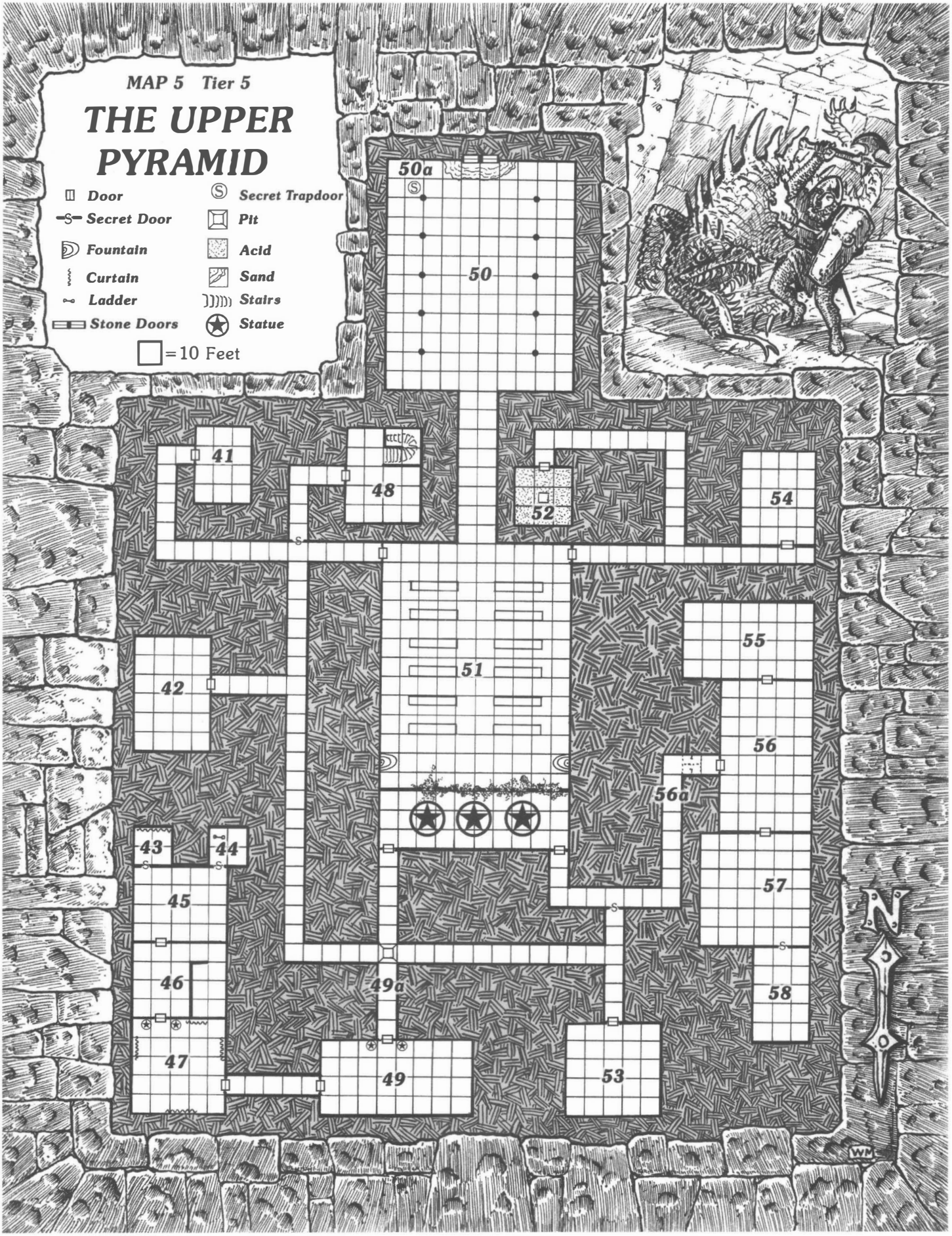
Developments. When a doppelganger has a chance to do it secretly, it attempts to separate a victim from the rest of the party. Then the doppelganger changes shape to look like the victim, attacking to kill. Its plan is to assume the character's place in the party. If successful, pull the player aside and explain the situation. Offer to allow the player to roleplay the doppelganger to set up another betrayal. If the player agrees and continues the deception, consider rewarding him or her when a new character is created. This reward could be monetary, a minor magic item, or a +2 bonus to the attribute of choice.

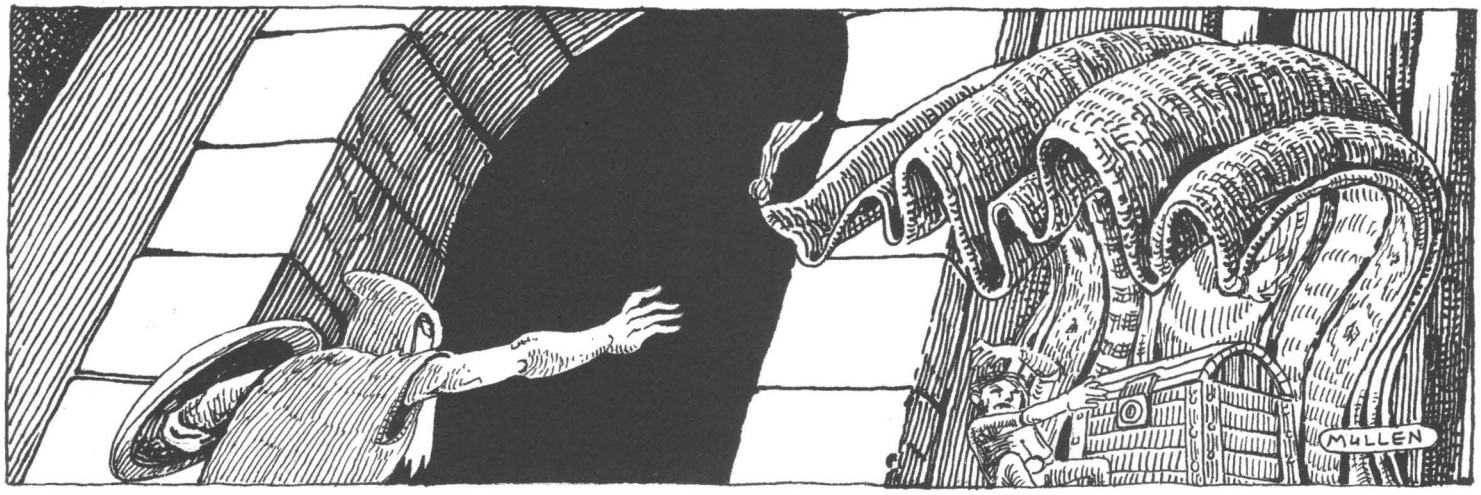
AREA 43 – TREASURE ROOM

DM Note: A secret door located in area 45 conceals passage into this chamber.

A slight breeze stirs in the room when the door is opened. A large, padlocked wooden chest sits near the north wall of the room. Behind the chest is a huge tapestry of a desert scene.

The tapestry is actually a **polymar** (see appendix B), a creature that can assume the appearance of an object. A


MAP 5 Tier 5
THE UPPER PYRAMID
Door
Secret Door
Fountain
Curtain
Ladder
Stone Doors
Secret Trapdoor
Pit
Acid
Sand
Stairs
Statue
=10 Feet
50a
50
41
48
52
54
51
55
42
56
56a
43
44
45
57
46
49a
58
47
49
53
N
WM



close examination with a successful DC 15 Intelligence (Investigation) check reveals that the tapestry is not actually made from woven threads. Even without a close inspection, the characters have a chance to discern the tapestry's true nature. A successful DC 18 Wisdom (Perception) check reveals something suspicious, such as the tapestry not moving in the breeze created when the door is opened because the polymar is much heavier than real fabric. The polymar attacks the first character that examines the chest. If the polymar is not detected, it attacks with surprise, utilizing its Ambusher trait.

The chest is locked but not trapped. The key has long since been lost but the lock can be picked using thieves' tools with a successful DC 20 Dexterity check. It holds a mess of coins consisting of 3,000 ep and 5,000 gp. Mixed in with the coins is a *potion of invisibility*. Folded at the bottom of the chest under the coins are a suit of *+1 chain mail* and a *+1 dagger*. The armor appears to be sized for a dwarf, but it magically changes size to comfortably fit any Medium-sized humanoid creature.

AREA 44 – SECRET ROOM

DM Note: A secret door located in area 45 conceals passage into this chamber.

This 20-foot-by-20-foot dusty chamber is empty save for a metal ladder leading to a trapdoor in the ceiling.

The ladder from the trapdoor at area 27a leads down into this room. The room is empty.

AREA 45 – BEDROOM

This room contains a bed, a table, a chair, a lantern, and a wooden holy symbol of two intertwined snakes. The furniture is made of wood. A hooded white robe is draped over the chair. Except for the furniture and the robe, the room appears to be empty.

This was once the bedroom of Demetrius, a cleric dedicated to the teachings of Usamigaras. His twin brother, Darius, was also a cleric, but he fell into the ranks of the cult of Zargon. Years ago, Demetrius vowed to destroy the cult of Zargon, especially his evil brother. But Demetrius was assassinated before he could even begin his quest. Demetrius made a dying wish to Usamigaras that his soul persist until Darius was destroyed. His dying wish was granted, and Demetrius is now a **ghost**. The soul of Demetrius now resides in the white robe. Any character touching the robe must succeed on a DC 13 Charisma saving throw or become possessed by Demetrius. (See sidebar.) While possessed, the character insists on wearing the robe.

The secret doors in the north wall require separate successful DC 15 Wisdom (Perception) checks to locate.

Developments. The DM should allow the player whose character has been possessed to roleplay Demetrius. Take the player aside privately and tell him or her what is happening, with as much background as you think is needed. Encourage the player to roleplay Demetrius as much as possible. Be ready to remind the player, if necessary, that Demetrius's only goal is to kill his brother Darius, and to consider disallowing player actions that do not further this goal. Demetrius knows the route to area 58, including any secret doors on the way. However, he does not know about any of the traps on this level. As long as the party moves by the quickest route to Darius (area 58), Demetrius aids the party to defeat monsters, using his defensive spells as appropriate.

When Darius is encountered, Demetrius attacks without hesitation. He uses *hold person* on his brother, followed by *shield of faith* and *striking* on the possessed character to enhance the PC's attacks and defense. Once Darius is

defeated, Demetrius's soul can finally rest, and the white robe disintegrates. The possessed character is granted a special *charm of healing* as a supernatural gift. (See pp. 227-228 of the *Dungeon Master's Guide* for more on supernatural gifts.) The PC is immediately restored to their full hit points as Demetrius's soul departs the possessed body. Award the party the equivalent of a CR 4 experience award (1,100 XP) for completing this side quest.

BECOMING DEMETRIUS

When possessed by the spirit of Demetrius, the character assumes a part of his personality. In addition, he can speak and read Cynidicean. Encourage the player to change his voice and add a few personality quirks (such as a lisp, or a strange accent) when roleplaying Demetrius. Though outwardly unchanged, the possessed character is now lawful good with an Intelligence of 10 (+0) and a Wisdom of 16 (+3). The character is now a spellcaster and gains the following trait while possessed:

Spellcasting: The possessed character is now a 6th-level spellcaster. Their spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The possessed character has the following cleric spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *guidance, resistance, spare the dying, thaumaturgy*
- 1st level (4 slots): *bless, cure wounds, detect evil and good, shield of faith*
- 2nd level: (3 slots): *hold person, prayer of healing*
- 3rd level: (3 slots): *mass healing word, revivify, striking**

AREA 46 – KITCHEN-DINING ROOM

This room appears to be a combination kitchen and dining room, although it has not seen use in decades. The cupboards, table, and chairs are covered with a thin layer of dust. Near the table, two large snakes with gray-brown and yellow scales are coiled around the body of a woman wearing a rabbit mask. The woman is no longer struggling.

The two snakes are **rock pythons** (see appendix B). The snakes attack on sight, preferring to constrict. They fight to the death to protect their meal.

Around the neck of the dead Cynidicean is a silver necklace set with obsidian (700 gp). Concealed in her robes is a full water bottle (1 gallon) and a small pouch of food (enough for one Medium-sized creature for one day).

AREA 47 – LIVING ROOM

This room looks like a living room. It contains wall hangings and ornate divans. There are several pieces of stone sculpture in the room, as well as an iron statue of a warrior on each side of the doorway just inside the room. Several tapestries hang on the walls. Everything is covered by a thin layer of dust.*

The statues are actually **living iron statues** (see appendix B). The statues attack if a creature enters the room and allows the door to swing shut. The door is equipped with a spring-loaded hinge, so it automatically shuts, unless the door is held or jammed open. If opened after the statues attack, they cease their aggression and return to their pedestals*.

The stone sculptures are crude and worthless, depicting typical desert creatures. The tapestries are likewise worthless and fall apart if disturbed.

AREA 48 – HIDDEN GUARDROOM

DM Note: The corner passage that leads to this room is behind a secret door, which requires a successful DC 15 Wisdom (Perception) check to locate. To open it, a character must push either side and it will rotate on a central axis.

Four humans wearing stylized rat masks and red robes trimmed with rat fur sit at a table deep in conversation. They leap to their feet, drawing shortswords, awaiting your next move. In the northeast corner of the room are stairs going down.

The four humans are **wererats**, disguised as Cynidiceans so they can safely rob the citizens when they get a chance. They are holed up in this chamber plotting their next caper. If two of them are killed or disabled, the remaining two assume giant rat form and attempt to flee.

The wererats have a small unlocked chest under the table. It holds 2,000 sp and four gems: two moonstones (50 gp each), a pale green chrysoberyl (100 gp), and a black pearl (500 gp).

The stairs end in a bricked-up wall, blocking the access to the Lower Pyramid (area 61). This stone wall can be broken through with 20 man-hours of hard labor. This noisy process incurs the usual wandering monster checks every 30 minutes, and might attract something from Tier 6, once the characters finally break through!

AREA 49 – CONSULTATION ROOM

This room is paneled with wood and a dusty carpet covers the floor. A large, heavy desk sits in the center of the room. Several wooden chairs are grouped north of the desk. Behind the desk is a large plush chair, while behind the chair on the south wall is a mounted lion's head. Four large painted urns stand in the corners of the room. Finally, on both sides of the north doorway are stone pedestals with stone statues of winged demonic humanoid beasts. These beasts bear wicked claws and fangs, and horns adorn the crowns of their heads.*

The two statues are **gargoyles,** using their False Appearance trait to appear as inanimate statues. If the party is on their guard, roll initiative normally. Otherwise, the gargoyles attack with surprise shortly after the party enters the room. They fight until destroyed.

The desk has three drawers and a locked cabinet. The key is hidden under the urn in the southeast corner of the room, requiring a successful DC 15 Wisdom (Perception) check to locate. The lock could also be picked with thieves' tools and a successful DC 20 Dexterity check. The wooden cabinet could also be smashed open with a few blows from a bludgeoning weapon, but this shatters the delicate glass bottle holding the potion. Inside the cabinet are 2,000 ep in four tied sacks, a *+1 mace*, and a *potion of poison*. Hidden in the cushion of the plush chair are 18 bloodstones (100 gp each); it requires a successful DC 15 Intelligence (Investigation) check to locate the gems. The urns are copper, empty, and worthless. The mounted lion head has deteriorated over time and is likewise worthless.

AREA 49A – PIT TRAP

The floor at this intersection conceals a hidden 10-foot-deep pit filled with spikes. The pit can be detected with a successful DC 18 Wisdom (Perception) check. A character tapping the floor with a 10-foot pole or the butt of a spear has advantage on this check. The pit is triggered when 50 or more pounds of weight are placed on it. It can be disabled by jamming the hinge (using an iron spike, for example), but this requires a successful DC 13 Intelligence (Investigation) check to determine, and a successful DC 17 Dexterity check using thieves' tools to perform. Characters falling into the pit take 3 (1d6) bludgeoning damage from the fall plus 11 (2d10) piercing damage from the spikes that line the floor of the pit. The lid does not lock closed after the trap is triggered.

DM Note: Recall that Demetrius does not know about this pit, should he be possessing one of the characters on the way to defeat his brother.

AREA 50 – MAIN ENTRY CHAMBER

The high, arched ceiling of this room is supported by a double row of pillars. Each pillar is carved into a statue of a king or queen of Cynidicea. A series of mosaic pictures decorate the walls of the room. These start in the northeast corner and continue clockwise around the room. In the center of the north wall is a pair of huge stone doors. At the base of the double doors, the floor is partially covered with sand.

The mosaics show scenes from the history of Cynidicea. From the northeast corner and moving clockwise, the mosaics depict:

1. A tribe of squat, heavy-browed humanoids wielding crude stone weapons worship a lizard-headed god.
2. A large band of tall, black-haired humans battle the humanoids and take over their hunting grounds.
3. A village rises over the scene of the battle. In the arid lands around the village are fields of grain and vast herds of cattle and sheep.
4. A great leader arises in time of need and gathers the villagers into an army that destroys an enemy army of snake-headed humanoids.
5. The victorious leader is crowned king, thus founding the line of the rulers of Cynidicea.
6. The stone city of Cynidicea is built on the site where the village once stood.
7. Scenes of the splendor of the kingdom at its height.
8. The births of King Alexander and Queen Zenobia.
9. The great pyramid is built.
10. Slaves digging under the pyramid uncover the foundations of a prehistoric temple.
11. The deaths of King Alexander and Queen Zenobia and their burial in the pyramid.
12. The worship of the old gods Gorm, Usamigaras, and Madarua is replaced by the worship of a large humanoid with many tentacles.
13. Life becomes a year-round carnival for the Cynidiceans. All Cynidiceans are now masked.



14. The Cynidiceans meet a barbaric, golden-haired people (the ancestors of the Heldann tribes mentioned in *OAR #2: The Isle of Dread*).
15. The final picture is not a mosaic. It is a crudely painted sketch that shows the barbaric tribesmen looting Cynidicea.

There is room on the wall for more pictures, but the space is blank. The huge doors, which open outward, are blocked by sand and cannot be opened, as this level is buried. There is no treasure here.

AREA 50A – SECRET ENTRANCE TO THE UNDERGROUND CITY

This secret trapdoor leads to a passageway to the underground city (see chapter 6, area S). The party can find this trapdoor only if the DM is continuing the adventure below the Upper Pyramid. It is at the DM's discretion on whether a successful Wisdom (Perception) check is required to locate the trapdoor. The recommended DC would be 20, but to move the adventure on, the trapdoor might be damaged or partially open and easy to spot without a skill check.

AREA 51 – CHAPEL

This large room is obviously a place of worship. On each side of a broad center aisle are rows of high-backed wooden benches. Narrow aisles along the walls run past ornate mosaics to two small fountains set into the walls. Just past the fountains, a large dais fills the southern end of the room. On the dais, near a stone altar, lie three large toppled statues that look similar to the ones on top of the pyramid. A man and a woman stand near the toppled statues talking softly to each other. They wear brightly colored clothing and delicate bronze fox masks. Both have red hair and there seems to be a resemblance between them.

This twin brother and sister—Danara and Danielth—are **werefoxes** (see appendix B) currently in humanoid form. They are disguised as Cynidiceans (their masks are worth 50 gp each) to be more efficient at gathering supplies and hunting for loot. When they notice the characters, they feign being friendly while sizing up their opponents. A successful DC 15 Wisdom (Insight) check reveals their deception. These werefoxes may bargain with the party or try to charm them. If possible, they prefer to try to trick the party out of as much treasure and/or magic items as possible. The male especially tries to trade his magic helm (which is cursed) claiming it to be a *helm of comprehending languages*. They rely on their wits to survive and avoid a physical confrontation with obviously stronger groups. Once they determine who the leader is, they target that character with their *charm person* spells.

If attacked, they polymorph into fox form to escape. If hard pressed, they may turn back into humanoid form and surrender, especially if one of them is captured. But this is another deception, as the werefoxes lie, cheat, bribe, and eventually betray the party in order to survive. The female werefox wears three pieces of jewelry, including a gold ring (250 gp), a pair of gold earrings set with emeralds (1,000 gp), and a gold tiara set with mother-of-pearl (1,750 gp). She also wields a *+1 shortsword* (+5 to hit, 6 [1d6 + 3] piercing damage) that casts light on command ("thirb-thilg"). The male werefox carries a *helm of opposite alignment* (see appendix A) and a potion. So far, he has been afraid to test the potion and doesn't know what it is. The fizzy light blue liquid is a *potion of levitation* (see appendix A).

This room was once the main chapel for Cynidicea. It is seldomly used now. The fountains are fed by an underground lake and can provide all the water the party needs to drink or to fill their waterskins.



AREA 52 – TRAP ROOM

The entire room is a large sunken pool filled with a bubbling liquid. An acrid smell assaults your nostrils shortly after opening the door. In the center of the room is a box made of stone slabs. The lid of the box is about a foot above the surface of the liquid and is locked with a large iron padlock.

The bubbling liquid is acid, about 6 feet deep throughout the chamber. The acid destroys any material except stone and causes 7 (2d6) acid damage each turn a creature comes into contact with it. If fully immersed, it causes 35 (10d6) acid damage per turn to unprotected flesh.

The stone box is on a special pedestal. The pedestal sinks at a rate of 1/2 foot per round if any additional weight is placed on it. If the weight is removed, the pedestal rises at the same rate (though never higher than 1 foot above the surface of the acid). The massive iron padlock takes a full round to pick with thieves' tools and a successful DC 22 Dexterity check. Inside the box are 20,000 sp and two *spell scrolls* buried in the coins. It takes 1 round to locate each scroll. Each is inscribed with one spell (*purify food and drink* and *remove curse*).

AREA 53 – ABANDONED CLERICAL QUARTERS

This room seems oddly damp. A strange moist organic odor fills the air. The room contains a low bed, some wooden shelves, and a small chest. The contents of the room seem to shimmer, as if seen through clear water or a thick pane of glass.

Just inside the doorway is a **gelatinous cube**. The room's contents appear to shimmer due to the characters viewing the room through the gelatinous cube. It requires a successful DC 15 Wisdom (Perception) check to discern the cube due to its Transparent trait. Otherwise, the first character to enter the room blunders into the cube and is subject to being engulfed. The cube then moves to attack with surprise.

There is nothing of value in the room. Its furniture is rotted and crumbles when disturbed.

There is a secret door at the end of the passage that leads north away from these quarters. It can be found with a successful DC 15 Wisdom (Perception) check.

AREA 54 – STORAGE ROOM

This room is lined racks of wine bottles. Along the west wall are large casks and barrels. Several casks have been smashed open and their contents drained. Suddenly, from behind a stack of barrels, a huge bear-like creature with the head of a giant owl appears and staggers toward you.

The creature is an **owlbear**. The monstrosity is ravenously hungry, so if the characters immediately toss it a large portion of meat, it ignores them and eats. The owlbear has sampled many of the bottles of wine over the past few hours and is now completely drunk. It has disadvantage on its attack rolls due to the intoxicating effects of the wine, but it fights to the death. This owlbear has learned how to crush its foes with a devasting hug; it gains the following action:

Hug: If the owlbear hits with both its beak and claws attacks on the same Large or smaller target in the same turn, it can take a bonus action to embrace the target in a deadly hug, causing an additional 12 (2d6 + 5) bludgeoning damage.

The room once contained over 600 bottles of wine. Now, only about 400 remain, and they have not aged properly. The result is mostly poor-quality wine worth a total of 100 gp.

AREA 55 – PARTY ROOM

Nine men and women in bright costumes and fancy masks are drinking, talking, and dancing in this room. It appears to be an odd masked ball. Most of the people are dancing as if they had invisible partners. You hear snatches of conversation, most of which make no sense. The people seem to be talking to themselves and are oblivious to your intrusion.

These nine masked humans are **Cynidicean commoners** (see appendix C), in the throes of a drug-induced revel, under the effects of the elixir of fantasy (see chapter 3 for more details). The Cynidiceans are in their own dream world and assume that the characters are merely part of the dream. These Cynidiceans have no cares, and simply want to be left alone to pursue their hedonistic debauchery. The characters are certainly welcome to join in, and if they do so, they might be able to glean some valuable information about the Cynidiceans or the Lost City (see chapter 6)—but it might require a few successful DC 15 Wisdom (Insight) checks to determine the lucid facts versus the utter nonsense. The DM is encouraged to create a few cryptic passages of sample conversations in advance should the characters wish to partake in the festivities.

There is no treasure here, although there are several, mostly empty, wine bottles and partially eaten foodstuffs discarded about the chamber.

AREA 56 – LOBBY

Ten humans wearing dark robes and masks of fearsome, imaginary monsters sit in a circle in this room. They are staring straight ahead, but don't seem to be looking at anything in particular.

These humans are **Cynidicean commoners** (see appendix C), but they are not in their own dream world like those previously encountered. These particular Cynidiceans are facing their worst conjured fears in nightmare worlds. They do react to the characters' intrusion, and may even attack, but the Cynidiceans never speak, even if they are wounded. They occasionally scream at random from some unseen terror, but this screaming does not match reality. That is, they do not scream or react if touched or attacked.

AREA 56A – CRASHING WALLS

A hidden pressure plate in the center of the hall triggers a trap. The pressure plate can be located with a successful DC 20 Wisdom (Perception) check. If located, it can be easily avoided. Once discovered, it takes a successful DC 14 Intelligence (Investigation) check to determine the trap's function. If its function is understood, it can be disabled with thieves' tools and a successful DC 20 Dexterity check. If triggered, the walls just outside of area 56 crash together and then crumble apart. The trap is automatically triggered the first time more than 25 pounds of weight is placed on it. Up to two targets in this 10-foot section of the corridor each take 17 (5d6) bludgeoning damage; a successful DC 14 Dexterity saving throw results in half damage. Following being triggered, the floor in this 10-foot section of the corridor is now considered difficult terrain.

This trap has two purposes. First, it alerts Darius in area 58 that someone is coming. Second, it is a dangerous hazard to a party leaving area 56 in a hurry and everyone forgets it is here.

AREA 57 – GAMBLING ROOM

A dozen brightly robed men and women masked as various animals are playing games of chance. Card games are being played at one table, and dice games at another. In the center of the room is a large wheel of fortune. Many silver and gold coins, gems, and pieces of jewelry are changing hands as they are engrossed with gambling.

Because they are sharing a common dream, these **Cynidicean commoners** (see appendix C) act more normally than those in rooms 55 and 56. They continue gambling and talking about games of chance unless physically disturbed or attacked. They may even invite the party to join in. If attacked, they will fight back. They assume that a gang of robbers has broken into the game room and is attempting to steal their money. Further, if the party tries to take the money without winning it, the cleric and his hobgoblin guards from area 58 enter through the secret door in the south wall and attack.

The secret door in the south wall can be located with a successful DC 20 Wisdom (Perception) check. Once a series of three knobs are located and all twisted counterclockwise, the door slides open to the right.

If the player characters want to join the games and gamble, the DM may use any simple system to work out the results. For example, the DM and the player might each roll ld20 with the highest roll winning, and the player losing all ties. Wagers are set before the dice are rolled (a minimum of 50 gp and a maximum of 1,000 gp are suggested). The characters cannot win any more money than is currently in this room. If the characters begin winning

large sums, the cleric from room 58 is likely to attack since he considers all the money in this room to belong to him. As a priest of Zargon, he plans to take most of the money as "taxes" anyway.

The gambling room contains 3,000 sp, 5,000 gp, 26 various gems worth a total of 3,100 gp, and six pieces of jewelry worth 6,000 gp total. The jewelry includes three silver rings, an electrum necklace set with jet, a platinum anklet, and a pair of matching gold bracers.

Developments. A character possessed by Demetrius immediately goes to the proper wall section and starts looking for the secret door. He senses his enemy is very close, and therefore has advantage on all checks to find the secret door.

If Darius and his guards from area 58 attack in this chamber, the gambling Cynidiceans draw hidden daggers (+2 to hit, 2 [1d4] piercing damage) and join the fray against the characters.

AREA 58 – CLERIC'S CHAMBER

DM Note: This is a particularly challenging encounter based on the number of combatants, especially if the fight spills into area 57, and the Cynidiceans there join in. Based on the characters' health and resources remaining, you might want to consider removing a few hobgoblins or some of the Cynidiceans to keep this a fair fight.

This room contains the evil cleric Darius and his hobgoblin guards. They constantly spy on the gambling hall via several peepholes, so they are ready for the party to enter. But it is more likely they come charging out of the room via the secret door as the party tries to take the treasure in room 57.

Darius (see appendix C) wears chain mail and carries a greatflail. His forces stationed in this room include six **hobgoblin** guards and 12 **Cynidicean commoners** (see appendix C). Darius prefers to hang back and use his spells while his hobgoblins rush to engage the characters. The Cynidiceans also hang back and form a protective circle around their beloved leader, but they attack if Darius is in danger. Darius begins by casting *bane* on the party, and then follows up with *silence* on an obvious arcane spellcaster. He reserves one or more *hold person* spells for particularly strong fighter-types, and *striking or inflict wounds* should melee become inevitable.

Except for Darius and the hobgoblins, there is nothing of interest in this room—just a few battered tables and chairs.

Developments. Demetrius's goal is to defeat his evil brother, so the possessed character moves at full speed to engage with the evil cleric. Consult area 45 for details on his tactics and any rewards the party are granted should they succeed.

CHAPTER FIVE

The Lower Pyramid

In the original version of the adventure module, the Lower Pyramid chambers were only outlined, so that the Dungeon Master can gain experience in setting up encounters. On Tier 6, the room titles suggested what type of details to add. On Tiers 7-9, all the rooms are cave-like chambers with paintings on the walls and ceilings. The paintings were described, but it was up to the DM to add more details if desired. Tier 10, Zargon's lair, was described in detail. For the fifth edition conversion of this classic adventure, the Lower Pyramid has been fully detailed and described in a format similar as that presented for the Upper Pyramid.

DM Note: The challenges presented in the Lower Pyramid are more dangerous than a group of 1st- and 2nd-level characters can likely handle. Tiers 6 and 7 are designed for 3rd-level characters while Tiers 8 and 9 are designed for 4th-level characters. Tier 10 (Zargon's lair) is designed for 5th-level (or higher) characters. Even at 5th level, it's likely the characters can be overwhelmed by Zargon, unless they have the aid of one of the factions or several NPCs. The pre-generated characters described in appendix C can be used to round out the party or substituted for fallen PCs.

TIERS 6 AND 7 (DUNGEON LEVEL 4)

Tier 6 housed slave workers and their guards, many of which were put to death following the completion of these chambers. Tiers 7-9 were to be a series of chambers showing the journey of the spirit after death. Each room was to have a painting of another stage in the journey. The final tier, where Zargon now lives, was to have a painting of the Cynidicean paradise. That painting was never completed.

The Cynidiceans do not usually venture into the lower tiers. These are the haunt of Zargon, the tentacled monster the Cynidiceans worship, plus mindless beasts, constructs, and undead. Intelligent monsters encountered here are loyal to Zargon or are seeking some gain by an affiliation. Cynidiceans found on these tiers will most likely be Zargon's prey or cultists loyal to Zargon.

GENERAL FEATURES

Construction. The Lower Pyramid chambers were dug out after the main pyramid was constructed. The walls are rough-hewn, unless otherwise described, and although the floors are somewhat smooth, cracks and accumulated sand are common in locations.

Ambient Conditions. These chambers are below the scorching desert sands and thus are cooler and pleasant. Characters require less water (1 gallon per day) than in the desert or while adventuring in the Upper Pyramid. The air is still dry, with a very faint organic smell.

Ceilings. Unless otherwise noted, passage ceilings are 10 feet high, while room ceilings are 15 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. Unless otherwise stated in the room text, the interior of the pyramid is unlit.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. At the DM's discretion, wandering monster checks can be called for if the characters make a prolonged amount of loud noise, such as combat. There are several empty chambers in the Lower Pyramid. At the DM's discretion, when entered for the first time, a wandering monster encounter check can be made. Roll 1d8 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

WANDERING MONSTERS: LEVEL 4

D8	Encounter	# App	XP	Source	Notes
1	Cynidiceans	Varies	Varies	Appendix C	See description
2	Giant spitting spider	1	450	Appendix B	
3-4	Cult members	7	Varies	Appendix C	See description
5	Black pudding	1	1,100	*MM*, p. 241	See description
6	Gray oozes	3	100	*MM*, p. 243	
7	Hobgoblins	8	100	*MM*, p. 186	See description
8	Wight	1	700	*MM*, p. 300	See description

BLACK PUDDING

A **black pudding** roams the halls and empty chambers on Tier 6. See area 59 for details. Many of the stone doors have gaps wide enough for the pudding to enter, although it prefers to hunt in the long western and southern corridors between areas 58 and 71. If the black pudding is defeated, or this result is rolled on Tier 7, reroll.

CULT MEMBERS

This group is a band of six **Cynidicean cultists of Zargon** led by a **Cynidicean cult fanatic of Zargon** (see appendix C for both). They are conducting a task for their dark master, perhaps transporting food to Zargon or searching for escaped sacrifices. Each cultist carries 1d6 sp and the cult fanatic has 2d6 gp.

CYNIDICEANS

The Cynidiceans (see appendix C) are degenerate humans that live underground in the Lost City. They have pale, pasty skin, with bone-white hair and oversized eyes. Cynidiceans typically wear masks and brightly colored robes and often are acting out strange dreams when encountered (see the "DM's Background" section in chapter 3 for more information). A dozen Cynidicean encounters, usable for all dungeon levels, are presented in appendix C. The DM may randomly determine one of these encounters or use them as a guide to design her own. Note that Cynidicean commoners don't typically wander about the Lower Pyramid. If any are encountered here, they are probably loyal to the cult of Zargon or are escaped prisoners ultimately destined for the slime pits of Zargon (area 100).

GIANT SPITTING SPIDER

A **giant spitting spider** (see appendix B) ambushes the party while perched on the ceiling, hoping the characters blunder into its web curtain first. The webs are considered difficult terrain, and a creature entering them must succeed on a DC 12 Dexterity saving throw or become restrained (escape DC 12). It prefers to hang back and use its poison spit attack. If reduced to half hit points or fewer, it scurries away.



GRAY OOZES

A variety of oozes and slimes are attracted to Zargon and its malevolent essence. This trio of **gray oozes** are attached to the ceiling of the passage or chamber the characters are traveling through. They begin the encounter utilizing their False Appearance trait to appear as a damp patch of rock. They attack with surprise, and mindlessly fight until defeated.

HOBGOBLINS

Bands of **hobgoblins**, loyal to Zargon and its cult, roam the passages of the Lower Pyramid often transporting prisoners or hunting down escaped prisoners. There is a 50% chance they are leading 2d4 **Cynidicean commoners** (see appendix C) in leg irons to an unpleasant fate in area 93. One of the hobgoblins carries the key to the locks, although they can be picked with thieves' tools and a successful DC 15 Dexterity check. Alternatively, the chains can be burst with a successful DC 21 Strength check. Each hobgoblin carries 2d4 gp and one has a whip (+3 to hit, reach 10 ft., 3 [1d4 + 1] slashing damage) to discipline the slaves, if present.

WIGHT

A lone **wight** wanders the forsaken halls of this tier. Once a champion of Zargon, his petty arrogance lead to his disfavor and eventual downfall. After his slaughter at the tentacles of his master, he is now cursed to march in undeath for all eternity. As such, he despises the living and attacks without abandon. Clad in slime-covered chain mail (AC 16), he wields with two hands a black iron longsword with a ruby set in its pommel (500 gp). (He has no longbow.) If the characters defeat the wight, he can't appear again as a wandering monster so reroll this encounter.

KEY TO TIER 6 (MAP 6)

AREA 58 – STORAGE ROOM

This chamber is 40 feet by 40 feet. Not only is the room devoid of furnishings, but the floor is clean of all organic debris. Several odd piles of sand, each no more than a few inches high, are scattered about. In addition to the door used to enter this room, there is one more present.

This empty room was once used to store tools for workers. The black pudding from area 59 often hunts here (passing through a gap in the door), hence the lack of any furniture or other objects.

AREA 59 – ABANDONED GUARDS' QUARTERS

The stone door to this room is ajar. Beyond is a rough-hewn rectangular chamber, about 50 feet by 40 feet. The flagstone floor is clean, and no furnishings are present to provide any hints at the previous purpose of this chamber. A mass of inky darkness writhes in the southeast corner.

The black mound of pulsating sticky goo is a **black pudding** dissolving a hobgoblin it recently captured in the outer corridor. When the characters approach to within 60 feet, it uses its blindsight to detect them, and quickly moves to attack anticipating another meal. The black pudding fights to the death.

The corrosive form of the black pudding has dissolved all wood, metal, and bone material that once was in this room. Formerly, the room served as a barracks for the guards that oversaw the workers digging these passages.

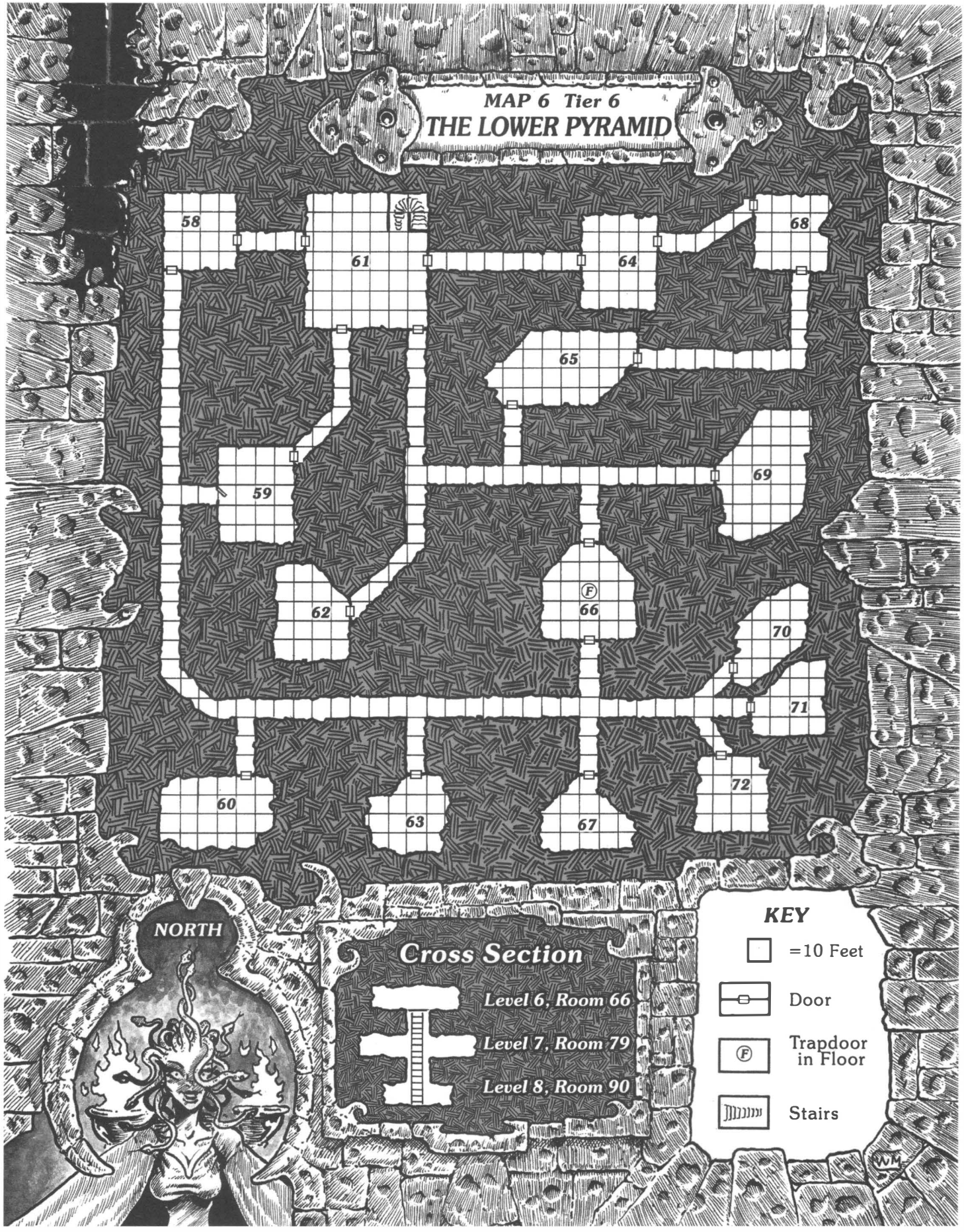
Development. If the black pudding is destroyed, it can't appear as a wandering monster on this tier (reroll or select another encounter). Likewise, if the black pudding is defeated elsewhere on this tier, it doesn't occur here.

AREA 60 – ABANDONED OVERSEER'S ROOM

The door to this chamber is locked and the key was misplaced decades ago. The door can be destroyed, or the lock picked with thieves' tools and a successful DC 20 Dexterity check.

The door is trapped. If an attempt is made to force or destroy the door, or if a lock-picking attempt fails, the trap is triggered. The trap can be located with a successful DC 20 Wisdom (Perception) check. Once located, it can be disarmed with thieves' tools and a successful DC 18 Dexterity check. If triggered, a stone block from the ceiling falls into the 5-foot square in front of the door. A creature in that square must make a successful DC 16 Dexterity saving throw or suffer 22 (4d10) bludgeoning damage and become restrained, pinned by the stone. A successful saving throw results in half damage and no restrained condition. The stone now blocks the door and requires a successful DC 25 Strength check to move, or it needs to be destroyed (AC 17, 25 hit points, resistance to piercing and slashing damage). Destroying the stone block necessitates a wandering monster check due to the noise.

Once the door and trap are dealt with, the characters can enter the chamber:


MAP 6 Tier 6
THE LOWER PYRAMID
58
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NORTH
Cross Section
Level 6, Room 66
Level 7, Room 79
Level 8, Room 90
KEY
=10 Feet
Door
Trapdoor in Floor
Stairs

The chamber beyond has very rough, unfinished walls and is perhaps 60 feet by 40 feet in size. A collapsed wooden bed is located along the south wall, along with the broken remains of a table. Several piles of woody debris were likely chairs. Along the north wall are mounted several weapons, clad in a thick layer of dust and grime.

This abandoned room was once the living quarters for an overseer, responsible for leading the troops tasked with maintaining discipline over the workers. The room has been sealed for decades and thus undisturbed. The furnishings are broken and useless. A careful search with a successful DC 22 Wisdom (Perception) check reveals a metal skeleton key among the wreckage. This key unlocks the door to area 67. The weapons include a halberd (although the shaft is rotted and useless), a greatsword, a pair of crossed shortswords, and three flails with a variety of heads. The weapons (except for the halberd) are all normal and functional.

Hidden under the wreckage of the of the bed is a secret compartment, built into the stone floor. It can be located with a successful DC 18 Wisdom (Perception) check. The compartment hatch is a 3-foot-square stone block, adorned with a recessed scarab beetle, about 4 inches in diameter. (See Handout #6 in appendix D.) The only way to open the compartment, short of a *knock* spell, is to place the corresponding stone scarab beetle into the recess and then turn it counterclockwise. The stone scarab beetle can be found in area 69.

Inside the compartment is a metal box. The box is locked, and the key has been lost. The lock can be picked with thieves' tools and a successful DC 22 Dexterity check. Inside the box is a pile of 2,000 sp. Mixed into the coins is a yellow sapphire, but it is flawed and thus worth only 500 gp. The bottom of the box has a secret compartment that can be located with a successful DC 20 Wisdom (Perception) check. Inside a velvet-lined cavity is a crystal statuette of a trio of playful canines, about 4 inches high. This is a *figurine of wondrous power (trio of crystal blink dogs)* (see appendix A). However, the command words to activate these constructs are lost and require sagely research that would take a few weeks in a large metropolitan city.

AREA 61 – ABANDONED SLAVE QUARTERS

This expansive chamber is about 60 feet by 70 feet, with a ceiling stretching to a height of 20 feet. A total of four stone doors provide obvious exits from the room, and a carved stone staircase occupies the northeastern corner of the room. A massive black scorpion, the size of an elephant, snaps its claws in anticipation and arches its tail over its back. A sickly drip of venom oozes from its tail stinger.

This was once a communal living area for dozens of slaves. Now, a **giant scorpion** makes its lair here, near the stone stairs. This mindless vermin attacks with reckless abandon, and fights until destroyed.

There is nothing of interest here. The stairs here lead up to area 48 on Tier 5.

AREA 62 – ABANDONED GUARD CAPTAINS' ROOM

This empty chamber is about 40 feet wide from east to west and 50 feet wide from north to south. The ceiling has collapsed in several locations, leaving scattered piles of rocky debris throughout.

The piles of rock are considered difficult terrain. Although the jagged ceiling looks unstable and prone to further collapse, it is quite safe.

This room was once reserved for the guard captains that supervised the troops assigned to oversee the slaves and general workforce during the construction of these passages. This room is empty, although the DM might want to check for wandering monsters the first time the characters explore this chamber.

AREA 63 – ABANDONED GUARD CAPTAINS' ROOM

This chamber has very rough walls that appear to be unfinished. The chamber is about 40 feet in diameter. Centered along the south wall is a massive wooden chest with thick iron bands.

This chamber belonged to two despicable guard captains. They performed numerous atrocities on the helpless slaves and workers forced to toil in the halls of the Lower Pyramid. Eventually, they were killed by their "loyal" guards while they slept. The guards were afraid to disturb their treasure hoard, and for good cause, as the captains eventually became **wraiths**. If any creatures disturb the chest, the wraiths attack. Their forms appear to be wearing armor and wielding longswords, but these have no game effects.

The chest is unlocked but trapped with poison darts. The trap can be discovered with a successful DC 17 Wisdom (Perception) check. Following a successful DC 15 Intelligence (Investigation) check, an attempt to disarm the

poison dart trap can be performed. This requires thieves' tools and a successful DC 20 Dexterity check. Failure triggers the trap, which fires four darts in an arc in front of the chest. Each dart makes a separate ranged attack against a random target in the arc (+8 to hit, range 10 ft., 2 [1d4] piercing damage plus poison; see below). A creature hit by a dart must succeed on a DC 14 Constitution saving throw or suffer 7 (2d6) poison damage and become poisoned for 1 hour; success indicates half damage and no poisoned condition.

The chest contains 3,000 ep and 5,000 gp in sacks of 500 each, plus eight pieces of jewelry worth 9,600 gp total. These include a pair of silver earrings (300 gp), a pair of plain gold bracers (500 gp), two plain gold rings (400 gp and 750 gp) a sapphire-studded gold ring (1,800 gp), an electrum brooch set with onyx (600 gp), a platinum bracelet set with tiny rubies (1,500 gp), and a silver diadem set with banded agates (3,750 gp).

AREA 64 – ABANDONED KITCHEN

This tidy chamber is 50 feet by 40 feet. All the woody debris here, likely old ruined furniture, has been collected into a neat stack along the south wall. Several plush carpets and grimy yet comfortable pillows are strewn around a copper brazier holding glowing embers. A male and female human in loose-fitting silk robes sit cross-legged near the brazier.

The humans begin the encounter as indifferent, but if the characters display a show of arms or flashy magic they can be cowered into friendly—but this is a deception. These two are neutral evil **weretigers** that have traveled from a distant jungle bordering the great desert. They represent a cadre of lycanthropes and tried to bribe Zargon with wealth hoping for an alliance. Zargon and its cultists have refused this monetary bribe, as only sacrifices of sentient beings can appease its hunger. The weretigers decide to attempt to capture the characters and offer them to Zargon in return for loyalty. Since they are likely outnumbered, they resign themselves to feigning friendship, seeking an opportunity to split up the party and overpower them in smaller groups. This deception can be revealed with a successful DC 16 Wisdom (Insight) check.

Hidden under several throw carpets and pillows are four sacks that contain the bribe for Zargon. The sacks hold 2,000 ep and three gems: a piece of petrified wood crudely shaped like a tiger (10 gp), a cat's eye yellow topaz (500 gp), and a cat's eye green sapphire (1,000 gp). The brazier is worth 55 gp.



AREA 65 – OLD FOOD STOREROOM

This room measures 80 feet east to west and about 40 feet north to south, yet oblong in shape. Numerous ancient crates were once stacked neatly here, but now, most are toppled over, smashed to debris, or simply rotten and crumbled from time. Many of them sport gnashing teeth marks from countless rodents and vermin.

Once an old storeroom, all the crates are empty, the contents long since consumed by vermin over the years. Besides the woody debris, there is nothing of value here, although the DM may want to roll for a chance at a wandering monster.

AREA 66 – OLD TOOL STOREROOM

This 50-foot-by-50-foot room has doors centered on the north and south walls. The east and west walls are truncated toward the northern door. The chamber is empty save for piles of wood scraps along the east and west walls.

This area was once used to store tools used to excavate and finish the passages of the Lower Pyramid. The cult of Zargon has created two **wood golems** (see appendix B) and placed them in this chamber to guard the concealed trapdoor that leads deeper under the pyramid. When one or more creatures enter the chamber proper, each wood

golem extracts itself from the piles of wood. Each appears to be a 3-foot-tall humanoid composed of odd pieces of planks and tool handles, and a pair of magically glowing eyes. Although they move awkwardly with a stiff gait, they move into position between the characters and the trapdoor. As soon as the floor is searched, they attack, unless the characters openly display a holy symbol of Zargon. If this occurs, the wood golems stand down. If combat occurs here, the constructs continue to attack until defeated.

There is trapdoor in the center of the room that can be located with a successful DC 18 Wisdom (Perception) check. The trapdoor conceals a ladder that leads down to area 79 on Tier 7.

AREA 67 – ABANDONED GUARDS' QUARTERS

The door to this room is locked. They key can be found in area 60. Otherwise, it requires thieves' tools and a successful DC 15 Dexterity check to open, or good old-fashioned weapon blows. When opened, continue:

The door opens to reveal a roughly triangular chamber about 50 feet wide and 40 feet deep. The air is dry and stale here, and a thick layer of dust covers the uneven floor. There do not appear to be any exits.

This room is empty.

Development. Since this room has remained sealed for decades, it would make an ideal location for the characters to rest and recuperate. At the DM's discretion, they could complete a long rest here without being interrupted.

AREA 68 – ABANDONED MESS HALL

This 40-foot-by-40-foot hall is abandoned. Along the east wall is an outcropping of strange green stone that extends about 5 feet into the room. The shattered remains of several wooden tables and sturdy benches dot the floor.

The wooden tables and benches are ruined and worthless, unless the characters need a suitable source of dried firewood. The strange green stone outcropping on the east wall is just a different type of common mineral that is much harder and denser than the native stone. It was easier to leave than remove with hand tools, so the workers did just that. There is nothing else of value here.

AREA 69 – ABANDONED SLAVE BARRACKS

DM Note: Sitting to the right of the door to this chamber is a small locked metal box. The Zargon cultists have the keys to this box, although the lock can be picked with thieves' tools and a successful DC 18 Dexterity check. Inside the box are a dozen strips of heavy black cloth measuring about 3 feet long by 4 inches wide. These are blindfolds, used by the cultists when they need to interact with the inhabitants of the room beyond.

When the characters enter the room, continue:

Upon opening the door, you are greeted by the soft glow of warm light coming from the far side of the rough-hewn chamber. The light comes from a pair of battered bronze braziers in the northeast and southeast corners of the room. Along the east wall are several changing screens depicting geometric shapes. However, the cloth of the screens is dirty and torn in several locations. Several robes and dresses are draped over the screens.

A collection of pillows is situated in the middle of the room. Two lithe figures adorned in cloaks with drawn hoods quietly chant and hum, while gently swaying to and fro.



The two robed figures are **medusa** sisters, named Sardoz and Zodras. The sisters traveled a great distance from the Underdark to pledge their worship to Zargon and its unholy cadre of cultists. But their supernatural power to turn mortal creatures to stone is frowned upon by Zargon, as it prefers live victims to quench its insatiable hunger. Still, the cult sees a grant advantage in having such powerful allies. The cult has relocated them here and made them comfortable. Any stony victims (accidental or not) are moved to area 70.

The sisters are feigning a trance but are well aware creatures have entered their lair. With surprising speed, they throw back their hoods and attempt to petrify all interlopers. When the cultists come here for business, they don blindfolds. If the characters have blindfolds on, they are unaffected by each medusa's Petrifying Gaze and the medusas' attitude shifts to indifferent as the PCs are assumed to be cultists. If they are not blindfolded, or the characters don't play the part of cultists, the medusas turn hostile and attack. If one sister is defeated, the other surrenders and begs for mercy. She is willing to trade information or some of their treasure for her life.

Behind the changing screens are several gowns and dresses, all once fancy but now sporting stains or rips. Hidden among the clothes is a pouch that can be located with a successful DC 12 Wisdom (Perception) check. It holds 11 pearls, each worth 100 gp. Behind the brazier in the northeast corner of the room is a wooden chest with a broken lid. The lid is held down with a frayed rope (actually a *rope of climbing*, revealed with a *detect magic* spell or close examination with a successful DC 14 Intelligence [Investigation] check). Inside the chest is a *potion of heroism*, a *potion of animal friendship*, a loose *spell scroll* (inscribed with a *phantasmal force* spell), and a plain copper ring. The ring is a cursed *ring of weakness* (see appendix A). Finally, a 4-inch-diameter stone scarab beetle can be located in the chest. This is the key to unlock the compartment in area 60.

AREA 70 – ABANDONED CLERIC'S QUARTERS

This oblong, hewn chamber is about 40 feet wide east to west and 50 feet long north to south. The door is situated in the southwest corner of the room. Several stone statues of humanoids are randomly placed throughout the room. The statues all bear horrific expressions on their faces, and many feature splayed arms in a vain attempt to shield their eyes.

This room once served as the chamber for a cleric of Gorm. Now, the cultists use it to store petrified victims, turned to stone by the medusa sisters in area 69. There are 17 statues here. Most (11) were Cynidiceans, but there are also three orcs, a tall human fighter-type (complete with plate armor and swinging a greatsword), a dwarf, and a gnoll.

AREA 71 – ABANDONED CLERIC'S QUARTERS

This chamber appears to be unfinished. Although apparently designed to be 40 feet square, the northwestern wall is angled away from the door, truncating the north wall to about 20 feet wide. The east wall is a pile of rubble, perhaps a collapsed tunnel or passage. Writhing in the center of the room is a massive slimy worm-like snake. It has folds of gray skin but lacks eyes. It does have a gaping circular mouth and seems to be alerted to your presence.

The worm is a **caecilia worm** (see appendix B) that recently burrowed its way to this chamber. The unstable passage collapsed, trapping it here. Until it decides to burrow out, it has been trapped and is now hungry. The worm attempts to swallow a target, before seeking escape via burrowing away. If reduced to 20 hit points or fewer it also attempts to flee via burrowing.

This chamber was a temporary lair for a cleric devoted to Madarua. There are no remaining furnishings from its previous purpose. Despite the unfinished northwest section, the odd shape of the room was by design, as area 70 occupies the location on the opposite side of the wall.

AREA 72 – ABANDONED CLERIC'S QUARTERS

The door opens to reveal a 40-foot-by-40-foot chamber. A formerly plush—now rotting—carpet covers the stone floor in tatters, and fine wooden bookcases were once inset into the east, west, and south walls. These have since rotted and collapsed in piles on the floor.

A pair of hulking bull-headed humanoids are busy taking out their frustrations on a divan with very large axes. They pause at your arrival, issue a phlegmy snort, and charge!

The humanoids are a pair of **minotaur** mercenaries working for the Zargonites. They are the enforcers, willing to introduce those to the business ends of their axes. They attack without provocation and fight until defeated. They even pursue fleeing characters throughout this level to satisfy their lust for bloodletting.

Each minotaur carries two gems. One carries a pale blue zircon (50 gp) and a black opal (1,500 gp), and the other carries a yellow citrine (50 gp) and a rough piece of jade (100 gp).

KEY TO TIER 7 (MAP 7)

AREA 73 – EMBALMING ROOM

This dry, dusty chamber is about 50 feet by 50 feet. Three low stone tables occupy the chamber, undisturbed for many years. The west and north walls are covered with paintings.

This room was used to prepare bodies for mummification. The paintings show the various stages of preparing a body for burial. The process starts in the southwest corner of the room, and the process continues through all stages until the end at the northeast corner. The detail of these are almost as if they comprise a pictorial guide for how to embalm a body for mummification.

AREA 74 – VIEWING ROOM

This chamber is 60 feet north to south and 50 feet west to east. Along the west wall are two plain stone sarcophagi. Arranged in the center of the floor are three rows of dusty stone benches, situated parallel to each other.

Following the embalming process, a body was moved to this chamber so loved ones could pay respects and say their final good-byes. A painting on the west wall depicts Cynidiceans lining the benches in mourning.

The sarcophagi are sealed, and it requires a successful DC 15 Strength check to break the seal and remove a lid. Another character can use the Help action to assist with this task. Inside each is a **mummy**, desperate to get out. When they sense living creatures, they double their efforts. If left alone, one mummy bursts free in 2d4 rounds. As soon as one is free (from the characters or its own accord) the other bursts free, likely with surprise, the following round. The mummies seek to destroy the living and pursue characters throughout this level if needed, to finish the deed.

Scattered in the bottom of one of the sarcophagi are 5,000 gp. The other mummy is wearing four pieces of matching jewelry. These include a gold ring set with malachite (550 gp), a plain gold bracer (150 gp), a gold necklace set with malachite (800 gp), and a plain gold circlet (1,700 gp).

AREA 75 – SHRINE

This chamber was once a shrine or temple. The hall is 60 feet wide from east to west, and 50 feet long from north to south. Centered along the west wall is a plain stone altar. The rotting remains of wooden pews, once arranged in rows but now piles of woody debris, occupy the floor. A body is sprawled over an altar, currently being nuzzled by a 5-foot-long, slinky, brown-furred rodent.

The brown-furred creature consuming the body is a **giant weasel**. There is another giant weasel hiding behind the altar and is concealed in a pile of wood. If disturbed the giant weasels attack. The one in the wood pile waits for 1 round and then bursts out with surprise. The giant weasels fight to the death.

The body is long dead, wearing torn leather armor. A discarded shortsword lies nearby behind the altar. This human tomb raider died behind the altar after triggering a poison needle trap on a secret compartment. A successful DC 13 Intelligence (Investigation) check reveals the tell-tale signs of a pricked finger, along with the discoloration of poison. The compartment door is slightly ajar, but examination reveals the compartment is empty. The body has a full pouch, holding 77 gp, and underneath are two *spell scrolls* (pulled out of the compartment before the poison set in). One is inscribed with a *web* spell, and the other has *dispel magic* written on it.

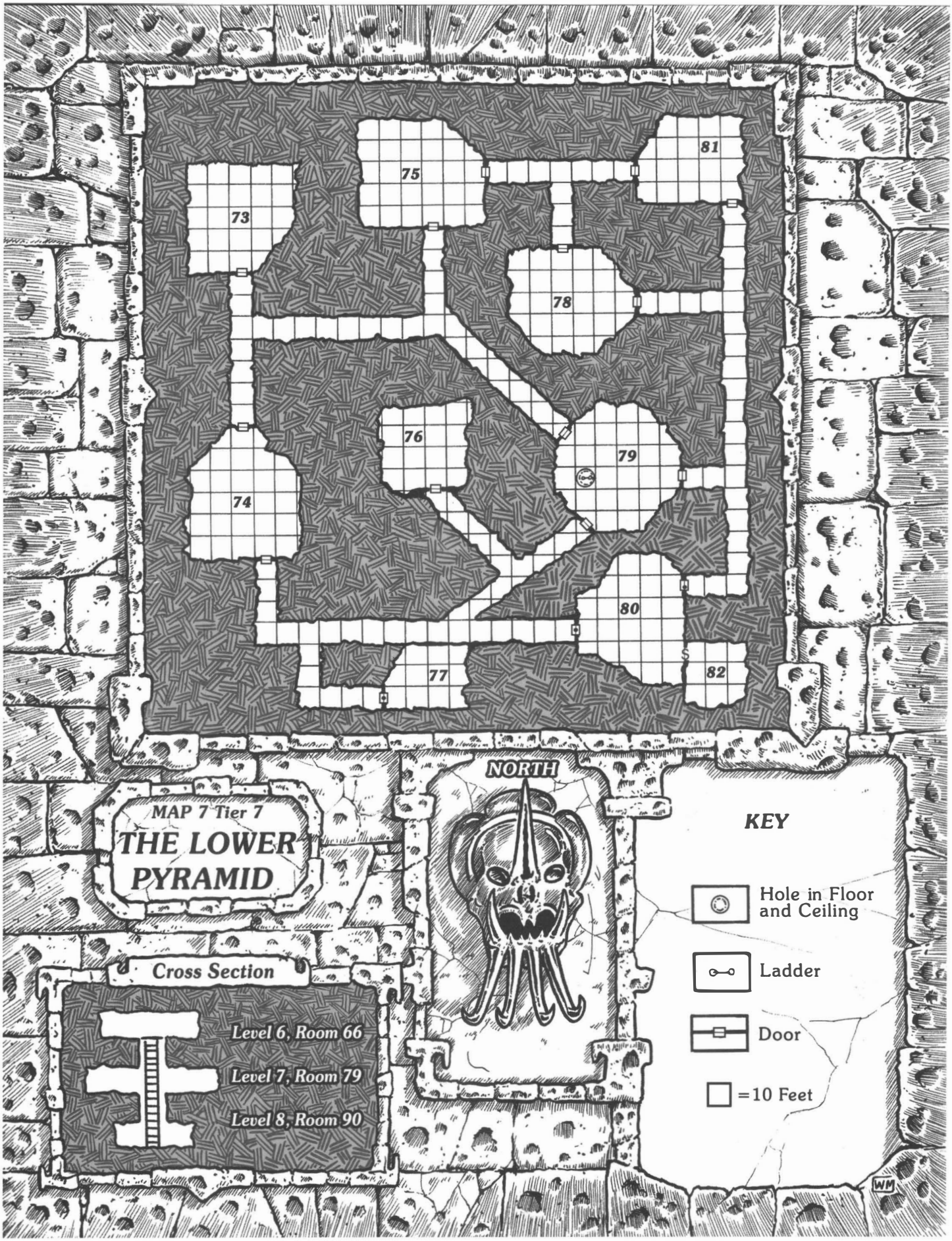
This temple was used to hold holy services honoring those who have died. A painting on the west wall depicts a funeral service, although the paint is flecking and the details are difficult to discern.

AREA 76 – EMPTY ROOM

The door opens to reveal an empty room, perhaps 40 feet on a side. The west, north, and east walls are covered with colorful paintings.

The purpose of this room has been long forgotten, and there is nothing of value here. The wall paintings depict a funeral procession through the streets of a dimly lit city. The procession starts along the west wall and continues in a clockwise direction until the southeast corner of the room.

Development. At the DM's discretion, she can check for wandering monsters the first time the characters explore this area.


81
75
73
78
76
79
74
80
77
82
NORTH
MAP 7 Tier 7
THE LOWER PYRAMID
KEY
Hole in Floor and Ceiling
Ladder
Door
=10 Feet
Cross Section
Level 6, Room 66
Level 7, Room 79
Level 8, Room 90
WM

AREA 77 – ABANDONED WORKSHOP

DM Note: The door to this chamber is locked. The cultists of Zargon are responsible for the feeding and care of the beasts kept here, so they have the key. Otherwise, the lock can be picked with thieves' tools and a successful DC 17 Dexterity check.

This 40-foot-by-30-foot room is cluttered with several stone worktables and discarded wooden planks and tools. Most of the tools are ruined or in disrepair. Among the wreckage are a pair of sleek blue-black felines that eye you with a malevolent gaze. Oddly, these cat-like beasts have three pairs of powerful legs, and a pair of tentacles sprouting from their shoulders. The tentacles end in barbed pads.

This room was once a workshop used for crafting wooden coffins and stone sarcophagi. The worktables were used with a variety of tools to shape the wood and adorn it with decorations befitting the deceased. The painting is limited to the south wall and depicts numerous craftsmen toiling to create various types of coffins, caskets, and sarcophagi.



The agitated felines are two **displacer beasts**, Zargon's beloved pets. The cultists despise these beasts, as they have preyed on several loyal subjects. But nonetheless, they are forced to care for them. Their definition of care equates to nothing short of abuse and underfeeding. When the door is opened, the beasts size up the characters for 1 round and then leap to attack. If one is defeated, the other seeks to escape out the door, and becomes a wandering encounter.

The displacer beasts have a few playthings: four valuable gems. It requires several minutes of searching to locate each gem, which requires a successful DC 13 Wisdom (Perception) check. The gems include a red carnelian (50 gp), a piece of blue jasper (50 gp), a small violet garnet (100 gp), and a pale blue spinel (500 gp).

AREA 78 – TROLL LAIR

On opening the door to this chamber, your nostrils are assaulted by the stench of rotting organic debris and offal. It is difficult to discern the true size of the room due to the unevenness of the walls, but you'd guess about 50 feet in diameter. Two gangly, green-skinned humanoids with sharp features and unkempt black hair in topknots are hunched over a haunch of bloody meat. Their wart-encrusted rubbery hides are covered with fraying loincloths, but the humanoids are not armed.

The humanoids are two **troll** mercenaries hired by the cultists to patrol the halls of the Lower Pyramid. This is a task the trolls find boring, and thus ignore, preferring to lazily lounge about. When the characters arrive, the trolls are hostile and immediately attack. If one is defeated, the other surrenders, begging for mercy. He offers his treasure in return for his life. He is actually just biding his time while his fellow regenerates, and he resumes the attack when the other is capable. Of course, if the characters use fire the surrender is genuine. In this case, during the bargaining session, the remaining troll tries to only part with half his coins.

Paintings on the west and east walls depict the building of tombs for the royalty and gravesites for the workers. There is no furniture in the room, save for two nasty-smelling sleeping piles of rotting cloth, burlap, and straw.

Along the south wall are 12 rotting leather sacks, full of coins. The 6,000 gp found in these sacks represent the payment the trolls have received for very little work.

Developments. This is a potentially difficult encounter for the characters, especially if they don't employ fire. Allow the characters to attempt a few DC 14 Intelligence (Nature) checks to discern the type of creature they face and another check to determine their weakness is fire. If they are still in trouble, have a band of six **Cynidicean cultists of Zargon** led by a **Cynidicean cult fanatic of Zargon** (see appendix C for both) burst into the room wielding torches. Disappointed in the trolls' effort, considering their lucrative pay, the Zargonites decide to end the bargain with the lazy trolls with the characters' aid. Assuming some cultists survive, they insist on recovering the majority of the treasure, but might try to ally themselves with the characters if they don't display any allegiance to the other factions.

AREA 79 – HELLISH KENNEL

This octagonal chamber measures about 60 feet by 60 feet. All the walls are covered with detailed colorful paintings. A 10-foot-diameter hole in the floor is centered beneath a similar hole in the ceiling. A sturdy metal ladder provides access to each level. In the middle of the room is a pile of copper coins. Sitting near the pile are two hefty mastiffs with black fur and piercing, glowing embers for eyes. Each hound is carefully watching you, panting, with a sinister smile.

This chamber provides access to an upper and lower tier and is guarded by two **hell hounds**. These fiendish hounds don't immediately attack, and if the characters initiate combat, they can gain surprise. The hounds are instructed to wait for a few moments to see if the interlopers toss a copper coin on the pile. This action signifies the characters are allowed to use the ladder to access the lower level (Tier 8). If they don't toss copper coins on the pile, the hell hounds become agitated and begin to pace, getting their hackles up. After a few rounds of this—a successful DC 15 Intelligence (Nature) check can reveal the impending aggression—or if anyone attempts to use the ladder, the hell hounds attack. Both breathe fire with their first action, and then move in for bite attacks while their breath weapon recharges. The hell hounds fight to the death.

The paintings are inscribed on all eight walls and depict various scenes of natural death. The room contains a huge open pit, about 10 feet in diameter, with a ladder going up to area 66 on Tier 6, and down to area 90 on Tier 8.

The pile contains 9,000 cp. Buried in the coins are a *dragon slayer* longsword and a metal *wand of trap detection* (see appendix A).

AREA 80 – EBONY CHAMBER

Both doors leading to this chamber are locked from the outside. The Zargonites have the keys, or the lock can be picked with thieves' tools and a successful DC 15 Dexterity check.

The walls, floor, and ceiling of this chamber are all painted pitch black. Through the inky darkness you can make out the forms of two burly humanoids. They seem relieved to see you.

The two humans are merchants from a distant land. They were seeking a trade route through the desert a few months ago, when their caravan was destroyed during a sandstorm. They arrived at the pyramid and were soon captured. They tried bargaining with the cultists to no avail. When they were offered to Zargon as a sacrifice, it refused to consume them due to their cursed state (see below). The cult is at a loss of what to do with them, although they might soon be petrified by the medusa sisters (see area 69).

The merchants, Akhem and Ahmid, begin the encounter friendly. They seek to escape and are willing to aid the characters. They are also very interested in turning a profit, even after their imprisonment. So, they might be willing to adventure with the characters for a bit assuming they could get a share of the treasure. They delight in the process of bargaining, and the more complicated the better. Both merchants are actually **werebears**, but they keep this secret, as most folk distrust shapechangers.

The secret door in the east wall is difficult to locate. It requires a successful DC 22 Wisdom (Perception) check to locate. Once a concealed button is pushed, the door slides to the left.

AREA 81 – CHAMBER OF REFLECTION

This room is about 50 feet by 40 feet and appears to be empty. The north and south walls are covered with paintings.

This chamber is indeed empty. It once was used as a place of reflection and meditation. The paintings on the walls depict an individual pondering and reflecting on his life, while choosing a gravesite.

AREA 82 – CHAMBER OF RENEWAL

This hidden chamber is about 30 feet on a side. The walls are painted black, although it flecks in places. The east wall depicts a painting of a rising sun. A dusty chest is pushed up against the north wall.

The cultists of Zargon are unaware of this room, as are any denizens on this level. Therefore, if the characters take a long rest here, there is no worry of wandering monsters, assuming they seal the secret door and don't leave obvious signs of their passage. The room has a soothing effect. If the characters take a short rest here, spellcasters can regain one spell slot of level 2 or lower. If they take a long rest here, they regain all used Hit Dice for the purposes of regaining hit points.

The chest is unlocked and contains 4,000 ep.

TIERS 8 AND 9 (DUNGEON LEVEL 5)

Tiers 8 and 9 were originally designed as lower burial chambers for royalty and their retainers. Now the cult of Zargon maintains these chambers for Zargon's pets (such as the hydra and the chimera) and its powerful loyal allies (such as the vampire and the devil swine). These very chambers are tainted with the filth of Zargon due to the proximity of its slime pit lair (area 100). Monstrous slimes and oozes are common throughout these tiers.

GENERAL FEATURES

Construction. The Lower Pyramid chambers were dug out after the main pyramid was constructed. The walls are rough-hewn, unless otherwise described, and although the floors are somewhat smooth, cracks and accumulated sand are common.

Ambient Conditions. These chambers are below the scorching desert sands and thus are cooler and pleasant. Characters require less water (1 gallon per day) than in the desert or while adventuring in the Upper Pyramid. The air here is somewhat moist, and surfaces are covered with harmless mold and slime growths. A character taking the Run action must make a successful DC 13 Dexterity saving throw or fall prone, ending their movement. These halls have a strong organic stench.

Ceilings. Unless otherwise noted, passage ceilings are 10 feet high, while room ceilings are 15 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. Unless otherwise stated in the room text, the interior of the pyramid is unlit.

Wandering Monsters. A variety of oozes and slimes are attracted to Zargon and its malevolent essence. These slimes and oozes are common in these chambers and hallways. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. At the DM's discretion, wandering monster checks can be called for if the characters make a prolonged amount of loud noise, such as combat. There are several empty chambers in the Lower Pyramid. At the DM's discretion, when entered for the first time, a wandering monster encounter check can be made. Roll 1d8 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

WANDERING MONSTERS: LEVEL 5

D8	Encounter	# App	XP	Source	Notes
1	Green slime	1	NA	*DMG*, p. 105	
2	Necrotic ooze	1	450	Appendix B	
3-4	Cult members	9	Varies	Appendix C	See description
5	Black pudding	1	1,100	*MM*, p. 241	See description
6	Gray oozes	3	100	*MM*, p. 243	
7	Ochre jellies	2	450	*MM*, p. 243	
8	Stun jelly	1	700	Appendix B	

BLACK PUDDING

A **black pudding** roams the halls and empty chambers of these tiers. However, only one black pudding is present, so once it is defeated roll again on this table if a result calls for a black pudding encounter.

CULT MEMBERS

This group is a band of eight **Cynidicean cultists of Zargon** led by a **Cynidicean cult fanatic of Zargon** (see appendix C for both). They are conducting a task for their dark master, perhaps transporting food to Zargon or searching for escaped sacrifices. Each cultist carries 1d6 sp and the cult fanatic has 2d6 gp.

GRAY OOZES

This trio of **gray oozes** are attached to the ceiling of the passage or chamber the characters are traveling through. They begin the encounter utilizing their False Appearance trait to appear as a damp patch of rock. They attack with surprise, and mindlessly fight until defeated.

GREEN SLIME

A patch of green slime (see "Dungeon Hazards" on p. 105 of the *Dungeon Master's Guide*) hangs on the ceiling and drops onto a random character. If discovered with a successful DC 15 Wisdom (Perception) check, the target can avoid it by succeeding on a DC 10 Dexterity saving throw. A target takes 5 (1d10) acid damage at the start of each of its turns until the green slime is scraped off or destroyed (by sunlight, an effect that cures disease, or by cold, fire, or radiant damage).

NECROTIC OOZE

A **necrotic ooze** (see appendix B) is created when an ooze engulfs an undead creature and becomes infused with necrotic energy. This ooze uses its False Appearance trait to appear as a wet spot on the ceiling or wall, and attacks with surprise.

OCHRE JELLIES

While traveling down a corridor or exploring an empty room, the characters encounter an **ochre jelly**. It doesn't bother to conceal itself and moves to attack. The characters are likely not aware of the second ochre jelly nearby, which attacks with surprise from the rear or by dropping from the ceiling.

STUN JELLY

A **stun jelly** (see appendix B) clings to a wall, using its False Appearance trait to appear as a simple wet spot. It attacks a random character as the party passes by. There are several bones suspended in the oozy mass. One is a partial arm and hand, on which a silver ring set with a single blue topaz (250 gp) is stilled wrapped around a finger bone.

KEY TO TIER 8 (MAP 8)

AREA 83 – ILLUSORY CHASM

This chamber is 50 feet north to south and 30 feet east to west. The west wall is covered with a fanciful painting. Both doors leading into this area are located on the east wall. Separating the doors is a 20-foot-wide opening that leads to a gaping chasm. A simple three-rope bridge—one rope for walking and two for holding onto—spans the chasm, which appears to be about 30 feet wide with a landing on the far side. The ropes are thick and sunk into the walls via large metal rings.

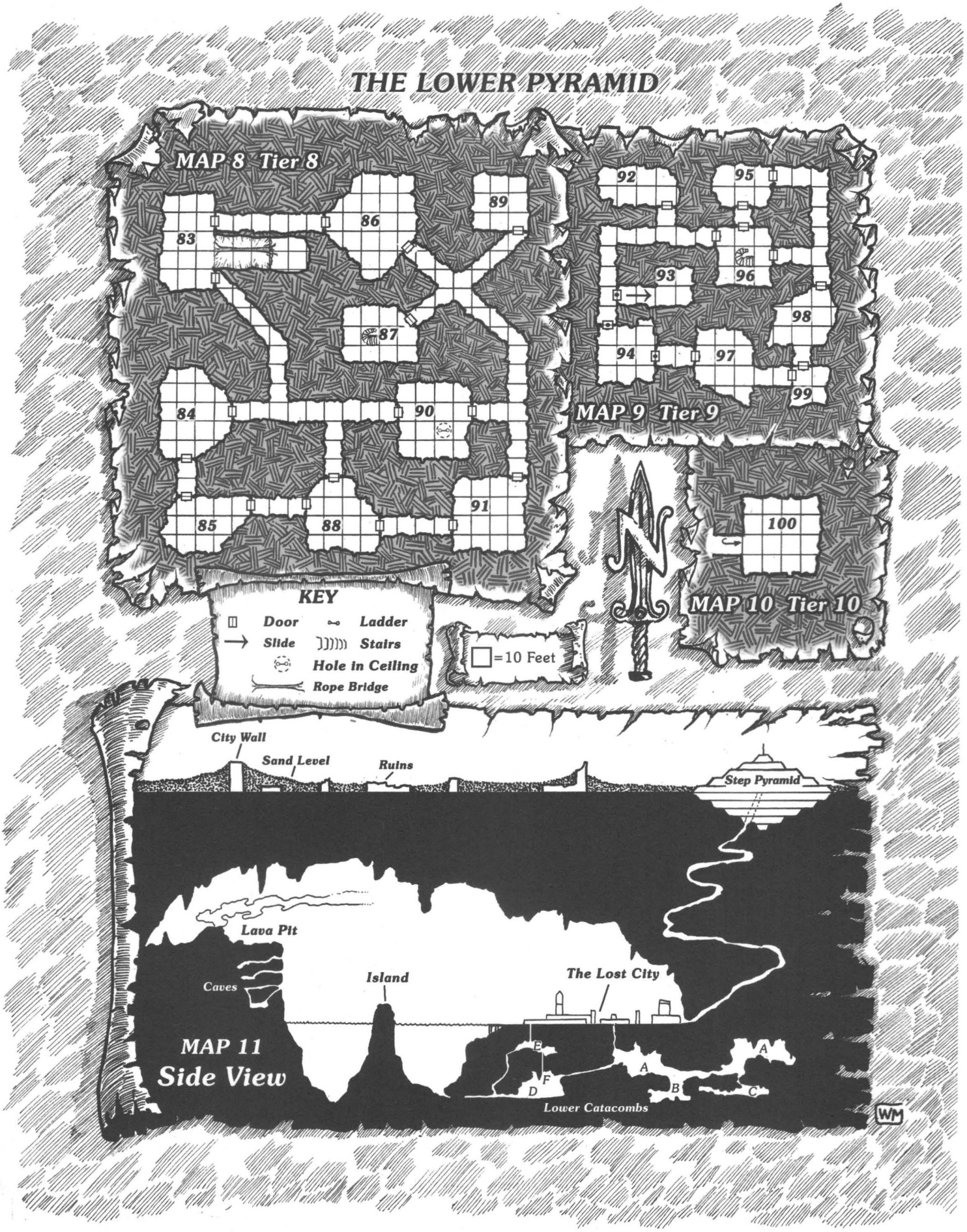
This chamber was used to test the faith of those who would be honored with burial in the pyramid. The painting on the west wall depicts a narrow bridge over an abyss*.

The chasm is a permanent illusion. If examined, there does not appear to be a bottom, and dropping an object (such as a coin) does not create the telltale sound of hitting bottom. The rope bridge is very real and is sturdy enough to support 300 pounds of weight—and, in reality, is only 5 feet off the ground. Crossing the bridge is tricky, requiring three successful DC 15 Dexterity checks. Failure indicates a fall and forces the character to make a DC 15 Wisdom saving throw. A success here reveals the illusion, but a failure indicates the victim believes they truly fell to their death; they enter a catatonic state (treat as incapacitated) for 10 minutes before returning to normal.

AREA 84 – OFFERING ROOM

This irregular, 40-foot-by-50-foot chamber is occupied by a large wooden chest with stout iron bands. The chest is nearly 10 feet long and 5 feet wide and high. The west wall is covered with paintings.

Before the journey to the afterlife, the family of the deceased would place valuable goods in the chest here, for use in the underworld. Many of these goods were collected by the clergy and repurposed in the living world, unbeknownst to the donators. The painting depicts a group of spirits crossing an underground river in a ferryboat laden with material wealth.


THE LOWER PYRAMID
MAP 8 Tier 8
83
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MAP 9 Tier 9
100
MAP 10 Tier 10
KEY
Door
Ladder
Slide
Stairs
Hole in Ceiling
Rope Bridge
=10 Feet
City Wall
Sand Level
Ruins
Step Pyramid
Lava Pit
Caves
Island
The Lost City
MAP 11
Side View
A
B
C
D
E
F
Lower Catacombs
WM

The chest is locked, and they key is nowhere to be found. The lock can be picked with thieves' tools and a successful DC 20 Dexterity check. The chest is trapped with a *glyph of warding* (cast using a 4th-level slot) that triggers when the chest opens. The glyph is nearly invisible and can only be discovered with a successful DC 14 Intelligence (Investigation) check. The glyph can be deactivated with a *dispel magic* spell (DC 14), but it can't be disabled any other way. If triggered, it casts *conjure monstrosity* (see appendix A) to summon a **basilisk**. The basilisk appears to issue forth from the chest, and likely surprises one or more targets with its gaze attack. The conjured basilisk stays in this room for 1 hour, unless destroyed.

Inside the chest are 4,000 gp and 2,000 pp in a loose pile.

AREA 85 – BOAT ROOM

This oblong room is about 50 feet by 30 feet, with the ceiling about 30 feet overhead. The room is dominated by the bulk of a sailing ship, a full 30 feet long. It appears to be composed of ancient wooden planks lashed together with ropes. A single tattered sail is attached to a center mast, and 10 pairs of long wooden oars reach over the gunnels. The southern and eastern walls are covered with paintings.

The ship is real, painstakingly dismantled by slaves and workers, transported here and then reassembled. The wooden planks are rotted in places and many of the ropes holding planks together need replacing. But overall, considering the age of the ship, the condition is fair, except for the tattered sail. The painting depicts a similar ferryboat and its ferryman, who wears a black hooded cloak that conceals his features.

There is nothing else of value in the ship or in the chamber.

AREA 86 – MANY-HEADED GUARDIAN

This roughly 50-foot-diameter chamber has a strong animal stench. The massive bulk of a draconic creature with five sinewy snake-like heads grabs your attention. It issues a guttural howl followed by a series of hisses. At first you wonder why the agitated monstrosity doesn't attack, but then you notice that each of its four trunk-like legs is attached to a thick iron band. The band is attached to a thick chain, only a few links long, which is secured to a metallic plate affixed to the floor. The creature has very limited mobility, although its necks provide a degree of reach to those in the chamber. The north and east walls are covered with paintings.

This was another processional chamber, designed for the common folk to observe the pre-burial rites and pay respects. The painting depicts a group of spirits walking across a narrow bridge over an abyss. This chamber has been repurposed by the Zargonites as a guardroom, and now contains a bound **hydra**. The hill giants in area 88 are tasked with caring for this beast.

The hydra is securely bound to the center of the room but with the 10-foot reach of its necks it effectively can attack targets in a 30-foot diameter from the center point of the chamber. Thus, it can just about reach anyone in the chamber, save those in the northeast corner or along the south wall. The hydra is foul-tempered from years of imprisonment and abuse, and attacks if it can. There are no keyholes for the leg bindings, but the hydra can burst one with a successful DC 22 Strength check. If the hydra gets free of one binding, subsequent Strength checks are made with advantage. Once the hydra succeeds on a second Strength check, the hydra completely breaks the remaining bindings with a single action. The hydra fights to the death.

In the northeast corner of the room is a pile of treasure. The pile contains 4,000 cp, 3,000 gp, and four pieces of jewelry: a gold chain set with a triangular piece of jade (400 gp), a red dragon-hide gauntlet set with 10 tiny rubies (2,500 gp), a platinum hand mirror (700 gp), and a gold snuff box set with obsidian (200 gp).

AREA 87 – ROOM OF CLEANSING

This chamber is bathed in a soft glow and feels warmer than the surrounding chambers. In the center of the room is a stone staircase descending to the depths below. The illumination comes from a 5-foot-wide circular pit in the southeast corner of the room. The southern wall is covered with a detailed painting.

The stone stairs lead to Tier 9 (area 96). In addition to this chamber providing access to the lower level, the magical fire in the pit was used to cleanse objects (and sometimes bodies) prior to burial. The painting depicts a woman in white robes kneeling next to a pool of fire with greedy flame-like tendrils.

The circular pit is 20 feet deep and has smooth walls and a flat bottom. Climbing down the walls of the pit requires a successful DC 15 Strength (Athletics) check. Although there is no fuel, nor are the walls scorched, the pit contains a magical eternal flame from a weak connection once estab-

lished to the Elemental Plane of Fire via powerful magic. A creature in the pit takes 7 (2d6) fire damage per turn. The flames burn hotter on the floor of the pit; a creature there takes 14 (4d6) fire damage per turn. The floor of the pit has a *glyph of warding* cast upon it. The glyph can be discerned with a successful DC 14 Intelligence (Investigation) check, made with disadvantage due to the flickering flames that dance about. Touching or stepping on the bottom of the pit triggers the glyph, which casts a *hold person* spell that targets one humanoid creature. The target must succeed on a DC 14 Wisdom saving throw or become paralyzed for 1 minute. The spell magically resets at dawn each day.

Resting on the floor of the pit, unharmed by the flames, is a gold ring set with a single massive diamond. The ring can be noticed from the exterior of the pit with a successful DC 14 Wisdom (Perception) check or discovered without a check if someone enters the pit to investigate the floor. The ring appears to be worth 10,000 gp on first examination, but it's much more valuable than that: it is a *ring of djinni summoning*. The command word ("Nomsum Zuraara el-Akram") is cunningly hidden in the flowing patterns on the interior of the ring. If the ring is placed on a finger and the command word is spoken, it summons Zuraara el-Akram, a **djinni,** which appears within 120 feet of the wearer's location. Zuraara is friendly and serves the wearer for up to 1 hour or until he is reduced to 0 hit points. He asks for a bribe of no less than 5,000 gp—preferably in gems or jewelry—to serve but this is not required. His deception can be revealed with a successful DC 14 Wisdom (Insight) check.

AREA 88 – GUARDROOM

This smelly room is about 40 feet by 40 feet, although the hewn walls are irregular and unfinished, save for the southern wall. That wall is covered with a stylistic painting and along it is a pile of jagged boulders. In the southwest and southeast corners of the room are piles of mangy furs, likely the beds for the two hulking brutes that stand over you. These pot-bellied humanoids stand over 15 feet tall, and proudly display just about the largest clubs you have ever seen.

These two dimwitted giants are **hill giants** in the employ of the Zargonites. They fancy themselves as beast caretakers; they are responsible for the "care" and feeding of the hydra in area 86, the manticore in area 89, the chimera in area 95, and the blue dragon in area 96. As such, they have a pair of bloody sacks to transport meat and several 12-foot-long metal poles to hold the creatures at bay during the process. The hill giants start the encounter as hostile, but fast-talking characters could convince the dim-witted giants they work for the Zargonites with a successful DC 13 Charisma (Deception) check. Otherwise, the giants attack and fight to the death. If one is defeated, the other surrenders, fleeing to area 89 to release the manticore. The pair then tries to hunt down the characters, fighting to the death if need be.

The fur piles reek and the once valuable animal pelts are now stained and worthless. The pile of boulders has 11 rocks suitable for throwing. The painting depicts a gloomy underground river.

There is a recessed area of the floor covered with a gray cloth that can be located with a successful DC 13 Wisdom (Perception) check. The recessed area is about 4 feet in diameter and nearly 5 feet deep. It is full of coins: 12,000 sp and 5,000 gp. Mixed into the coins are a coral statue of a leviathan with blue quartz eyes (1,100 gp), a *potion of healing*, a *+2 shortsword*, a *helm of comprehending languages*, and a cursed *spell scroll*. If the scroll is examined closely (such as to determine what spell it holds) the reader must succeed on a DC 16 Intelligence saving throw or be transformed into a 1-inch-tall version of itself. The creature is now Tiny-sized, has its Strength reduced to 3 (-4), and has its speed reduced to 5 feet. This effect can only be canceled with a *dispel magic* (DC 16) or remove curse spell.

AREA 89 – MANTICORE PEN

DM Note: This door is barred from the outside with a thick piece of iron. Removing the iron bar is easy, but it alerts creature inside the room.

On opening the door, you are greeted by the leering visage of a beast with a vaguely humanoid head—but its body is that of a lion, with draconic black wings and a ball-like tail bristling with wicked spikes. The creature crouches in anticipation, its spiked tail whipping about with excitement. With a toothy grin, it leaps!

This room is a pen for a **manticore**, the favored pet of the hill giants in area 88. It wears a black leather collar with a ring (which can be attached to the leash hanging on the wall). The manticore's name, "Spike," is crudely painted on the collar in Giant. The manticore's opening leaping attack is more an invitation to "play." If he hits, the target takes 6 (1d6 + 3) bludgeoning damage and is knocked prone unless it makes a successful DC 13 Strength saving throw. If the characters don't "play" in return, the manticore soon shifts to more deadly attacks. If reduced to 15 hit points or

fewer, the manticore retreats to a corner of the room with its tail between its legs and cowers.

Hanging on the south wall near the door is a 20-foot-long leather leash with a metal clip that connects to the manticore's collar. If the leash is attached to the manticore, it immediately calms down and stops attacking, assuming it's getting a treat and going for a walk. Attaching the clip to the collar during combat requires an action and a successful DC 18 Dexterity check.

Hanging from the ceiling on a chain is thick leather sack holding 500 gp used as a punching toy. In the northwest corner of the room is a pile of coins consisting of 3,500 gp. There are five battered gold plates (each worth 200 gp, but once much more valuable), also used as toys, mixed into the coins. Not only does Spike catch these, but he also uses them as target practice with his tail spikes if tossed in the air. The pile also contains a strange flat piece of rusted metal—the key to the metal box in area 91—and a gold idol of an amorphous humanoid belching ichor (5,000 gp).

There is a painting on the north wall, but due to the zealous playing of the manticore, most of it is worn away. A successful DC 12 Intelligence (Investigation) check reveals the painting depicts an underground pool of fire. This is a representation of the Eye of Zargon (see chapter 6, area Q).

AREA 90 – ROOM OF DAWN

This 40-foot-square room has walls that are nearly smooth. The walls, floor, and ceiling have all been painted a bright shade of yellow.

The ladder ends on the floor of this chamber. It leads up to area 79 on Tier 7 (and eventually up to Tier 6). The walls, floor, and ceiling in this room have all been painted the color of sunlight. There is nothing else of interest here.

AREA 91 – FORSAKEN CHAMBER

DM Note: Each of these doors leading into area 91 are barred from the outside, as the Zargonites fear the undead spirit contained therein.

This 40-foot-square room appears undisturbed for many years, as everything is covered with a thick coat of dust. In the center of the room is a metal box, although it does not appear to have any seams or lock. The south wall is covered with a painting.

The Zargonites avoid this chamber. The painting shows a ferryboat approaching a group of Cynidicean spirits waiting on the bank of an underground river.

The unquiet spirit of a former high priest of Gorm haunts this room as a **specter.**

The metal box is locked, but first the concealed lock needs to be discovered with a successful DC 15 Intelligence (Investigation) check. The lock can be picked with thieves' tools and a successful DC 18 Dexterity check. The box is trapped, which triggers if the box is opened without its key. They key can be found in area 89. The trap can be found with a successful DC 20 Wisdom (Perception) check. It can be disabled with thieves' tools and a successful DC 18 Dexterity check. If triggered, the trap releases a cloud of weakness gas that fills this chamber in 3 rounds. It takes 1 hour for the gas the disperse naturally. A creature inside the cloud must make a successful DC 15 Constitution saving throw or be poisoned for 6 hours. While poisoned, the creature suffers disadvantage on all attack rolls, Strength- and Dexterity-based saving throws, and ability checks.

Inside the chest is a pile of 7,000 gp.

KEY TO TIER 9 (MAP 9)

AREA 92 – LAIR OF THE SWINE

This 20-foot-by-40-foot hall is covered with a grimy carpet. In the middle of the room is a battered black metal brazier, softly glowing with embers. At the far end of the room is a table with one chair. The chair is occupied by a grossly overweight human with greasy black hair, tastelessly combed over. He seems preoccupied with counting stacks of coins. The north wall is covered with a painting.

This is the lair of one of Zargon's powerful allies: a shapechanging lycanthrope that can assume the form of a boar called a **devil swine** (see appendix B). This is Sus Scrofa, a clean-shaven and bald overweight human with saggy jowls and a sloped forehead. His smooth skin is marred with warts and oozing sores. Sus is a despicable, gluttonous individual, concerned only with himself, his silver coins, and when his next meal is served. He begins the encounter indifferent and assumes the characters are cultists bringing him his next meal. Once he determines they are not loyal to Zargon, he attempts to parley with them, using carefully-placed *charm person* spells to sway them to his service. Sus is bitter rivals with Lady Sabina (see area 94). He offers half his silver coins if they not only defeat the wicked Lady Sabina, but also humiliate her. He does not disclose her undead abilities, though. In human form he carries a shortsword under his robes, but he is a poor fighter, preferring to use his spells or shapechanging ability first

if melee is unavoidable. If reduced to 10 hit points or fewer, he surrenders and grovels for his life. He gladly parts with his treasure, but outside of betraying the Lady Sabina, he (falsely) claims to lack knowledge on other parts of this level.

On the table are 40 stacks of 50 silver coins each (2,000 sp total). Behind the table is a pile of mangy furs (his bed) and a chest. The north wall's painting depicts evil spirits being judged by an unseen arbiter. The evil spirits are being turned back upon judgment.

The chest is locked and contains the rest of the devil swine's hoard of silver coins. The key is hidden in the burning embers of the brazier and requires a successful DC 17 Wisdom (Perception) check to locate. If not removed with a tool and allowed to cool, touching the metal key causes 1 fire damage. The lock can also be picked with thieves' tools and a successful DC 20 Dexterity check. Inside the chest are 2,000 sp.

AREA 93 – TRAP ENTRANCE TO ZARGON'S LAIR

The door to this room is kept locked, and the cultists of Zargon have the key. Otherwise, the lock needs to be picked with thieves' tools and a successful DC 20 Dexterity check.

Beyond the door is a short corridor that spills into a chamber. The walls of this chamber are covered with an elaborate painting of a scene of spirits boarding a dazzling golden-winged boat.

The hallway to room 93 turns into a slide when entered, tumbling the party into Tier 10, the lair of Zargon. The cultists typically open the door and dump sacrificial creatures on the pressure plate that triggers the trap. The trigger can be detected with a successful DC 20 Wisdom (Perception) check. If more than 50 pounds of weight is placed on the second square of the corridor, the entire 20-foot corridor tilts and turns into a slide. Any creature in the corridor must attempt a DC 17 Dexterity saving throw; failure indicates the creature tumbles down the slide, taking 7 (2d6) bludgeoning damage, landing prone in area 100, and being stunned for 1 round. Success indicates half damage and no stun effect, although the creature is still prone in area 100. There is no method to disable the trap from the corridor. One minute after the slide trap is triggered, it resets.

The 20-foot-square chamber at the end of the corridor is empty. A painting depicts glowing spirits boarding a winged boat made of golden light.

AREA 94 – LADY SABINA'S LAIR

DM Note: Each door to this chamber is locked and sports a massive keyhole. There is no key, as the cultists are forbidden to enter, and the occupant enters and departs as a cloud of mist. Each door can be unlocked from the inside, or the lock can be picked with thieves' tools and a successful DC 22 Dexterity check from the outside. Picking a lock alerts the occupant that interlopers are coming.

This softly lit chamber is cozy, with a thick plush rug covering the floor and dark tapestries concealing the walls. The illumination emits from a fireplace set into the northeast wall, its flames dancing on logs that don't appear scorched. The scent of incense tingles your nostrils, intermingled with fine perfume. In the southwest corner of the room is a black wrought-iron bed piled high with silken sheets and numerous pillows. A pale female human wearing a tight gown lounges on the bed unconcerned with the intrusion. She sips a crimson drink from a crystal goblet.

This is the lair of Zargon's most powerful ally, the Lady Sabina. Despite her benign appearance, she is a foul **vampire**. She sips the blood of a recent victim and greets the characters with a wry smile. When encountered, she assumes the characters are allies of Zargon and is indifferent. Regardless, she attempts to charm the most handsome character, all the while engaging the others in conversation about the all-powerful Zargon and its unquenchable hunger. She despises Sus (see area 92) and suspects the characters might be in league with him. If so, she offers double the sum he agreed to—plus his wealth—in return for them betraying him. She cares not, as she plans to betray the characters after using them as pawns (see "Developments," below).

If she is attacked, she again uses her Charm action to turn the tables on the characters. If need be, she relies on unarmed strikes and bite attacks, while summoning a host of bats to confuse targets. If reduced to 50 hit points or fewer then she turns to mist and flees.

The fire in the fireplace is a *continual flame* effect. The carpet is normal, but four of the tapestries are worth 500 gp each. Behind the tapestry on the west wall is a painting depicting a winged boat of golden light approaching a group of glowing spirits.

Lady Sabina wears six pieces of matching platinum jewelry, set with jagged pieces of onyx. These include two bracers (worth 250 gp and 550 gp), a pair of earrings (800 gp), a necklace (2,400 gp), and two rings (worth 400 gp and 600 gp).

Developments. If she is forced to flee, she regenerates while using *spider climb* to hide on a corridor ceiling. She calls to her prey and mocks them, and either leads them to her pet (area 95) or to the clutches of Zargon via area 93.

If she strikes a friendship with the characters, she gladly leads the characters to Zargon, falsely promising to aid in its defeat. In this case, she leads them to area 93, unlocks the door, and encourages them to enter. She will even enter first to prove its safe. When several characters are in the corridor, she willingly triggers the slide trap and turns to mist to avoid its effects.



AREA 95 – LAIR OF THE GREAT BEAST

The floor of this 20-foot-by-30-foot chamber is scorched and covered with soot. Curled in the northwest corner of the room, among gleaming golden and silvered objects, is a magnificent multi-headed beast. The creature sports the cruel head of a red dragon, the regal head of a lion, and the stubborn head of a ram, complete with black spiraled horns. It lifts its leonine head with effort and issues a thundering roar that rouses the other heads, while unfurling its draconic wings.

The beast is a **chimera**, forced to reside in these cramped quarters, which has bestowed upon it a most foul disposition. Unless the Lady Sabina is present with the characters (she has a calming effect on her beast), the chimera is hostile and unleashes its fiery breath before closing into melee. It is content to use its bite, horns, and claws while its Fire Breath recharges. When available, it uses its Fire Breath instead of its bite. The chimera fights to the death.

The chamber smells faintly of animal waste. The painting on the north and west walls depicts the warrior maiden Madarua, although dressed in the formal robes of a judge. She is presiding over and issuing justice among the common people, clearly basking in her wisdom.

The chimera is placated by numerous valuable art objects and jewelry, collected in the corner of the chamber. These valuables include three rings (two are gold and one is electrum, worth 200 gp, 500 gp, and 700 gp, respectively), a golden scepter set with pearls (3,675 gp), a silver crown set with emeralds (1,850 gp), a pair of matching platinum chalices set with sapphires (2,000 gp each), a string of cream-colored freshwater pearls (450 gp), a crystal orb the size of an orange (125 gp, but enchanted with *Nystul's magic aura*), and three electrum ingots (500 gp each). The crystal orb appears to be a *crystal ball* (and it does radiate magic), but its true value can be discerned with a successful DC 17 Intelligence (Investigation) check.

AREA 96 – BONE PILE

DM Note: If the characters enter this chamber from Tier 8 via the stairs, alter the following read-aloud text:

This 30-foot-by-30-foot room is covered with bleached bones, about knee-deep. A staircase carved into the stone ends in the center of the room, providing access to the level above. A colorful painting decorates the south wall.

The bones are from humanoids, and many of them are broken, shattered, or splintered making movement throughout this chamber difficult at best. The floor is considered difficult terrain and movement faster than a walk (including combat) requires a successful DC 13 Dexterity saving throw, or the creature falls prone, suffering 3 (1d6) piercing damage from a splintered bone. The cultists of Zargon have hidden a guardian in the bone pile: a **bone golem** (see appendix B). Without the use of magic, it is impossible to discover the construct until it moves. It does not attack those traveling down the stairs unless they spend

more than 1 minute in the room. Likewise, it does not immediately attack a creature that enters via a door, heads directly to another door, and exits, within 1 minute. Any further delay, and the bone construct rises from the pile and reveals a pair of greatswords carved from mastodon leg bones (two attacks, +4 to hit, 9 [2d6 + 2] slashing damage each). Once activated, the bone golem fights until destroyed, even following creatures that attempt to flee the chamber.

The painting on the south wall depicts a woman dressed in white, washing the spirits of the dead in a pool of fire displayed in brilliant oranges, reds, and yellows. Aside from the bones, there is nothing else of value in the room.

AREA 97 – DRAGON'S LAIR

DM Note: The inhabitant of this chamber is usually asleep. But, due to its keen senses (it has Perception [+9]), grant it an opposed check to the characters' attempt at Stealth (if any). If the characters succeed, they catch the dragon sleeping; adjust the read-aloud text below. If the characters are not attempting Stealth, or fail, the dragon is awake when they enter.

An acrid tinge of sulfur assaults your nostrils as you push open the stone portal to the next chamber. Beyond is a 30-foot-by-30-foot, rough-hewn chamber with a high ceiling. The north wall is smooth and covered with a detailed painting of a complicated scene. Curled on a pile of coins and precious metal objects along the southeast corner of the room is a majestic draconic form with brilliant blue scales. Its wings are folded over its body serving as a blanket, and a forepaw with wicked talons covers its nose. Yet the dragon is wide awake, as piercing blue eyes bore into your very souls.

The draconic form is a **young blue dragon** named Azurux. At great cost in both monetary wealth and cultists' lives, the Zargonites struck a deal with a local blue dragon willing to sell one of her wyrmlings. The wyrmling grew and has lived in this chamber since, but has done little to further the goals of the cult. Mistreated, underfed, and generally ignored at best—and physically and verbally abused at worst—the dragon has a foul temper, and is little more than a killing machine, unaware of its true might. It begins any encounter as hostile, but quick-thinking characters might be able to parley with the dragon with a successful DC 23 Charisma (Persuasion) check. Azurux lusts for treasure, like most dragons, and an offer of at least 1,000 gp in sapphires or blue quartz gems grants advantage on any skill checks to sway its disposition. In combat, Azurux begins with its breath weapon, and then follows up with its typical claw/claw/bite routine while his breath weapon recharges.

Aside from the dragon's hoard, there is nothing of interest in the chamber. The painting along the north wall depicts lawful spirits being judged. After a lawful spirit has been judged, it glows with a golden radiance.

The dragon's hoard contains the following treasure. The coins were painted by the cult to deceive the dragon into believing its hoard is much more valuable. A close inspection reveals the paint with a successful DC 15 Intelligence (Investigation) check.

- 6,000 sp
- 15,000 gp (actually copper coins covered with gold paint)
- Six gold ingots (each worth 1,000 gp)
- A silver coffer set with blue quartz (2,500 gp)
- A pouch of sapphire dust (inside the coffer; 750 gp)
- A bronze gong engraved with a hippogriff (no stand; 450 gp)
- A leather cape studded with sapphires (1,750 gp)
- A silver platter and four matching silver goblets (500 gp as a set)
- An ironwood baton gilded with gold and set with blue quartz (800 gp)
- A collection of three matching blue coral statuettes, depicting merfolk maidens in different poses (each worth 300 gp)
- A massive, but flawed, dark blue sapphire (1,000 gp)
- A longsword with silvered blade and a blue spinel set in its pommel (600 gp)
- A platinum crown set with a large blue topaz (4,000 gp)

AREA 98 – SLIME ROOM

This chamber is roughly 30 feet in diameter, although the walls are very rough and irregular. The walls are covered with a violet slime that oozes from the ceiling and forms puddles on the smooth floor. The east wall appears to be painted, but this is covered with a slimy residue as well.

This chamber is empty. The violet slime is harmless, although it appears to be oozing out of cracks along the walls and the ceiling. The slime is a by-product of Zargon's influence and the proximity to its lair (area 100). If the east wall

is cleaned, a thankless task that takes about 20 minutes, the painting on the wall can be examined. The painting depicts Gorm dressed in the robes of a judge.

AREA 99 – MOLD ROOM

This square chamber is 20 feet on a side, although the walls are rough-hewn and uneven. A pair of stone doors provide entrance to this room. The walls, ceiling, and floor are covered with patches of sickly green-blue mold colonies. The mold stalks are several inches long and undulate even though there is no breeze or other air movement. The east wall appears to have a painting, but it is obscured by the mold.

This chamber is empty save for the mold colonies. The mold growth is bolstered by the proximity of Zargon's lair (area 100). The mold is harmless, although if disturbed (the colonies can be avoided with careful movement) it releases clouds of spores (also harmless). The DM should make the characters roll a few fake saving throws just to keep them on edge. If the east wall is cleaned, which takes 20 minutes and disturbs several colonies of mold, the party can examine the painting underneath. The painting depicts Usamigaras dressed in the robes of a judge.

TIER 10 (DUNGEON LEVEL 6)

KEY TO TIER 10 (MAP 10)

AREA 100 – SLIME PIT LAIR OF ZARGON

DM Note: Most likely, the characters arrive in this chamber from the slide trap in area 93. Zargon surprises any creatures that tumble down the slide, and unleashes all its fury, eager to feed once again.

Sliding into a large, slime-covered chamber, you find that the floor is littered with bones. Suddenly, you hear a slopping noise from the north wall. There, a huge humanoid figure rises from the slime, standing a full 15 feet tall. Viscid slime drips from its form as it reveals its massive bulk. Its head is that of a giant lizard and a 2-foot-long horn—colored black with silver flecks—curves upward above its single red eye. The aberration sports a wide mouth full of sharp teeth. Instead of arms, the creature has six tentacles, three on each side of its body, each ending in razor-sharp talons. Instead of legs, the creature slithers toward you on six more thick, powerful tentacles.

The slime pit lair of **Zargon** (see appendix C) is 40 feet by 40 feet with somewhat finished walls. The ceiling stretches to a height of 30 feet to account for Zargon's height. The floor is covered with brown slime that is considered difficult terrain. Attempts at running or acrobatic combat maneuvers require a creature to make successful DC 15 Dexterity check, with failure resulting in the creature ending its movement and falling prone. The slide back up to area 93 is 90 feet long and difficult to climb. It requires a successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check during each turn of movement to ascend. Failure indicates a slip and the target slides back down to area 100.

Zargon's rubbery bulk is concealed under the slime, but as the characters arrive here, it soon presents itself, confident it soon shall feed. Overconfident, it begins attacking with its tentacles, attempting to grapple targets. A grappled target is moved closer to its space for bite and gore attacks. It reserves legendary actions to use innate spellcasting abilities. It starts by casting *freedom of movement* and then *transmute rock* (see appendix A). It then casts *conjure ooze* (see appendix A) as appropriate, preferring to summon a **black**

ZARGON'S LAIR ACTIONS

On initiative count 20 (losing all ties) Zargon takes a lair action to cause one of the following effects:

- Zargon causes a patch of slime to drop from the ceiling onto a 10-foot-square section of the floor. The slime is considered green slime (*Dungeon Master's Guide*, p. 105) and targets all creatures in the area of effect.
- Zargon releases a cloud of spores in a 10-foot cube. All creatures in the area of effect must make a successful DC 15 Constitution saving throw or take 11 (2d10) poison damage and gain the poisoned condition for 1 hour. The spore cloud dissipates after 3 rounds.
- Zargon belches forth slime in a 30-foot cone. All creatures in the area of effect must make a successful DC 17 Dexterity saving throw or take 11 (2d10) acid damage and 11 (2d10) poison damage, gain the poison condition for 1 hour, and be pushed back 10 feet. A creature succeeding on the saving throw takes half damage and is not pushed back.

DM Note: Zargon cannot cause the same effect in consecutive rounds.


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pudding first, and then two **ochre jellies** on subsequent castings. Each turn, it takes advantage of its lair actions (see sidebar). Zargon fights to the death, confident that its Regeneration trait will alleviate the permanency of death (see "Developments," below).

Although Zargon is ancient, it is no god. It is a cunning aberration that discovered its "godhood" makes it easier to get victims. Zargon was once worshipped by primitive humanoids in early times but retreated underground when the primitives were wiped out by the ancestors of the Cynidiceans. Zargon remained in a strange hibernation for many years. By chance, the Cynidiceans built the pyramid on the spot where Zargon's original shrine stood, and the Cynidicean slaves' later digging to create the Lower Pyramid chambers awakened the creature.

In the slime of Zargon's lair is the treasure it has gathered, mostly collected by its cult. All these items are covered with noxious slime and require thorough cleaning. The hoard includes 58,000 sp, 9,000 pp, a suit of *+2 chain mail*, a *+2 shield*, a *+2 spear*, a cursed *spell scroll*, a *wand of illusion* (see appendix A), a *cloak of elvenkind*, and *boots of elvenkind*. A character reading the cursed *spell scroll* must succeed on a DC 18 Intelligence saving throw or by polymorphed into a miniature 3-foot-tall version of Zargon. In this form, the character has AC 11 and no special traits, but can make six tentacle attacks (+2 to hit, 1d4 bludgeoning damage) and one bite attack (+2 to hit, 1d6 piercing damage) per turn.

Developments. If reduced to 0 hit points, Zargon eventually regenerates and resumes its diabolic feeding frenzy and subjugation of the Cynidicean people. Its horn is the power source of its regeneration. If forcefully removed via a successful Strength contest, Zargon can be permanently destroyed—assuming the horn is then cast into the fires of the Eye of Zargon (see chapter 6, area Q). Destroying the horn must be completed within 24 hours of its removal for Zargon's death to be permanent. The factions opposed to Zargon have the knowledge of this weakness and some magic objects to aid in this quest. (See chapter 6 for details.)

Experience. Simply facing Zargon and surviving is worth a CR 4 experience reward (1,100 XP). If the characters reduce Zargon to 0 hit points but fail to remove the horn and destroy it in the fires of the Eye of Zargon within 24 hours, award them a CR 6 experience award (2,300 XP). Only if they permanently destroy Zargon should they get the full CR 12 experience reward (8,400 XP).

CHAPTER SIX

The Lost City of Cynidicea

If the players enjoyed adventuring in the upper and lower portions of the pyramid, the Dungeon Master may want to create further adventures in or around the Lost City. Such adventures could take place in the underground city or in the desert wilderness around the pyramid. A layout of the Lost City is provided for the DM on map 12, and its most important features are described, but the DM is encouraged to develop even more locations to spin the types of stories she wants to tell. Suggestions for additional adventures are given at the end of this chapter.

GENERAL FEATURES

The underground city was built in the Upper Catacombs below the old city after the surface city was destroyed by a barbarian horde. About 1,000 adult Cynidiceans currently reside in the city.

Construction. The buildings of the Lost City are all constructed of cut rock.

Ambient Conditions. These chambers are below the scorching desert sands and thus are cooler and pleasant. Characters require less water (1 gallon per day) than in the desert or while adventuring in the Upper Pyramid. The air is still dry, with a very faint organic smell.

Ceilings. The main cavern that houses the Lost City is about 300 feet high along the eastern side and increases to about 450 feet high as one moves to the west. Interior building ceiling heights vary; see the individual text descriptions for details, but the DM can assume a default height between 10 and 15 feet.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. There is no natural light in the Lost City. However, there is a perpetual dusk-like illumination created by phosphorescent fungus that adorns the walls and ceiling of the cavern. The fungus is cultivated by the Cynidiceans and strategically encouraged to grow in select locations, such as along the pillars that line the streets and above doorways and archways of structures. These growths are maintained by the zombie gangs that wander the streets. For game purposes, treat this as dim light.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. At the DM's discretion, wandering monster checks can be called for if the characters make a prolonged amount of loud noise, such as combat. Some areas of the Lost City have their own wandering monster tables, as described below. Roll 1d20 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

BLACK PUDDING

Several **black puddings** roam the passages and empty streets of the Lost City and the surrounding environs. The Cynidiceans are good at avoiding them, and occasionally when one gets too close to populated areas, a squad of hobgoblins is called in to corral the ooze and move it to a better hunting ground.

CULT MEMBERS

This group is a band of six **Cynidicean cultists of Zargon** led by a **Cynidicean cult fanatic of Zargon** (see appendix C for both). They are conducting a task for their dark master, likely moving to the Temple of Zargon (area K) or away from it to the passages of the pyramid. Each cultist carries 1d6 sp and the cult fanatic has 2d6 gp.

WANDERING MONSTERS: THE LOST CITY

D20	Encounter	# App	XP	Source	Notes
1-4	Cynidiceans	Varies	Varies	Appendix C	See description
5-8	Zombies	8	50	*MM*, p. 316	
9-11	Cult members	7	Varies	Appendix C	See description
12-14	Goblinoids	11	Varies	Varies	See description
15	Black pudding	1	1,100	*MM*, p. 241	
16-19	Hobgoblins	8	100	*MM*, p. 186	See description
20	Deep gnomes	3	100	*MM*, p. 164	

CYNIDICEANS

The Cynidiceans (see appendix C) are degenerate humans that live underground in the Lost City. They have pale, pasty skin, with bone-white hair and oversized eyes. Cynidiceans typically wear masks and brightly colored robes and often are acting out strange dreams when encountered (see the "DM's Background" section in chapter 3 for more information). A dozen Cynidicean encounters, usable for all dungeon levels and the Lost City, are presented in appendix C. The DM may randomly determine one of these encounters or use them as a guide to design her own.

DEEP GNOMES

This trio of **deep gnomes** is scouting the outskirts of the city. They use Stealth to escape scrutiny, although the characters can detect them with a successful Wisdom (Perception) vs. Dexterity (Stealth) contest. These deep gnomes can speak Common, so even if the characters are unaware of their presence they are likely followed and spied upon, to determine their allegiance. At the DM's discretion the deep gnomes might reach out to the characters and offer to parley. These scouts are allied with Keogh's band (see chapter 8, cavern A, area 5).

GOBLINOIDS

These 10 **goblins** hail from the caves at area O and are led by a single **bugbear**. They are performing a task for the hobgoblins garrisoned in the city, or simply on patrol and looking to get into trouble. Bored with their current task they gladly engage with the characters to blow off some steam. They flee if half of their numbers or their leader is defeated or incapacitated. Each goblin carries 1d4 sp, and the bugbear carries 2d8 sp and 1d6 gp.

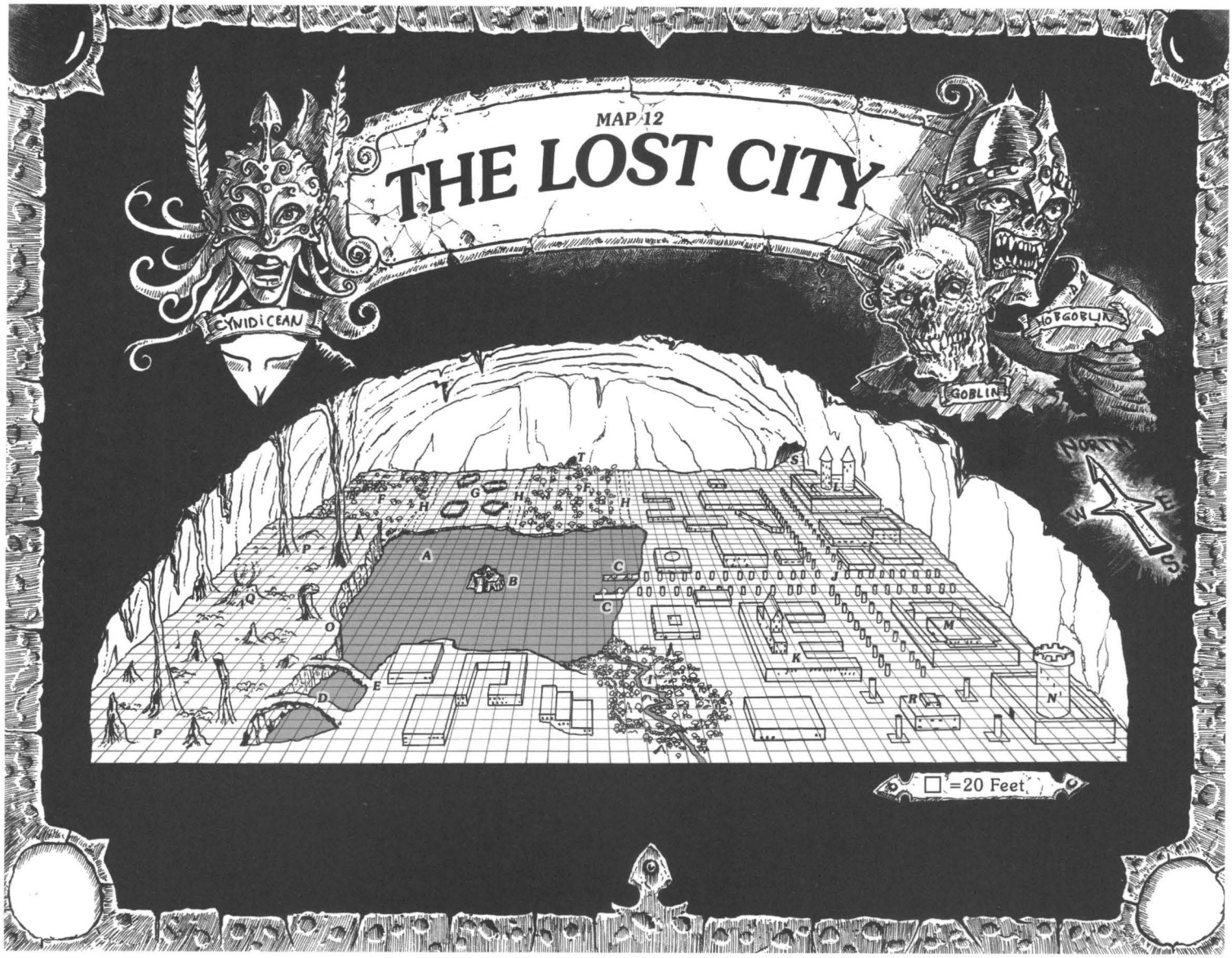


HOBGOBLINS

Bands of **hobgoblins**, loyal to Zargon and its cult, act as enforcers in the Lost City. They are stationed either in the temple (area K) or the building that guards the entrance to the Lower Catacombs (area R). There is a 50% chance they are leading 2d4 **Cynidicean commoners** (see appendix C) in leg irons from the city to either the temple or to Zargon directly (see area 93 in chapter 5). One of the hobgoblins carries the key to the locks, although they can be picked with thieves' tools and a successful DC 15 Dexterity check. Alternatively, the chains can be burst with a successful DC 21 Strength check. Each hobgoblin carries 2d6 gp and one has a whip (+3 to hit, reach 10 ft., 3 [1d4 + 1] slashing damage) to discipline the slaves, if present.

ZOMBIES

The high priest of Zargon animates dead bodies as **zombies** and commands them to loosely patrol the city streets. They tend to the litter and debris and cultivate the phosphorescent fungal growth. They have orders to ignore others while performing their duties, although if attacked, they mindlessly defend themselves.



KEY TO THE LOST CITY (MAP 12)

Map 11 depicts a side view of the surface ruins, the pyramid (both the upper and lower levels), the Lost City, and the caverns underneath. Map 12 shows the encounter locations in the city and the surrounding area. The most important features of the city are:

AREA A – UNDERGROUND LAKE

The underground lake is the primary water supply for Cynidicea. The locals refer to it as Lake Moldvay after a great Cynidicean hero from long before King Alexander's reign. It is a deep freshwater lake fed by channels cut through the solid rock. These were engineered with the aid of deep gnome allies centuries ago. The lake is teeming with large fish that provide a suitable source of food for the Cynidiceans. **Quippers** are also common in the deep cold waters of the lake, and they occasionally coalesce into a **swarm of quippers** to feed on larger prey. Cynidicean fishermen sometimes catch 3-foot-long **giant quippers** (see appendix B) in their nets, although they are not particularly tasty. The Zargonites, with their allies in the Lower Catacombs, have poisoned the lake with mass-produced elixir of fantasy (see sidebar). This helps maintain control of the general populace by drugging them into a dream-like state of mind where the Cynidiceans succumb to wild hallucinatory fantasies for most of their waking hours. This partially explains their erratic behavior.

AREA B – THE ISLAND OF DEATH (MAP 13)

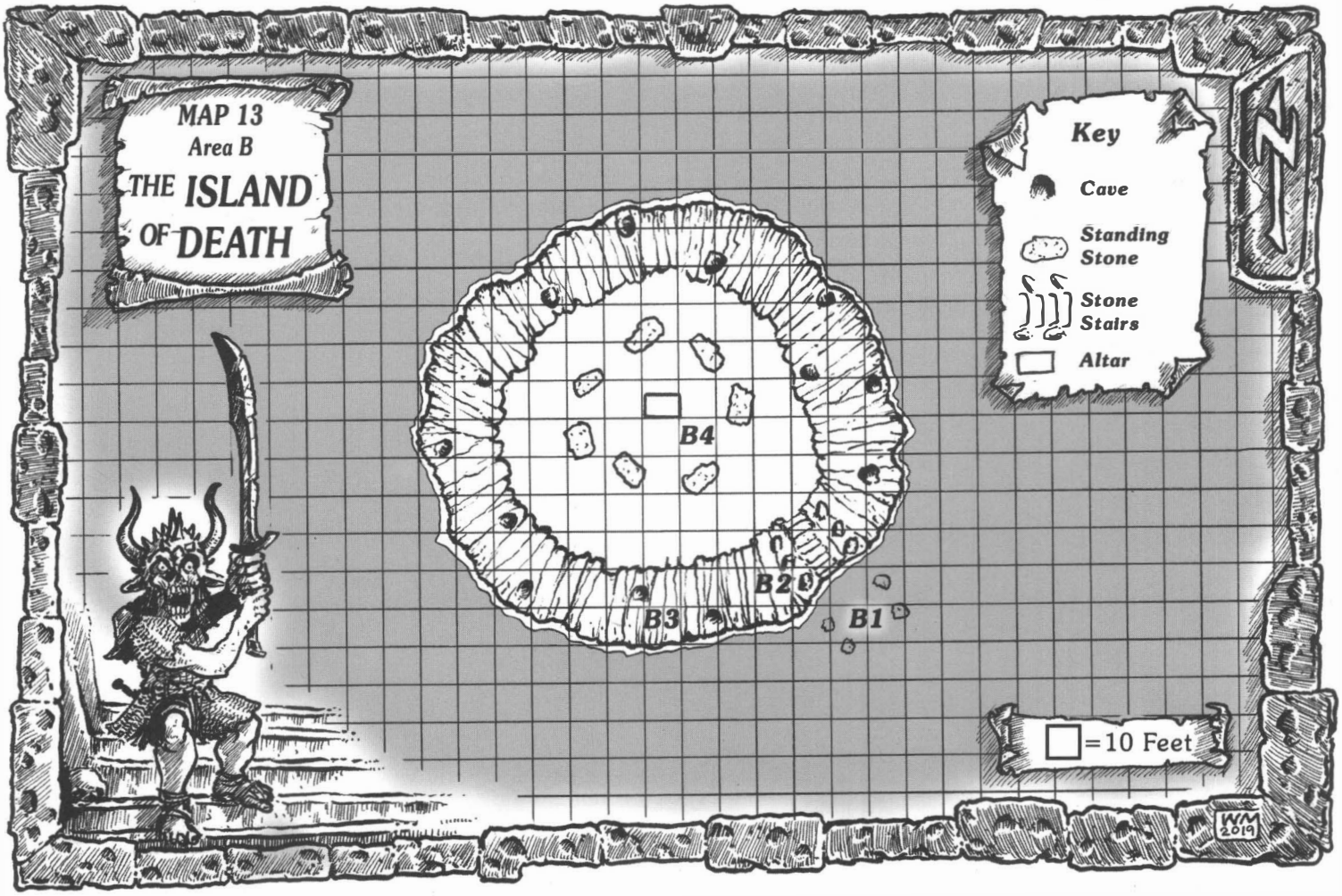
In the middle of the underground lake is a twisted crag of rock that juts up from the lake bottom. The island has a flat top and its steep slopes are pockmarked with caves. From time to time, glowing lights are observed flitting

Tainted Waters

If the DM plans to continue the adventure into the Lower Catacombs (see area R), the characters can discover the origin of the sinister group that is poisoning the Cynidicean people. Using a distilled poison, agents of the Zargonites have gradually tainted the underground lake. The poison is extremely low-dose due to the dilution of the lake. In order to become poisoned a creature needs to drink the water every day for several weeks, so there is very little risk that the characters will be affected during the course of their adventures. For more details see the "Elixir of Fantasy" sidebar in chapter 3.

about the cave entrances. In the center of the island is a Stonehenge-like group of standing stones constructed from large granite blocks, among several ancient toadstools that nearly reach a height of 20 feet. It was constructed long before the first Cynidiceans came here and built the pyramid. No one is quite sure of its original purpose or who built the structure—or how they even transported tons of standing stones to the island—but it is rumored to be a place of great power. When the Cynidiceans built the underground city, they dug up all the bodies in the Upper Catacombs and burned them in one mass pyre*. The ashes were then ferried to the island and scattered throughout the numerous caves. Sometime later, the island became the haunt of various types of undead and is now shunned by the Cynidiceans.

B1. If the characters approach the island seeking a place to moor a boat, a successful DC 12 Wisdom (Survival) check leads them to this location, where the water is only 10 feet deep. There appears to be a set of steps carved into the rock that leads from the water's edge to the top of the island. There was once a wooden dock here (similar to the docks in area C) but it has since rotted away (or been destroyed), although the stone pilings to which the timbers were once attached are still present. If the pilings are



not noticed with a successful DC 13 Wisdom (Perception) check, one is struck by the approaching boat and all creatures aboard must succeed on a DC 12 Dexterity saving throw or fall into the water. The resulting splashing attracts the attention of a **swarm of quippers** which arrives after 1d3 rounds, in search of a meal.

B2. A set of stairs has been carved into the rock here. Although steep and uneven, this staircase is the easiest route to the top of the island. The steps are flanked by three pairs of stone columns. Four **wights**, once foul military leaders for an ancient civilization, guard this route. They wear black chain mail (AC 16) and helms shaped like horned beasts. They wield jagged greatscimitars with both hands (+4 to hit, 7 [1d10 + 2] slashing damage) in addition to their standard longbows. Two of the wights are positioned atop the columns and use arrows to pin down combatants while the other two engage in melee on the steps. The steps' unevenness makes this area difficult terrain. If a character engages in combat here, then they must make a DC 13 saving throw at the start of their turn; failing the save results in the character slipping and falling prone.

B3. There are 13 caves scattered along the steep rocky slopes of the island. Each slope is between 40 and 50 feet high and requires a successful DC 15 Strength (Athletics) check to scale. Each cave opening is 5 to 10 feet high and leads to 2d6 + 2 unlit natural chambers that honeycomb through the rocky island, occasionally connecting with other entrances. This confusing network of caves is not depicted on a map. A trio of **will-o'-wisps** haunt these caves and attempt to lure unsuspecting victims to their demise at the incorporeal talons of the undead that reside herein.

The caves are full of unquiet dead from the Cynidiceans' despicable actions centuries ago. If a cave is entered, roll on the table below to determine the type and number of undead encountered:



If a 2 or a 12 is rolled, make additional rolls as indicated (ignoring additional results of 2 or 12 results) to determine the multiple types of undead that are encountered.

Scorched skeletons are treated as unarmed **skeletons** (Slam action only, +2 to hit, 4 [1d4 + 2] bludgeoning damage). Their bones are blackened and charred from being burnt long ago.

B4. These standing stones were placed here long before the Cynidiceans settled the underground city. The seven blocks weigh several tons each, and it must have required

UNDEAD ENCOUNTERS IN THE CAVES

2D6		# App	XP	Source	Notes
2	Special	NA	NA	NA	Roll twice on this table
3	Flameskulls	1d3	1,100	*MM*, p. 134	
4-5	Shadows	4d4	100	*MM*, p. 269	
6-8	Specters	2d4	200	*MM*, p. 279	
9-10	Wraiths	1d2	1,800	*MM*, p. 302	
11	Scorched skeletons	4d6	50	*MM*, p. 272	As **skeleton**; see text above
12	Special	NA	NA	NA	Roll three times on this table

great effort to transport them to the island and put into place. Each is composed of rough-hewn black granite with speckled mica, a type of rock that does not naturally occur anywhere within 100 miles. In the center of the structure is a smooth, solid block of pure black granite that is strangely warm to the touch. On the ground on the north side of the altar-like rock is a secret compartment that requires a successful DC 22 Wisdom (Perception) check to locate. Inside is a platinum offering plate (500 gp), a matching plain platinum chalice (750 gp), and a scroll tube made of purplish metal. The tube holds a *spell scroll* inscribed with *raise dead*.



AREA C – CITY DOCKS

Two large ancient wooden docks extend out into the lake, forming a harbor for the fishing fleet. The wooden planks of the dock were collected in a distant forested region and transported across the desert for their current purpose. The Cynidiceans use boats and canoes carved from great mushroom stalks to set nets and traps to capture the bountiful fish that inhabit the lake. Recent neglect of the fishing gear and lack of training younger able-bodied fishermen have decreased the efficiency of fishing, resulting in an increase in fish populations, especially the predatory **quippers** (all varieties; see area A above).

AREA D – WATER-FILLED CHASM

When the underground lake was first flooded, water flowed into this nearby chasm. Cynidicean fishermen avoid the chasm because there are dangerous undertows and sharp rock ledges hidden just beneath the surface of the water. If a boat or canoe is piloted here, at the start of each of their turns the pilot must make a successful DC 15 Wisdom (Survival) check or hit one of these sharp rock ledges. Striking a ledge capsizes the boat, throwing all occupants into the water. It requires a successful DC 18 Strength (Athletics) check to pilot a boat to escape the undertow and exit this treacherous stretch of water. Swimming in this area is difficult due to the undertows and powerful undercurrents. It requires a successful DC 15 Strength (Athletics) check to swim here, with a failure indicating that the swimmer has struck a rocky ledge and suffers 4 (1d8) bludgeoning damage.

AREA E – ROCK BRIDGES

Two natural rock arches form bridges across the water-filled chasm. They are sturdy and safe to cross as long as care is taken to move slowly over the uneven surfaces. Falling off one of these bridges dumps a creature into the water-filled chasm (area D).

AREA F – MUSHROOM FIELDS

The Cynidiceans farm mushrooms, edible fungi, and lichens. These fields are not well tended these days, as the Cynidiceans slip deeper into the throes of their dream-like stupor. They are overgrown, looking more like forests of giant mushrooms than cultivated fields. For every 10 minutes the characters spend exploring here, they have a 1 in 6 chance of an encounter. Roll 1d8 for the type of monster encountered or choose one from the table below:

ENCOUNTERS IN THE MUSHROOM FIELDS

D8	Encounter	# App	XP	Source	Notes
1	Spore cloud	NA	NA	NA	10-foot cube; DC 13 Constitution save or poisoned for 1 hour
2	Violet fungi	1d3	50	*MM*, p. 138	
3-4	Shriekers	1d4 + 1	10	*MM*, p. 138	Attract a nearby band of 3d4 **goblins**
5-6	Giant ants	3d4	25	Appendix B	
7	Gas spore	1	100	*MM*, p. 138	
8	Giant wolf spiders	1d2	50	*MM*, p. 330	

ENCOUNTERS IN THE STOCK PENS

D8	Encounter	# App	XP	Source	Notes
1-2	Giant rats	4d4	25	*MM*, p. 327	
3-4	Giant cave locusts	2d4	50	Appendix B	
5	Giant constrictor snakes	1d2	450	*MM*, p. 324	
6	Giant spiders	1d3	200	*MM*, p. 328	
7	Zombies	1d3 × 3	50	*MM*, p. 316	
8	Goblins	3d4	50	*MM*, p. 166	1d6 sp each

AREA G – STOCK PENS

The Cynidiceans also herd giant underground animals. Their main sources of meat (other than fish) are nonpoisonous giant snakes, giant cave locusts, and giant rats. They keep the animals in stockade-like pens fashioned from giant mushroom stalks. Like the fields, the animals are poorly tended due to the condition of the Cynidiceans. Some pens contain only dead animals because the Cynidiceans have forgotten to feed them. In other pens, the animals have broken down the walls and now roam freely among the mushroom forests.

For every 10 minutes the characters spend searching in this area, there is a 1 in 6 chance of a random encounter. Roll 1d8 for the type of monster encountered or choose one from the table above.

AREA H – WATER CHANNELS

The Cynidiceans, with the aid of deep gnomish engineers, have laboriously cut channels through solid rock to feed the underground lake. These channels lead under the desert to hidden springs and a massive underground aquafer. Although they are 10 feet high and 10 feet wide, the water level in the channels is usually only 2 to 3 feet deep. Thus, these passages could be traversed by boat or swum. Such a journey would be long and harrowing, and sudden floods have been known to occur. Where these channels lead is up to the DM to decide.

AREA I – ORPHEUS PARK

When the underground city was first built, Orpheus, a wealthy citizen, had a park built in his honor. A sandy path leads into the park from a small beach. A tiny stream also trickles through the park from the underground lake. The park is landscaped with giant mushrooms and strange rock formations, although due to recent neglect the fungus is somewhat rampant. The rock formations are all natural and were carefully removed from locations in the Lower Catacombs and transported here for display. Many are natural representations of common everyday things or mundane creatures and have unofficial names. Examples include the weeping armadillo, the broken broom, the talon, the stretching osquip, and the falling star.

AREA J – MAIN STREETS

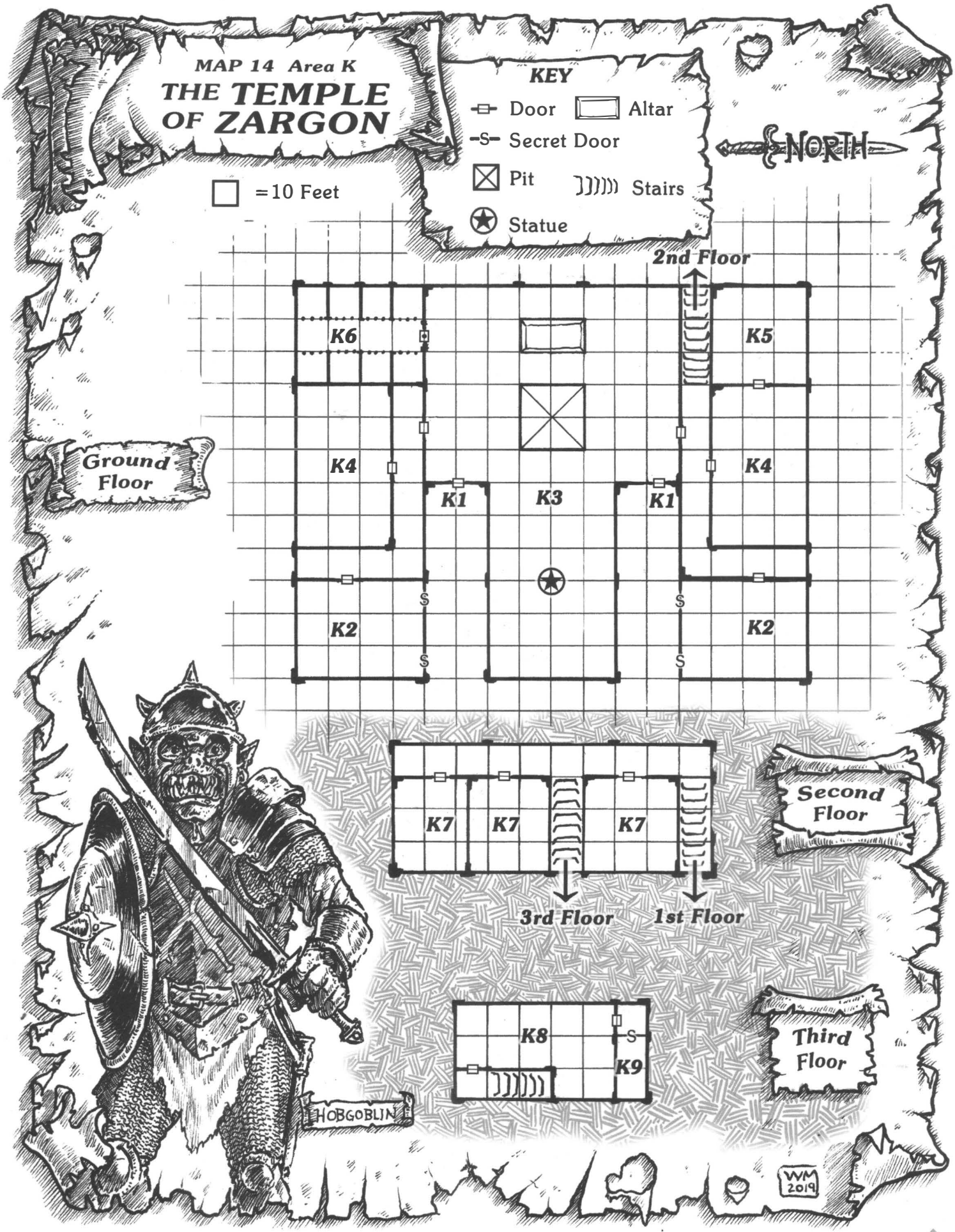
The two main streets, lined with marble columns, cross near the middle of the city. The tops of the marble columns glow softly with phosphorescent fungus. Groups of 1d3 × 3 **zombies** mindlessly perform the tasks of tending these fungal patches and cleaning the streets. The streets, Alexander Way and Zenobia Street, are named after King Alexander and Queen Zenobia. The streets are quite busy with foot traffic, so wandering monster checks occur every 10 minutes, and there is a 3 in 6 chance of an encounter.

AREA K – THE TEMPLE OF ZARGON (MAP 14)

This the largest building in Cynidicea. It holds a temple to Zargon and barred cells where prisoners are kept until the cult members feed them to Zargon. The temple services are poorly attended, but Zargon's cult is still the strongest power in the underground city.

K1. There are two stone door entrances to the temple. Although unlocked, a contingent of four **hobgoblin** guards are positioned in front of each door. They serve 10-hour shifts and are relieved from others stationed in area K2. Any humanoids that display a holy symbol of Zargon (see Handout #7 in appendix D) are allowed to pass freely, or a successful DC 20 Charisma (Deception or Intimidation) check will gain passage. Otherwise, the guards use force and are reinforced by their comrades stationed at the other door and both areas K2, who respond in 1d3 rounds.

K2. These two rooms are identical and serve as the barracks for the guards stationed at the temple. It is a high honor to receive an assignment for guard duty at


MAP 14 Area K
THE TEMPLE OF ZARGON
KEY
Door
Altar
Secret Door
Pit
Stairs
Statue
NORTH
=10 Feet
2nd Floor
K6
K5
K4
K4
K1
K3
K1
K2
K2
S
S
S
S
Ground Floor
K7
K7
K7
3rd Floor
1st Floor
Second Floor
K8
S
K9
Third Floor
HOBGOBLIN
WM 2019



the temple, and as such these hobgoblins have the finest weapons and armor, and wear black tunics displaying crossed longswords dripping with blood. Each chamber houses eight **hobgoblins**, but at any given time half are at their post at the front doors. Simple bunk beds line the walls, each with a matching footlocker. These footlockers are locked (the guards carry the keys), but they can be picked with thieves' tools and a successful DC 15 Dexterity check. Each footlocker contains spare tunics, 3d6 gp, and various personal effects. Each locker has a 30% chance to contain a valuable object worth 1d6 x 10 gp, such as a gem, a bottle of spirits, or a jeweled object such as a dagger or comb.

K3. This is the main worship area. Unless there is a ceremony going on (DM's discretion) this area is empty. The statue depicts a 10-foot-tall version of Zargon with a jeweled horn (1,000 gp). The horn is tricky to remove, requiring a series of twisting and pulling motions that can only be deduced by making a successful DC 20 Intelligence (Investigation) check. This process takes 5 minutes. Additionally, each day the high priest places a *guardian of faith* spell on the statue to prevent theft of the horn.

In front of a large stone altar is a 20-foot-square pit that is usually closed. The trigger to open the pit is a concealed lever on the back side of the altar. This lever can be found with a successful DC 15 Wisdom (Perception) check. The pit is 30 feet deep and contains a twisted ooze-like creature called a **corrupture** (see appendix B). The high priest uses the pit during minor ceremonies to sacrifice lesser creatures (mostly goblins and weak or elderly Cynidiceans) in the honor of Zargon. Prime healthy sacrifices go straight to Zargon in the Lower Pyramid (see chapter 5, area 100).

K4. These two locations are identical and are the living quarters for the cultists of Zargon. Each location serves as the living quarters for 12 **Cynidicean cultists of Zargon** (see appendix C). However, at any given time half of these cultists are not present, either running an errand for the high priest in the city or the pyramid, or even on a trek through the desert. Simple beds line the walls and each cultist has an unlocked locker with spare clothes and personal effects.

K5. This room is a storeroom, containing dried food, pure (non-poisoned) water, and religious accoutrements. The latter includes candles, incense, spare robes, prayer cushions, etc. The cushions are used in area K3 during ceremonies.

K6. The door to this chamber is locked. The high priest has the key, or the door can be burst with a successful DC 22 Strength check or picked with thieves' tools and a successful DC 20 Dexterity check. The chamber is divided into eight 10-foot-by-10-foot cells with iron bars. The keys to these cells are also held by the high priest. The bars can be bent with a successful DC 23 Strength check, or the locks can be picked with thieves' tools and a successful DC 20 Dexterity check.

At any time, there are 2d4 prisoners in these cells, typically **goblins**, or dispirited **Cynidicean commoners** (see appendix C). These unfortunate prisoners are destined to be sacrificed to the corrupture in area K3 during an upcoming ceremony, or possibly to Zargon itself. If the DM needs a replacement PC, this would be an ideal location to place an NPC.

K7. These three second-story chambers are similar in function but vary in furnishings. Each room serves as the living quarters for four **Cynidicean cult fanatics of Zargon** (see appendix C). Each room contains semi-private beds and storage lockers, plus a battered table. The lockers contain spare clothing, religious paraphernalia, and 4d6 gp in random coins and personal effects. One locker (determine randomly) contains a *potion of healing* stuffed in a dirty sock. Two of the rooms are reserved for males and the other is reserved for females. Except during times of rest, these rooms are empty, as these higher-ranking members of the cult are busy tending to the affairs of the high priest.

K8. The third floor of the temple is a single chamber reserved for **Danacretes, High Priest of Zargon** (see appendix C). He recently ascended to the title of high priest after poisoning the previous high priestess, Zaranna, following a disagreement on long-term goals for the cult. Danacretes is a foul-mouthed, ill-tempered devotee to the disgusting Zargon. A gluttonous man, he is feared by all and is likely the most powerful individual in the Lost City. Yet he, too, is but a puppet of a greater evil (see the Lower Catacombs in chapter 8 for details). Danacretes does not parley with intruders, and gleefully shouts an alarm while using spells to combat the characters. He starts with *conjure ooze*, and then employs offensive spells such as *hold person*, *inflict wounds*, and *silence* on enemy spellcasters. He reserves a slot for *meld into stone* to make good an escape. If he flees, he rallies the guards and cultists for a grand showdown in area K3, in which he attempts to lure the characters to their doom in the sacrificial pit.

His chamber is lavishly decorated with wrought-iron furniture, including a bed and a table with chairs. Several comfortable divans stuffed with owlbear feathers complete the ensemble (800 gp each). The corner of the chamber is a closet holding clerical vestments and the like. Hidden in the closet is a secret door that requires a successful DC 20 Wisdom (Perception) check to locate. This leads to area K9, the temple treasury.

K9. This 10-foot-by-20-foot secret chamber contains the temple treasury. On the floor inside the secret door is a *glyph of warding*, triggered if stepped on without first uttering "In Zargon's Honor" in Cynidicean. The glyph can be spotted with a successful DC 15 Intelligence (Investigation) check. The glyph casts *guardian of faith* to conjure a guardian that resembles Zargon. The DC for the spell's Dexterity saving throw is 15.

Zargon demands most of the material wealth collected by its faithful followers, but Danacretes and his predecessor have managed to stockpile some treasure here. Along the far wall are three locked chests (Danacretes has the keys). The locks can be picked with thieves' tools and a successful DC 18 Dexterity check. The chests contain 9,500 sp; 5,450 gp; and 110 pp, six orange topaz gemstones (500 gp each), three gold ingots (750 gp each), and a platinum necklace (3,000 gp).

AREA L – STRONGHOLD OF GORM (MAP 15)

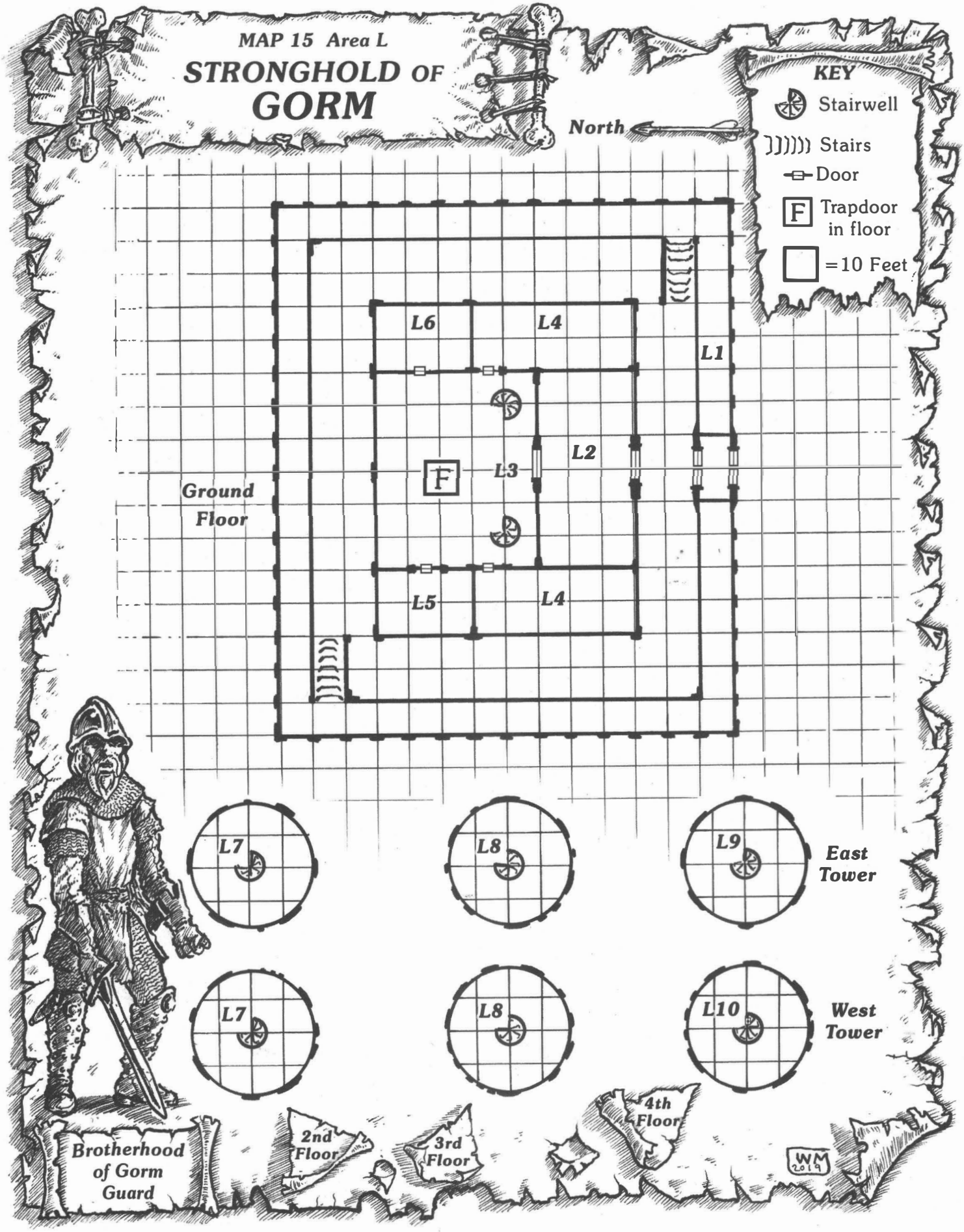
The Brotherhood of Gorm turned the houses in this area into a stronghold surrounded by stone walls. Inside the walled area is a large building with two stone towers.

L1. The walls of the stronghold are patrolled at all times by six **Brotherhood of Gorm** (see appendix C). In addition to longswords, each guard carries a heavy crossbow (+2 to hit, range 100/400 ft., 5 [1d10] piercing damage) and 10 bolts. At each corner of the stronghold is a stash of extra bolts plus four loaded heavy crossbows ready for use.

L2. This hall is reserved for formal meetings and sessions of court wherein justice is handed down according to Gorm's will. There is a large stone table with several chairs behind it as well as numerous wooden benches for onlookers. Mosaics on the back wall depict Gorm dispensing justice to his faithful and the royal.

L3. This great hall has walls adorned with paintings depicting Gorm's faithful handing down judgment to the general populace. A pair of metal spiral staircases provide access to areas L7 in the upper levels of the towers. Hidden in the floor is a secret trapdoor that leads to Gorm's Gauntlet (see sidebar), a series of chambers used to test and train the faithful of Gorm. The door can be located with a successful DC 17 Wisdom (Perception) check. When one is judged to be worthy to attempt the Gauntlet, there is an elaborate ceremony held in this chamber.

L4. These two rooms are identical and serve as dormitories for the Brothers. Each room is large enough to house eight **Brotherhood of Gorm** (see appendix C), although except during times of rest these chambers are likely to


MAP 15 Area L
STRONGHOLD OF GORM
North
KEY
Stairwell
Stairs
Door
F Trapdoor in floor
=10 Feet
L6
L4
L1
L2
F
L3
Ground Floor
L5
L4
L7
L8
L9
East Tower
L7
L8
L10
West Tower
Brotherhood of Gorm Guard
2nd Floor
3rd Floor
4th Floor
WM 2019

be empty. The walls are lined with bunk beds and each Brother has an unlocked chest to store personal effects. Each chest holds 2d6 gp worth of personal items and random coins.

L5. This is a storeroom, piled high with crates and casks. The casks hold fresh water (unpoisoned), while the crates hold various dried foods and rations as well as mundane items.

L6. This is a mess hall, complete with stone tables, benches, and a cooking hearth.

L7. These two locations are identical and serve as housing for the Brothers. Each accommodates four **Brotherhood of Gorm** (see appendix C), and when not on an errand for the Grand Master, they can be found here resting, debating, or studying the teachings of Gorm. These initiates have shown promise in the ranks of the Brotherhood and hope to one day "run the Gauntlet" in the glory of Gorm, with the hopes of defeating Zargon. These brothers have eschewed all worldly effects save the clothes on their backs.

L8. These two locations are identical, and feature upgraded furnishings for comfort. Each room is an apartment for two **Brotherhood of Gorm** (see appendix C)—the favored of the Grand Master. The Brothers residing here are very close to "running the Gauntlet" and therefore are not bothered with trivial tasks. Their focus is on becoming physically and mentally prepared to overcome the challenges of the Gauntlet and then eventually confronting Zargon. These Brothers, too, have eschewed all worldly effects save the clothes on their backs.

L9. Kanadius, Grand Master of the Brotherhood of Gorm (see appendix C), resides in this chamber on the upper level of the East Tower. A plush carpet covers the floor, and a comfortable bed and sturdy table round out the furnishings. Kanadius spends very little time in his room, aside from resting. He can be found teaching and training the Brothers, either in the upper levels of the pyramid or somewhere in the city. Hidden under the carpet is a key to area L10 that can be located with a successful DC 17 Wisdom (Perception) check.

L10. The door to this chamber is locked. Kanadius has hidden the key in area L9, or the lock can be picked with thieves' tools and a successful DC 15 Dexterity check. There are two stone chests here, both unlocked but trapped.

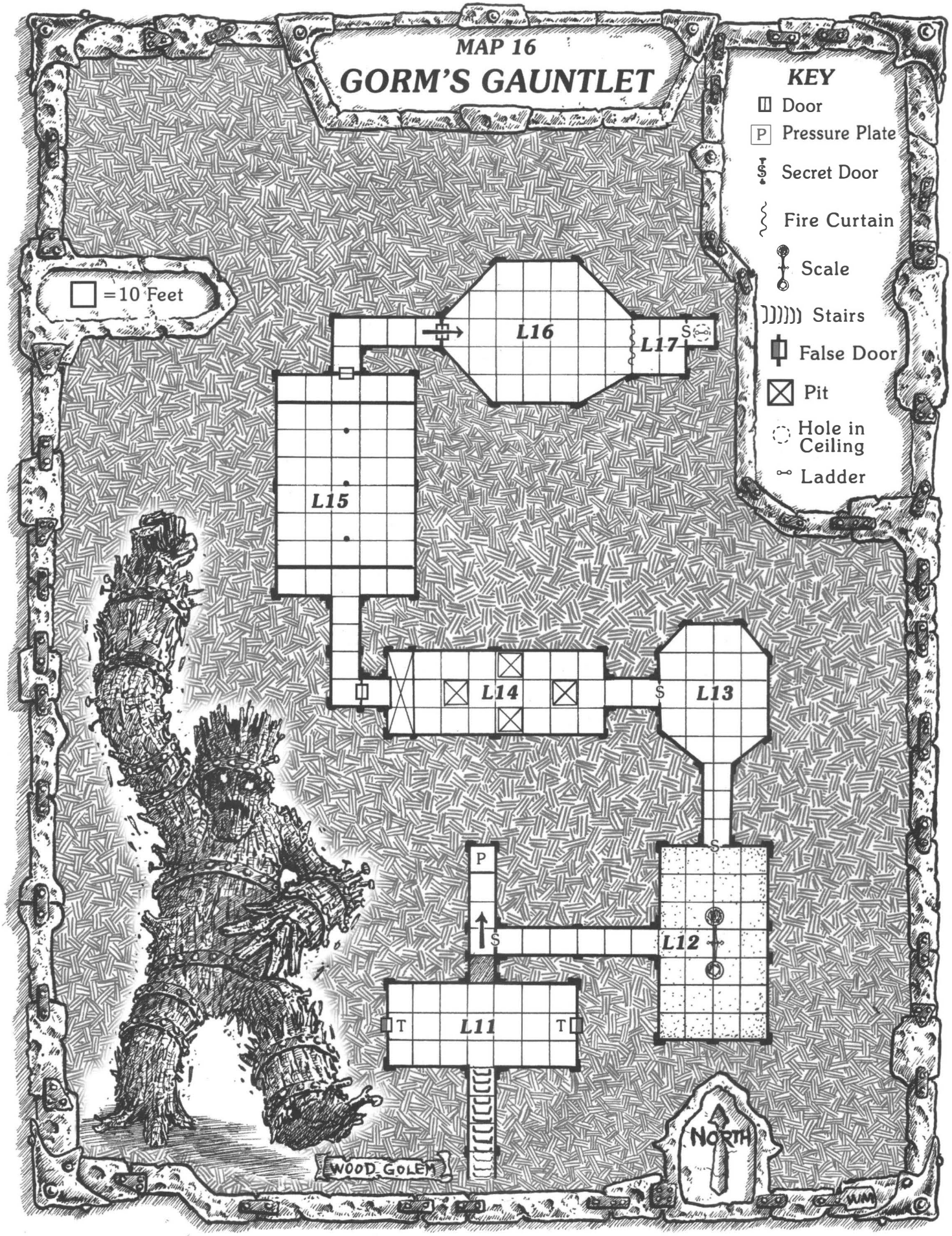
Chest #1: Trapped with poison darts. The trap can be noticed with a successful DC 15 Wisdom (Perception) check. Deducing how to remove it requires a successful DC 14 Intelligence (Investigation) check. Disabling the trap requires thieves' tools and a successful DC 17 Dexterity check. If triggered, four darts are launched from the front of the chest, each with an attack bonus of +6 and a range of 10 feet. A hit causes 1 piercing damage and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The chest holds 4,400 sp.

Chest #2: Trapped with two poison needles (each needs to be detected and disabled as separate actions). A *Nystul's magic aura* spell (false aura) has also been placed on this chest. The needles can be noticed with a successful DC 17 Wisdom (Perception) check. Deducing how to remove each needle requires a successful DC 16 Intelligence (Investigation) check. Disabling the trap requires thieves' tools and a successful DC 17 Dexterity check. If triggered, the needle stabs with an attack bonus of +9. A hit causes 1 piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 hour. The chest holds 2,150 gp and a gold balance (1,500 gp) used in ceremonies in area L2.

L11. This is a Test of Strength. On the stone floor is a message that reads "The true path leads to the righteous" in Cynidicean. There are two false doors, one on the east wall and one on the west wall. Each is rigged with a falling block trap. The trap can be located with a successful DC 15 Wisdom (Perception) check, and a method to disable each can be discovered with a successful DC 14 Intelligence (Investigation) check. Each trap can be disabled with thieves' tools and a successful DC 20 Dexterity check. If triggered, a target standing in front of the door must succeed on a DC 14 Dexterity saving throw or be hit by the falling block and take 10 (3d6) bludgeoning damage.

The real exit can be found by pushing a stone block to the north. This block can be discerned with a successful DC 18 Wisdom (Perception) check. The block is on a set of rollers but still requires a DC 18 Strength check to move forward into a passage. Along the east wall is a secret door that is rather easy to detect, with a successful DC 13 Wisdom (Perception) check, but to unlock the door the stone block must be pushed all the way to the north to trigger a pressure plate (as depicted on the map).

L12. This is the Test of Balance and Ingenuity. The floor is covered with several feet of sand. In the middle of the chamber is a metal scale, with a pile of feathers on the northern plate and a stone block on the southern plate. On the back wall is a clue painted in red, in Cynidicean:


MAP 16
GORM'S GAUNTLET
KEY
Door
Pressure Plate
Secret Door
Fire Curtain
Scale
Stairs
False Door
Pit
Hole in Ceiling
Ladder
=10 Feet
L16
L17
L15
L14
L13
L12
L11
P
S
T
WOOD GOLEM
NORTH



GORM'S GAUNTLET (MAP 16)

The Gauntlet of Gorm is a series of chambers underneath the Stronghold of Gorm, comprising areas L11 through L17. They have been designed to test the Brothers to deem if they are a worthy challenge to face Zargon. If a Brother completes all the challenges they are rewarded with a powerful magic item to aid them in their task to defeat Zargon. This has occurred numerous times over the past decades, but each time Zargon prevailed and the magic item was subsequently recovered and returned here. The Gauntlet is designed for one challenger at a time, but there is no rule that states a group can't run it together. If one or more characters become members of the Brotherhood they can eventually learn of the Gauntlet, but in order to "run the Guantlet" they must prove to be worthy in Gorm's eyes. This involves a short quest, such as infiltrating the Magi of Usimigaras's stronghold to steal a book from the archive (area M4), or a successful foray into the cliff caves of the goblin king (area O).

"Only one feather is needed to restore balance." A secret door can be easily found on the north wall with a successful DC 12 Wisdom (Perception) check, but the tricky part is unlocking the door. To unlock the door, the scale must be balanced by placing 56 ½ pounds (the weight of the block) of counterweight on the northern plate. This can be done with a successful DC 15 Strength (Athletics) check, but a character holding down the plate can't reach the secret door. The plates have perforated bottoms, so sand just flows through (although if a cloak or blanket covers a plate, sand can be piled on the plate). There are 17 feathers, each from a cockatrice (worth 5 gp each), including one that is red. The easiest way to solve this conundrum is to dig through the sand. In the southeast corner is an iron feather that weighs 56 ½ pounds, perfect to serve as a counterbalance.

L13. This room is lined with exotic wood paneling. The room is the lair of a **rust monster,** that greedily seeks to feed on the any metal carried by the characters. In the round after the room is entered, four **wood golems** (see appendix B), concealed in the wood paneling, step out and close to attack. The wood golems attack until destroyed. The rust monster can be distracted with a suitable source of metal (a weapon composed of metal or several iron spikes) but pursues creatures if the doors are

not closed after they exit. Note that since the golems are composed of only wood, the rust monster ignores them. On the west wall is a secret door that can be found with a successful DC 16 Wisdom (Perception) check.

L14. This chamber is heavily obscured by thick fog generated from a *guards and wards* spell. Five pit traps are concealed on the floor. Finding a pit requires a successful DC 15 Wisdom (Perception) check, but due to the heavy fog, characters have disadvantage on these checks. If detected, the pits can be avoided. They can be disabled with thieves' tools and a successful DC 14 Dexterity check. Each pit is 20 feet deep, and a creature that triggers one must succeed on a DC 13 Dexterity saving throw or fall in, taking 7 (2d6) bludgeoning damage. Success indicates grabbing onto the ledge. The last pit (that stretches from wall to wall) has a *stinking cloud* spell that is triggered if a creature falls in. Just inside the room, a *suggestion* spell has been placed. All creatures who can understand Cynidicean must succeed on a DC 14 Wisdom saving throw or "run straight ahead," likely falling into a pit. If a character falls into a pit, the *suggestion* effect ends. When a pit trap is triggered, one of two *magic mouth* spells issue a cacophony of maniacal laughter.

L15. The floor of this chamber, save for two 10-foot ledges along the north and south ends of the room, is 30 feet lower. Falling to the floor causes 10 (3d6) bludgeoning damage. The floor is covered with a huge colony of green slime (see p. 105 of the *Dungeon Master's Guide*). A creature that falls to the floor can't avoid the slime. Attached to the ceiling via thick iron rings are three equidistant ropes, partially covered with more green slime. These can be used to swing across the recessed floor to exit the room. Jumping and grabbing onto a slime-free segment of the first rope requires a successful DC 17 Dexterity (Acrobatics) check, swinging from one rope to the next—while avoiding the slime—requires a successful DC 15 Dexterity (Acrobatics) check, and making the jump to the north ledge requires a final DC 17 Dexterity (Acrobatics) check.

L16. A one-way stone door blocks passage to this large chamber. Once passed through, it automatically swings shut and locks, unless jammed open with something metal. Once closed it can only be opened by destroying it. Beyond is a chamber with a 20-foot-high ceiling. This room is the lair of a **giant troll** (see appendix B). This brute is not too bright, and is dumbfounded by the one-way door, and fears the curtain of fire that blocks the exit to area L17. The giant troll attacks with fury and fights to the death. Combat with the giant troll is designed to mimic combat with the regenerative abilities of Zargon. The giant troll has a pile of mangy (worthless) furs for a bed in the southwest corner of the room.

L17. A curtain of magical fire (similar to a *wall of fire* spell) blocks access to this niche. The wall can be removed via *dispel magic* (DC 14) or passed through. A creature passing through the fire must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failure, or half as much damage on a success. Beyond is a plain 20-foot-square chamber. On a stone pedestal in the center of the room is a suit of *+1 chain mail* and an ornate brown leather belt adorned with metal studs. This is a *belt of stone giant strength*. This latter magic item would be most useful in the task of removing Zargon's horn.

In the northeast corner of the room is a secret door that can be found with a successful DC 14 Wisdom (Perception) check. The door leads to a 10-foot shaft with a metal ladder leading to the surface of the underground cavern, some distance away from the stronghold of Gorm.

Development. If the characters survive the Gauntlet and use this exit, they are greeted by Kanadius and a host of cheering Brotherhood of Gorm. Assuming they have the magic belt, the characters are encouraged to confront Zargon. Characters that run the Gauntlet should receive an award of 1,000 XP.

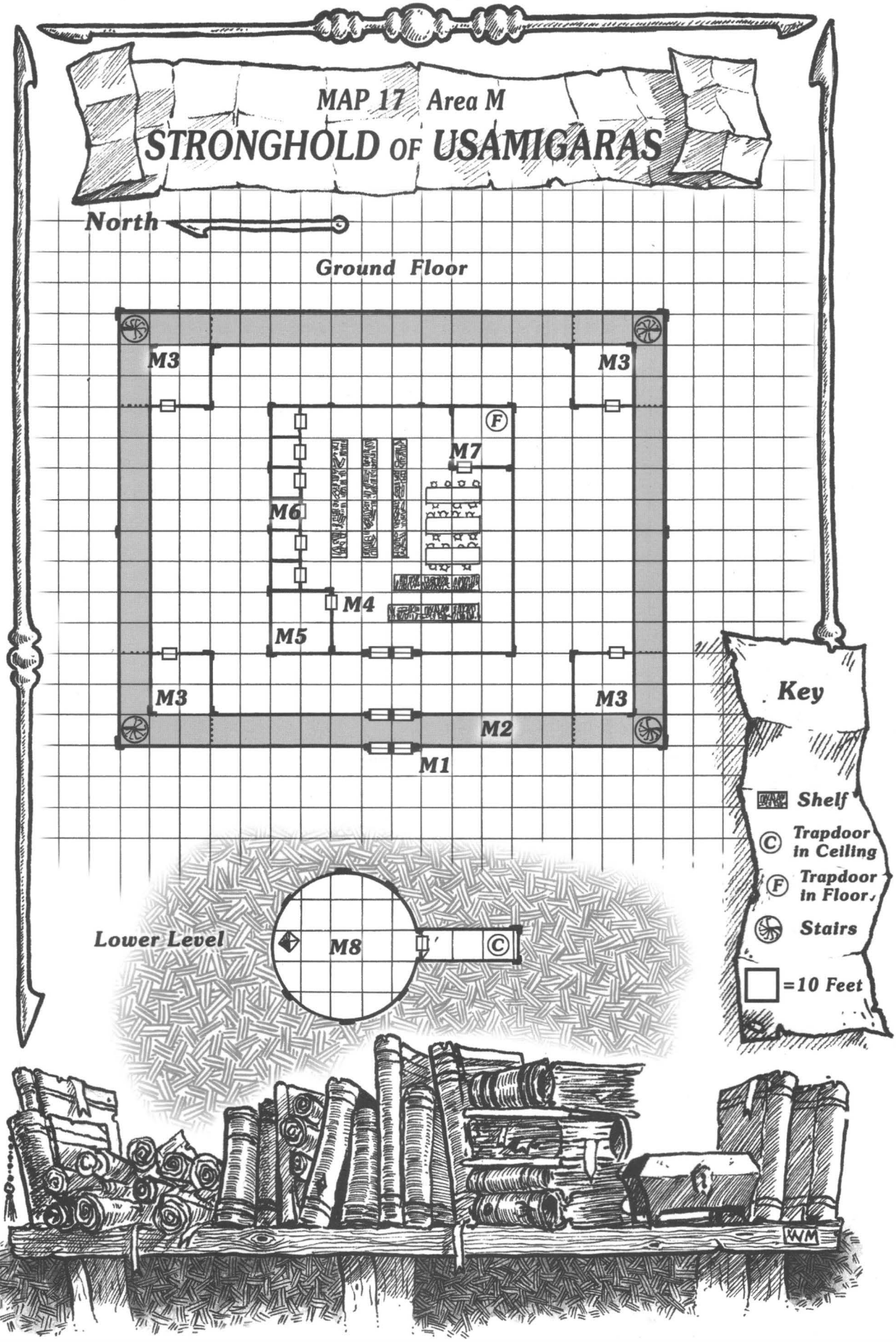
AREA M – STRONGHOLD OF USAMIGARAS (MAP 17)

The Magi of Usamigaras converted the houses in this area into a stronghold. Their walled area has a large central building (the archive of their guarded secrets) and guard posts at each corner of the wall.

M1. A stone double door gate blocks entrance to the compound beyond. The doors are always locked, and normally only unlocked for Magi. The characters can try to make a compelling argument to the guards on the wall. This likely requires a successful DC 20 Charisma (Deception or Persuasion) check.

M2. The walls are patrolled regularly by four **Magi of Usamigaras** (see appendix C), armed with light crossbows (+2 to hit, range 80/320 ft., 4 [1d8] piercing damage). The tops of the walls can be accessed from trapdoors at the corners of the stronghold that lead to a metal spiral staircase in each area M3.

M3. These four locations are all similar and each one serves as the living quarters for six **Magi of Usamigaras** (see appendix C). Each location contains beds, storage for personal effects, and a small hearth to prepare and


MAP 17 Area M
STRONGHOLD OF USAMIGARAS
North
Ground Floor
M1
M2
M3
M3
M3
M3
M4
M5
M6
M7
F
Lower Level
M8
C
Key
Shelf
C Trapdoor in Ceiling
F Trapdoor in Floor
Stairs
=10 Feet
WM

take meals. A spiral staircase provides access to the top of the stronghold's wall (area M2). At any given time, these areas are only half occupied, as the Magi are either patrolling the walls above, running errands, or in the archive (area M4) studying.

M4. This main room is an archive, maintained by the Magi. Nearly all the wall space is covered with bookcases crammed with tomes, manuals, and texts, as well as scrolls on a variety of topics such as history, politics, and science. In addition, five more free-standing bookcases are likewise full of reference materials. The archive is the treasure of the Magi; the characters find no material wealth in this stronghold.

M5. This small room is an office. Inside is a desk and several cabinets of small cards depicting information on the contents of the archive. Following 1d3 × 10 minutes of effort, a Magi can use this catalog of cards to find in area M4 any books on a particular topic.

M6. Each of these six cubicles is identical. Each contains a sturdy desk and chair plus writing implements and a stash of paper. During the waking hours, these cubicles are all in use as various members of the Magi are researching or copying text for preservation.

M7. This small chamber serves as the living quarters for **Auriga Sirkinos, Chief Magi of Usamigaras** (see appendix C). If not found in the Upper Pyramid locations, he is often here poring over ancient texts. The chamber has a bed, a comfortable chair, a small hearth, and a table. Under the table is a concealed trapdoor that leads to the lower chambers and a powerful ally (area M8). The door can be located with a successful DC 16 Wisdom (Perception) check.

M8. Climbing down the metal ladder deposits the characters at a short corridor leading to a door. On the door, inscribed in Cynidicean, is the phrase "Call her thrice, and heed her advice." Opening the door reveals the brightly lit, sweeping expanse of harsh desert, with a black obelisk in the distance. Mixed into the sand are thousands of humanoid bones from the victims of the guardian that lurks here.

The room is under a powerful enchantment, tied to an extraplanar location—but the tie to that alien place is tenuous at best. It serves as the lair of a powerful ally: the great **gynosphinx** Ankhara. If the characters make the trek to the obelisk (which takes about 30 minutes despite covering a distance of only 40 feet), they can summon the protector by uttering her name three times while in front of the stone structure. Her name is hidden in the fanciful runes adorning the obelisk, which can be found with a successful DC 20 Intelligence (Investigation) check. Otherwise, her name is known by Auriga, and can be gifted to the characters if they perform a great task for the Magi (see the "Test of Knowledge" sidebar).

THE TEST OF KNOWLEDGE

If the characters have joined the Magi of Usamigaras faction, they may eventually learn that the Magi all aspire to take the Test of Knowledge. Before the characters are allowed to enter area M8 and test their worthiness to the guardian there, they need to prove their worth to Auriga. This will likely require some type of quest, such as infiltrating the Temple of Zargon (area K) or traveling to the Eye of Zargon (area Q) and conducting research on the fire snakes that lair nearby. Auriga would also be very interested in an accurate map of the lower levels of the pyramid. Following a donation (of knowledge, not wealth) to the archives, the characters are permitted to enter area M8 and take the Test of Knowledge.

Ankhara is an ancient being, serving the Magi long before the arrival of Zargon. Bound to her extraplanar lair, she can only provide aid in the form of knowledge—knowledge that the petty Cynidicean factions fail to heed. But, if the characters make their way to this chamber and impress the sphinx with their knowledge of riddles (see the "Riddles" sidebar), she can impart important information such as:

- Zargon's weakness is tied to its horn. Only when it is removed can Zargon truly be defeated.
- Zargon's horn can be permanently destroyed by tossing it in the lava pool at the Eye of Zargon (area Q).
- The Brotherhood of Gorm has a powerful relic that can aid in the defeat of Zargon.
- The Warrior Maidens of Madarua have a powerful relic that can aid in the destruction of Zargon.
- King Alexander and Queen Zenobia had a single heir: a son named Aleczander. To protect him from his many enemies he was secreted in a massive, faceted ruby—but the ruby was lost and now has become his prison.

Developments. If the characters are here to find the lost heir, Aleczander, and they pass the test, Ankhara gives them a magic club and tells them:



"Strike the face of bronze,
with this fanciful baton.
Off to his verdant prison.
Return him is your mission."

The weapon is a special *+1 club*. If used in area Q4 it can transport the characters to Aleczander's hedge prison inside a majestic fire ruby.

RIDDLES

The use of riddles in a roleplaying game is a classic trope, yet very difficult to pull off without frustrating the players. If the DM desires to use riddles as part of the social interaction encounter with Ankhara, the DM may wish to alter the encounter to suit the play style of the players. This could be a winner-takes-all contest of a single riddle. Or, it could be a series of riddles first asked by Ankhara and then asked by the characters. If this method is used, three riddles is about right for the duration of the contest. Or, the characters could be tasked with simply posing riddles to the sphinx. If the group is composed of "roll players" have them toss some dice in a series of Charisma, Wisdom, or Intelligence skill checks. Failure at the riddles could result in combat, loss of a magic item or valuable treasure, or Ankhara casting *bestow curse* (which replaces *remove curse* on her spell list). Or, Ankhara could just return to her lair, leaving the characters with nothing to show for their efforts. The key here is to create an enjoyable social interaction encounter that plays to the players' strengths, not highlighting their weaknesses.

AREA N – STRONGHOLD OF MADARUA (MAP 18)

The Warrior Maidens of Madarua turned the houses in this area into their stronghold. This walled area houses a large tower.

N1. The walls are patrolled by four **Warrior Maidens of Madarua** (see appendix C) armed with shortbows (+4 to hit, range 80/320 ft., 5 [1d6 + 2] piercing damage).

N2. The inner courtyard is used as a training ground. There is a 50% chance that 2d4 + 1 **Warrior Maidens of Madarua** are training with weapons and unarmed combat under the watchful eye and constant tutelage of two **Warrior Monks of Madarua** (see appendix C for both). Along the south wall are several human-sized sparring mannequins, and along the north wall are several well-used targets for archery practice.

N3. This entry hall leads to the rest of the tower. The north wall is covered with a majestic painting of the Warrior Maidens practicing weapon play. A pair of 8-foot-tall statues depicting Madarua are situated near the doors to the rest of the tower. Each statue is a **caryatid column** (see appendix B) with orders to attack any unescorted humanoids and prevent them from entering the doors. A secret trapdoor in the floor requires a successful DC 22 Wisdom (Perception) check to locate. It is locked, and Pandora (see area N6) carries the only key. The lock can be picked with thieves' tools and a successful DC 20 Dexterity check. The trapdoor leads to a shaft with a metal staircase providing access to areas N10 and N11. The Warrior Maidens gather in this chamber when one of their own attempts the challenge below.

N4. This room was once used as a workshop to create guardians that served the Warrior Maidens (see areas N3 and N10). The Warrior Maidens currently lack a craftswoman to create more golems and constructs. The chamber contains a few stone tables, a box of humanoid bones (for the golem in area N10), masonry tools, and carpentry equipment. The room is now used as storage, with several crates of dried foodstuffs and three large casks full of fresh water.

N5. This area serves as a mess hall and meeting room. There are six stone tables and matching benches carved from giant mushroom stalks. Along the northwest wall is a massive hearth and cooking equipment.

N6. These three locations are reserved for **Pandora, Champion of Madarua** and the six **Warrior Monks**

of Madarua (see appendix C for both). Pandora's private chamber is along the north wall, while three Warrior Monks dwell in each of the other two rooms. Pandora's room contains a simple bed, table, two chairs, and a footlocker of personal effects. Her room is immaculately clean and organized. The Warrior Monks' rooms are similar and contain wood pallets as beds and prayer rugs. All personal effects of the Warrior Monks are carried on their person.

N7. This large open area serves as communal living quarters for the **Warrior Maidens of Madarua** (see appendix C). Enough bunk beds line the walls for 30 maidens, along with matching footlockers. The footlockers each contain extra weapons (shortswords or daggers), personal effects, and 2d6 gp. There are typically only eight or fewer maidens here at any given time. The others are either patrolling the walls (area N1), training in the courtyard (area N2), or on an errand in the city or the Upper Pyramid.

N8. This level of the tower is a weapons storeroom. The walls hold racks of spears and shortswords (40 of each). A stone table is covered with supplies to craft arrows and bows. Nearby is a crate holding 200 arrows, and 18 shortbows are neatly stacked along one of the stairwell walls. Equally spaced along the outer walls are 16 arrow slits, which provide three-quarters cover. A metal ladder leads to a trapdoor in the ceiling providing access to the rooftop.

N9. The rooftop has crenellations, which provide half cover. Stationed here at all times are two Warrior Maidens of Madarua (see appendix C). There are 12 shortbows stored here along with three barrels each holding 100 arrows. A wooden rack holds 24 javelins and 12 spears.

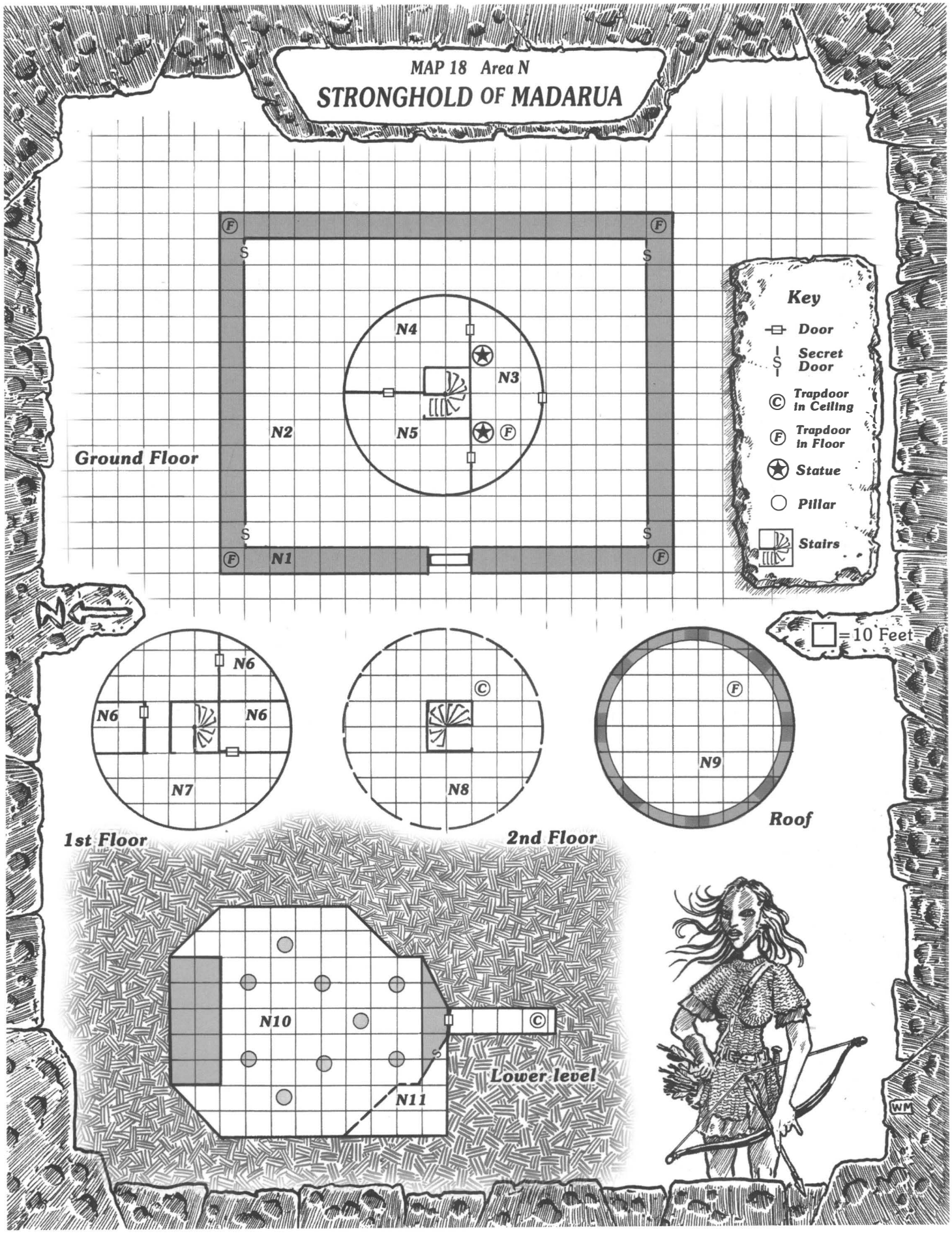
N10. This underground chamber is designed to assess the worthiness of the maidens, in the Test of Blades (see sidebar). Those that pass are granted the right to wield a magic sword to face Zargon. Pandora and her trusted companions watch from the peepholes in area N11.

Save for ledges along the north and south walls, the floor is 40 feet below the door. Falling causes 14 (4d6) bludgeoning damage and results in failure of the test. Suspend-

THE TEST OF BLADES

If any characters have joined the Warrior Maidens of Madarua faction, they can eventually learn about the Test of Blades. Before they are allowed to attempt the test, they need to prove their worth to Pandora. This can be accomplished by demonstrating prowess with weapons and a keen understanding of tactics. Pandora likely sends the characters on a short quest—perhaps a foray into the goblin caves to defeat the goblin king (area O) or a mission to bring back proof of destroying a troll—to determine their worthiness. Another option is for a single character to challenge Pandora to a one-on-one nonlethal duel.




MAP 18 Area N
STRONGHOLD OF MADARUA
Ground Floor
N1
N2
N3
N4
N5
Key
Door
Secret Door
Trapdoor in Ceiling
Trapdoor in Floor
Statue
Pillar
Stairs
10 Feet
1st Floor
N6
N7
2nd Floor
N8
Roof
N9
Lower level
N10
N11
WM

ed from the 70-foot-high ceiling are nine 5-foot-diameter circular wooden platforms attached via chains. Although they swing freely, the platforms can be used to move across the room to the other ledge. It requires a successful DC 15 Dexterity (Acrobatics) check to jump from one platform to another and hold on. Combat on a platform requires a successful DC 14 Dexterity saving throw each turn, with failure indicating the combatant has fallen off. If a creature is not using one hand to hold on, it has disadvantage on this saving throw.

Standing on the north ledge awaiting a worthy combatant is a six-armed **bone golem** (see appendix B). Its true form is concealed by an illusion of a marilith demon (see *Monster Manual*, p. 61), simply a more pleasing image for the Warrior Maidens to behold. If interacted with, a creature can use an action to see through the illusion with a successful DC 14 Intelligence (Investigation) check. The bone golem waits for a combatant to reach its ledge, at which point it engages in melee with its six weapons. If the combatant hangs back or uses ranged attacks, the bone golem jumps from platform to platform to close and enter melee. It always uses one hand to hold on (reducing its number of attacks to five). It fights until destroyed or a combatant falls to floor, ending the test.

This unique bone golem has the following changes, which increase its challenge rating to 3 (700 XP):

- Its AC is 19 (natural armor).
- Its Dexterity score is 14 (+2).
- It makes six longsword attacks when taking the Multiattack action.
- One of its swords is a *+2 longsword* (+6 to hit, 8 [1d8 + 4] slashing damage).
- One of its swords is a *longsword of wounding*.

Development. If a combatant wins the test by defeating the bone golem, she is awarded one of the magic longswords and is then encouraged to confront Zargon. Assuming the characters agree, they are accompanied by Pandora and six of her best maidens. Award the characters 1,200 XP for overcoming the Test of Blades.

N11. This is a secret viewing chamber. The secret door leading here can be discovered with a successful DC 18 Wisdom (Perception) check. Five peepholes line the wall that provide a view into area N10.

AREA O – GOBLIN CLIFF-DWELLINGS

On the far shore of the lake, sheer cliffs rise to a plateau. In the cliffs are caves where goblins and hobgoblins live. The goblins and hobgoblins usually climb down to them by ladder, though some caves can be reached by handholds cut into the rock. In a pinch, a conveyer belt contraption used to deliver water from the lake below can be used to scale the cliffs. This would be a perfect route for a band of adventurers wishing to stealthily infiltrate the caves. In addition, many of the caves are connected by tunnels within the cliffs. The lower cave-dwellings also house thouls, ogres, and trolls. Additional information and detailed encounters for this location can be found in chapter 7.

AREA P – WASTELAND

The top of the plateau is a wilderness of giant stalagmites*, stalactites*, columns, strange rock formations, geysers, and bubbling pools of mud. For every 10 minutes that the characters travel through or explore this area, there is a 1 in 6 chance of a random encounter. If so, roll 1d12 and consult the table below.

If a natural hazard is indicated the characters have blundered too close to a steam vent, mud pot, or geyser of hot water. Choose a random character to make a DC 13 Dexterity saving throw. Failure indicates they stumbled into one of these hazards, taking 7 (2d6) fire damage. Success indicates half as much damage as the hazard was partially avoided.

ENCOUNTERS IN THE WASTELAND

D12	Encounter	# App	XP	Source	Notes
1-4	Natural hazard	NA	NA	NA	See below
5-6	Fire snakes	1d3	200	*MM*, p. 265	
7-8	Steam mephits	1d4	50	*MM*, p. 217	
9	Mud mephits	1d4 + 1	50	*MM*, p. 216	
10-11	Goblins	3d4	50	*MM*, p. 166	
12	Necrotic ooze	1	450	Appendix B	

AREA Q – THE EYE OF ZARGON (MAP 19)

In the midst of the Wasteland is a crater and lava pit known as the "Eye of Zargon" because the crater glows a hellish red, just as Zargon's single eye. An efreeti named Nizaar al-Rasul lords over this forsaken place from a blackened fortress floating above the lava. The approach to the crater is dangerous due to the natural hazards and the efreeti's loyal guards.

Q1. The area surrounding the crater is even more dangerous than the Wasteland. There is a safe path among the geysers of hot water, steam vents, and mud pots. It requires four successful DC 15 Wisdom (Survival) checks to negotiate the hazardous terrain. Each failure results in 1d3 random characters being exposed to a hazard. Have each affected character make a DC 15 Dexterity saving throw; on a failure they take 10 (3d6) fire damage and are blinded for 1 hour.

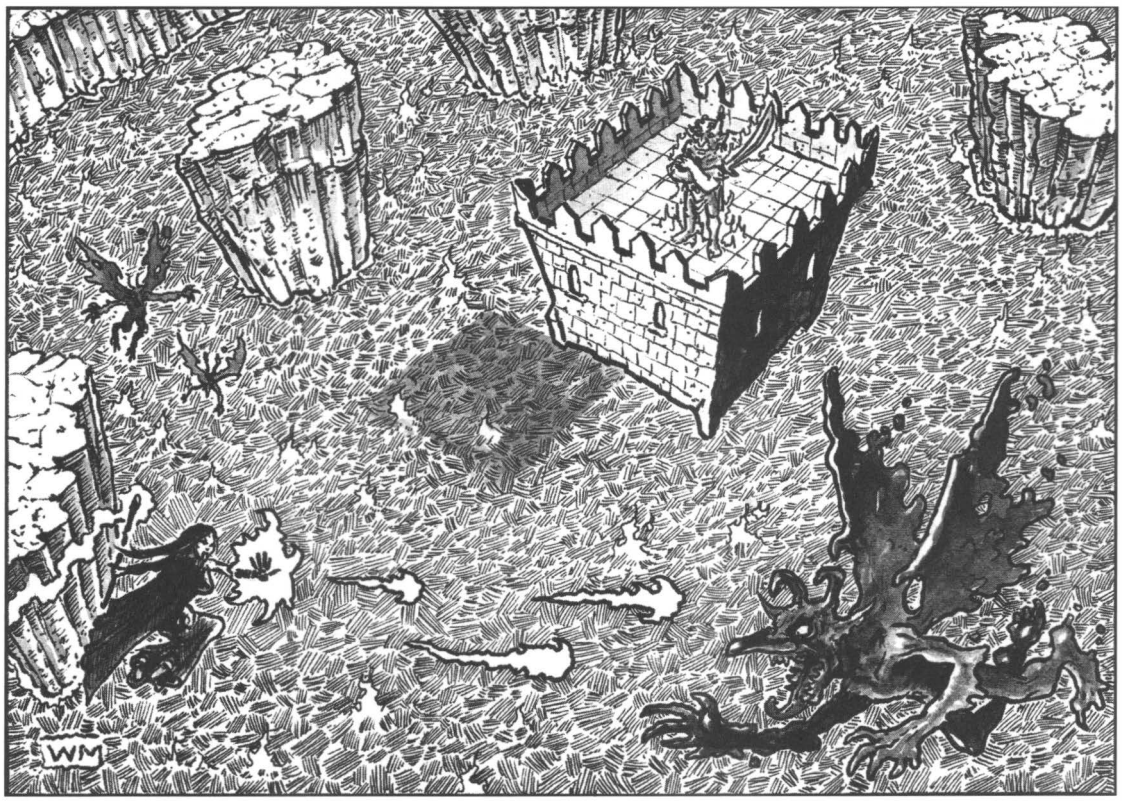
In addition to those natural hazards, the path is the habitat for numerous **fire snakes** that enjoy the warmth of the crater. The characters encounter two clutches of 1d4 + 2 fire snakes, always looking for a fresh meal. The fire snakes fight to the death.

Q2. A clear path winds its way up the slope to the crater's edge. This path is guarded by two **salamanders** loyal to Nizaar. The salamanders prevent the characters from using the path, attacking if needed. However, if the characters speak Ignan, the guards can be bribed with at least 1,000 gp worth of red or orange gemstones, or a durable magic item that can withstand heat. Any other bribe requires a successful DC 20 Charisma (Persuasion) check. If the bribe is accepted, the salamanders lead the characters to area Q3 and avoid the guardian there.

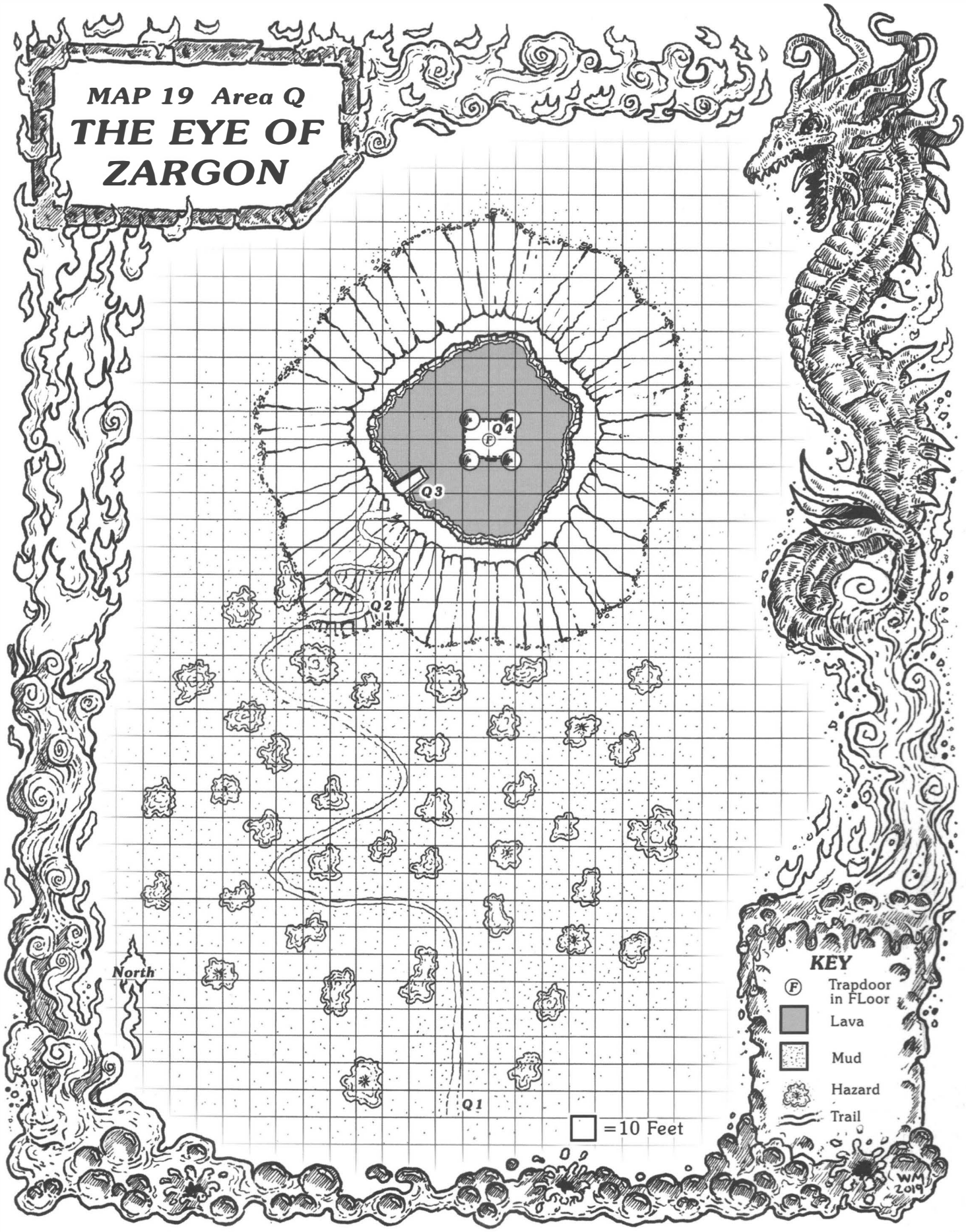
Q3. Overlooking the lava lake 100 feet below is a blackened stone ledge that extends about 15 feet over the edge. This was once used for sacrifices to the "fire gods" ages ago, but that practice has tapered off. Floating about 60 feet above the lava is a scorched miniature castle. The characters need to devise a method to get to the structure. The heat from the lava lake is oppressive here, as are the noxious gases. A character takes 1 fire damage at the start of each turn spent here. Every 10 minutes, a character needs to succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour.

A **fire elemental** lairs below the stone ledge. Unless the characters are escorted here by the salamanders from area Q2, they need to defeat this guardian to gain access to the fortress.

Q4. The fortress is a modified *Daern's instant fortress* with a permanent *levitate* effect on it. It is a roughly 20-foot-square structure composed of scorched metal. A creature takes 2 (1d4) fire damage at the start of each turn spent touching the fortress, or inside of it while it floats above the lava lake. The ruler of the fortress, an **efreeti** named Nizaar, can control the *levitate* effect and knows the command words to activate and deactivate it. He is served to by six **magma mephits** that flit around, tending to his every need. This mostly equates to massaging his feet and other such menial tasks.



There is a magically locked trapdoor on the roof that opens by a command word issued by Nizaar, or with a *knock* or *dispel magic* spell. The efreeti is likely aware of the characters' intrusion and is willing to parley before inviting them inside.


MAP 19 Area Q
THE EYE OF ZARGON
Q4
F
Q3
Q2
Q1
North
KEY
F Trapdoor in FLoor
Lava
Mud
Hazard
Trail
=10 Feet
WM 2019

This is merely a stalling tactic as he assumes the characters are not immune to fire damage or are using temporary magic to avoid the effects of the lava. Inside is a single, roughly 20-foot-square chamber with a 30-foot-high ceiling. The chamber contains a black iron throne and a massive bronze gong on a metal stand. The gong depicts Zargon's head, meticulously pounded into the metal surface.

Nizaar is a barrel-chested genie wielding a massive scimitar. He sports one horn on the left side of his bald head, with the other three being ground smooth. The single horn is topped with a gold cap set with rubies (3,000 gp). This should be a dead giveaway that he is loyal to Zargon. He has a pact with Zargon to prevent anyone from destroying the monster's horn in the lava; the pact lasts another 555 years.

Should the characters attempt to toss Zargon's horn into the lava, the fire elemental in area Q3 or the magma mephits here quickly retrieve it before it is destroyed, bringing it to their master. If the party is not here to destroy the horn, after some casual banter Nizaar politely asks them to leave. He attacks if they refuse.

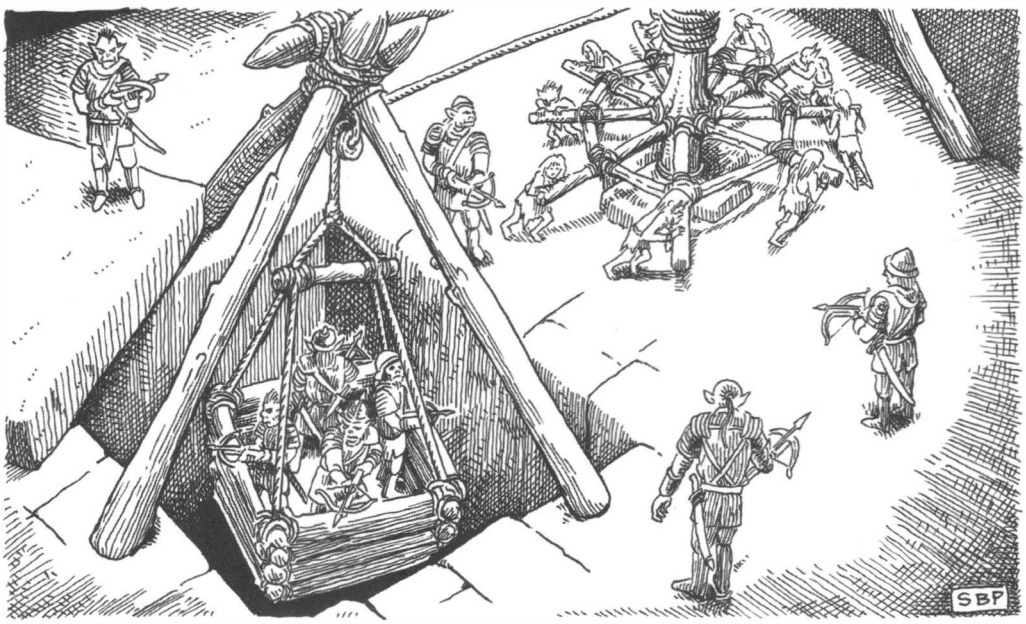
Nizaar wears a jagged fire ruby on a thick black chain around his muscular neck. The gem is worth 10,000 gp, and if examined carefully with a successful DC 22 Intelligence (Investigation) check, a tiny humanoid figure can be spied, captured in the facets of the gem. This is Aleczander, the last true heir to Cynidicea. If the magic club from area M8 is struck on the gong (the "bronze face"), the gem is shattered and all within 100 feet are transported to Aleczander's hedge prison—from which he can now possibly be freed. Note that the transported group might include the efreeti and/or his mephits. Nizaar is aware of the importance of the ruby and is biding his time to use it to bargain for his freedom, hoping it's good to shave a few centuries off the length of his forced servitude.

Development. If the characters recover the fire ruby and use the club to access the Verdant Prison, the action shifts to area U.

AREA R – ENTRANCE TO THE LOWER CATACOMBS (MAP 20)

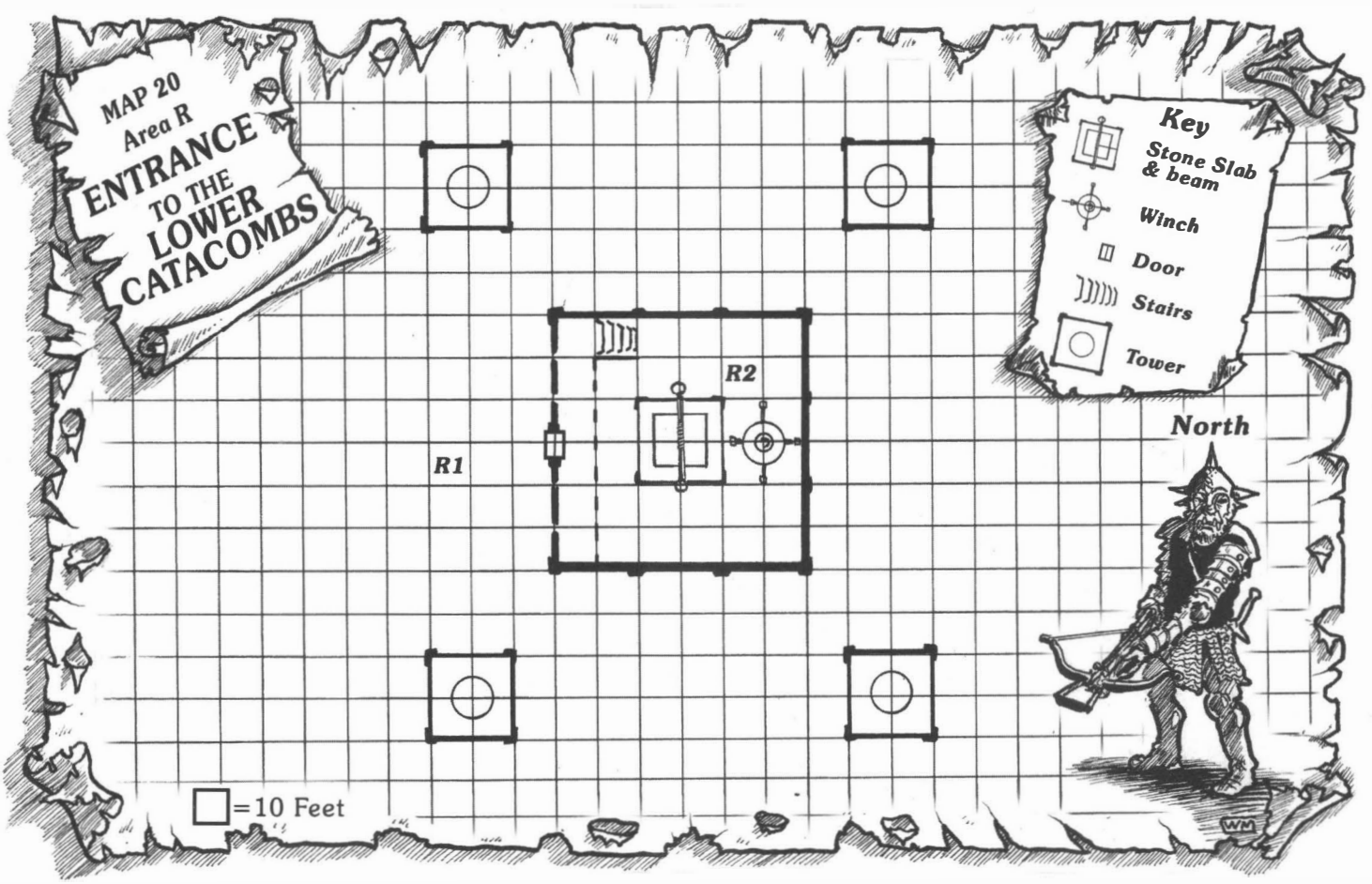
The entrance to the Lower Catacombs (see chapter 8) is sealed shut by a huge stone slab. This slab can be lifted only by a special winch, which uses pulleys and heavy chains powered by unfortunate slaves under the frequent lashes of hobgoblin taskmasters. The entrance, slab, and winch are housed in this special building. The underground city was built only in the Upper Catacombs because the Lower Catacombs hold terrible monsters and a route to the Underdark. This route is heavily guarded because a greater evil lurks below, an evil allied with Zargon and its loyal fanatics, that helps hold sway over the whole population of Cynidicea.

R1. The streets and alleys around this windowless stone building are heavily patrolled. Two squads of eight **hobgoblins** are within 200 feet of the structure. Each carries a horn to summon the other squad (and alert the guards in area R2) in case of conflict. These humanoids are armed with longswords and heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage) instead of longbows. Each carries 2d6 gp.



The hobgoblins use the pillars as cover and pin down attackers while awaiting reinforcements, or they attempt to fall back to the front of the building. Should combat happen near the front of the building, the guards in area R2 shoot crossbow bolts through the arrow slits as support fire.

R2. The main door is locked and barred and none of the exterior hobgoblins has the key (the leader here has it). The interior of the structure is a single 60-foot-square room with a 30-foot-high ceiling.



There is a 20-foot-high balcony above the door with a short wall that provides half cover. The west wall is lined with four arrow slits which provide three-quarters cover and allow attacks on the exterior of the front of the building. On this balcony are six additional loaded heavy crossbows and a barrel holding 120 bolts. Six **hobgoblin** guards are stationed here at all times.

The center of the room is dominated by a metal tripod and pulley system. It is positioned over a 15-foot-square stone slab covering the entrance to the Lower Catacombs. The slab can be removed using the elaborate winch, which is powered by a wheel turned by up to 10 slaves. The slaves are manacled to the east wall when not "working." A 10-foot-square "cage" of fungus stalks can be raised and lowered down the shaft to provide access to the catacombs below. This lowering (or raising) process takes 2 minutes when powered by a full complement of slaves. Currently 10 slaves are imprisoned on the walls. These are six **Cynidicean commoners** (see appendix C) and four **goblins**. The bugbear (see below) has the keys to their manacles, or they can be picked with thieves' tools and a successful DC 17 Dexterity check or burst with a successful DC 23 Strength check.

Eight more **hobgoblins** and a **bugbear** leader are stationed here at all times. They pass their time mistreating the slaves and partaking in games of chance. They are quick to take up arms and defend the access to the catacombs. Each hobgoblin carries 2d6 gp and the bugbear carries 11 ep and 22 gp.

Developments. If the characters seem to have the upper hand, the bugbear is willing to offer up the slaves to bargain for his freedom. If allowed to depart, he returns to the building in about an hour with 20 more hobgoblins and three additional bugbears to secure the area.

If the characters descend the shaft to explore the Lower Catacombs, refer to chapter 8.

AREA S – ENTRANCE TO THE PYRAMID

Adventurers who enter the underground city from the pyramid (area 50 on Tier 5) arrive here. All the factions have their own secret entrances to the pyramid (not shown on the map), and there is another entrance through a giant ant nest (area T).

AREA T – GIANT ANT NEST (MAP 21)

On Tier 5 of the Upper Pyramid, at the DM's option, there can be an entrance to a giant ant colony. If the characters explore the colony's nest, they can discover another route to the Lost City that is not used by any of the factions.

The tunnels of the giant ant colony are about 3 feet wide and 3 feet high. Thus, bipedal Medium humanoids need to travel on all fours to pass through these passages. This is effectively squeezing, so movement costs are 1 foot more for each foot of movement. Small humanoids or the giant ants are not hindered by this, although all combatants in a passage make attack rolls, Dexterity saving throws, and Dexterity checks with disadvantage. The keyed encounter areas are all 5 to 7 feet in height, so Medium creatures can move and attack normally at these locations.

T1. There are numerous locations like this chamber throughout both the upper and middle levels of the colony. Each is roughly 10 to 15 feet in diameter with one or more entrances and exits. Each time the characters enter one of these chambers, they encounter 1d4 + 2 **giant ants** (see appendix B). These are the typical worker ants that collect food for the colony and tend to the fungus rooms. There is a 25% chance of encountering 1d2 **giant soldier ants** (see appendix B) here as well. All ants fight to the death.

T2. These three slightly larger chambers are identical, each being about 20 to 30 feet in shape. The floor here is covered in dark, rich soil that was moved here and tended to by the worker ants. Growing in the soil are plump, pasty white mushrooms and various other fungi. These fungi are carefully culled and used to feed the colony. At any time 2d4 + 2 **giant ants** (see appendix B) are here tending the fungi.

T3. Each of these five 15-foot-diameter chambers contains either a tunnel in the floor leading to a lower level or a tunnel in the ceiling leading to an upper level of the colony. The southwest chamber on the middle level has a tunnel that leads to the lower level. Each of these chambers is guarded by four **giant soldier ants** (see appendix B) that fight to the death. Climbing from level to level requires a successful DC 15 Strength (Athletics) check.

T4. The lower level is essentially one huge cavern with ceilings typically 10 to 15 feet high. The shaded interior walls are constructed from giant ant carapaces cemented together with secreted goo that has since hardened. These walls typically reach the ceiling (but some end a few feet from it) and are easy to climb, requiring only a successful DC 12 Strength (Athletics) check. A carapace wall can be destroyed with weapons. Assume a 10-foot-by-10-foot section has AC 10, 15 hit points, and immunity to poison and psychic damage.

This level is "patrolled" by seven **giant soldier ants** (see appendix B). At any given time, a group of 2d6 + 2 **giant ants** (see appendix B) are moving about from the egg chamber (area T6) and the upper levels.

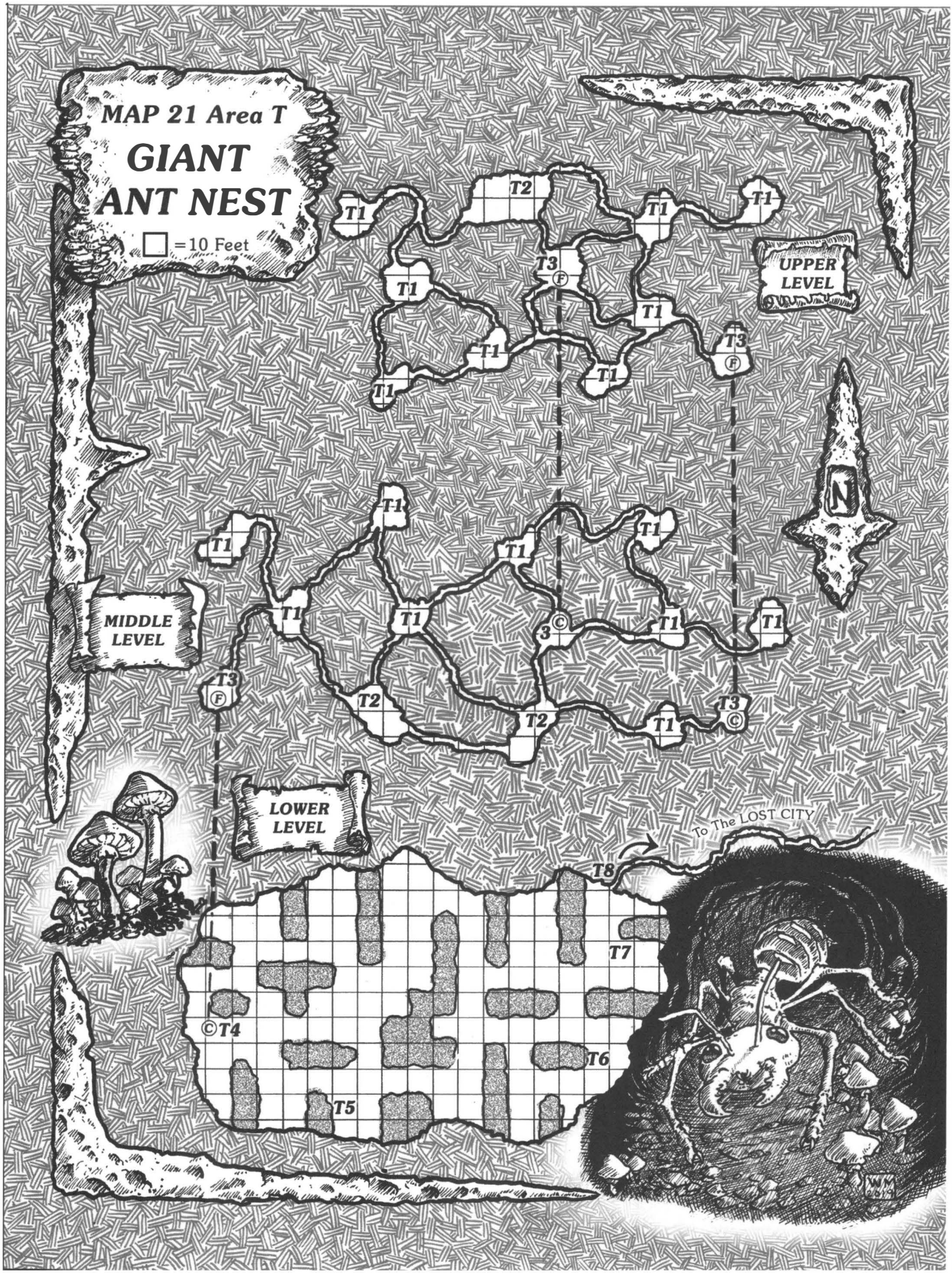
T5. A pair of **giant wolf spiders** have created a lair along the southern wall of this chamber due to the abundant food source. The giant ants simply avoid this area, but eventually the giant soldier ants will deal with this infestation. The giant wolf spiders are concealed under debris and giant ant carapaces. If this area is explored, the spiders burst from hiding to attack. If the giant wolf spiders win a Stealth vs. Perception contest, they attack with surprise.

T6. The southeast corner of this level serves as the incubation area for the colony's eggs. Over 300 eggs are stored here, each about the size of a large melon. At any time, there are 1d4 + 1 **giant ants** (see appendix B) here carefully tending to the eggs.

T7. In the northeast corner of this cavern is the nearly immobile **giant queen ant** (see appendix B). The queen has a 12-foot-long bloated body. She is tended to by **six giant ants** at all times, along with four **giant soldier ants** (see appendix B for both). Scattered around the queen's bulk are a few random bits of treasure, including 66 gp, three small pieces of purple amethyst (100 gp each), and a silver ring set with a majestic star sapphire. This is a *ring of shooting stars*, although the command words to activate its various powers need to be researched.

Development. If the queen is attacked, she releases a pheromone that causes the giant ants in the colony to hasten to the egg chamber (area T6) and remove the eggs to a safe location—likely somewhere on Tier 5 of the Upper Pyramid. In addition, 12 **giant soldier ants** (see appendix B) hasten to the queen's aid, arriving in waves of three every other round. These soldiers fight to the death.

T8. In the upper northeast corner of the cavern is a passage that winds its way eventually to the Lost City. This passage is about 5 feet high on average and travels approximately 1,500 feet before arriving in the cavern that houses the city (map 12, area T). If the characters use this route to access the cavern, they have at least one encounter with a group of 10 **giant ants** accompanied by four


MAP 21 Area T
GIANT ANT NEST
= 10 Feet
UPPER LEVEL
MIDDLE LEVEL
LOWER LEVEL
To The LOST CITY
T1
T2
T3
T4
T5
T6
T7
T8
N

giant solider ants (see appendix B for both). This group is returning from foraging in the fungal forest (area F) and may be dragging a few goblin bodies for use as compost.

AREA U – THE VERDANT PRISON (MAP 22)

This location is not depicted on map 12, as it is a demiplane prison created to hide the lone heir to the Cynidicean empire. If the characters struck the "face of bronze" (the bronze gong in area Q4) the fire ruby is destroyed, and the party is magically transported to area U1. The only way to return is to recover the Verdant Heart and likewise shatter it—but if the characters don't rescue the Cynidicean heir first, he is doomed to imprisonment for all eternity.

The walls of the prison are composed of thick, twisted hedges. These hedges are impassable. Pushing into them deposits the creature right back where they started. Although there is no ceiling a creature using magical flight or levitation never reaches the top for an aerial view. The area overhead is bathed in pleasant sunlight, although the hedge walls throw a gloaming overcast which is considered dim light. The ground is soft, fertile soil to a depth of 10 feet. Below that is solid stone.

Magic is slightly altered in the Verdant Prison. First, time does not pass for mortal beings trapped here. They don't require food or water and breathable air never runs out. Second, conjuration magic (either spells or magic items) does not function in the Verdant Prison. These spells simply fail, although spell slots or item charges are still expended. Finally, magical fire is suppressed in the Verdant Prison. All saving throws against magical fire effects are made with advantage, and all magical fire damage is halved. Normal fire sources are not affected.

VERDANT HAZARDS

There are two hazards unique to the Verdant Prison.

Grab Grass. This is vibrant green grass, standing about 2 feet high. A typical patch is 20 feet by 20 feet, although larger patches are possible. Grab grass is considered difficult terrain. When a creature enters a patch the grass attempts to grab and restrain it. When entering a patch of grab grass or starting its turn in a patch, a creature must succeed on a DC 13 Strength saving throw or become restrained (escape DC 13).

Slit Grass. The leaf blades of slit grass are a pale green to light brown and about 1 foot high. Passing through slit grass is considered difficult terrain for non-plant creatures. A creature entering, or starting its turn in, a patch of slit grass must make a DC 13 Dexterity saving throw; failure indicates the creature takes 4 (1d6 + 1) slashing damage. A creature moving more than 10 feet per turn has disadvantage on the saving throw.

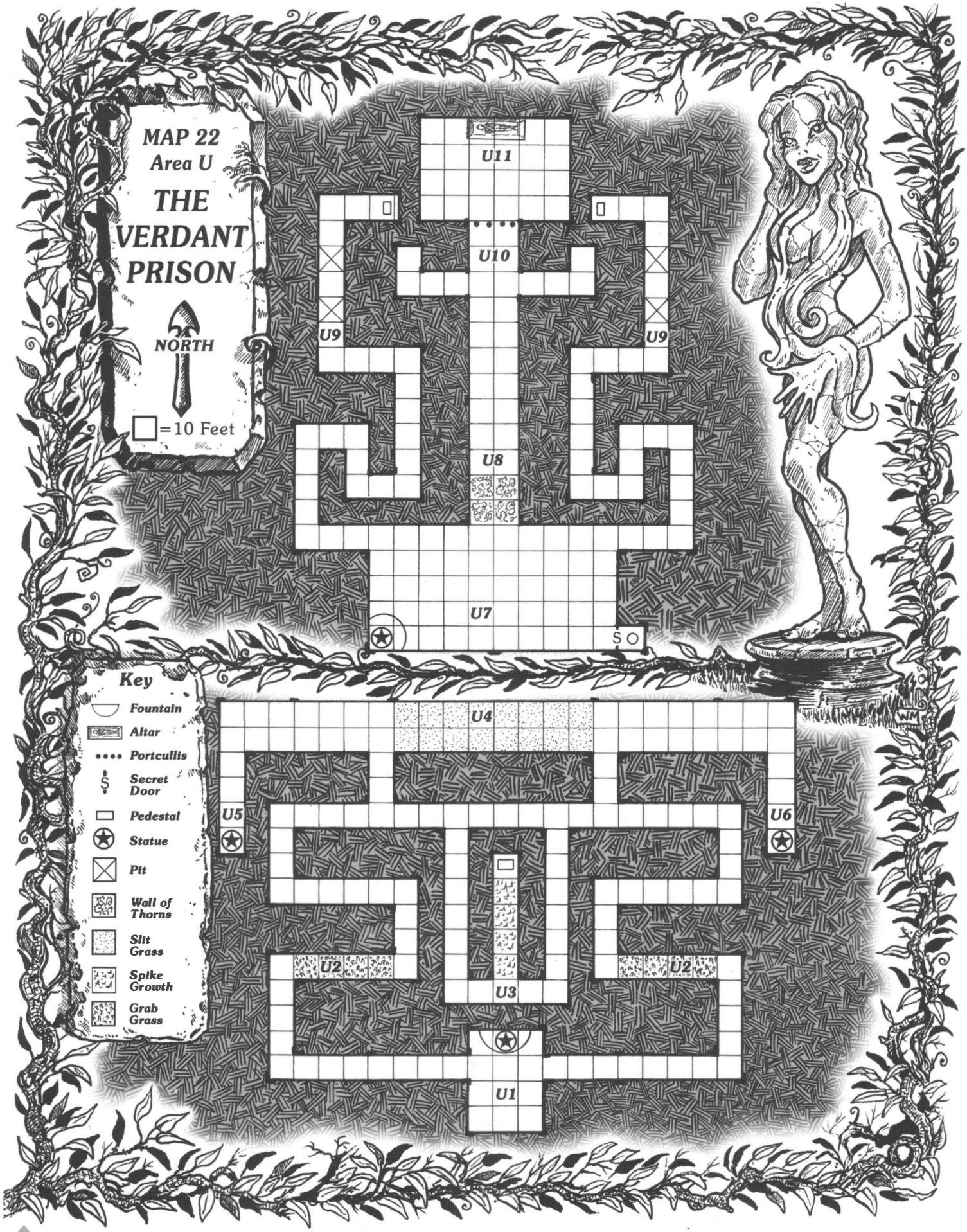
U1. Any creatures transported to the Verdant Prison are deposited here at the entrance, directly in front of a stone fountain overrun with lush vine growth. Water trickles from an unknown source on the hedge wall and tumbles over a stone structure of four nixies frolicking. The water is cool, refreshing, and magical. A living creature drinking from the fountain is healed 5 (1d10) hit points. A particular creature can only benefit from the restorative powers of the water once. If removed from the font, the water loses its restorative powers after 1 minute. Any who drink from the fountain also hear the following, in their native language, but in the melodious voices of the nixies:

"Sunder the Verdant Heart,
To go back to where you start"

U2. A 40-foot section of this corridor is covered with grab grass (see sidebar). If one or more creatures become restrained in this hazard, four **needle blights** step out of the walls and attack. They hang back and pepper the targets with needles, preferably restrained ones. If the characters enter melee, the needle blights use an action to meld back into the hedge walls.

U3. At the end of this 50-foot corridor is a stone altar covered with decaying vines and vegetation. If the vegetation is cleared away, it is revealed that the surface of the altar is carved, depicting several frolicking nixies tending to the tresses of their queen with various brushes and combs. The 40-foot corridor leading to the altar is covered with a *spike growth* effect. The hazardous terrain can be discerned with a successful DC 14 Wisdom (Perception) check. The area is considered difficult terrain and when a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels.

Behind the altar is a bundle of plain wooden planks, about 2 feet long and 1 foot in diameter. This is easily found if the vegetation is cleared away. Otherwise, a successful DC 15 Wisdom (Perception) check is required to locate it among the rampant growth. This is a *folding bridge* (see appendix A). A trio of command words ("nufulr," "derbig," and "rollluup") are faintly etched onto the


MAP 22
Area U
THE VERDANT PRISON
NORTH
=10 Feet
U11
U10
U9
U9
U8
U7
S
U4
U5
U6
U2
U2
U3
U1
Key
Fountain
Altar
Portcullis
Secret Door
Pedestal
Statue
Pit
Wall of Thorns
Slit Grass
Spike Growth
Grab Grass

edge of one plank, which require a successful DC 16 Intelligence (Investigation) check to spot. The first forms a rope bridge, the second forms a slatted bridge, and the third deactivates either type of bridge.

U4. An 80-foot-long, 20-foot-wide patch of slit grass (see sidebar) grows in this wide meadow-like hallway. Shortly after the characters enter the hall, the **verdant minotaur** (see appendix B) steps out of the east hedge wall. He growls a challenge and charges a target, using its Reckless trait. The verdant minotaur is merely toying with the characters, learning about their tactics. He fights until reduced to 30 hit points or fewer, and then he flees back to his lair (area U7), allowing time to regenerate his wounds.

U5. At the end of this corridor is a statue of a beautiful elven maiden (but see the sidebar "The Many Guises of the Earth Mother") that is overgrown with a noxious tangle of sickly pale green vines. A creature that touches the vines must succeed on a DC 15 Constitution saving throw or become poisoned for 6 hours from envenomed thorns on the vines. Clearing the vines away reveals a passage carved into the base of the statue, written in Sylvan: "You may inquire, for what you require."

Once per year, if a character prays at the statue and asks for help, that character is bestowed a *commune with nature* spell that pertains only to the Verdant Prison. The three bits of knowledge gained can be about the guardians, hazards, or magical effects of the prison. If they ask how to escape give them the message in area U1. If they ask how to find Aleczander, the reply is:

"To find the heir,
first find his lair.
Then to get there,
stroke the queen's hair."

The Many Guises of the Earth Mother

The default shape of the statue is an elven maiden. However, the statue should depict a goddess (or god) of nature used in the DM's campaign. Therefore, the DM should be prepared ahead of time for an alternate description of the statue if needed. A successful DC 16 Intelligence (Investigation or Religion) check reveals which deity is depicted.

U6. At the end of this corridor is a statue of a beautiful water nymph, with flowing tresses of hair covering her in all the right places. This statue depicts the Naiad Queen. If a creature strokes the statue's hair, the statue briefly animates to embrace the creature. The next instant, the creature is transported to area U7. This is the only way to get to that location.

U7. This is the verdant minotaur's lair and he can always be found here. In the southwest corner of the room is a trickling fountain. The centerpiece is a smooth marble carving of the Naiad Queen, her arms outstretched as if awaiting an embrace. If a living creature enters the waters and "embraces" the statue, it is transported (with wet feet) back to area U6.

Once all the characters arrive at this location, the **verdant minotaur** (see appendix B) steps out of area U8, the *wall of thorns* to the north. He then attacks, preferring to Charge whenever possible. He uses his lair actions (see sidebar) during the combat as appropriate. He fights until reduced to 10 hit points or fewer before fleeing via melding into a nearby hedge wall. He makes his final stand in the hallway beyond the *wall of thorns*, hopefully after another period of regeneration.

A secret door in the southeast corner of the room can be located with a successful DC 20 Wisdom (Perception) check. The door slides to the left, but only after a pressure plate is triggered on the wall to the left. It takes a successful DC 15 Intelligence (Investigation) check to determine the trigger. Beyond is a 10-foot-square chamber with a stone pedestal. Resting on the pedestal is a gold chalice (worth 5,000 gp), that on command ("illuminous") glows various shades of red, orange, yellow, and purple for 1 minute.

U8. This 20-foot-by-20-foot section of the corridor is blocked by a permanent *wall of thorns*. It can be removed via *dispel magic* (DC 16) or passed through. If the *folding bridge* (from area U7) is activated near the wall, it arches over the thorns and provides safe passage.

U9. Each of these identical corridors is covered with rampant vegetative growth. The growth conceals two pit traps. The pits are open but detecting them still requires a successful DC 14 Wisdom (Perception) check. If actively looking for additional pits, a character has advantage on this check. Each pit is 20 feet deep and falling in causes 7 (2d6) bludgeoning damage. A character that makes a successful DC 15 Dexterity saving throw manages to grab onto the ledge of the pit, preventing a fall. The bottom of each pit is lined with wooden spikes covered with poison.

Verdant Minotaur Lair Actions

While in the Verdant Prison, the verdant minotaur can invoke the ambient magic of the prison to take various lair actions. On initiative count 20 (losing all ties), the verdant minotaur takes a lair action to cause one of the following effects:

- As a bonus action, the verdant minotaur melds into a nearby hedge wall, as per a *meld into stone* spell.
- The verdant minotaur summons a magical giant bat that attempts to steal an object from a character. The bat is Large and has a flying speed of 60 feet, a Dexterity score of 22 (+6), and immunity to all damage types. It succeeds in stealing an object if it wins a Dexterity (Acrobatics) contest with the creature holding the object. It can swipe an object weighing up to 10 pounds, and if available it prefers to swipe the black key (see area U9), the chalice (see area U7), or the *folding bridge* (see area U3). Otherwise, it grabs a melee weapon or perhaps a spellbook or wand from a random character. The item is deposited in a random location of the hedge maze, with areas U3, U5, U6, and U9 being preferred. (Roll a d12, rerolling any 12's; the number rolled is the area where the item is dropped.) The magical giant bat can be summoned up to twice per day.
- The verdant minotaur creates a 10-foot patch of grab grass (see sidebar) that appears anywhere within 60 feet of him. The patch persists for 1 hour.
- The verdant minotaur creates a 10-foot patch of slit grass (see sidebar) that appears anywhere within 60 feet of him. The patch persists for 1 hour.
- If a target is restrained by a patch of grab grass or is moving through a patch of slit grass, the verdant minotaur can cause the hazard to develop poisoned thorns. During each turn restrained by the grab grass or taking damage from the slit grass, the target must make a successful DC 14 Constitution saving throw or suffer 3 (1d6) poison damage and gain the poisoned condition for 1 hour.

The spikes cause an additional 5 (2d4) piercing damage, and the victim needs to make a successful DC 15 Constitution saving throw or suffer 10 (3d6) poison damage and gain the poisoned condition for 3 hours.

At the end of the corridor, around the corner, is a simple metal pedestal. On one of the pedestals rests a large black iron skeleton key. The metal pedestal is actually a powerful magnet, holding the key fast to its surface. It requires a successful DC 17 Strength check to remove the key from the magnet. The DM can randomly determine which pedestal the key is on, or arbitrarily decide it is on the second pedestal discovered. The key unlocks the portcullis at area U10.

U10. A massive black portcullis blocks access to area U11 beyond. The portcullis is covered with thick (but harmless) vine growth, obscuring the chamber beyond. If the black metal key from area U9 is simply touched to one of the bars, the vines magically retract and the massive gate opens on its own. Otherwise, *dispel magic, knock,* or brute strength is needed to open this portcullis. Lifting or bending the bars requires a successful DC 25 Strength check.

U11. Beyond the black portcullis is a 60-foot-wide, 40-foot-deep chamber. The floor is covered with a tangle of grasses and weeds, which is considered difficult terrain. Along the opposite wall is a stone altar, overgrown with a tangle of decaying vines. Resting on the altar in an eternal slumber is the last true heir to Cynidicea: Prince Aleczander. He is a young adult **Cynidicean commoner** (see



appendix C) with shoulder-length white hair with a distinct birthmark on his right forearm recognizable by Cynidicean scholars. He is entwined by the vines and growth, and placed on his chest is a massive emerald, crudely chiseled into the shape of a humanoid heart that pulses green illumination every 5 seconds. The emerald is worth 5,000 gp, but it is the Verdant Heart the characters need to find and sunder to escape the Verdant Prison. The emerald has AC 16, 12 hit points, immunity to poison and psychic damage, and vulnerability to bludgeoning damage—but getting to the Heart can be tricky.

The overgrown vines and other decaying vegetative matter on the altar are a **shambling mound**. A **vine blight** also grows in the soil in front of the altar. In the round after it detects the presence of sentient creatures in the chamber, the shambler begins to coalesce around the Verdant Heart. Once fully formed, the Heart is concealed inside its bulk and can only be retrieved by defeating the plant creature. Meanwhile, the vine blight picks up the heir and holds his incapacitated form out of reach, 15 feet overhead. A successful DC 14 Wisdom (Perception) check reveals the vine blight tendrils are bored directly into the Prince's skin.

Developments. Once the shambling mound and the vine blight are destroyed, the Prince wakes up. He is dazed and confused from his centuries of imprisonment in the Verdant Prison. Assuming the characters sunder the emerald, all are transported back to area Q4.

FURTHER ADVENTURES

After the pyramid has been completely explored, the DM and players may want to continue with a series of adventures in the underground city. The following adventure suggestions all have a common goal: the rebuilding of the Cynidicean civilization with the aid of the player characters. These adventures are intended to require many different styles of play, so the DM and players can try different approaches to the game. For simple dungeon crawl or exploration adventures, the DM can always open new tunnels to other catacomb areas (see area R) or send the characters to the goblin caves (area O).

Unite the Cynidiceans. The characters must find a way to bring order to the Lost City. The safest way is to unite the factions of Gorm, Usamigaras, and Madarua through a series of social interactions and side quests to prove their worth and gain favor. The DM should allow for other options to be viable as well. These could include getting the factions to unite against a common enemy, such as the evil cult of Zargon (see area K), or the mysterious dark power holding the population under its sway with the elixir of fantasy (see chapter 3). The characters might decide to aid one faction in defeating the other two factions. The characters might even decide that none of the factions are worthy of reviving the civilization, and they might seek to overthrow all factions and assume control of the underground city themselves! These two options are likely to be more heavily politically-themed adventures as opposed to open conflict and exploration.

Destroy Zargon's Horn. This assumes the characters learn the truth about Zargon's ability to regenerate its body, likely from the gynosphinx in area M. If the Cynidicean people are ever to be completely free of Zargon, the horn must be destroyed by dropping it into the lava pit at the Eye of Zargon (area Q). After getting the horn from Zargon, the characters need to mount an expedition through the Wasteland, picking a safe route to the crater. Once there, they need to oppose the creatures guarding it to succeed. Oh, and they have a time limit of 24 hours to accomplish this task (fully known by the efreeti guardian).

The Ambush. Zargon's cultists try to ambush the characters, perhaps with the aid of goblin and hobgoblin troops. The DM starts this scenario like any other adventure. At some point, however, the DM springs the ambush. This is a prepared plan of attack combining ranged attacks, magic support, and melee attacks against the party. Although this should be a Deadly encounter (with a challenge rating about 4 higher than the average level of the characters; see chapter 3), the characters should have a reasonable chance to survive the conflict. The DM should allow the PCs a chance to surrender or escape, or perhaps get support from one of the factions or another benefactor. This support and aid might come with strings attached, and lead to a side quest.

Raid on the Temple of Zargon. Even with Zargon defeated (though maybe not permanently), the cultists are still a strong force in Cynidicea. If the characters have destroyed Zargon, the cultists seek revenge, and more importantly try to discover the fate of the horn. On the other hand, a faction the party has joined might try to raid the temple, or the party might try to rescue a kidnapped NPC who is being held there. Perhaps the NPC has important knowledge needed by the characters or the faction. The characters could be given a general map of the temple, but not

the details of guardians, traps, and so on. The emphasis of this quest would be on planning a suitable infiltration raid.

The Prophecy. Each faction has a relic that could be used to destroy Zargon as described in areas L, M, and N. In the case of Usamigaras, the relic is knowledge, either contained in a tome or from the gynosphinx. The relic has been stolen or lost ages ago and the characters must find it and return it to its rightful faction. Only then can the relic be used to aid the quest to defeat Zargon and its allies. The relic could have fallen into the hands of another faction, hidden on the Island of Death (area B), stashed in the vast hoard of the goblin king (area O), or lost in the Lower Catacombs (see chapter 8). Its return to the faction's stronghold completes part of a prophecy that describes Cynidicea's recovery. The DM should create the prophecy, tailored to the type of story he would like to tell and then plant the clues for the characters to discover it. The relic itself is much too powerful for the characters to keep, and thus should pass from play once its purpose is accomplished.

The Antidote. The source for the dream-like state of the Cynidiceans is the spore of a rare fungus that grows in the Lower Catacombs. There, a mysterious malignant power has discovered the secret to harvest the spore and distill it into a biological weapon suitable to enthrall an entire city, once dispersed in the population's drinking water source. The characters defeat the hobgoblin troops stationed at the entrance to the catacombs (area R) and must raise the stone slab to venture into the Lower Catacombs (see chapter 8). After a few encounters, the party discovers a mysterious race of fungus men forced to grow and cultivate the mushrooms in vast fields. The characters must use their wits to disrupt the production of the spores and then discover the hidden laboratory used to distill the elixir to complete their task.

The True King. After the deaths of King Alexander and Queen Zenobia, the royal family did not actually die out. A descendent of the royal line still lives but would be quickly killed if discovered. Centuries ago, Prince Aleczander was concealed in a hedge maze prison for his own safety and the future hope of the Cynidicean people. First, the characters must discover the Prince is still alive (likely from the Magi of Usamigaras), and then how to access his demi-plane prison (see area Q). Finally, they need to travel to the hedge maze (area U) and return him to the Lost City to assume his rightful claim to the throne. But if the DM wishes, the challenge doesn't need to end there. The characters must protect (as he has many enemies) and advise the royal heir, teaching him how to be a king, until it is safe for him to assume the full responsibility of the throne. This can run as a long-term story arc through any of the other adventures suggested herein.

Escape the Desert. Depending on the hook used to start the adventure in the pyramid, the characters might have begun lost in a sandstorm, seeking shelter in the pyramid. The PCs simply might desire to escape the desert. The DM may create a special wilderness adventure for them to find their way out. Chapter 3 has a table of random wilderness encounters which can get the DM started on designing the challenges to escape the desert. The DM is also encouraged to review the *Dungeon Master's Guide* (chapter 3, chapter 5, and appendix B, respectively) for information how to create adventures, wilderness encounters, and monster lists based on terrain.

The Guardian. During a myriad of adventures throughout the pyramid and/or the environs of the Lost City, the characters might come across a mysterious guardian or require an unknown benefactor to aid them in their time of need. The guardian tests the worthiness of the party before giving them a valuable piece of information to further their quest, or in response to saving their hides. The mysterious guardian's true identity is up to the DM to decide, and might even be Gorm, Usamigaras, or Madarua in disguise!

Explore the Underdark. The caverns of the Lower Catacombs (see chapter 9) are connected to a vast underground realm called the Underdark. These tunnels and caverns range for hundreds of miles, creating an underground realm ripe for adventure. Inhabited by evil drow, duergar, and the alien mind flayers, the characters find few allies in these dark twisted passages. But there are a few bastions of good secluded in side passages and hidden in gloomy grottos—such as the deep gnomes, former allies of the Cynidiceans. If the Cynidiceans throw down the shackles of enslavement from Zargon and return to their former glory, it would be in their best interest to reestablish peaceful trade that would benefit both sides. The characters could be tasked first with finding the deep gnomes, and then convincing them of the Cynidiceans' good intentions. Or perhaps the characters simply wish to explore the unlit chambers and passages of the Underdark and plunder its bounty of precious resources…

CHAPTER SEVEN

The Goblin Caves

In the original version of the adventure module, the Lost City environs were only outlined so that the Dungeon Master could gain experience designing encounter locations and stocking them with monsters and treasures. One of these locations was the Goblin Caves, an area riddled with passages and caves set on a sheer cliff face overlooking the underground lake. A large tribe of goblins lives in the upper caves, while the militaristic hobgoblins in league with the cult of Zargon lair in the middle caves. Finally, the lower caves are inhabited by ogres, thouls, and even a troll! For the fifth edition conversion of this classic adventure, the Goblin Caves have been fully detailed and described.

There are numerous cave openings labeled with letters on map 23, which depicts the side view of these entrances. Maps 24-29 depict the interiors of the various cave levels, with these letters repeated on the maps to cross-reference which entrance leads to which cave.

DM Note: The challenges presented in the Goblin Caves are suitable for character levels 4 to 5. As the characters delve deeper into these caves, the challenges increase. If the characters are not powerful enough to challenge Zargon, this is the perfect adventuring site to hone their skills, gather experience points to level up, and perhaps gather a few choice magic items. Any of the factions could send the characters on a quest to these caves to prove their loyalty, retrieve a lost relic, or rescue a prisoner vital to the faction. Consult the "Further Adventures" section of chapter 6 for ideas on ways to get the characters to this location.

It's possible the characters might not be ready for the challenges of this goblin lair. In that case, the DM is encouraged to adjust the challenge of the encounters based on the number of characters and their average levels, as described in the "Designing Appropriately Challenging Encounters" section of chapter 3. The pre-generated characters described in appendix C can be used to round out the party or substituted for fallen characters. In the latter case, it is likely the NPCs would be prisoners of the hobgoblins (or even the goblins) and would need to be freed. In this case, they would have no starting equipment or money. However, they would be very loyal to the characters for being rescued, and if properly equipped would gladly join them to face the threat of the goblin king!

Goblin Caves (Levels 0–2)

General Features

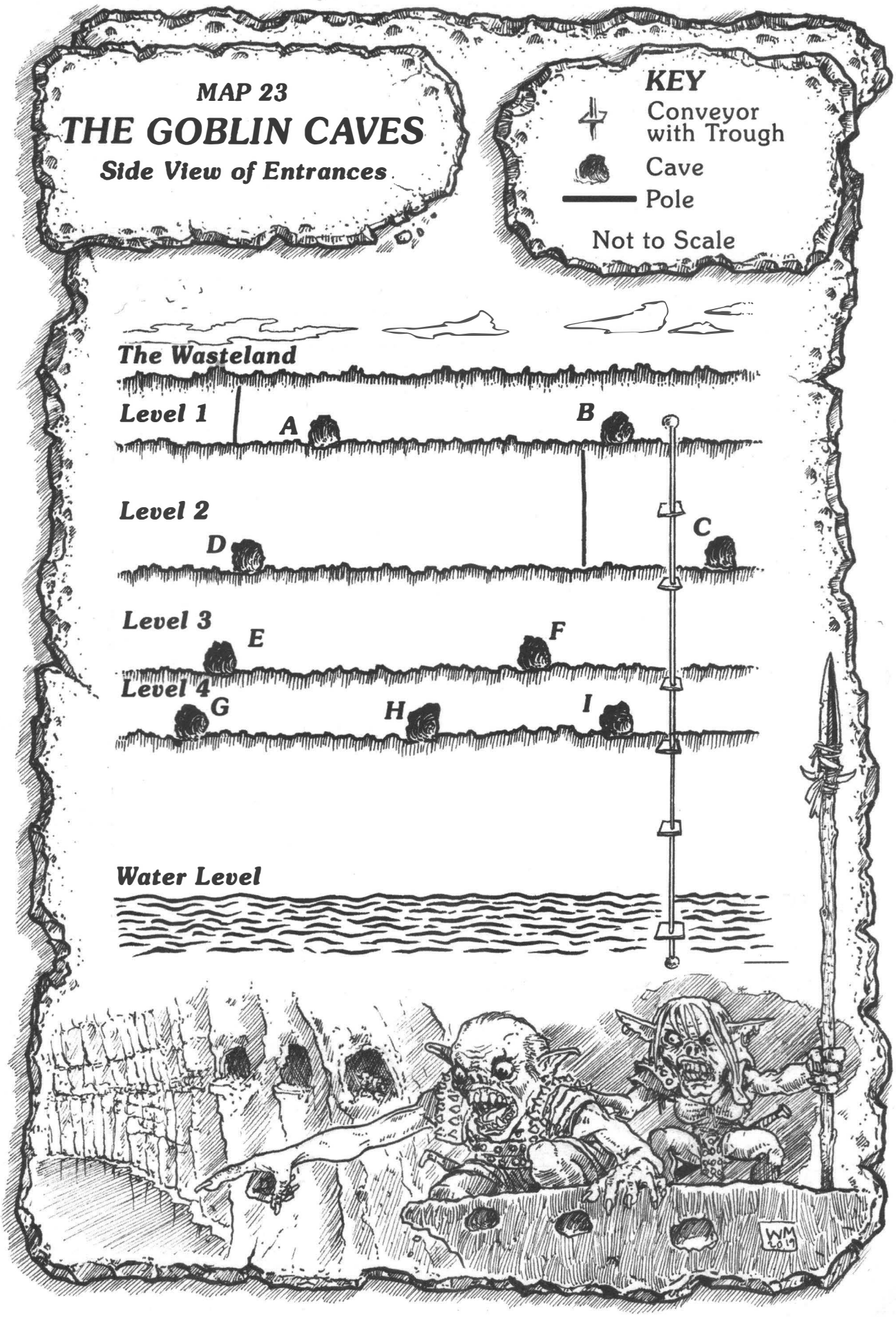
Goblin Adaptations. This particular tribe of goblins call themselves the Scalers, which suits their affinity for serpentine allies and their proficiency at climbing walls. They have resided in these cliff dwellings for centuries and as such have honed their skill at climbing rocky surfaces. All goblins encountered in this location substitute the Acrobatics skill for Stealth. In addition, they gain the following trait:

Rock Scaler: When the goblin is climbing a rocky surface, it may make a Dexterity (Acrobatics) check instead of a Strength (Athletics) check.

The goblins have carved many footholds and handholds into surfaces they often climb, such as the cliff face and the walls in area 10. These allow a climber to have advantage on all climb checks, assuming they have knowledge of the holds.

Poles. The goblins have mounted metal poles throughout their cave dwellings (area 10) and even on the exterior ledges to facilitate quick movement from higher to lower elevations. When used to slide down, a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check is needed to move at double normal movement rate. Failure indicates a fall and the appropriate bludgeoning damage based on the distance of the fall. A successful DC 13 Strength (Athletics) check is needed to ascend the pole at normal climbing rates.

Goblin Weapons. Unless otherwise noted in the text, the Scalers are typically armed with shortswords (+4 to hit, 5 [1d6 + 2] piercing damage) and slings (+4 to hit,


MAP 23
THE GOBLIN CAVES
Side View of Entrances
KEY
Conveyor with Trough
Cave
Pole
Not to Scale
The Wasteland
Level 1
A
B
Level 2
C
D
Level 3
E
F
Level 4
G
H
I
Water Level

range 30/120 ft., 4 [1d4 + 2] bludgeoning damage). Each goblin carries a pouch of 1d6 + 9 sling stones, and there are plentiful replacement stones throughout the caves to ensure a nearly endless supply, so the DM need not worry about tracking ammunition. They do not carry shields, but they wear studded leather armor (AC 14). Each goblin carries a vial of basic poison, collected by the snake handlers or shaman from the tribe's snake allies. If a goblin spends an action applying the poison to a slashing or piercing weapon, a hit requires the target to make a successful DC 10 Constitution saving throw or suffer an additional 2 (1d4) poison damage. The poison lasts on a weapon for 1 minute before drying.

Construction. These caves are natural passages and chambers, although in places minor carving and excavation have been performed. The walls are rough-hewn, unless otherwise described, and the floors are smooth although occasionally uneven, with cracks and debris being common.

Ambient Conditions. These chambers are well below the scorching desert sands and thus are cooler and pleasant. Characters require less water (1 gallon per day) than in the desert or while adventuring in the Upper Pyramid locations. The air is still dry here, but the humidity increases as the characters delve deeper and closer to the underground lake.

Ceilings. Unless otherwise noted, passage ceilings are 8 to 10 feet high, while room ceilings are on average 8 to 12 feet high. A notable exception to this is area 10, which sprawls over three levels and itself is about 130 feet high.

Doors. There are few doors in the goblin caves. All are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 15 Strength check. A locked door can be forced open with a successful DC 18 Strength check.

Illumination. Unless otherwise stated in the room text, the interior of the Goblin Caves is unlit.

Wandering Monsters. Several patrols of goblin guards wander the caverns. Each patrol consists of six **goblins**. Wandering goblin patrols are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. If encountered, two of this group flee to get reinforcements from the closest guardroom or barracks (area 1, 3, 5, 12, or 16).

KEY TO LEVELS 0–2 (MAPS 24–26)

AREA 1 – CONCEALED GUARDROOM

DM Note: The entrance to this chamber is concealed behind a secret door. Locating the secret door requires a successful DC 18 Wisdom (Perception) check; the PCs have advantage on these checks. The goblins are lazy regarding concealing their movements here, so searching the corridor for tracks with a successful DC 15 Wisdom (Survival) check reveals numerous goblinoid tracks leading to the door. The secret door opens by simply pushing inward.

If the characters don't travel past this room first (alerting the guards to their presence via the peepholes) they can gain surprise on these guards. Adjust the read-aloud text below as needed:

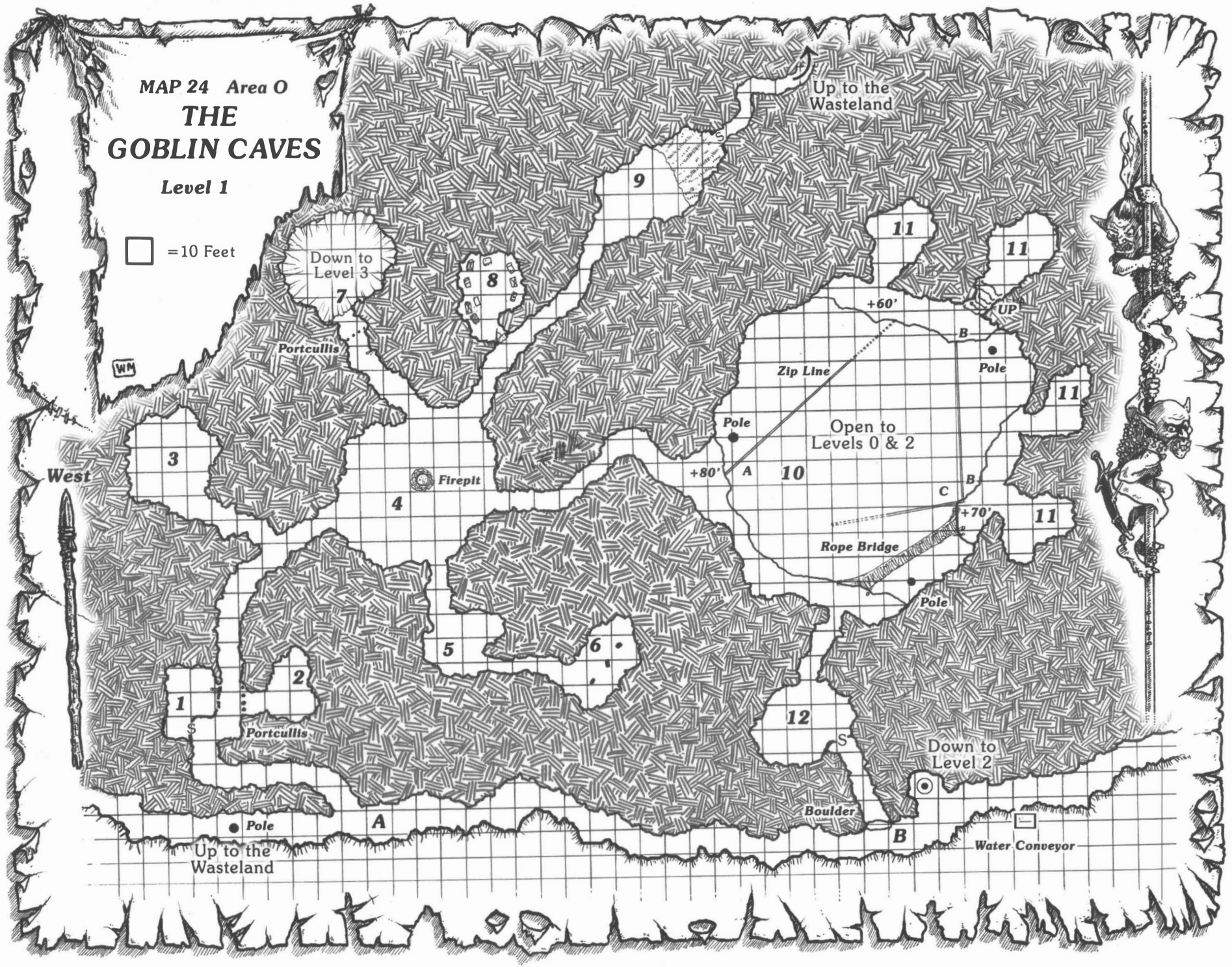
This chamber is 20 feet by 20 feet, with a battered table and chairs positioned in the middle of the room. Surrounding the table are several goblinoids clearly armed and ready for battle—but caught unaware. They leap to their feet and draw swords!

This is a secret guardroom. The five **goblin warriors** (see appendix B) posted here are responsible for observing the entrance passage and tending to the beast locked up in area 2. They fight to the death, and one uses an action to pull down the lever on the north wall.

Along the north wall are three peepholes allowing observation of the corridor outside the room. These peepholes are concealed with stones on this side of the wall, although they are slightly discolored from the surrounding rock. A successful DC 13 Wisdom (Perception) check reveals the peepholes. There is also a wooden lever about 4 feet off the floor nearly centered on the north wall (among the peepholes). The lever is usually in the upright position. Pulling the lever down raises the portcullis blocking the route to area 2.

The table and chairs are normal. Scattered on the table is an assortment of coins used for gambling. These include 87 sp, 11 gp, and a tiny red garnet (50 gp). Each goblin warrior carries 2d6 sp.

Development. If the lever is pulled down (by the goblins or the characters) it releases the hook horror in area 2. The horror takes a moment or two to get its bearings, but within 1 minute it leaves the room. The raising of the portcullis creates a noisome grinding sound that gets the attention of the guards in area 3, and in 2 rounds they come to investigate.


MAP 24 Area O
THE GOBLIN CAVES
Level 1
=10 Feet
Up to the Wasteland
Down to Level 3
Portcullis
WM
West
Firepit
Pole
Zip Line
+60'
UP
B
Pole
Open to Levels 0 & 2
+80'
A
10
C
B
+70'
Rope Bridge
Pole
Portcullis
Pole
A
Up to the Wasteland
Boulder
B
Down to Level 2
Water Conveyor
1
2
3
4
5
6
7
8
9
11
12



AREA 2 – HOOK HORROR PEN

DM Note: This hallway is blocked with a black metal portcullis, keeping the occupant of the room captured. The portcullis can be raised by pulling the lever in area 1. Otherwise, it requires a successful DC 20 Strength check to lift the bars or a successful DC 22 Strength check to bend or break down the bars. If the characters antagonize the hook horror (such as attacking it through the bars) it attempts to break down the portcullis to get at its foes. If reduced to half hit points or fewer, it has advantage on this skill check.

This roughly 25-foot-diameter cavern has rough-hewn walls and smells of animal waste. The western corner has a group of rocks arranged to hold a pile of rotting fungus and other organic debris.

The goblins have captured a **hook horror** and trapped it here to serve as a guardian. It has a nasty disposition as it is tired of eating fish plus the occasional goblin. It craves different flesh and attacks with abandon if the opportunity presents itself.

There is nothing of value in its nest.

Development. If the hook horror is released it likely heads deeper into the caves. If it runs into opposition in the form of guards, it likely doubles back. If reduced to 10 hit points or fewer, it seeks to flee, preferably to find a route outside of the caves so it can retreat into the main cavern, perhaps eventually making its way back to the Underdark via the Lower Catacombs.

AREA 3 – GUARDROOM

This chamber is roughly circular and about 35 feet in diameter. Soiled canvas hammocks are strung from the walls. Numerous goblins wearing scale mail mill about this room.

This somewhat larger chamber is another guardroom. Six **goblin warriors** (see appendix B) are stationed here. In addition to the 10 hammocks there is a dented metal brazier holding hot embers in one corner of the room. Hanging on the wall are numerous gutted dried fish. Along the east wall is a rack holding eight longspears (the shafts are 12 feet long) used to keep the hook horror in area 2 at bay while entering its pen. If a longspear is wielded in combat, treat it as a lance (*Player's Handbook*, p. 148) with the additional restriction that two goblins must cooperate to wield it properly; if only one goblin attempts to wield it, the goblin has disadvantage on attack rolls.

Each goblin warrior carries 2d6 sp.

Development. If combat occurs here, one goblin warrior attempts the flee the battle, hastening to area 5 to rouse the guards there.

AREA 4 – COMMUNAL ROOM

The corridor empties into a large chamber, measuring perhaps 60 feet in diameter. The center of the room has a firepit, softly aglow from dying embers. Hanging over the firepit is a massive pot of bubbling stew. Several benches and tables are scattered about, tended to by several goblins.

This room serves as a communal gathering area and mess hall for the tribe. At any given time, there are 3d4 **goblins** here taking meals, preparing meals, or meeting in small groups. If obvious intruders enter this location, the goblins are quick to respond by taking up arms and attacking (see the "Improvised Weapons" sidebar). At least one goblin tries to slip away in the chaos of the battle to area 5 and summon the guards stationed there.

IMPROVISED WEAPONS

Although most are armed and wearing armor, some goblins might grab improvised weapons (a cleaver, a chair, a red-hot poker, or perhaps a pot of scalding water) to use in a pinch while in the communal chamber. This could result in quite a memorable encounter. An improvised weapon deals 1d4 damage of a type (bludgeoning, piercing, or slashing) as appropriate to its normal purpose. For example, a large frying pan deals bludgeoning damage, while a poker deals piercing damage. If either of these were red-hot when used, perhaps an additional 1 fire damage would be called for. Assume the goblins are proficient with these improvised weapons, thus having a +1 or +4 to hit depending if the attack is Strength- or Dexterity-based, respectively. A thrown improvised weapon has a range of 20/60 ft.

The furnishings are all normal and heavily used. Assorted cookware is scattered about, most of it caked with old food and in generally poor condition. Along the east wall are racks of dried lizard meat and dried fish. The pot of stew is a foul-smelling fungus concoction in an oily fishy stock.

Each goblin here carries 1d6 sp.

Development. If the guards from area 5 are summoned to this chamber, they arrive in 2 rounds. Several spend their first actions flipping over a few tables to use as half cover. The others crouch behind the tables and make ranged attacks until melee becomes inevitable. The guards fight to the death.

AREA 5 – GUARDROOM

This rough-hewn chamber is oval in shape and approximately 35 feet across. The walls are lined with hammocks. An unlit brazier is tucked in a nook along the north wall, and a wooden crate is along the east wall.

Six **goblin warriors** (see appendix B) are stationed here, often asleep, or possibly (but unlikely) practicing weapon play. Each goblin warrior carries 2d6 sp.

The crate contains a variety of weapons, but all are battered and in poor condition. If a natural 1 is rolled while attacking with one of these, the weapon breaks and is rendered useless. The crate contains: a mace, a flail, a longsword, a hand axe, three daggers, a sickle, and a light crossbow with no string. The brazier is covered with grime, but a close investigation reveals it is a soot-covered and composed of copper with fanciful designs etched into its surface. If cleaned, it would fetch 60 gp.

Development. If combat breaks out in area 4, these guards need to succeed on a DC 15 Wisdom check to get up the gumption to investigate.

AREA 6 – POLE ROOM

The corridor ends at this oblong chamber perhaps 20 feet wide and 30 feet long. The ceiling stretches upwards at least 50 feet, into the gloom of the shadows above. Sunk into the floor are three metal poles extending up. A trio of goblins hang on the poles at various heights scaling them up and down almost in a choreographed dance of sorts.

The ceiling here is about 60 feet high, and the metal poles in the floor extend all the way to the ceiling. The three **goblins** here are practicing their pole climbing skills, having recently arrived at the caves from another tribe in the Underdark. They wear their armor, but their weapons are piled in



a heap to the left of the cavern entrance. A fourth goblin is in the shadows near the ceiling. This fellow is a **goblin warrior** (see appendix B) and is leading the training session.

The goblins each carry 1d6 sp, while the goblin warrior carries 2d6 sp.

AREA 7 – GARBAGE SHAFT

DM Note: The corridor before this chamber is blocked by a black metal portcullis. On the right-hand wall about 10 feet before the metal bars is a wooden lever that can easily be located. The lever is in the upward position. If pulled down, the portcullis raises. Otherwise, the bars can be lifted with a successful DC 18 Strength check or bent with a successful DC 22 Strength check. Area 7 reeks of decaying organic matter and offal, which can be detected at the portcullis.

The corridor ends in a roughly 40-foot-diameter natural shaft that disappears into the darkness below. There are numerous ledges, nooks, and crannies along the shaft's walls, and these are full of debris and waste deposited here by the goblins. Careful observation reveals movement from below.

This shaft is used as a waste pit by the tribe. After years of discarding organic waste here, the stench has attracted numerous giant rats. If the characters spend more than 3 minutes exploring or entering the shaft, they encounter 2d6 + 2 **giant rats**. If combat occurs, another 1d4 + 1 **giant rats** are attracted to the sounds of battle and a potential fresh meal.

Development. The portcullis does not prevent the giant rats from entering the goblin lair. The giant rats have little reason to do so, as they have plenty of food in area 7. On occasion a few do wander the caves and are generally accepted by the goblins. The portcullis is designed to keep out an even larger predator that lairs down below (see area 15 on level 3, below).

AREA 8 – STOREROOM

DM Note: An unlocked stone door blocks the entrance to this storeroom.

After pushing open the stone door you observe a roughly circular chamber about 25 feet in diameter. Several piles of crates are haphazardly stored here. Hanging from the ceiling on several ropes are dried haunches of meat and several large salted fish.

This chamber is a storeroom. Mostly foodstuffs are stored here but a few of the crates contain mundane items like cookery, rope, and blankets. The foodstuffs are all dried rations, such as jerky, nuts, and dried fruit. These were plundered from a caravan months ago. One crate is full of 50 pounds of salt used to preserve meat and fish.

Hanging from the ceiling are seven haunches of meat (most of it is giant lizard meat, but two of the haunches appear to be humanoid) and five large fish. Tucked behind a few crates are three bolts of silk, each weighing 25 pounds and worth 75 gp.

AREA 9 – PRACTICE ROOM

This is less of a chamber, but more of a widened corridor that terminates at a shaft that leads upward. The ceiling disappears in the shadows, and the northwest surface was once a majestic flowstone but now is worn, pitted, and crumbling. Several goblinoids are scaling the wall and a pair of goblins at the base of the wall are barking commands—and possibly crude insults as well.*

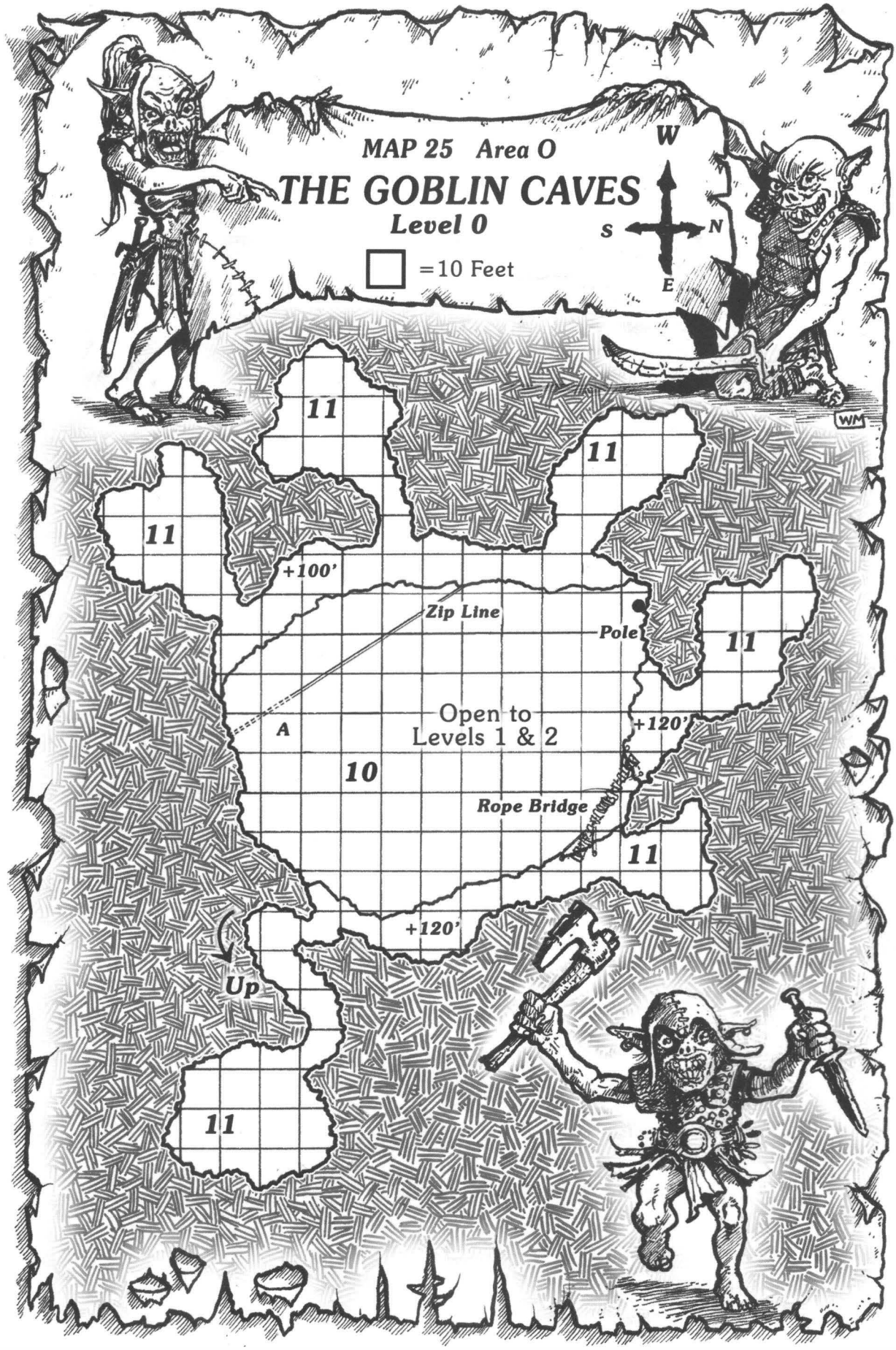
The goblins are focusing on the task at hand (climbing) and are likely unaware of the characters at first. Quick-thinking characters can attack with surprise. There are seven **goblins** climbing the wall, each 2d3 × 10 feet off the floor. The two goblins shouting orders and instructions are **goblin warriors** (see appendix B). Once aware, the goblin warriors attack as the goblins on the wall scramble down to engage. Part of their training included climbing while armed and armored, so these climbing goblins are ready for battle. One or more goblins on the wall might decide to leap on a target. If they score a hit, the leap causes an additional 3 (1d6) bludgeoning damage. If they miss, the goblin takes appropriate falling damage.

The top of the shaft is about 70 feet overhead. At the top is a secret door that can be discovered with a successful DC 15 Wisdom (Perception) check. It is nothing more than a rock plugging a corridor. Beyond is a 5-foot-wide passage that winds its way for another 100 feet or so, gradually climbing until it reaches the surface in the Wasteland (see chapter 6, area P). The exit there is covered with a flat rock that can be easily moved aside.

The goblins each carry 1d6 sp, while the goblin warrior carries 2d6 sp.

AREA 10 – GOBLIN COMMUNAL CAVE

The corridor ends at a ledge overlooking a massive cavern. The floor below disappears into inky darkness as your feeble light source fails to penetrate it. Overhead, the ceiling stretches for at least 30 feet. The ledge wraps around to the right and then ends. Other ledges can be seen leading to further cave entrances, some dark and some softly aglow. Many


MAP 25 Area O
THE GOBLIN CAVES
Level 0
=10 Feet
W
S
N
E
11
11
11
+100'
Zip Line
Pole
11
Open to
Levels 1 & 2
A
+120'
10
Rope Bridge
11
+120'
Up
11
WM

of these are higher or lower than your current elevation. Several metal lines and rope bridges can be seen spanning the cavern. To the left is a metal pole near the ledge, originating from the ceiling, and disappearing into the gloom below.

DM Note: Consult the "A Dynamic Adventure Locale" sidebar before running this encounter.

This massive cavern is well over 100 feet in diameter. The ceiling is about 50 feet overhead, and the floor is 80 feet below, making the overall height 130 feet. Ringing the cavern are numerous (15 to be exact) cave entrances all about 5 to 10 feet wide. These lead to various goblin living quarters (see area 11 for details).

When the characters first arrive, unless they have a light source, they are not instantly spotted. Careful observation reveals several goblins moving about, and with a few successful DC 10 Dexterity (Stealth) checks, the characters can remain unseen for a few minutes to get a good look at the cavern. Eventually a goblin (maybe even a patrol coming from behind) should spot the characters, which alerts the entire area. At that point all heck breaks loose! Although it takes a few rounds, starting on the third round, 1d6 + 2 **goblins** exit the caves each round, armed and ready for a fight!

There are many features of this cavern:

Walls. Over the years, the goblins have chiseled numerous handholds in the walls to make climbing easier. A character can climb up or down a wall with a successful DC 12 Strength (Athletics) check. Failure necessitates a DC 11 Dexterity saving throw to attempt grabbing a ledge. A character succeeding here takes 2 (1d4) bludgeoning damage but a failure results in a fall and taking the appropriate falling damage based on height—which easily could be deadly for low-level characters.

Poles. The goblins have mounted metal poles (as indicated on the maps) to facilitate climbing and sliding between levels 0, 1, and 2. (See "General Features" above for how

A DYNAMIC ADVENTURE LOCALE

The area 10 encounter is a complicated set piece that spans three levels and hosts a multitude of adversaries that can overwhelm even an experienced group of players. Of course, it's a challenge to run such an encounter. Here are a few tips to consider before the characters ever get here:

- Determine the number of **goblins** in each area 11 ahead of time. There are 15 such areas across levels 0, 1, and 2. Populate each area by rolling randomly (1d4 + 2) or simply assume there are four goblins in each chamber. There should be a total of 60; mark them on the map.
- This is a three-dimensional encounter site, so use that to the goblins' advantage. Of course, the players could use it to their advantage as well.
- Area-of-effect spells (such as *fireball*) can even the playing field. But, based on the size of the chamber and the multiple levels, it is likely only a limited number of goblins are caught in a spell's area of effect. Such a show of force would still likely cause some goblins to flee or at least reconsider clashing with such a powerful foe.
- To speed play, consider not rolling damage for the goblins. Instead just assign average damage amounts.
- Use a battle mat and miniatures even if this is normally not the case at your game table. It facilitates tracking who is where in this 3D environment.
- Think "cinematic" and feel free to use some comedy for good effect. For example, just before a goblin strikes a killing blow on a character, another goblin falls on it from above. Of course, in the next round the character now faces two goblins!
- Allow plenty of time in the game session to realize the full potential of this set piece.

What can the DM do if the characters are being overrun, and it looks like a sure TPK?

- Have the goblins switch to nonlethal combat to capture the characters. Shortly after the fight they are traded to the hobgoblins below and imprisoned in area 16 on level 3. The focus of the adventure can now become escape.
- Have a random monster show up to even the odds or at least provide a distraction. This could be the **hook horror** if it's free from area 2, one or both of the **carrion crawlers** from area 15 on level 3, or even a **swarm of giant rats**.



the goblins use these.) A character can slide down a pole safely at double speed with a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. Climbing a pole requires a successful DC 13 Strength (Athletics) check. Failure indicates falling damage, but for only half the distance of the fall.

Zip Lines. The goblins have mounted oiled metal cables to serve as zip lines. The zip lines are labeled with letter codes A, B, and C. These indicate where each zip line originates and ends; A connects levels 0 and 1, B is on level 1 only, and C connects levels 1 and 2. The goblins can use their leather slings to slide down these quickly from one level to another. If a character attempts to use a zip line, they must succeed on a DC 15 Dexterity (Acrobatics) check to travel without falling. Climbing a zip line requires a successful DC 20 Strength (Athletics) check.

Rope Bridges. Rope bridges span the cavern at various points. Crossing one requires a successful DC 10 Dexterity (Acrobatics) check. During combat on a bridge, checks are made with disadvantage and are required each turn. Suffering damage while on a rope bridge requires another check to remain on the bridge; the DC is 5 + the amount of damage taken. A generous DM might allow a DC 13 Dexterity saving throw to grab onto the bridge before plummeting.

Floor. The floor of this chamber has four large stalagmites that are big enough to grant half cover. The floor is also covered with a writhing mass of snakes—enough to constitute a dozen swarms. Movement across the floor is considered difficult terrain and requires a DC 13 Dexterity saving throw be made at the end of each turn to avoid the snakes; failure indicates blundering into a swarm of snakes. Treat each as a **swarm of poisonous snakes** but with no poison damage and a reduced challenge rating of 1 (200 XP).

AREA 11 – GOBLIN LIVING CAVE

Down a short corridor is a rough-hewn chamber with a low ceiling. The walls are covered with crude paintings depicting goblinoids doing mundane tasks, plus random graffiti. Several dirty pallets lined with mangy furs are scattered about.

In each of these 15 caves lives 1d4 + 2 **goblins**; there are 60 total. Each has a small firepit, several pallets for sleeping, and perhaps the odd piece of woody fungal furniture.

In addition to each goblin carrying 2d6 sp, each cave has a small amount of treasure stashed in a hidden location, perhaps under a rock, inside a cask, or stuffed in a cavity in the wall. Finding each stash requires a separate successful DC 14 Wisdom (Perception) check. Each stash contains 8d6 sp, 2d4 gp, and a gem or small art object worth (2d8 + 2) × 10 gp.

Development. It's likely these goblins are not encountered in these caves. If alerted to the characters' presence in area 10, eventually all the goblins exit their caves and engage in the battle.

AREA 12 – BARRACKS

DM Note: If these goblin guards are summoned to the battle in area 10, adjust the read-aloud text:

The walls of this roughly 30-foot-diameter room are lined with carved sleeping nooks all the way up to the ceiling. Most are occupied, and your intrusion creates a flurry of activity.

This area serves as a barracks for 14 **goblins** tasked with guarding this secret entrance to the lair. If not on alert or responding to an incursion, these goblins are mostly asleep and take a few rounds to mount an effective resistance. But when they do, they fight to the death.

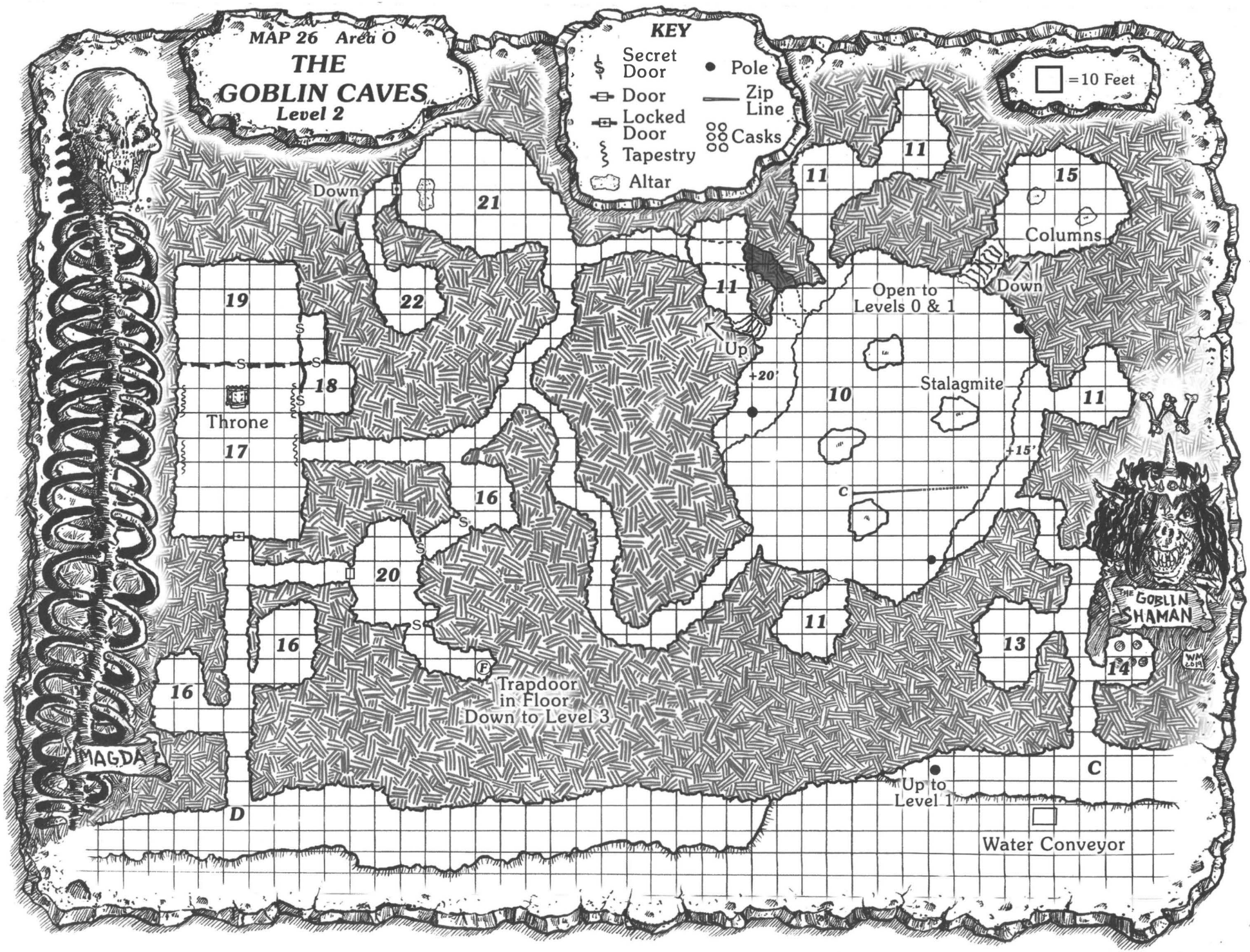
Each goblin carries 2d6 sp. In addition, there is an unlocked chest tucked under some dirty blankets along the south wall. The chest contains 112 cp, 88 sp, and 13 gp. Buried in the coins is a golden ring set with an impressive emerald. It appears to be worth 2,000 gp, but a successful DC 15 Intelligence (Investigation) check reveals it is a fake (the emerald is glass and the ring is copper painted gold) and only worth 15 gp.

There is a secret door on the northeast wall. It can be located with a successful DC 20 Wisdom (Perception) check. The door, once found, easily slides to the left, revealing a corridor that exits the lair onto a ledge overlooking the underground lake, near the top of the water conveyor system. A boulder is pushed up against this entrance to conceal it from casual view.

AREA 13 – GOBLIN FISHERFOLK

This chamber is perhaps 30 feet in diameter. Several worn nets adorned with tiny fishhooks hang from the ceiling to dry. The room smells like rotting fish. Several filthy pallets are strewn about the floor.

In this cave, nine **goblins** that specialize in fishing spend their free time while their nets soak in the lake below. These goblins wear no armor (AC 12) and wield tridents (+1 to hit, range 20/60 ft., 2 [1d6 - 1] piercing damage,


MAP 26 Area O
THE GOBLIN CAVES
Level 2
KEY
Secret Door
Door
Locked Door
Tapestry
Altar
Pole
Zip Line
Casks
=10 Feet
Down
Columns
Down
Open to Levels 0 & 1
Up
+20'
Stalagmite
+15'
Throne
Trapdoor in Floor Down to Level 3
Up to Level 1
Water Conveyor
THE GOBLIN SHAMAN
MAGDA
11
15
19
22
21
18
17
10
16
20
13
14
C
D

or 3 [1d8 - 1] piercing damage if used with two hands to make a melee attack) that are normally used to spear fish. There are five nets hanging from the ceiling. A goblin can spend an action releasing a net, hoping it falls on a target (+4 to hit). If hit, a Large or smaller target is restrained. A restrained creature can spend an action to make a DC 10 Strength check to escape, with failure resulting in taking 3 (1d4 + 1) piercing damage from the fishhooks set in the net. The net can also be cut (AC 10, 5 hit points) with a slashing weapon to release a restrained target. If a net misses its target, a goblin may spend an action to gather it for use the following round (+1 to hit, range 5/15 ft., target may be restrained as above).

These goblins are quite successful at their trade, as evidenced by the bounty of dried fish stored in area 14. As such, they can afford to sell some of their fishy wares to the hobgoblins below—on the sly of course. Behind a rock in the west wall, which requires a successful DC 17 Wisdom (Perception) check to locate, is a hidden cavity. Inside the cavity is a smelly sack that holds 355 sp and 223 gp.

AREA 14 – STOREROOM

This small, tidy chamber is stacked high with casks. Hanging from the ceiling are numerous bizarre-looking salted fish, some over 4 feet long.

This is a water storeroom. Water is collected from the underground lake and transported here via the water conveyor (see area 1 on level 4), for use in the entire goblin lair. There are five stacks of casks, each four high. Most are filled with lake water, although there are three empty casks. Each cask holds 25 gallons.

The goblin fisherfolk also store their dried and salted fish here on hooks set into the ceiling. The casks are used to place and retrieve the fish. There are 17 large fish preserved here.

Years ago, a goblin thief hid some ill-gotten goods in a cavity at the base of the north wall that has remained unfound. It is covered with a rock but can be located with a successful DC 15 Wisdom (Perception) check. Inside the cavity is a sack holding 88 gp, three small pink pearls (100 gp each), a silver puzzle box (55 gp), and a *potion of healing.* The puzzle box can be opened with three consecutive successful DC 14 Intelligence (Investigation) checks. Inside is a *ring of water walking.*



AREA 15 – SNAKE HANDLERS

A short flight of natural steps descends into this damp chamber. The ceiling is low, perhaps only 7 feet high, and two naturally formed columns occur here. The floor is a writhing mass of snakes, many brightly colored or with bands of alternate colors. Several goblins, resting in hammocks and nooks carved into the walls, are startled by your arrival, and ready themselves for battle!

Several members of the tribe have become experts in handling snakes and surround themselves with poisonous snakes. These handlers have become proficient in picking up snakes and hurling them toward attackers. Over repeated bites, they have even developed a resistance to the snakes' poison. Use regular **goblin** stats for these seven, but replace Stealth (+6) with Animal Handling (+3) and add the following new trait and action:

Venomous Tolerance: The goblin has been bitten so many times by poisonous snakes that it has advantage on all saving throws regarding poison.

Throw Snake: *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* The **poisonous snake** makes a bite attack against the target with advantage on the roll.

There is the equivalent of three **swarms of poisonous snakes** on the floor. The goblins have a virtually endless supply of snakes to throw, so that is their preferred tactic. If a goblin rolls a natural 1 while throwing a snake, the goblin is bitten.

Each goblin snake handler carries 3d6 sp. In addition, hidden in a hole in the floor at the base of the north wall under a pile of shed snake skins is a small wooden chest with iron bands. The chest is not locked but has a crude needle trap. The trap can be discovered with a successful DC 15 Wisdom (Perception) check and disabled with thieves' tools and a successful DC 13 Dexterity check. If triggered, the trap causes 1 piercing damage and the target must succeed on a DC 12 Constitution saving throw or suffer 5 (2d4) poison damage. The chest contains 255 gp, a lump of pink coral (100 gp), a potion of *animal friendship*, and three *+1 arrows* bound together with a silk scarf set with gold thread (20 gp).

AREA 16 – GUARDROOM

DM Note: These three guardrooms are identical except for the northernmost one, which has a secret door that can be discovered with a successful DC 20 Wisdom (Perception) check. Alter the read-aloud text if needed:

This 20-foot-by-30-foot room appears to be a barracks of sorts. Numerous wooden pallets line the walls and a sturdy table and chairs rest in the center of the room.

Each of these locations houses six **goblin warriors** (see appendix B). While stationed here, these goblins are armed, armored, and ready to respond to an incursion in the entry corridor from area D, or to the king in area 17. They fight to the death to defend the lair or their king.

Each goblin warrior carries 4d6 sp.

AREA 17 – HALL OF THE GOBLIN KING

DM Note: A locked stone door blocks access to this chamber. The door can be picked with thieves' tools and a successful DC 17 Dexterity check, or it can be forced with a successful DC 22 Strength check. Forcing the door open certainly alerts the Goblin "King," who summons more guards from area 16.

This massive hall is about 50 feet wide and 70 feet long. At the far end is an immense wooden throne adorned with rough gemstones. Sitting on the throne is a pudgy goblinoid wearing a fancy robe. His feet rest on a kneeling goblin. Four armored guards stand around the throne ready to protect their king. Several tapestries are draped from the ceiling.

This is the Goblin "King's" throne room—but the Goblin "King" is not what he seems to be. A few years ago, the leader of the tribe was killed and replaced by a **doppelganger** in league with a powerful female goblin named Gurtella. She desired to rule the tribe as her own, but understood the goblin rabble would never remain loyal to a female boss for very long. So, she conspired to overthrow the previous king and place her ally on the throne. Meanwhile, she is the true leader of the tribe (see area 19 for details).

The Goblin "King," Olliva, prefers to hang back and let the guards engage with intruders. He is quick to raise an alarm to summon any remaining guards from areas 16 (who arrive in 2 rounds). If all else fails, the "Goblin King" grabs a battleaxe leaning next to the throne to defend himself, wielding it with two hands (+2 to hit, 5 [1d10] slashing damage). The guards are four **goblin warriors** (see appendix B) and since they are the elite of the tribe, each has maximum hit points (21). The unfortunate kneeling **goblin** is being punished for being lazy. Assuming a fight breaks out here, it pulls a dagger (+4 to hit, range 20/60 ft., 4 [1d4 + 2] piercing damage) and joins the fray.

Behind a tapestry along the north wall is a secret door that requires a successful DC 17 Wisdom (Perception) check to locate. A successful DC 15 Intelligence (Investigation) check is needed to discern how to trigger the release to open the door. There is a hidden catch that needs to be released, before the door pivots open on a central bar. The door is trapped, which is revealed by a successful DC 15 Wisdom (Perception) check. The trap can be disabled with thieves' tools and a successful DC 16 Dexterity check. If triggered, a block falls out of the ceiling, and a target trying to open the door must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage.

Centered on the west wall is another secret door. This one can be discovered with a successful DC 20 Wisdom (Perception) check, and once located can be easily opened. There are four peepholes along the west wall at various heights. Detecting these from this side requires a successful DC 15 Intelligence (Investigation) check. These are used by Gurtella in area 19 to spy on the throne room.

The throne is set with 12 crude pieces of blue quartz (50 gp each). Three of the tapestries are worthless, torn or ru-

ined by mold. However, a successful DC 13 Intelligence (Investigation) check reveals the tapestry covering the secret door to area 18 is in good shape (150 gp).

AREA 18 – TREASURE ROOM

The secret door opens to reveal a dark 20-foot-by-20-foot chamber. Three large chests are pushed up against the northern wall.

The goblin tribe has amassed quite a bit of treasure and most of it is stored here, except for the amount removed by Gurtella and stored in area 19. The chests are all locked with large padlocks. Gurtella has hidden the keys in area 19. Each lock can be picked with thieves' tools and a successful DC 17 Dexterity check or forced open with a lever and a successful DC 20 Strength check.

Chest #1: 2,560 sp, 441 ep, and 876 gp.

Chest #2: 17 copper ingots (20 gp each), three peridots (500 gp each), and a teak box carved with an underwater motif (125 gp) that holds a leather pouch of 12 obsidian game pieces (25 gp each).

Chest #3: Four bolts of silk (200 gp each), a silver-handled magnifying glass (175 gp), an electrum-framed oval mirror (450 gp), and a red dragon-hide diary set with tiny rubies (675 gp) and filled with sappy Gnomish poetry.

There is a secret false bottom in the third chest that can be found with a successful DC 20 Wisdom (Perception) check. Inside is a folded *cloak of protection*, a *potion of hill giant strength* in a crystal vial (85 gp), and two loose *spell scrolls* (*blink* and *water breathing*).

The secret door on the west wall can be located with a successful DC 20 Wisdom (Perception) check. Once found it can be easily pushed opened. It leads to a short corridor and another secret door that requires a successful DC 20 Wisdom (Perception) check to locate.

AREA 19 – TRUE THRONE ROOM

DM Note: The only way into this chamber is via secret doors. It is unlikely that the characters can arrive here unannounced, so the occupants are ready for the intrusion.

The floor of this 40-foot-by-50-foot chamber is covered with a stained rug. At the western end of the chamber is a pile of grimy pillows. Lounging on the pillows is a flabby goblinoid wearing chain mail and eating meat from a silver platter. Five goblinoid guards stand nearby, ready for action.

This is the hidden sanctuary of Gurtella, the **goblin queen** (see appendix B). She is attended by five powerful female **goblin warriors** (see appendix B) wielding longswords with two hands (+3 to hit, 6 [1d10 + 1] slashing damage). Assuming Gurtella has been alerted to the intrusion (from spying on area 17 via the peepholes), her lounging posture is a ruse to get the characters to let down their guard. She speaks Common and wishes to bargain with the characters, unless she feels confident she can overcome them. She offers the characters their choice of three pieces of her jewelry in exchange for her life and the safety of her tribe. This is but a deception, as she is hoping more goblins are on the way. Eventually, she grabs her *+1 battleaxe* hidden in the pillows and attacks with reckless abandon. She and her goblin guards fight to the death!

Along the east wall are four peepholes that are used to spy on the false throne room (area 17). The secret door on the north wall requires a successful DC 18 Wisdom (Perception) check to locate. The release is hidden in a 2-inch slot that can be tripped with a dagger blade or the tip of a sword. This can be deduced with a successful DC 14 Intelligence (Investigation) check.

The pillows are silk but have become ruined and stained. There are two animal pelts that are still valuable but need a thorough cleaning first: a silver fox pelt (600 gp) and a cave bear pelt (350 gp). Gurtella wears too much gaudy jewelry, which includes seven rings, six earrings, six bracelets, and three necklaces. The total value of these pieces is 1,650 gp. There is also a silver platter (75 gp) and a silver chalice (175 gp) among the pillows.

AREA 20 – WEAPON STOREROOM

This oblong cavern is about 40 feet long and 30 feet wide and appears to be a storeroom. Several crates are stacked along the west wall. Along the east wall are three open casks full of javelins. Centered on the north wall is a stone box with a flat slab top. Hanging from pegs in a northeastern niche are numerous suits of scale mail armor.

This chamber is used to store weapons for the goblin tribe. There are eight crates, each holding 10 shortswords and 20 leather slings. Each open-ended cask holds 30 javelins. In the niche are 15 suits of scale mail sized for (Small) goblins. Removing the lid of the stone box requires a successful DC 15 Strength check, but a second character can use the Help action to assist. Inside are six wooden racks, each holding six clay vials. Each vial contains one application of basic poison (see p. 153 of the

Player's Handbook). Also, in the stone box is a **poisonous snake** that attacks with surprise if not first noticed with a successful Wisdom (Perception) contest against the snake's Dexterity check.

On the northwest wall is a secret door that can be located with a successful DC 16 Wisdom (Perception) check. It leads to a short corridor that ends at another secret door; this second door can automatically be found from this side and opens to area 16.

On the east wall is a secret door that can be located with a successful DC 21 Wisdom (Perception) check. The door can be opened by pulling down the only peg in the nearby niche that doesn't have a suit of armor hanging from it. This can be discerned with a successful DC 15 Intelligence (Investigation) check. Beyond the door lies a short corridor leading to a trapdoor in the floor; it is unlocked and is a secret route to the Hobgoblin Stronghold (see area 11 on level 3).

AREA 21 – SHRINE TO THE SNAKE GOD

This large area is at least 60 feet long and 40 feet wide, with a cavernous ceiling overhead. At the opposite end of the hall is a crude stone altar, stained dark crimson. Behind the altar, a single wiry goblinoid wearing studded leather armor and brandishing a wooden staff carved into the shape of a snake head leads a congregation of kneeling goblins in a chant. The walls are covered with paintings of goblins worshiping a variety of serpents. Situated on the wall behind the altar is a stone door carved in the likeness of a hooded cobra about to strike.

The **goblin snake shaman** (see appendix B) is leading a ceremony for nine **goblins** dedicated to a foul snake god. All are enthralled in the ceremony, and although the shaman has a normal chance to detect an intrusion, the congregation has disadvantage on any Wisdom (Perception) checks to discover the characters. A **flying snake** hovers near the shaman, its trusted ally and companion. The flying snake is used to send messages to the hobgoblins on level 3, or to the hobgoblins stationed at the Temple of Zargon (see chapter 6, area K).

Once alerted, the goblins require a round to get their bearings before drawing weapons and attacking. The shaman hangs back behind the altar (which counts as half cover) and uses spells such as *poison spray* or *thorn whip* to attack. He uses the *spell scroll* stored in the altar to cast *hold person* on an obvious arcane spellcaster. When the shaman enters melee, he uses his *staff of the adder*. If he thinks he can make an escape, he flees to the snake door and uses an action to open it (he is aware of the trigger's location; see below), fleeing to area 22. The door automatically shuts immediately after he passes through it.

The altar is stained with blood. On the opposite side is a hollowed cavity that can be easily located. It holds a leather waterskin nearly full of basic poison (17 applications; see p. 153 of the *Player's Handbook*), a *spell scroll* of *hold person*, and a silvered, curved dagger set with pieces of jet in its blade (300 gp). Along the west wall is a stone table, covered with clay sculpting tools and 11 dried clay vials with cork stoppers suitable for holding poison. Next to the table is a battered metal urn that contains dried powdery clay and a small cask holding 3 gallons of water. If the clay powder is mixed with water at the correct ratio it can be used to sculpt waterproof vials or containers.

The stone door is locked but there is no key. The only way to open the door is for a creature to place its hand into the snake's mouth and trigger a release button. This causes the mouth to snap shut, and if unaware where to place its hand when it shuts, the target must succeed on a DC 15 Dexterity saving throw or be bitten for 1 piercing damage. If rushing to open the door (such as racing to follow the shaman) the creature has disadvantage on the saving throw. A bitten target must then succeed on a DC 14 Constitution saving throw or suffer 10 (3d6) poison damage and become poisoned for 6 hours. The door can be opened with a *knock* spell, or by picking with thieves' tools and a successful DC 20 Dexterity check. (Note that a failed pick attempt triggers the trap.) The door stays open long enough for one creature to pass through, then shuts and re-locks automatically.

Developments. If it appears the characters have the upper hand, the shaman uses *animal messenger* on its flying snake companion and orders it to alert the hobgoblins on level 3. The snake flies up to the ceiling 25 feet overhead to make its escape, and then hastens to level 3 to alert the hobgoblin warlord.

AREA 22 – TOMB OF THE SNAKE GOD

The corridor slopes down while twisting to the east. The air here is colder and damp, with a faint musky smell. The corridor ends in a 25-foot-diameter rough-hewn chamber. The floor is a tangled mess of bleached bones. At the opposite side of the room is a natural flat-topped boulder, behind an open pit perhaps 5 feet across. Sitting on the boulder is a jade carved statuette of a coiled snake about to strike.



This is the tomb of the snake god that is venerated by the goblin shaman—but feared by the goblin rabble. The snake god is Magda, a spirit naga transformed into a **bone naga** ages ago. She speaks Goblin and whispers terrible things to the shaman, who is completely under her sway. She senses the characters' arrival and exits the pit with a hypnotic dance. Her eyes burn with an unholy green fire and as she undulates her brittle form snaps and clicks of bone on bone.

Her hatred for non-goblinoid humanoids is fierce, so after a short exchange of threats (and liberal use of *detect thoughts* to learn about her foes), she unleashes a fury of spells. She starts with *lightning bolt*, and then *hold person* targeting able-bodied warrior-types. She reserves *sleep* for weak-looking arcane spellcasters or obvious rogue-types. If all else fails, she resorts to bite attacks, and being an undead creature, she fights until destroyed.

The walls are covered with paintings of a race of nagas dominating a human population. The pit is 20 feet deep, although half-filled with bones. A fall into the pit causes 3 (1d6) bludgeoning plus 3 (1d6) piercing damage from the sharp bone fragments.

The jade statuette is worth 4,000 gp.

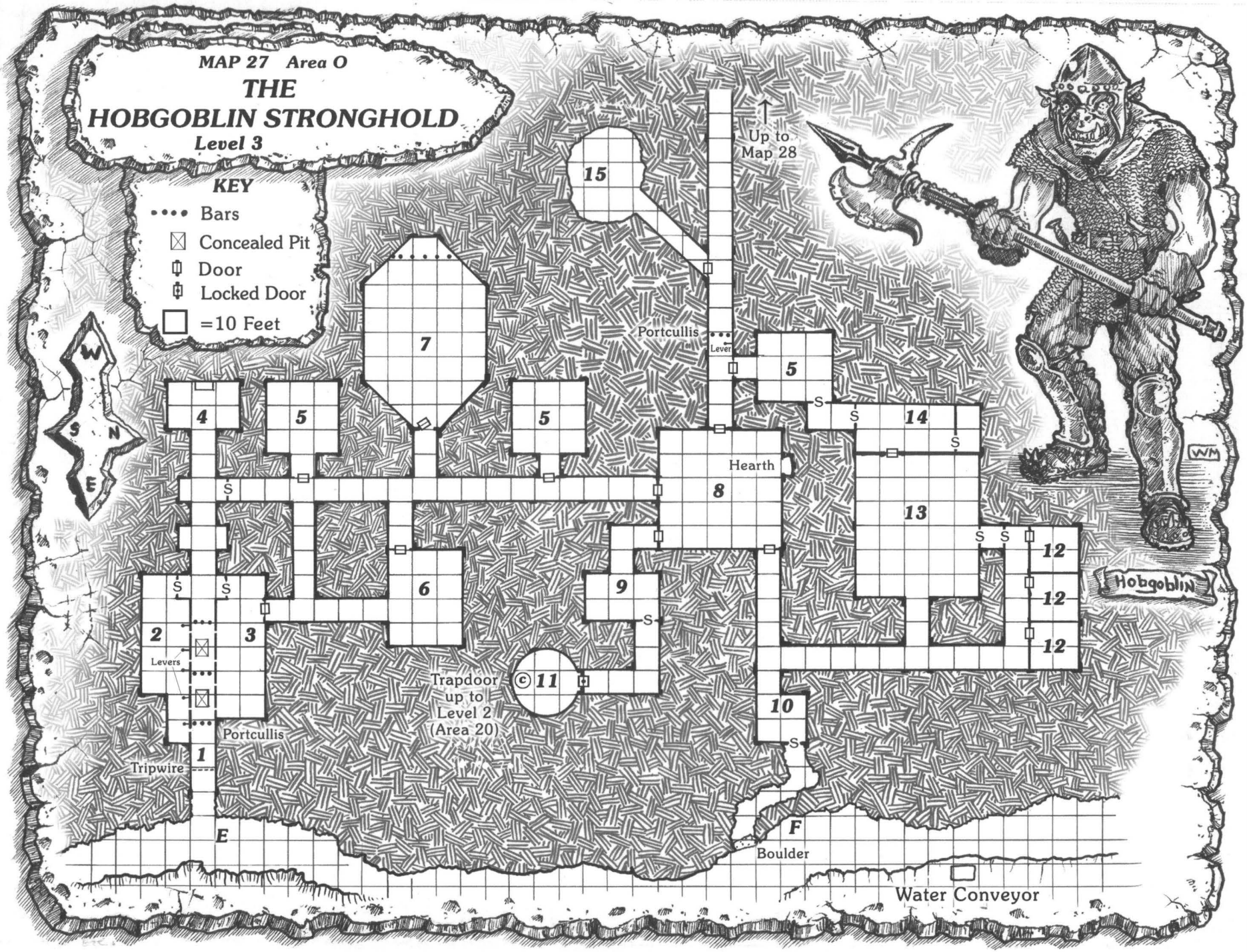
HOBGOBLIN STRONGHOLD (LEVEL 3)

Level 3 of the cave system is the stronghold of a militaristic tribe of hobgoblins. They are well-trained, well-equipped since they have their own forge, and disciplined. As such, the cult of Zargon has an agreement with the tribe to act as enforcers for them. The hobgoblins enjoy the purpose, respect, and coin this arrangement provides. Plus, they get to use their weapon training often, and bully the weak.

GENERAL FEATURES

Hobgoblin Weapons. These hobgoblins prefer to wield war picks (+3 to hit, 5 [1d8 + 1] piercing damage) or battleaxes (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands). As for ranged weapons, the hobgoblins prefer heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage).

Construction. The hobgoblin stronghold consists of natural passages that have been worked and are now smooth,


MAP 27 Area O
THE
HOBGOBLIN STRONGHOLD
Level 3
KEY
Bars
Concealed Pit
Door
Locked Door
=10 Feet
W
S
N
E
Up to
Map 28
15
7
Portcullis
Lever
5
4
5
5
S
S
14
S
Hearth
8
13
S
S
12
12
12
6
9
S
2
3
Levers
Trapdoor
up to
Level 2
(Area 20)
11
10
S
Portcullis
1
Tripwire
E
F
Boulder
Water Conveyor
Hobgoblin
WM

finished stonework, with mostly angular chambers. The walls are rough-hewn, unless otherwise described, and the floors are smooth although occasionally uneven. The floors are free of stone debris and kept clean. Hobgoblin guards are instructed to clean the rooms and corridors as part of their training.

Ambient Conditions. These chambers are well below the scorching desert sands and thus are cooler and pleasant. Characters require less water (1 gallon per day) than in the desert or while adventuring in the Upper Pyramid locations. The air is still dry here, but the humidity increases as the characters delve deeper and closer to the underground lake.

Ceilings. Unless otherwise noted, passage ceilings are 8 to 10 feet high, while room ceilings are on average 8 to 12 feet high. Exceptions include area 7 and area 16.

Doors. There are many doors in the hobgoblin stronghold. All are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage) and push inward to open. A door that is barred or stuck can be burst open with a successful DC 17 Strength check. A locked door can be forced open with a successful DC 21 Strength check.

Portcullis. Located in the western corridor en route to areas 15-17 is a stout iron portcullis. The lever to control the portcullis is easily located along the northern wall just west of the door to area 5. The lever requires about 20 pounds of pressure to move, so a *mage hand* spell is unable to manipulate it. The bars can be lifted with a successful DC 22 Strength (Athletics) check or bent apart wide enough for a Medium-sized creature to slip through with a successful DC 25 Strength (Athletics) check. A second character can Help with either of these checks.

Illumination. Unless otherwise stated in the room text, the interior of the hobgoblin stronghold is unlit.

Wandering Monsters. A troop of four **hobgoblins** armed with halberds (+3 to hit, reach 10 ft., 6 [1d10 + 1] slashing damage) actively patrols most chambers of the stronghold. These hobgoblins lack shields (AC 16). They conduct a regular patrol from the entrance corridor (area 1) through the main hallway passing by areas 5 through 7, into the mess hall (area 8) and storeroom (area 9), and then all the way to check on the prisoners (area 15) and the forge (area 16). Once complete, they retrace their route. All told, it takes about 30 minutes to perform the deliberate march. When in the entrance hall they make sure the floor is clean and there is no obvious evidence of their passage through any of the secret doors, so as to lure intruders to the trapped false door at area 4.

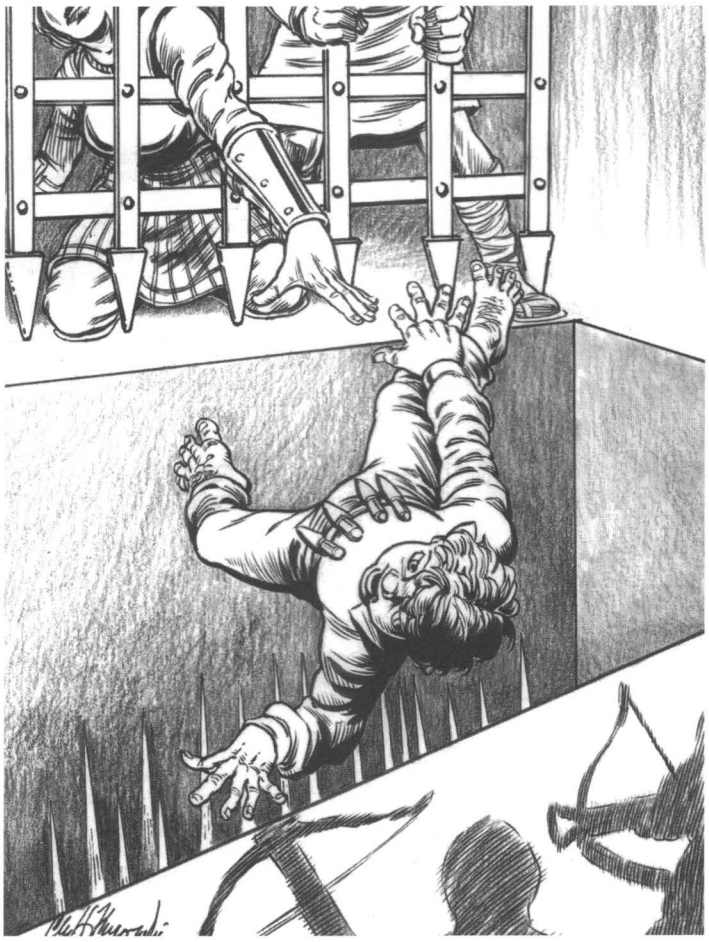
KEY TO LEVEL 3 (MAPS 27 & 28)

AREA 1 – TRAPPED CORRIDOR

A plain-looking corridor with smooth, finished walls extends for at least 120 feet.

A thin, nearly invisible ankle-high tripwire is placed about 20 feet from the cave entrance. The tripwire is difficult to notice, requiring a successful DC 20 Wisdom (Perception) check to discover. If tripped, it doesn't appear to do anything. However, it rings tiny bells in areas 2 and 3, alerting the guards. Just past the tripwire is a peephole on the south wall that is actively watched by a hobgoblin in area 2, so even if the tripwire is discovered and bypassed it is likely the characters are detected entering via this route.

As indicated on the map there are three black iron portcullises. The first is usually in the down position. The portcullis can be lifted (a second character can use the Help action to assist) with a successful DC 20 Strength check, or the bars can be bent enough to allow a Medi-



um creature to squeeze through with a successful DC 23 Strength check. The controls for all the portcullises are in area 2. A hobgoblin can trigger a portcullis to fall manually by throwing a lever. A character under the portcullis when it falls must succeed on a DC 15 Dexterity saving throw or suffer 10 (3d6) piercing damage and become restrained. Success indicates the character leapt away in time, but note the player needs to specify in which direction, as two concealed pits are present in the hallway.

As indicated on the map, there are two 10-foot-square covered pits in the corridor. Each can be detected with a successful DC 16 Wisdom (Perception) check. They are both 20 feet deep and falling into one causes 7 (2d6) bludgeoning damage. A pit is triggered by placing 20 or more pounds of weight on it. The pits can be manually locked from the control room (area 2). Breaking through a locked pit requires a successful DC 20 Strength check, or the pit lid (which is reinforced wood painted to appear as stone) can be smashed with a weapon (AC 15, 10 hit points, vulnerability to bludgeoning damage).

The walls between the portcullises are lined with eight murder slits concealed by gray canvas. It requires a successful DC 13 Wisdom (Perception) check to notice these before they are used. The guards in areas 2 and 3 use these slits to attack targets with their halberds. The attackers are granted three-quarters cover but, due to the angle, all their attack rolls are made with disadvantage.

Developments. Assuming the characters are detected, the guards in areas 2 and 3 are ready. They wait to drop the portcullises, attempting to harm a character or at least split the party. Two hobgoblins in area 2 operate the levers for the portcullises and pit lids. Meanwhile, guards open the secret doors in the niches and take position to deploy crossbows while using the edge as half cover. Four hobgoblins from area 3 exit the room and circle around to the westernmost secret door and take up positions in those niches, also armed with crossbows and plenty of bolts.

AREA 2 – CONTROL ROOM

DM Note: The only entrance to this room is behind a secret door that requires a successful DC 20 Wisdom (Perception) check to locate. If the peephole in area 1 is discovered or if the party was attacked through the slits from area 2, the check to find the secret door is made with advantage.

This 20-foot-wide chamber is about 50 feet long. A wooden table and several chairs are positioned in the center of the room. Along the south wall, six halberds are carefully placed. A sealed cask rests in the southeastern corner of the room.

This is a guardroom, typically occupied by seven **hobgoblins**. It is likely that the hobgoblins attacked when the characters entered area 1. If the characters somehow surprise these troops, they are lounging about the room, talking, sharpening weapons, or playing games of chance.

The table and chairs are normal. The cask is filled with water, and nearby is a ladle used to drink it. Along the north wall are four murder slits covered with canvas. Also, along the north wall are five levers. Three control the portcullises in area 1 and the other two control the lids of the pit traps in area 1. A creature can spend one action to move two levers.

Each hobgoblin carries 2d6 gp. On the table is a random assortment of coins used for betting: 131 sp, 12 ep, and 18 gp.

AREA 3 – GUARDROOM

DM Note: There is an entrance to this room hidden behind a secret door that requires a successful DC 20 Wisdom (Perception) check to locate. If the party was attacked through the slits from area 3, the check to find the secret door is made with advantage.

This spartan chamber is 20 feet wide and 60 feet long. Propped up along the north wall are 10 halberds. At the far end of the room is a battered crate sporting three holes of various sizes. A collection of smooth rocks is scattered around the base of the crate.

This is another guardroom. Typically, nine **hobgoblins** are stationed here. It is likely that the hobgoblins attacked when the characters entered area 1. If the characters somehow surprise these troops, they are lounging about the room, talking, sharpening weapons, or playing a game of skill they call "Rockhole" that utilizes the crate with holes. The object of the game is to toss rocks of various sizes into the holes, which also vary in size. More points are awarded for larger rocks and/or smaller holes. Bets are placed inside the box and awarded to the overall winner of the round or game. Scattered about the base of the crate are 17 rocks, roughly of three sizes. The small rocks are painted with a "1," medium rocks have a "2," and the large rocks a "4."

Along the south wall are four murder slits that can be used to attack targets in the entrance hallway (area 1).

Each hobgoblin carries 2d6 gp. Inside the box are 54 sp and 17 gp—wagers from an interrupted match.

AREA 4 – TRAPPED FALSE DOOR

The corridor ends at an empty chamber measuring about 20 feet by 30 feet. Centered on the opposite wall is wooden door. Along the north wall is a dented metal gong attached to a ramshackle frame with pieces of leather.

The gong is normal, although a baton to strike it is nowhere to be found. The frame is worthless but the gong itself would fetch 20 gp. If the gong is struck, it alerts the occupants of areas 5 (immediately to the north) and 7.

The wooden door is false and trapped. The trap can be detected with a successful DC 18 Wisdom (Perception) check. The trigger mechanism is complicated, so before an attempt to disable the trap occurs, a successful DC 15 Intelligence (Investigation) check is required. Only then can a DC 18 Dexterity check with thieves' tools be attempted to disable the trap. If triggered, the spring-loaded door flies open toward the north wall. The target opening the door must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be thrown into the north wall, crashing into the gong (unless it has been moved). If the save is successful, the target avoids the door by leaping back, but now is in the line of fire for four spring-loaded javelins that are launched down the corridor towards the entrance. Each javelin makes a ranged weapon attack with a +6 bonus to hit, a range of 30/120 ft., and causing 6 (1d6 + 3) piecing damage on a hit. The trap must be manually reset, a process that takes about 30 minutes.

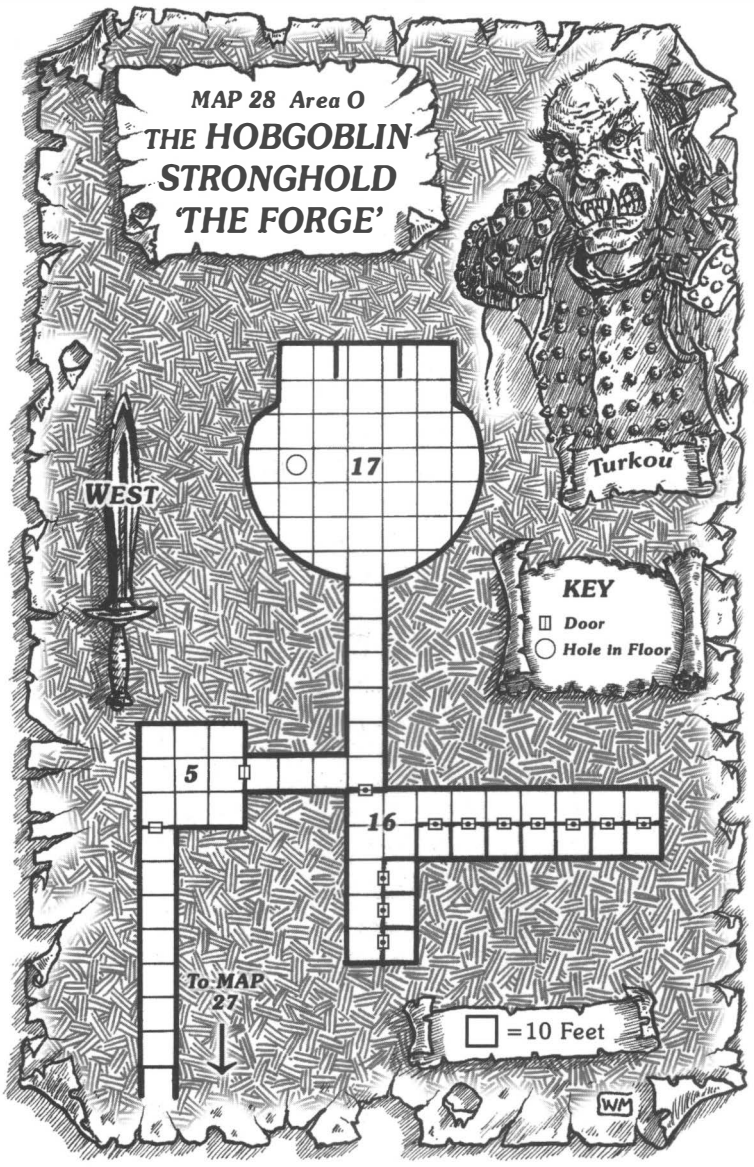
AREA 5 – GUARDROOM

DM Note: There are four of these identical guardrooms. For variety, the DM can determine the number of **hobgoblins** present in each by rolling randomly (1d4 + 4) when a room is entered, or by assuming a default number of six.

The door opens to reveal a 30-foot-by-30-foot room. In the center of the room is a round table surrounded by four chairs. Along the walls are a total of 12 simple beds. On the walls are various pegs holding shields, helmets, and weapons such as longswords, war picks, and heavy crossbows.

Each of these barracks is designed for 12 **hobgoblins**. At any given time, at most six are present; others are stationed elsewhere in the stronghold, in the Lost City, or running an errand. The rooms are spotless, and all the furnishings are mundane.

Each hobgoblin carries 2d6 gp. In addition, each bed has a small storage chest underneath. These contain mundane items, perhaps the occasional dagger, and 2d4 × 10 gp in assorted coins or other small valuables.



Development. If a general alarm is raised or the characters make noise near one of these chambers, these guards hasten to investigate as appropriate.

AREA 6 – WEAPON STORAGE

This 40-foot-by-30-foot room appears to be a storeroom. Hanging on the north and east walls are numerous weapons in pristine condition. A metal rack along the west wall cradles several heavy crossbows. Several flat wooden crates are nearby and propped up in one corner are several longswords.

This chamber indeed serves as a weapons storeroom for the stronghold. On the north wall hang 30 battleaxes, while the east wall is covered with 20 war picks. The metal rack holds 15 heavy crossbows. There are 10 longswords in the corner of the room. There are six flat crates; five each hold 50 heavy crossbow bolts with red fletching, and the sixth holds 60 replacement crossbow strings and a small box of tools for the upkeep of crossbows.



AREA 7 – TRAINING HALL

DM Note: As the characters approach this chamber, they hear sounds of battle and guttural shouts and commands in Goblin. The door is slightly ajar.

Peering through the cracked door, you spy an expansive hall with a vaulted ceiling, stretching to 30 feet overhead. The chamber must be at least 80 feet long and 50 feet wide. Several armor-clad hobgoblins are sparring against each other, as another wearing gleaming half plate armor issues commands. The far end of the room is separated by bars, forming a cage. Three white apes rattle the bars and growl as the training session unfolds just outside the reach of their simian claws.

This hall is used as a training room to hone the tribe's weapon skills. Currently, four **hobgoblins** face off against each other wielding longswords, while a **hobgoblin captain** observes. The captain is in a foul mood and is harshly critiquing their lack of skill with the blades. The hobgoblins are engrossed in their training session, so all Wisdom (Perception) checks to notice the characters are made with disadvantage. If combat breaks out here, the hobgoblin troopers advance, eager to display their prowess with longswords. Meanwhile, the hobgoblin captain retreats to the caged apes, grabbing a heavy crossbow on the floor while en route. He lets a bolt fly, and then on his next turn spends an action pulling a lever that opens the cage, releasing the bloodthirsty apes.

The three apes are carnivorous white apes. Use the **ape** statistics but with improved Strength 18 (+4), Athletics (+6), and Fist (+6 to hit, 7 [1d6 + 4] bludgeoning damage) attack, and the following new action:

Improvised Weapon Throw: *Ranged Weapon Attack:* +6 to hit, range 10/30 ft., one target. *Hit:* 6 (1d4 + 4) slashing or bludgeoning damage, as appropriate to the item thrown.

The carnivorous white apes are kept as pets and combatants by the hobgoblins. They are mistreated, and eager to kill. These three apes fear the hobgoblin captain and refuse to attack him—but have no similar fear of the other hobgoblin rabble present. They wade into combat randomly attacking characters and hobgoblins alike. They have no rocks to throw, but as they close for melee, they might (50%) pick up a discarded weapon (an axe or club, or perhaps a crossbow) and awkwardly throw it at a target.

Along the south wall are four archery targets littered with holes. Nearby, six well-used crossbows rest next to an open barrel full of bolts. Along the north wall are 10 wooden mannequins used for combat training, splintered and battered. Hanging on the walls are a variety of weapons, such as longswords, shortswords, spears, quarterstaffs, maces, and flails. Several of these weapons are scattered on the floor as well, being used during the current training session.

Each hobgoblin carries 2d6 gp. The captain carries 6d6 gp and a silvered dagger with inlaid gold on its blade (125 gp). One of the apes sports a leather collar set with six tiny rubies (100 gp each).

Developments. The hobgoblins and apes fight to the death. Since there is usually combat-related noise coming from this chamber, nearby guards to not respond to any commotion, assuming it's just practice.

AREA 8 – MESS HALL

The door opens to reveal a brightly lit, 50-foot-square chamber. Several stone tables lined with rough, uncomfortable-looking stone benches occupy the room. Along the north wall is a large hearth with a roaring fire. Situated over the greedy flames is a beast, slow-roasting and charred beyond recognition. Several closed doors exit this chamber.

This location is a communal mess hall for the stronghold. There is a 40% chance that 1d4 + 2 off-duty **hobgoblins** are here "tending" to the roast, gathered at a stone table discussing a random topic. Just because these troops are off-duty doesn't mean they are not ready for battle. All wear armor and carry war picks, but no heavy crossbows. If they need improvised weapons, they grab nearby pots, pans, or cutlery for use (+3 to hit, 2 [1d4] damage of a type appropriate to the item). One hobgoblin tries to flee out the west door to summon help from the nearby guardroom. The others attack, using the tables as half cover or to gain a tactical advantage. One might attempt to shove a target into the hearth, which causes 2 (1d4) bludgeoning damage and 2 (1d4) fire damage.

The stone tables and benches are normal and as uncomfortable as they appear. Along the north wall are several metal shelves holding myriad pots, pans, and vicious-looking knives and cleavers (treat as daggers if used in combat). Dangling from the metal shelves are numerous bundles of herbs and spices, some of them valuable. A successful DC 13 Intelligence (Investigation or Nature) check reveals three bundles each worth 12 gp.

Each hobgoblin carries 2d6 gp. The beast roasting in the hearth is a giant lizard.

AREA 9 – STOREROOM

This somewhat small chamber is piled high with crates. Several casks also rest along the northeast corner.

This is another storeroom, although this one is dedicated to foodstuffs for the stronghold. There are 20 crates, most of which contain a variety of dried meats, nasty hard cheeses, and stale bread. Two crates lined with leather hold salted fish. There are six casks, although one is smaller than the rest. Three casks (25 gallons each) contain poor quality ale. Two casks (25 gallons each) contain untainted water. The small cask (5 gallons) is nearly full of salt. Hidden in the salt is a pouch containing a stone key with a hexagon head that unlocks the secret door. Unless the salt is dumped out, locating the key requires a successful DC 17 Wisdom (Perception) check.

Behind the casks is a secret door that requires a successful DC 15 Wisdom (Perception) check to locate. Although relatively easy to find, the secret door is locked. A small hexagon-shaped keyhole in the stone can be located with a successful DC 15 Wisdom (Perception) check. The door can be unlocked with the key, or with thieves' tools and a successful DC 20 Dexterity check. A *knock* spell would do the trick as well.

AREA 10 – WATER STORAGE

This 20-foot-square chamber is dominated by an 8-foot-diameter bowl-like metal cistern with an open top, sitting on four short legs. A wooden ladder is pushed against one of its sides. Along the north wall are six large buckets carved out of woody fungal toadstool caps complete with leather carrying straps. Crouched in opposite sides of the room are three feral humanoids that appear to be twisted mockeries of goblinoid flesh. They sport gangly arms ending in dirty black claws and black greasy hair in a tangled mess.

The hobgoblin warlord Khalkhan has managed to lure three **thouls** (see appendix B) from their lair below (see level 4) to serve the stronghold with the promise of fresh corpses to feed on. They will eventually be assigned official quarters, but for now they live here in the water storage room. As such they are responsible for collecting water from the wheel and hauling it here for storage in the cistern. The thouls are unarmed, but their craving of fresh flesh is insatiable, so they attack with claws. They fight to the death.

The cistern holds about 150 gallons and is currently half full. There is a spigot on the north side for easy removal, but the only way to fill the vessel is to lug water from the water wheel (outside of Cave F). Water is then moved throughout the stronghold as needed, with the smithy accounting for much of it. At the bottom of the cistern is a discarded blue tourmaline (500 gp), but it requires a successful DC 20 Wisdom (Perception) check to notice.

There is a secret door on the east wall that can be located with a successful DC 17 Wisdom (Perception) check. Once found it can be easily pushed open from below. On the other side is a corridor that eventually leads to the ledge. A rock conceals this entrance and requires a successful DC 15 Strength check to move to the side. Resting in this corridor is an unlocked wooden chest. Inside is a collection of finger bones, 112 gp, and six rings. Three are silver (worth 45 gp, 75 gp, and 150 gp, respectively), one is electrum (400 gp), and one is gold set with an emerald (650 gp). The last is an unadorned bronze band that is a *ring of warmth*.

AREA 11 – HIDDEN CHAMBER

DM Note: The door to this room is locked and only Khalkhan has the key. It can be picked with thieves' tools and a successful DC 18 Dexterity check.

This circular chamber is perhaps 30 feet across. On the opposite wall is a metal staircase leading to the ceiling and what appears to be a trapdoor. In the center of the room is a large metal ring sunk into the stone floor. Chained to the ring are three twisted humanoids in tattered loincloths covering pallid skin. Although each is limited in movement due to a length of chain, their eyes flicker with piercing hatred at your arrival, and they lunge to attack.

This hidden chamber contains a trapdoor in the ceiling that leads up to level 2 of the goblin lair. The guardians maintained here are more to prevent a goblin incursion than to prevent any from traveling to the goblin lair from here.

The guardians are three **ghouls**, each bound to a 15-foot length of chain. They can move about the chamber but can't leave. The chain is stout, requiring a successful DC 20 Strength check to burst. If taunted with ranged attacks, grant each ghoul an action to attempt to burst its chain as it tries to get to its prey. These mindless undead fight until destroyed.

AREA 12 – CAPTAIN'S QUARTERS

DM Note: There is a secret door at the end of the hallway to these three rooms. It can be located with a successful DC 20 Wisdom (Perception) check. The door easily swings inward to a 10-foot-square antechamber. There is another secret door here, but it is obvious from this side. It leads to area 13.

The three chambers are identical. One of the hobgoblin captains is in area 7. If a captain is here, he is likely resting (40%), tending to armor and weapons (40%), or taking a meal (20%). If resting, he is not wearing armor—it's hanging on the rack—so his AC is 12. Adjust the read-aloud text as needed:

This 20-foot-by-20-foot chamber is neat and clean with a smooth floor and ceiling. A simple bed and footlocker are pushed along the east wall. Hanging over the bed is a greatsword. Near the bed is a metal rack designed to hold a suit of armor. A leather quiver holding several javelins rests on the rack.

Each of these identical chambers is the private room for a **hobgoblin captain**. The bed and footlocker are normal, and the latter is unlocked. Each footlocker contains spare clothes, mundane objects (a whetstone, diary, or some such), and a bit of personal wealth:

Western chamber: 47 gp and a *potion of luck* (see appendix A)

Central chamber: 84 ep, a silver mask of a fox (225 gp), and an empty crystal perfume vial shaped like a songbird (15 gp)

Eastern chamber: 25 gp, 5 pp, and a *+1 dagger*

AREA 13 – MEETING HALL

This immense chamber is about 60 feet long and 50 feet wide. A massive stone table occupies the center of the room. Along the south wall is a massive black metal gong resting on a metal stand. Flanking the gong on racks are two ornate sets of plate armor, holding halberds.

This chamber serves as a meeting room for the stronghold. It is here that the warlord Khalkhan addresses his captains and the rank and file troops to issues his orders. The table is used to display battle plans and new tactics to work on.

The suits of armor are fancy plate armor, sized for a Medium humanoid. Due to the craftsmanship and embellishments (gold gilding, spikes, and silk lining) each suit is

worth 2,000 gp. The gong is fashioned from a fire giant's shield. Although it weighs 75 pounds, it would fetch 250 gp to a collector. The halberds are normal and functional.

There is a secret door in the north wall. It can be detected with a successful DC 20 Wisdom (Perception) check. Once found, it can be easily opened, leading to a 10-foot-square closet. On the opposite wall of the closet is another secret door, but from this side it can be automatically found and opened.

Developments. If the gong is sounded (a club is stashed behind one of the suits of armor), the entire stronghold—save for areas 16, 17, and the area 5 near those locations—and any remaining hobgoblins hasten to this chamber, arriving in waves assuming this is some type of drill.

AREA 14 – WARLORD'S PRIVATE CHAMBER

This 40-foot-by-20-foot chamber features a metal-framed bed covered with sheets and blankets. At the foot of the bed is a wooden chest with iron bands and a large padlock. A table and two chairs rest against the north wall. In the southeast corner of the room is a metal rack suitable for a suit of armor.

This is the private chamber of Khalkhan, a **hobgoblin warlord** and the supreme commander of this stronghold. He is cruel and demanding (but fair), and he runs his stronghold with an iron fist. He has the respect of his troopers, and they would gladly die in his service. He wields a *+2 longsword* (+11 to hit, 9 [1d8 + 5] slashing damage, or 10 [1d10 + 5] slashing damage if used with two hands) he calls *Paramelle.* He also carries a *+1 shield* (AC 21) and a *potion of heroism*, which he quaffs at the first sign that battle is inevitable. If combat occurs he first shouts an alarm, summoning the guards from the nearby area 5. They arrive in 2 rounds via the secret door, ready for battle. The hobgoblins all fight to the death.

The chest is locked and Khalkhan has the only key. The lock can be picked with thieves' tools and a successful DC 17 Dexterity check. Inside the chest are the following items: a thunderherder-hide sack (60 gp) holding 150 pp, a red dragon-hide pouch inlaid with gold thread and a gold chain drawstring (375 gp) holding four fire opals (worth 1,000 gp each, although one is flawed and only worth 250 gp), a *circlet of blasting*, and metal scroll tube set with tiny aquamarines (200 gp) holding two *spell scrolls.* One scroll is inscribed with *fireball* and the other with *wall of fire.*

The secret door on the south wall is fabricated from wood painted gray, and is quite easy to find, only requiring a successful DC 13 Wisdom (Perception) check. It leads to a hallway with another secret door (also wood) which can be automatically found from this side. It leads to the nearby guardroom. The wooden doors facilitate the travel of sound for alerting purposes.

The secret door on the north wall is cunningly disguised, requiring a successful DC 22 Wisdom (Perception) check to locate. The secret door leads to a storage closet that is 20 feet long by 10 feet wide. This is where the hobgoblins keep their treasure. It includes:

- Three unlocked wooden chests reinforced with iron bands. Each chest holds 1,000 gp (salaries to pay the troops).
- A crate holding 10 drow-made black metal *+1 shortswords*. If exposed to sunlight for more than 1 hour, these weapons lose their enchantment bonus.
- A crate holding five adamantine bars (2,000 gp each) that weigh 25 pounds each.
- Three full casks (25 gallons each) of fine stout duergar ale (250 gp each).
- A silk-lined silver casket (250 gp) holding a spellbook. The spellbook contains the following spells (and plenty of empty pages): *animate objects, arcane eye, blink, fear, fly, haste, polymorph, stone shape,* and *water breathing.*

Developments. If reduced to 10 hit points or fewer, Khalkhan flees through the secret door in the south wall. If it has not been opened (and thus the guards did not enter through it), he bursts through the door, gladly taking 1d3 bludgeoning damage. He flees to area 5, rousing the guards (if they are present), and if he has time, proceeds to throw the lever opening the portcullis. He hastens to area 17 to make his final stand there.

AREA 15 – BOTTOM OF THE SHAFT

DM Note: Once the door to this area is opened, the characters are assaulted by the stench of rotting organic material and death. The short corridor leads to the bottom of a natural sinkhole.

As you reach the end of the corridor the stench is nearly overpowering. The source of the awful smell is a garbage heap at least 10 feet high in a shaft about 30 to 40 feet in diameter. This appears to be the bottom of the shaft. High overhead, the shaft extends into darkness.

This is the bottom of the shaft that originates at area 7 on level 1. That area is 120 feet overhead. The goblins on level 1 above toss their garbage here, and the hobgoblins on this level also deposit waste here. The walls here are somewhat smooth and require a successful DC 20 Strength (Athletics) check to climb.

A pair of **carrion crawlers** make their lair in a crevasse about 40 feet above the trash heap. They feed on the abundant giant rats up above (none that wander down here survives long) and rummage through the trash deposited here. Each is hungry and there is a 10% cumulative chance each minute the characters spend here that one investigates the characters and attacks. If so, the second one enters the battle 1d3 + 1 rounds later. If reduced to 5 hit points or fewer, a crawler retreats up the shaft to hide in a crevasse.

There is a bit of random treasure to be found, for those who desire to pick through the mess. For each minute spent picking through the trash, there is a 15% chance of finding something valuable. Roll 2d6 below to see what is found. However, for every 5 minutes a character spends poking around, they need to succeed on a DC 11 Constitution saving throw or contract sewer plague (see *Dungeon Master's Guide*, p. 257).

2D6	Item(s) Found
2	Dark blue rhomboid *ioun stone of awareness*
3	Bone flute set with obsidian (115 gp)
4	Small cream-colored pearl (75 gp)
5	2d12 gp
6-8	Assorted random coins (1d6 cp, sp, and gp)
9	2d8 ep
10	Small piece of purple amethyst (50 gp)
11	Gold tuck box (165 gp)
12	Platinum ring set with a diamond (1,700 gp)

AREA 16 – CELL BLOCK

DM Note: The door to this cell block is always locked from the inside. The torturer has the only set of keys, or the lock can be picked with thieves' tools and a successful DC 20 Dexterity check.

The thick door finally opens to reveal a grim sight. Beyond is an L-shaped hallway, lined with barred doors. Blocking the route to the cells is a muscled goblinoid wearing studded leather armor and holding a whip in one hand and a longsword in the other. His face and arms are scarred and burned.

The hobgoblins use slave labor in the smithy (see area 17) to assist with the crafting of their arms and armor. The slaves are kept in these cells when not toiling away in the heat of the forge. The single guard is a grizzled, balding hobgoblin named Turkou. Use the **hobgoblin captain** statistics with the following modifications:

- His AC is 15 (*+1 studded leather armor*).
- He has 55 hit points.
- His Strength score is 18 (+4).
- He has the Intimidation (+5) skill.
- He has the following modified Multiattack trait and replacement weapon attack actions:

Multiattack: Turkou makes two attacks: one with his longsword and one with his whip, or two with his longsword.

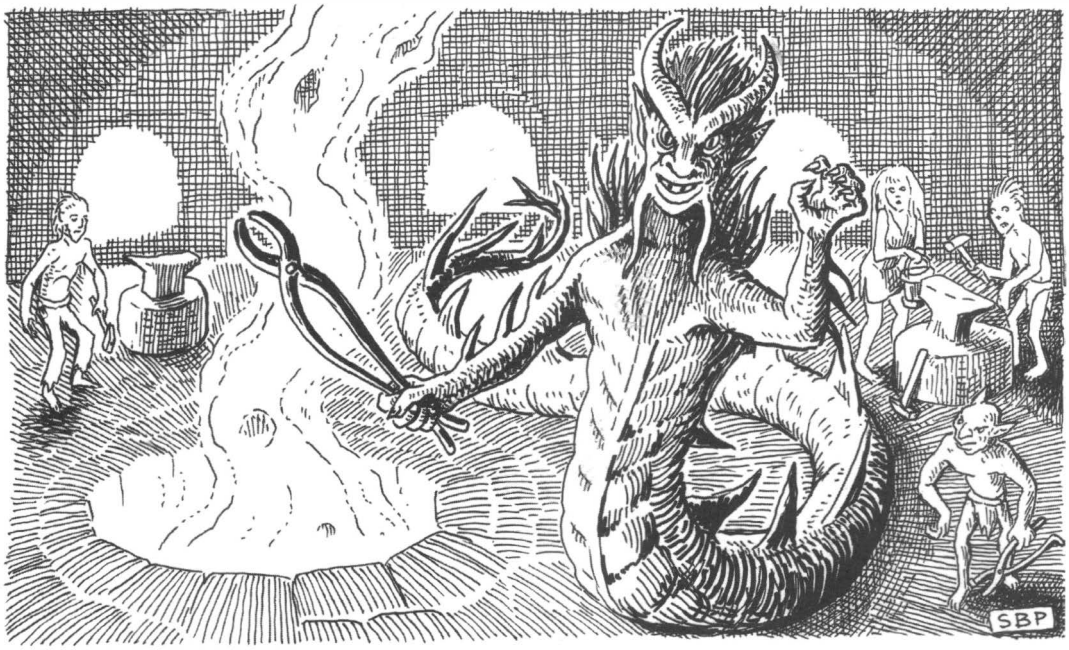
Longsword: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Whip: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Turkou is a cruel keeper of the slaves, preferring to use his whip or his bare fists to command respect. If challenged by the characters, he gladly wades into combat, starting with his longsword and whip at the same time. If necessary, he drops the whip and uses just his longsword with both hands. He fights to the death with glee, taunting the characters in Goblin the whole way.

REPLACING PLAYER CHARACTERS

The cell block (area 16) is an ideal location to plant an NPC, or a new player character to replace a fallen one. This even works if a new player would like to join the campaign. Simply replace one or more of the prisoners with an NPC. If the current party is having trouble with the challenges of the Goblin Caves, the DM should consider placing a helpful NPC here. Using the pre-generated characters in appendix C would be a great place to start. It is recommended that the NPC be one or two levels lower than the party's average character level. As for the new character's gear, perhaps its hidden in area 14 or has been discarded in area 15. To make it easier, Turkou could have the gear collected in a chest in this room.



There are six prisoners locked in the cells at this time. The rest are in area 17. Turkou carries a massive ring of cell door keys, or the locks can be picked with thieves' tools and a successful DC 17 Dexterity check.

There are four **goblins** and two **Cynidicean commoners** (see appendix C). All are weak, suffering level 3 exhaustion and possessing only 1 hit point due to mistreatment and grueling working conditions. Consult the "Replacing Player Characters" sidebar for ideas on alternate prisoners that could be held in these cells. Expired slaves are fed to the apes in area 7 or the thouls in area 10.

Development. Freeing the slaves (even the goblins) should warrant an experience bonus of 25 XP per slave. Double this amount if the characters escort the slaves to a place of relative safety. None of the slaves is in any mental or physical condition to aid the characters while adventuring.

AREA 17 – THE FORGE

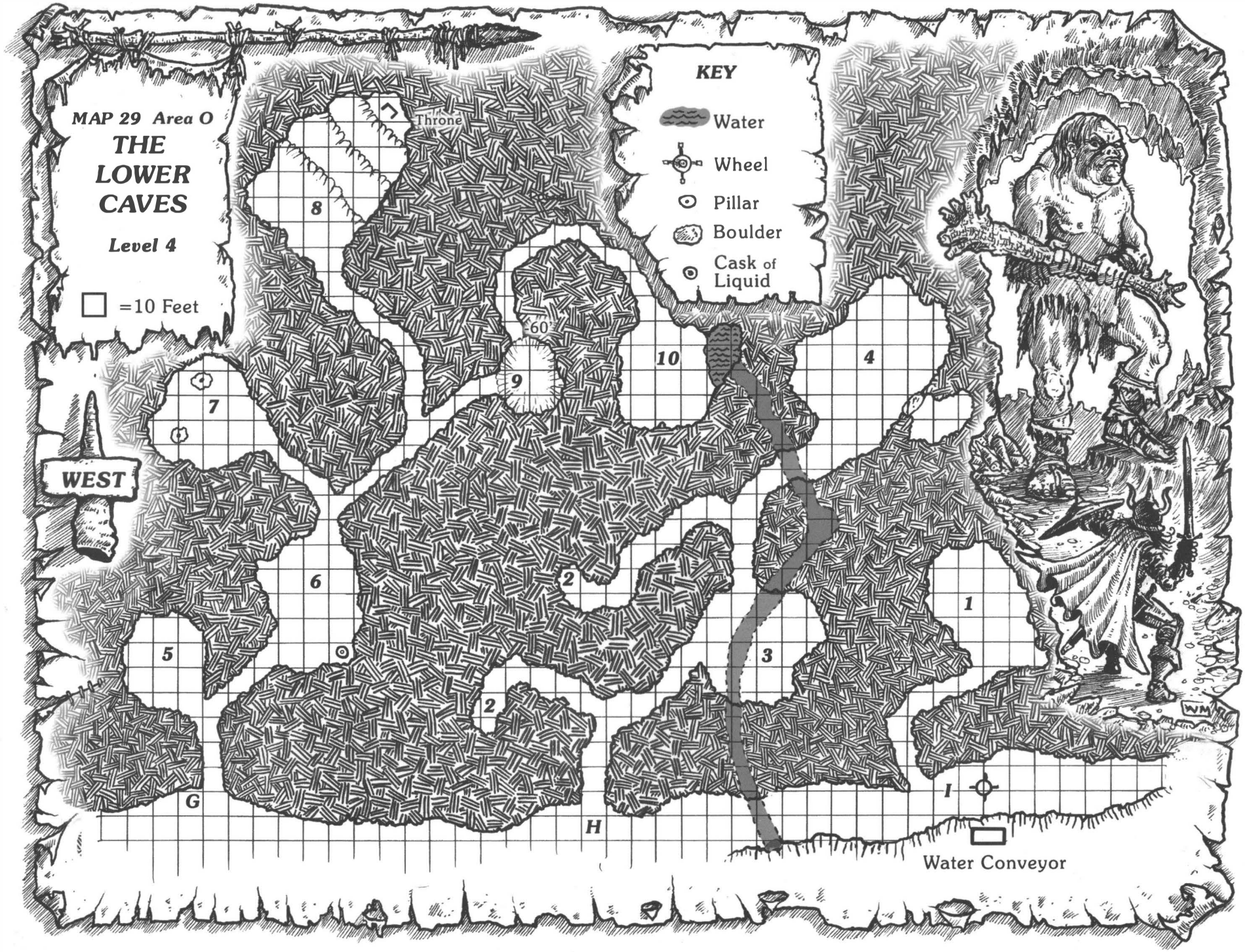
DM Note: A hellish glow and the sound of iron striking iron can be heard long before this chamber is entered.

The corridor ends at a brightly lit circular chamber, probably 70 feet across. The ceiling is perhaps 30 feet high and covered with a thick layer of soot. The light seems to emit from a shaft in the floor to the left. Several forlorn humanoids, such as goblins and Cynidiceans, toil under the watchful eye of a smoldering, crimson serpent-like humanoid. They carry buckets of water or finished bladed weapons, or transport ash to holding bins. The opposite wall is a series of hearths with anvils placed in front. Each hearth glows with red-hot embers. Along the right wall are several troughs of water.

This is the hobgoblin smithy, often busy 20 hours a day. The hobgoblins have an accord with a **salamander** to aid in the weapon crafting. The salamander "harvests" lava from a stream that passes below the bottom of the shaft (the source of the heat and light in the chamber) to stoke the hearths. Meanwhile the 10 slaves here are forced to assist. There are six **goblins** and four **Cynidicean commoners** (see appendix C; but see the "Replacing Player Characters" sidebar for notes on replacing any of these with NPCs). Currently, they are producing an assortment of swords for the warlord.

The salamander is quick to respond to intruders by grabbing his nearby spear. He could also improvise by splashing lava (+2 to hit, range 10 ft., 24 [4d10 + 2] fire damage) or hot embers (+2 to hit, range 5 ft., 12 [3d6 + 2] fire damage, and the target is blinded until the end of its next turn). It could even try to shove a target into the shaft, if nearby. The shaft is 20 feet deep and ends in a stream of lava; a creature falling in suffers 99 (18d10) fire damage. The DM might want to allow a DC 13 Dexterity saving throw to grab onto the edge of the pit to prevent certain death. The salamander fights to the death.

The salamander is paid in rubies. This clutch is hidden under the coals of the rightmost hearth and can be found with a successful DC 15 Wisdom (Perception) check. Rummaging through the coals to find these precious stones causes 3 (1d6) fire damage each turn due to the heat and touching the stones with an unprotected hand before they cool causes 7 (2d6) fire damage. There are nine rubies (eight worth 1,000 gp and one worth 5,000 gp).


MAP 29 Area O
THE LOWER CAVES
Level 4
=10 Feet
KEY
Water
Wheel
Pillar
Boulder
Cask of Liquid
Throne
WEST
Water Conveyor
60
1
2
3
4
5
6
7
8
9
10
G
H
WM

LOWER CAVES (LEVEL 4)

The lower caves are a collection of natural chambers and passages inhabited by a host of fell humanoids. These include barbaric thouls, a small clan of ogres, and a solitary hill giant. For the most part these humanoids are ignored by the goblins and hobgoblins, and the Cynidiceans of the Lost City. The notable exception is the hill giant, the source of the brute strength that powers the water conveyor apparatus (see below). The thouls hunt the expanse of the Wasteland (chapter 6, area P) and occasionally creep to the fringes of the Lost City to prey on unsuspecting victims. The hobgoblins in the stronghold find the thouls to be too unpredictable and bloodthirsty for loyal allies—but the warlord keeps trying to assimilate some of them into his militaristic society.

GENERAL FEATURES

Water Conveyor. A crude conveyor apparatus has been installed for the ease of transporting water from the underground lake to the upper levels of the caves. See map 23 for a depiction of the water apparatus. It is constructed of chains on a pulley system, attached to a wheel at the mouth of Cave I. Turning this wheel enough to raise a trough one level requires a successful DC 15 Strength check. The conveyor is affixed to six swinging wooden troughs, each holding about 20 gallons of water when full. The troughs are also used by the goblins and hobgoblins to move between levels. Small metal bells are attached to each trough. If the unit is vigorously shaken from above, the hill giant that lairs near Cave I comes out and turns the wheel. Typically, a small bit of treasure or meat is placed in one of the empty troughs on the way back down to reward the giant.

Construction. The lower caves are natural and untouched by tools. Walls and ceilings are rough, and while the floors are mostly smooth, they are covered with scree and rocky debris, and often slope in random directions.

Ambient Conditions. These chambers are well below the scorching desert sands and thus are cooler and pleasant. Characters require less water (1 gallon per day) than in the desert or while adventuring in the Upper Pyramid locations. The air is damp here as the characters approach the waters of the underground lake. Area 10, especially, is damp with a faint stench of rotting organic matter and fouled fish.

Ceilings. Unless otherwise noted, passage ceilings are 10 to 15 feet high, while room ceilings are on average 12 to 25 feet high.

Doors. There are no doors in the lower caves.

Illumination. Unless otherwise stated in the room text, the interior of the lower caves is unlit.

Wandering Monsters. There are no wandering monsters on this level.

KEY TO LEVEL 4 (MAP 29)

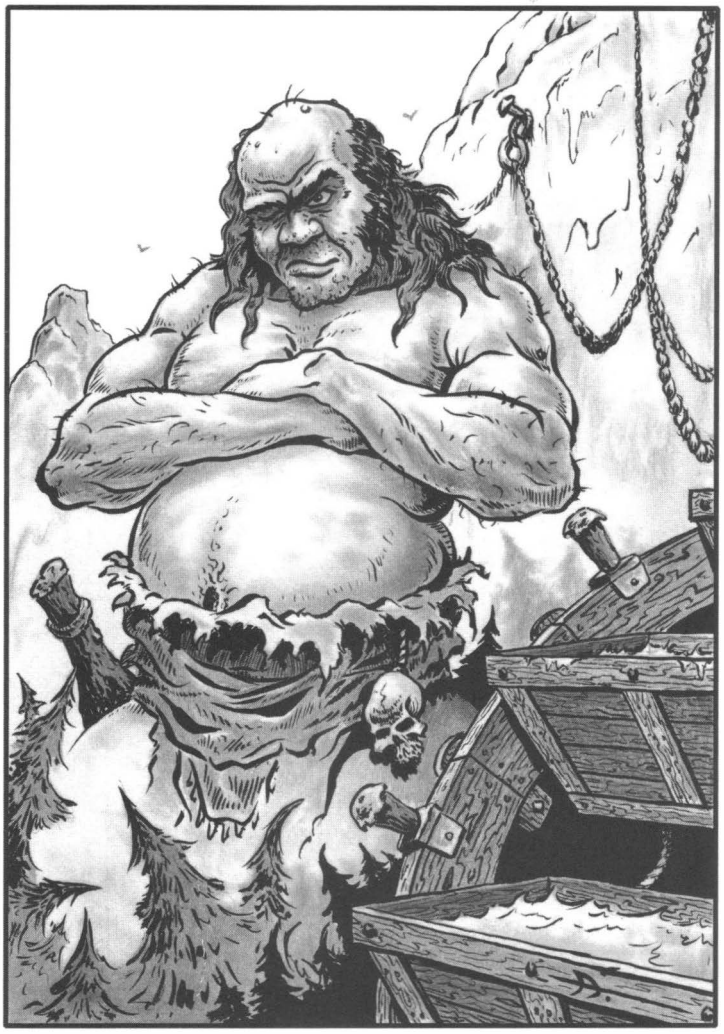
AREA 1 – GIANT'S CAVE

This cave smells faintly like an animal pen with an intermingled stench of body odor. The cavern is about 40 feet at its widest point, and about 50 feet long. The 25-foot-high ceiling is covered with tiny stalactites, but the larger ones seem to have been knocked off. A pile of rocks is carefully placed in a natural niche in the northeast corner of the chamber. At the opposite end of the room is a large pile of brown furs.

This cave is the home of a solitary **hill giant** named "Redan the Giant" by the goblins. He is a barrel-chested 18-foot-tall behemoth, with wild long red hair and fuzzy muttonchops, despite an otherwise clean-shaven face. He has a sloping forehead, a wide nose, and somewhat oversized eyes that almost bulge out of his face. A loner most of his life, the giant lives here serving the goblins and hobgoblins above to power the water conveyor in exchange for fresh meat and the occasional bauble. He has performed this task for years and has developed the Athletics skill (+8) as a result. Overall, he is lazy and comfortable with his role, and often spends most of his time sleeping or eating.

If the characters move the water conveyor (such as by riding or climbing on it), Redan is alerted, and approaches the mouth of the cave with a rock in hand. Another pile of throwing rocks is located to the left of the cave mouth. Redan throws rocks first, but gleefully uses his greatclub in melee. If reduced to 10 hit points or fewer, he surrenders, offering half of his treasure if the characters leave him alone.

The pile of furs consists of one cave bear pelt—which is worth 400 gp following a good cleaning—mixed in among seven worthless deep rothé pelts. A flat rock covers a cavity in the floor along the south wall. It can be located with a successful DC 14 Wisdom (Perception) check. Inside the cavity is the wealth Redan has accumu-



lated over the years: 3,332 cp, 1,112 sp, 668 gp, a copper crown (55 gp), a gold bracer (115 gp), three small silver trade bars (25 gp each), a dented metal *+1 shield* with an owlbear insignia, and a pouch holding 66 unusual chunks of minerals, rocks, and glass. They are mostly worthless but a careful examination of these rocks and a successful DC 20 Intelligence (Investigation) check reveals one to be a fiery orange jacinth (5,000 gp).

AREA 2 – DEADFALL TRAP

The corridor winds its way, but as you turn the corner, it comes to an end.

The nearby ogres have fashioned deadfall traps at the ends of two corridors. The purpose is not so much for defense, but as a means to occasionally add some additional meat to the firepit, as roaming predators are common. They also serve as a warning device. If triggered, one or two ogres make their way from area 3 or 4 to investigate in 2 rounds.

A successful DC 17 Wisdom (Perception) check is required to locate a thin tripwire that crosses the corridor about 5 feet from the rock wall. The tripwire, if noticed, can easily be avoided, or it can be disabled with thieves' tools and a successful DC 15 Dexterity check. If this attempt fails, or the tripwire is triggered, several large rocks carefully placed on the ceiling come raining down on all targets in the last 10 feet of the corridor. Each target in that area must make a DC 14 Dexterity saving throw; a failure results in the target taking 13 (3d8) bludgeoning damage, and a success results in half as much damage. These traps need to be manually reset, which takes about 30 minutes.

AREA 3 – OGRE LAIR

The corridor ends at a roughly circular natural cavern perhaps 40 feet in diameter. There are three piles of mangy furs: two along the east wall and one along the north wall.

Three **ogres** live in this cave. They have their greatclubs, but no javelins. Instead, if these brutes require a ranged weapon, they pick up any of the numerous rocks strewn about and toss them (+4 to hit, range 30/90 ft., 11 [2d6 + 4] bludgeoning damage). The ogres don't take kindly to intruders and attack on sight. If possible, one hastens to area 4 to rouse back-up before returning to toss rocks into the melee. The ogres fight to the death to protect their lair.

The furs are worthless deep rothé pelts. Each ogre has a leather sack full of valuables hidden under the pelts that form its bed:

Bed #1: A moldy half-eaten round of hard cheese, a collection of ornate colored glass bottles (5 sp each), a rusted animal trap, and a platinum whistle (75 gp).

Bed #2: An unopened bottle of fine elven wine (20 gp), a pouch of 15 ancient Cynidicean gold coins (10 gp each), a chunk of amber the size of a grapefruit (500 gp), and the skeleton of an osquip.

Bed #3: A silver mirror with a scratched surface (85 gp), a *potion of healing*, a purple metal mace, a leather thong holding five gnomish skulls, and a drinking horn carved from a blue dragon's horn and set with obsidian and silver inlays (875 gp).

AREA 4 – LARGE OGRE LAIR

Warm light flickers from this natural cavern. The source of the light is a firepit in the center of the chamber with an oddly shaped deep cooking pot suspended over it on a metal rack. The metal pole holding the immense blackened pot is bowing

from the weight of the unseen contents. The oval chamber is about 50 feet wide and stretches for at least 70 feet. The ceiling is naturally arched and bristling with small stalactites. The opposite wall is covered with a flowstone formation, now marred with deep scores and accumulated soot. A few piles of furs are scattered about the floor.

This is another lair, belonging to three more **ogres**. Two of the ogres are normal, but one of them, the default leader of this small clan, has the following statistics alterations:

- His AC is 16 (chain mail).
- He has a Constitution score of 18 (+4) and 66 (7d10 + 28) hit points.
- He wields a greatsword (+6 to hit, 18 [4d6 + 4] slashing damage).

These ogres also lack javelins but can use rocks (+4 to hit, range 30/90 ft., 11 [2d6 + 4] bludgeoning damage) as ranged weapons if needed. The ogres respond to any intrusions in area 3 but fall back to this chamber to make a final stand. If a creature is near the firepit, an ogre could attempt to shove the creature into it; if successful, the creature falls prone, taking 3 (1d6) bludgeoning damage and 2 (1d4) fire damage. The ogres fight to the death to defend their lair.

The fur piles are mangy and worthless. The largest ogre wears a gold chain around his neck (1,250 gp). The large metal pot over the firepit is actually a soot-covered copper bell. It can hold 15 gallons of liquid, and if cleaned, is worth 300 gp—although it weighs nearly 50 pounds. Discarded among the beds are three flagons carved from mastodon ivory bearing fanciful designs (200 gp each).

Along the north wall is a large boulder blocking passage to another small chamber. This can be discovered with a successful DC 15 Wisdom (Perception) check, although the hefty size of the boulder requires a successful DC 18 Strength check to move it aside. Beyond is a natural cavern about 25 feet deep and 20 feet wide. The ogres hide their treasure here:

- Three bolts of fine silk. Each is 25 square yards in size, is worth 250 gp, and weighs about 20 pounds.
- Four casks of mundane ale (25 gp each).
- Five large burlap sacks: four hold 1,000 sp each, and one holds 800 gp.
- An unlocked battered wooden chest full of a random assortment of coins: 557 cp, 345 sp, 112 ep, 251 gp, and 11 pp.
- A *mithral breastplate* sized for a dwarf.
- An ironwood longbow with an electrum bowstring (150 gp).
- A stone coffer holding a silver bracelet (350 gp), a pale yellow topaz (500 gp), and a pouch of platinum filings (65 gp). The coffer has a false bottom the ogres have not discovered. It can be found and opened with a successful DC 18 Intelligence (Investigation) check. Hidden inside the secret compartment are four *potions of invulnerability*. However, the liquid of each potion has evaporated. If reconstituted with pure water and a successful DC 15 Intelligence (Arcana) check, these magical elixirs can be used as normal.

AREA 5 – GALLERY OF CORPSES

On entering this round chamber, you are greeted by a grim sight. Hanging from hooks suspended from the ceiling are several corpses. Most appear to be goblinoid, but a few humans are present as well.

The thouls that live in the chambers beyond store their extra food here. There are 12 metal hooks attached to the ceiling via short lengths of chain. Currently eight corpses are drying on the hooks, including five goblins, a hobgoblin (still wearing his chain mail), and two humans (one of which is a Cynidicean). A successful DC 12 Intelligence (Investigation) check reveals each victim was slaughtered via deep slashing wounds (such as made by talons or long claws).

AREA 6 – THOUL LAIR

This natural cavern is about 30 feet wide and extends about 50 feet. The rough walls are covered with crude paintings in a variety of colors. Several mats of soiled furs and spongy fungus are scattered about. On the south wall, several crude longbows hang by their drawstrings, with a pile of rudimentary arrows piled nearby. Pushed against one wall is an open cask filled with a nasty liquid.

This is the lair of four **thouls** (see appendix B). These humanoids only use the longbows for hunting, instead preferring to rip the flesh off intruders with their dirt-encrusted claws. They lack coordinated tactics, each attacking with bloodlust and fighting until destroyed.

There are five piles of sleeping material. Each contains a random assortment of treasure: 3d20 coins (sp, ep, and gp) and 1d3 small gems (25 gp each). The longbows are shoddy; they only have a range of 100/400 ft. and break

if a natural 1 is rolled to hit. Likewise, the arrows are poor quality, only causing 1d6 piercing damage. The open cask contains a weak brine holding a decomposing giant fire beetle.

The cave paintings are elaborate and represent centuries of carefully scribed history. If a character examines them for 30 minutes and makes a successful DC 15 Intelligence (Investigation) check, they can determine that the thouls have a spiritual connection with pale humanoids of short stature (the Cynidiceans). Older paintings depict the two races working together, although the thouls are usually portrayed as aggressive and warlike, and the humanoids more thoughtful and cultured. It could be deduced that Cynidicean arcanists likely created the thouls as a servitor race long ago. At some point, a rift developed between the two races, and the thouls became shunned and outcast. The thouls then seemed to degenerate into a skulking society of the forgotten and ignored. The newer pictures depict scenes of hunting various creatures of the Underdark.

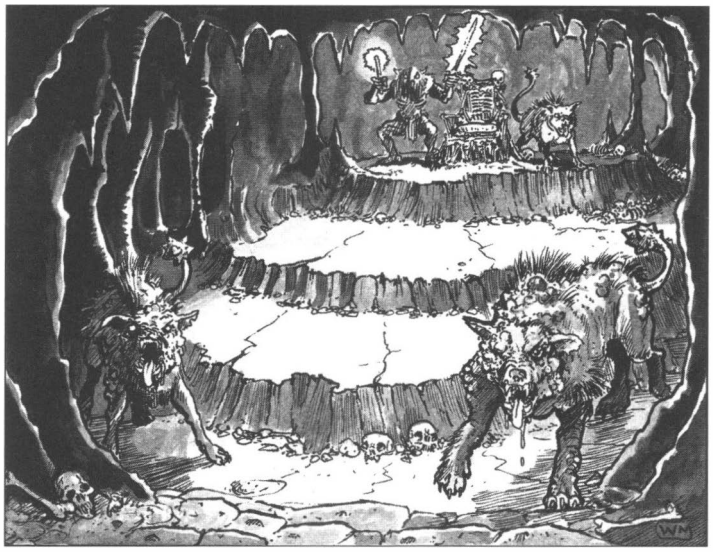
AREA 7 – THOUL CAVERN

The corridor ends in a cavern roughly 40 feet in diameter. Several stalactites adorn the ceiling, two of which have merged with stalagmites to create natural pillars. Draped around these pillars are two worn and ripped nets. Where smooth, the walls of this chamber also are covered with paintings. Several piles of moist furs and semi-rotting fungus are scattered about.

Three **thouls** (see appendix B) reside in this dead-end cavern. These, too, eschew using weapons such as bows or the nets. They do use the columns as half cover and to maneuver into a better attack position if applicable. The thouls are cornered and fight to the death.

Stashed behind one of the columns are three crude longbows (similar to those in area 6), but no arrows are to be found here. The nets are in poor condition; when making a Strength check to free a restrained target, a size Medium or Large creature has advantage on the roll. The nets are used to trap small vermin, such as rats and large insects, eaten by the thouls when other more suitable prey is not available.

At the base of the eastern column is a small hollow covered with gray canvas. It is easy to locate with a successful DC 12 Wisdom (Perception) check. Secluded in the hollow are 222 gp, a silver ring (200 gp), a black pearl (500 gp), and an ebonwood *wand of magic detection* (with the command word "Carana" inscribed in silver).



AREA 8 – THOUL KING

This long, cavernous chamber is about 40 feet wide and stretches for at least 60 feet. The ceiling is at least 30 feet high and bristling with stalactites of various sizes. Three natural terraces, each approximately 5 feet high, disrupt the otherwise smooth floor. At the far end of the chamber, perched on the highest terrace, is a ramshackle throne composed of ill-fitting humanoid bones. Sitting on the great chair is an orange-skinned humanoid with a piercing gaze. Three massive green-furred mastiffs rest at his feet.

This is the lair of the self-proclaimed thoul king, a **thoul necromage**, and his three pet **trollhounds** (see appendix B for both). The necromage assumes the characters are hostile and orders his trollhounds to attack. Meanwhile, the necromage hangs back, using the throne as half cover while employing his *wand of paralysis* and ranged spells such as *eldritch blast*, *ray of sickness*, and *witch bolt* (with a 2nd-level slot). The trollhounds utilize their Pounce trait, attempting to knock targets off the terraces if possible. It is not uncommon for a trollhound to disengage and retreat to set up another Pounce. If melee occurs, the necromage casts *blade ward, chill touch*, and *inflict wounds* (with a 2nd-level slot) before resorting to his magic longsword. Note that the command word for the wand ("Zeefre") is not inscribed anywhere and needs to be researched. Also note that it must be uttered in the Goblin tongue to activate the wand. The necromage and the trollhounds all fight to the death.

The terraces are each 5 feet high, and although a climb check is not needed to scale them, moving up in elevation requires an extra 10 feet of movement. Moving down from one terrace to another does not cost additional

movement, but an uncontrolled fall (such as from a troll-hound's push) causes 2 (1d4) bludgeoning damage. The bone throne can be used as half cover, but it's not very sturdy. It has AC 15, 12 hit points, resistance to piercing damage, and vulnerability to bludgeoning damage. If reduced to 0 hit points, it collapses in a heap and no longer provides any cover.

Behind the bone throne is an unlocked stone chest. Inside is the thouls' communal treasure: 655 ep; 51 pp; a pouch of nine tiny rubies (500 gp each); a silver crown set with rubies, sapphires, and emeralds (4,200 gp); a yellow diamond *elemental gem*; and a *necklace of prayer beads* with two *beads of blessing*, one *bead of curing*, and one *bead of smiting*.

AREA 9 – SHAFT

The corridor ends in a shaft perhaps 25 feet in diameter. The bottom of the shaft disappears into the darkness.

The shaft descends about 80 feet. A discarded tangle of humanoid and animal bones clutters the bottom. If the characters poke around, they can find 2d12 coins (either sp or gp) on the floor for each minute of searching. A total of 88 sp and 41 gp can be found here.

About 20 feet from the bottom of the shaft is a 5-foot-high passage that leads to the west. The corridor is damp and ripe with the stench of rotting organic matter; it slopes down and to the north and then east about 20 feet before reaching area 10.

AREA 10 – TROLL LAIR

This damp cavern is about 35 feet in diameter. The ceiling is covered with tiny stalactites that are currently dripping with moisture. The floor is slick with condensation and strewn with fish bones and rocky debris. A pile of moist rubbery fungal stalks the size of logs rests in the eastern corner of the chamber. Along the north wall is a pool of dark water. Resting against the wall to the left of the pool is a gleaming trident.

This dank chamber is the lair of a solitary **troll.** This reclusive giant has adapted to its environment, becoming a proficient swimmer (it has Athletics [+7] pertaining to swim checks) and—over years of training—learning to hold its breath for 1 more minute than a typical troll (i.e., 7 minutes total). The troll uses the submerged passage in the pool to exit its cave and enter the underground lake, to hunt large fish with its magic trident. The troll is not immune to the elixir of fantasy (see chapter 3), so due to its extended exposure to the tainted water and fish, it often spends hours retreated in a dream-like state or gibbering madly about its existence.

The troll starts the encounter submerged in the pool, which grants it advantage on all Dexterity (Stealth) checks to hide. Shortly after the characters fully enter the chamber, it attempts to burst out of the water with surprise, targeting a creature that gets close to the water's edge. The troll tries to grapple a target, moving it or simply shoving it into the pool. While wet, the troll is resistant to nonmagical fire damage. If fire is used against it, the troll jumps back into the water to extinguish any persistent flames. The troll does not use the trident to attack, instead relying on its claw/claw/bite attack routine. If reduced to 10 hit points or fewer, it flees by jumping into the pool and exiting through the submerged passage. It remains in the hidden cavity (see below) for a few minutes, allowing a chance to regenerate, before moving into the lake.

The fungal logs serve as a crude bed of sorts. A half-eaten 3-foot-long fish carcass is concealed under the logs. The trident has an electrum-plated fork with barbed tines and a driftwood shaft. It's a *+2 trident* and although it gleams from time to time, it does not shed appreciable light.

The pool is about 10 feet deep. Near the bottom is a passage, about 4 feet in diameter, that leads to the northeast. After about 70 feet the passage widens, and the ceiling extends above the water line. This algae-lined area is about 10 feet in diameter and holds some breathable air. Hidden submerged here is a stone chest that blends in with the rocky corridor, requiring a successful DC 20 Wisdom (Perception) check to locate. The chest is unlocked and contains the troll's treasure: 2,023 gp, 47 pp, seven freshwater pearls of various shades of cream and white (100 gp each), two electrum candlesticks (400 gp each), a gold ring (550 gp), and a *dagger of venom.*

The passage continues for another 100 feet before depositing the swimmer into the underground lake (chapter 6, area A). The troll uses the air in the cavity to safely make the trek to and from his cave to the bountiful hunting grounds in the depths of the lake.

CHAPTER EIGHT

The Lower Catacombs

The Lost City was built over ancient catacombs. The cavern that houses the city proper was the Upper Catacombs. Below the city were the Lower Catacombs, but these fell caverns were sealed off since they are stalked by terrible, monstrous foes. The Cynidiceans shun these caverns, which recently have been used to bend the fallen civilization to its knees by a dark power allied with the Zargonites. Fleshing out the Lower Catacombs is the perfect way to expand the current adventure and hidden in those depths are numerous exits to delve even deeper into the bowels of the Underdark.

Map 11 depicts a side view of the Lost City and environs (see chapter 6), as well as the five primary caverns that form the Lower Catacombs. Each of these caverns is labeled (A through E) on the side view map. In addition, Cavern F, a stalactite hideout on the ceiling of Cavern D, is presented. Each of these caverns provides a sandbox of adventuring opportunities. These are outlined below with just enough detail to get the Dungeon Master on the path to develop further adventures.

The Lower Catacombs contain challenges suitable for a balanced party of characters of at least 6th level. If the party is lower-level, consider adding another NPC or two (see appendix C for example pre-generated characters, and adjust their levels accordingly), or hedge them toward a more suitable adventuring locale (such as the Goblin Caves in chapter 7). Reducing the challenges presented in this chapter is not recommended, as the Lower Catacombs are the deadliest sites below the Lost City. Characters who plumb these depths have the opportunity to discover an evil master that feigns loyalty to Zargon, but in reality, holds the Cynidiceans under its sway. If the characters truly wish to free the Cynidicean population from the shackles of evil, they need to deal with the dark master that reigns in these under-caverns.

Several of these caverns contain catacombs. These ancient honeycomb passages lead to burial chambers, alcoves, and niches. Although not clearly marked on the outside, the interior corridors tend to be covered with ancient inscriptions that indicate who was buried here—and perhaps a bit of history. Unquiet dead occasionally stalk these halls, but they generally stay within.

Each cavern is presented below and has a corresponding map. Each cavern is a slightly different environment, and each introductory entry contains a brief summary of its general features. Following this section is a table and notes on wandering monsters (if any), followed by outlines of select encounter areas.

Cavern A—The Gloam

The largest cavern of the Lower Catacombs is called the Gloam by its inhabitants, since it is in a perpetual dusk-like state due to the luminescent fungus adorning the walls and ceiling. The elevator located in the Lost City (chapter 6, area R) leads to this cavern, depositing its riders in the middle of a hobgoblin camp. These troops are on assignment from the Temple of Zargon (chapter 6, area K) to secure this cavern and moderate movement between the Lost City and the Gloam. Regular patrols of hobgoblins are common here.

The hobgoblin camp (area 1) guards the entrance corridor to Cavern D, an important location for the dark master that reigns down here. In addition, a great sinkhole (area 3) leads to Cavern B. An established fungus forest (area 4) occupies much of the cavern floor, and a vale-like side passage (area 6) conceals numerous catacombs once designated for kings and queens. A steep embankment isolates the northeast part of this cavern, a natural plateau inhabited by a reclusive race of humanoids (area 9), more catacombs (area 10), and a hidden route to the Underdark (area 8). Hidden in the embankment (at area 7) is a guarded route that leads to Cavern C, the Mines of Misery.

GENERAL FEATURES

Construction. The Gloam is a natural cavern and has been used for centuries by the denizens of the Underdark, and occasionally the Cynidiceans. There are carved catacombs in two locations: along the north wall on the plateau and in a vale-like fissure along the southeast wall.

Ceiling. West of the river, the ceiling height ranges from 100 to 150 feet high with some stalactites present. The middle part of the cavern has the lowest ceiling height, averaging 40 feet. The ceiling here is relatively smooth and roughly worked in places. To the east, it opens to about 150 feet, with many large stalactites occurring here. The plateau rises about 75 feet over the cavern floor, so the ceiling here is on average 75 feet high. Scores of giant bats live on the ceiling of the Gloam among the rocky formations.

Doors. There are no doors in the Gloam.

Illumination. This cavern gets its name from its perpetual twilight-like illumination. This effect is created by luminescent fungi that grow on the walls, ceiling, and even the floor in places. The resulting eerie purple haze is equivalent to dim light conditions (see p. 183 of the *Player's Handbook*). Oddly, the fungi occur much less frequently in the section of the eastern cavern on the plateau. This is partially a natural occurrence as it is drier here, but also it is physically inhibited by the inhabitants (see area 9), who prefer darkness.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 30 minutes of exploration. A wandering monster check could also be called for if the characters employ flashy magic (such as *fireball* or *lightning bolt*) or make an unusual amount of noise. A typical skirmish or combat would likely not attract a wandering monster. Roll 2d6 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health

CYNIDICEANS

A group of 2d4 **Cynidicean commoners** (see appendix C) encountered in the Lower Catacombs are likely to be escaped slaves hiding from the hobgoblins or darklings. They are initially hostile but after some quick thinking on the characters' side (and perhaps a successful DC 15 Charisma [Persuasion] check or two) these unfortunates can be swayed to friendly. They might have information on the fungal farming (see Cavern D) or the mining operations (see Cavern C) occurring down here to undercut the Cynidicean way of life in the Lost City. Alternatively, the DM may choose any of the dozen Cynidicean encounters usable for all challenge levels located in appendix C. The DM may randomly determine one of these encounters or use them as a guide to design her own.

DEEP GNOMES

This quartet of **deep gnomes** is part of a larger group and uses Stealth to view the characters from afar. Their band traveled to the Lower Catacombs and established a small base of operations (see area 5). The svirfneblin are investigating the disappearance of several scouting parties and have tracked their fellows here. No allies of the Cynidiceans, these gnomes start any encounter with the characters as indifferent. If the characters can speak Gnomish, Terran, or Undercommon, they could parley. If the characters can sway them to friendly, the PCs are invited back to their camp to meet their leader.

WANDERING MONSTERS: THE GLOAM

2D6	Encounter	# App	XP	Source	Notes
2	Cynidiceans	Varies	Varies	Appendix C	See description
3	Deep gnomes	4	100	*MM*, p. 164	
4-5	Giant bats	1d4 + 2	50	*MM*, p. 323	
6-8	Hobgoblin patrol	Varies	Varies	*MM*, p. 186	See description
9	Goblins	2d4 + 2	50	*MM*, p. 166	
10	Thouls	4	200	Appendix B	
11	Immature xorn	3	450	Appendix B	
12	Giant slug	1	2,900	Appendix B	

GIANT BATS

Many **giant bats** roost on the ceiling of the Gloam. From time to time a few of these use their echolocation to home in on likely prey, and then perform a few flyby attacks. If they encounter strong opposition, after a few rounds they flap away to seek easier prey.

GIANT SLUG

A **giant slug** (see appendix B) slowly creeps along the floor (and sometimes walls) of this cavern. Not particularly aggressive and generally slow in its movements, this enormous beast can be avoided. It will fight back if confronted, starting with its acidic spray. If defeated, and its gullet is located with a successful DC 15 Wisdom (Survival) check and cut open, a large ruby (5,000 gp) can be recovered.

GOBLINS

These wandering **goblins** live in caves across the underground lake from the Cynidiceans (see area O, chapter 6). They are supposed to be hunting but are easily distracted and spend much of their time pulling pranks and trying to find treasure.

HOBGOBLIN PATROL

This is a disciplined patrol of six **hobgoblins** performing a specific task. They might be escorting prisoners (2d4 **Cynidicean commoners**; see appendix C) or delivering food to a hobgoblin camp in this or a nearby cavern. Each hobgoblin carries 2d6 gp.

IMMATURE XORN

Three **immature xorn** (see appendix B) roam about the Lower Catacombs looking for precious metals and gems to consume. These energetic youths act like rowdy teenagers, bullying organic life-forms into giving metals or precious gems in return for not "roughing them up." If one of the characters speaks Terran (or Goblin, as they understand a smattering of that tongue), a successful DC 17 Charisma (Persuasion) check can sway them to friendly. If that is the case, the xorn are willing to trade information for metal or gems. They are fully aware of the mines (Cavern C), as they are frequently driven away by the guards there, and the Dripping Nadir (Cavern F). If swayed to friendly, the xorn have a habit of popping up (literally, out of the stone floor) at the worst possible time to make an encounter more dynamic (or difficult). The DM should play these bizarre creatures more for comedy than a physical threat, although they do attack if prompted.

THOULS

This is a wandering pack of four **thouls** (see appendix B) hunting throughout the caverns. There is a 60% chance they are lugging a carcass back with them from a successful hunt. The carcass could be a humanoid body (a quaggoth, or perhaps several Cynidiceans) or a beast such as a giant lizard. They attack on sight, starting an encounter using their crude weapons but quickly shifting to claw attacks in close combat. Each is armed with a shoddy set of hunting gear consisting of a longbow, a quiver of 20 arrows, and a net. If a thoul rolls a natural 1 on a bow attack (+3 to hit, range 100/400 ft., 4 [1d6 + 1] piercing damage) the weapon breaks. A thoul's successful net attack (+5 to hit, range of 5/15 ft.) still results in a Large or smaller creature being restrained, but a Large or Medium creature has advantage on the DC 10 Strength check required to free a restrained creature. (See p. 148 of the *Player's Handbook* for more on nets.) They fight to the death.

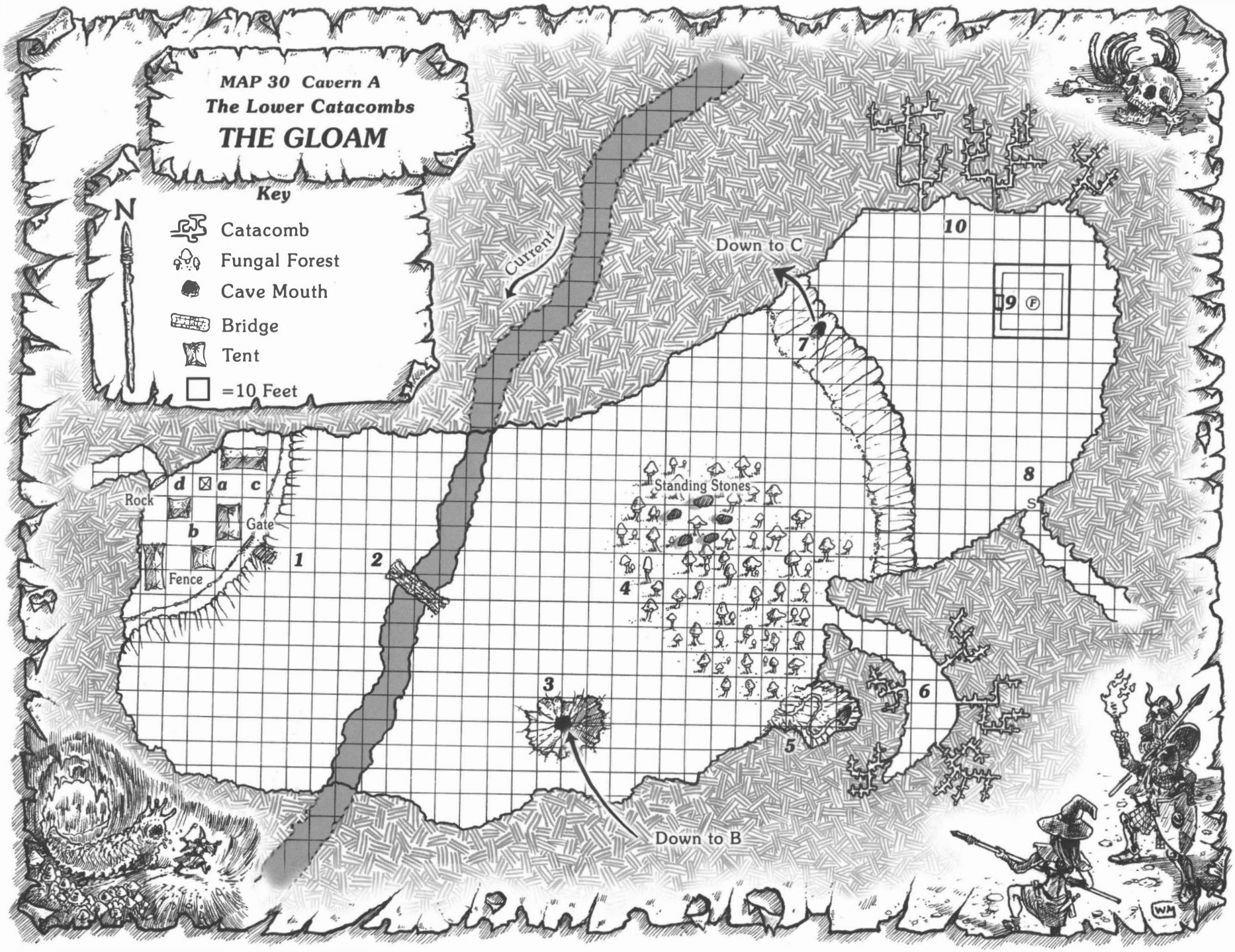
KEY TO THE GLOAM (MAP 30)

AREA 1 – HOBGOBLIN CAMP

The elevator from the Lost City above (chapter 6, area R) deposits riders on this plateau. The plateau is a natural defensive location, augmented by a 10-foot-high fungus log stockade fence as depicted on the map. A crude gate leads to a set of steps carved into the steep embankment to provide easy access to the cavern floor. Hobgoblins from the stronghold (chapter 7) are stationed here on 6-month rotations. Their orders are to secure this cavern and the entrance to the Shroom Farms (Cavern D).

a. Elevator. This is the destination of the elevator from above. Four **hobgoblins** armed with heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage) and longswords are stationed here at all times. At the first sign of trouble, they alert the other hobgoblins in the camp, which muster in 3 rounds to respond to any conflict.

b. Small Tent. These two tents are identical; they are composed of thick gray canvas and measure about 10 feet by 10 feet. Between them is an outdoor firepit and communal mess area.


MAP 30 Cavern A
The Lower Catacombs
THE GLOAM
Key
N
Catacomb
Fungal Forest
Cave Mouth
Bridge
Tent
=10 Feet
Current
Down to C
Down to B
Standing Stones
Rock
Gate
Fence
d
a
c
b
1
2
3
4
5
6
7
8
9
10
WM



The tent closest to area d is reserved for an ogre (see area d) tasked with moving the rock that seals the route to Cavern D. Inside is a pile of furs and a chest holding 550 gp and a gold orb set with diamonds (1,800 gp).

The other tent is reserved for two **hobgoblin captains** tasked with overseeing the operation of the camp, setting up duty details, etc. Each has a bed and an unlocked chest containing some personal wealth:

Chest #1: A *potion of healing*, a pouch with 25 pp, and an electrum pin in the shape of a dragon (65 gp).

Chest #2: A *+1 dagger*, a pouch with 23 gp, and a book written in Dwarvish on how to be an effective leader (40 gp). The book's margins are scribbled with notes that apply only to goblinoids.

c. Barracks. Each of these three tents is composed of thick gray canvas and measures about 10 feet wide by 20 feet long. Each has enough bunk beds to accommodate 20 troops, although only 10 **hobgoblins** are present at any time. The rest are on patrol or in other locations in the Lower Catacombs. The barracks are cramped, with barely enough room for extra gear (weapons and armor). All personal effects are carried by the hobgoblins in backpacks. Each hobgoblin carries 3d6 gp (weekly pay).

d. Sealed Passage. A large flat rock is positioned in front of this corridor. It can be moved with a successful DC 20 Strength (Athletics) check. An **ogre** is resting against this rock. It is his responsibility to move the rock as needed for the troops to access the passage. His greatclub is nearby, and he would relish at the chance to break up the monotony of his existence by bashing a few puny humans.

AREA 2 – FUNGAL BRIDGE

A sluggish river roughly bisects the cavern floor. The river is about 20 feet deep and averages about 20 feet wide. A 30-foot-long bridge, crafted from massive hewn fungus logs lashed together with way too much rope, provides access to the opposite bank. Although the bridge sways quite a bit and appears not entirely stable, it is suitable and can support 500 pounds of weight. Combat on the bridge is tricky due to its movements. A combatant must succeed on a DC 11 Dexterity saving throw at the start of its turn or fall prone.

The bridge was crafted by the troops and they maintain a

presence here guarding it. Four bored **hobgoblins** stand guard here, two on either side. They refuse to let the characters pass, unless they succeed on a DC 20 Charisma (Deception or Persuasion) check. Adding a bribe of at least 100 gp grants advantage to either type of check. Likewise, a DC 20 Charisma (Intimidation) check can be used to force passage over the bridge. If the characters fail one of these checks, they are apparently granted passage, but during their crossing the hobgoblins quickly sever a few key ropes that tilt the bridge toward the water. A character on the tipped bridge needs to succeed on a DC 14 Dexterity saving throw or fall into the river.

A **giant gar** (see appendix B) lives in the river and responds to any significant disturbance of the water's surface by a Small or larger creature. It uses Stealth to attempt to attack with surprise. If the giant gar swallows a Medium creature or two Small creatures it disappears upstream to digest its meal. Otherwise, it fights until reduced to 15 hit points or fewer, at which point it dives to the bottom and flees upstream or downstream, as appropriate.

Developments. If the giant gar is not defeated and the characters enter the river, there is a 10% cumulative chance they attract the gar's attention. It again takes its time, using Stealth to attempt an ambush with surprise. Swimming across the river requires a successful DC 15 Strength (Athletics) check.

AREA 3 – THE WAY DOWN

This gaping sinkhole is roughly 30 feet in diameter. The natural shaft travels about 60 feet straight down, arriving at Cavern B, the Sink. The walls are worn and somewhat difficult to climb, requiring a successful DC 20 Strength (Athletics) check.

AREA 4 – CAVERN FLOOR AND FUNGUS FOREST

The cavern floor is wide open save for occasional rocky debris. Packs of 1d6 + 2 giant lizards roam this area. There are two varieties: one drab gray, muscular giant rock lizard and then another, lighter build with sticky pads on its feet. Use the **giant lizard** statistics presented in the *Monster Manual* for both, with a few alterations:

- The giant rock lizard has 25 (3d10 + 9) hit points.
- Its Strength is 17 (+3) and its Constitution is 16 (+3).
- It has an improved bite attack:

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

- The sticky pad giant lizard's AC is 14.
- Its Strength is 13 (+1) and its Dexterity is 17 (+3).
- It has one new trait and a modified bite attack:

Spider Climb: The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Giant rock lizards are aggressive but are occasionally muzzled and used as pack animals. Sticky pad giant lizards are skittish at best and seek to flee whenever possible. They often seek to climb a nearby wall to get out of reach from predators.

As indicated on the map, a stand of massive 10-foot-high toadstools and other bizarre fungus occupies a portion of the cavern floor. The forest is considered difficult terrain, and the larger fungus trunks can be used for half cover. Both types of lizards prefer to graze here, so there is an increased chance of encountering one or more packs here. Amid the fungal overgrowth is a circle of five black standing stones, a structure from a bygone age. Characters that stand in the middle get an odd tingling sensation, but nothing else. The origin and purpose of the standing stones is left to the DM to decide. Options include it being the focus of a powerful scrying device, it being an inactive teleportation portal, concealing a massive treasure, or augmenting a spellcaster's ability if consecrated somehow.

Three **gas spores** also float about the tangle of fungal growth. These investigate any disturbances, such as characters hacking through the growth, looking for specific types of fungus, or spending significant time investigating the standing stones.

AREA 5 – DEEP GNOME HIDEOUT

DM Note: It is unlikely the characters can locate this hideout without being led here by some of the deep gnomes. There is a concealed twisting trail that winds its way up to a hidden cave entrance. It requires a successful DC 25 Wisdom (Perception) check to locate and only if actively searching the base of the wall for such a route.

A band of 13 **deep gnomes**, led by a deep gnome ranger named **Keogh** (see appendix C), have set up a temporary camp in a cave about 40 feet above the cavern floor. This



elusive band hails from a deep gnome settlement about 10 miles to the south of the Lower Catacombs. Recently, several deep gnome hunting bands have gone missing, and Keogh has deduced the Lower Catacombs as the likely destination of his missing comrades. He is correct, as numerus deep gnomes have been recently captured by the darklings and now toil away in the Mines of Misery (Cavern C). As these fellows have arrived only recently, they haven't yet discovered the route to the mines (area 7).

Their cave is about 30 feet in diameter. The floor is littered with simple bedrolls and survival gear, such as ropes, rations, and waterskins. The band can be packed and ready to depart in minutes. The characters can safely take a long rest here without fear of wandering monsters.

Keogh has a journal filled with notes and sketched maps. If the band becomes friendly, they are willing to share any information with the characters. The deep gnomes have fully explored this cavern, so they are aware of the darklings occupying the ancient tower (area 9) and most of the details of Cavern B. They are yet to find the route to Cavern C, or sneak past the hobgoblin camp at area 1 to explore Cavern D.

Developments. The deep gnomes likely spy the characters long before the characters discover them (see the wandering monster table entry). The svirfneblin watch the characters for several hours (the DM can opt to grant them a few Perception vs. Stealth contests to discover Keogh's spies) before deciding to make contact. The deep gnomes begin the encounter indifferent, but very suspicious, unless they observed the characters in open conflict with the hobgoblins. If swayed to friendly, the characters have, at minimum, a secretive band of allies and a safe resting location. Or, they might gain highly trained troops to openly confront the hobgoblins or darklings, should the characters wish to escalate the attack on the oppressors on this level.

AREA 6 – VALE OF THE ANCIENT KINGS

Behind the tangle of the fungal forest along the southeast wall is a natural fissure that created the steep walls of a vale-like crevasse. An ancient civilization that predated the Cynidiceans tread here and consecrated it as a holy location. They carved catacombs into the walls and laid to rest many kings and queens. Today, many of these poorly constructed passages have caved in, and the ones left are unstable and dangerous.

If explored, there is a 20% chance per 10 minutes of exploration for a minor cave-in to occur. A character caught in a cave-in must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and become trapped. It takes 4d4 man-hours of hard labor to clear a passage wide enough for trapped characters to escape. For every 30 minutes explored, there is a 10% chance the characters locate a valuable item, typically a jeweled art object or some type of jewelry set with precious gemstones (3d4 × 100 gp).

At the far end of the fissure is a bizarre 15-foot-long slug-like aberration. This strange creature is Ggneiss, a **delver** (see appendix B) that for some time has inhabited the caverns of the Lower Catacombs. Unfortunately, Ggneiss recently consumed some impure metallic ore, and now he is hopped up, incoherent, and has lost all directional sense. He believes he is trapped in the fissure, although he could clearly turn around and exit, or even dissolve the rock floor and make his own route. If the characters can speak Terran or Undercommon they could converse with him, although it might be better to wait until he becomes more lucid (which takes a few hours). Until then, he constantly bangs against the sheer rock wall, trying to escape. He expresses a need for urgency, as if someone—a group of dark, shadowy sprites—is coming for him. These are the darklings that recently drove him away from their ruby mine in Cavern C.

Developments. If the characters strike an unlikely friendship with Ggneiss (once he sobers up) and offer him some pure metal (he prefers electrum; at least 600 pieces) or sapphires (at least 2,000 gp worth), he offers to show them the route to the mines—as long as the characters promise to keep the "shadow sprites" away from him. He promises all the rubies they could ever want to eat! Ggneiss also knows the approximate location of a route to the Underdark (area 8) since he is the one who tunneled it months ago. The darklings have since concealed that route, but Ggneiss remembers enough to eventually find it.

AREA 7 – EMBANKMENT AND HIDDEN ENTRANCE

This embankment is about 75 feet high. Short of magical means, it provides the only access to the plateau above—but there are no easy routes to scale this feature. Climbing the embankment is laborious, but not too difficult. It only takes a successful DC 13 Strength (Athletics) check to scale, and using ropes and grappling hooks grants advantage on all checks. The embankment is home to numerous **gricks**. There is a 60% chance that 1d3 gricks attack characters while they climb, unless a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check is made first. Essentially, a successful check indicates the characters have found a location with too few nooks and crannies for predators to lurk. A favorite tactic of the gricks is to sever climbing ropes with their slashing tentacles. Then they casually move to the cavern floor to consume their pre-tenderized meal at leisure.

There is a concealed passage leading down to the Mines of Misery (Cavern C) as depicted on the map. This general area is avoided by the gricks, as it is actively patrolled by four **darklings** (see appendix B). These darklings are responsible for preventing the entrance from being discovered at all costs. However, there is a great deal of movement to and from the tower above (area 9) and the hobgoblin camp (area 1) through this route. Thus, persistent observation or outright tracking, requiring a successful DC 15 Wisdom (Survival) check, could lead the characters to this entrance. If a normal search of the area is performed, looking for tracks, it requires a successful DC 20 Wisdom (Survival) check to locate the entrance. The passage winds its way downward for about 85 feet before ending at area 1 in Cavern C.

Developments. Eventually, Keogh and his band of deep gnome spies will observe this entrance being used. After a quick reconnaissance, this discovery might prompt the deep gnomes to seek an alliance with the characters to explore the Mines of Misery.

DARKLING SNIPERS

The darklings beneath the Lost City have become proficient with the hand crossbow. Perhaps they were trained by the drow, or they acquired the weapons during a brazen raid in the Underdark—the exact details are left to the DM to flesh out, if necessary.

All normal **darklings** (see appendix B) encountered in the Lower Catacombs have an additional attack action:

Hand Crossbow: *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an additional 7 (2d6) piercing damage.

AREA 8 – ROUTE TO THE UNDERDARK

Hidden on the southeast wall of the plateau is a route to the Underdark. This passage was created by the delver Ggneiss (see area 6), and he offers the best chance to locate it. If the characters are merely searching at random, it requires a successful DC 20 Wisdom (Perception) check to locate after an hour of searching.

The passage is about 10 feet wide and 10 feet high. It winds its way for several hundred feet before linking with a dry river bed that heads east/west. By traveling east, the upper reaches of the Underdark can be located. This is would the perfect place for the DM to expand the adventure.

AREA 9 – FORGOTTEN TOWER

Alone on the plateau is a strange black metal tower, an edifice from a bygone era. Currently, the structure is controlled by a band of darklings loyal to the mind flayer and their dark master (see Cavern F). The darklings live in the tower and are responsible for overseeing the mining operations below (see Cavern C).

The door is the only entrance from the surface. It is locked and lacks a keyhole. A series of concealed panels needs to be pressed in the proper order for the door to open. The panels can be discovered with a successful DC 15 Wisdom (Perception) check. Pressing them in the correct pattern requires a successful DC 22 Intelligence (Investigation) check. Each time this check is failed, the next check's DC decreases by 2, as trial and error aids in solving this puzzle.

The structure is 30 feet to a side and 20 feet high, with additional 5-foot-high crenelated walls on top. Stationed on the flat top are two **darklings** (see appendix B) with loaded hand crossbows. Both open fire using the walls as half cover. In the next round, one flees into the tower to alert the inhabitants.

The interior of the tower is magically larger than the outside. The first floor is a grand trophy room that is 60 feet on a side with a 20-foot-high ceiling. Many metal statues depicting bizarre humanoid creatures (left to the DM to describe) line the walls. The walls are adorned with dusty tapestries, and the floor is covered with a deep red plush carpet. Six **darklings** (see appendix B) hide in this chamber, using the tapestries and shadows to remain concealed. They attack with hand crossbows, but then prefer to hide again on their next turn. A metal spiral staircase provides access to the second floor.



A secret trapdoor in the floor is covered by the carpet. It is so cunningly disguised that even the darklings are unaware of it. It requires a successful DC 22 Wisdom (Perception) check to locate. The door is sealed with an *arcane lock* and leads to a forgotten cellar (see below).

The second floor is 90 feet on a side with a 15-foot-high ceiling and appears to be a library. It is full of metal racks holding ancient books, texts, and manuals. This is the lair of a **darkling elder** and six of his loyal **darkling** guards (see appendix B for both). There are hundreds of books here, and the whole collection would easily fetch 5,000 gp. A successful DC 22 Wisdom (Perception) check after 1 hour of searching reveals a magical book: a *manual of stone golems*. A metal staircase provides access to the third floor.

The third floor is 120 feet on a side with a 10-foot-high ceiling. This room originally was a barracks, and now is used for a similar purpose. There are 40 bedrolls but only eight **darklings** (see appendix B) are here at any time. There is a secret trapdoor in the ceiling that requires a successful DC 20 Wisdom (Perception) check to locate. It leads to the rooftop.

The cellar is a shadowy, 30-foot-diameter crypt-like chamber. The chamber is the haunt for three **wraiths,**

the former apprentices of the evil arcanist that created this magical tower. At the DM's option, there could be a hidden entrance to dungeon level(s) below the tower. If so, the undead arcanist might still be present there in one of the following forms:

- CR 4: A malevolent **ghost.** It can only gain eternal rest by undoing a terrible deed.
- CR 10: A weakened **mummy lord** (no Spellcasting trait). It can only regain its missing arcane spellcasting powers by slaughtering foes and cursing them to the eternal damnation of undeath. If restored, adjust its CR to 15.
- CR 13: A **vampire**. It craves to be freed to begin assembling an army of spawn to do its bidding.

AREA 10 – SHUNNED CATACOMBS

Along the north wall of the plateau are three passages leading to a series of ancient crypts. The walls near the entrances are covered with goblinoid markings and glyphs warning of danger, death, and worse. The interiors are devoid of light, dusty, and partially collapsed in locations. The walls bear fanciful frescos and bas-relief carvings. They depict Cynidicean writings and pictograms, mostly dealing with mundane activities in a fertile cradle surrounding a surface city. The population appears robust and content, often pursuing fine arts and recreational activities such as sports.

However, these catacombs are shunned as undead stalk the halls. There are 13 **wights**, 21 **shadows**, and one **wraith** throughout these forsaken corridors. If the characters explore here they encounter small groups of undead, but the opposition gradually increases until they have a showdown with the wraith and his personal cadre of three wights. There is no treasure here, as those buried in these chambers were mere commoners.

CAVERN B – THE SINK

This small cavern lies below the Gloam and can be accessed via a large sinkhole shaft (Cavern A, area 3). This natural cavern is host to a large pack of giant cave locusts that roam the open areas. A tribe of quaggoths prey on the vermin, effectively keeping their population in check. The quaggoths reside in a set of ancient catacombs along the south wall. The quaggoths occasionally sneak up into the upper caverns to hunt, preferring to pluck slumbering giant bats off their roosts.

GENERAL FEATURES

Construction. The Sink is a natural cavern that became linked to Cavern A during an earth tremor hundreds of years ago. Shortly after the sinkhole appeared, the Cynidiceans were quick to explore its limited depths, and added some catacombs along the south wall and in a natural alcove in the southeast corner of the cavern.

Ceiling. The ceiling height of the Sink ranges from 20 to 40 feet high with some stalactites present. The lowest part of the ceiling is on the northern side, with a gradual increase in height as one moves to the south.

Doors. There are no doors in the Sink.

Illumination. The dusk-like illumination, created by luminescent fungi that grow on the walls and ceiling, that exists above in the Gloam occurs here, too. The resulting eerie purple haze is equivalent to dim light conditions (see p. 183 of the *Player's Handbook*). This fungus covers most surfaces as the caves of the Sink tend to be somewhat moist and humid.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 10 minutes of exploration. A wandering monster check could also be called for if the characters

WANDERING MONSTERS: THE SINK

2D6	Encounter	# App	XP	Source	Notes
2	Giant slug	1	2,900	Appendix B	
3	Deep gnomes	4	100	*MM*, p. 164	
4-7	Giant cave locusts	2d6 + 4	50	Appendix B	
8-9	Quaggoths	1d3 + 1	450	*MM*, p. 256	
10	Giant spiders	3	200	*MM*, p. 328	
11	Caecilia worm	1	700	Appendix B	
12	Immature xorn	3	450	Appendix B	

employ flashy magic (such as *fireball* or *lightning bolt*) or make an unusual amount of noise. A typical skirmish or combat would likely not attract a wandering monster. Roll 2d6 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

CAECILIA WORM

An immense **caecilia worm** (see appendix B) senses the characters treading on the rocky terrain and moves to investigate. Unless the characters make a successful DC 15 Wisdom (Perception) check, the worm bursts through the rocky floor in their midst and attacks with surprise. If it swallows a creature, or is reduced to 15 hit points or fewer, it retreats into its hole and flees.

DEEP GNOMES

This quartet of **deep gnomes** is part of a larger group. Their band traveled to the Lower Catacombs and established a small base of operations (see Cavern A, area 5). The svirfneblin are investigating the disappearance of several scouting parties and have tracked their fellows here. No allies of the Cynidiceans, these gnomes start any encounter with the characters as indifferent. If the characters can speak Gnomish, Terran, or Undercommon, they could parley. If the characters can sway them to friendly, the PCs are invited back to their camp to meet their leader.

GIANT CAVE LOCUSTS

Giant cave locusts (see appendix B) are 3-foot-long, gray-white grasshopper-like insects that dwell underground. They detect the characters long before they are themselves detected, and remain motionless, utilizing their False Appearance trait. If disturbed, a giant cave locust panics and leaps up to 60 feet in a random direction with a 50% chance to jump toward one of the PCs. If within 10 feet of a character following a leap, a giant cave locust spits its poison goo. When frightened after being disturbed, it emits a loud shriek that has a 20% chance of attracting another wandering monster (reroll on the table and ignore any result indicating more giant cave locusts).

GIANT SLUG

A **giant slug** (see appendix B) slowly creeps along the floor (and sometimes walls) of this cavern. Not particularly aggressive and generally slow in its movements, this enormous beast can be avoided. It will fight back if confronted, starting with its acidic spray. If defeated, and its gullet is located with a successful DC 15 Wisdom (Survival) check and cut open, a large ruby (5,000 gp) can be recovered.

GIANT SPIDERS

The characters are ambushed by a trio of **giant spiders**. This encounter works best with a low ceiling (20 feet or less) with the giant spiders using Stealth to avoid detection. If unnoticed, they silently drop into the midst of the characters, suspended on webs and attacking with surprise. If two are defeated, the remaining spider flees.

IMMATURE XORN

Three **immature xorn** (see appendix B) roam about the Lower Catacombs looking for precious metals and gems to consume. These energetic youths act like rowdy teenagers, bullying organic life-forms into giving metals or precious gems in return for not "roughing them up." If one of the characters speaks Terran (or Goblin, as they understand a smattering of that tongue), a successful DC 17 Charisma (Persuasion) check can sway them to friendly. If that is the case, the xorn are willing to trade information for metal or gems. They are fully aware of the mines (Cavern C), as they are frequently driven away by the guards there, and the Dripping Nadir (Cavern F). If swayed to friendly, the xorn have a habit of popping up (literally, out of the stone floor) at the worst possible time to make an encounter more dynamic (or difficult). The DM should play these bizarre creatures more for comedy than a physical threat, although they do attack if prompted.

QUAGGOTHS

A bestial band of **quaggoths** resides in one of the catacombs secluded in the depths of the cavern (see area 4). This small hunting band is roaming its way to or from area 2 of this cavern, or even from Cavern A, above. They attack on sight, eager to add fresh flesh to their diet, as although the abundant giant cave locusts provide basic sustenance, they don't taste particularly good. If half of this band is defeated, the rest seek to flee, possibly by climbing out of reach of the characters. Eventually, they return home to area 4.

KEY TO THE SINK (MAP 31)

AREA 1 – THE WAY UP

A 30-foot-wide opening that leads up to Cavern A is located here. The walls of the sinkhole are somewhat difficult to climb, requiring a successful DC 20 Strength (Athletics) check. If the characters make loud noises or use bright lights while climbing here, they have a 40% chance to attract the attention of five **quaggoths** from area 4. These bestial humanoids use their natural climbing prowess to engage the scaling characters. A favorite ploy is to grapple a target, wrench it free from the wall, and toss it to the floor below.

AREA 2 – CAVERN FLOOR

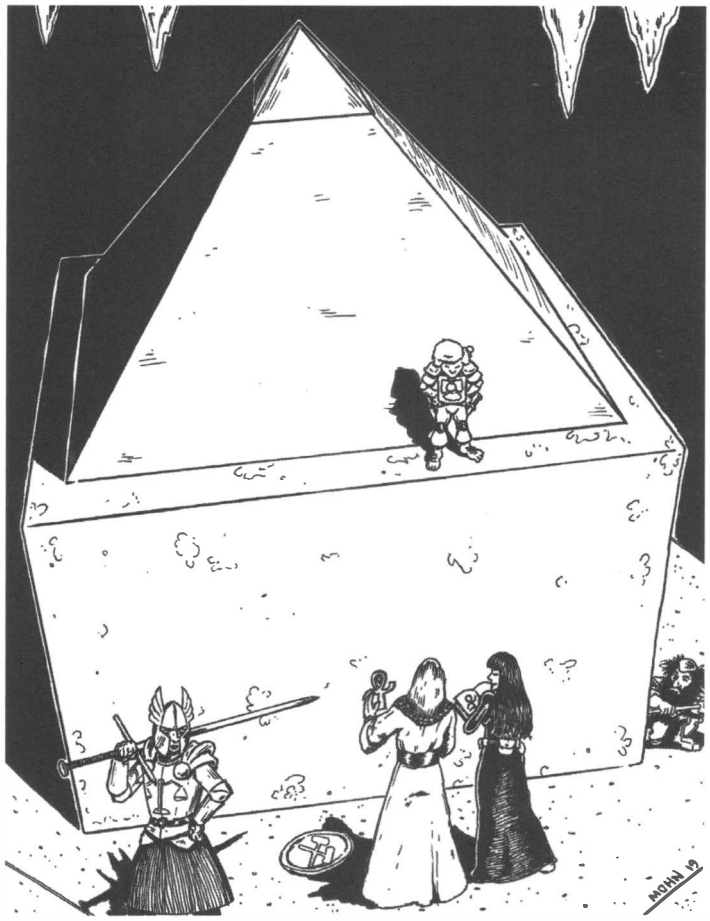
The cavern floor of the Sink glistens with moisture and is neatly covered with a fine coat of lichen and fungus. The lichen is grazed on by packs of 2d4 + 6 **giant cave locusts** (see appendix B). There are scores of these vermin roaming around the cavern. They are easily startled and take to the wing to escape predators. During lean times, the quaggoths from area 4 cull these packs, although they prefer red meat.

AREA 3 – MINIATURE PYRAMID

Situated in this natural alcove is an 8-foot-high smooth stone pyramid. The base is 10 feet by 10 feet. On its eastern surface is an indentation several inches deep and shaped like an ankh (see Handout #8 in appendix D). Aside from this odd indention there are no other distinguishing features on this edifice. There are no doors or any moving parts.

The origin and background of the miniature pyramid are left to the DM to detail. But if the gold ankh key (see Cavern E, area 5) is recovered and placed in the indentation, something fantastical occurs. A few ideas to whet the DM's imagination include:

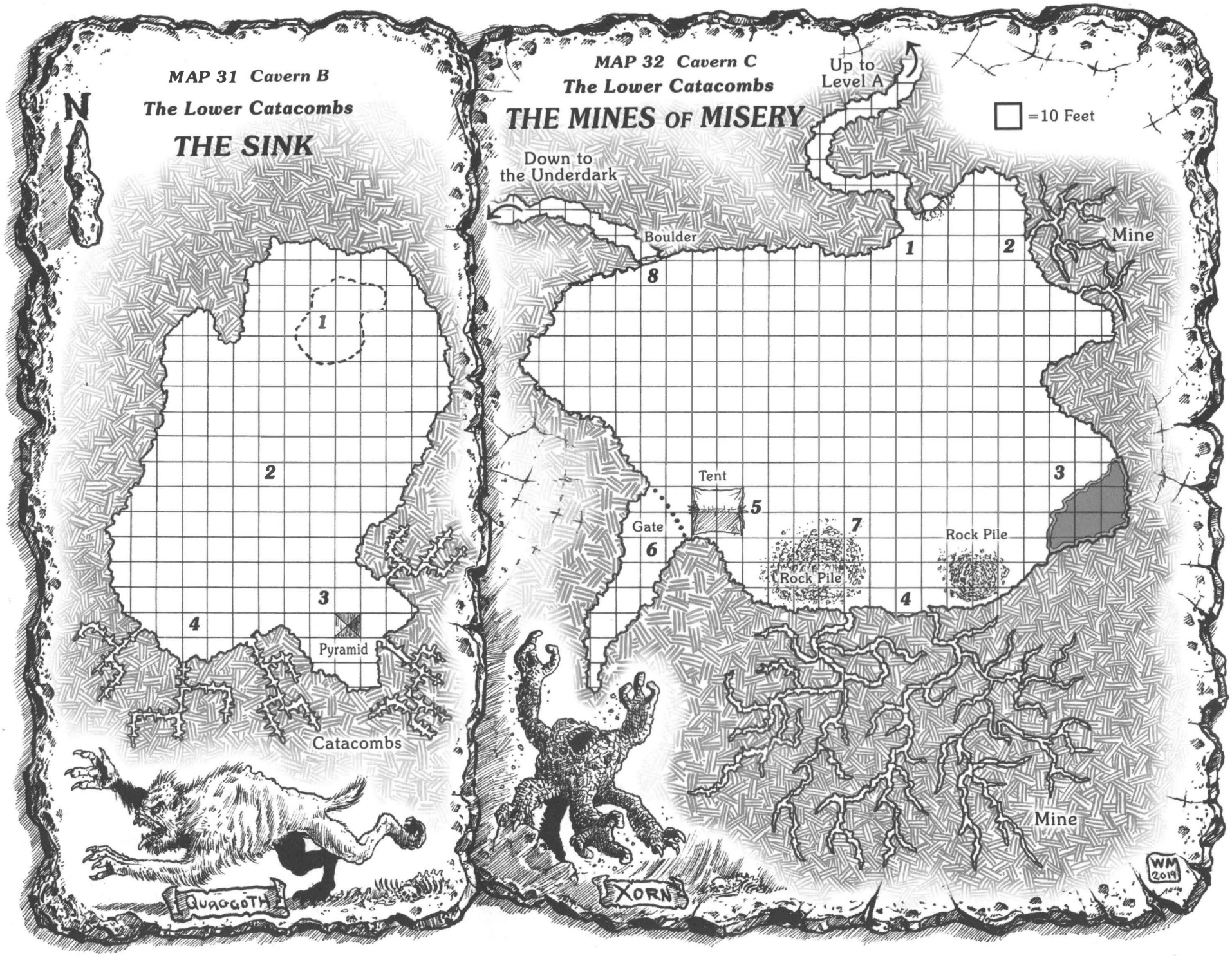
- A *chain lightning* spell is unleashed from the top of the pyramid. It first arcs toward whoever placed the key, then toward three other randomly-determined targets within range.
- The pyramid is transformed into a solid gold pyramid standing 1 foot high (with a 1-foot base). This tiny pyramid weighs 500 pounds but is solid gold and worth 10,000 gp.
- All creatures within 100 feet of the pyramid are magically shrunk and transported into a tomb secluded inside the pyramid. The only way to escape is to defeat the **mummy** guardian of the tomb and invoke an incantation with its enchanted scepter.
- All creatures within 100 feet of the structure are teleported to a full-sized pyramid located hundreds of miles away (or even on another plane of existence, if the DM wishes). The miniature pyramid is an exact replica of this edifice. By exploring the pyramid and then overcoming the traps and guardians within, perhaps the PCs can return to the Lower Catacombs.



AREA 4 – QUAGGOTH LAIR

Along the south wall are five sets of catacomb passages that burrow into the sheer cliff face. Outside the entrances is a field of humanoid bones and skulls, some crudely impaled on the ends of poles and stalagmites. These ancient remains are all that is left of the bodies once interred here centuries ago. The new inhabitants of the catacombs cleaned out the bodies and deposited them here as a grim warning.

A tribe of 33 **quaggoths** now lives in these twisting passages and niches. They are led by a psionic **quaggoth**


MAP 31 Cavern B
The Lower Catacombs
THE SINK
N
1
2
3
4
Pyramid
Catacombs
QUAGGOTH
MAP 32 Cavern C
The Lower Catacombs
THE MINES OF MISERY
Up to Level A
=10 Feet
Down to the Underdark
Boulder
Mine
1
2
8
Tent
5
3
Gate
7
6
Rock Pile
Rock Pile
4
Mine
XORN
WM 2019

thonot that has learned how to wield a *+1 greatsword* (+6 to hit, 11 [2d6 + 4] slashing damage). Usually about 1d12 of these bestial humanoids are out and about the Lower Catacombs hunting for fresh meat.

In the far reaches of the central set of passages is the lair of the thonot and the communal treasure. It includes 3,323 gp, a plain silver crown (145 gp), an electrum chalice set with a single sapphire (1,800 gp), six small rubies (500 gp each), and a *potion of flying* in a gray metal vial.

CAVERN C — THE MINES OF MISERY

The route to this cavern is hidden, a secret protected by the darklings. There were ancient catacombs here, but years ago the discovery of a ruby mine along the south wall prompted a large-scale mining operation spearheaded by the darklings and their overlord. These catacombs have been converted to a mine, and only close inspection reveals the original purpose of the chambers. The rubies, although not particularly plentiful or of high quality, are enough to fund the hobgoblins as guards to forward the overlord's dark designs. A small vein of iron ore discovered in the northeast corner of the cavern is maintained as a source of raw materials for arms and armor.

This cavern is drier, and the active hobgoblin and darkling patrols largely keep the local fauna of the Underdark at bay. If the occasional creature appears, such as the delver Ggneiss or the giant slug, the hobgoblins exert opposition that is usually enough to discourage a long stay. The hobgoblins tolerate the wandering packs of giant cave locusts and are trained to avoid startling them—and occasionally use them as target practice and to supplement to gruel served the slaves.

GENERAL FEATURES

Construction. The Mines of Misery is a natural cavern. The ancient catacombs described above have been converted, and the constant sound of pick on stone rings out throughout the chamber. The floor, although uneven at times, is kept free of debris and fungal growth to facilitate the movement of slaves, troops, and mined ore. All rock and debris are piled up in two towering mounds (area 7) near the primary mine entrance (area 4).

In Chains. Most prisoners encountered here are manacled together. These chains are thick, requiring a successful DC 24 Strength (Athletics) check to burst. The locks can be picked with thieves' tools and a successful DC 18 Dexterity check. Hobgoblin guards typically carry a ring of keys to unlock the prisoners.

Ceiling. The ceiling is low throughout this cavern. To the east, the ceiling is at most 30 feet high with some stalactite formations present. As one moves to the west, the ceiling height reduces to about 20 feet, and fewer stalactites adorn this area.

Doors. There are no doors in the Mines of Misery.

Illumination. The dry ambient conditions and the constant movement of hobgoblins and slaves have reduced the luminescent fungal growth common in the other caverns. Therefore, the mines are shrouded in darkness. Characters bringing light here are soon set upon by an investigating patrol of hobgoblins (see below). Occasional packs of wandering giant fire beetles provide some areas with their illumination.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 10 minutes of exploration. Although a typical skirmish or combat would likely not attract a wandering monster, the DM should make an immediate check if the characters employ flashy magic (such as *fireball* or *lightning bolt*) or make an unusual amount of noise. If a

WANDERING MONSTERS: THE MINES OF MISERY

2D6	Encounter	# App	XP	Source	Notes
2	Darklings	2	100	Appendix B	
3-5	Giant fire beetles	4	10	*MM*, p. 325	
6-7	Giant cave locusts	2d6 + 4	50	Appendix B	
8-11	Hobgoblin patrol	Varies	Varies	*MM*, p. 186	See description
12	Immature xorn	3	450	Appendix B	

natural 1 is rolled on the d6 then a hobgoblin patrol is automatically sent to investigate (see below). Otherwise, roll 2d6 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

DARKLINGS

This pair of **darklings** (see appendix B) skulks around in the shadows, looking for escaped prisoners and supporting the hobgoblin troops when needed. It's likely the characters never see these two before hand crossbow bolts find their mark. After taking a few shots from concealment, the darklings flee to summon hobgoblin guards.

GIANT CAVE LOCUSTS

Giant cave locusts (see appendix B) are 3-foot-long, gray-white grasshopper-like insects that dwell underground. They detect the characters long before they are themselves detected, and remain motionless, utilizing their False Appearance trait. If disturbed, a giant cave locust panics and leaps up to 60 feet in a random direction with a 50% chance to jump toward one of the PCs. If within 10 feet of a character following a leap, a giant cave locust spits its poison goo. When frightened after being disturbed, it emits a loud shriek that has a 20% chance of attracting another wandering monster (reroll on the table and ignore any result indicating more giant cave locusts).

GIANT FIRE BEETLES

Several of these giant vermin roam about the cavern floor. If left alone, the **giant fire beetles** ignore the characters, but if harassed, they fight back. If giant fire beetle glands are harvested with a successful DC 12 Intelligence (Nature) check, they glow for 1d6 days—with the added benefit that nearby hobgoblins and darklings ignore the illumination, assuming it is from a beetle.

HOBGOBLIN PATROL

This is a disciplined patrol of 10 **hobgoblins** performing a specific task, such as responding to an alert or escorting a group of prisoners. All prisoners—either 3d4 **Cynidicean commoners** (see appendix C) or 1d4 + 2 **deep gnomes**—are manacled together. Each hobgoblin carries 2d6 gp.

IMMATURE XORN

Three **immature xorn** (see appendix B) roam about the Lower Catacombs looking for precious metals and gems to consume. These energetic youths act like rowdy teenagers, bullying organic life-forms into giving metals or precious gems in return for not "roughing them up." If one of the characters speaks Terran (or Goblin, as they understand a smattering of that tongue), a successful DC 17 Charisma (Persuasion) check can sway them to friendly. If that is the case, the xorn are willing to trade information for metal or gems. They are fully aware of the mines (Cavern C), as they are frequently driven away by the guards there, and the Dripping Nadir (Cavern F). If swayed to friendly, the xorn have a habit of popping up (literally, out of the stone floor) at the worst possible time to make an encounter more dynamic (or difficult). The DM should play these bizarre creatures more for comedy than a physical threat, although they do attack if prompted.

KEY TO THE MINES OF MISERY (MAP 32)

AREA 1 – GUARD POST

Two **hobgoblins** are stationed here on a rock ledge about 10 feet off the cavern floor to the right of the corridor. They observe all who pass from Cavern A to this cavern, and if they become suspicious, open fire with heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage). During its second turn, one uses an action to sound a horn that alerts the hobgoblins in area 5. Each carries 2d6 gp.

AREA 2 – IRON MINE

As the characters approach, they hear the din of metal on rock. There are two rough-hewn entrances that lead to small sets of winding mine shafts. Iron ore was discovered along this rock, and the darklings began mining the ore for use in crafting weapons and armor. It's a very poor vein however, and the darklings are getting close to abandoning the operation.

A token collection of 11 manacled **deep gnomes** slaves are still forced to toil here for hours on end in the hope of extracting what meager iron is left in the walls. Each is down to half its hit points and suffering level 3 exhaustion. They are watched by five **darklings** (see appendix

B) armed with whips (+5 to hit, reach 10 ft., 5 [1d4 + 3] slashing damage) instead of daggers. These masters are cruel, but if the deep gnomes sense the characters are an opportunity to escape, they attempt to aid, using their manacles and chains as improvised weapons (+4 to hit, 2 [1d4] bludgeoning damage).

Developments. Freeing these slaves earns the characters a 1,000 XP bonus. If they are returned to Keogh and his band of deep gnome spies (see Cavern A, area 5), the characters gain a staunch ally. Keogh eventually repays this debt, either in the form of treasure, by saving the characters from certain death with a surprise attack from his band, or by offering to escort them deeper into the Underdark if that is their ultimate destination.

AREA 3 – WATERING HOLE

In the southeast corner of the cavern is a spring-fed pool of cold, fresh water. The pool is about 30 feet deep. The pool is used by the denizens of this cavern as a source of untainted drinking water. Daily, slaves hauling large buckets tarry back and forth from the pool to area 5 to resupply the casks stored there, or to transport water to the slaves in the mines. They also transport some of this water to the hobgoblins in the Lost City.

A few months ago, the hobgoblins captured an albino **giant crocodile** and transported it to this pool. The great beast spends all its time on the bottom, save for surfacing to breathe. The hobgoblins now use the pool as a convenient way to dispose of expired slaves, or to sometimes punish unruly slaves to make an example. As such, if a creature approaches the water's surface, the giant crocodile waits a few rounds, assuming a meal is coming. If no offering is made, it lunges out of the water to grab its prey. Treat this attack as a surprise, unless the characters detected the beast. Keep in mind that submerged creatures have advantage on all Stealth checks. If the croc grabs a creature in its jaws, it is content to retreat to the bottom of the pool and casually consume its meal after it ceases to struggle.

AREA 4 – RUBY MINES

Along the south wall is an extensive set of mines, actively worked to extract precious rubies. These passages were once ancient catacombs. All evidence of their previous use is gone, although the occasional new passage or burial chamber is unearthed. There is a constant parade of manacled slaves moving from the tunnels to the rock piles (area 7).

This area is busy with activity. At any given time, three teams of slaves work the rock walls. There are two groups of 12 **goblins** each, and the other is a group of eight **deep gnomes**. The slaves have blunt picks and shovels. All slaves have half their normal hit points and three levels of exhaustion. They are overseen by 16 **hobgoblins** divided into four groups of four, armed with heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage) and whips (+3 to hit, reach 10 ft., 3 [1d4 + 1] slashing damage). These guards also carry longswords and 2d6 gp each. Three of the groups each oversee a team of slaves while the other wanders the passages performing a routine patrol. A **hobgoblin captain** leads the troops here. He carries 4d6 gp, a ring of keys to the manacles, and a sack of the day's extracted rubies: 4d4 rough pieces worth 200 gp each. Once these gems are cut and polished they will increase to a value of (1d6 + 4) × 100 gp.

The hobgoblins respond to any attack with a quick, organized counter, while one group attempts to flee to area 5 to assemble more troops. The goblins cower during any attack by the characters, but some of the deep gnomes could help even the odds. If it appears the characters have the upper hand, the deep gnomes join the combat using their manacles, chains, and tools as improvised weapons (+4 to hit, 2 [1d4] bludgeoning damage).

Developments. If the characters disrupt this operation and free the slaves, award them 1,000 XP. If the goblins are freed, they flee, eventually finding their way back to the Goblin Caves (chapter 6, area O). If the deep gnomes are freed, they offer to aid the characters. If reunited with Keogh and his band (Cavern A, area 5), the characters gain a staunch ally. Keogh eventually repays this debt, either in the form of treasure, by saving the characters from certain death with a surprise attack from his band, or by offering to escort them deeper into the Underdark if that is their ultimate destination.

AREA 5 – HOBGOBLIN OUTPOST

This 20-foot-by-20-foot tent serves as an outpost for the hobgoblins stationed in this cavern. The interior is divided into two sections. There is a barracks area that has 16 hammocks used by the hobgoblins to grab some rest between shifts, and the remaining part of the tent is a mess hall and kitchen to prepare food for the troops and a pasty gruel for the slaves.

At any time, there are 10 off-duty **hobgoblins** present; eight are resting and two are in charge of food prepara-

tion (a task viewed as punishment). A **hobgoblin captain** oversees the duty rosters and other daily routine tasks. Hobgoblins carry 2d6 gp each and the captain carries double that amount. This captain also carries a set of keys to the slaves' manacles and for the gate at area 6. Outside the tent is an open cask holding crossbow bolts, and six more casks holding water collected from the nearby pool (area 3). Near the casks are four halberds employed by the hobgoblins to keep the giant crocodile at bay while slaves fill the casks.



AREA 6 – SLAVE PEN

A metal gate blocks access to this natural fissure with steep walls that reach a height of about 30 feet. Two **hobgoblin** guards are stationed here at all times. There is a crude gate that is locked with a huge padlock (the captain at area 5 has the only key). The bars can be bent enough to provide access with a successful DC 24 Strength (Athletics) check, or the lock can be picked with thieves' tools and a successful DC 20 Dexterity check.

Inside the pen are slaves manacled to chain gangs in groups of six. There are 21 **goblins**, five **Cynidicean commoners** (see appendix C), and four **deep gnomes** here. All have half their normal hit points, but only one level of exhaustion due to reasonable rest.

Developments. If the characters free these slaves, grant them a 1,000 XP award. If the goblins are freed, they flee, eventually finding their way back to the Goblin Caves (chapter 6, area O). The Cynidicean commoners are no help to the characters and need to be escorted back to a safe location. If the deep gnomes are freed, they offer to aid the characters assuming they can be outfitted with, at minimum, weapons. If reunited with Keogh and his band (see Cavern A, area 5), the characters gain a staunch ally. Keogh eventually repays this debt, either in the form of treasure, by saving the characters from certain death with a surprise attack from his band, or by offering to escort them deeper into the Underdark if that is their ultimate destination.

AREA 7 – ROCK PILES

Outside of the mine entrances are two massive piles of mine tailings. The western pile is larger, being nearly 20 feet high and 30 feet in diameter. The eastern pile is about 10 feet high and 20 feet in diameter. A nonstop parade of weary slaves hauls the tailings by hand, sack, and fungal sled from the mine passages to these piles.

Although the piles do provide cover to avoid the hobgoblins, a **grick alpha** has recently moved into the larger pile. If the characters spend more than a few minutes at this pile, the grick alpha attacks. Once this predator picks off a few slaves, the hobgoblins will be forced to drive it away.

AREA 8 – HIDDEN PASSAGE TO THE UNDERDARK

Along the north wall is a hidden passage that winds its way deeper into the earth, to the bowels of the Underdark. If the DM desires, this would be the perfect location to design further adventure locations. The darklings are aware of the passage, but the hobgoblins are not. The darklings took it upon themselves to seal the route and conceal it behind a boulder.

Finding this route requires a successful DC 22 Wisdom (Perception) check. An easier method would be to glean this information from either a darkling captive, or one of the sentient denizens of the caverns in the know. These would include Ggneiss the delver, Keogh and his deep gnome spies, or the gang of immature xorn. Moving the boulder aside requires a successful DC 20 Strength (Athletics) check.

CAVERN D—THE SHROOM FARMS OF DOOM

This natural cavern is the second largest of the Lower Catacombs and is home to a colony of myconids. The peaceful myconids have taken advantage of the natural conditions of the western part of the cavern to cultivate a fungus farm. An evil mind flayer arcanist, Cephalakor, realized the potential of this site to mass produce darkspore, a fungus that can be used to distill a mind-influencing toxin from its spores. By mass producing the growth of darkspore over the past several years—and adding the concentrated distilled toxin to the underground lake—Cephalakor has the Cynidicean population enthralled in a dream-like state which makes them far easier to subjugate for his master, Zargon. Now the myconids have fallen under the sway of the mind flayer, and the farms have been converted to produce the fell shroom at peak efficiency, to further Cephalakor's evil machinations.

GENERAL FEATURES

Construction. The Shroom Farms of Doom is a natural cavern, but the western half has been extensively altered by a colony of myconids. These fungal humanoids have transported tons of rich fertile soil and organic compost to the terraced farm fields to create a suitable habitat for mushroom production.

There is a small stream, about 3 to 6 feet wide, that originates from a crack in the northeast wall, tumbling down to the cavern floor and winding its way to an exit on the opposite side of the cavern. This stream is easy to cross, being sluggish and only about 2 feet deep. There is a simple fungal log bridge that joins the sides of cavern, and the water on the Shroom Farms of Doom side has been partially diverted to the fungus farms as a crude irrigation system.

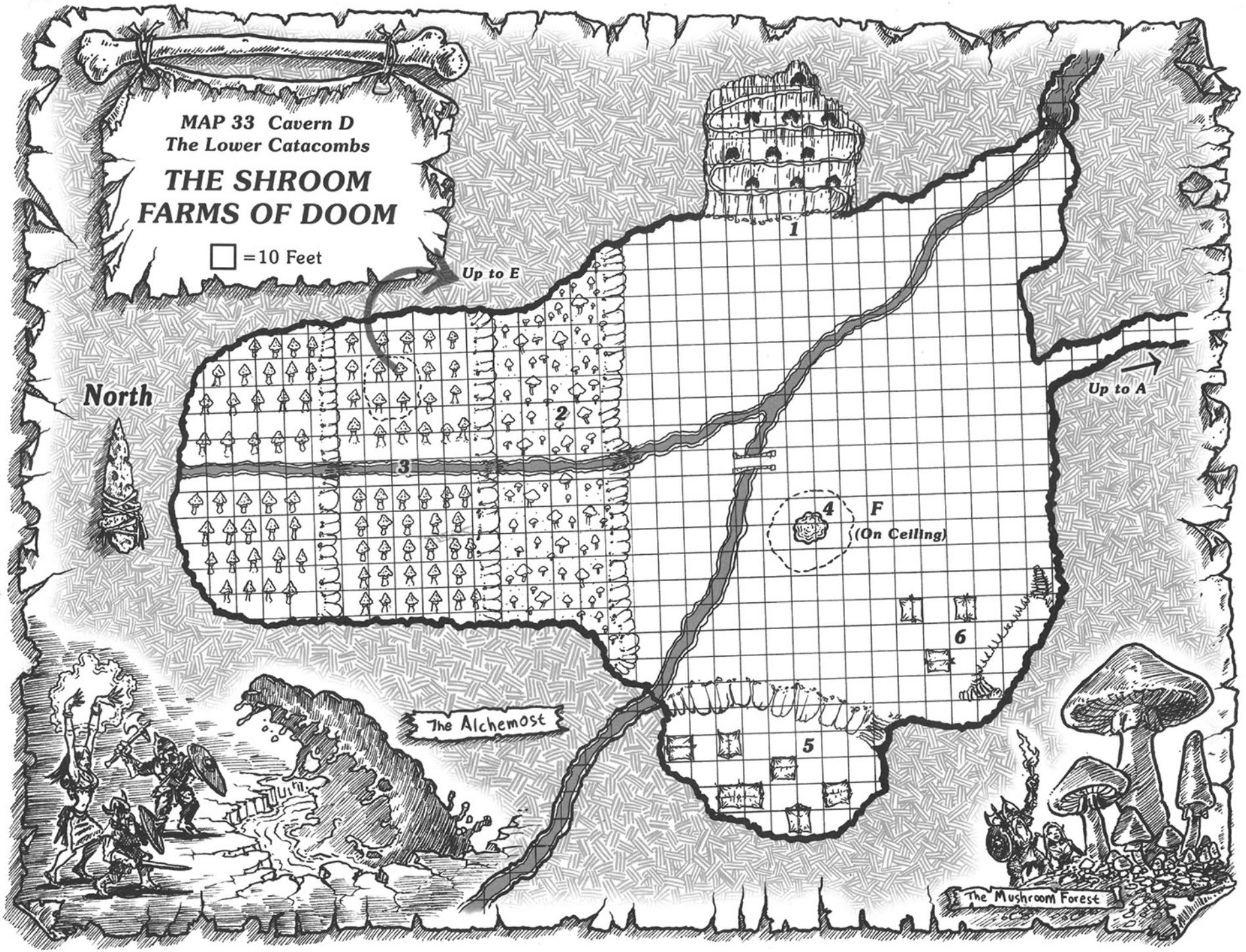
Ceiling. The eastern half of the cavern has a vaulted ceiling that ranges in height from 180 to 200 feet. Giant bats are common on this ceiling, hanging between its numerous stalactites. There is one massive stalactite, the Dripping Nadir (see Cavern F), that is about 60 feet in diameter at its base and extends about 120 feet towards the floor directly over area 4. In the western half of the cavern, the ceiling height starts at 25 feet and decreases to 10 feet. This area is very damp and moldy, due to its proximity to the underground lake above. The constant seepage creates the perfect environment to cultivate fungus. A large opening in the ceiling tapers to a 10-foot-diameter shaft that twists and ascends to the Dragon's Domain (Cavern E).

Illumination. This cavern is bathed in perpetual twilight-like illumination, similar to the Gloam (Cavern A) but at reduced intensity. This effect is created by luminescent fungi that grow on the walls and ceiling. Despite its weakness, the purple haze is still equivalent to dim light conditions (see p. 183 of the *Player's Handbook*). The fungi that have this luminescent characteristic are less common in the western part of the cavern (the tended shroom fields), as the myconids carefully remove it to encourage more desirable fungal growth.

Wandering Monsters. Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 10 minutes of exploration. A wandering monster check could also be called for if the characters employ flashy magic (such as *fireball* or *lightning bolt*) or make an unusual amount of noise. A typical skirmish or combat would likely not attract a wandering monster. Roll 2d6 for the type of monster encountered or choose one from the table below. The DM should also adjust the number of creatures encountered based on the size of the party, their average level, and their general health.

WANDERING MONSTERS: THE SHROOM FARMS OF DOOM

2D6	Encounter	# App	XP	Source	Notes
2	Darklings	2	100	Appendix B	
3-5	Hobgoblin patrol	6	100	*MM,* p. 186	
6-8	Myconids	Varies	Varies	*MM,* pp. 230-232	See description
9-10	Ogre spore servants	3	450	Appendix B	
11	Giant bats	4	50	*MM,* p. 323	
12	Immature xorn	3	450	Appendix B	


MAP 33 Cavern D
The Lower Catacombs
THE SHROOM FARMS OF DOOM
=10 Feet
Up to E
North
Up to A
1
2
3
4
F
(On Ceiling)
5
6
The Alchemost
The Mushroom Forest

DARKLINGS

This pair of **darklings** (see appendix B) skulks around in the shadows, ensuring the myconids remain loyal and supporting the hobgoblin troops when needed. It's likely the characters never see these two before hand crossbow bolts are released in a surprise attack. After taking a few shots from concealment, the darklings flee to summon hobgoblin guards.

GIANT BATS

Many **giant bats** roost on the ceiling of the Shroom Farms of Doom. From time to time a few of these use their echolocation to home in on likely prey, and then perform a few flyby attacks. If they encounter strong opposition, after a few rounds they flap away to seek easier prey.

HOBGOBLIN PATROL

This is a disciplined patrol of six **hobgoblins** performing a specific task. They might be escorting prisoners (2d4 **Cynidicean commoners**; see appendix C) or delivering food to a hobgoblin camp in this or a nearby cavern. Each hobgoblin carries 2d6 gp.

IMMATURE XORN

Three **immature xorn** (see appendix B) roam about the Lower Catacombs looking for precious metals and gems to consume. These energetic youths act like rowdy teenagers, bullying organic life-forms into giving metals or precious gems in return for not "roughing them up." If one of the characters speaks Terran (or Goblin, as they understand a smattering of that tongue), a successful DC 17 Charisma (Persuasion) check can sway them to friendly. If that is the case, the xorn are willing to trade information for metal or gems. They are fully aware of the mines (Cavern C), as they are frequently driven away by the guards there, and the Dripping Nadir (Cavern F). If swayed to friendly, the xorn have a habit of popping up (literally, out of the stone floor) at the worst possible time to make an encounter more dynamic (or difficult). The DM should play these bizarre creatures more for comedy than a physical threat, although they do attack if prompted.

MYCONIDS

This is a mixed group of 3d4 **myconid sprouts** and 1d3 + 1 **myconid adults**. These fungus men are moving between area 1 and the farms at areas 2 and 3. This group is indifferent when encountered. If convinced to interact with the characters, several myconids move closer and release rapport spores (which could be interpreted as an attack, at the DM's discretion). The myconids seem to be in a drunken state and repeat over and over they must get to work in the fields, or back to their caves to meld. If it's the latter, the characters are invited to the meld. (See area 1 for details.) Otherwise, the myconids hurry to areas 2 and 3. There is a 50% chance this encounter is observed by a pair of **darklings** (see above; see appendix B for stats).

OGRE SPORE SERVANTS

This group of three **ogre spore servants** (see appendix B) are used to transport harvested darkspore mushroom caps from the fields at area 3 to the landing pad at area 6 for eventual delivery to the Dripping Nadir (Cavern F). Although not undead, these vegetative "constructs" ignore all interaction with the characters in pursuit of their mindless task of transport. If directly prevented from this task, they attack and fight until destroyed.

KEY TO THE SHROOM FARMS OF DOOM (MAP 33)

AREA 1 – MYCONID CAVES

This is a set caves located along the north wall. A footpath meanders from the cavern floor to reach these caves. There are 10 total caves on four levels.

The first two levels (six caves total) are used by 48 **myconid sprouts**. Each cave is about 20 feet in diameter and covered with a fine layer of rich, dark soil that the myconids "plant" themselves in while resting for about 8 hours each day. The rest of their time awake is divided into "melding" (see sidebar) and working the Shroom Fields of Doom (areas 2 and 3).

The third level consists of three caves. Each is home to eight **myconid adults**. A typical cave on this level is 30 feet in diameter and it has a thicker layer of fertile soil for the adults to "plant" in while resting. These adult myconids share a similar structured daily schedule: 8 hours of rest, 8 hours of melding (see sidebar), and 8 hours of working the fields.

The last cave is situated above all the others, about 50 feet off the cavern floor. This cave is about 40 feet in diameter and is reserved for the **myconid sovereign**. The cave contains a crude stone table (where the sovereign mixes its elixirs and creates spore servants), and a pile of compost



it uses to "plant" into when it needs rest. The sovereign controls all the activities of the myconids. Control the sovereign, and you can control the entire tribe—which is precisely what Cephalakor has done. Each day the mind flayer visits the sovereign's cave and casts *dominate monster*, directing the myconids to do his bidding. That bidding is to produce as much darkspore fungus as possible. Although the myconid population is aware of this corruption, there is little they can do to resist its effects.

The sovereign is indifferent if the characters arrive here to parley. It acts aloof and uncaring, claiming it has no time for "fleshwalkers." During conversations, it drops hints about the subjection of its colony, and adds hints of "grasping tentacles of evil" and such. Although unable to openly betray its master, it also tries to encourage the characters to meld with a circle of myconids hoping their dream-like state is enough to unveil the darkness gripping its people.

Stored on a shelf above the stone table are six potions brewed by the sovereign. Each is in a hollowed woody mushroom cap with a lid. These potions include: three *potions of healing, a potion of mind reading, a potion of vitality,* and a *potion of luck* (see appendix A). The sovereign gives these potions to the characters if they destroy Cephalakor and restore order to the myconid community.

AREA 2 – MUSHROOM FOREST

The upper terrace is a more natural fungal forest, similar to the one in the Gloam. A variety of wild, untamed fungal growth—from massive toadstools to short puffballs and shelf fungus—teems here. Slowly, this terrace is being converted. When the characters first arrive here, they likely encounter a myconid meld taking place. (See sidebar.)

THE MELD

For 8 hours a day, a circle of myconids enter a trance-like state of communal meditation through the use of rapport spores, pacifying spores, and the **myconid sovereign's** hallucination spores. A circle consists of 16 **myconid sprouts** and eight **myconid adults**. If the characters sway a group of myconids to friendly, they are invited to join a circle to meld.

During the dream-like trance, the characters observe the colony conducting everyday activities in distinct harmony. But then darkness descends on the colony in the form of shadowy cloaked figures (darklings). Finally, a purple-skinned tentacled humanoid materializes from the shadows and the sovereign is hopeless in its presence. Its four tentacles probe the sovereign's cranium as arcane energy sweeps from its hands. Soon the sovereign is in complete control, and the leader's demeanor switches to that of a servant, full of despair...

Before the meld is complete, a force of 10 **hobgoblins** led by four **darklings** (see appendix B) attacks the characters. The PCs are in a haze for the first 3 rounds of the combat, having disadvantage on all attack rolls, saving throws, and skill checks. Meanwhile the myconids scatter.

AREA 3 – DARKSPORE FIELDS

These fields are the Shroom Fields of Doom, as the myconids have been forced to convert the once lush tangle of rampant fungus growth to a monoculture of short toadstools with purple hues and black pustules containing the spores. Called darkspores, these fungi produce spores that are harvested and distilled to extract a potent toxin used to create the elixir of fantasy (see chapter 3) that is being used to control the Cynidicean population. When ripe and full of spores, these toadstools are harvested by the myconids, transported by ogre spore servants to the landing pads (area 6), and then shuttled up the Dripping Nadir (Cavern F) via giant bats.

The fields are tended by rotating shifts of 16 **myconid sprouts** and eight **myconid adults**. They are assisted by 12 **hobgoblin spore servants** in the fields and six **ogre spore servants** (see appendix B for both) that move the harvested toadstools to area 6. All this activity is under the watchful eye of 10 **hobgoblins** armed with heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage), and four **darklings** (see appendix B) skulking in the shadows.

AREA 4 – ALCHEMICAL POOL

Directly under the Dripping Nadir is a pool of alchemical goo that has seeped its way from the laboratory above to accumulate here. The pool is about 15 feet in diameter and 10 feet deep, and the caustic substances are eating away at the stone floor of the cavern. Observing the pool for a few minutes reveals the constant dripping from above, although the massive stalactite itself can't be observed in the gloom high overhead.

A bizarre ooze-like creature called an **alchemost** (see appendix B) has been created from this noxious effluent. It attacks any that approach within 10 feet of the pool. Cephalakor has conducted experiments on this pool using arcane energy sources to cultivate it. He is fascinated by its traits and in time would like to learn about how to create more of the stuff for some forsaken purpose.

AREA 5 – HOBGOBLIN CAMP

Located on this natural plateau situated about 20 feet off the cavern floor are several canvas tents; steps carved crudely into the cliff face provide easy access. This is another hobgoblin encampment. There are four 10-foot-by-10-foot tents and one 10-foot-by-20-foot tent. Three of the small tents house six **hobgoblins** each, while the remining tent is used by a **hobgoblin captain** that oversees this force. Ten of these troops are stationed in the fields (area 3) so only eight are likely to be encountered here. The large tent is used as a mess hall and for weapon storage.

AREA 6 – LANDING PAD

Three small 10-foot tents are located near an elevated surface. The tents are used by six **darklings** (see appendix B) stationed here to oversee operations. Four of these darklings are usually skulking about in this cavern or one of the others, so only two are likely to be found here. The tents contain hammocks for sleeping, but nothing else in the way of personal effects.

The elevated surface was once a natural ledge, about 30 feet long and 10 feet wide. The ledge has been smoothed with tools and on either side crude steps have been chiseled into the stone to provide access to the elevated surface. It now serves as a landing pad for giant bats and riders from the Dripping Nadir (Cavern F) above. A few times per day, four **giant bats** with **goblin** riders arrive at this pad to collect baskets of harvested darkspore toadstools for transport to Cephalakor's stalactite lair and laboratory. It usually takes them three or four trips to shuttle up all the harvested toadstools.

CAVERN E – THE DRAGON'S DOMAIN

A somewhat small cavern is situated above the Shroom Fields of Doom (Cavern D). This cavern is the home of **Dagothra, young brown dragon** (see appendix C). Dagothra is active, often wandering around the desert above, accosting travelers for a snack of horse flesh or pulling some kind of juvenile draconic prank. Note that juvenile draconic pranks are often lethal to humanoids! There is only a 50% chance he is in his lair if the characters arrive here, possibly playing in his sand pit (area 2) or lightly sleeping on his geothermal pad (area 3).

GENERAL FEATURES

Construction. The Dragon's Domain is a natural cavern, although it's been altered by Dagothra's burrowing. He also transported tons of sand from the desert above to this chamber for his own comfort. The passage from the ceiling in Cavern D winds its way up to this chamber, often requiring vertical climbs. These climbs require three

separate successful DC 15 Strength (Athletics) checks to navigate safely.

Ceiling. The ceiling here is about 25 to 35 feet high. Most of the stalactites once here have been broken and removed, mostly for use as snacks over the years. Dagothra enjoys munching on the mineral-laden rocks as if they were candy, and much like a box of chocolates, you never know what the taste will be, as it is based on varying mineral content!

Illumination. There is no illumination here.

Wandering Monsters. There are no wandering monsters encountered in the Dragon's Domain. He eats them all!

KEY TO THE DRAGON'S DOMAIN (MAP 34)

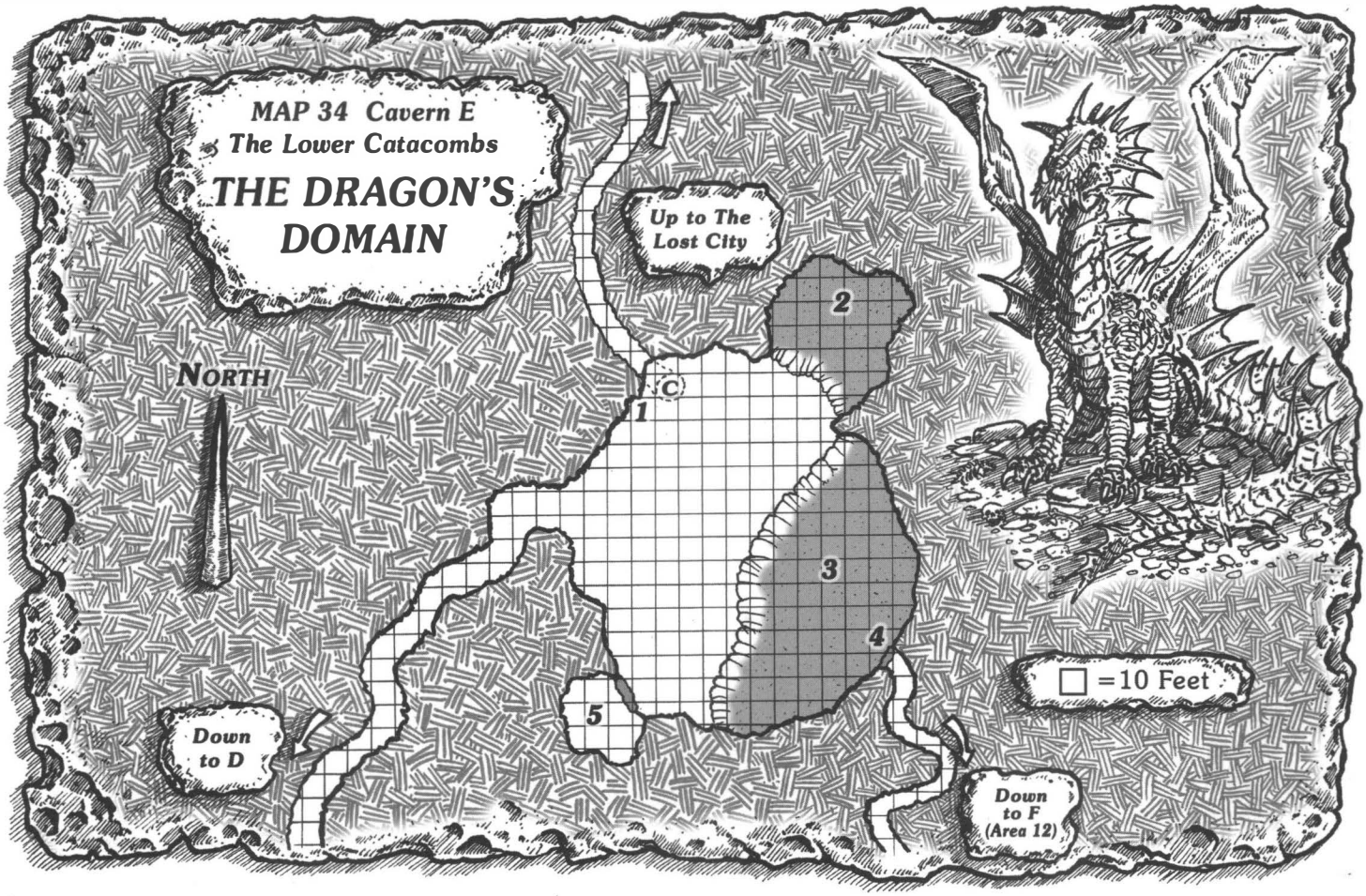
AREA 1 – ESCAPE ROUTE

Dagothra maintains a passage he burrowed up to the Lost City as an escape route. (Once in the city he then has other concealed routes to get to the surface.) The passage is in the ceiling, about 20 feet off the floor. It requires a successful DC 15 Wisdom (Perception) check to notice from the floor, unless the dragon is observed fleeing through it. It winds vertically for about 75 feet, requiring a successful DC 17 Strength (Athletics) check to climb. It leads to an abandoned building in the city and is concealed with a massive slab of stone. To move the stone from below a creature must succeed on a DC 20 Strength (Athletics) check. Unless the creature is Large or bigger it has disadvantage on the check, because it needs to balance in the shaft during the process.

AREA 2 – SAND PIT

A natural alcove in the cavern is about 50 feet across and 60 feet wide. This is actually a 25-foot-deep pit, but the floor is covered with black sand that is slightly warm to the touch. The warming effect is from geothermal heat. Dagothra uses this area as a playroom, enjoying burrowing into the sand and hiding boulders for seeking later. There are three such boulders in the sand.

When the characters arrive here, there is a 30% chance Dagothra is here hiding and awaiting them. Otherwise he is in his warming pit.





AREA 3 – WARMING PIT

Most of this area is depressed about 10 feet below the cavern. The floor here is warm to the touch, from geothermal heating, and covered with a fine layer of sand perhaps 6 inches deep. Some of the sand is piled up as a nest for the dragon. This is where Dagothra sleeps, and if present in his lair when the characters arrive, he is most often here (70% chance).

Dagothra is young and cocky. He assumes he is more powerful than puny humans and demands to know why they assault his lair. While not fond of talking, he is fond of pranks. He often extends a claw to shake on a deal, only to use *acid splash* for a good laugh. If the characters are willing to trade him a horse (to eat) he might be willing to share information, such as a route to the surface or something about Cephalakor and his operation. The dragon avoids the mind flayer, and his minions give Dagothra plenty of space.

Unless the characters woo him and appeal to his draconic vanity, the intrusion likely leads to a fight. Dagothra starts with his breath weapon. Then he uses his Sandstorm action, as there is enough sand here for a suitable effect. Then, while his breath weapon recharges, he enters melee with claw/claw/bite attacks. If reduced to 20 hit points or fewer, he flees to the surface via area 1.

AREA 4 – SECRET PASSAGE

A large rock covers this secret route down to the upper chambers of the Dripping Nadir (Cavern F, area 12). The mind flayer recently had this passage installed as an escape route of his own. In exchange for a pile of treasure and six fine horses, Dagothra permitted its installation and use. A large rock covers the entrance, requiring a successful DC 18 Wisdom (Perception) check to locate and a successful DC 15 Strength (Athletics) check to move aside.

AREA 5 – CONCEALED TREASURE

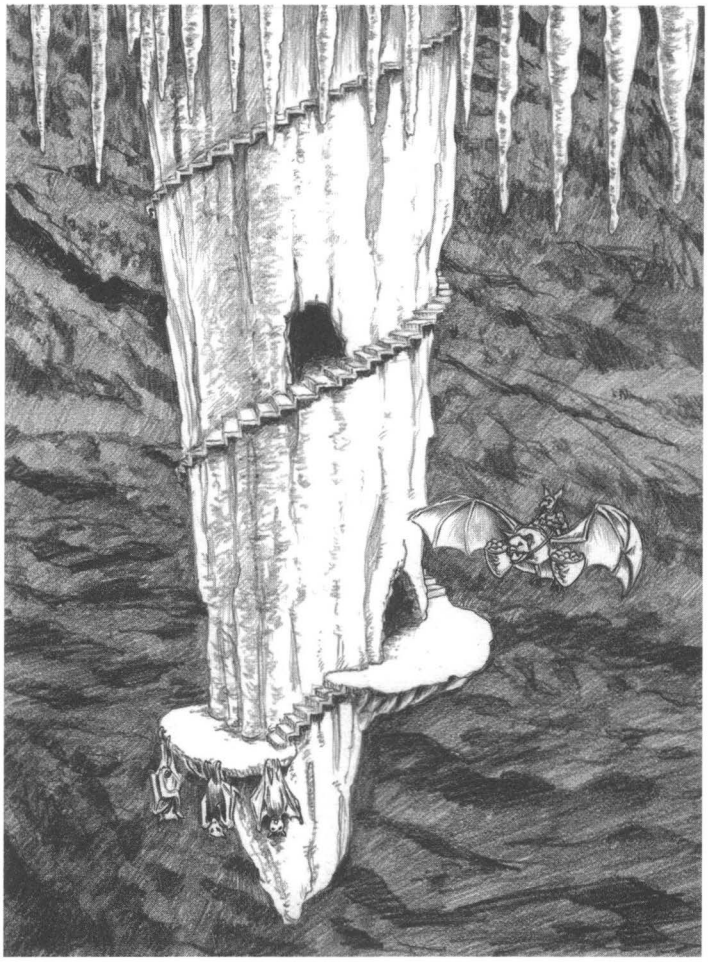
Dagothra is like most dragons in that he adores a large pile of treasure—it's just that he would prefer the comfort of warmed sand as opposed to sleeping on his loot. Thus, his treasure is hidden in a cavern behind a large rock. It requires a successful DC 20 Wisdom (Perception) check to locate this chamber. Next, it takes a successful DC 22 Strength (Athletics) check to remove the rock blocking access. Beyond is a 10-foot-high chamber perhaps 30 feet in diameter. On the floor is a mound of treasure:

- A pile of coins including 16,355 cp, 8,876 sp, 2,567 gp, and 222 pp
- An assortment of gems including three red carnelians (50 gp each), seven violet garnets (100 gp each), a pale green peridot (500 gp), and two star rubies (1,000 gp each)
- A 2-foot length of silver chain (225 gp)
- An elven harp with electrum strings (675 gp)
- A wooden sarcophagus inlaid with gold (800 gp)
- A gold statuette of a dragon (1,150 gp)
- A golden ankh (1,500 gp) (see Handout #8 in appendix D)
- A platinum bracelet set with rubies (2,200 gp)
- *A mace of disruption*
- *A cloak of the bat*
- *A staff of healing*
- *A ring of resistance* (cold)

Development. The golden ankh is actually a key to unlock the miniature pyramid in Cavern B, area 3.

CAVERN F — THE DRIPPING NADIR

The Dripping Nadir is a massive stalactite that is located on the ceiling above the Shroom Fields of Doom (Cavern D). In league with Zargon is a powerful mind flayer arcanist named Cephalakor. He chose this remote area as his personal lair and the location of an alchemical laboratory used to produce the elixir of fantasy. By administering this toxic elixir to the Cynidicean water supply (the underground lake) he keeps the population in a dream-like state, making them easy to confuse and manipulate. This is the basis of Zargon's rule—although it really could be considered Cephalakor's rule, as he does all the work while Zargon wallows away in its slime pit trying to satiate its hunger. At some point, the power-hungry mind flayer might be so bold as to wrest control of the Cynidiceans from Zargon and its cult, and then he and his minions the darklings can reign supreme.



GENERAL FEATURES

Construction. The Dripping Nadir was a natural formation. The interior rooms of the stalactite were carved with magic and tools, as was the exterior spiral staircase leading to two levels of chambers in the ceiling. These locations are all hewn stone that has been finished.

Ceiling. The ceilings inside the Dripping Nadir and the associated upper levels are all 10 feet high and smooth, finished stone.

Doors. All doors in the Dripping Nadir are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage, resistance to piercing and slashing damage). Forcing one open requires a successful a DC 20 Strength (Athletics) check.

Illumination. The interior chambers of the Dripping Nadir are dark, unless otherwise noted.

Wandering Monsters. There are no wandering monsters in the Dripping Nadir.

KEY TO THE DRIPPING NADIR (MAP 35)

AREA 1 – LANDING PLATFORMS

At the bottom of the Nadir, on its exterior surface are two flat stone shelves. One is 15 feet wide and 30 feet long, while the other (lower) one is 15 feet wide and 20 feet long. A staircase is carved into the exterior of the Nadir to provide access to the upper chambers. Hanging under each of the platforms are six **giant bats.** They are loyal to the werebat Bathora (see area 2) and are used to transport the darkspore fungus from the cavern below to the laboratory above. Unless the characters disturb the giant bats when they arrive here, the giant bats are content to sleep peacefully and ignore them.

AREA 2 – BATHORA'S CHAMBER

A stone door blocks access to this chamber. Inside is the lair of Bathora, a female **werebat** (see appendix B) loyal to Cephalakor. She is responsible for tending to the giant bats in area 1, and for assisting the riders (see area 3) with handling the giant bats during transportation. She often assumes giant bat form and flies nearby when transportation is occurring, which is typically once or twice a day for about an hour. At other times she can be found here resting, although there is a 20% chance she is out hunting in one of the caverns.

Her chamber is a rough-hewn hollow about 10 feet in diameter. She has a simple bed, table, and chair, all composed of woody fungus logs. Under the bed is a leather sack that contains her treasure: 300 ep, 75 gp, and 10 gold trade bars (50 gp each). The latter are 6-inch-long gold ingots used by Underdark traders instead of coins. Each is marked with a mushroom, the symbol of a distant drow merchant company. Bathora wears six gold earrings (75 gp each) and three gold rings (worth 55 gp, 85 gp, and 225 gp, respectively).

AREA 3 – BAT RIDER BARRACKS

A stone door blocks access to this chamber. Inside is a cramped, 15-foot-diameter, hollowed-out room with six hammocks. This room is reserved for six **goblins** trained to fly the giant bats. They spend their down time sleeping and throwing dice in games of chance. Bat riding is dangerous work (a goblin falls to its death about once every month), so these humanoids are paid well. Their collected gambling loot includes 221 ep and 469 gp. In addition to several mundane sets of dice (some are loaded) one goblin has a set of six purple quartz dice (worth 120 gp as a set).

AREA 4 – STOREROOM

A stone door blocks access to this chamber. The exterior staircase ends here. Inside is a 25-foot-diameter room. Hanging on the circular walls are 12 leather saddles sized for Small creatures, designed to be affixed to giant bats. These are for the goblin bat riders and are stored here when not in use. There is an obvious trapdoor in the ceiling with a rope ladder hanging from it. This leads to the lower level of the complex in the ceiling.

Inside the shaft, metal rungs are set into the wall. The third rung is a trap and the residents in the facility know to skip it. If not detected with a successful DC 15 Wisdom (Perception) check, a target that grabs that rung pulls it out and must make a DC 15 Dexterity saving throw. A success indicates the target grabbed onto another rung, but a failure results in the target falling and taking 7 (2d6) bludgeoning damage. Unless magical silence is used, this alerts the guards in area 5.

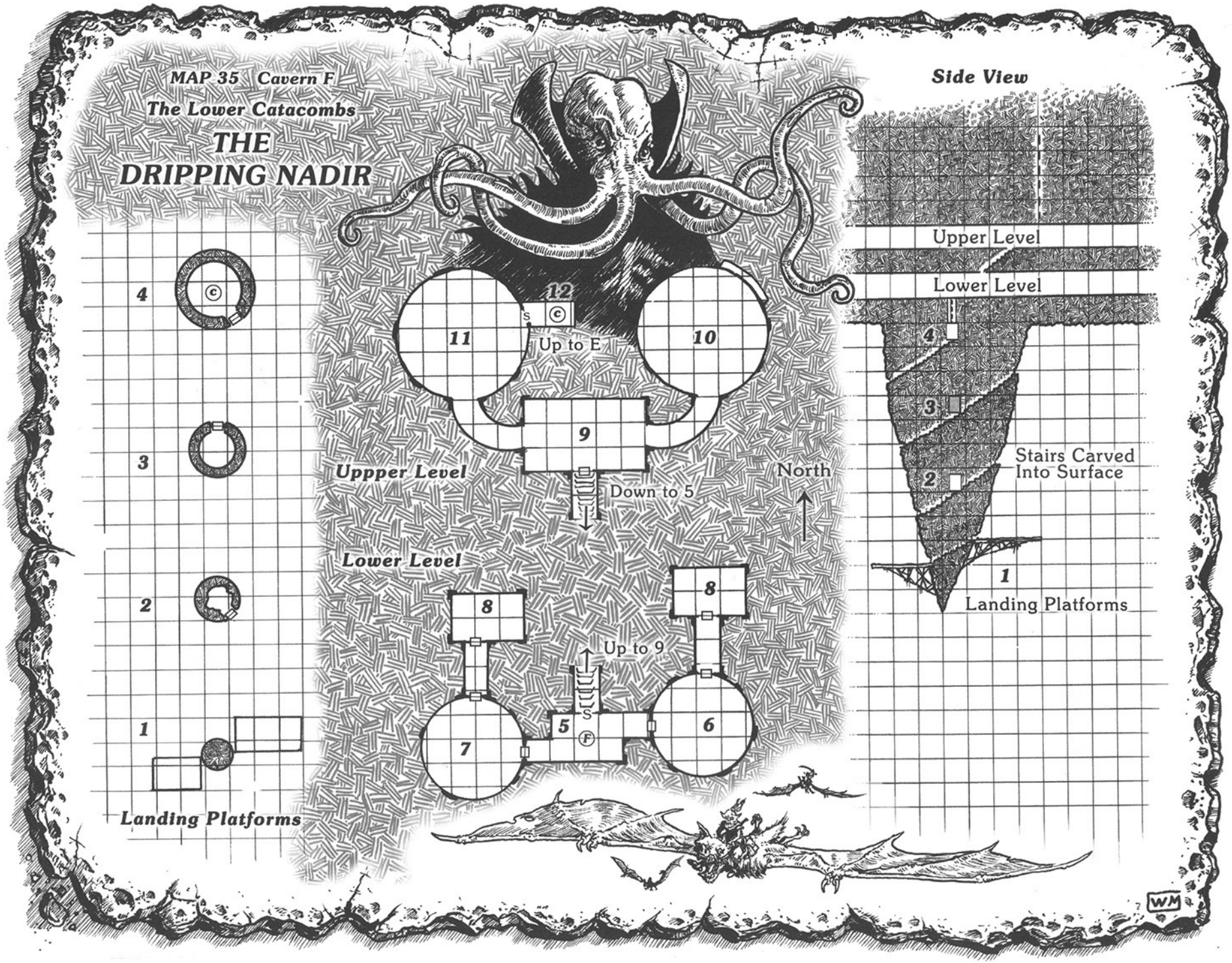
AREA 5 – GUARDROOM

Four **darkling** (see appendix B) guards are posted in this chamber. If the characters triggered the ladder trap below, these guards are waiting to attack with surprise in the first round. If not, the darklings assume the characters are goblins or Bathora coming up to the labs. In this case, they don't attack until they identify the characters. Glib characters can try to fast-talk their way past these guards, but it requires a successful DC 20 Charisma (Persuasion) check and speaking in Elvish or Sylvan. The guards fight to the death.

There is a secret door on the north wall. It can be located with a successful DC 15 Wisdom (Perception) check. Once found, it can be easily opened by sliding it to the left. It leads to area 9 on the level above.

AREA 6 – EAST LABORATORY

A stone door leads to this 40-foot-diameter circular laboratory. There is a stone table in the center and many smaller tables along the walls. The interior of the room is blackened, as if scorched by an explosion. The floor is covered with shattered glass and there is an acrid smell to the room. Two grates on the floor dump waste outside of the Nadir (which accumulates in area 4 of Cavern D). A few weeks ago, there was an explosion here, hence the destruction.


MAP 35 | Cavern F
The Lower Catacombs
THE
DRIPPING NADIR
Side View
Upper Level
Lower Level
4
3
2
1
Stairs Carved
Into Surface
Landing Platforms
Landing Platforms
Uppper Level
Lower Level
12
11
10
9
8
8
7
6
5
Up to E
Down to 5
Up to 9
North
WM

AREA 7 – WEST LABORATORY

This is a fully functioning alchemical laboratory. The center of the room is dominated by a stone table, its surface pitted and scored by acid. Around the room are several other smaller stone tables. All the tables are covered with glassware, beakers, tubes, and other alchemy supplies. Most of the equipment pertains to distilling. This is where the darkspore fungus spores are extracted and distilled to create the elixir of fantasy. All told, the lab equipment here is worth 4,000 gp, but most of it is delicate and transporting it would be a slow process.

There is a 40% chance the **darkling master** (see appendix B) is here, distilling darkspore toxin. If he is not here, then he can be found in area 10. If encountered here, he attacks with his magic rapier but refuses to use alchemical bombs as there is fragile equipment that would likely get damaged. If outnumbered he tries to flee to area 5, if possible, to use the secret door, using his Necrotic Darkness to cover his escape. If that route is blocked, he flees to area 8; while en route he quaffs his potion and prepares to use the alchemical bombs once in the storeroom.

AREA 8 – STOREROOM

Each of these two chambers is a 20-foot-by-30-foot storeroom.

The eastern storeroom contains 15 crates, each holding 20 empty glass vials. These are used to store the elixir of fantasy before it is administered to the water supply.

The western storeroom is packed with 35 crates. Most (22) of these are full of rubbery fungus packing material enveloping 10 glass vials. These vials are full of elixir of fantasy, ready for distribution.

AREA 9 – BARRACKS

This 30-foot-by-50-foot room serves as living quarters for the darklings stationed here. There are 10 beds lining the walls, and an area to cook and take meals. There are only six **darklings** (see appendix B) present here at any given time, as the others are stationed in area 5.

Development. Any battle here gets the attention of the darkling master (from area 10) and Cephalakor (from area 11). If present at those locations, they arrive here in 2 rounds ready to support the guards, Cephalakor with spells and the darkling master with alchemical bombs.

AREA 10 – DARKLING MASTER ROOM

This circular chamber belongs to the **darkling master** (see appendix B). If not encountered in area 7, then he is here poring over texts of alchemical formulae. If encountered here, the darkling master unleashes his alchemical bombs before switching to his magic rapier to defend himself. If reduced to 10 hit points or fewer and he sees an escape route, he uses his Necrotic Darkness and flees toward area 11 to use the secret route there.

The chamber has a plush carpet, a divan, and a wrought-iron bed. There is a stone table and a bookcase built into the northeast wall full of books. The books are all journals and alchemy texts written in Elvish. There are 17 books, each worth 25 gp, plus numerous other journals, logs, and notebooks of data and records. Under the bed is an unlocked wooden chest that holds 120 pp and a pouch of four rubies (1,000 gp each).

AREA 11 – CEPHALAKOR'S ROOM

This circular chamber belongs to the **mind flayer arcanist** Cephalakor. He can often be found here, except during his daily trek to Cavern D to cast *dominate monster* on the myconid sovereign. If confronted here, he strikes out with his Mind Blast. While that recharges, he uses spells. He prefers to cast *invisibility*, and then prepares to cast an offensive spell such as *lightning bolt, ray of enfeeblement,* or *confusion*. The mind flayer fights to the death, knowing failure will result in Zargon's wrath. Tucked into the folds of his robes is a key, which can be used to unlock the chest in area 12.

The mind flayer has a loyal **dust mephit** named Silt. The dust mephit acts as a courier for the mind flayer, being kept busy delivering missives to the various outposts in the lower caverns, the hobgoblin stronghold up above, the cult of Zargon, and even Zargon itself. There is a 60% chance that the mephit is on such an errand when the characters arrive. If he is present, he will defend his master. He starts by using his breath weapon and then uses an attuned *wand of web* while that recharges. If his master falls, Silt flees.

This room is covered with a plush carpet. An iron bed covered with silk pillows and sheets (worth 400 gp as a set) is pushed against one wall. A silk changing screen (worth 300 gp, but delicate) is unfolded near the bed, and numerous cloaks and robes are on pegs affixed to the wall behind it. A stone table and a comfortable



high-backed chair are along the north wall. Sitting on the table, on a platinum holder (1,100 gp), is a *crystal ball*. Cephalakor uses it to scry on many locations in the Lower Catacombs (observing his operation), in the Lost City above, and even in the pyramid at times. Based on his observations, he is quick to respond by sending his mephit courier or by taking more forceful action. Nearby on the table are journals of notes on darkspore production and dosing calculations in massive amounts of water, recorded in Deep Speech. Examining these notes for 1 hour reveals his whole diabolical plan of domination in the glory of Zargon.

There is a secret door on the east wall. It can be found with a successful DC 20 Wisdom (Perception) check. Once found, a successful DC 15 Intelligence (Investigation) check is required to find and operate the release, which allows the door to push inward. It leads to area 12.

AREA 12 – SECRET CHAMBER

This 10-foot-wide hallway is 20 feet long. It ends at a trapdoor in the ceiling with metal rungs leading up to it. Through the secret door is a passage that climbs about 50 feet to an exit in the Dragon's Domain (Cavern E, area 4).

Also, in this chamber is a large stone chest that is locked. Cephalakor carries the only key. The lock can be picked with thieves' tools and a successful DC 20 Dexterity check. The chest contains:

- 1,225 pp
- A velvet-lined teak box (200 gp) holding three rubies (5,000 gp each)
- A string of black pearls (1,700 gp)
- A platinum rod set with sapphires (3,000 gp)
- A clay urn holding four doses of *Keoghtom's ointment*
- A *periapt of health*
- A *+2 shortsword*

— And here ends the exploration of The Lost City. —

APPENDIX A

New Magic Items & Spells

NEW MAGIC ITEMS

FIGURINE OF WONDROUS POWER

Wondrous item, rarity by figurine

This figurine is shaped like the beast it becomes, and is small enough to fit in a pocket. In all respects, it is similar to other figurines described in the *Dungeon Master's Guide* (pp. 169-170).

Crystal Blink Dogs (Rare). These clear crystal statuettes always come in sets of three, sometimes set on a leather cord to wear around one's neck. They shimmer and wink when reflecting light. Each statuette can become a blink dog (*Monster Manual*, p. 318) that loyally serves the bearer. The blink dogs can be summoned one at time, in a pair, or all three at once. They last for 6 hours total before becoming inert for 7 days. This duration is reduced the more dogs are summoned: one summoned blink dog lasts 6 hours, two summoned blink dogs last 3 hours, and all three blink dogs last for 1 hour.

FOLDING BRIDGE

Wondrous item, rare

This object appears to be a bundle of firewood or wooden slats about 24 inches long and 12 inches in diameter, secured by silk rope with silver woven throughout. The whole bundle weighs only 5 pounds. It has three command words, each requiring you to use an action to speak it.

One command word causes it to unfold into a 2-foot-wide, 60-foot-long rope bridge. Each rope end acts as a *rope of climbing*, automatically securing itself to a suitable anchor point. The bridge can support 1,500 pounds in this form.

The second command word creates a stiff, slatted bridge that can be arched to pass over something with an elevation of 10 feet. In this case its distance is reduced to 40 feet in length, but it is stronger and can support 2,000 pounds.

The third command word causes the bridge to fold back up. If this command word is uttered while a creature is on the bridge (either form), it must succeed on a DC 15 Dexterity saving throw to safely get off the bridge.

HELM OF OPPOSITE ALIGNMENT

Wondrous item, uncommon

This appears to be a typical metal cap or helm. It radiates a faint magical dweomer. If held and examined for more than a few moments, a creature must succeed on a DC 15 Wisdom saving throw, or place the helm on its head, triggering the curse.

Curse. Once a creature places the helm on its head, the curse takes effect immediately. The creature's alignment shifts to the radical opposite: good to evil, law to chaos, and neutral to an absolute commitment (LE, LG, CE, or CG). Unless a *remove curse* spell is cast within 10 minutes of placing the helm on its head, only a *wish* spell can break the enchantment, allowing the helm to be removed and returning the creature's alignment to its original state.

POTION OF LEVITATION

Potion, rare

When you drink this potion, you gain the effects of the *levitate* spell for 10 minutes (no concentration required). The potion's light blue fluid is carbonated and seems to be light and airy.

POTION OF LUCK

Potion, very rare

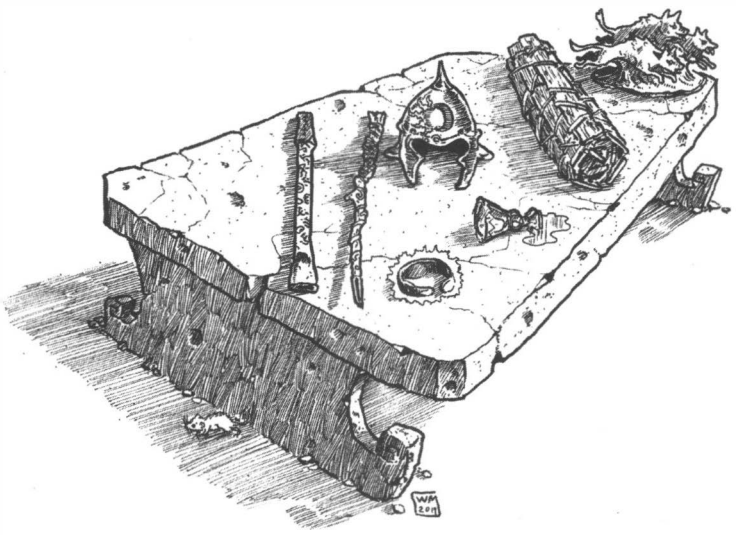
This viscid liquid appears to be quicksilver and it has an acrid, metallic taste. When you quaff this potion, you are infused with magical luck. Over the next hour, you may reroll an attack roll, saving throw, or ability check. This luck effect can be used three times, but only once for a particular attack roll, saving throw, or ability check. You must use the second roll. Lady Luck is fickle, and it's not all good luck!

RING OF WEAKNESS

Ring, uncommon (requires attunement)

This simple copper band lacks all markings, although it does radiate magic if detected for. The ring doesn't appear to do anything until it becomes attuned.

Curse. Once attuned, the wearer's Strength is reduced to 3.



WAND OF ILLUSION

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend a charge to cast *major image*. The *major image* can be maintained with concentration for up to 10 minutes for each additional charge expended. For example, you expend 1 charge to cast the spell and another 1 charge (2 total) for a 10-minute duration, another 2 charges (3 total) for a 20-minute duration, etc.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into a puff of magical energy and is destroyed.

WAND OF TRAP DETECTION

Wand, uncommon

This metal wand has 3 charges. While holding it, you can expend 1 charge as an action to cast *find traps*. The wand points and vibrates at any trap within 120 feet of you. Any saving throws to avoid the effects of a detected trap are made with advantage.

The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

NEW SPELLS

CONJURE MONSTROSITY

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of bone or fur, or a coin)
Duration: Concentration, up to 1 hour

You summon monstrosities that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- One monstrosity of challenge rating 3 or lower
- Two monstrosities of challenge rating 2 or lower
- Four monstrosities of challenge rating 1 or lower
- Eight monstrosities of challenge rating 1/2 or lower.

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands (such as attack, guard, etc.) that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

CONJURE OOZE

5th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of slime or gooey substance such as honey or tree sap)
Duration: Concentration, up to 1 hour

You summon ooze creatures that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- One ooze creature of challenge ratting 4 or lower
- Two ooze creatures of challenge rating 2 or lower
- Four ooze creatures of challenge rating 1 or lower
- Eight ooze creatures of challenge rating 1/2 or lower.

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands (such as attack, guard, etc.) that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 7th-level slot and three times as many with an 9th-level slot.

HOLD PORTAL

1st-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a few splinters of wood, flecks of stone, or filings of metal)
Duration: 1 minute

This spell magically bars any nonmagical door or gate up to 10 feet in height. The appropriate material component of the material to be held must be supplied during the casting. The casting holds the door fast as if it were locked or barred. The portal can't be picked with thieves' tools, although a *dispel magic* or *knock* spell can be used to bypass this magic. A successful DC 22 Strength (Athletics) check will break down such an enchanted portal.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 1 minute for each slot level above 1st.

SLIME SPIT

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You spit a wad of viscid slime at a target within range. The target must succeed on a Dexterity saving throw or be struck by the slimy goo. A struck target takes 1d8 acid damage immediately and 1 acid damage at the end of its next two turns.

This spell's base damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). The extra damage increases by 1 point when you reach 5th level (2 per turn), 11th level (3 per turn), and 17th level (4 per turn).

SLIMY GRASP

1st-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You reach out to grasp a target within range. Make a melee spell attack against the target. On a hit, the target takes 2d6 acid damage, and it is restrained until the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SNAKE CHARM

1st-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

By swaying your holy symbol and your whole body, you can create a hypnotic effect that charms snakes. All snakes within range must make a successful Wisdom saving throw or become charmed for the duration. While charmed, the snakes are incapacitated and have a speed of 0. If the snakes were aggressive (i.e., attacking) when this spell is cast, or they are giant varieties of snakes, their saving throw is made at advantage.

STRIKING

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

You touch a magical or nonmagical weapon. On a hit using that weapon, the wielder does an additional 1d8 force damage. If the weapon was nonmagical, it is now considered magical, although it does not gain any bonuses to hit or to damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

TENTACLE PULL

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of dried flesh from a creature with tentacles)
Duration: Concentration, up to 1 minute

You create an incorporeal tentacle that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature is restrained (escape DC is your spell save DC). In the following round on your turn, you can use a bonus action to pull the restrained target 10 feet closer.

TRANSMUTE ROCK

5th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (clay and water)
Duration: Until dispelled

You choose an area of stone or mud that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Transmute Rock to Mud: Nonmagical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the spell's duration.

If you cast the spell on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Rock: Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.

VENTRILOQUISM

Illusion cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small cone of parchment)
Duration: Concentration, up to 10 minutes

This spell allows you to make it sound as if your voice seems to originate from another location, such as another creature, a statue, or behind a door. The effect must occur within range, and you can mimic up to four additional voices or sounds, although not simultaneously. You are limited to the languages you speak and other simple sounds that can be reproduced such as screams, banging on wooden objects, or even footsteps. A creature hearing the sound can take an action to focus on it, and make a successful Wisdom saving throw to discover the ruse.

APPENDIX B
New Monsters

ALCHEMOST

Large ooze, unaligned

AC: 7

Hit Points: 60 (8d10 + 16)

Speed: 20 ft., climb 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	5 (-3)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge: 2 (450 XP)

Alchemical Discharge: Each time the alchemost is struck by a weapon and takes damage, it discharges a random alchemical effect. Roll 1d6 and apply the following effects, but only one effect per turn can be discharged:

1. Acid Splash in a 20-foot cone. Each target in the area must make a DC 10 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

2. Alchemical Fire Blast in a 10-foot radius. Each target in the area takes 7 (2d6) fire damage, and at the start of each of its turns takes another 3 (1d6) fire damage from the sticky flammable goo. A creature can spend an action to make a DC 10 Dexterity check, putting out the flames on itself or another creature within reach on a success.

3. Billowing Smoke in a 20-foot radius. The alchemost is considered to be heavily obscured for its next 3 turns, unless this smoke is dissipated sooner via heavy wind.

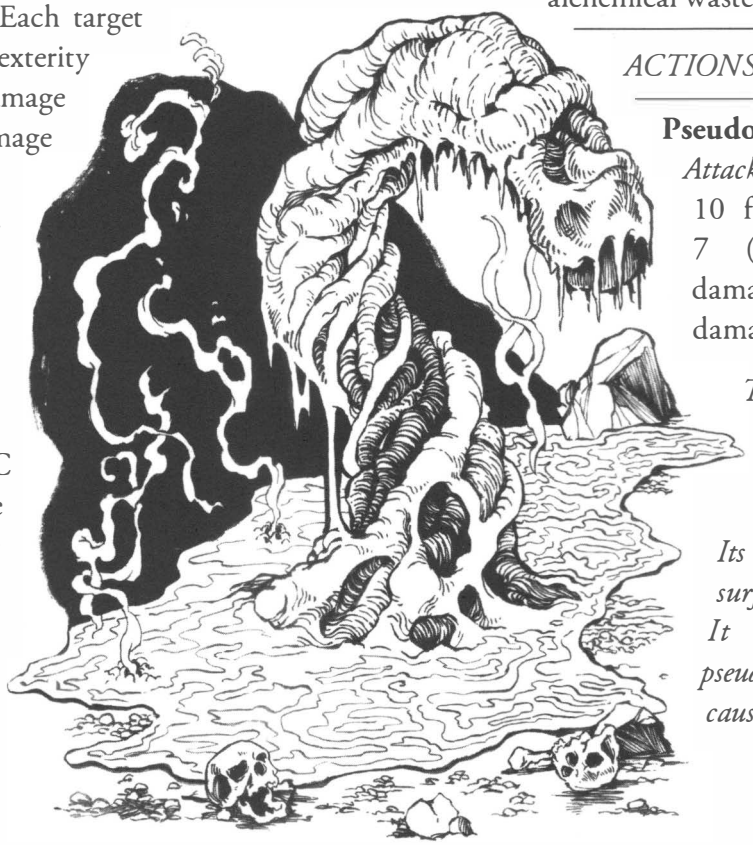
4. Alchemical Flash in a 60-foot radius. Each creature in the area that can see must make a DC 10 Constitution saving throw or become blinded until the end of its next turn.

5. Poisonous Cloud in a 20-foot radius. Each creature in the area must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage and becoming poisoned for 1 hour on a failed save. On a successful save, the creature takes half as much damage and is not poisoned.

6. Thunderblast in a 20-foot radius. Each creature in the area must make a DC 10 Constitution saving throw, taking 9 (2d8) thunder damage and becoming deafened until the end of its next turn on a failed save. On a successful save, the creature takes half as much damage and is deafened as above.

Amorphous: The alchemost can move through a space as narrow as 1 inch wide without squeezing.

False Appearance: While the alchemost remains motionless, it is indistinguishable from a pool of alchemical waste.



ACTIONS

Pseudopod: *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) bludgeoning damage plus 3 (1d6) acid damage.

This pool of cloudy viscid water has colorful oily swirls throughout. Its rippling rainbow surface is mesmerizing. It extends a club-like pseudopod, dripping with caustic ichor.

BONE GOLEM

Medium construct, unaligned

AC: 17 (natural armor)

Hit Points: 39 (7d8 + 7)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances: piercing, slashing

Damage Immunities: cold, fire, lightning, poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft., darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 2 (540 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

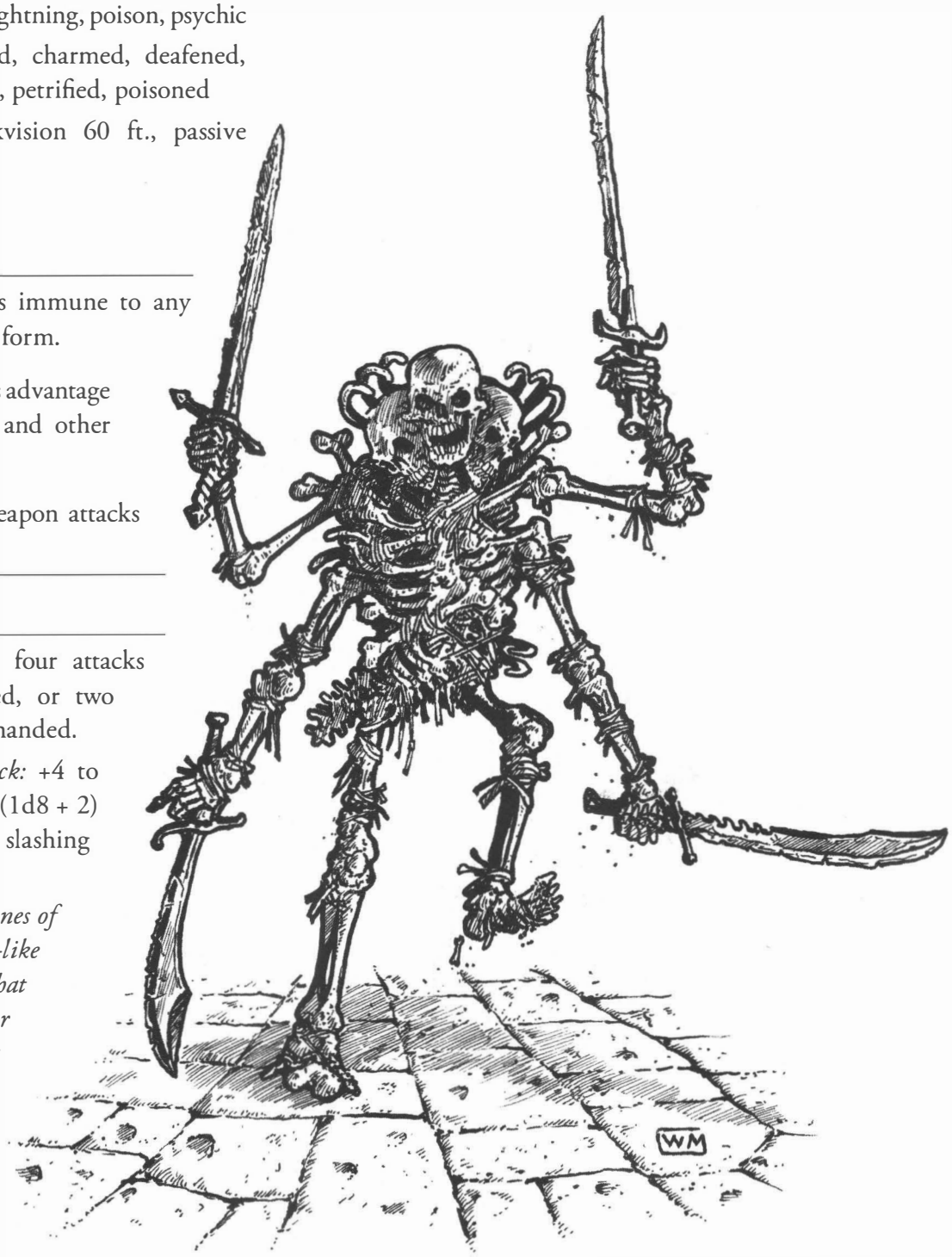
Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Multiattack: The golem makes four attacks if wielding weapons one-handed, or two attacks if wielding weapons two-handed.

Longsword: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Cobbled together with ill-fitting bones of various sizes and shapes, this bone-like humanoid moves with swift grace that belies its bony structure. It sports four mismatched arms, each wielding a battered longsword.



CAECILIA WORM

Huge beast, unaligned

AC: 14 (natural armor)

Hit Points: 92 (8d12 + 40)

Speed: 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	3 (-4)	10 (+0)	4 (-3)

Saving Throws: Con +7

Senses: blindsight 30 ft., passive Perception 12

Languages: -

Challenge: 3 (700 XP)

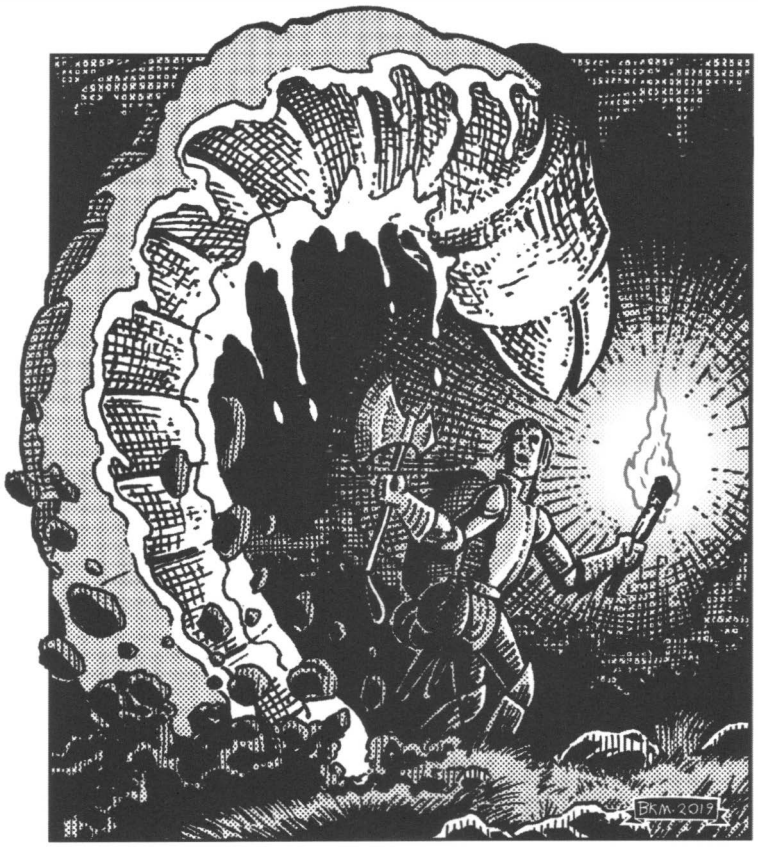
ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the worm can't bite another target.

Swallow: The worm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 7 (2d6) acid damage at the start of each of the worm's turns.

If the worm takes 15 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

A 30-foot-long gray worm, slick with a slime-covered body, bursts free from the ground. It lacks eyes, but its circular maw homes in on nearby prey regardless as its muscular serpentine form lashes about.



CARYATID COLUMN

Medium construct, unaligned

AC: 15 (natural armor)

Hit Points: 22 (4d8 + 4)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	3 (-4)	11 (+0)	8 (-1)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: -

Challenge: 1 (200 XP)

False Appearance: While the caryatid column remains motionless, it is indistinguishable from an inanimate statue.

Innate Resistance: The caryatid column makes all saving throws at advantage.

Stony Body: Any manufactured weapon that hits the caryatid column has a base 25% chance of breaking, rendering it useless. For every "plus" of a magic weapon, this chance is reduced by 5%. Therefore, a +4 longsword would only have a 5% chance of breaking on each hit.

ACTIONS

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

The stony column transforms into a fleshy female humanoid with fair, porcelain-like skin. With surprising agility, the feminine form advances, brandishing a previously hidden slim sword. Although its large eyes are emotionless, grim determination is etched on her smooth facial features.



CORRUPTURE

Large ooze, unaligned

AC: 6

Hit Points: 85 (9d10 + 36)

Speed: 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge: 4 (1,100 XP)

Acid Sheath: The corrupture's form is sheathed in corrosive acid. If a creature successfully touches, grapples, or attacks a corrupture with a natural weapon, the creature takes 7 (2d6) acid damage.

Amorphous: The corrupture can move through a space as narrow as 1 inch wide without squeezing.

Amphibious: The corrupture can breathe air and water.

Spider Climb: The corrupture can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) acid damage.

Acid Burst (Recharge 6): The corrupture releases a burst of acid from its body in a 20-foot cloud. Each target in the area of effect must make a DC 14 Dexterity saving throw. On a failed save the target takes 21 (6d6) acid damage immediately and 7 (2d6) acid damage at the end of its next turn. On a successful save, the target takes half as much damage immediately and no damage thereafter.

This hideous mass of flesh and slime cascades down the corridor with a sickening popping of pustules and warts, excreting foul ichor. Its nauseating yellow-green form undulates as it extends a probing pseudopod.



DARKLING

Small fey, chaotic neutral

AC: 14 (leather armor)

Hit Points: 13 (3d6 + 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills: Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages: Elvish, Sylvan

Challenge: 1/2 (100 XP)

Death Flash: When the darkling dies, nonmagical light flashes out in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity: While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an additional 7 (2d6) piercing damage.

A diminutive humanoid clad in dark wrappings bears elven features upon its twisted visage. In one hand is a wicked dagger, ready to strike true.

DARKLING ELDER

Medium fey, chaotic neutral

AC: 15 (studded leather armor)

Hit Points: 27 (5d8 + 5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills: Acrobatics +5, Deception +3, Perception +6, Stealth +7

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Elvish, Sylvan

Challenge: 2 (450 XP)

Death Burn: When the darkling elder dies, magical light flashes out in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half damage and isn't blinded.

ACTIONS

Multiattack: The darkling elder makes two melee attacks.

Shortsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling elder has advantage on the attack roll, the attack deals an additional 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest): The darkling elder casts darkness without any components. Wisdom is its spellcasting ability.

Tall and lanky, this elf-like humanoid is clad in black wrappings. It holds a smooth bladed shortsword under the folds of the cloak.

DARKLING MASTER

Medium fey, chaotic neutral

AC: 17 (studded leather armor, *cloak of protection*)

Hit Points: 45 (7d8 + 14)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	14 (+2)	10 (+0)	14 (+2)

Skills: Acrobatics +6, Deception +4, Perception +4, Stealth +8

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages: Elvish, Sylvan

Challenge: 3 (700 XP)

Special Equipment: The darkling master wears a black *cloak of protection* and carries a *potion of superior healing* and four alchemical bombs. He wields a drow-made adamantine *+1 rapier* held in a scabbard made from umber hulk hide and set with sapphires (worth 650 gp).

Death Burst: When the darkling master dies, magical light flashes out from it in a 15-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 12 Constitution saving throw. On a failure, the creature takes 14 (4d6) radiant damage, is stunned, and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half damage and isn't stunned or blinded.

ACTIONS

Multiattack: The darkling master makes two melee attacks.

+1 Rapier: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the darkling elder has advantage on the attack roll, the attack deals an extra 14 (4d6) piercing damage.

Alchemical Bomb: *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* 9 (2d8) fire damage plus 9 (2d8) acid damage immediately, and 9 (2d8) acid damage at the start of each of the darkling master's next 2 turns unless washed off with plenty of water. All other targets within 5 feet of the explosion take 4 (1d8) acid damage from splash effects.

Necrotic Darkness (Recharges after a Short or Long Rest): The darkling master casts *darkness* without any components. Wisdom is its spellcasting ability. If a living creature starts its turn inside this darkness, it takes 7 (2d6) necrotic damage.

Tall and lanky, this elf-like humanoid is clad in a voluminous midnight cloak. In one hand is a thin blade while the other holds a black clay orb the size of a grapefruit.



DELVER

Huge aberration, neutral

AC: 20 (natural armor)

Hit Points: 184 (16d12 + 80)

Speed: 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	12 (+1)	14 (+2)	11 (+0)

Damage Immunities: acid

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages: Terran, Undercommon

Challenge: 8 (3,900 XP)

Corrosive Skin: The delver produces an acidic mucus along its body. A creature that touches the delver takes 7 (2d6) acid damage. This acid is particularly suitable for dissolving stone and metal; an object made of those materials (including weapons and armor) that touches the delver takes 14 (4d6) acid damage.

Tunneler: The delver can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack: The delver makes two slam attacks.

Slam: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 10 (3d6) acid damage.

A 15-foot-long, teardrop-shaped aberration pulls itself along with a pair of massive paddle-like appendages. Its stony hide glistens with moisture, and although it appears to lack a mouth, its single black eye displays a glint of intelligence.



DEVIL SWINE

Medium humanoid (human, shapechanger), chaotic evil

AC: 9 in humanoid form, 12 (natural armor) in giant boar form

Hit Points: 75 (10d8 + 30)

Speed: 30 ft. (40 ft. in giant boar form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	14 (+2)	12 (+1)	7 (-2)

Skills: Athletics +5, Perception +3

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses: passive Perception 13

Languages: Common

Challenge: 4 (1,100 XP)

Shapechanger: The devil swine can use its action to polymorph into a giant boar, or back into its true form, which is humanoid. Its statistics, other than AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Giant Boar Form Only): If the devil swine moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Innate Spellcasting (3/Day): The devil swine can innately cast *charm person*, requiring no material components. Its innate spellcasting ability is Intelligence (spell save DC 12).

ACTIONS

Tusk (Giant Boar Form Only): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Shortsword (Humanoid Form Only): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

This flabby, rotund human fills out his robes. Clean-shaven and bald, he has saggy jowls, a sloped forehead, and piercing eyes. His smooth skin is marred with warts and oozing sores.



DUST DIGGER

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 30 (4d10 + 8)

Speed: 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills: Stealth +3

Senses: tremorsense 60 ft., passive Perception 10

Languages: -

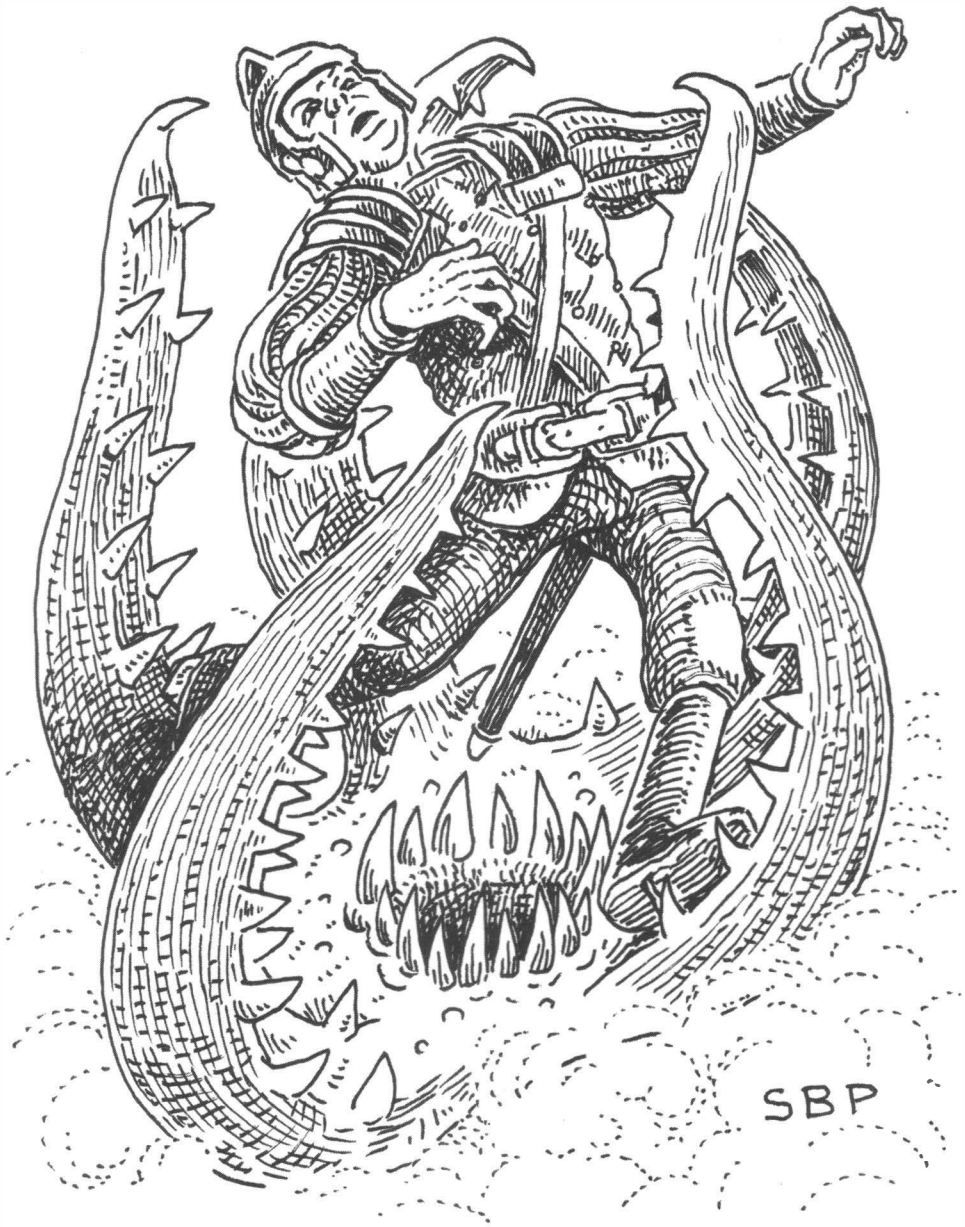
Challenge: 1 (200 XP)

Sand Camouflage: The dust digger has advantage on all Dexterity (Stealth) checks made when hidden under at least 1 foot of sand.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, the dust digger has advantage on all bite attacks against the grappled target, and the dust digger can't grapple another target.

This drab-colored starfish-like creature has five bony barbed legs to facilitate burrowing. Its circular mouth surrounded by swaying cilia is located on the dorsal surface of its body.



FOX

Small beast, unaligned

AC: 12

Hit Points: 3 (1d6)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses: darkvision 30 ft., passive Perception 11

Languages: -

Challenge: 0 (10 XP)

Keen Smell: The fox has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

This diminutive dog-like mammal has bright red fur with white and black highlights and a bushy tail.

GIANT ANT

Small beast, unaligned

AC: 14 (natural armor)

Hit Points: 10 (3d6)

Speed: 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Senses: passive Perception 10

Languages: -

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

A giant ant is about 3 feet long with three distinct body segments. Its carapace is black or deep brown, and it sports sharp mandibles.



GIANT ANT LION

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 76 (9d10 + 27)

Speed: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	3 (-4)	10 (+0)	4 (-3)

Senses: tremorsense 120 ft., passive Perception 10

Languages: -

Challenge: 2 (450 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the ant lion can't bite another target.

Sand Trap (1/Day): The ant lion creates a 60-foot-diameter sand trap in loose sediment. If a creature enters the sand trap, the ant lion can use an action to create a funnel of shifting sands. The trap persists for 5 rounds. A creature in the 60-foot-diameter funnel must make a successful DC 14 Dexterity saving throw or fall prone and be pulled 20 feet toward the ant lion. On its turn the ant lion can take a bonus action to make a bite attack against a prone target in the sand trap.

Once triggered, it takes the ant lion 3 hours to rebuild its sand trap in a suitable location.

This vermin is about 15 feet long with a drab brown carapace and reduced wings. Its abdomen is plump, while its head is flat and features sickle-like mandibles.

GIANT CAVE LOCUST

Small beast, unaligned

AC: 14 (natural armor)

Hit Points: 13 (3d6 + 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	2 (-4)

Skills: Stealth +4

Damage Immunities: poison

Senses: darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 1/4 (50 XP)

False Appearance: While the cave locust remains motionless, it is indistinguishable from a boulder or rocky outcropping.

ACTIONS

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Leap: As an action, the cave locust can jump vertically up to 30 feet or horizontally up to 60 feet. There is a 50% chance it jumps into another creature's space, if possible. If this occurs, treat it as: *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Poison Spit (Recharge 6): *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* The target is covered with sticky, smelly poison spittle and gains the poisoned condition. This condition lasts for 10 minutes or until washed off with a suitable amount of water or another fluid.

REACTIONS

Shriek: When the cave locust is frightened (such as when it takes damage or another creature approaches within 30 feet of it), it emits a shriek audible out to 150 feet. It continues to shriek until the disturbance moves away, and for its next 1d4 additional turns after that.

These monstrous grasshopper-like insects have 3-foot-long chitinous bodies with flat black to mottled gray coloration, often covered with minute protrusions. They have oversized rear legs and bulbous eyes.

GIANT DRACO LIZARD

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 26 (4d10 + 4)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 30 ft., passive Perception 10

Languages: -

Challenge: 1/4 (50 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

This 6-foot-long lizard has green skin with brown mottled splotches. It sports pale green flaps of skin between its legs granting it the ability to glide from heights while hunting.

GIANT DUST DIGGER

Huge beast, unaligned

AC: 16 (natural armor)

Hit Points: 95 (10d12 + 30)

Speed: 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills: Stealth +3

Senses: tremorsense 60 ft., passive Perception 10

Languages: -

Challenge: 4 (1,100 XP)

Sand Camouflage: The dust digger has advantage on all Dexterity (Stealth) checks made when hidden under at least 1 foot of sand.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the dust digger has advantage on all bite attacks against the grappled target, and the dust digger can't grapple another target.

This massive drab-colored starfish-like creature has five bony barbed legs to facilitate burrowing. From leg tip to leg tip, the creature extends nearly 15 feet. Its circular mouth surrounded by swaying cilia is located on the dorsal surface of its body.

GIANT FERRET

Small beast, unaligned

AC: 13

Hit Points: 11 (2d6 + 4)

Speed: 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 30 ft., passive Perception 10

Languages: -

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

This 3-foot-long rodent-like creature has short brown and/or black fur, often with white undertones. It typically sports a black "mask" of fur around its eyes giving it a mischievous countenance. Its body is slender and wiry, and it has a whip-like, furry tail.

GIANT GAR

Huge beast, unaligned

AC: 14 (natural armor)

Hit Points: 85 (9d12 + 27)

Speed: swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills: Stealth +7

Senses: passive Perception 10

Languages: -

Challenge: 4 (1,100 XP)

Water Breathing: The gar can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage. If the target is Medium size or smaller, it must succeed on a DC 12 Dexterity saving throw or be swallowed by the gar. If the target does not have a swim speed, this saving throw has disadvantage. A swallowed creature is blinded and restrained, it has total cover against attacks from outside the gar, and takes 10 (3d6) acid damage at the start of each of the gar's turns. The gar can have only one Medium target or two Small or smaller targets swallowed at a time.

If the gar takes 10 damage or more in a single turn from a creature inside it, the gar must succeed a DC 15 Constitution saving throw at the end of its turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gar. If the gar dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

This enormous fish is fusiform in shape with light green scales and heavy dark bars on its flanks. Its triangular head is massive, with alligator-like extendable jaws lined with dagger-like piercing teeth.

GIANT GILA MONSTER

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 60 (8d10 + 24)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 120 ft., passive Perception 10

Languages: -

Challenge: 2 (450 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 5 (2d4) poison damage.

Poison Breath (Recharge 6): The Gila monster exhales poison gas in a 10-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage and gaining the poisoned condition for 1 hour on failed save, or half as much damage and no poisoned condition on a successful one.

This 12-foot-long lizard has drab gray-brown skin with an orange mottled pattern of blotches and stripes. Its head is thick and flat, and its body is bulky with stout powerful legs.

GIANT OIL BEETLE

Small beast, unaligned

AC: 13 (natural armor)

Hit Points: 16 (3d6 + 6)

Speed: 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	3 (-4)	10 (+0)	4 (-3)

Senses: blindsight 30 ft., passive Perception 10

Languages: -

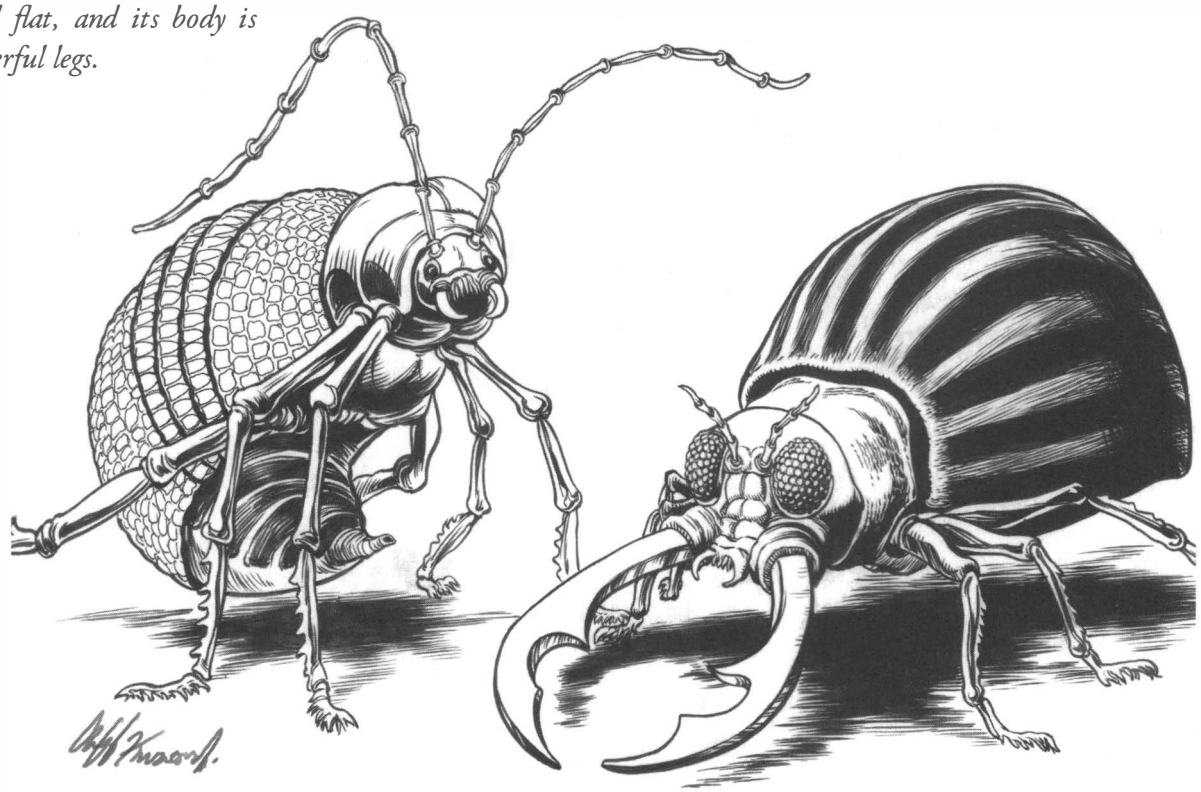
Challenge: 1/4 (50 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Squirt Oil (Recharge 6): *Ranged Weapon Attack:* +3 to hit, range 10 ft., one target. *Hit:* 7 (2d6) acid damage. The oil causes the target's skin to blister with painful sores. Until this damage is cured, the target has disadvantage on all Dexterity ability checks, Dexterity saving throws, and melee attack rolls.

This giant beetle is about 3 feet long with a shiny black carapace and a bulbous abdomen. It has a small head but is armed with sharp mandibles.



GIANT QUEEN ANT

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 85 (10d10 + 30)

Speed: 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	16 (+3)	3 (-4)	10 (+0)	4 (-3)

Senses: passive Perception 10

Languages: -

Challenge: 1 (200 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

This bloated giant insect is about 10 feet long with reduced legs and a head that is disproportionally small when compared to the bulk of its thorax and abdomen.

GIANT QUIPPER

Small beast, unaligned

AC: 14 (natural armor)

Hit Points: 18 (4d6 + 4)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses: passive Perception 10

Languages: -

Challenge: 1/4 (50 XP)

Blood Frenzy: The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The quipper can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This 3-foot-long fish has deep blue-green sides but a blood-red belly. Its oversized jaw is filled with protruding triangular teeth.

GIANT SAND SPIDER

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 32 (5d10 + 5)

Speed: 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills: Stealth +7

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 1 (200 XP)

Sand Walker: The spider ignores movement restrictions caused by sand or sandy surfaces.

Surprise Attack: If the spider surprises a creature and hits with an attack during the first round of combat, the target takes an additional 9 (2d8) damage from the attack.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much on a successful one. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour. Even after regaining hit points, the target is paralyzed while it retains the poisoned condition.

This arachnid is about the size of a horse. It has a light tan hairy hide and sports a pair of wicked black mandibles dripping with poison.

GIANT SHREW

Small beast, unaligned

AC: 14

Hit Points: 9 (2d6 + 2)

Speed: 40 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	2 (-4)	14 (+2)	5 (-3)

Skills: Perception +4, Stealth +6

Senses: blindsight 60 ft., passive Perception 14

Languages: -

Challenge: 1/8 (25 XP)

Blind Senses: The shrew can't use its blindsight while deafened and unable to smell.

Improved Initiative: The shrew has advantage on initiative rolls.

Keen Hearing and Smell: The shrew has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

This 3-foot-long rodent-like creature has short gray fur. It has a pointed pink snout and sharp teeth protruding from a small jaw. It seems to lack or have reduced eyes, covered mostly with fur.

GIANT SLUG

Gargantuan beast, unaligned

AC: 12 (natural armor)

Hit Points: 186 (12d20 + 60)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	20 (+5)	3 (-4)	10 (+0)	4 (-3)

Damage Resistances: slashing

Damage Immunities: bludgeoning from nonmagical attacks

Senses: blindsight 60 ft., passive Perception 10

Languages: -

Challenge: 7 (2,900 XP)

Rubbery Body: The slug can squeeze through a space that is only 5 feet wide.

ACTIONS

Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage plus 7 (2d6) acid damage.

Spit Acid (Recharge 6): The slug spits acid in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 39 (6d12) acid damage on a failed save, and half as much damage on a successful one.

A 25-foot-long invertebrate has a mucus-covered rubbery body shaded creamy white to deep purple. The eyeless beast sports a long pair of twitching black antennae, as its flesh undulates while it plods along.



GIANT SOLDIER ANT

Small beast, unaligned

AC: 15 (natural armor)

Hit Points: 22 (4d6 + 8)

Speed: 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	4 (-3)

Senses: passive Perception 10

Languages: -

Challenge: 1/4 (50 XP)

ACTIONS

Multiattack: The ant makes two attacks: one with its bite and one with its sting. It can't make both attacks against the same target.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Sting: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

The giant soldier ant is about 4 feet long with three distinct body segments. Its carapace is black and adorned with hooks and spines in select locations. It has oversized mandibles and a wicked tail stinger.

GIANT SPITTING SPIDER

Large beast, unaligned

AC: 16 (natural armor)

Hit Points: 37 (5d10 + 10)

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Skills: Stealth +8

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 2 (450 XP)

Pounce: If the spider moves at least 20 feet straight toward a creature, it can make a second bite attack as a bonus action.

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable, but poisoned for 1 hour.

Poison Spit (Recharge 4-6): *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one creature. *Hit:* The target makes a DC 14 Constitution saving throw, taking 14 (4d6) poison damage and becoming poisoned for 1 hour on a failed save, or half as much damage and no poisoned condition on a successful save.

Web (Recharge 5-6): *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one Huge or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 12 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, resistance to bludgeoning damage, and immunity to poison and psychic damage.

This enormous brown spider has eight spindly legs and a smallish abdomen. Yellow viscid venom drips from its mandibles as it anticipates a feast.

GIANT TIGER BEETLE

Medium beast, unaligned

AC: 14 (natural armor)

Hit Points: 26 (4d8 + 8)

Speed: 50 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	4 (-3)

Senses: blindsight 30 ft., passive Perception 10

Languages: -

Challenge: 1/2 (100 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

This giant beetle is 4 to 5 feet long with distinct orange stripes on its otherwise black carapace. It has large bulging eyes, walks on slender yet powerful legs, and brandishes a curved pair of wicked mandibles.



GIANT TROLL

Huge giant, chaotic evil

AC: 16 (natural armor)

Hit Points: 115 (10d12 + 50)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	7(-2)

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: Giant

Challenge: 6 (2,300 XP)

Keen Smell: The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration: The troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points, suffered at least 10 acid and/or fire damage, and doesn't regenerate.

ACTIONS

Multiattack: The troll makes two claw attacks.

Spiked Greatclub: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 3 (1d6) piercing damage.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

This humanoid stands 12 feet tall, and has sickly green wart-encrusted skin and long gangly arms. It hefts a massive wooden club bristling with iron spikes.

GIANT TUATARA LIZARD

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 45 (6d10 + 12)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 120 ft., passive Perception 10

Languages: -

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack: The lizard makes two attacks: one with its bite and one with its claw.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

This 8-foot-long lizard has pebble-colored olive skin with white spikes along its back. A pale white membrane covers its oversized eyes.

GOBLIN QUEEN

Small humanoid (goblinoid), neutral evil

AC: 16 (chain mail)

Hit Points: 34 (8d6 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	12 (+1)	8 (-1)	8 (-1)

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 2 (450 XP)

Special Equipment: The goblin queen wields a *+1 battleaxe*.

ACTIONS

Multiattack: The goblin queen makes two attacks with its *+1 battleaxe.*

+1 Battleaxe: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Handaxe: *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

This bloated goblinoid has long black hair pulled into a topknot affixed with bones. Her flabby flesh overflows the creases of her chain mail, and she wields a wicked battleaxe.



GOBLIN SNAKE SHAMAN

Small humanoid (goblinoid), neutral evil

AC: 14 (studded leather armor)

Hit Points: 18 (4d6 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	8 (-1)

Skills: Religion +5

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Goblin

Challenge: 1 (200 XP)

Special Equipment: The goblin snake shaman possesses a *staff of the adder*.

Spellcasting: The goblin snake shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *poison spray, shillelagh, thorn whip*
- 1st level (4 slots): *animal friendship, snake charm,* speak with animals*
- 2nd level (3 slots): *animal messenger, beast sense, protection from poison*

Venomous Resistance: The goblin snake shaman has advantage on saving throws against poison.

ACTIONS

Staff of the Adder: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage.

This thin wily goblinoid has a steeply sloped forehead and scraggly black hair. It wears a leather jerkin studded with iron, and its exposed arms are scarred by old bite wounds. It leans on a gnarled oaken staff with a carved snake head.

GOBLIN WARRIOR

Small humanoid (goblinoid), neutral evil

AC: 16 (scale mail)

Hit Points: 13 (3d6 + 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills: Acrobatics +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/2 (100 XP)

Acrobatic Climb: The goblin warrior can nimbly climb rocky surfaces. It can make a Dexterity (Acrobatics) skill check to climb.

ACTIONS

Scimitar: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin: *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

This small goblinoid is stocky like a dwarf. It wears dirty scale mail, and in addition to its curved blade, it carries a quiver of javelins slung over its back.

HOBGOBLIN SPORE SERVANT

Medium plant, unaligned

AC: 16 (chain mail)

Hit Points: 11 (2d8 + 2)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	2 (-4)	6 (-2)	1 (-5)

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 8

Damage Immunities: poison

Condition Immunities: blinded, charmed, frightened, paralyzed

Languages: -

Challenge: 1/2 (100 XP)

ACTIONS

Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

A once proud goblinoid is now a shell of its former self. Its pallid orange flesh is coated with fungus poking through the links of shoddy chain mail in random places. Its eyes are unblinking and opaque with no hint of life.

IMMATURE XORN

Small elemental, neutral

AC: 16 (natural armor)

Hit Points: 32 (5d6 + 15)

Speed: 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	17 (+3)	9 (-1)	10 (+0)	10 (+0)

Skills: Perception +4, Stealth +2

Damage Resistances: piercing and slashing weapons from nonmagical attacks that aren't adamantine

Senses: darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages: Terran

Challenge: 2 (450 XP)

Earth Glide: The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage: The xorn has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Treasure Sense: The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 30 feet of it.

ACTIONS

Multiattack: The xorn makes three claw attacks and one bite attack.

Claw: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit: 3* (1d4 + 1) slashing damage.

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) piercing damage.

This 4-foot-tall rocky creature has three stubby legs. Each of its three spiked arms ends in three wicked talons. Its yellow eye is situated under a massive maw lined with teeth located on top of its form.

KILLER BEE

Tiny beast, unaligned

AC: 14 (natural armor)

Hit Points: 5 (2d4)

Speed: 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses: passive Perception 10

Languages: -

Challenge: 1/8 (25 XP)

ACTIONS

Sting: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. On a failed save, the target gains the poisoned condition for 1 hour. After a successful sting, the bee is reduced to 0 hit points on its following turn.

A droning buzz betrays the appearance of a swarm of 1-foot-long flying insects. Each has coarse hair in alternating black and yellow bands and is aloft via a pair of delicate gossamer wings.

KILLER BEE QUEEN

Small beast, unaligned

AC: 13 (natural armor)

Hit Points: 18 (4d6 + 4)

Speed: 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses: passive Perception 10

Languages: -

Challenge: 1/4 (50 XP)

ACTIONS

Sting: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. On a failed save, the target gains the poisoned condition for 1 hour. The killer bee queen can sting repeatedly without dying.

This droning insect is larger and plumper than the rest of the swarm, yet it sports the same coarse hair in alternating black and yellow bands, and is aloft via a pair of larger, somewhat stouter gossamer wings.

LIVING IRON STATUE

Medium construct, unaligned

AC: 16 (natural armor)

Hit Points: 22 (5d8)

Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances: piercing, slashing

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: -

Challenge: 1/2 (100 XP)

False Appearance: While the statue remains motionless, it is indistinguishable from an inanimate statue.

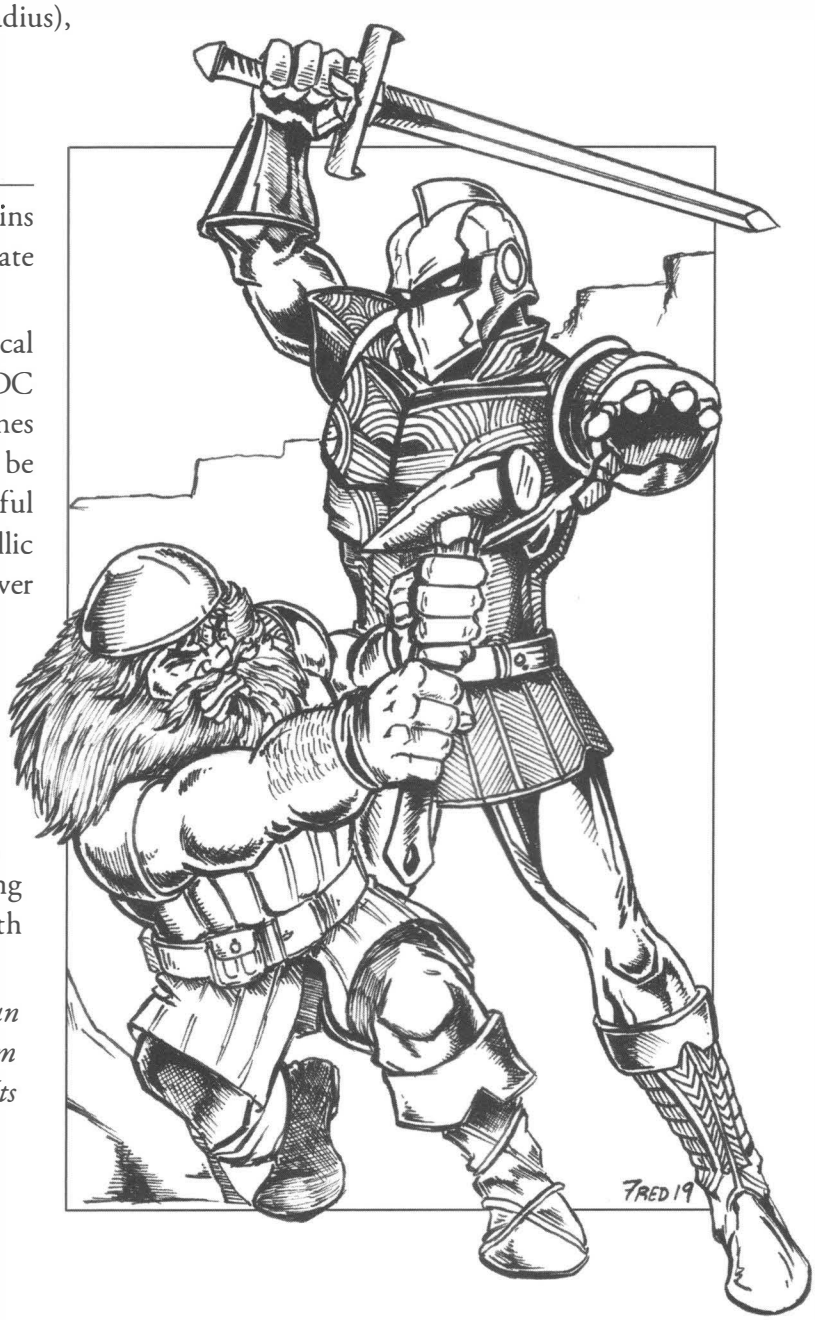
Magnetic Body: If the statue is struck by a nonmagical metal weapon, the wielder must make a successful DC 12 Dexterity saving throw, or the weapon becomes stuck on the statue's body. A stuck weapon can be removed by using an action to make a successful DC 15 Strength check. If not removed, the metallic weapon is slowly absorbed into the statue's body over 3 days

ACTIONS

Multiattack: The statue makes two longsword attacks.

Iron Longsword: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

This smooth metal statue depicts a typical human guardsman. Ornate wrought-iron plate armor, a helm with a visor, and a longsword complete the design. Its eyes flicker with pale yellow radiance as it advances.



NECROTIC OOZE

Large ooze, unaligned

AC: 8

Hit Points: 37 (5d10 + 10)

Speed: 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	15 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances: acid, necrotic

Damage Immunities: lightning, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge: 2 (450 XP)

Amorphous: The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance: When the ooze remains motionless, it is indistinguishable from wet rock.

Spider Climb: The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage plus 3 (1d6) acid damage.

This sickly gray blob of ooze undulates as it rolls, revealing a collection of jagged bones that rupture its surface and then are engulfed back into the mass.

OGRE SPORE SERVANT

Large plant, unaligned

AC: 11 (hide armor)

Hit Points: 59 (7d10 + 21)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 8

Damage Immunities: poison

Condition Immunities: blinded, charmed, frightened, paralyzed

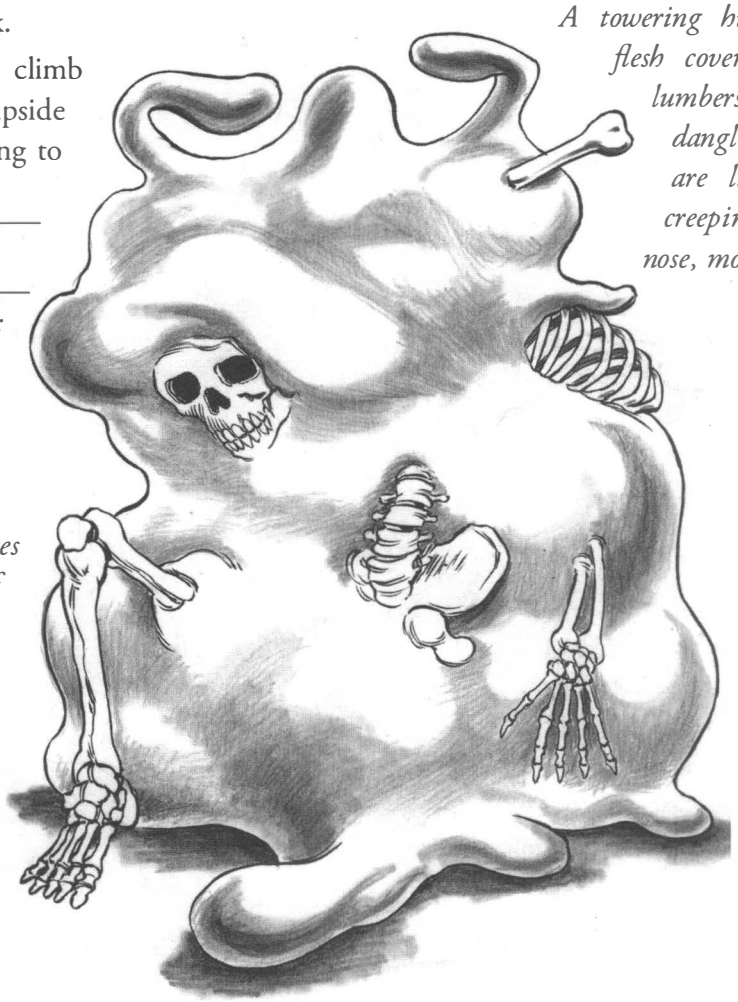
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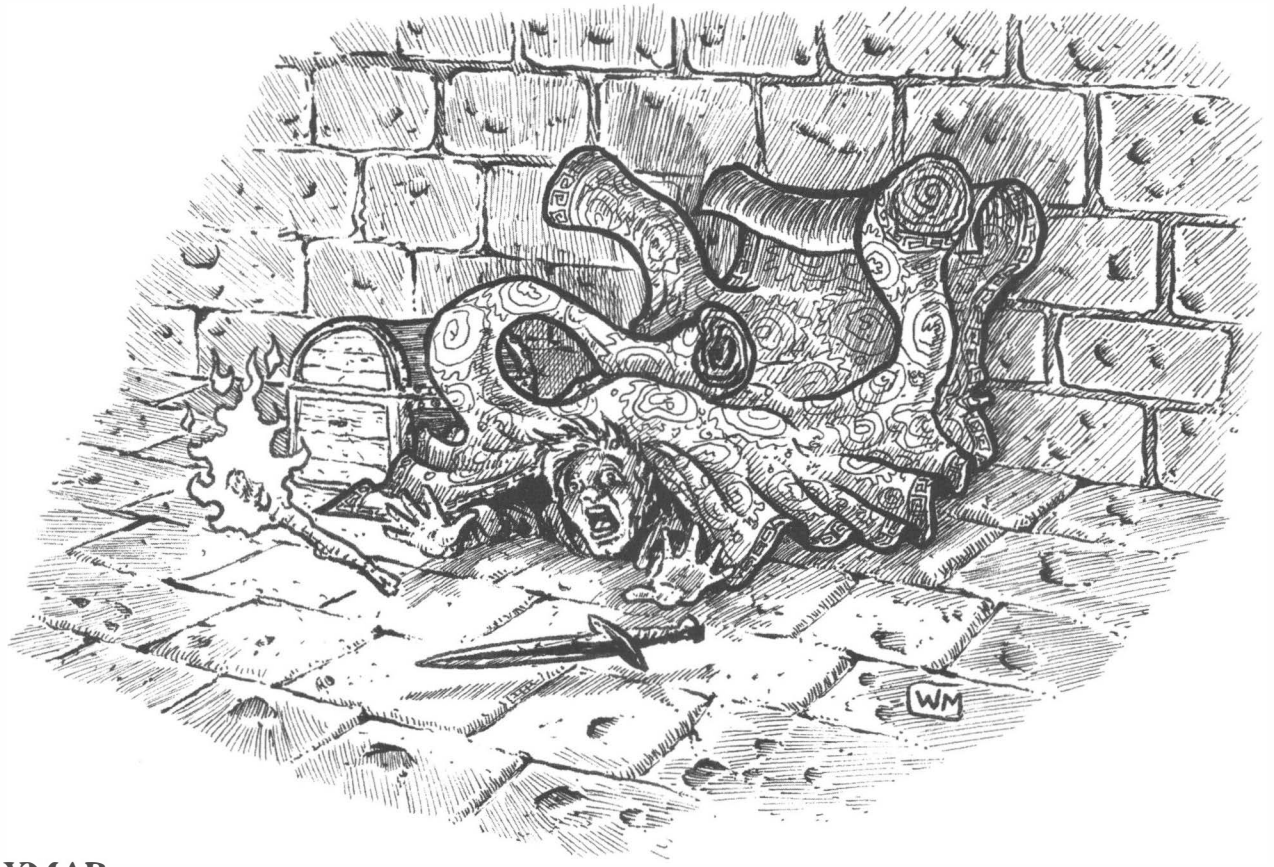
Challenge: 2 (450 XP)

ACTIONS

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

A towering humanoid with drooping flesh covered with fungal growth lumbers toward you, arms limply dangling at its side. Its eyes are lifeless and opaque, and creeping fungus grows out of its nose, mouth and ears in odd tufts.





POLYMAR

Medium monstrosity (shapechanger), neutral

AC: 14 (natural armor)

Hit Points: 60 (11d8 + 11)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	7 (-2)	14 (+2)	13 (+1)

Skills: Deception +3, Insight +4

Senses: darkvision 60 ft., passive Perception 12

Languages: -

Challenge: 2 (450 XP)

Shapechanger: The polymar can use its action to polymorph into any creature or inanimate object that is size Large or smaller it has seen, or back into its true (amorphous) form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. This trait is not perfect; a creature can discern the deception with a successful DC 12 Wisdom (Perception) check.

Ambusher: The polymar has advantage on attack rolls against any creature it has surprised.

ACTIONS

Multiattack: The polymar makes three slam attacks.

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

The tapestry hanging on the wall falls on your ally while she was examining the chest. Enveloped by the sheet-like form, your ally struggles as the tapestry forms club-like pseudopods and begins to pummel the trapped target.

ROCK BABOON

Small beast, unaligned

AC: 12

Hit Points: 9 (2d6 + 2)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: -

Challenge: 1/8 (25 XP)

Pack Tactics: The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack: The baboon makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Rock: *Ranged Melee Weapon:* +4 to hit, ranged 10/30 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

These gray-furred primates are about 4 feet tall. They have black claws and prominent canine teeth.

ROCK PYTHON

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 15 (2d10 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	2 (-4)	11 (+0)	3 (-4)

Skills: Perception +2, Stealth +4

Senses: blindsight 20 ft., passive Perception 12

Languages: -

Challenge: 1/4 (50 XP)

Stone Camouflage: The python has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the rock python can't constrict another target.

This 10-foot-long snake has gray-brown skin adorned with textured knobby protrusions along its thick body. Its forked black tongue flickers from a wide mouth situated on a triangular head.

SPITTING COBRA

Tiny beast, unaligned

AC: 13

Hit Points: 3 (1d4 + 1)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills: Perception +2

Senses: blindsight 10 ft., passive Perception 12

Languages: -

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Spit (Recharge 6): *Ranged Weapon Attack:* +5 to hit, range 5/10 ft., one creature. *Hit:* The target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage and becoming blinded for 1 hour on a failed save, or half as much damage and no blindness on a successful one.

This 3-foot-long snake is black with yellow striations and sports a hooded head, as it arches with a hiss of warning.

STUN JELLY

Large ooze, unaligned

AC: 6

Hit Points: 66 (7d10 + 28)

Speed: 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge: 3 (700 XP)

Amorphous: The jelly can move through a space as narrow as 1 inch wide without squeezing.

False Appearance: When the jelly remains motionless, it is indistinguishable from wet rock.

Spider Climb: The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) acid damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Engulf: The jelly moves up to its speed. While doing so, it can enter a Large or smaller creatures' spaces. Whenever the jelly enters a creature's space, the creature must make a DC 13 Dexterity saving throw. An incapacitated creature automatically fails this save.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the jelly. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the jelly enters the creature's space, and the creature is engulfed. If the engulfed creature is not an undead and not already paralyzed, the creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The engulfed creature can't breathe, is restrained, and takes 14 (4d6) acid damage at the start of each of the jelly's turns. When the jelly moves, the engulfed creature moves with it.

An engulfed creature that is not paralyzed can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the jelly.

The moist patch of stone suddenly reaches out with a sticky pseudopod. Its cold gelatinous grasp causes a burning sensation and then a tingling feel as if energy is playing across your skin.

THOUL

Medium monstrosity, chaotic evil

AC: 14 (natural armor)

Hit Points: 30 (4d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Saving Throws: Con +5

Skills: Perception +2

Senses: darkvision 60 ft., passive Perception 12

Languages: Giant, Goblin

Challenge: 1 (200 XP)

Keen Smell: The thoul has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration: The thoul regenerates 5 hit points at the start of its turn. If the thoul takes acid or fire damage, this trait doesn't function at the start of the thoul's next turn. The thoul dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack: A thoul makes two attacks: two with its claws or one with a weapon and one with its claws.

Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing a full 6 and a half feet tall, this burly humanoid has pale orange skin and dark gray to black unkempt hair. Yellow eyes pierce out beneath a beetling brow, and its wide mouth is full of pointy, yellowed teeth. Its limber arms seem stretched, and its hands end in wicked black claws.

THOUL NECROMAGE

Medium monstrosity, chaotic evil

AC: 15 (natural armor)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	7 (-2)

Saving Throws: Con +5

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: Giant, Goblin

Challenge: 2 (450 XP)

Special Equipment: The thoul necromage carries a *+1 longsword* and a *wand of paralysis* made from bone.

Keen Smell: The thoul necromage has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration: The thoul necromage regains 5 hit points at the start of its turn. If the thoul necromage takes acid or fire damage, this trait doesn't function at the start of the thoul necromage's next turn. The thoul necromage dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting: The thoul necromage is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The thoul necromage has the following cleric, warlock, and wizard spells prepared:

- Cantrips (at will): *blade ward, chill touch, eldritch blast, resistance*
- 1st level (4 slots): *bane, inflict wounds, ray of sickness, witch bolt*
- 2nd level (3 slots): *ray of enfeeblement*

ACTIONS

Multiattack: The thoul necromage makes two attacks with its claws, one longsword attack and one claw attack, or two attacks with its longsword wielded with two hands.

+1 Longsword: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.



Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing nearly 7 feet tall, this muscled humanoid has pale orange skin and dark gray to black unkempt hair. Yellow eyes pierce out from beneath a beetling brow, and its wide mouth is full of pointy, yellowed teeth. In one gangly hand is a glowing longsword, while the other brandishes a bone wand.

THUNDERHERDER

Large beast, unaligned

AC: 12 (natural armor)

Hit Points: 68 (8d10 + 24)

Speed: 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	10 (+0)	5 (-3)

Senses: tremorsense 120 ft., passive Perception 10

Languages: -

Challenge: 1 (200 XP)

Thunderous Stampede: If at least 40 thunderherders are moving through an area, they stampede. Any creature in the area of a thunderherder stampede suffers 9 (2d8) thunder damage due to the trumpeting cacophony from these beasts, which can be heard out to a distance of 300 feet. The creature must also succeed on DC 13 Strength saving throw or be pushed 10 feet and knocked prone.

ACTIONS

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

This 10-foot-long brown-tan worm undulates its segments as it pushes through the sand. Nearly half as wide as long, the beast has a pointed snout with a small circular maw. A knobby blowhole is situated on the top of its head.



TROLLHOUND

Medium monstrosity, neutral evil

AC: 14 (natural armor)

Hit Points: 30 (4d8 + 12)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	2 (-4)	12 (+1)	3 (-4)

Skills: Perception +5, Stealth +4

Senses: darkvision 60 ft., passive Perception 15

Languages: -

Challenge: 1 (200 XP)

Keen Hearing and Smell: The trollhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lockjaw: After making a successful bite attack, the trollhound can use a bonus action to lock its jaws. The target is grappled (escape DC 13) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, the trollhound can't bite another target, and the target takes 5 (1d4 + 3) piercing damage at the start of each of the trollhound's turns.

Pounce: If the trollhound moves at least 20 feet straight toward a Medium or smaller target, and then hits with a bite attack on the same turn, the target must succeed on a DC 13 Strength saving throw or take 5 (1d4 + 3) bludgeoning damage and be pushed back 5 feet and knocked prone. If the target is not locked in the trollhound's jaws, the trollhound can make one bite attack against it as a bonus action.

Regeneration: The trollhound regains 5 hit points at the start of its turn. If the trollhound takes acid or fire damage, this trait doesn't function at the start of the trollhound's next turn. The trollhound dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

A massive mastiff-like canine stands ready to pounce, issuing a deep grumbling growl as viscid drool drips from its maw. Its coarse fur is a mix of gray and drab green, and it has a powerful neck and shoulders, yet more streamlined hindquarters with a knob-like tail.



VERDANT MINOTAUR

Large plant, unaligned

AC: 15 (natural armor)

Hit Points: 93 (11d10 + 33)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills: Perception +7

Damage Vulnerabilities: fire

Condition Immunities: blinded, deafened, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 17

Languages: Abyssal

Challenge: 4 (1,100 XP)

Special Equipment: The verdant minotaur wields a *+1 greataxe.*

Charge: If the verdant minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be pushed back 10 feet and knocked prone.

Labyrinthine Recall: The verdant minotaur can recall any path it has traveled throughout the Verdant Prison.

Reckless: At the start of its turn, the verdant minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration: The verdant minotaur regains 10 hit points at the start of its turn if it is still in the Verdant Prison. If the verdant minotaur leaves the Verdant Prison or takes acid or fire damage, this trait doesn't function at the start of the verdant minotaur's next turn. The verdant minotaur dies only if it starts its turn at 0 hit points, suffered at least 10 acid and/or fire damage, and doesn't regenerate.

Verdant Stride: Once on its turn, the verdant minotaur can use 10 feet of its movement to step magically into one 5-foot section of the hedge wall within its reach and emerge from a second 5-foot section within 120 feet of the first section, appearing in an unoccupied space within 5 feet of the second section.

ACTIONS

+1 Greataxe: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Gore: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

This bulky humanoid sports a bull/human hybrid form, yet its skin is greenish and covered with plant growth and shaggy roots. It hefts a massive glowing greataxe with a keen blade and its horns are ivory-white and sharpened to curved points. The stench of decaying plants permeates around its bulk.



WEREBAT

Small humanoid (goblinoid, shapechanger), neutral evil

AC: 13

Hit Points: 24 (7d6)

Speed: 30 ft. (climb 30 ft., fly 60 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills: Perception +3, Stealth +5

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses: darkvision 60 ft., passive Perception 13

Languages: Goblin (can't speak in bat form)

Challenge: 2 (450 XP)

Shapechanger: The werebat can use its action to polymorph into a Medium bat-humanoid hybrid, or into a Large giant bat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Echolocation (Bat or Hybrid Form Only): The werebat has blindsight out to a range of 60 feet as long as it's not deafened.

Keen Hearing: The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Nimble Escape (Humanoid Form Only): The werebat can take the Disengage or Hide action as a bonus action on each of its turns.

Sunlight Sensitivity: While in sunlight, the werebat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): In humanoid form, the werebat makes two scimitar attacks or two shortbow attacks. In hybrid form, it can make one bite attack and one scimitar attack.

Bite (Bat or Hybrid Form Only): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the werebat gains temporary hit points equal to the damage dealt. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werebat lycanthropy.

Scimitar (Humanoid or Hybrid Form Only): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow (Humanoid or Hybrid Form Only): *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

This short, pale-skinned humanoid is pudgy with a full head of unkempt hair. Its face is somewhat flat, with a flattened nose and large, slightly pointed ears complete with tufts of long hair sprouting from the folds of flesh.

WEREFOX

Medium humanoid (human, shapechanger), neutral

AC: 12 in humanoid form, 13 (natural armor) in fox or hybrid form

Hit Points: 32 (5d8 + 10)

Speed: 30 ft. (40 ft. in fox form)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	17 (+3)

Skills: Deception +5, Persuasion +5, Stealth +4

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses: passive Perception 10

Languages: Common

Challenge: 3 (700 XP)

Shapechanger: The werefox can use its action to polymorph into a fox-humanoid hybrid, or into a Small fox, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting (Fox or Humanoid Form Only): The werefox's innate spellcasting ability is Charisma (spell save DC 13). The werefox can cast the following spells, requiring no material components:

- 3/day: *charm person* (humanoid form only, and only against the opposite sex)
- 1/day: *animal friendship* (fox form only)



Keen Hearing and Smell: The werefox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Underbrush Stride: Difficult terrain composed of normal vegetation doesn't cost the werefox extra movement.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): The werefox makes two attacks: one with its bite and one with its shortsword.

Bite (Fox or Hybrid Form Only): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werefox lycanthropy.

Shortsword (Humanoid or Hybrid Form Only): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

This female humanoid has a lithe, curvaceous form with strawberry-red hair and pale freckles on her smooth cheeks. Adorned in a fine, low-cut dress, a shortsword proudly hangs at her waist.

WOOD GOLEM

Small construct, unaligned

AC: 11 (natural armor)

Hit Points: 19 (3d6 + 9)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities: fire

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 1/4 (50 XP)

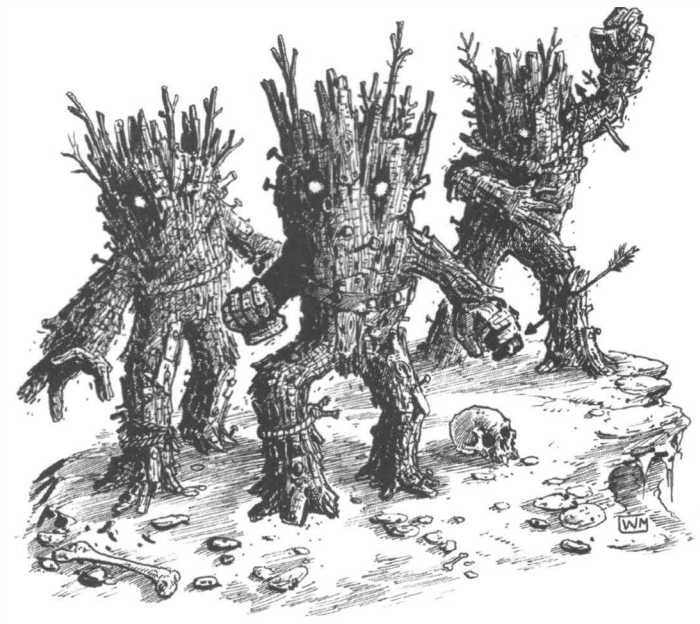
Immutable Form: The golem is immune to any spell or effect that would alter its form.

Stiff Gait: Due to the wood golem's awkward gait, it has disadvantage on initiative rolls and Dexterity saving throws.

ACTIONS

Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

This 3-foot-tall humanoid is crudely fashioned out of odd pieces of wood. Several of its wooden body parts are warped or splintered and it stiffly moves with an awkward motion.



APPENDIX C
Characters

This appendix includes a summary of pre-generated characters that can be used by either the Dungeon Master or the players, as well as stat blocks and information on the important nonplayer characters encountered in *The Lost City*.

READY-TO-PLAY CHARACTERS

The following 1st-level characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can have their levels increased by adding a suitable archetype (martial archetype for a fighter, bard college for a bard, etc.) and rolling the extra hit dice and adding any Constitution bonuses for each level above 1st.

STANDARD EQUIPMENT PACKS (YE FAST PACKS)

Normally, starting characters are equipped using the gold randomly determined by their class (see page 143 of the *Player's Handbook*). To set up more quickly, ignore this gold and use the standard equipment packs instead, as shown on Handout #9 in appendix D. Each player copies one pack type (rogues and clerics must take Pack C) and they are ready to go! Recommended packs are listed in the tables below.

DM Note: The waterskins are all empty at the start of the adventure and the rations have been consumed.

Name	Ottellia	Durnan	Tristen	Hugin	Gruenor	Sheela
Sex	Female	Male	Male	Male	Male	Female
Race	Human	Hill Dwarf	Human	Human	Mountain Dwarf	Stout Halfling
Level (HD)	1 (1d8)	1 (1d8)	1 (1d8)	1 (1d10)	1 (1d10)	1 (1d10)
Class	Cleric	Cleric	Druid	Fighter	Fighter	Ranger
Background	Hermit	Soldier	Folk Hero	Soldier	Outlander	Noble
Alignment	LG	LN	N	NG	CG	NG
AC	16	18	14	17	18	14
Initiative	+1	-1	+2	+0	-1	+2
Speed	30 ft.	25 ft.	30 ft.	30 ft.	25 ft.	25 ft.
Prof. Bonus	+2	+2	+2	+2	+2	+2
Hit Points	9	12	8	13	13	12
Strength	10 (+0)	15 (+2)	9 (-1)	17 (+3)	18 (+4)	13 (+1)
Dexterity	12 (+1)	8 (-1)	14 (+2)	10 (+0)	9 (-1)	15 (+2)
Constitution	12 (+1)	17 (+3)	11 (+0)	16 (+3)	16 (+3)	15 (+2)
Intelligence	11 (+0)	11 (+0)	10 (+0)	9 (-1)	9 (-1)	10 (+0)
Wisdom	16 (+3)	15 (+2)	17 (+3)	11 (+0)	8 (-1)	14 (+2)
Charisma	14 (+2)	9 (-1)	12 (+1)	10 (+0)	9 (-1)	11 (+0)
Skills & Proficiencies	Insight +5	Athletics +4	Animal Handling +5	Animal Handling +2	Acrobatics +1	History +2
	Medicine +5	Intimidation +1	Nature +2	Athletics +5	Athletics +6	Nature +2
	Persuasion +4	Medicine +4	Perception +5	Intimidation +2	Intimidation +1	Persuasion +2
	Religion +2	Religion +2	Survival +5	Perception +2	Survival +1	Stealth +4
	Herbalism kit +2	Dice set +2	Herbalism kit +2	Playing card set +2	Brewer's supplies +2	Survival +4
		Mason's tools +2	Vehicles (land) +2	Vehicles (land) +2	Drum +2	Dragonchess set +2
		Vehicles (land) +2	Woodcarver's tools +2			
Armor	Chain shirt	Chain mail	Hide	Splint	Chain mail	Studded leather
Shield	Shield	Shield	None	None	Shield	None
Weapons	Mace	Flail	Scimitar	Greatsword	War pick	Rapier
	Sling	Light crossbow	Quarterstaff	Heavy crossbow	Handaxes (2)	Shortbow
			Javelins (3)	Shortsword	Dagger	Daggers (2)
Special Items	Flasks of holy water (2)	Vials of antitoxin (2)	Druidic focus, *potion of healing*	Silvered dagger	Drum, *potion of healing*	Vials of basic poison (2)
Fast Pack	C	C	A	A	A	C

Name	Arienne	Patric	Theocrates	Arden	Darby	Dayla
Sex	Female	Male	Male	Male	Male	Female
Race	High Elf	Human	Cynidicean	High Elf	Lightfoot Halfling	Human
Level (HD)	1 (1d6)	1 (1d6)	1 (1d6)	1 (1d8)	1 (1d8)	1 (1d8)
Class	Wizard	Wizard	Sorcerer	Bard	Rogue	Rogue
Background	Noble	Charlatan	Sage	Urchin	Entertainer	Criminal
Alignment	LG	CG	LN	NG	NG	CG
AC	11	13	11	14	14	14
Initiative	+1	+3	+1	+3	+2	+3
Speed	30 ft.	30 ft.	30 ft.	30 ft.	25 ft.	30 ft.
Prof. Bonus	+2	+2	+2	+2	+2	+2
Hit Points	6	7	6	9	10	8
Strength	10 (+0)	8 (-1)	10 (+0)	12 (+1)	13 (+1)	10 (+0)
Dexterity	12 (+1)	16 (+3)	12 (+1)	17 (+3)	15 (+2)	17 (+3)
Constitution	11 (+0)	12 (+1)	11 (+0)	13 (+1)	14 (+2)	11 (+0)
Intelligence	18 (+4)	15 (+2)	15 (+2)	9 (-1)	8 (-1)	11 (+0)
Wisdom	10 (+0)	9 (-1)	13 (+1)	9 (-1)	10 (+0)	14 (+2)
Charisma	14 (+2)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	17 (+3)
Skills & Proficiencies	Arcana +6	Arcana +4	Arcana +4	Acrobatics +5	Acrobatics +4	Acrobatics +5
	History +6	Deception +4	History +4	Deception +4	Athletics +3	Deception +5
	Investigation +6	Investigation +4	Insight +3	Perception +1	Perception +2	Insight +4
	Perception +2	Sleight of Hand +5	Persuasion +3	Persuasion +4	Performance +3	Perception +4
	Persuasion +4	Disguise kit +2		Sleight of Hand +5	Sleight of Hand +4	Sleight of Hand +5
	Three-Dragon Ante set +2	Forgery kit +2		Stealth +5	Stealth +4	Stealth +5
				Disguise kit +2	Disguise kit +2	Dice set +2
				Lyre +2	Lute +2	Thieves' tools +2
				Pan flute +2	Thieves' tools +2	
				Shawm +2		
				Thieves' tools +2		
Armor	None	None	None	Leather	Studded leather	Leather
Shield	None	None	None	None	None	None
Weapons	Quarterstaff	Dagger	Quarterstaff	Rapier	Shortswords (2)	Longsword
	Daggers (2)	Darts (12)	Light crossbow	Hand crossbow	Hand crossbow	Shortbow
				Daggers (2)		Daggers (3)
Special Items	Component pouch, spellbook	Component pouch, spellbook	Arcane focus, vials of holy water (2)	Lyre, pan flute, shawm	Caltrops	*Potion of healing*
Fast Pack	B	B	A	C	C	C

NONPLAYER CHARACTERS

The following nonplayer characters (NPCs) occur throughout the pages of this adventure. Their full statistics are provided in this central location for ease of use during the game.

AURIGA SIRKINOS, CHIEF MAGI OF USAMIGARAS

Medium humanoid (human, Cynidicean), neutral

AC: 11

Hit Points: 18 (4d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	17 (+3)	11 (+0)	11 (+0)

Skills: Arcana +5

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/2 (100 XP)

Spellcasting: Auriga is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Auriga has the following wizard spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *minor illusion, shocking grasp, ventriloquism**
- 1st level (4 slots): *color spray, detect magic, hold portal**
- 2nd level (2 slots): *darkness, phantasmal force, ray of enfeeblement*

Sunlight Sensitivity: While in sunlight, Auriga has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

This human is stout and somewhat portly. He wears loose-fitting rainbow-colored robes, and a silver mask of a winged child. In addition, a silver crown rests on his head.





BROTHERHOOD OF GORM

Medium humanoid (human, Cynidicean), lawful good

AC: 16 (chain mail)

Hit Points: 13 (2d8 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/4 (50 XP)

Sunlight Sensitivity: While in sunlight, the Brotherhood of Gorm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Longsword: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

These humans each wear iron chain mail over blue tunics and carry longswords. Each wears a small steel helmet and its face is concealed by a golden mask depicting a long-haired male with a beard and a stern gaze.

CYNIDICEAN ACOLYTE

Medium humanoid (human, Cynidicean), any alignment

AC: 10

Hit Points: 9 (2d8)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills: Medicine +4, Religion +2

Senses: darkvision 30 ft., passive Perception 12

Languages: Cynidicean

Challenge: 1/4 (50 XP)

Spellcasting: The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, thaumaturgy*
- 1st level (2 slots): *bless, healing word, sanctuary*

Sunlight Sensitivity: While in sunlight, the acolyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Club: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

This human wears dark blue robes held in place with a rope belt on which dangles a smooth club. It wears a demonic mask complete with recurved horns and a leering toothy grin.





CYNIDICEAN COMMONER

Medium humanoid (human, Cynidicean), any alignment

AC: 10

Hit Points: 4 (1d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 0 (10 XP)

Sunlight Sensitivity: While in sunlight, the commoner has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shortsword: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

This human has pasty white skin and white hair. It has large eyes, wears gayly colored robes, and carries a shortsword on a simple belt.

CYNDICEAN NAMES

The following is a collection of Cynidicean names the DM can use for NPCs encountered during the exploration of the Lost City.

Male Names: Bruticrates, Charaius, Eros, Gaius, Iakovos, Karolos, Likourgos, Lucius, Manelatos, Marcellus, Mathaios, Oppius, Paschalis, Stathis, Thanassis, Zacharies.

Female Names: Amatia, Caedicia, Caestia, Chara, Cincia, Efthumia, Egnatia, Eliana, Kalliroi, Kalomira, Loukia, Novia, Quirinia, Sotiria, Tusia, Volcatia.



CYNIDICEAN CULT FANATIC OF ZARGON

Medium humanoid (human, Cynidicean), any alignment

AC: 12 (leather armor)

Hit Points: 33 (6d8 + 6)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Skills: Deception +4, Persuasion +4, Religion +2

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 2 (450 XP)

Special Equipment: The cult fanatic of Zargon carries a black iron holy symbol of Zargon (see Handout #7 in appendix D).

Dark Devotion: The cult fanatic of Zargon has advantage on saving throws against being charmed or frightened.

Spellcasting: The cult fanatic of Zargon is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The cult fanatic of Zargon has the following cleric spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *resistance, slime spit,* tentacle pull,* thaumaturgy*
- 1st level (4 slots): *bane, inflict wounds, slimy grasp**
- 2nd level (3 slots): *hold person, prayer of healing, spiritual weapon* (tentacle)

Sunlight Sensitivity: While in sunlight, the cult fanatic of Zargon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack: The cult fanatic of Zargon makes two melee attacks.

Flail: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

This human wears a hooded blood-red cloak and proudly displays an iron holy symbol of a tentacled horror. A tentacled iron mask conceals its face, and it wields a black-headed flail.

CYNIDICEAN CULTIST OF ZARGON

Medium humanoid (human, Cynidicean), any alignment

AC: 11 (leather armor)

Hit Points: 11 (2d8 + 2)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills: Deception +3, Religion +2

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/8 (25 XP)

Sunlight Sensitivity: While in sunlight, the cultist of Zargon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shortsword: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

This human wears crimson robes and carries a shortsword proudly on its belt. A mask of a tentacled horror conceals its visage.

CYNIDICEAN MAGE

Medium humanoid (human, Cynidicean), any alignment

AC: 10

Hit Points: 9 (2d8)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	16 (+3)	11 (+0)	11 (+0)

Skills: Arcana +5

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/2 (100 XP)

Spellcasting: The mage is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *dancing lights, minor illusion, shocking grasp*
- 1st level (3 slots): *burning hands, feather fall, hold portal,* mage armor, magic missile*

Sunlight Sensitivity: While in sunlight, the mage has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

This human wears purple robes and gold mask of a hedgehog. Arcane energy dances along its fingertips as it gives you a wry smile.

CYNIDICEAN PRIEST

Medium humanoid (human, Cynidicean), any alignment

AC: 12 (leather armor)

Hit Points: 22 (4d8 + 4)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Skills: Religion +2

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1 (200 XP)

Spellcasting: The priest is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance*
- 1st level (4 slots): *command, cure wounds, shield of faith*
- 2nd level (2 slots): *aid, silence*

Sunlight Sensitivity: While in sunlight, the priest has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Mace: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

This human wears plain dark robes and is adorned with an ornate mask depicting a devilish visage. It carries a pewter incense burner which emits a curl of reddish smoke.

CYNIDICEAN WARRIOR

Medium humanoid (human, Cynidicean), any alignment

AC: 13 (studded leather armor)

Hit Points: 16 (3d8 + 3)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/4 (50 XP)

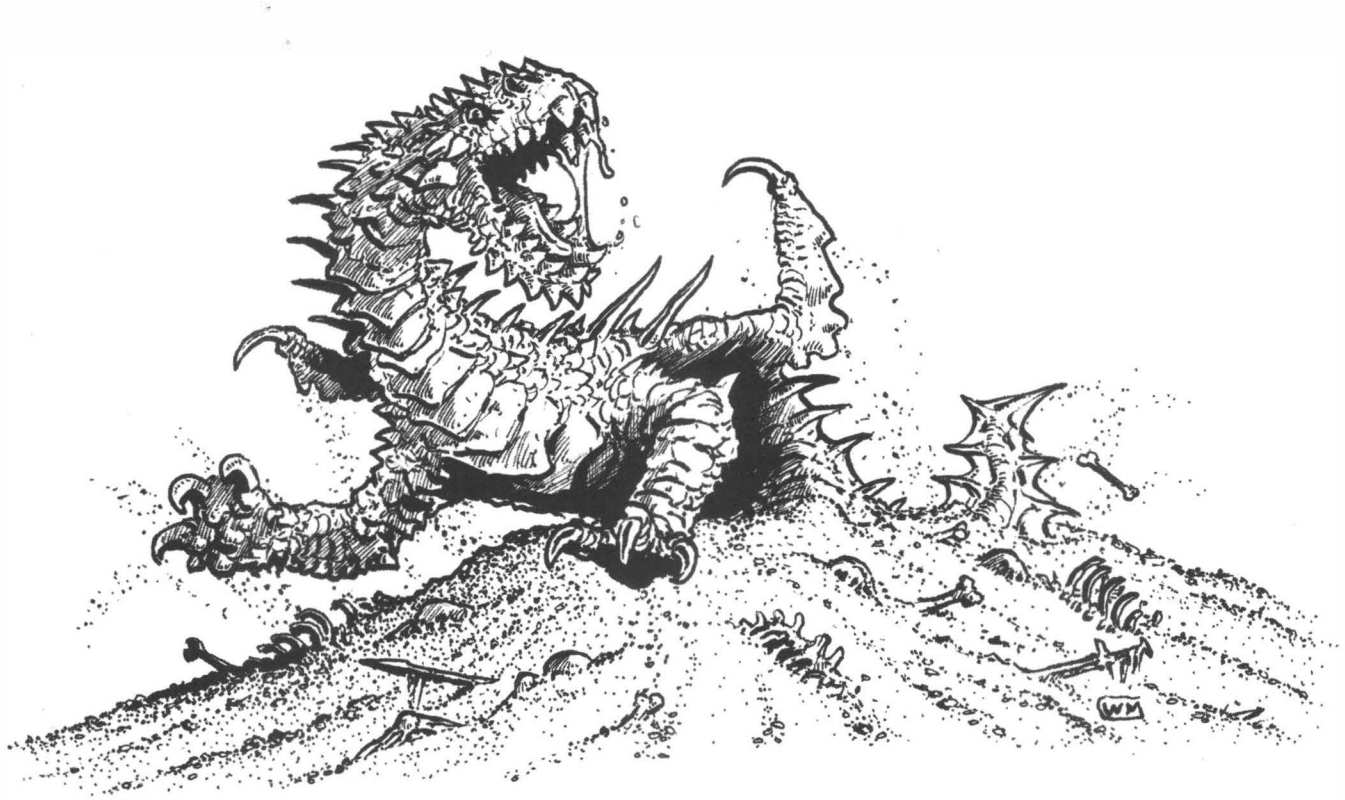
Sunlight Sensitivity: While in sunlight, the warrior has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Longsword: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

This human has pasty white skin and white hair. It has large eyes and wears gray leather armor studded with black iron. It cradles a longsword in its hand with the flat of the blade resting on its shoulder.





DAGOTHRA, YOUNG BROWN DRAGON

Large dragon, neutral evil

AC: 16 (natural armor)

Hit Points: 102 (12d10 + 36)

Speed: 40 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	14 (+2)	14 (+2)

Saving Throws: Dex +3, Con +6, Wis +5, Cha +5

Skills: Perception +8, Stealth +6

Damage Immunities: acid

Senses: darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages: Common, Draconic

Challenge: 6 (2,300 XP)

Innate Spellcasting: Dagothra's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

- 1/day each: *acid splash, create or destroy water*

ACTIONS

Multiattack: Dagothra makes three attacks per round: one with his bite and two with his claws.

Bite: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Acid Breath (Recharge 5-6): Dagothra exhales acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

Sandstorm (1/Day): Dagothra creates a vortex of swirling sand in a 20-foot-diameter cloud up to 100 feet away from him. Any other creature that starts its turn inside the vortex takes 7 (2d6) bludgeoning damage, is blinded, and must succeed on a DC 14 Dexterity saving throw or be knocked prone.

This draconic beast has light tan hide covered with leathery scales. Several bony protrusions adorn its head and neck, and it sports an elongated maw. Its claws are short and powerful with thick webbing between the appendages. On its back are two useless wing stubs.

DANACRETES, HIGH PRIEST OF ZARGON

Medium humanoid (human, Cynidicean), lawful evil

AC: 19 (*+1 plate armor*)

Hit Points: 67 (9d8 + 27)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	10 (+0)	18 (+4)	14 (+2)

Saving Throws: Wis +7, Cha +5

Skills: Persuasion +5, Religion +3

Senses: darkvision 30 ft., passive Perception 14

Languages: Cynidicean

Challenge: 5 (1,800 XP)

Special Equipment: Danacretes wears *+1 plate armor* and carries a *tentacle rod*. He proudly displays a black iron holy symbol of Zargon (see Handout #7 in appendix D) and carries three *spell scrolls* of *cure wounds*. He has a ring of keys that unlock various doors, cells, and chests. (See areas K6 and K9 in chapter 6.)

Regenerate (1/Day): As a bonus action, Danacretes can utter a prayer to infuse himself with the regenerative powers of Zargon. He regains 10 hit points at the start of each of his next 3 turns if he has at least 1 hit point.

Spellcasting: Danacretes is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *guidance, resistance, slime spit,* sacred flame*
- 1st level (4 slots): *bane, command, inflict wounds, slimy grasp**
- 2nd level (3 slots): *hold person, silence*
- 3rd level (3 slots): *animate dead, dispel magic, meld into stone, striking**
- 4th level (3 slots): *divination, guardian of faith*
- 5th level (1 slot): *conjure ooze**

Sunlight Sensitivity: While in sunlight, Danacretes has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.



Unholy Smite (2/Day): As a bonus action, Danacretes can utter a prayer to Zargon that calls down unholy energy. He deals an extra 13 (3d8) necrotic damage when he hits a target with his next weapon attack.

ACTIONS

Multiattack: Danacretes makes three *tentacle rod* attacks.

Tentacle Rod: *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 3 (ld6) bludgeoning damage. If the target is hit three times by the rod on one turn, the target must succeed on a DC 15 Constitution saving throw or suffer the following effects for l minute: the target's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

This aging human is bald and sports a mangled ear and a nasty scar on the right side of his face. He wears black plate armor and carries a rod tipped with three violet writhing tentacles bristling with wicked suckers.

DARIUS

Medium humanoid (human, Cynidicean), lawful evil

AC: 16 (chain mail)

Hit Points: 39 (6d8 + 12)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws: Wis +5, Cha +4

Skills: Persuasion +4, Religion +2

Senses: darkvision 30 ft., passive Perception 12

Languages: Cynidicean

Challenge: 3 (700 XP)

Spellcasting: Darius is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared (an asterisked spell is from appendix A):

- Cantrips (at will): *light, resistance, sacred flame, slime spit**
- 1st level (4 slots): *bane, guiding bolt, inflict wounds, slimy grasp**
- 2nd level (3 slots): *hold person, silence, spiritual weapon* (flail)
- 3rd level (3 slots): *bestow curse, striking**

Sunlight Sensitivity: While in sunlight, Darius has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unholy Smite (2/Day): As a bonus action, Darius can utter a prayer to Zargon that calls down unholy energy. He deals an extra 9 (2d8) necrotic damage when he hits a target with his next weapon attack.

ACTIONS

Greatflail: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage.

This bald human sports tattoos of purple tentacles on his face and wrapping around his neck. He wears bronze chain mail over a dark green tunic and carries a two-handed flail with two spiked heads.



DESERT RAIDER

Medium humanoid (human), any alignment

AC: 11

Hit Points: 13 (2d8 + 4)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Senses: passive Perception 10

Languages: Common

Challenge: 1/8 (25 XP)

ACTIONS

Scimitar: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow: *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Covered with loose-fitting white robes and a black turban, this human has dried, weather-worn skin. Black tattoos adorn powerful arms and a curved blade dangles from a loop on its belt.



KANADIUS, GRAND MASTER OF THE BROTHERHOOD OF GORM

Medium humanoid (human, Cynidicean), lawful good

AC: 16 (chain mail)

Hit Points: 26 (4d8 + 8)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Senses: darkvision 30 ft., passive Perception 12

Languages: Cynidicean

Challenge: 1 (200 XP)

Special Equipment: Kanadius wears a *helm of telepathy.*

Bolster: At the start of his turn, Kanadius can use a bonus action to grant an ally within 30 feet of him who is not incapacitated advantage on its next attack roll.

Sunlight Sensitivity: While in sunlight, Kanadius has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

This imposing human wears iron chain mail over a dark blue tunic. His gold mask depicts a bearded male with a stern gaze. His silver helmet is more ornate and has a protective visor.

KEOGH

Small humanoid (gnome), neutral good

AC: 15 (chain shirt)

Hit Points: (7d6 + 14)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills: Investigation +3, Perception +3, Stealth +4

Senses: darkvision 120 ft., passive Perception 13

Languages: Elvish, Gnomish, Terran, Undercommon

Challenge: 2 (450 XP)

Favored Enemy: Keogh's favored enemy is the drow. Keogh has advantage on Wisdom (Survival) checks to track drow, as well as on Intelligence checks to recall information about them.

Gnome Cunning: Keogh has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting: Keogh's innate spellcasting ability is Intelligence (spell save DC 11). He can innately cast the following spells, requiring no material components:

- At will: *nondetection* (self only)
- 1/day each: *blindness/deafness, blur, disguise self*

Spellcasting: Keogh is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He knows the following ranger spells:

- 1st level (3 slots): *cure wounds, hunter's mark, longstrider*

Stone Camouflage: Keogh has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack: If Keogh has both shortswords drawn, he can make two shortsword attacks.

Shortsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow: *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



REACTIONS

Giant Killer: When a Large or larger creature within 5 feet of Keogh hits or misses him with an attack, he can attack that creature immediately after its attack, provided that he can see the creature.

Although short at 3 ½ feet tall, this completely hairless deep gnome is well-muscled. He has a proud chin and slightly pointed oversized ears that flair straight out. His nose is wide and flat. He wears a fine chain shirt under his leather jerkin and a pair of shortswords swing at his side. He holds a hand crossbow.



MAGI OF USAMIGARAS

Medium humanoid (human, Cynidicean), any alignment

AC: 10

Hit Points: 9 (2d8)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	14 (+2)	11 (+0)	11 (+0)

Skills: Arcana +4

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/2 (100 XP)

Spellcasting: The Magi of Usamigaras is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The Magi of Usamigaras has the following wizard spells prepared:

- Cantrips (at will): *blade ward, chill touch, ray of frost*
- 1st level (2 slots): *chromatic orb, detect magic, magic missile*

Sunlight Sensitivity: While in sunlight, the Magi of Usamigaras has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

These humans wear rainbow-colored robes and silver masks depicting a winged child. Each wields a curved dagger.

PANDORA, CHAMPION OF MADARUA

Medium humanoid (human, Cynidicean), lawful good

AC: 16 (chain mail)

Hit Points: 30 (4d8 + 12)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1 (200 XP)

Special Equipment: Pandora wields a *+1 shortsword* in her right hand and a normal shortsword in her left.

Improved Critical: Pandora's weapon attacks score a critical hit on a roll of 19 or 20.

Sunlight Sensitivity: While in sunlight, Pandora has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

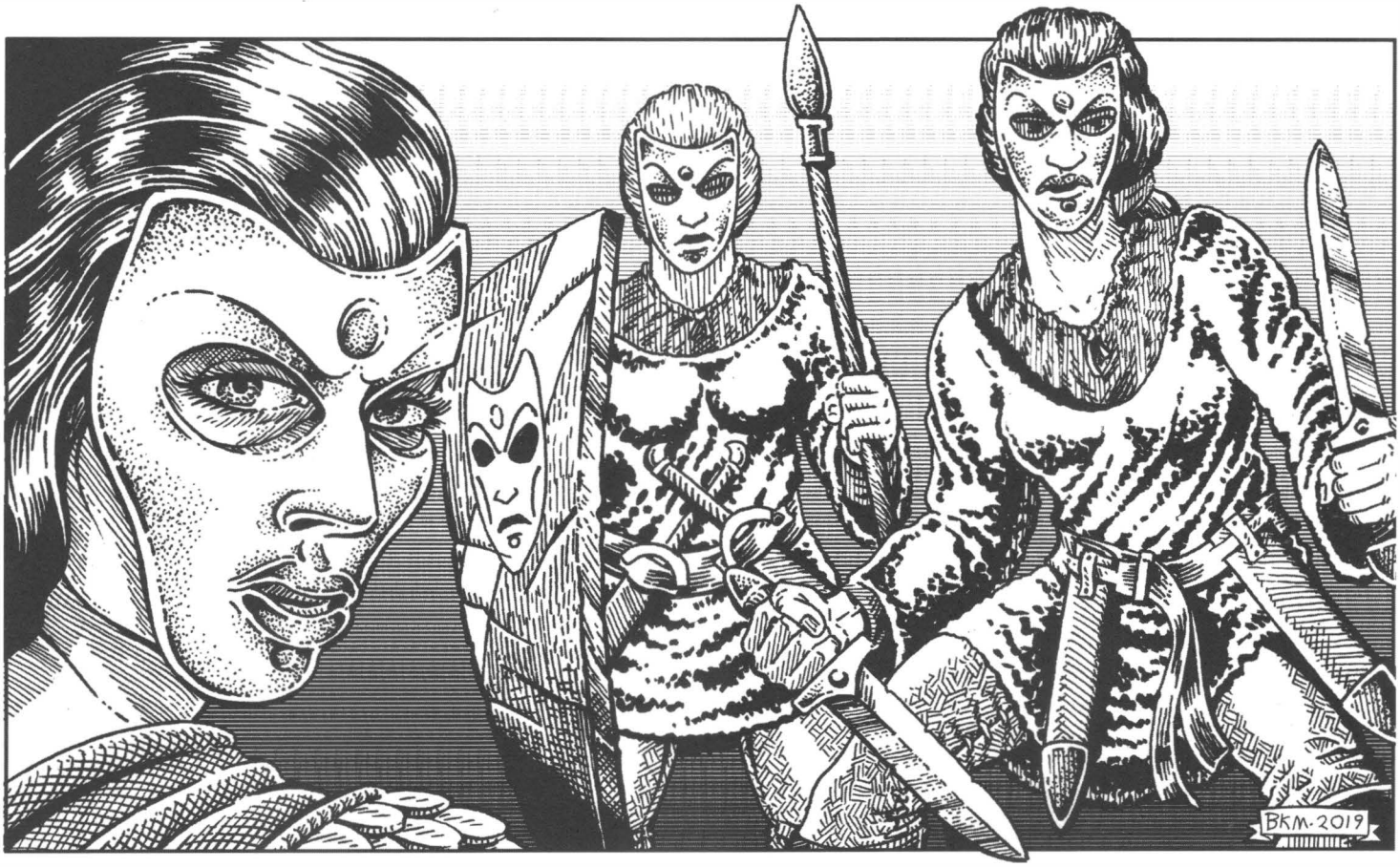
Multiattack: Pandora makes two shortsword attacks.

+1 Shortsword: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

This warrior maiden is taller than the others but wears a similar suit of chain mail over a green tunic. Likewise, she hefts two shortswords, one emitting a soft blue radiance.





WARRIOR MAIDEN OF MADARUA

Medium humanoid (human, Cynidicean), lawful good

AC: 16 (chain mail)

Hit Points: 11 (2d8 + 2)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	11 (+0)

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/4 (50 XP)

Sunlight Sensitivity: While in sunlight, the Warrior Maiden of Madarua has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack: When wielding two shortswords, the Warrior Maiden of Madarua makes one attack with her primary hand and another with her secondary hand. She does not add her ability modifier to the damage of the second attack.

Shortsword (Primary): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortsword (Secondary): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

These humans wear bronze chain mail over green tunics. Each wears a bronze mask of a warrior maiden and carries a pair of shortswords.

WARRIOR MONK OF MADARUA

Medium humanoid (human, Cynidicean), lawful good

AC: 15

Hit Points: 19 (3d8 + 6)

Speed: 40

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Senses: darkvision 30 ft., passive Perception 10

Languages: Cynidicean

Challenge: 1/2 (100 XP)

Ki Points: The Warrior Monk of Madarua has 3 ki points. She can spend 1 ki point as a bonus action to gain one of the following benefits:

- **Flurry of Blows:** Immediately after taking the Attack action on her turn, the Warrior Monk of Madarua makes two unarmed strikes.
- **Patient Defense:** The Warrior Monk of Madarua can take the Dodge action on her turn.
- **Step of the Wind:** The Warrior Monk of Madarua can take the Disengage or Dash action on her turn, and her jump distance is doubled for the turn.

Sunlight Sensitivity: While in sunlight, the Warrior Monk of Madarua has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unarmored Defense: While the Warrior Monk of Madarua is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

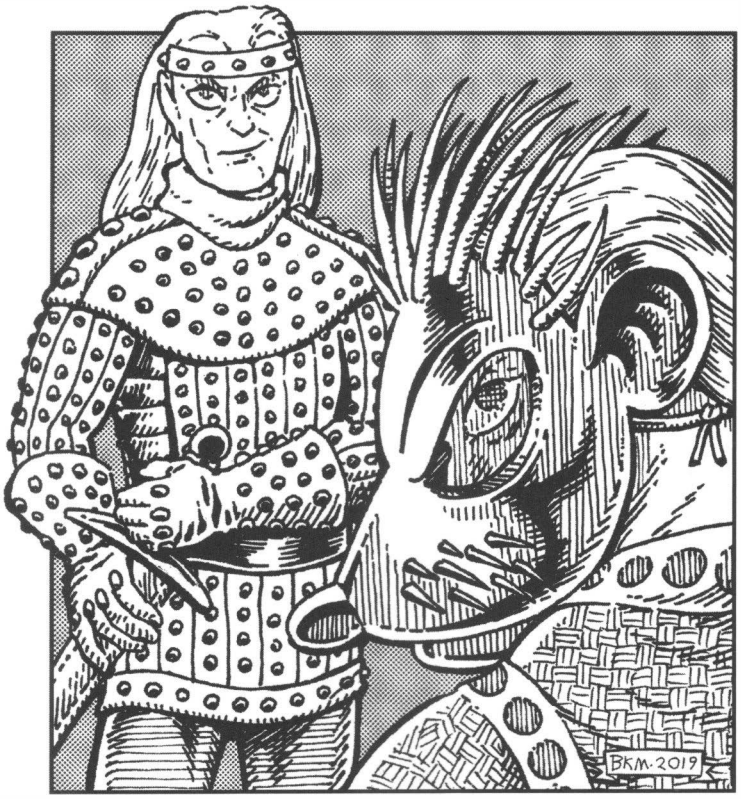
ACTIONS

Multiattack: The Warrior Monk of Madarua makes one shortsword attack and one unarmed strike.

Shortsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Unarmed Strike: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

These humans wear simple brown robes with rope belts. Each wears a bronze mask of a warrior maiden, and has a curved shortsword strapped to her back. Their hair is pulled back tight and in a topknot.





ZARGON

Huge aberration, lawful evil

AC: 19 (natural armor)

Hit Points: 175 (13d12 + 91)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	24 (+7)	20 (+5)	18 (+4)	14 (+2)

Saving Throws: Dex +7, Con +12, Wis +9

Skills: Athletics +12, Perception +9

Senses: blindsight 120 ft., darkvision 120 ft., truesight 120 ft., passive Perception 19

Languages: Common, Cynidicean, telepathy 1,000 ft.

Challenge: 13 (10,000 XP)

Horn: Zargon's horn is the source of its regeneration. To remove its horn a creature must enter its space and succeed on an opposed Strength contest. If the horn is removed, Zargon loses its Legendary Resistance and Regeneration traits. If Zargon is reduced to 0 hit points, but its horn is not removed and destroyed, its entire body regenerates in 13 years. Its horn can be destroyed by bathing it in lava of the "Eye of Zargon" (see chapter 6, area Q) within 24 hours of removal.

Innate Spellcasting: Zargon's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components (an asterisked spell is from appendix A):

- At will: *freedom of movement*
- 1/day: *transmute rock**
- 3/day each: *conjure ooze,* slime spit**

Legendary Resistance (3/Day): If Zargon fails a saving throw, it can choose to succeed instead.

Nondetection: Zargon can't be targeted by any divination magic or perceived through magical scrying sensors.

Regeneration: Zargon regains 25 hit points at the start of its turn, as long as it has 1 hit point remaining and its horn is still intact.

ACTIONS

Multiattack: Zargon can make six tentacle attacks against up to three different targets within range. In addition, it can make one bite attack and one gore attack.

Tentacle: *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 4 (1d8) acid damage. If Zargon hits the same target with three or more tentacle attacks in the same turn, the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Zargon can't use these tentacles on another target. At the start of each of the target's turns it takes 16 (2d8 + 7) bludgeoning damage plus 4 (1d8) acid damage.

Bite: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) piercing damage plus 13 (3d8) poison damage. If the target is a creature, it must succeed on DC 17 Constitution saving throw or become corrupted with Zargon's foul slime. The corrupted target can't regain hit points except through the use of magic. The creature must repeat the saving throw each day, taking 13 (3d8) poison damage on a failed save. If the creature dies while corrupted, it turns into a pool of noxious slime. A *cure disease* spell removes this effect.

Gore: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) acid damage.

Spew Slime (Recharge 5-6): Zargon spews brown acidic slime in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 18 (4d8) acid damage and become blinded until the end of its next turn on a failed save, or half as much damage and no blindness on a successful one.

LEGENDARY ACTIONS

Zargon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zargon regains spent legendary actions at the start of its turn.

Cast a Spell (Costs 2 Actions): Zargon casts one spell from its Innate Spellcasting trait.

Tentacle Attacks: Zargon makes three tentacle attacks against a single target.

Unholy Smite: Zargon touches a target (no attack roll needed) within range, causing 10 (3d6) necrotic damage.

Zargon stands a full 15 feet tall on a squirming mass of tentacles. Its rubbery body has six lashing tentacles each ending in wicked black barbs. Sickly brown slime drips from its bulk and yellow ichor oozes from its pores. Its head is lizard-like with a wide maw of recurved teeth. Above its bloody single eye is a black horn with silver flecks.

CYNIDICEAN ENCOUNTERS

Cynidiceans are an ethnic offshoot of normal humans who dwell in the Lost City of Cynidicea. The Cynidiceans have lived underground so long that they have pale skin and typically bone white to light gray hair. They have developed oversized eyes that grant them darkvision to a range of 30 feet, but also sensitivity to bright light such as daylight. Cynidiceans tend to wear colorful loose-fitting clothing such as robes, cloaks, or togas, and typically wear simple sandals. They are fond of wearing elaborate masks often depicting animals, adorned with feathers, beads, and animal teeth or bones. Cynidiceans typically eschew armor but some carry shields. Favored weapons include shortswords, spears, and clubs.

Cynidiceans often behave oddly, and sometimes downright irrationally. This is due to spending most of their time awake living in hallucinatory dream worlds stemming from an addiction to narcotic fungus (the elixir of fantasy). For examples of this queer behavior, consult the list of random encounters, below. More details on the Cynidiceans are found in the "DM's Background" section in chapter 3.

A dozen encounters with Cynidiceans are presented here for the DM to use when prompted in the text of the adventure. All relevant stat blocks are listed earlier in this appendix. The DM can pick one or roll 1d12 to randomly determine the nature of the encounter. The DM is encouraged to use these sample encounters as a basis to create his or her own.

1. The characters encounter one **Cynidicean commoner** in a wolf mask. This Cynidicean believes he is a werewolf and when he sees the party, he drops to all fours, howls, sniffs, circles, and generally behaves as a wolf. He may try to bite if approached too closely. He falsely believes he is immune to mundane weapons and only cowers if the characters brandish magic or silvered weapons.

2. Three Cynidiceans approach the party, dressed in dark robes and devil masks. They carry lit incense burners that trail scented purple smoke. These are two **Cynidicean acolytes** and a **Cynidicean priest** in a delusional state. They believe they are much more powerful spellcasters. They see the party as demons and try to drive them off with loud cries and foul-smelling smoke. The priest's name is Brother Theodeus.

3. One **Cynidicean commoner** dressed in bright green robes and a bird mask approaches the party. She saunters slowly up to one party member (determined randomly) and hands them a small pouch. With a smile, she continues to walk on, ignoring any attempt the characters make to talk to her. The pouch contains a strange powdered substance that smells like cloves. The powder has no special properties.

4. This group of five **Cynidicean commoners** are dressed in brightly colored robes and wear masks with human faces. They assume the party is the same band of barbarian raiders who looted the city centuries ago. As such, they flee in panic as the party approaches.

5. Six **Cynidicean commoners**, wearing striped robes and camel masks, zig-zag slowly down the hall in single file. They are trying to avoid the invisible snakes on the floor. They spend the time and effort to show the party the invisible snakes and encourage the characters to walk around the snakes. They get very frustrated if the characters don't heed their warnings. There are, of course, no snakes.

6. This group of four **Cynidicean commoners** wear insect masks, carry large clay jars, and hum like bees. They stop and ask the party to drink from the jars. Anyone who does regains 1d4 lost hit points, as these jars contain royal honey from the lair of killer bees. If attacked, or if someone tries to drink twice, they fly into a rage, smash the jars, and recklessly attack with concealed daggers (+2 to hit, 2 [1d4] piercing damage).

7. This party of four **Cynidicean commoners** wear various animal masks: Hawk, Fish, Cat, and Fox. These masks also serve as their names. They are carrying a stretcher with a gourd on it. These Cynidiceans are rushing their "sick friend" (the gourd: Dog) to a cleric. If the party has a cleric, the Cynidiceans insist that the cleric cure their friend.

8. This group of six **Cynidicean commoners** are clad in bright yellow robes and human masks. They stop and stare at the party for a minute, before the leader "recognizes" a character (determined randomly) as the King or Queen of Cynidicea. They follow the chosen character, sing songs of praise, and wait on the character hand and foot. In general, they smother the character with attention, while largely ignoring the others. However, they will not fight for their King or Queen. They are more likely to grab the character and try to rush him or her to safety. Their spokesman is named Policrates the Herald.

9. A group of four **Cynidicean commoners** in feathered robes and bird masks approach. Upon seeing the party, the Cynidiceans "fly" (run) forward, flapping their arms and squawking. They invite the party to fly along and happily lead them on a merry chase through the pyramid, the streets of the Lost City, or wherever the encounter occurs. If the party refuses to join them, the Cynidiceans insult the party as poor creatures who cannot fly with taunts such as, "Thou land-bound slugs." They circle three times, and "fly" away. They will also "fly" away if attacked, squawking and hooting as they go.

10. A group of six **Cynidicean commoners**, with their bodies painted black and wearing vulture masks, walk quietly toward the party. They carry long wooden boards but seem friendly and normal. They will follow the party, waiting for something to be killed. When it is, they will rush over and start building a coffin to fit the body. When they are done, they will demand a payment of 10 gp. They attack with clubs (+2 to hit, 2 [1d4] bludgeoning damage) and light hammers (+2 to hit, range 20/60 ft., 2 [1d4] bludgeoning damage) if they are not paid.

11. These five Cynidiceans are a band of adventurers. They assume the characters are some kind of monster (randomly pick something, like a troll or a band of goblins), and attack. The group consists of three **Cynidicean warriors**, a **Cynidicean mage**, and a **Cynidicean acolyte**.

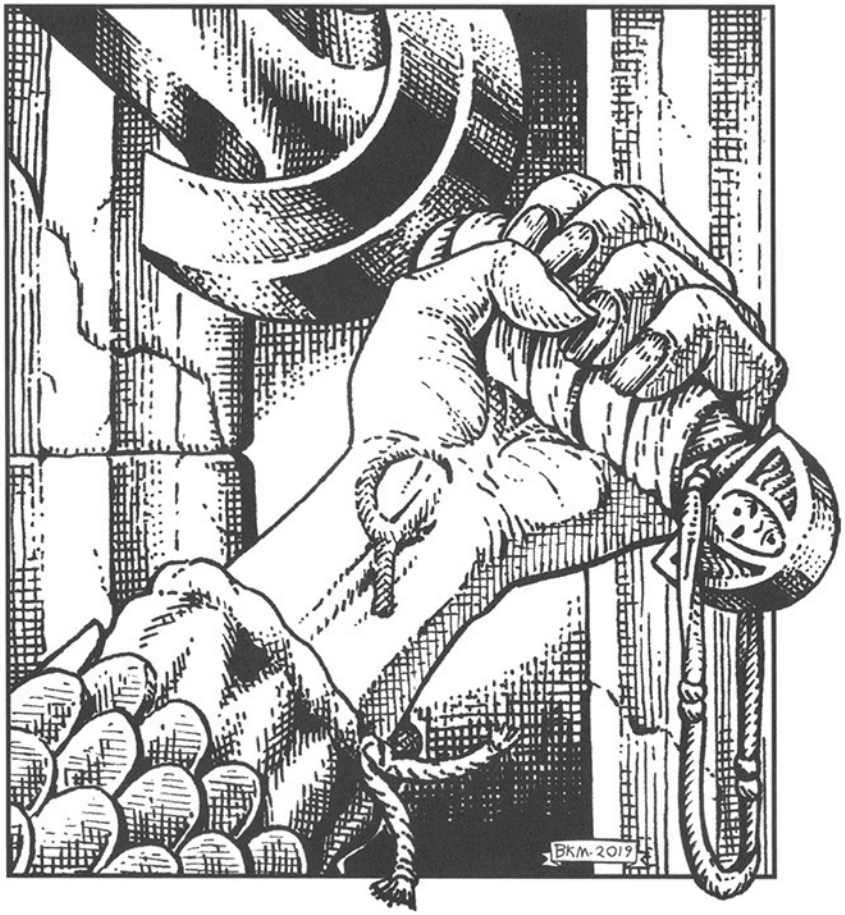
12. The party encounters a **Cynidicean cult fanatic of Zargon** and his 12 **Cynidicean cultist of Zargon** followers. They are on a holy quest and insist the party joins them. This is a ploy to capture the characters when they let their guard down. If captured, they are destined for eventual sacrifice to Zargon.

APPENDIX D

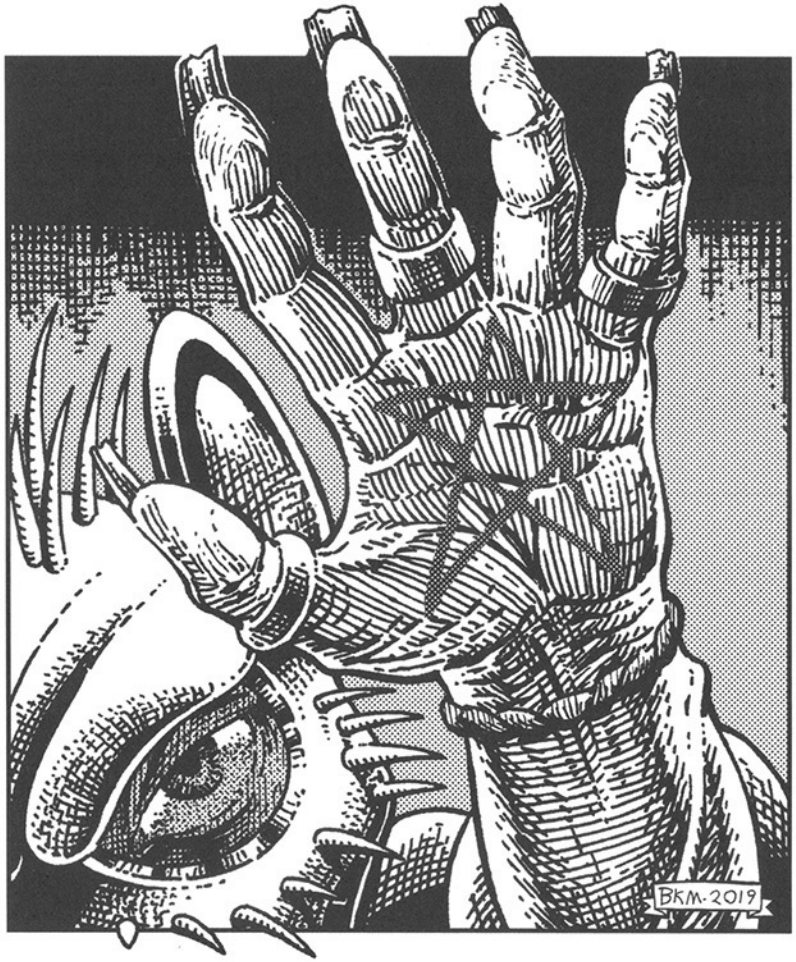
Handouts



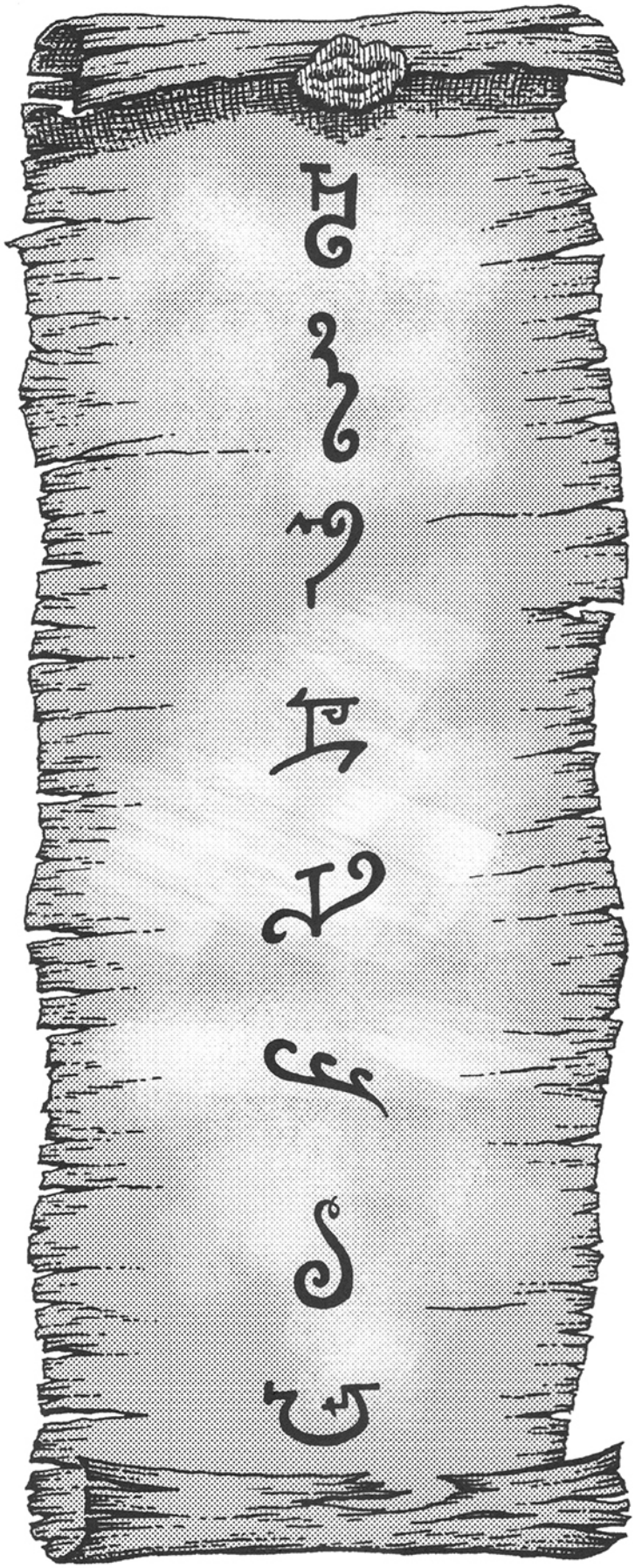
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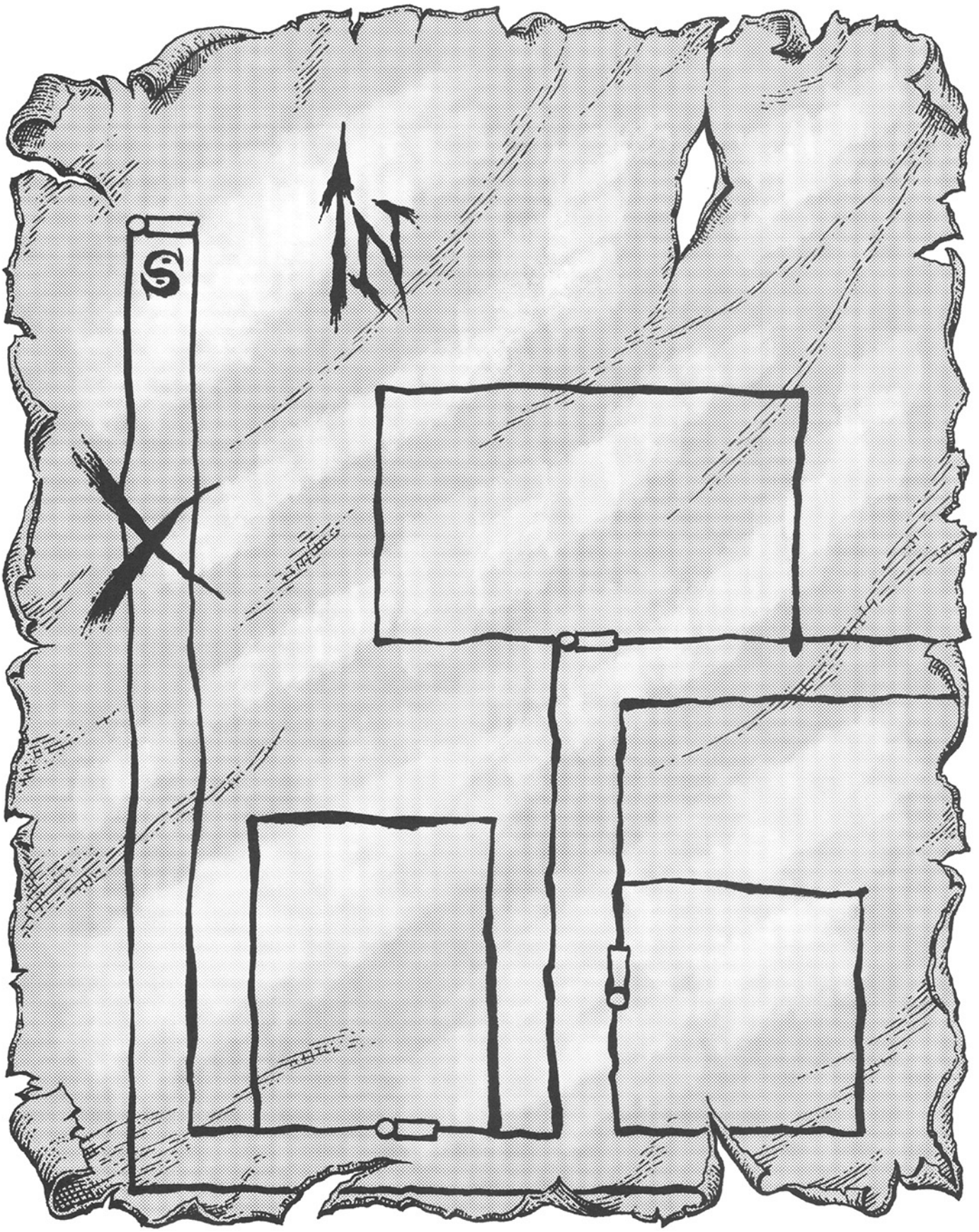
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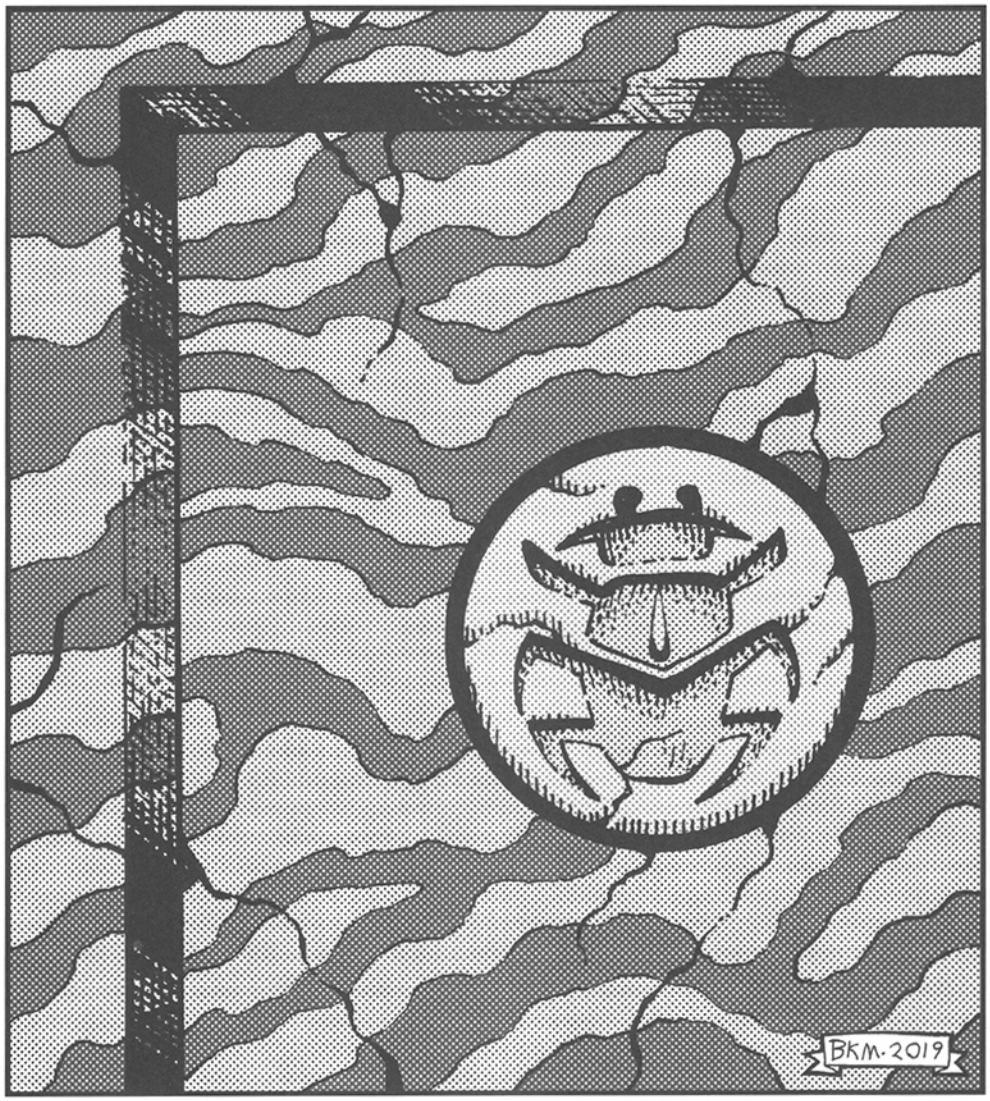
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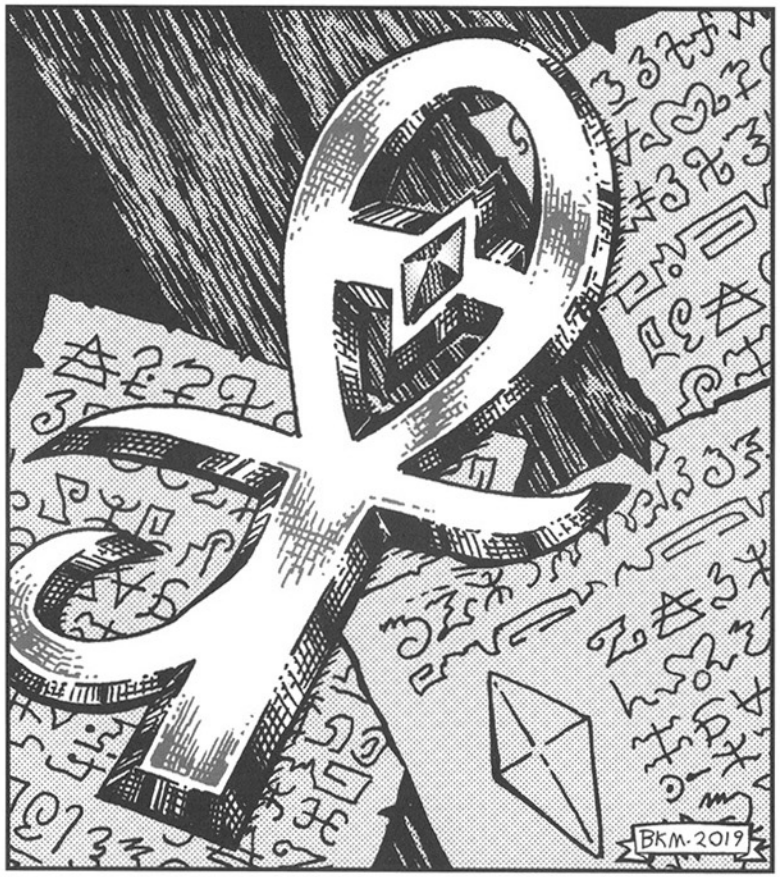
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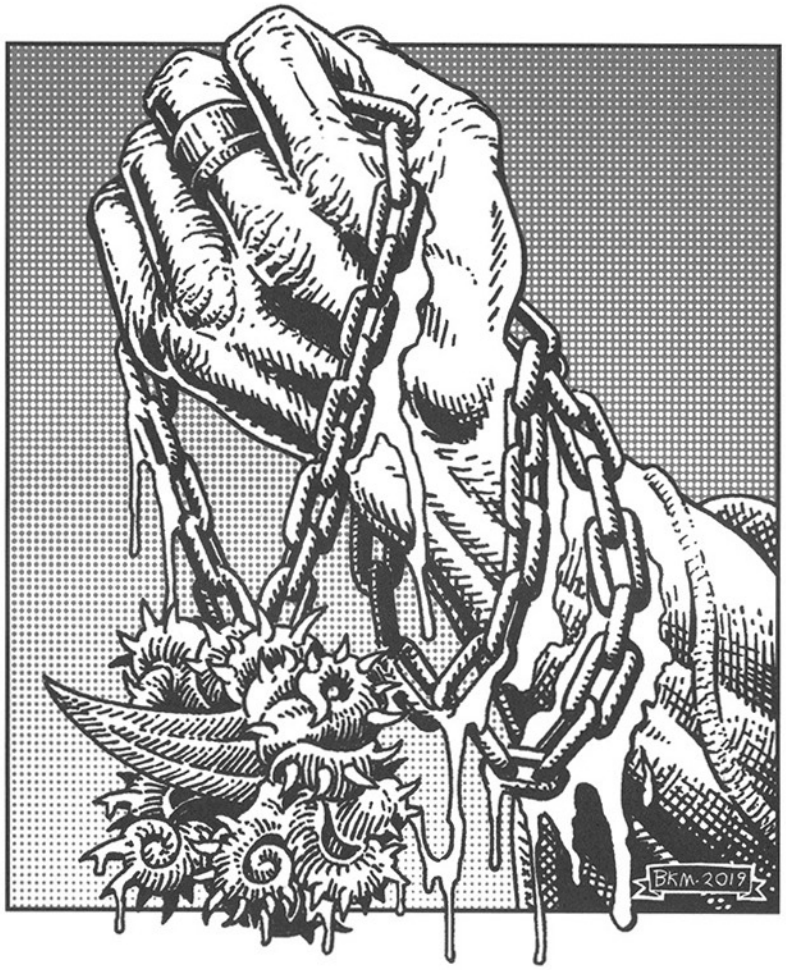
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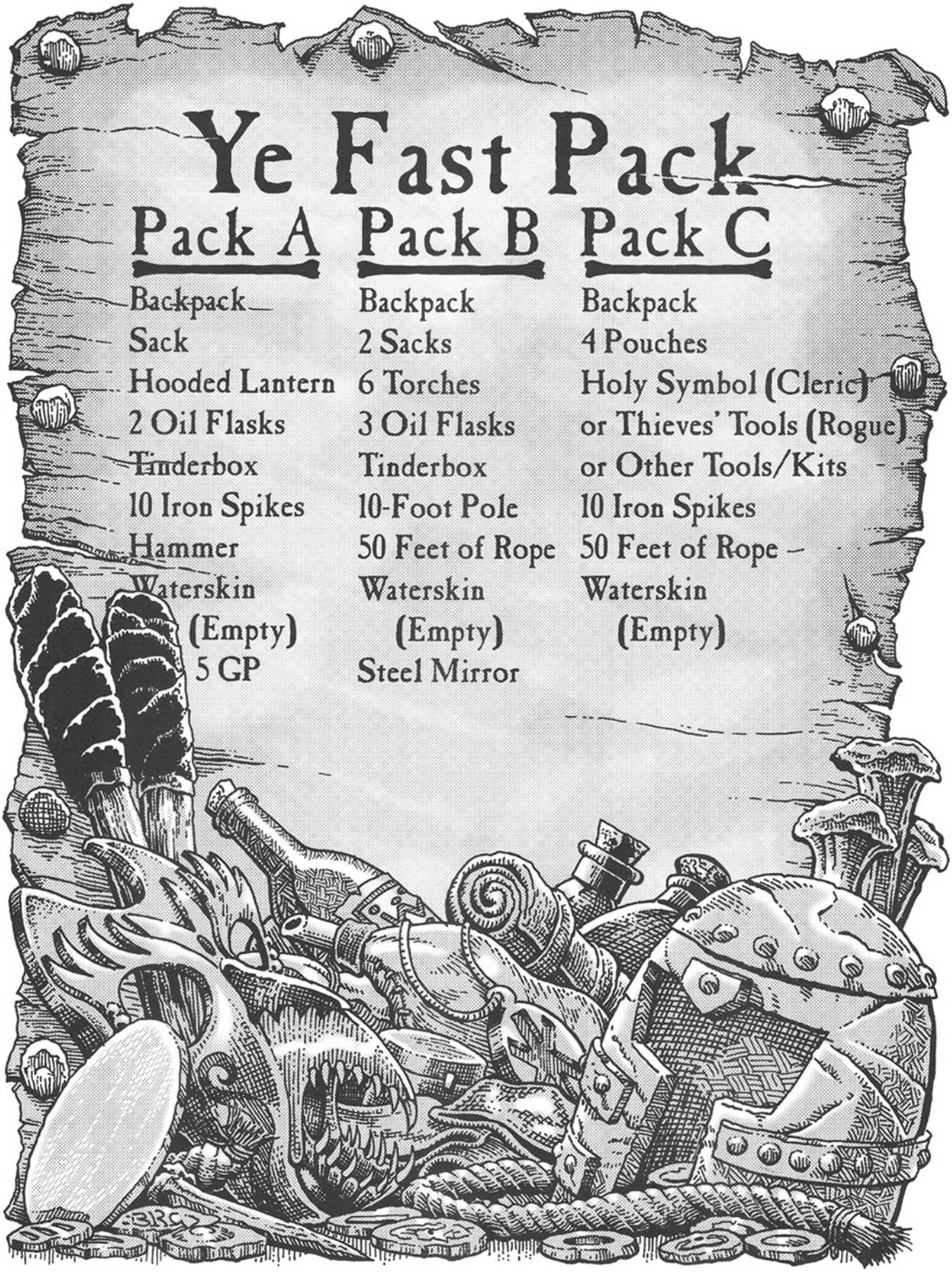
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HANDOUT #8



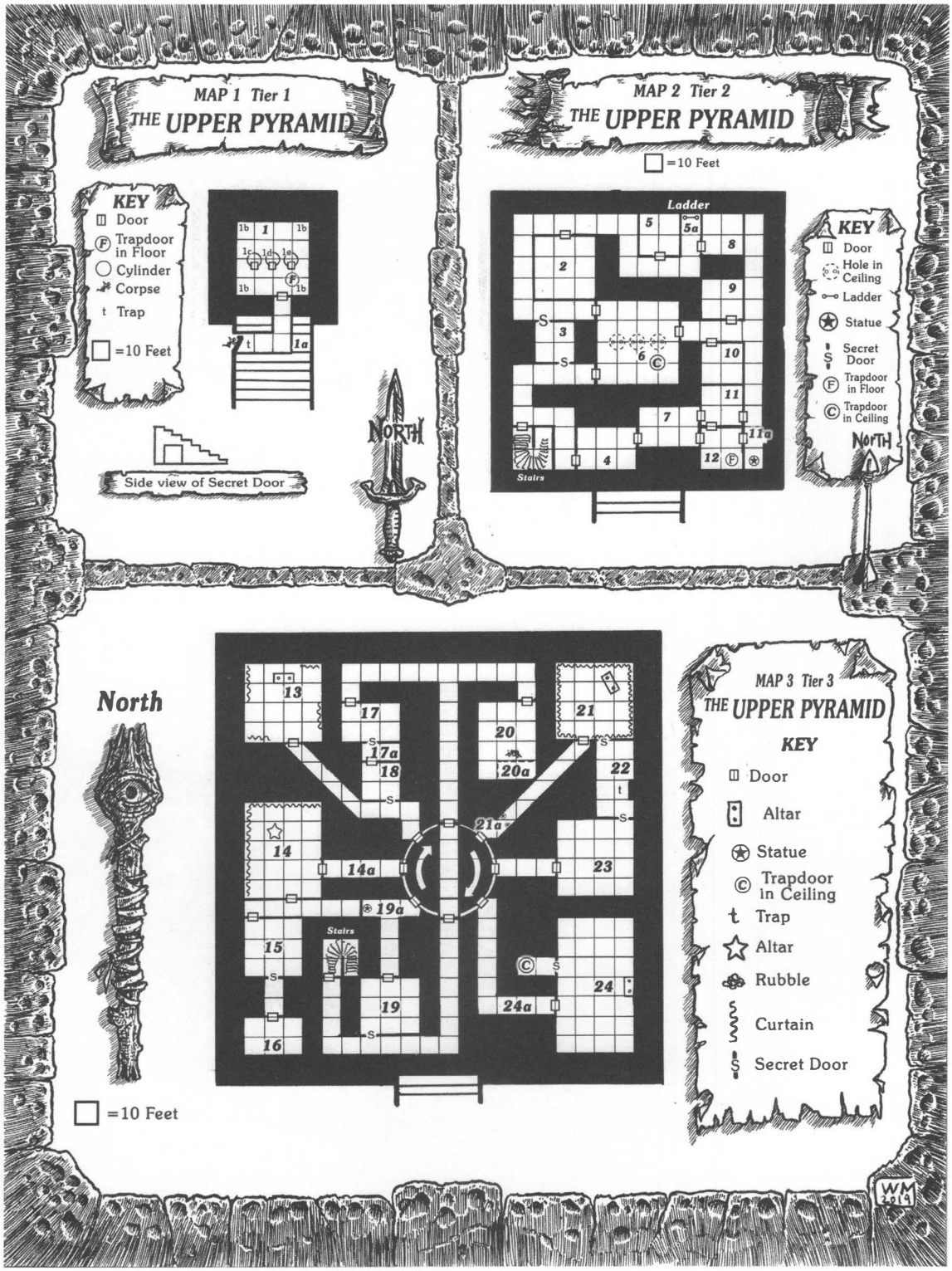
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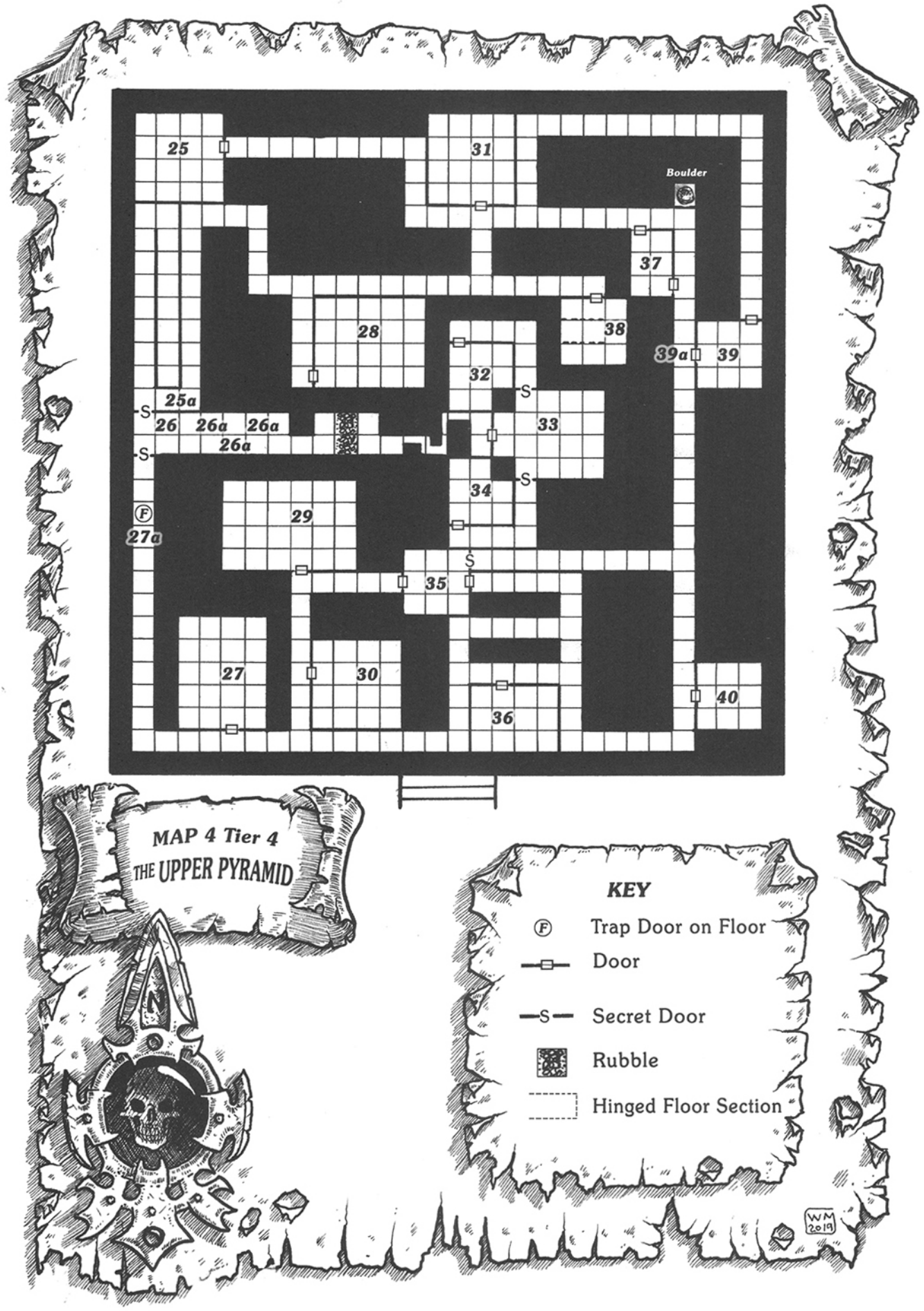

Ye Fast Pack
Pack A
Backpack
Sack
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2 Oil Flasks
Tinderbox
10 Iron Spikes
Hammer
Waterskin
(Empty)
5 GP
Pack B
Backpack
2 Sacks
6 Torches
3 Oil Flasks
Tinderbox
10-Foot Pole
50 Feet of Rope
Waterskin
(Empty)
Steel Mirror
Pack C
Backpack
4 Pouches
Holy Symbol (Cleric)
or Thieves' Tools (Rogue)
or Other Tools/Kits
10 Iron Spikes
50 Feet of Rope
Waterskin
(Empty)

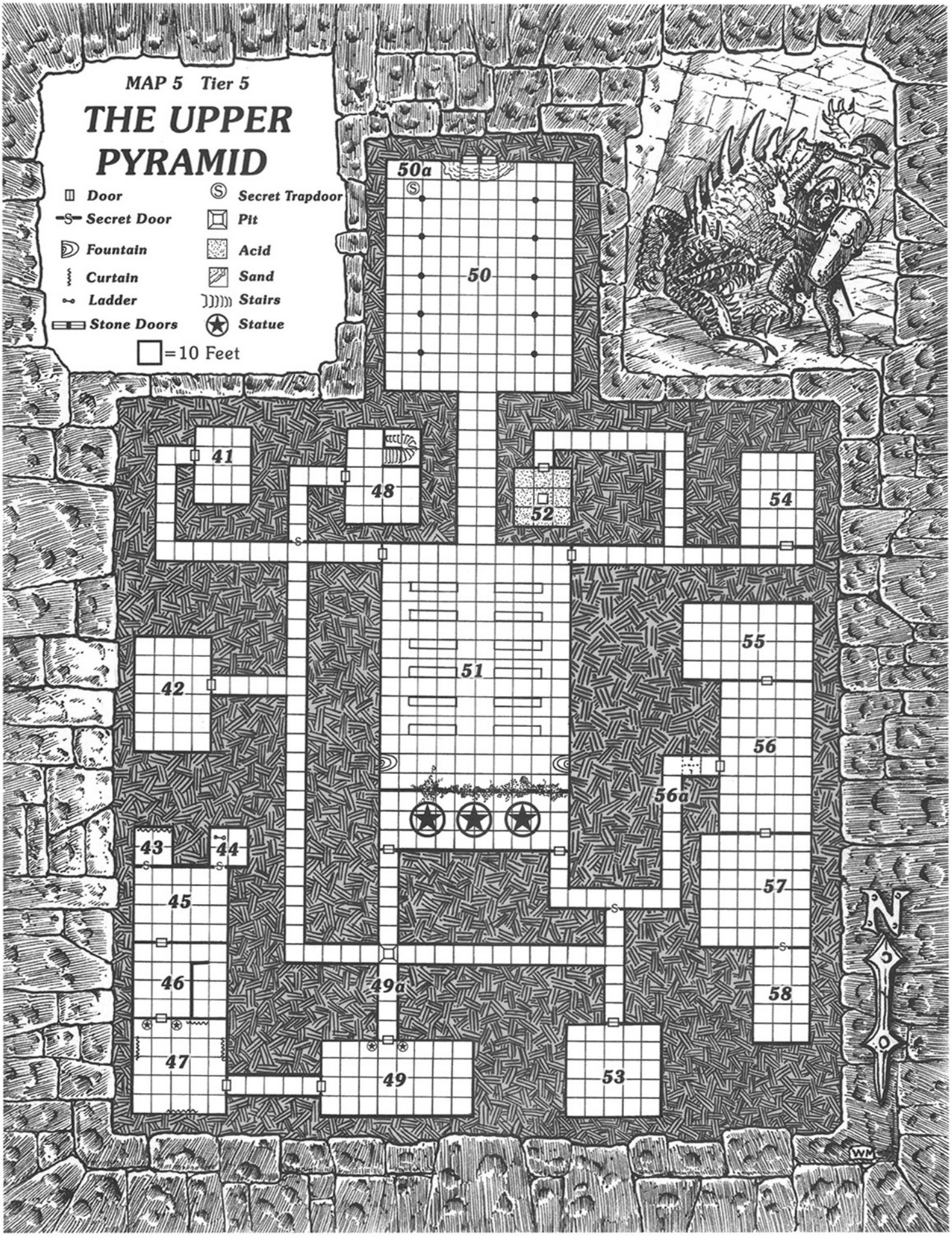
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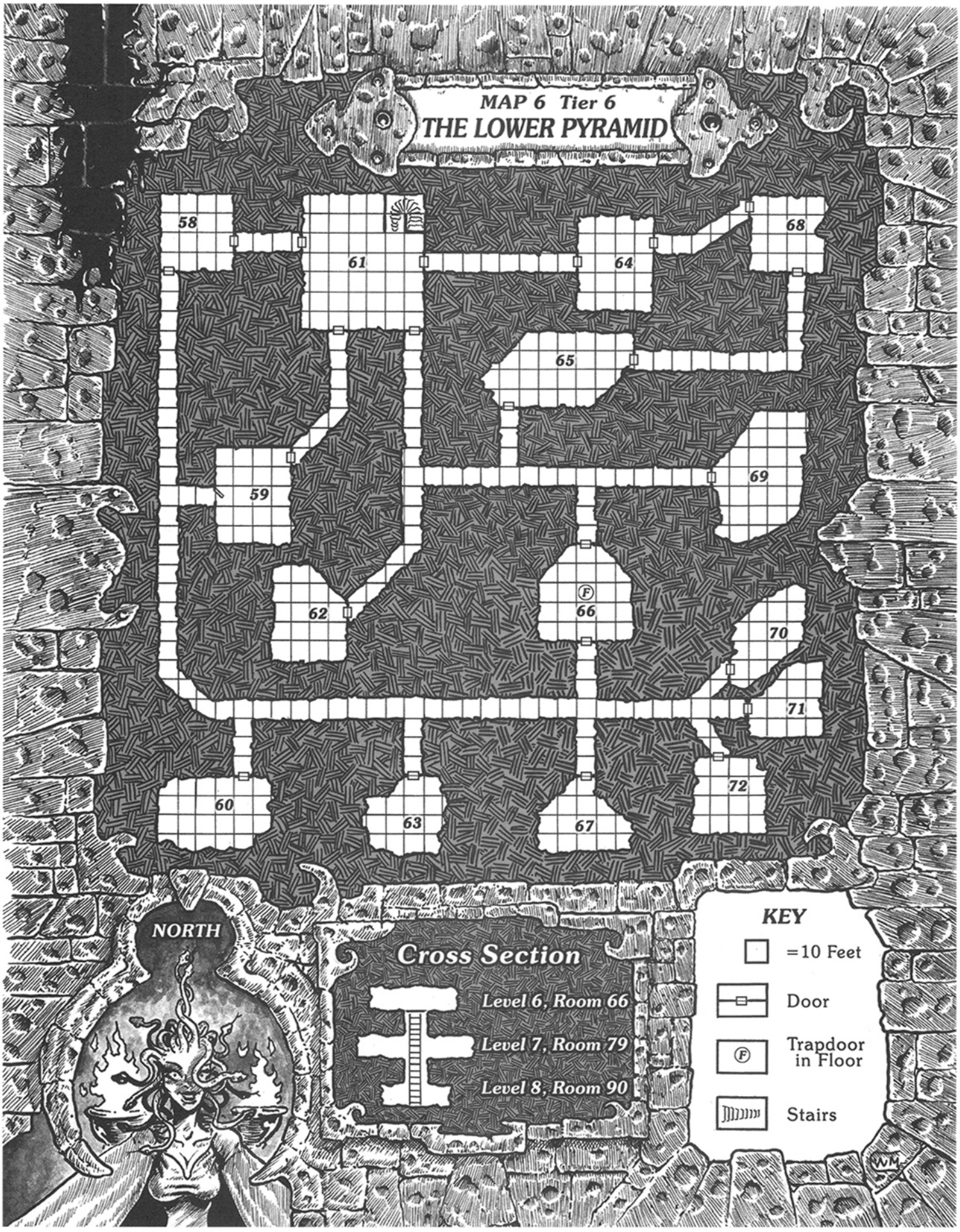
APPENDIX E
Maps

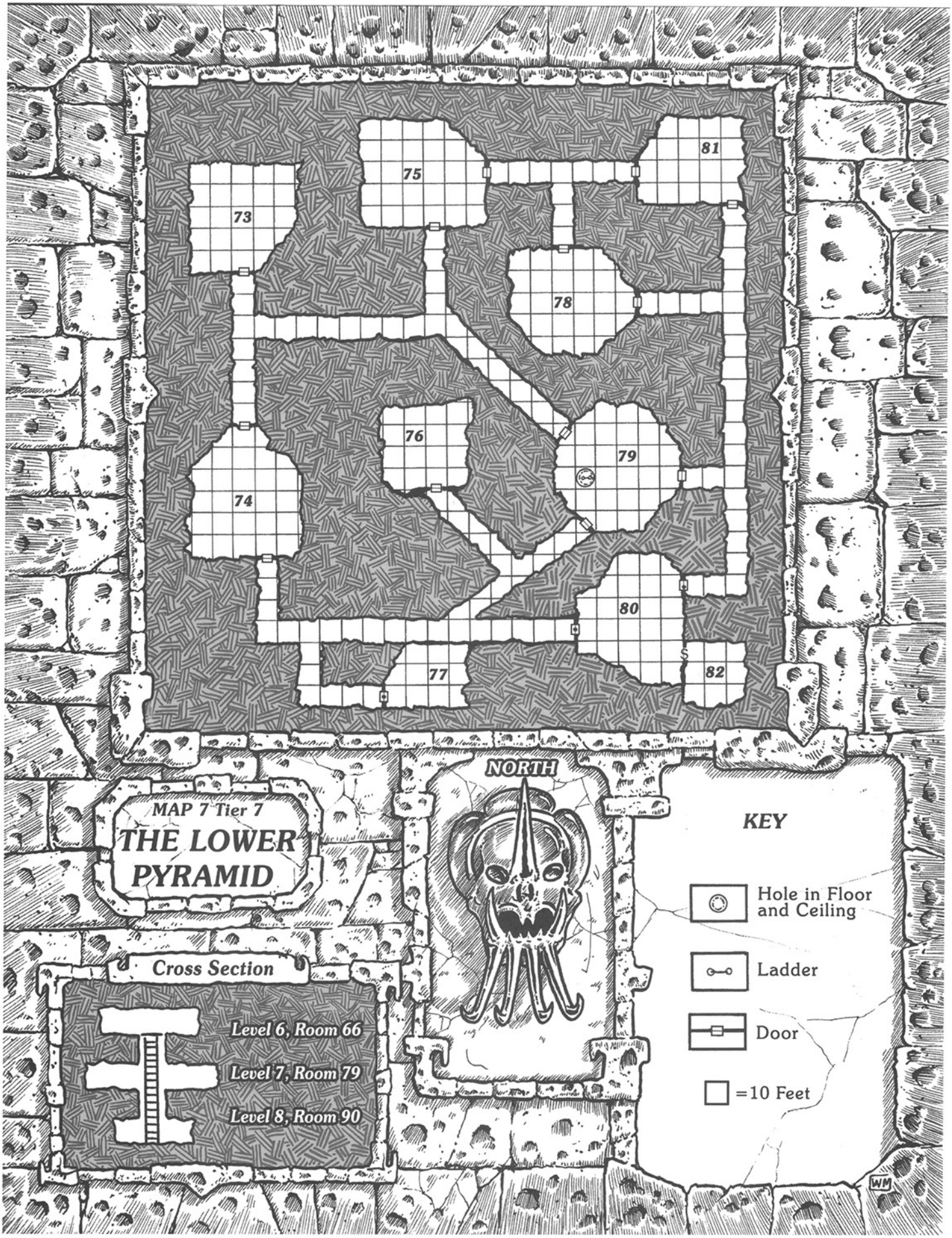
There are many maps of the step pyramid and the areas in and around the Lost City in this book. They are included in the preceding chapters near their encounter descriptions, and they are also collected here in this appendix for ease of use by the Dungeon Master.

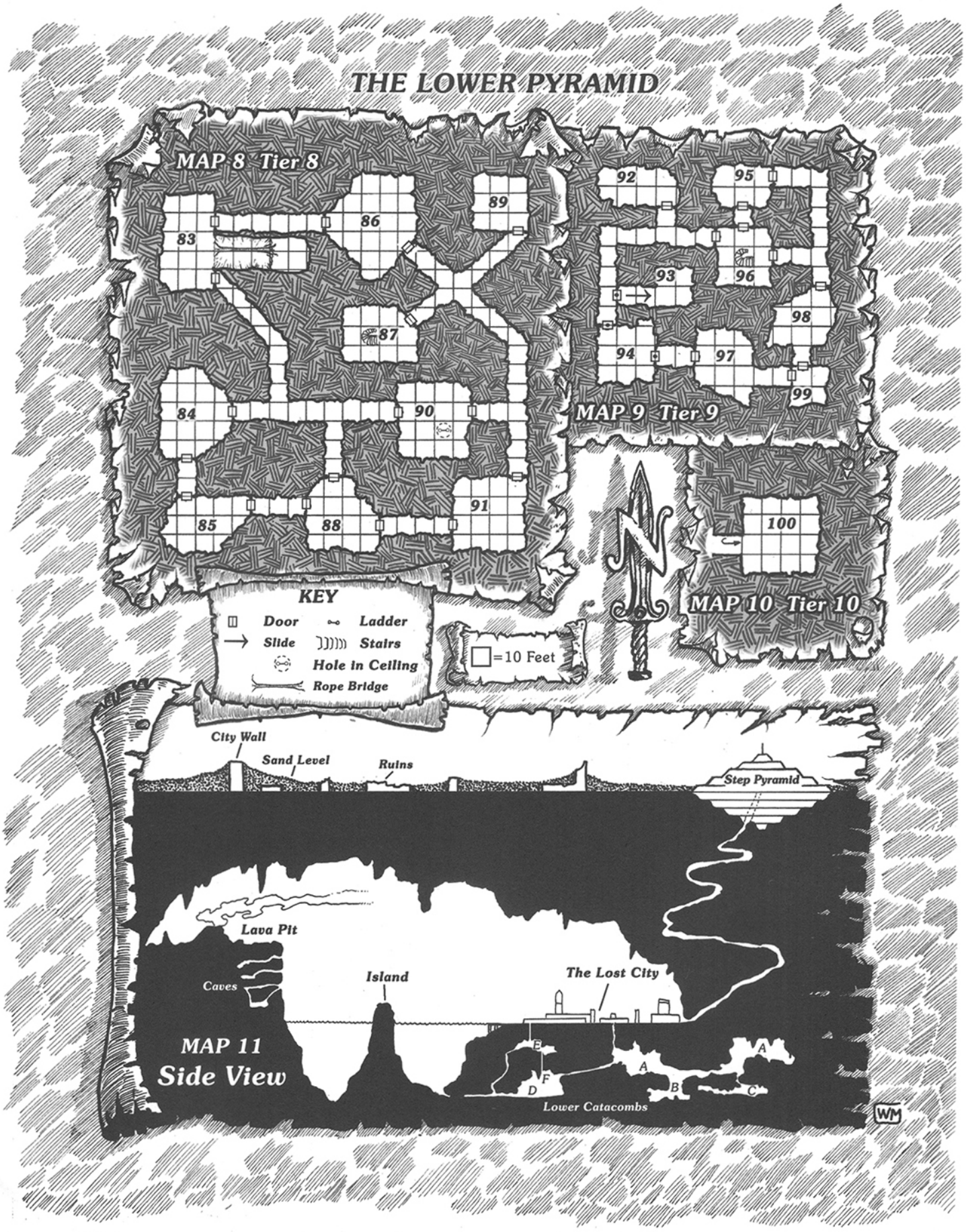


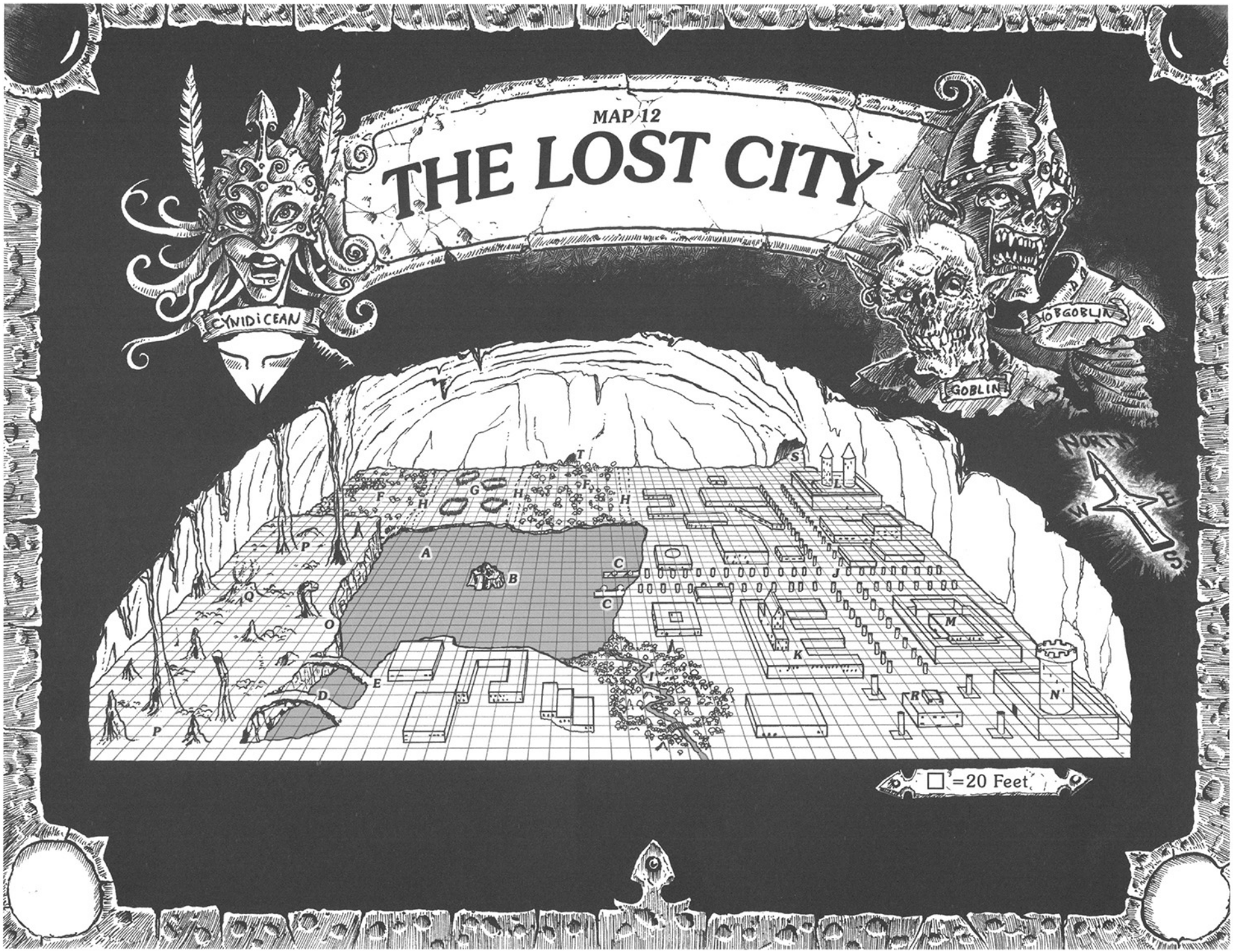

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MAP 4 Tier 4
THE UPPER PYRAMID
KEY
F Trap Door on Floor
Door
S Secret Door
Rubble
Hinged Floor Section
WM 2019

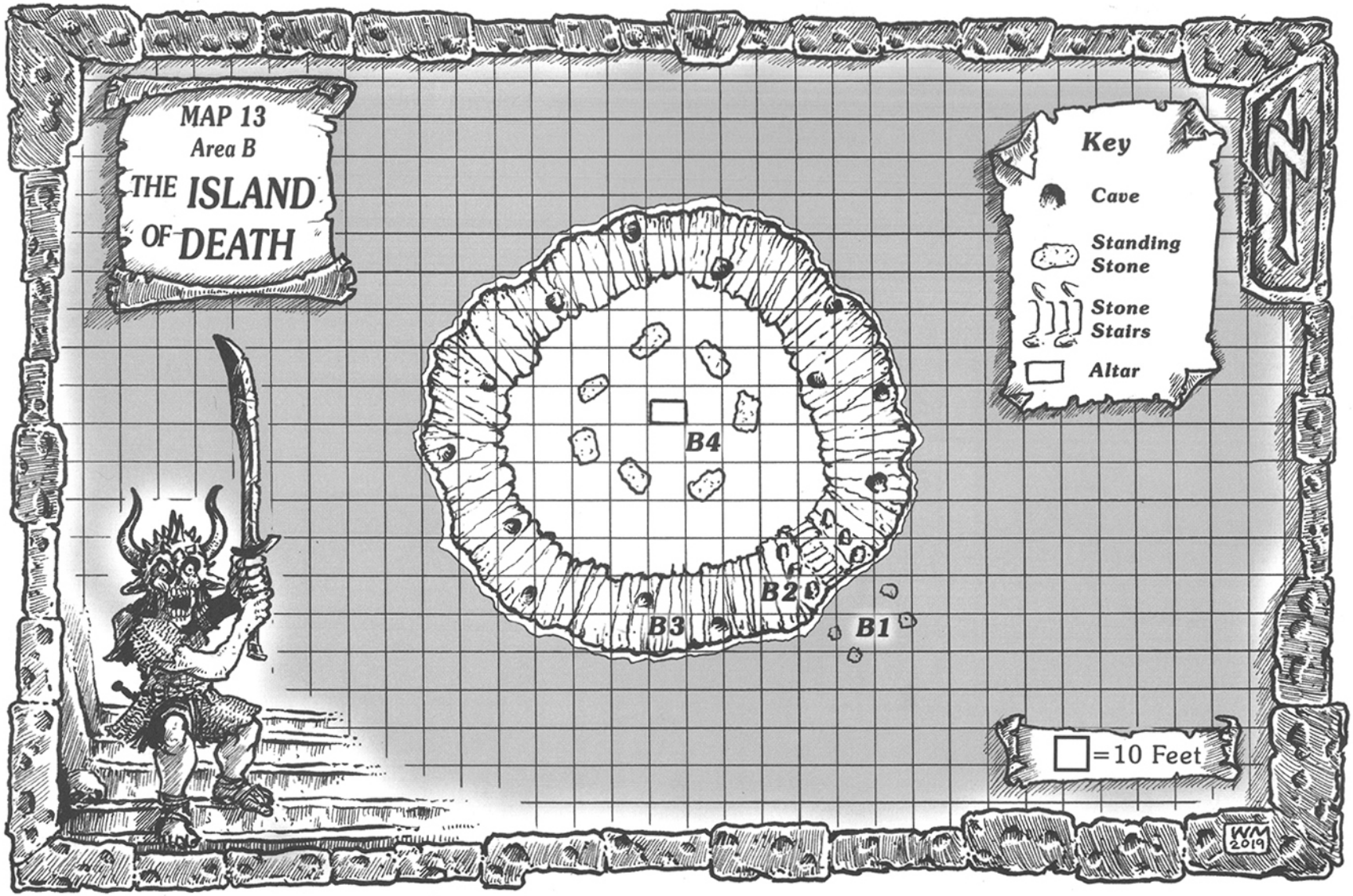

MAP 5 Tier 5
THE UPPER PYRAMID
Door
Secret Door
Fountain
Curtain
Ladder
Stone Doors
Secret Trapdoor
Pit
Acid
Sand
Stairs
Statue
=10 Feet
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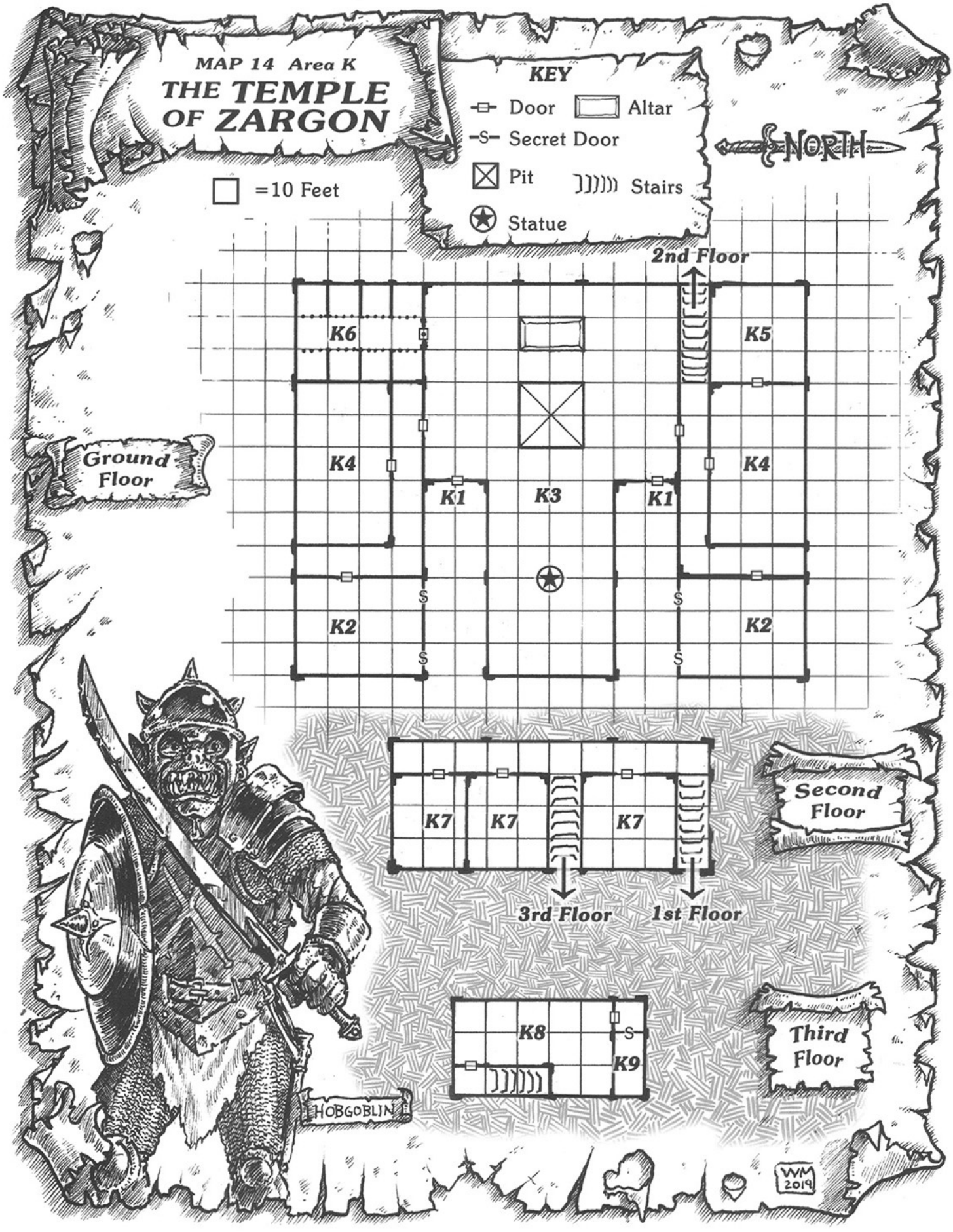

MAP 6 Tier 6
THE LOWER PYRAMID
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60
63
67
72
NORTH
Cross Section
Level 6, Room 66
Level 7, Room 79
Level 8, Room 90
KEY
=10 Feet
Door
Trapdoor in Floor
Stairs

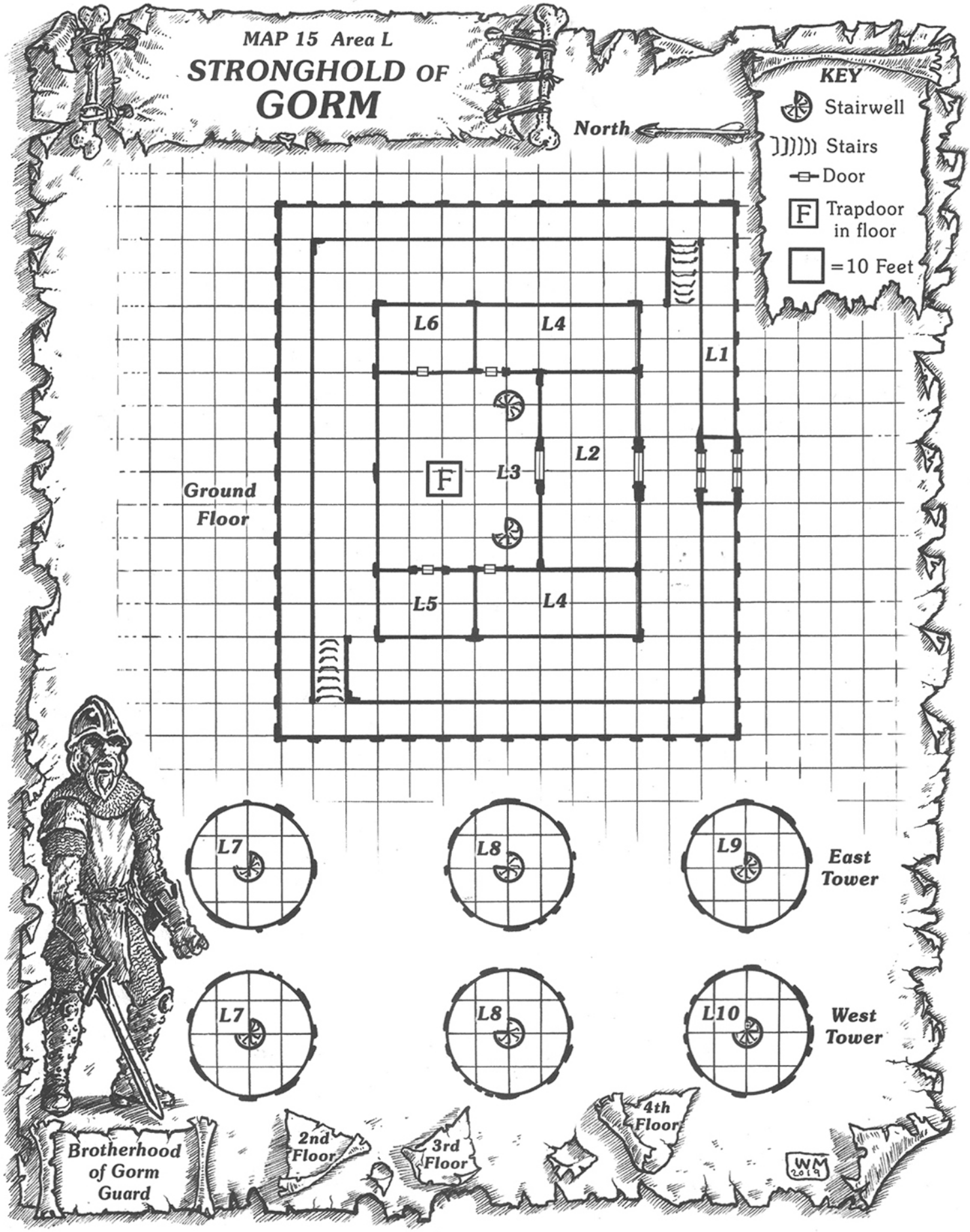

81
75
73
78
76
79
74
80
77
82
NORTH
MAP 7 Tier 7
THE LOWER PYRAMID
Cross Section
Level 6, Room 66
Level 7, Room 79
Level 8, Room 90
KEY
Hole in Floor and Ceiling
Ladder
Door
=10 Feet
WM

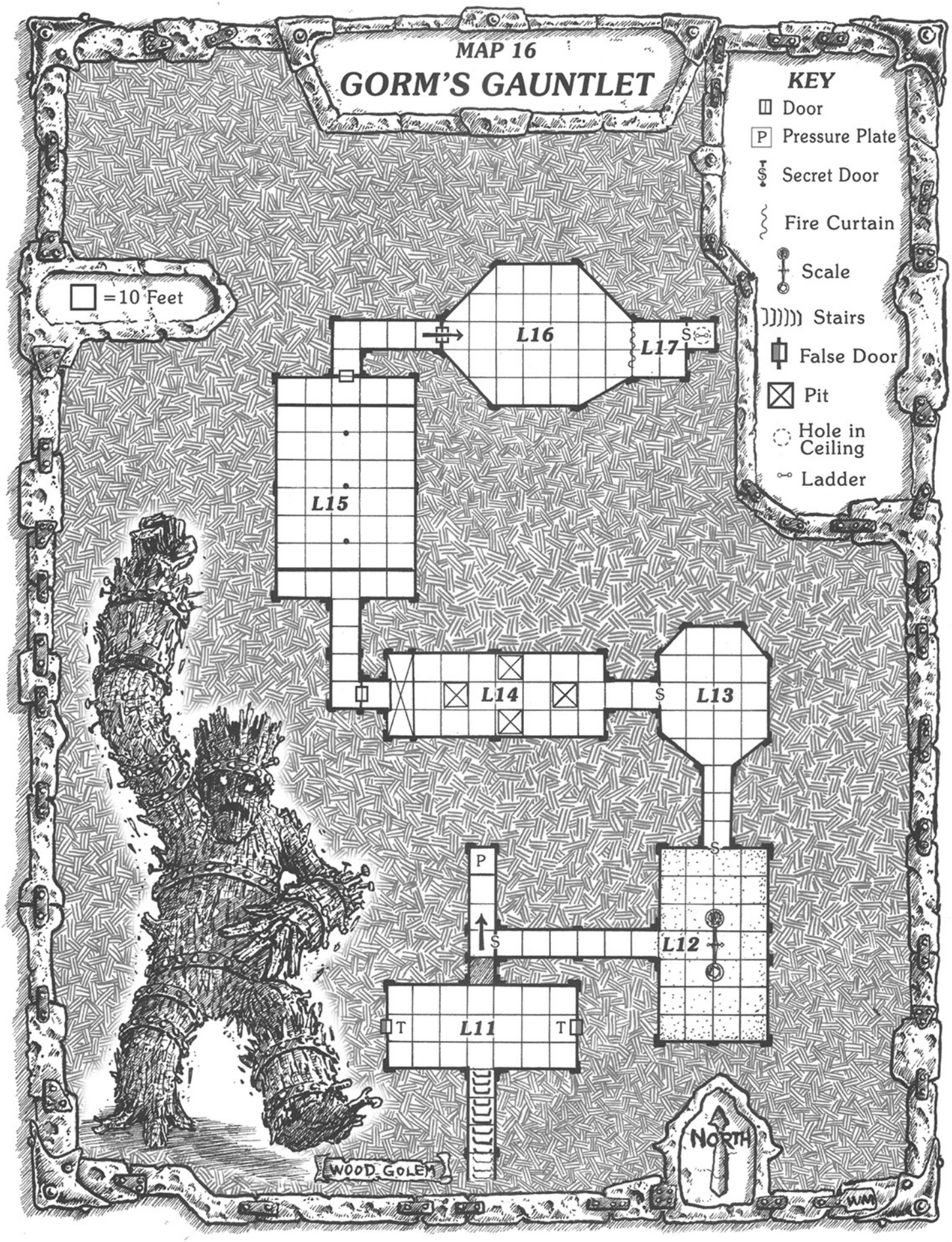

THE LOWER PYRAMID
MAP 8 Tier 8
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
MAP 9 Tier 9
100
MAP 10 Tier 10
KEY
Door
Ladder
Slide
Stairs
Hole in Ceiling
Rope Bridge
=10 Feet
City Wall
Sand Level
Ruins
Step Pyramid
Lava Pit
Caves
Island
The Lost City
MAP 11
Side View
A
B
C
D
E
F
Lower Catacombs
WM

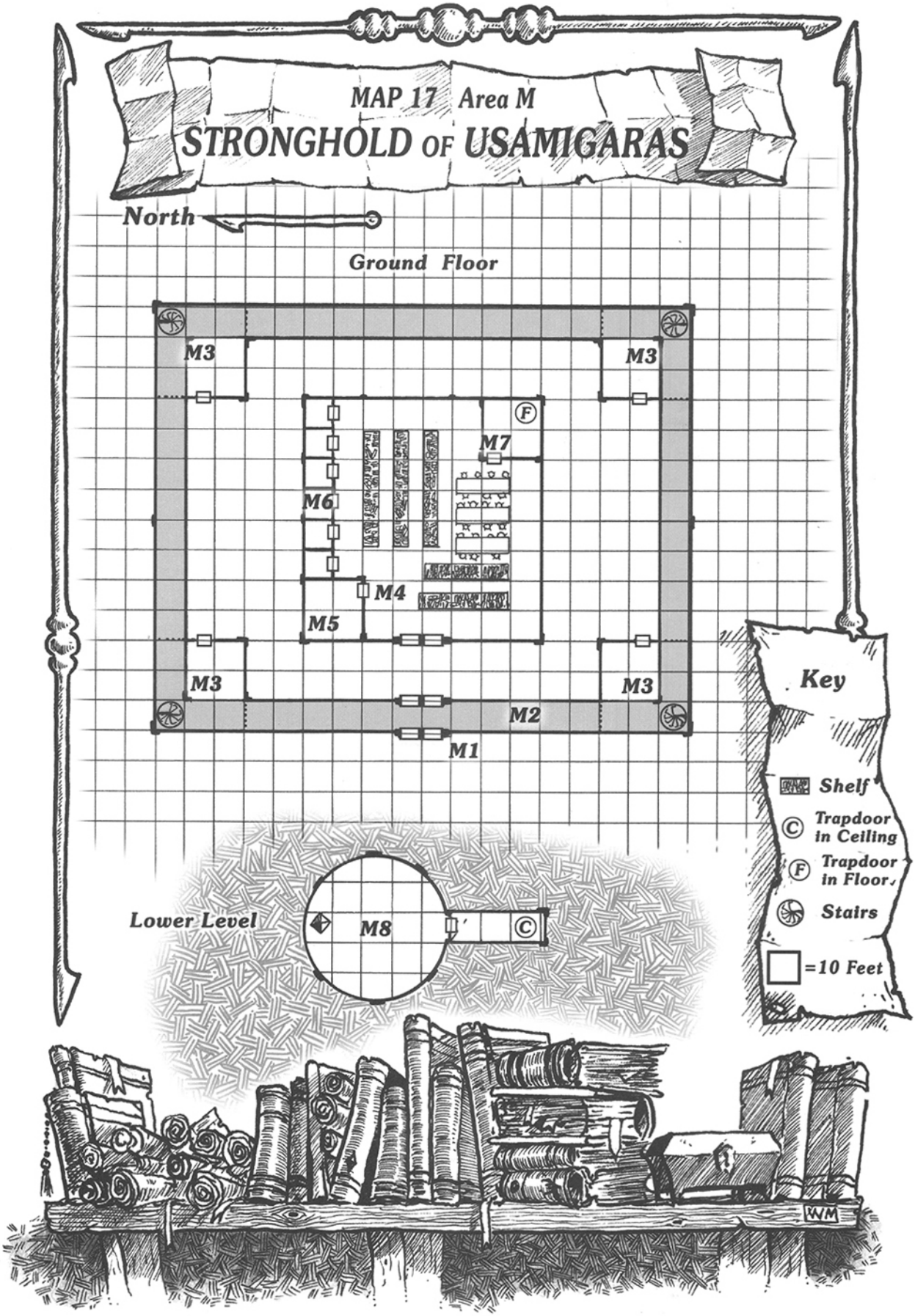

MAP 12
THE LOST CITY
CYNIDICEAN
HOBGOBLIN
GOBLIN
NORTH
A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
□=20 Feet

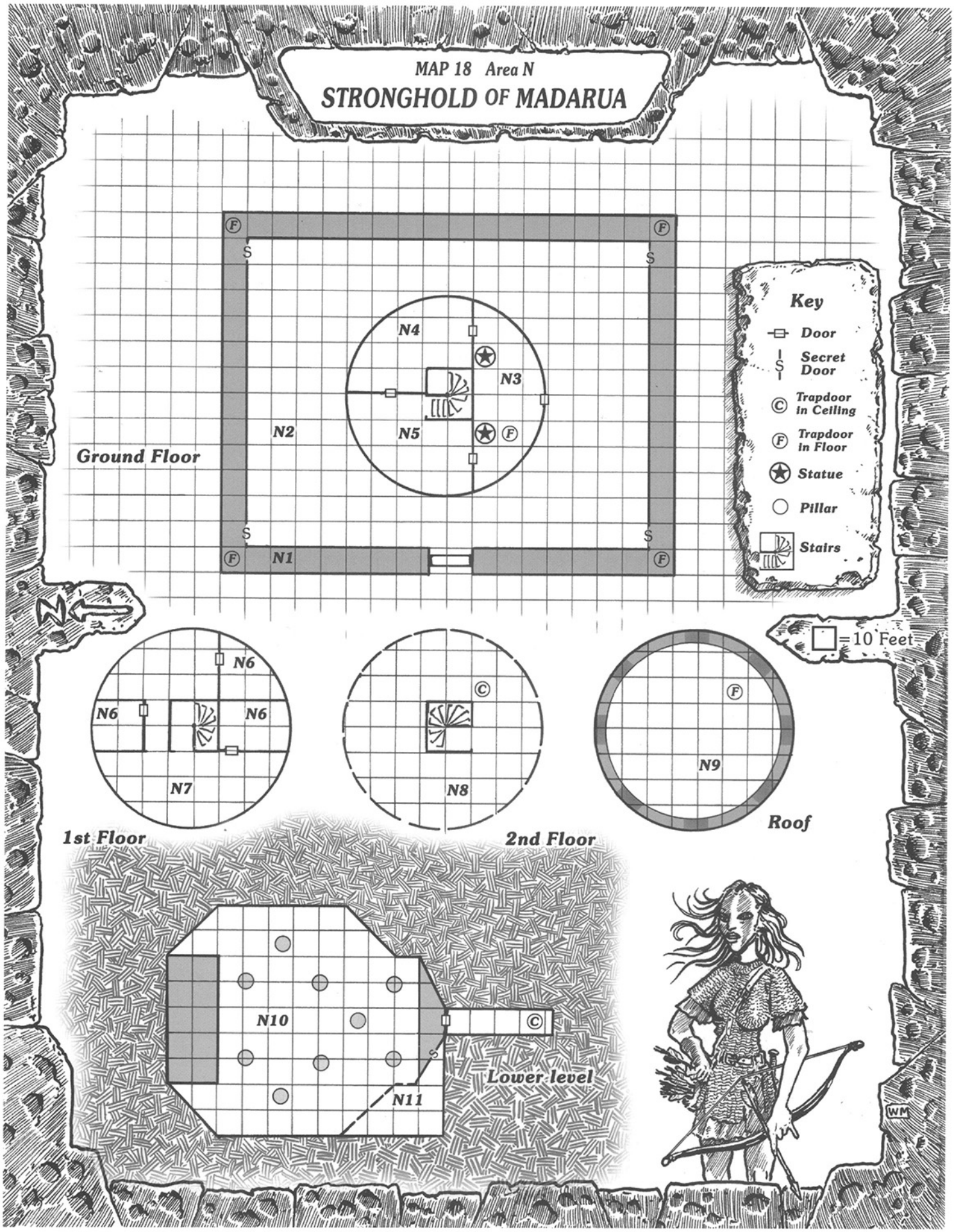

MAP 13
Area B
THE ISLAND OF DEATH
Key
Cave
Standing Stone
Stone Stairs
Altar
B4
B3
B2
B1
=10 Feet
WM 2019

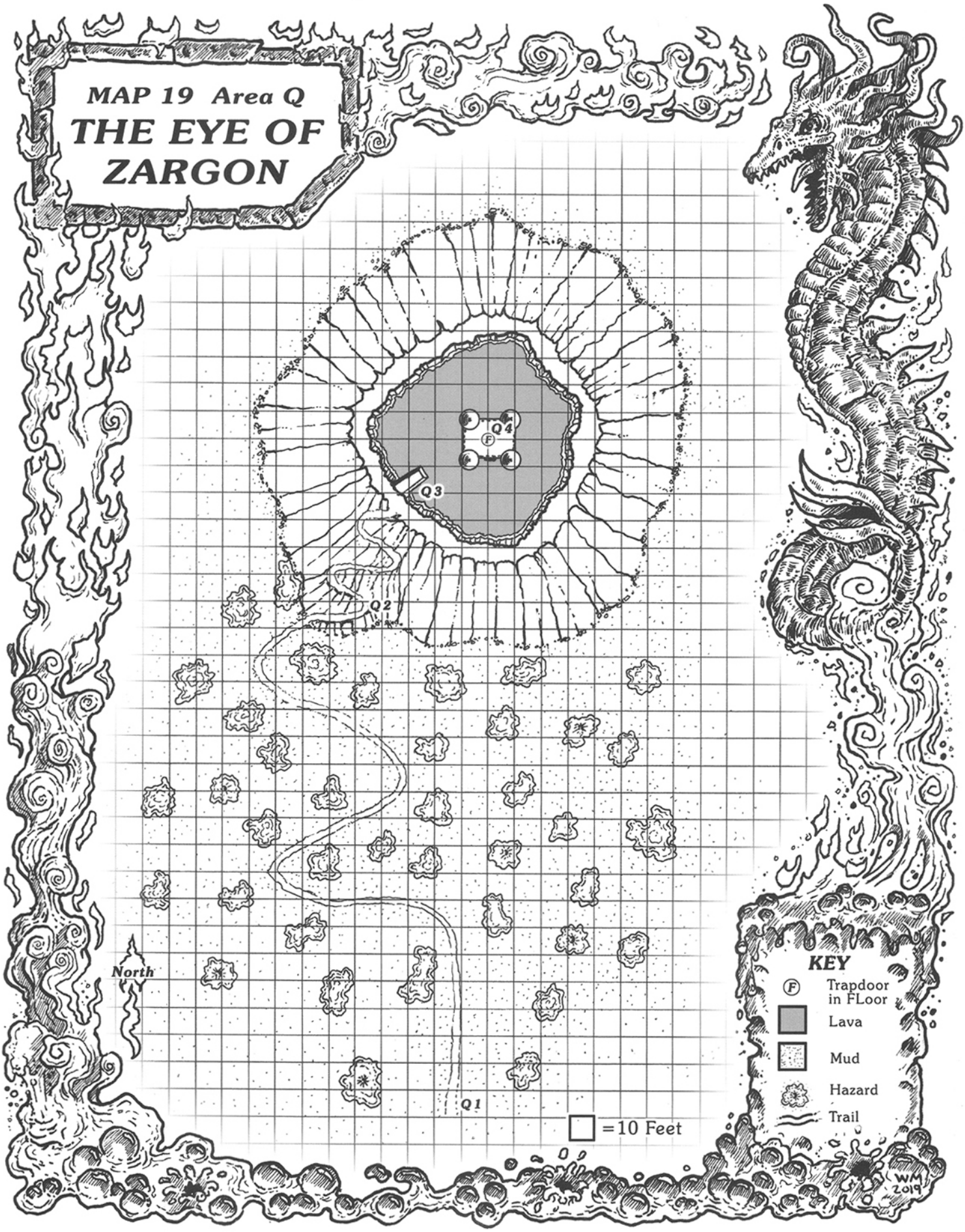

MAP 14 Area K
THE TEMPLE OF ZARGON
KEY
Door
Altar
Secret Door
Pit
Stairs
Statue
NORTH
=10 Feet
2nd Floor
K6
K5
K4
K4
K1
K3
K1
Ground Floor
K2
K2
S
S
S
S
K7
K7
K7
Second Floor
3rd Floor
1st Floor
K8
S
K9
Third Floor
HOBGOBLIN
WM 2019

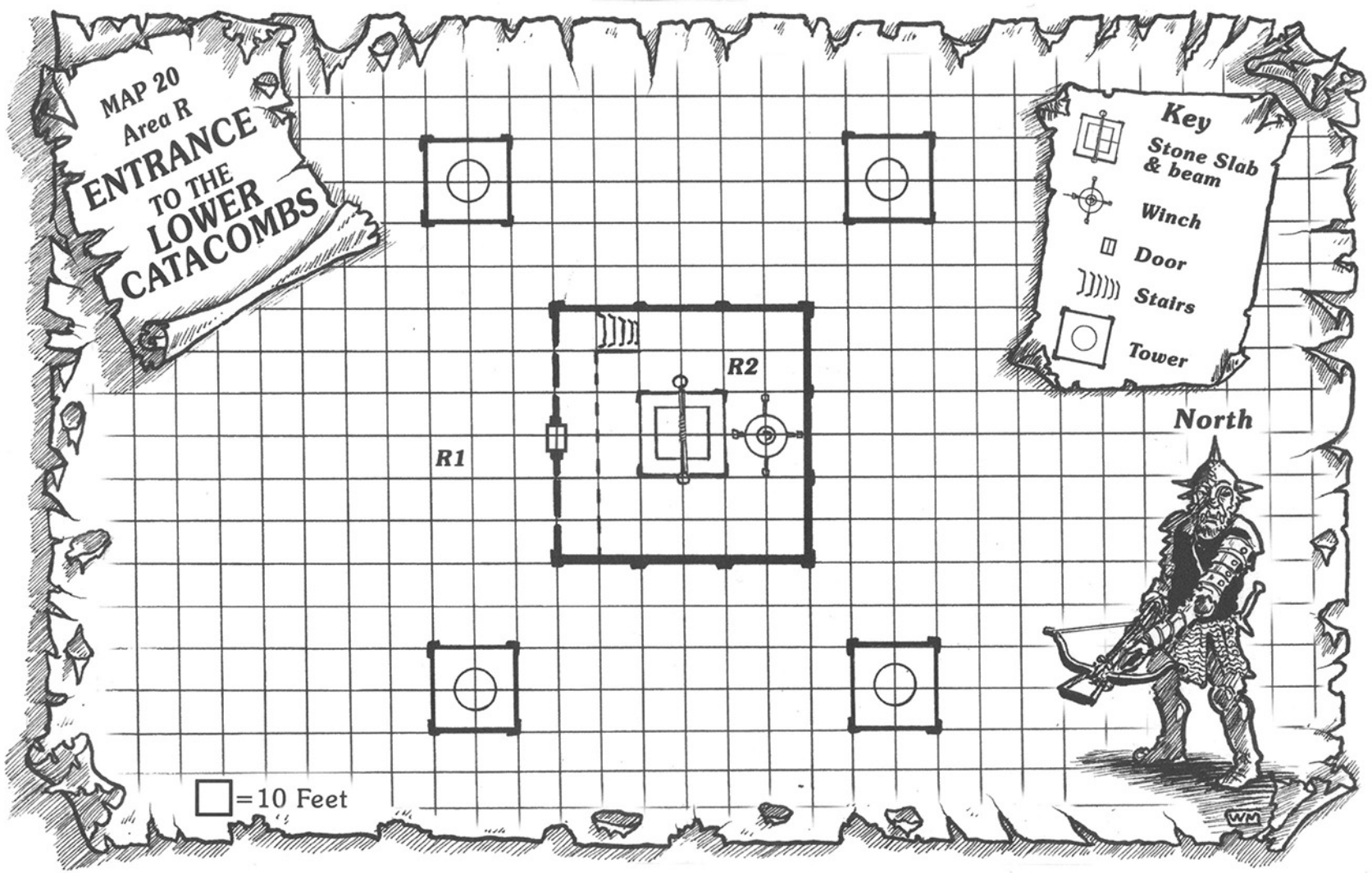

MAP 15 Area L
STRONGHOLD OF GORM
North
KEY
Stairwell
Stairs
Door
F Trapdoor in floor
=10 Feet
L6
L4
L1
L2
L3
F
Ground Floor
L5
L4
L7
L8
L9
East Tower
L7
L8
L10
West Tower
Brotherhood of Gorm Guard
2nd Floor
3rd Floor
4th Floor
WM 2019

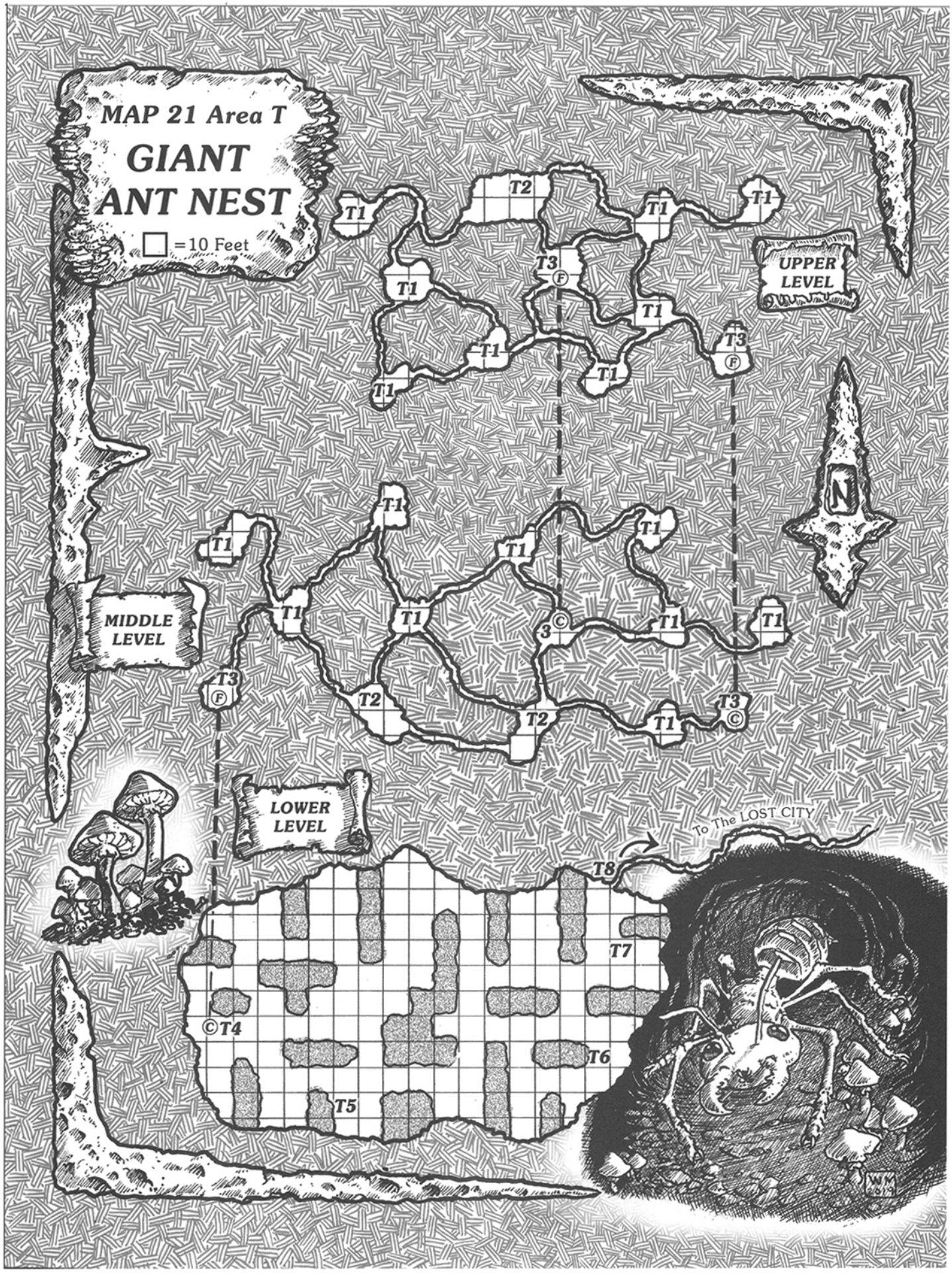

MAP 16
GORM'S GAUNTLET
KEY
Door
Pressure Plate
Secret Door
Fire Curtain
Scale
Stairs
False Door
Pit
Hole in Ceiling
Ladder
=10 Feet
L16
L17
L15
L14
L13
L12
L11
P
S
T
WOOD GOLEM
NORTH
WM

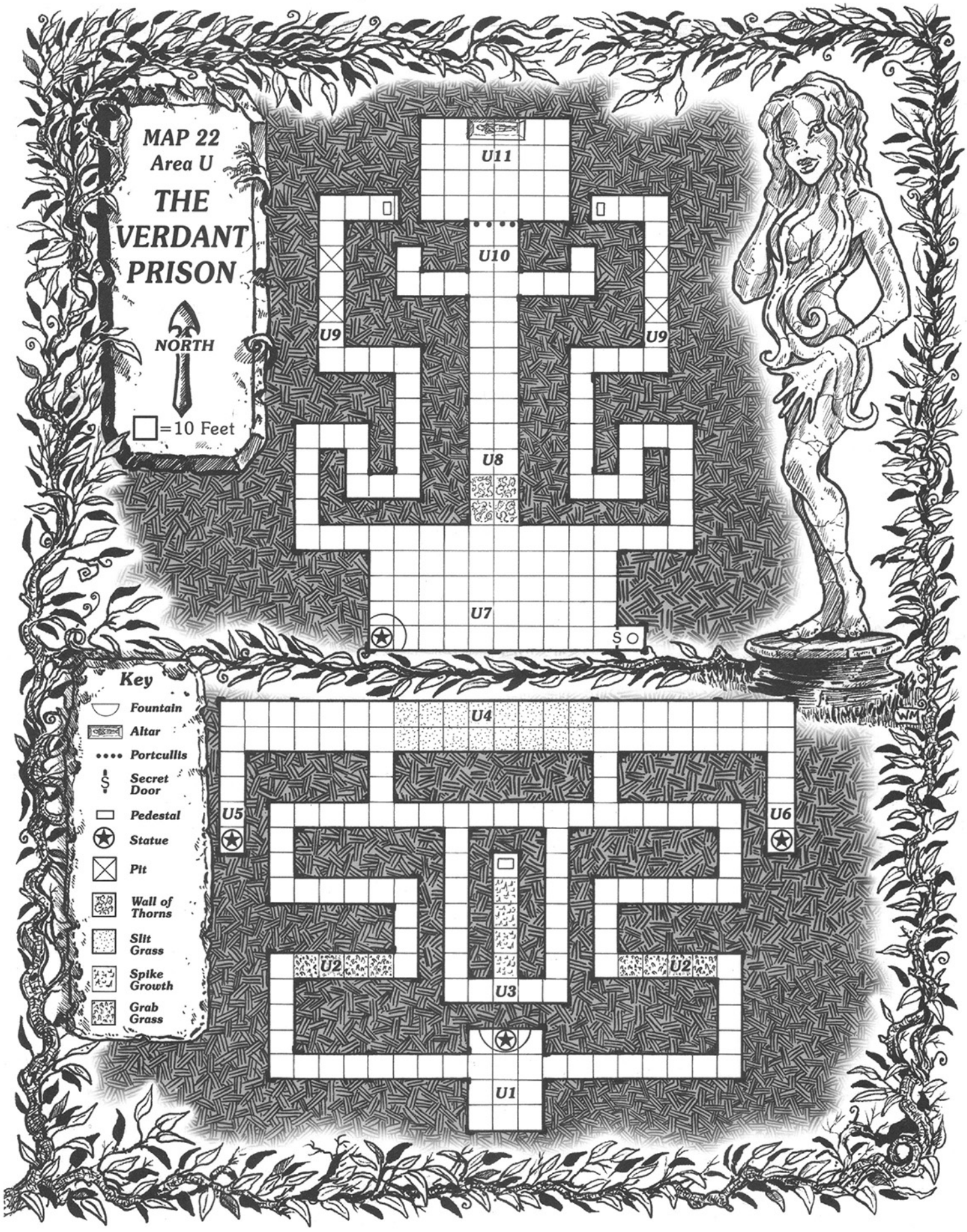

MAP 17 Area M
STRONGHOLD OF USAMIGARAS
North
Ground Floor
M3
M3
F
M7
M6
M4
M5
M3
M3
M2
M1
Lower Level
M8
C
Key
Shelf
C Trapdoor in Ceiling
F Trapdoor in Floor
Stairs
=10 Feet
WM

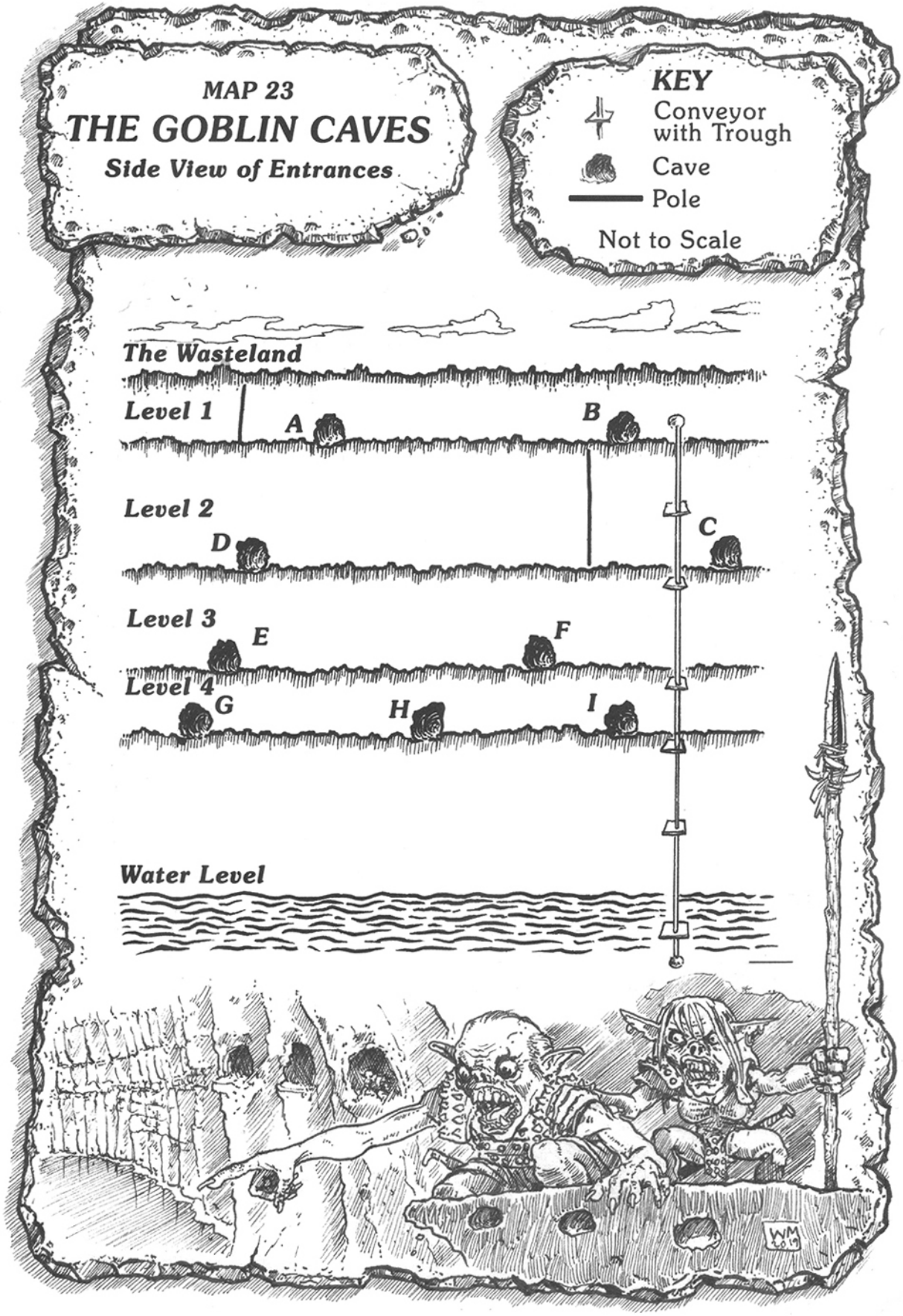

MAP 18 Area N
STRONGHOLD OF MADARUA
Ground Floor
N1
N2
N3
N4
N5
Key
Door
Secret Door
Trapdoor in Ceiling
Trapdoor in Floor
Statue
Pillar
Stairs
=10 Feet
1st Floor
N6
N7
2nd Floor
N8
Roof
N9
Lower level
N10
N11
WM

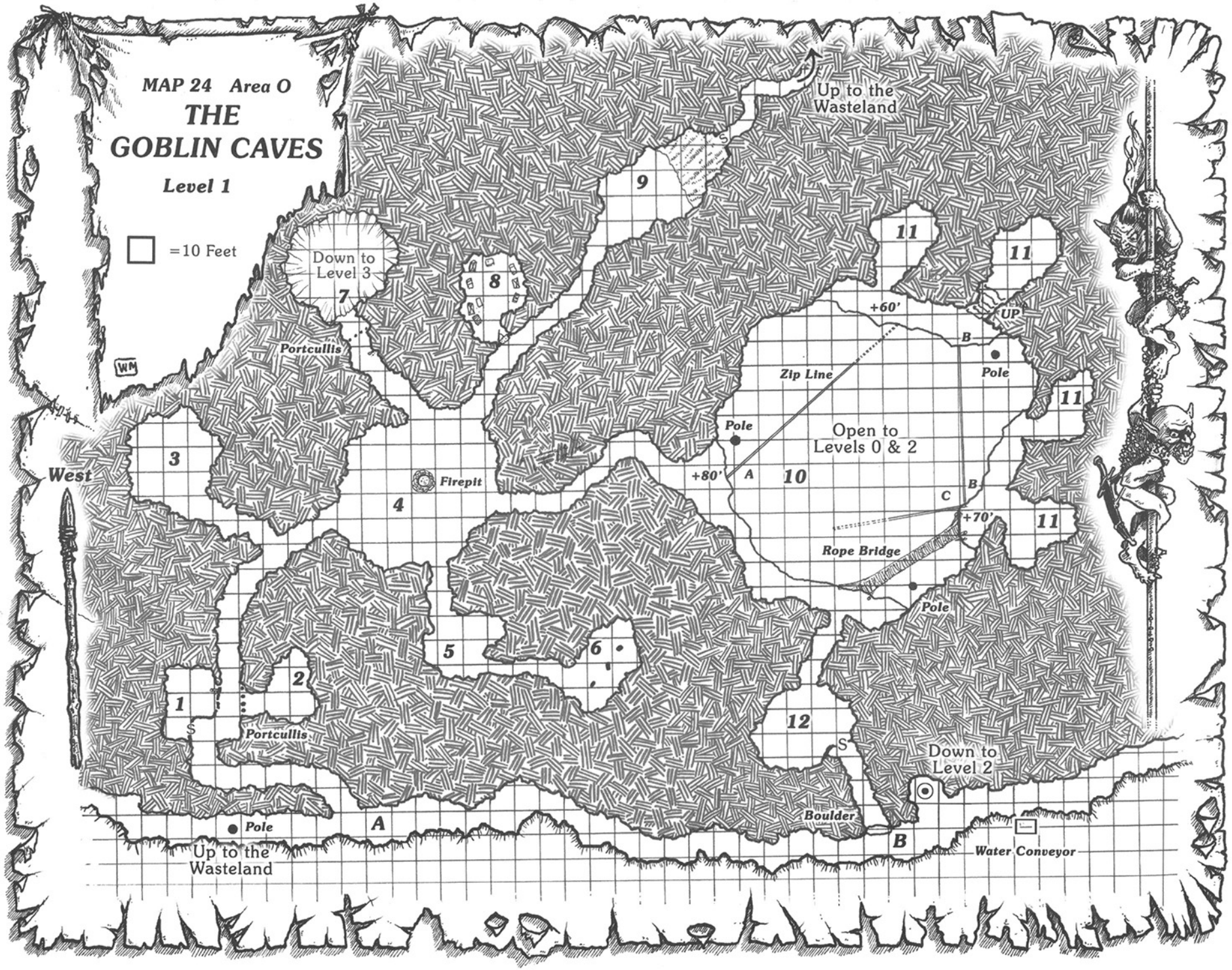

MAP 19 Area Q
THE EYE OF ZARGON
Q4
F
Q3
Q2
Q1
North
KEY
F Trapdoor in FLoor
Lava
Mud
Hazard
Trail
=10 Feet
WM 2019

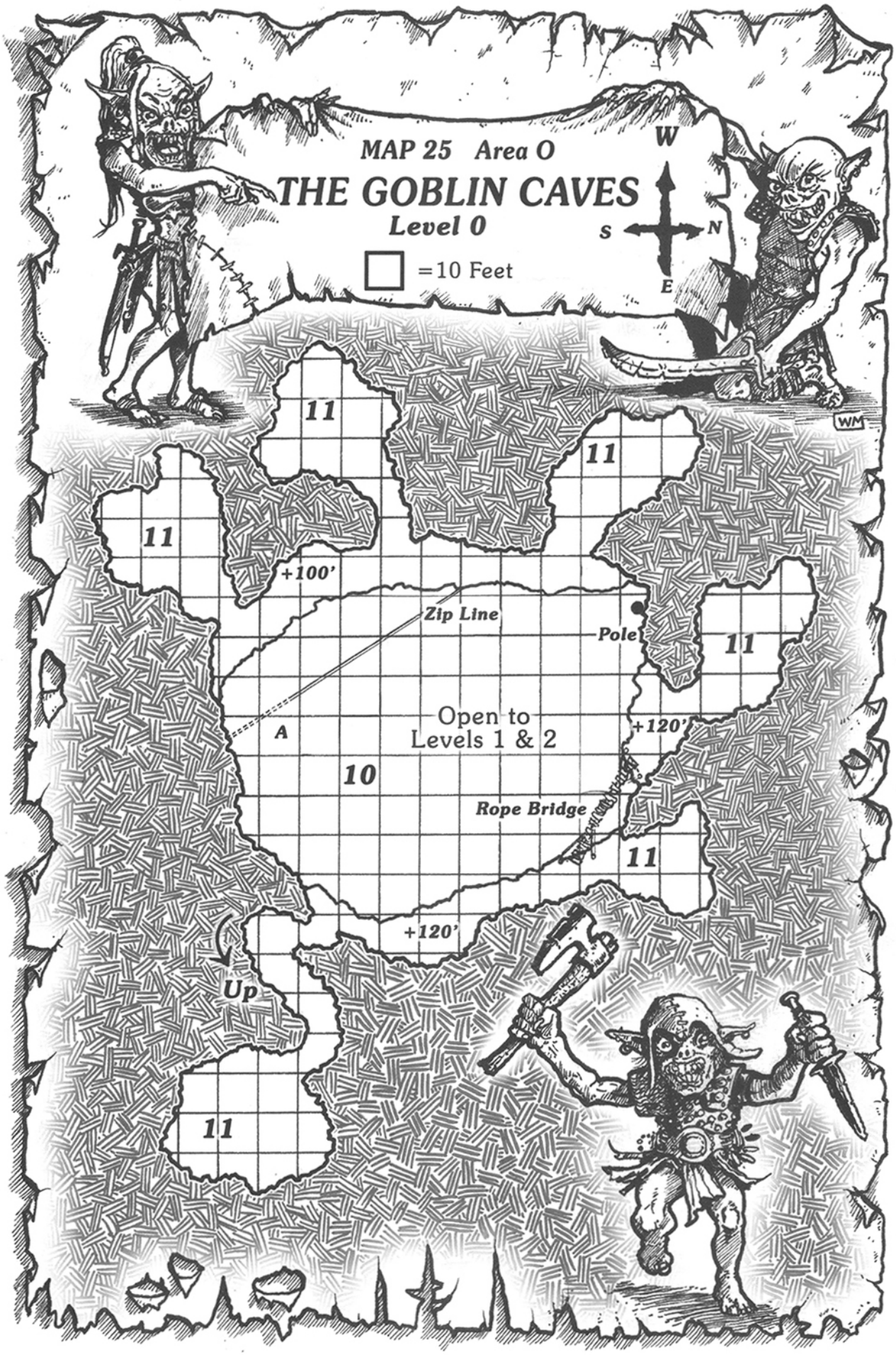

MAP 20
Area R
ENTRANCE
TO THE
LOWER
CATACOMBS
Key
Stone Slab & beam
Winch
Door
Stairs
Tower
North
R1
R2
=10 Feet
WM

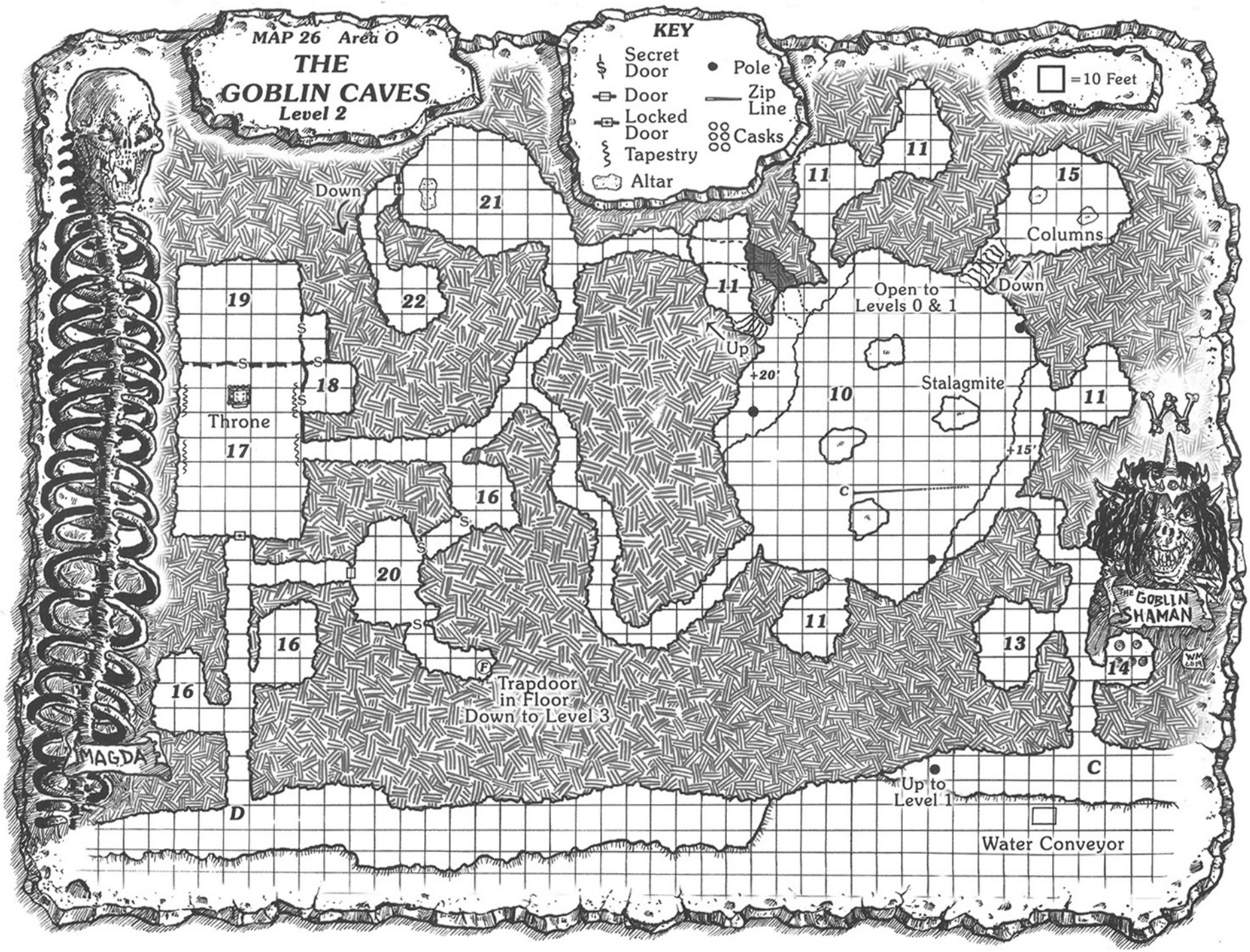

MAP 21 Area T
GIANT ANT NEST
=10 Feet
UPPER LEVEL
MIDDLE LEVEL
LOWER LEVEL
N
To The LOST CITY
T1
T2
T3
T4
T5
T6
T7
T8
3

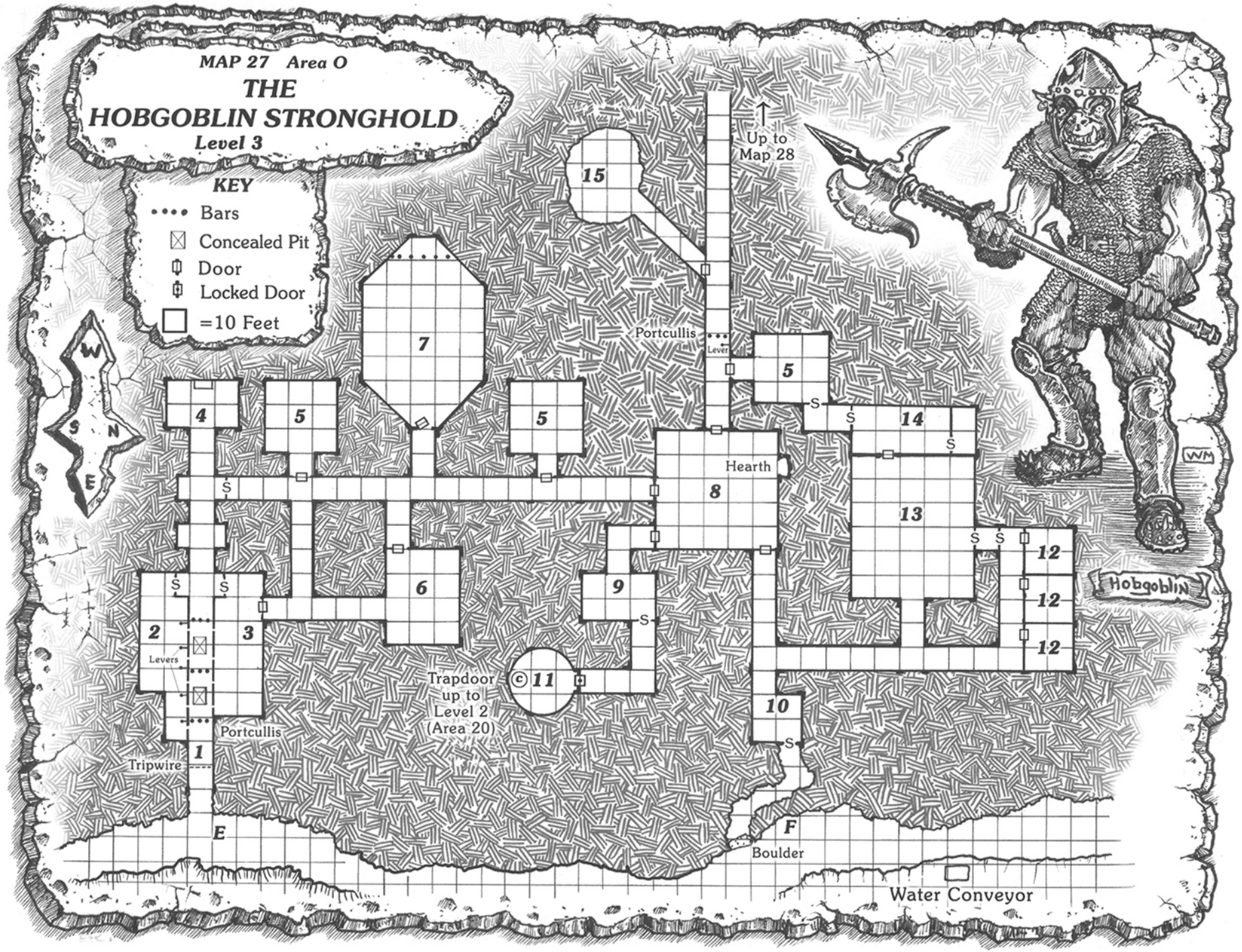

MAP 22
Area U
THE VERDANT PRISON
NORTH
=10 Feet
U11
U10
U9
U9
U8
U7
U4
U5
U6
U2
U2
U3
U1
Key
Fountain
Altar
Portcullis
Secret Door
Pedestal
Statue
Pit
Wall of Thorns
Slit Grass
Spike Growth
Grab Grass
WM

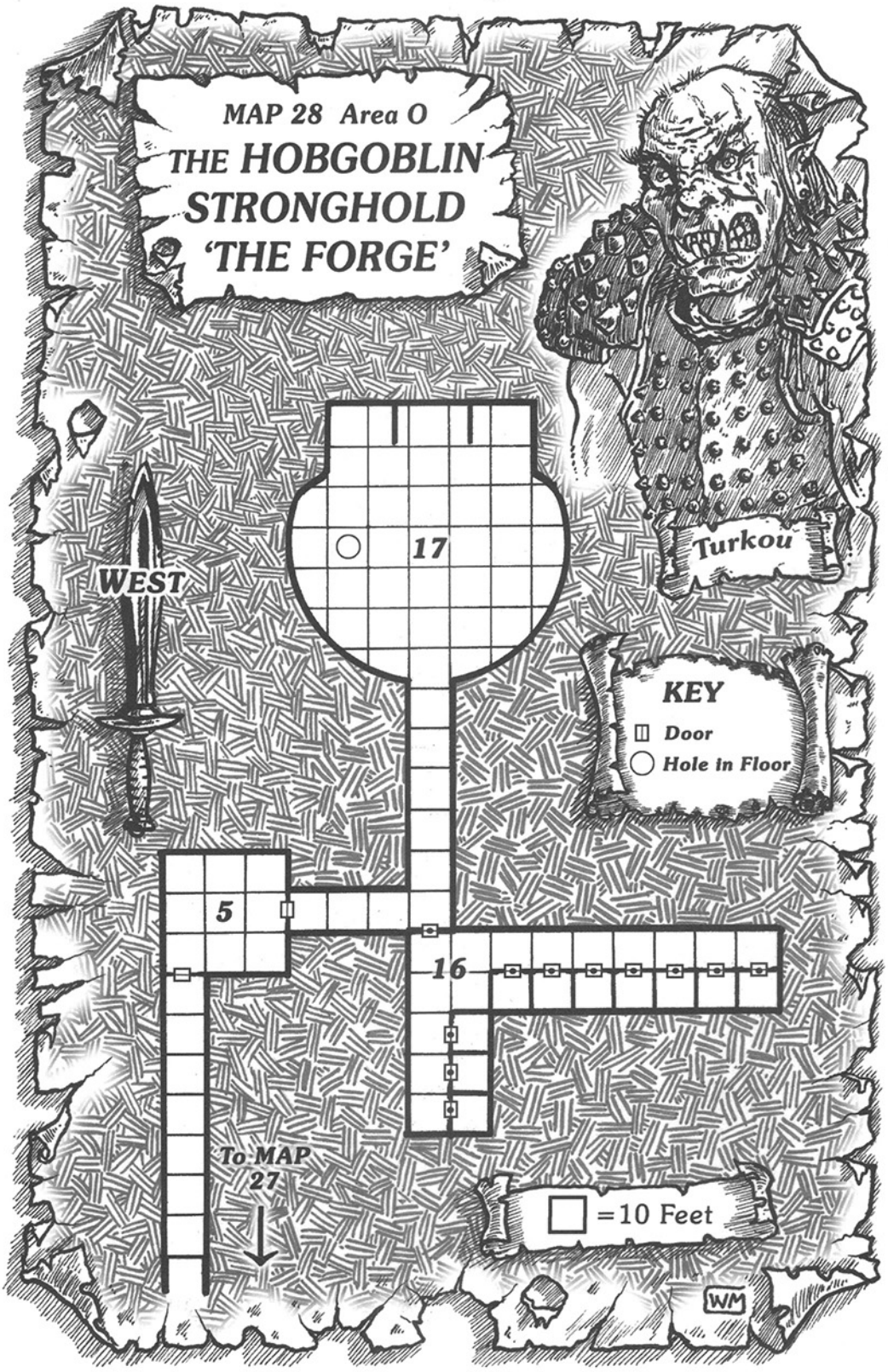

MAP 23
THE GOBLIN CAVES
Side View of Entrances
KEY
Conveyor with Trough
Cave
Pole
Not to Scale
The Wasteland
Level 1
A
B
Level 2
C
D
Level 3
E
F
Level 4
G
H
I
Water Level

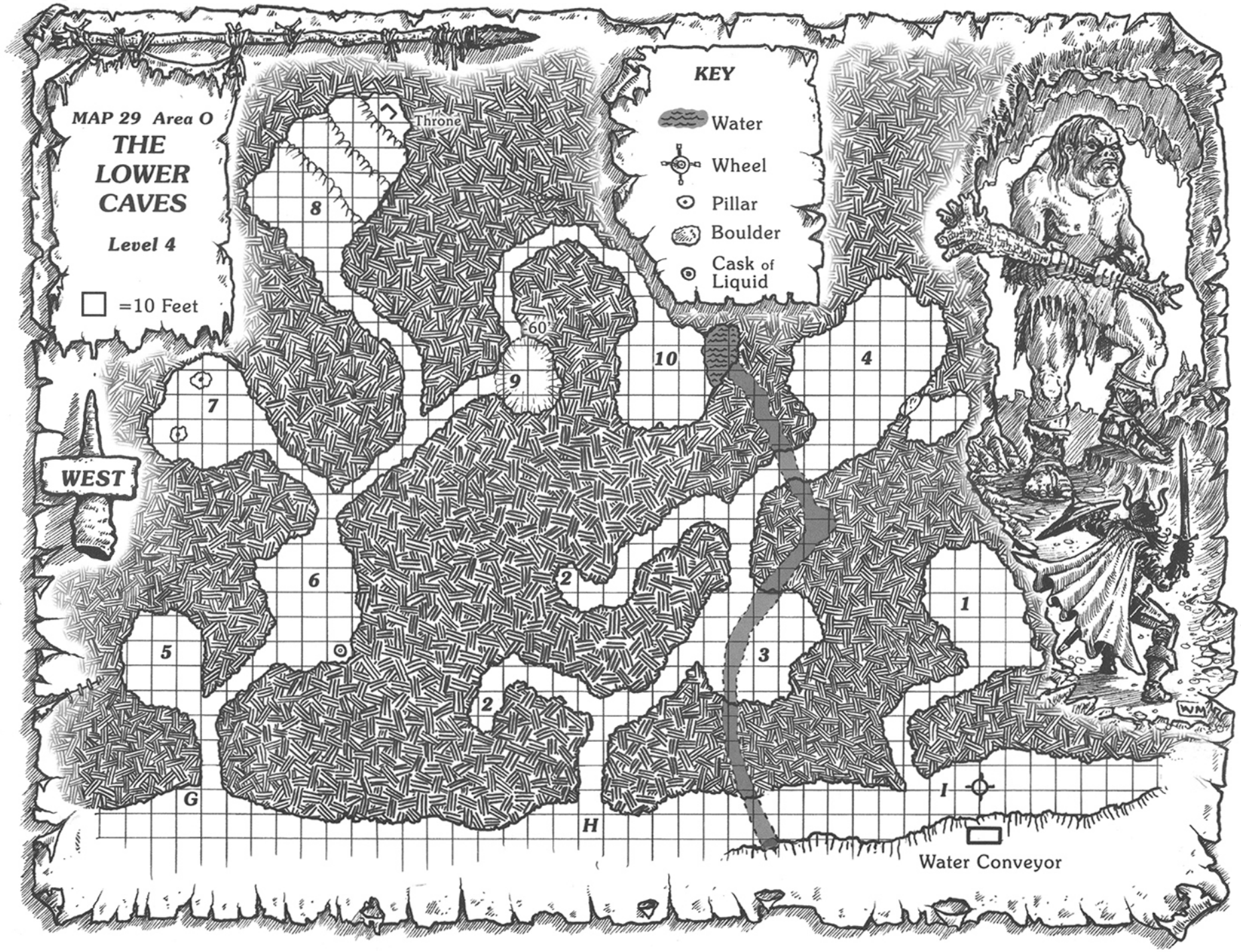

MAP 24 Area O
THE GOBLIN CAVES
Level 1
=10 Feet
WM
Up to the Wasteland
Down to Level 3
Portcullis
Zip Line
Pole
UP
+60'
B
Open to Levels 0 & 2
+80'
A
10
C
+70'
Rope Bridge
Firepit
West
Portcullis
Down to Level 2
Boulder
Water Conveyor
Pole
Up to the Wasteland
1
2
3
4
5
6
7
8
9
11
12

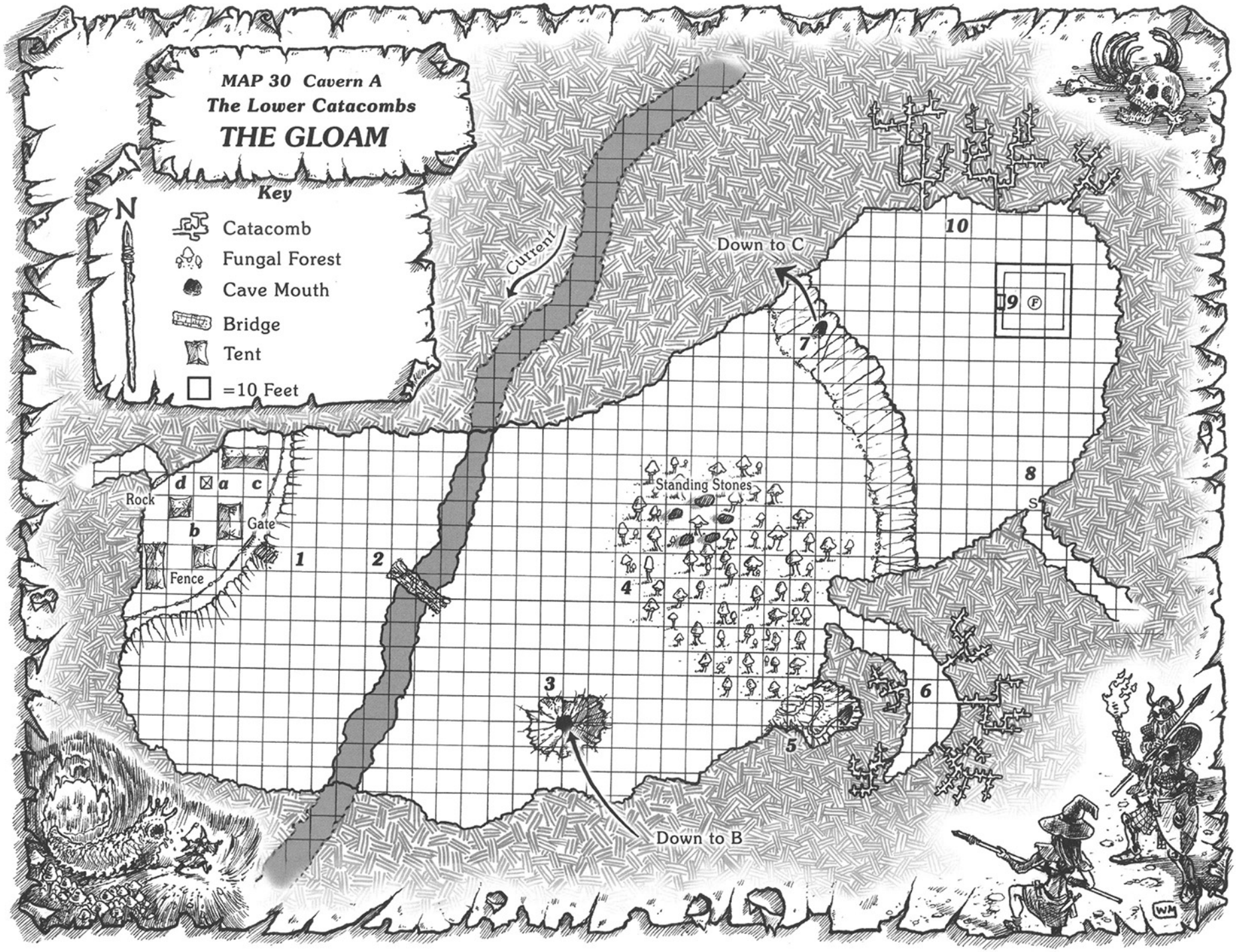

MAP 25 Area O
THE GOBLIN CAVES
Level 0
=10 Feet
W
S
N
E
11
11
11
11
+100'
Zip Line
Pole
A
Open to
Levels 1 & 2
10
+120'
Rope Bridge
+120'
Up
WM

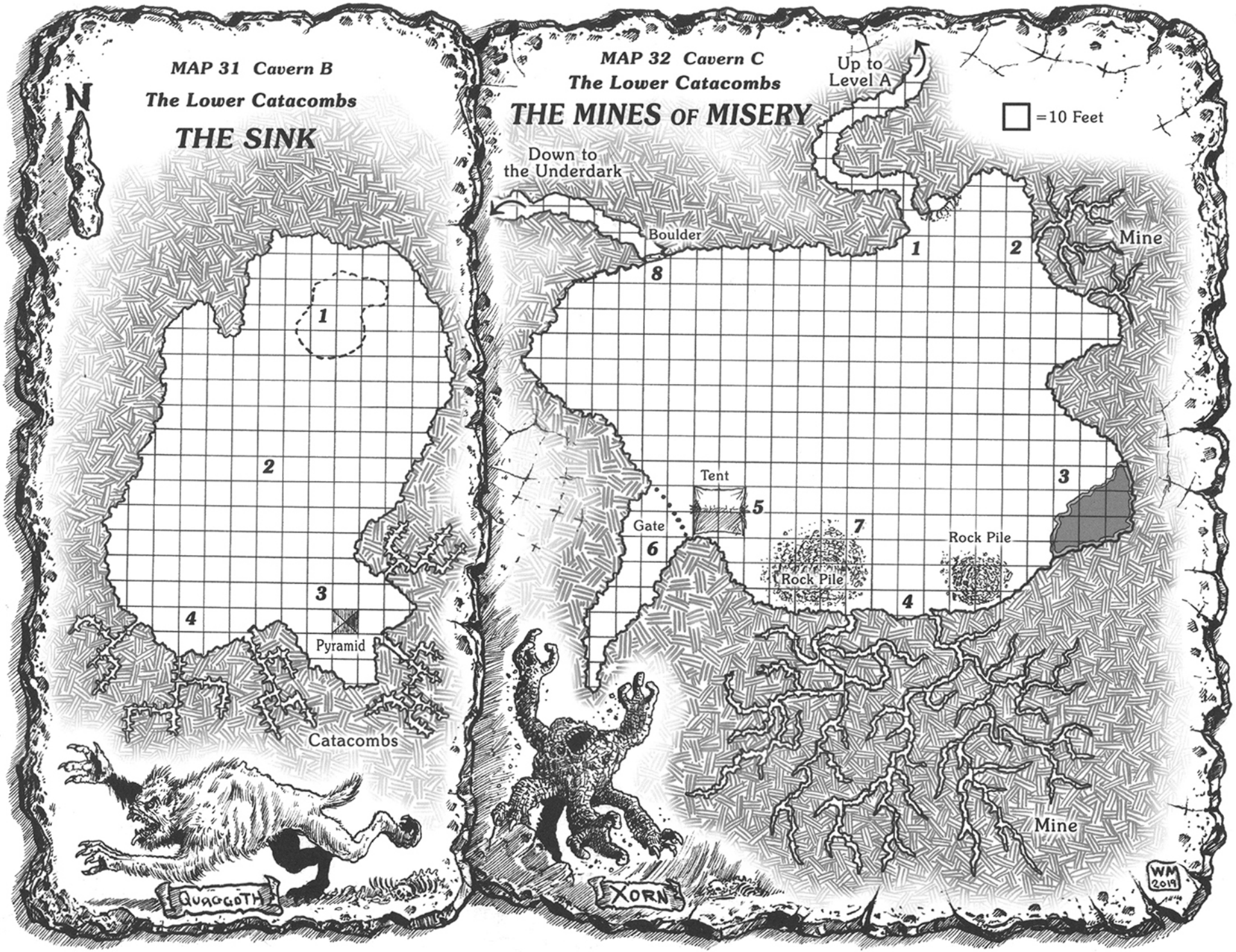

MAP 26 Area O
THE GOBLIN CAVES
Level 2
KEY
Secret Door
Door
Locked Door
Tapestry
Altar
Pole
Zip Line
Casks
=10 Feet
Down
Columns
Down
Open to Levels 0 & 1
Up
+20'
Stalagmite
+15'
Throne
THE GOBLIN SHAMAN
Trapdoor in Floor Down to Level 3
Up to Level 1
Water Conveyor
MAGDA
21
22
19
18
17
16
20
16
16
11
11
11
10
15
11
13
14
C
D

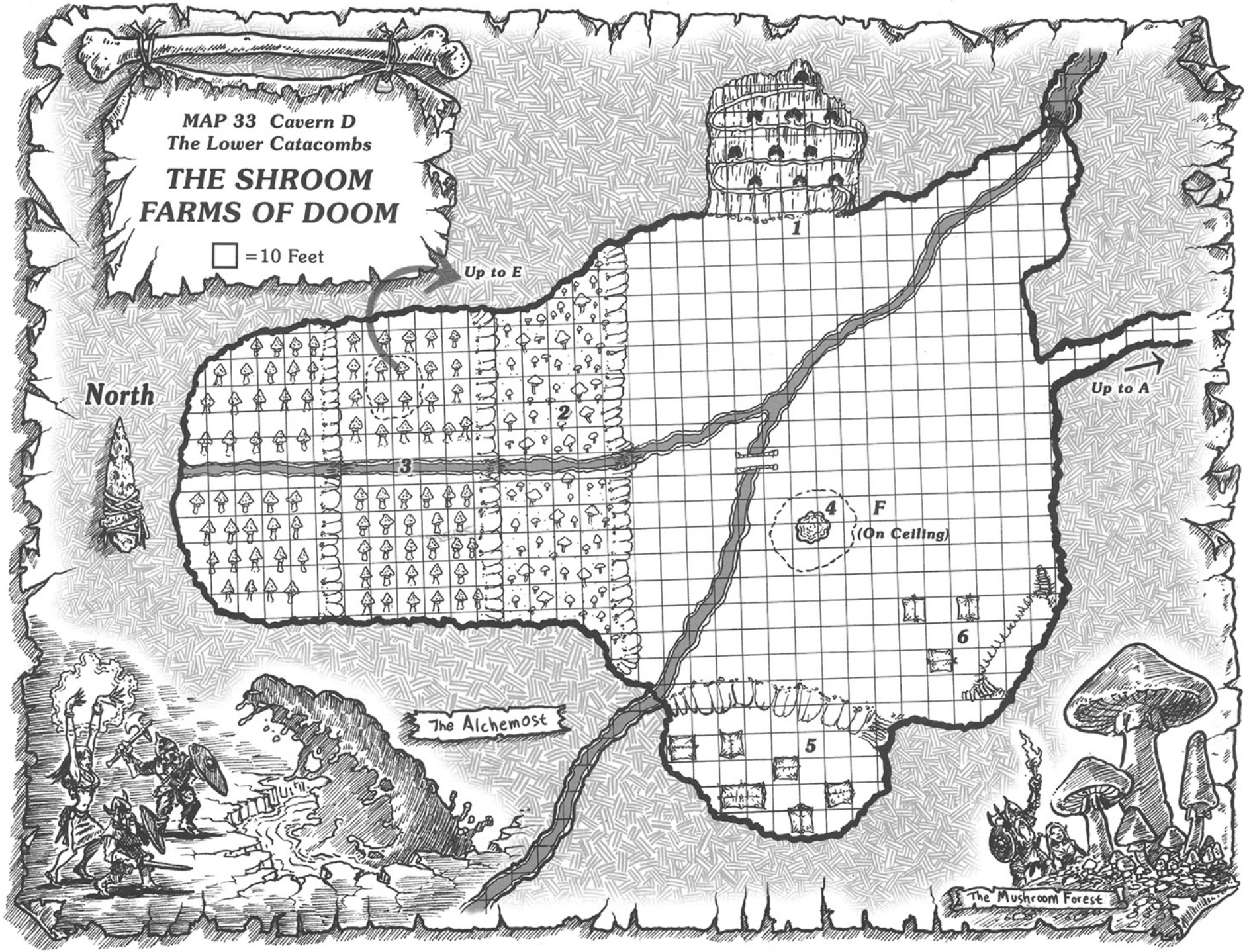

MAP 27 Area O
THE
HOBGOBLIN STRONGHOLD
Level 3
KEY
Bars
Concealed Pit
Door
Locked Door
=10 Feet
W
S
N
E
Up to
Map 28
15
7
Portcullis
Lever
5
4
5
5
S
14
Hearth
8
13
12
12
12
6
9
2
3
Levers
Trapdoor
up to
Level 2
(Area 20)
11
10
Portcullis
Tripwire
1
E
F
Boulder
Water Conveyor
Hobgoblin
WM

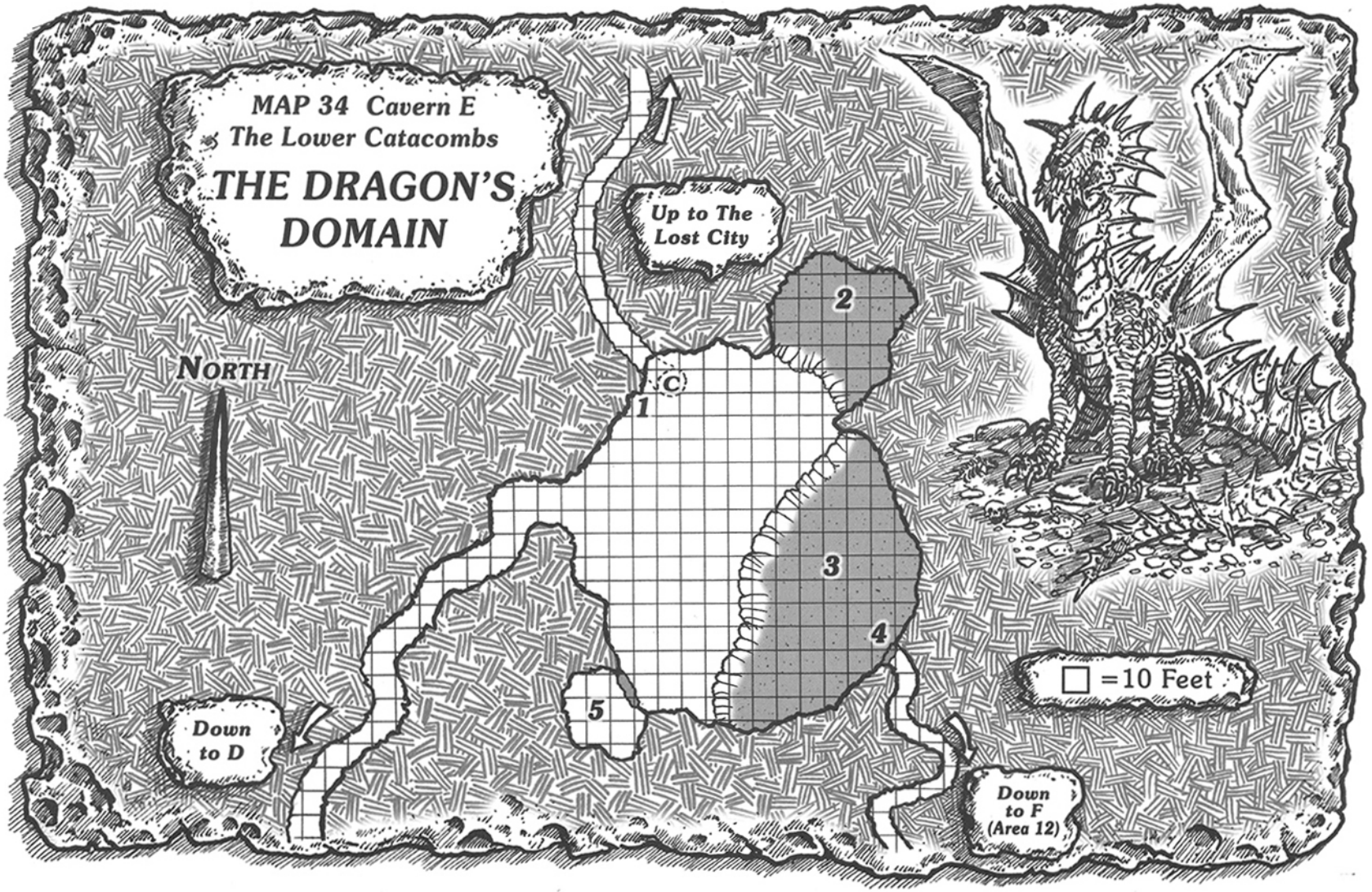

MAP 28 Area O
THE HOBGOBLIN STRONGHOLD 'THE FORGE'
Turkou
WEST
17
KEY
Door
Hole in Floor
5
16
To MAP 27
=10 Feet
WM

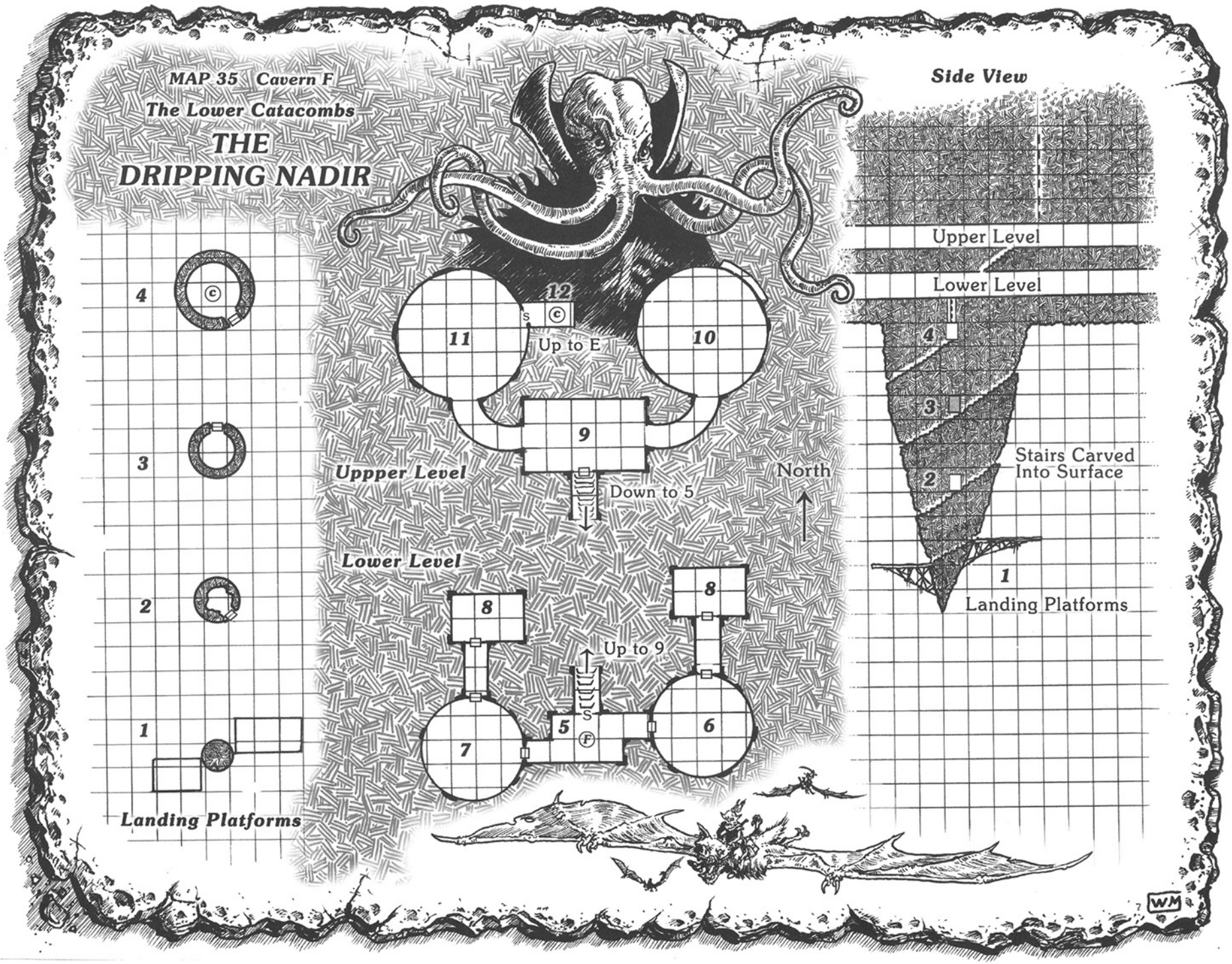

MAP 29 Area O
THE LOWER CAVES
Level 4
=10 Feet
KEY
Water
Wheel
Pillar
Boulder
Cask of Liquid
Throne
WEST
Water Conveyor
G
H
I
1
2
3
4
5
6
7
8
9
10
60


MAP 30 Cavern A
The Lower Catacombs
THE GLOAM
Key
N
Catacomb
Fungal Forest
Cave Mouth
Bridge
Tent
=10 Feet
Current
Down to C
Down to B
Standing Stones
Rock
Gate
Fence
a
b
c
d
1
2
3
4
5
6
7
8
9
10
F
S
WM


MAP 31 Cavern B
The Lower Catacombs
THE SINK
N
1
2
3
4
Pyramid
Catacombs
QUAGGOTH
MAP 32 Cavern C
The Lower Catacombs
THE MINES OF MISERY
Up to Level A
=10 Feet
Down to the Underdark
Boulder
Mine
Tent
Gate
Rock Pile
Rock Pile
Mine
XORN
WM 2019


MAP 33 Cavern D
The Lower Catacombs
THE SHROOM FARMS OF DOOM
=10 Feet
Up to E
North
1
2
3
4
F
(On Ceiling)
Up to A
6
5
The Alchemost
The Mushroom Forest


MAP 34 Cavern E
The Lower Catacombs
THE DRAGON'S DOMAIN
Up to The Lost City
NORTH
C
1
2
3
4
5
=10 Feet
Down to D
Down to F (Area 12)


MAP 35 Cavern F
The Lower Catacombs
THE DRIPPING NADIR
Side View
Upper Level
Lower Level
4
3
2
1
Stairs Carved Into Surface
Landing Platforms
12
11
10
9
8
7
6
5
Up to E
Down to 5
Up to 9
Uppper Level
Lower Level
North
Landing Platforms
WM

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by Tom Moldvay

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