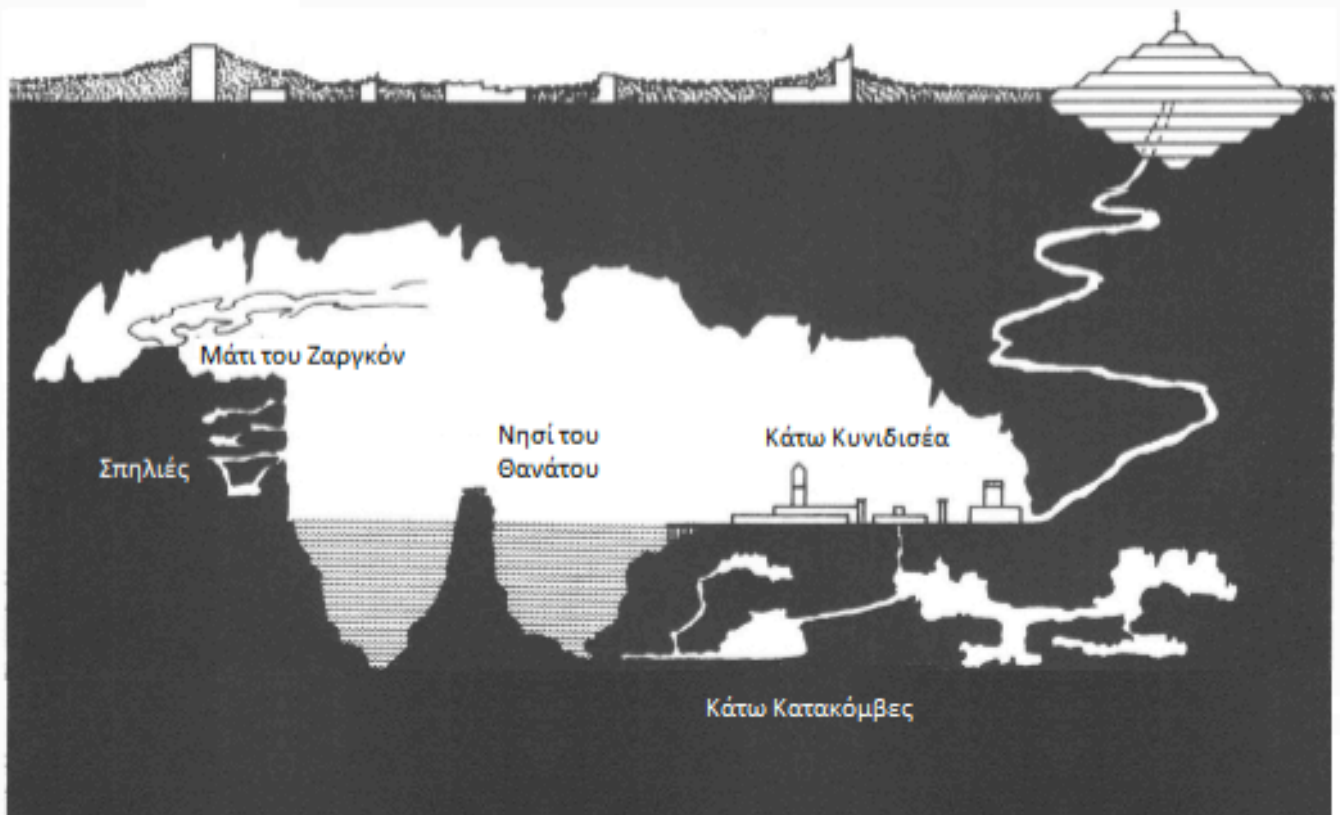


Adventures in The Underground City

a supplement to "The Lost City" campaign sourcebook

by Demos Sachlas



illustrations by Jim Holloway

cartography by Fingolwyn

Preface

Back in February, 2015, ken-do-nim started a thread on Dragonsfoot, titled “B4 Lost City expansions”, asking whether anyone had fleshed out the bottom half of the pyramid or any parts of the Underground City from module B4 “The Lost City” (1982) by Tom Moldvay.

I responded that I had, back when I first ran the module, and unearthed my old, handwritten notes (comprised of 47 double-sided pages), which I proceeded to scan, convert into a pdf, and upload to Google Drive.

The following month, I started a new thread in The Workshop outlining my ideas for a “B4 campaign sourcebook”. Luc began the difficult job of transcribing my chicken scratch into a Google Doc, which I gratefully took over.

Given my lack of cartographic skills, I started yet another thread “Need help with hand drawn maps for B4 The Lost City” and was soon pleased to behold some nicely rendered maps by _Jester_. Unfortunately, a few months later, the Muse had passed.

That’s when a couple of others, including Fingolwyn, stepped up to the plate. We corresponded back and forth, and before too long, I had a completed set of maps. The only thing was, the complete B4 campaign sourcebook was now 72 pages in length!

Moreover, I wasn’t happy with my original work fleshing out the Underground City, and so decided to release the project in two parts. The B4 campaign sourcebook (48 pages) was published on Dragonsfoot in March, 2018.

In the interim, Goodman Games released OAR #4 “The Lost City” in 2020. My long-delayed supplement to the B4 campaign sourcebook now seemed less relevant, although I still intended to finish it, using Fingolwyn’s maps, one day.

Here, at long last, is the completed project.

Table of Contents

Key to the Underground City:

A. Underground Lake	3
B. The Island of Death	3
C. City Docks	5
D. Water-Filled Chasm	5
E. Rock Bridges	5
F. Mushroom Fields	5
G. Stock Pens	5
H. Water Channels	5
I. Orpheus Park	6
J. Main Streets	6
K. The Temple of Zargon	6
L. Stronghold of Gorm	11
M. Stronghold of Usamigaras	14
N. Stronghold of Madarua	16
O. Goblin Cliff Dwellings	19
P. The Wasteland	23
Q. The Eye of Zargon	23
R. Entrance to the Lower Catacombs	24
S. Entrance to the Pyramid	26

Further Adventures:

Concept Illustration	27
<i>The Lost Shrine</i>	
1. Uniting the Cynidiceans	28
2. Destroying Zargon’s Horn	28
3. The Ambush	28
4. Raid on the Temple of Zargon	29
5. The Prophecy	29
6. The Antidote	29
7. The True King	30
8. Leaving the Desert	30
Concept Illustration	31
<i>The Temple</i>	
Afterword	32
Jim Holloway	32
Acknowledgements	32

The Underground City

A. Underground Lake

The lake is usually calm and silent, except during periods of occasional flooding, originating from the water channels (H), to the north.

Cynidicean fishermen can often be encountered in their boats upon the dark waters of the lake, drawing nets containing the pale, blind, fish used as an important food staple by the city's inhabitants.

B. The Island of Death

The island rises out of the water with no clear means of access to the summit.

Caves pockmarking the sheer walls are filled with piles of disorderly-stacked skulls of a prehuman race, with strange geometric patterns etched into the bone (disturbing the skulls results in a **curse**).

There is a large stone slab in the center of the Stonehenge-like group of arches at the summit.

Inscribed upon the slab is an age-old prophecy, which requires a **read languages** spell in order to be understood:

*The day shall come to pass
when Cynidicea shall forsake its glory
and revel in madness, evil,
and dark shadows, deep below.*

*Thus it shall be,
until the horn-entrapped soul
of Cynidicea's ancient foe
succumbs to the fires of its namesake,*

*and until a relic of great power
capable of bending
even the will of Anemostrovyllos
is returned to its place,*

*and until the white petals are found,
resulting in a cure
for the deepening madness
infecting Cynidicea's folk.*

*Then shall Cynidicea rise once again,
to take its rightful place
among the mightiest of nations
of the known world.*

The slab is balanced on a counterweight, allowing it to be rolled aside, although is presently locked in place. A successful check for secret doors, followed by a successful attempt to open locks, or a **knock** spell, is required.

Beneath the slab is a pair of brass double doors, leading into room 1, below. The doors are locked and barred from the outside.

B1. Antechamber

Within this 50' high room are two **undead red dragons** (AC 5; HD 5**; hp 19 each; MV 30'; #AT 2 claws/1 bite + special; D 1-8/1-8/5-8 + special, Save F5; ML 12; AL C). They seem inert until approached within 20' at which point they animate. Characters must make a save vs. Poison or become overwhelmed by the stench of decay that emanates from them. Characters who fail their saving throw become nauseated and make all "to hit" and damage rolls at -3 (see **AC9 Creature Catalogue** pgs. 84-5).

The dragons' treasure consists of 7500 cp, 2950 sp, 1500 ep, 1000 gp, three gems (worth 10 gp, 50 gp, and 100 gp), three pieces of jewelry (worth 2900 gp total), and a **two-handed sword +1, flames on command, Int 7, Ego 2, AL N, detect sloping passages, levitation, extra damage**.

The door in the north wall opens into an elevator. Inside the elevator, and to the right, are three holes, one square, one star-shaped, and one circular. The insides of these holes are coated with a strange metal. When the proper keys are inserted within their respective holes, the elevator will ascend, descend, or remain stationary.

- ★ first level
- second level
- ★● third level

There is an additional set of holes outside each level. If another combination is tried, nothing will happen. If more than two keys are inserted, they will be ejected. If any foreign objects are inserted (such as a finger) an electric shock of 1d6 points of damage will result.

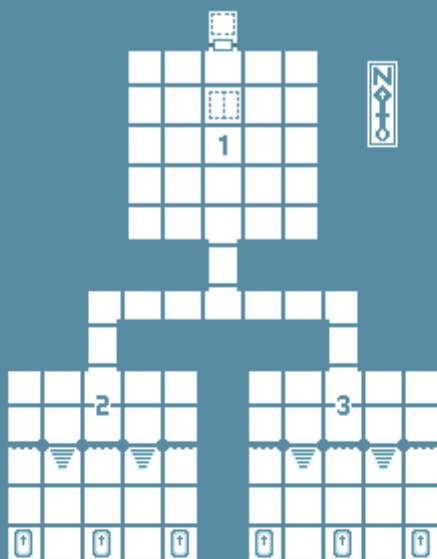
B2. Tomb

This tomb holds the sarcophagi of three Cynidicean nobles, transported here when the underground city was being constructed.

The restive dead have become mummies (AC 3; HD 5+1*; hp 26 each; MV 20'; #AT 1; D 1-12 + disease; Save F5; ML 12; AL C) each wearing a jeweled necklace (worth 1000 gp each). Characters seeing these creatures must make a save vs. Paralysis or be immobilized with fear until the mummies attack.

The Island of Death

Fingolwyn



Level 1



Level 2



Level 3

Map Key: The Island of Death

***	Balustrade	☐	Sarcophagus
⌂	Door	☐	Shaft
+20	Elevation	≡	Stairway
●	Pillar	1 Sq.	= 10 Ft.

In their sarcophagi, the mummies have eight gems (worth 10 gp x2, 50 gp, 100 gp x2, 500 gp x3), a **battle axe** +2, a **potion of longevity**, and a metal key that is circular in shape.

B3. Empty Tomb

This tomb also contains three sarcophagi, but the lids have been removed and the remains torn apart.

Within the middle sarcophagus can be found a metal key that is square in shape.

B4. Antechamber

There are crude mosaics on the walls of this 20' high chamber, depicting scenes in which the bodies of the dead are being exhumed and burned in a mass pyre. Boats are shown, loaded with urns. The underground city is being constructed in the background.

The skeletal remains of several corpses litter the floor in the northern portion of the chamber. A close examination reveals their necks have been broken.

Approaching the steps leading to the raised, southern portion of this chamber will cause a large human skull to form in the air, surrounded by a many-colored mist.

The creature is a **sacrol** (AC 5; HD 8***; MV 60'; #AT 1 touch/1 choke (x2); D 2-8 + energy drain; Save F8; ML 12; AL C), formed by the angry spirits of the dead. It attacks using two long rope-like extensions, and can animate eight skeletons from the remains in the northern portion of the chamber as with an **animate dead** spell, their skulls lolling hideously as they attack (see **AC9 Creature Catalogue** pgs. 87-8). It can only be damaged by magic or silver weapons

B5. West Columbarium

This chamber is lined with shelves containing row upon row of funerary urns, each containing the ashes of the dead from the upper catacombs.

In a locked chest, trapped with a poison needle, are 4500 sp, a potion of **polymorph self**, a potion of **plant control**, and a metal key that is star-shaped.

B6. East Columbarium

This chamber is lined with shelves containing row upon row of funerary urns, each containing the ashes of the dead from the upper catacombs.

In a locked chest, trapped with a poison needle, are 4000 sp and four gems (worth 100 gp x2, and 500 gp x2).

B7. Chamber of the Relic

Cobwebs hang everywhere; the dust and air in this 50' high chamber have not been disturbed in over a hundred years. There is a niche in the south wall, directly opposite the access shaft. Within the niche appears to hang a censer, a foot and a half long, inset with a sparkling array of glittering jewels (worth 30,000 gp), although blackened by the passage of time. This is, however, an illusion, a form of **projected image**, and the actual censer hangs in the darkness, high above, within a niche in the ceiling.

Guarding this chamber are eight **elder ghouls** (AC 5; HD 5**; hp 24 each; MV 30'; #AT 2 claws/1 bite + special; D 1-4/1-4/1-6 + special; Save F4; ML 11; AL C), each keeping watch from its own triangular niche in the walls (see **AC9 Creature Catalogue** pg. 85). They are covered in muck and grime.

The relic belongs to the Magi of Usamigaras, and is similar to a **censer of controlling air elementals**, but special in many ways. It may only be used once a week. It requires three turns to use, and will summon **Anemostroylos** (AC -1; HD 14, hp 112; #AT 1; D 2-20; Save F14, ML 11, AL C), an extremely powerful air elemental (28' tall, 7' wide), allowing the user to control him. However, the summoner may not move, and may only control him for a maximum of 6 turns. In addition, Anemostroylos may succeed in breaking free of the control (on a roll of 12 on 2d6) running amok. Otherwise, he is subject to normal rules for elemental control.

Scattered on the floor, among rotting bones and broken weapons, are thousands of gold coins (a total of 5500 gp) and seven pieces of jewelry (worth 900 gp x2, 1100 gp x3, 1200 gp, and 1400 gp).

C. City Docks

The city fishing fleet consists of two dozen large rowboats. Fare to the Island of Death (area B) will be from 1-10 gp per party member.

D. Water-Filled Chasm

Living in this chasm is a sea hydra of eight heads (AC 5; HD 8; hp 42; MV 40'; #AT 8; D 1-10 per head; Save F8' ML 9; AL N). It is currently hibernating, but any object dropped into the water from the rock bridges (area E) has a 10% chance of awakening it. Likewise, any violent thrashing about in the water directly above the chasm (such as a swimming character) has a 30% chance of doing so.

At a depth of 30' is a rocky ledge with the hydra's treasure on it, consisting of 1500 cp.

E. Rock Bridges

Any item dropped into the water from these bridges has a 10% chance of awakening the sea hydra, below (see area D).

F. Mushroom Fields

10% of all mushrooms, fungi and lichens will be inedible and poisonous (save vs. Poison required if consumed).

Wandering Monsters: Fields

1. Cave Locust (2-20); AC 4; HD 2**; hp 9 each; #AT 1 bite or 1 bump or 1 spit; D 1-2 or 1-4 or goo, MV 20', fly 60'; Save F2; ML 5; AL N
2. Rat, Normal (5-50); AC 9; HD 1 hit point; #AT 1 bite per pack; D 1-6 + disease; MV 30'; Save NM; ML 7; AL N
3. Rat, Giant (3-18); AC 7; HD 1/2; hp 3 each; #AT 1 bite; D 1-3 + disease; MV 60'; Save F1; ML 8; AL N
4. Shrieker (1-8); AC 7; HD 3; hp 15 each; #AT 1 shriek; D nil; MV 3'; Save F1; ML 12; AL N
5. Snake, Giant (1-6); AC 5; HD 2; hp 7 each; #AT 1 bite; D 1-6; MV 40'; Save F1; ML 7; AL N
6. Yellow Mold (1-8); AC can always be hit; HD 2; hp 7 each; #AT spores; D 1-6 + special; MV 0'; Save F2; ML not applicable; AL N

G. Stock Pens

30% of the pens hold live animals, but 70% of them are too weak to move because of a lack of food.

See Wandering Monsters: Fields

H. Water Channels

These 10' x 10' aqueducts lead 12 miles north to a hidden grotto with natural springs within it. A passage from the grotto leads to the surface.

There is a 1 in 10 chance of a flood per day. Check the severity of the flood, below:

- 1-3. Minor flood:
Movement slowed by 50% for three hours.
- 4-5. Flood:
Movement impossible for six hours.
6. Major flood:
Save vs. Death Ray or drown.
Characters who make the save take 1d8 points of damage and are swept back to the underground lake (area A).

I. Orpheus Park

50% of all mushrooms, fungi and lichens will be inedible and poisonous (save vs. Poison required if consumed).

See Wandering Monsters: Fields

J. Main Streets

There are lit torches set at 10' intervals here.

Wandering Monsters: Underground City

1. Cynidicean (for details see Part 6: **New Monsters**)
2. Brotherhood of Gorm (1-8): AC 5; HD 1; hp 5 each; #AT 1; D 1-8; MV 20'; Save F1; ML 8; AL L
3. Magi of Usamigaras (1-6): AC 9; HD 1; hp 3 each; #AT 1; D 1-4; MV 40'; Save M1; ML 8; AL N
4. Warrior Maidens of Madarua (1-8): AC 5; HD 1; hp 5 each; D 1-8; MV 20'; Save F1; ML 8; AL N

K. The Temple of Zargon

K1. Barracks

There are 12 bunk beds in this room, with two small chests under each lower bunk.

There are always 4-24 fanatic followers of Zargon (AC 9; F1; hp 5 each; #AT 1; D 1-8 sword; MV 40'; Save F1; ML 12; AL C) present here. Each wears a mask of Zargon and carries 2-12 sp in a small belt pouch. The chests contain spare garments and personal effects.

K2. Prison Cells

There are 1-10 prisoners in here. Each cell door is locked, with a ring of keys hanging on a peg on the east wall. Prisoners are only fed scraps and leftovers, and are never let out, unless they are to be fed to Zargon.

K3. Temple

The floor of this area is black, polished slate. The ceiling is one story higher than others on the first level. Velvet drapes are hung at intervals along the walls, and six statues are evident.

The two statues in the narthex and the two statues on either side of the nave appear to be Priests of Zargon, wearing gold masks and purple robes, standing silently. They are actually living rock statues, painted gold (AC 4; HD 5**; hp 25, 24, 21, 19; #AT 2; D 2-12/2-12; MV 20'; Save F5; ML 11; AL C). They will attack anyone who doesn't belong in the temple.

The two marble statues flanking the altar are gold-veined statues of Zargon (worth 35,000 gp each). They are magical guardians, who will turn to face any intruders stepping onto the dais. They fire crimson **lightning bolts** (6-36 points of damage, 3 times/day) from their central eye, to anyone disturbing the altar.

The altar is 40' long and made of black marble. Upon it are two black candles, an obsidian chalice (worth 10,000 gp) and a sacrificial knife (worth 2500 gp). These are relics of great evil and any lawful character touching them must save vs. Spells or lose two levels of experience. Neutral characters lose one level of experience, while chaotic characters are healed of all wounds.

K4. Prison Cells

There are 1-10 prisoners in here. Each cell door is locked, with a ring of keys hanging on a peg on the east wall. Prisoners are only fed scraps and leftovers, and are never let out, unless they are to be fed to Zargon.

K5. Barracks

There are 12 bunk beds in this room, with two small chests under each lower bunk.

There are always 4-24 fanatic followers of Zargon (AC 9; F1; hp 5 each; #AT 1; D 1-8 sword; MV 40'; Save F1; ML 12; AL C) present here. Each wears a mask of Zargon and carries 2-12 sp in a small belt pouch. The chests contain spare garments and personal effects.

K6. Treasure Room

This secret room is known only to the clerical leaders of the cult of Zargon. There are six chests, all locked. The Lama and Patriarch have sets of keys on a ring carried on their person, along with one other. Magic items are retrieved and used as needed. The chests are trapped with poison gas (save vs. Poison or die):

Chest 1: 3600 sp

Chest 2: 750 ep, 11 gems (worth 100 gp each)

Chest 3: 750 gp, a **+1 sword**, **+3 vs dragons**, a **+2 battleaxe**, and a **+3 dagger**

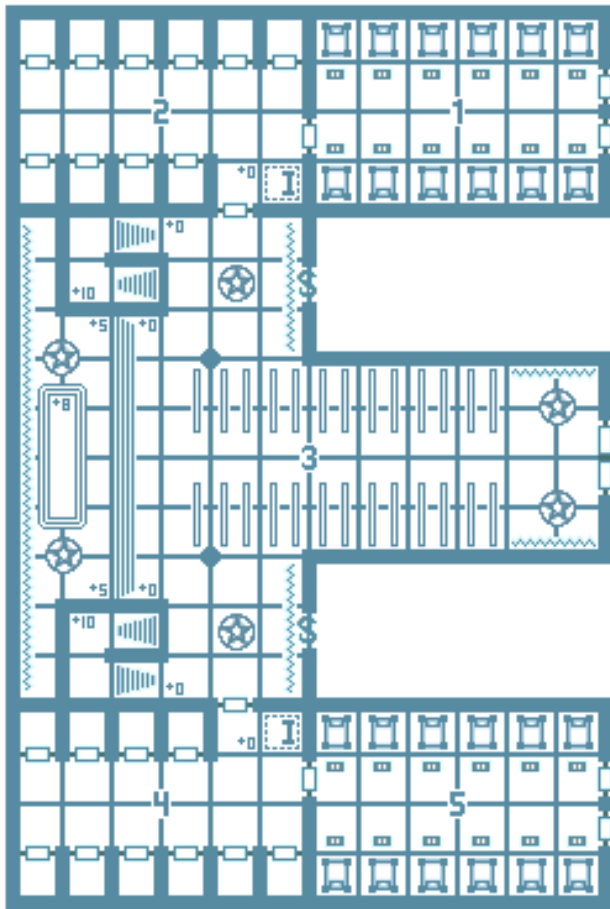
Chest 4: 7 pieces of jewelry (worth 700 gp each), and a clerical scroll (**cause serious wounds x3**, **commune**, **quest**, **finger of death**)

Chest 5: 4000 gp, 2500 pp

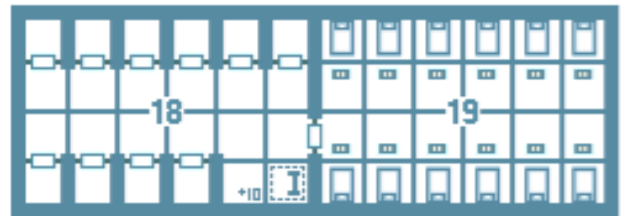
Chest 6: 6700 sp, 3300 gp, and a **crystal ball with ESP**

K7. Storage Room

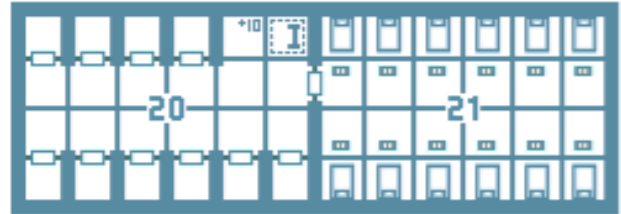
There are crates in this room containing 48 extra masks of Zargon (worth 100 gp each) and 24 arm bands (worth 20 gp each)



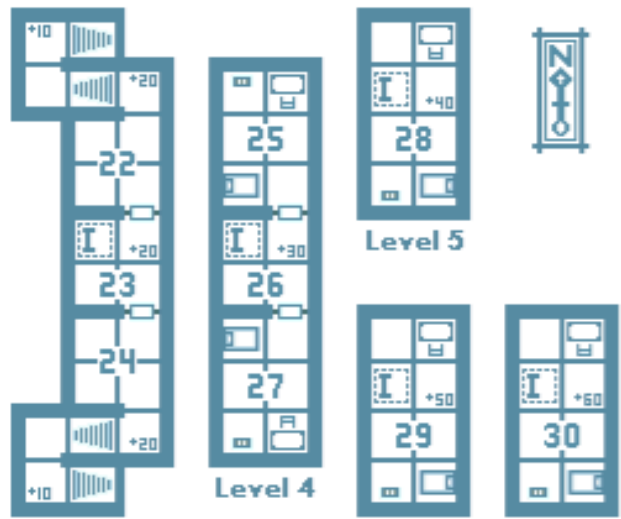
Level 1



Level 2: North



Level 2: South



Level 3

Level 4

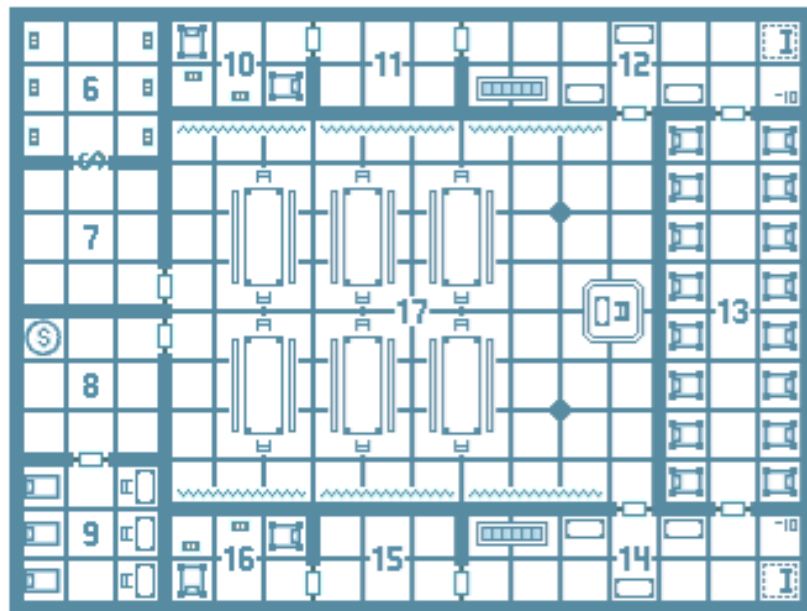
Level 5

Level 6

Level 7

Map Key	
	Bed
	Bench
	Bunk
	Chest
	Dais
	Door
	Door, Secret
	+20 Elevation
	Ladder & Shaft
	Pillar
	Stairway
	Statue
	Table & Chair
	Tapestry
	Trapdoor, Secret
1 Sq. = 10 Ft.	

The Temple of Zargon
Fingolwyn



Underground Level

K8. Access Room

The secret trap door in the middle of this room is the stronghold's way to the pyramid (see Section S).

K9. Priests' Quarters

There are three beds in this room, with a chest under each bed, along with three small desks with chairs.

Tolmus (AC 9; C3; hp 11; #AT 1 at -1; D 1-6 -1; MV 30'; Save C4; ML 8; AL C; S 6, I 9, W 13, D 6, C 6, Ch 13) has a way with words, and can wheedle his way out of most situations.

1st level: **cause light wounds, darkness**

Tolmus' chest contains spare vestments, 100 gp and a clerical scroll with **finger of death**.

Kabash (AC 9; C3; hp 9; #AT 1 at -1; D 1-6 -1; MV 30'; Save C4; ML 8; AL C; S 8, I 12, W 17, D 10, C 9, Ch 8) is the wisest of the three priests and acknowledged by his fellows as their spokesman.

1st level: **cause light wounds, cause fear**

Kabash's chest contains 50 gp and a clerical scroll with **cause disease**.

Zelbar (AC 9; C3; hp 13; #AT 1 at -1; D 1-6 -1; MV 30'; Save C4; ML 8; AL C; S 8, I 10, W 11, D 7, C 10, Ch 9) is the youngest and conducts the fewest services.

1st level: **darkness, cause fear**

Zelbar's chest contains 100 gp and a clerical scroll with **commune**.

Each priest wears a mask of Zargon (worth 100 gp) and purple clerical robes at all times.

K10. Cooks' Quarters

There are two bunk beds in this room, with two small chests under each lower bunk.

The four cooks (AC9; NM; hp 4; #AT 1; D 1-4; MV 40'; Save NM; ML 6; AL N) sleep here and will only fight if attacked (using the spits from the braziers in the kitchens for 1-4 points of damage). Each carries 1-6 sp in a small belt pouch. Their chests contain spare garments, including aprons.

K11. Pantry

Here are stored various foodstuffs ranging from fish and animal meat to edible fungi and rations.

K12. Kitchen

This room contains three tables and a brazier, as well as several utensils, pots, and pans hanging from the ceiling.

K13. Adept Barracks

There are 16 bunk beds in this room, with two small chests under each lower bunk.

There are always 4-32 adepts (AC 7 leather armor; C2; hp 7; #AT 1; D 1-6; MV 30'; Save C2; ML 7; AL C) present here. Determine spells randomly. Their morale increases by 1 when a priest of Zargon is present. Each wears a mask of Zargon and carries 1-6 gp in a small belt pouch. Their chests contain spare robes and personal effects.

K14. Kitchen

This room contains three tables and a brazier, as well as several utensils, pots, and pans hanging from the ceiling.

K15. Pantry

Here are stored various foodstuffs ranging from fish and animal meat to edible fungi and rations.

K16. Cooks' Quarters

There are two bunk beds in this room, with two small chests under each lower bunk.

The four cooks (AC9; NM; hp 4; #AT 1; D 1-4; MV 40'; Save NM; ML 6; AL N) sleep here and will only fight if attacked (using the spits from the braziers in the kitchens for 1-4 points of damage). Each carries 1-6 sp in a small belt pouch. Their chests contain spare garments, including aprons.

K17. Refectory

The stronghold's inhabitants eat here. The soldiers sit at the benches, the clergy sit at the chairs, and the patriarch sits upon the chair on a raised platform.

Tapestries depicting victories of the Cult of Zargon hang on the walls.

K18. Prison Cells

There are 1-10 prisoners in here. Each cell door is locked, with a ring of keys hanging on a peg on the east wall. Prisoners are only fed scraps and leftovers, and are never let out, unless they are to be fed to Zargon.

K19. Barracks

There are 12 beds in this room, with a chest at the foot of each bed.

There are always 2–12 warriors of Zargon (AC 5 chain mail; F2; hp 10; #AT 1; D 1–8 sword; MV 20'; Save F2; ML 10; AL C) present here. Their morale increases by 1 when a priest of Zargon is present. Each wears a mask of Zargon and carries 2–12 gp in a small belt pouch. The chests contain spare garments.

K20. Prison Cells

There are 1–10 prisoners in here. Each cell door is locked, with a ring of keys hanging on a peg on the east wall. Prisoners are only fed scraps and leftovers, and are never let out unless they are to be fed to Zargon.

K21. Barracks

There are 12 beds in this room, with a chest at the foot of each bed.

There are always 2–12 warriors of Zargon (AC 5 chain mail; F2; hp 10; #AT 1; D 1–8 sword; MV 20'; Save F2; ML 10; AL C) present here. Their morale increases by 1 when a priest of Zargon is present. Each wears a mask of Zargon and carries 2–12 gp in a small belt pouch. Their chests contain spare garments.

K22. Vicars' Quarters

There are three beds in this room, with a chest at the foot of each bed.

Makas (AC 2; C4; hp 17; #AT 1 at +1; D 1–6 +1; MV 20'; Save C4; ML 9; AL C; S 11, I 11, W 13, D10, C 14, Ch 7) is a hardy fellow and can take a lot of punishment. He wears plate mail armor, a shield, his mask of Zargon, and a purple tunic. He attacks with his **warhammer** +1 or his spells:

1st level: **cause light wounds, darkness**
2nd level: **blight**

Delphos (AC 2; C4; hp 10; #AT 1; D 1–6; MV 20'; Save C4; ML 9; AL C; S 7, I 6, W 17, D 10, C 9, Ch 5) is a failure at everything but scheming. He wears plate mail armor, a shield, his mask of Zargon, and a purple tunic. He attacks with his **mace** +1 or his spells:

1st level: **cause light wounds** x2
2nd level: **hold person**

Ameno (AC 5; C4; hp 12; #AT 1 at –2; D 1–6 –2; MV 20'; Save C4; ML 9; AL C; S 3, I 9, W 10, D 8, C 12, Ch 12) is the weakest member of the cult of Zargon. He wears plate mail armor, a shield, his mask of Zargon,

and a purple tunic. He attacks with his **war hammer** +1 or his spells:

1st level: **cause light wounds, darkness**
2nd level: **hold person**

His chest contains spare robes, 160 gp, and a flask of spirits.

K23. Spare Room

This room is a simple hallway connecting the vicars' quarters to the curates' quarters.

K24. Curates' Quarters

There are three beds in this room, with a chest at the foot of each bed.

Naphor (AC 3; C5; hp 19; #AT 1 at –1; D 1–6 –1; Save C5; ML 10; AL C; S 5, I 8, W 15, D 11, C 11, Ch 8) although wise, is not a strong warrior, and somewhat cowardly as a result. He wears **chain mail** +1, a shield, his mask of Zargon, and a purple tunic. He attacks with his **mace** +1 or spells:

1st level: **cause light wounds, darkness**
2nd level: **blight, hold person**

His chest contains spare robes, 70 gp, and three vials of a noxious substance used in rituals.

Sibius (AC 2; C5; hp 19; #AT 1 at –1; D 1–6 –1; Save C5; ML 10; AL C; S 8, I 11, W 11, D 7, C 10, Ch 13) is not particularly clever or skilled in combat, although is the acknowledged leader of the curates. He wears **chain mail** +3, a shield, his mask of Zargon, and a purple tunic. He attacks with his mace or spells:

1st level: **cause light wounds, fear**
2nd level: **blight, hold person**

His chest contains spare robes, 170 gp, and three vials of a noxious substance used in rituals.

Keravno (AC 2; C5; hp 14; #AT 1 at +1; D 1–6 +1; Save C5; ML 10; AL C; S 13, I 8, W 14, D 7, C 11, Ch 9) is the strongest and hence, most combat-minded of the three curates. It is rumored that he was once a member of the Brotherhood of Gorm. He wears **plate** +1, a shield, his mask of Zargon, and a purple tunic. He attacks with his mace and spells:

1st level: **cause light wounds, darkness**
2nd level: **blight, hold person**

His chest contains spare robes, 70 gp, and three vials of a noxious substance used in rituals.

K25. Elder's Quarters

There is a bed with a chest in this room, along with a small desk and chair.

Nethios (AC 1; C6; hp 26; #AT 1 at +1; D 1–6 +1; Save C6; ML 11; AL C; S 13, I 10, W 15, D 9, C 15, Ch 10) is a cruel man, capable of inflicting great torture. He wears plate mail armor, a **shield +1**, his mask of Zargon, a **ring of spell turning** (7 charges), and a purple tunic. He attacks with his mace or spells:

- 1st level: **cause light wounds, darkness**
- 2nd level: **blight, hold person**
- 3rd level: **cause disease**
- 4th level: **cause serious wounds**

His chest contains spare robes, 80 gp, and a clerical scroll with **animate dead**.

K26. Spare Room

This room is a simple hallway connecting the two elder's quarters.

K27. Elder's Quarters

There is a bed with a chest in this room, along with a small desk and chair.

Keltok (AC 1; C6; hp 32; #AT 1 at –2; D 1–6 –2; Save C6; ML 11; AL C; S 4, I 6, W 10, D 9, C 14, Ch 10) is ordered around by Nethios, although he has no right to do so, and Keltok plans one day to get revenge! He wears **chain mail +3**, a shield, his mask of Zargon, a **potion of speed**, and a purple tunic. He attacks with his mace or spells:

- 1st level: **cause light wounds** x2
- 2nd level: **blight, hold person**
- 3rd level: **cause disease**
- 4th level: **cause serious wounds**

His chest contains spare robes, 130 gp, and a clerical scroll with **create poison**.

K28. Bishop's Quarters

There is a bed with a chest in this room, along with a small desk and chair.

Venbentax (AC 2; C7; hp 38; #AT 1; D 2–7; Save C7; ML 12; AL C; S 11, I 6, W 13, D 12, C 12, Ch 8) is a conceited man, and not much liked by the men. Few remember that he came to the underground city from the surface world, several years ago. He wears plate mail armor, a shield, his mask of Zargon, a **snake staff**, a **potion of gaseous form**, a **ring of regeneration**, and a purple tunic. He attacks with his mace or spells:

- 1st level: **cause light wounds** x2
- 2nd level: **blight, hold person**
- 3rd level: **cause disease, curse**
- 4th level: **cause serious wounds**
- 5th level: **finger of death**

His chest contains spare robes, 100 gp, and a clerical scroll with **quest**.

K29. Lama's Quarters

There is a bed with a chest in this room, along with a small desk and chair.

Bosegar (AC 4; C8; hp 29; #AT 1; D 1–6; Save C8; ML 12, AL C; S 5, I 7, W 15, D 5, C 7, Ch 12) attained his high office by wheedling, scheming, and lying to others. None of the senior clerics actually trust him. He wears plate mail armor, a shield, his mask of Zargon, a **staff of withering** (20 charges), a **potion of healing**, and a purple tunic. He attacks with his **mace +2** or spells:

- 1st level: **cause light wounds** x2, **darkness**
- 2nd level: **blight, hold person** x2
- 3rd level: **cause disease, curse**
- 4th level: **cause serious wounds, poison**
- 5th level: **insect plague**

His chest contains spare robes, 160 gp, and a clerical scroll with **word of recall**.

K30. High Priest's Quarters

There is a bed with a chest in this room, along with a small desk and chair.

Talgoth (AC 1; C9; hp 28; #AT 1 at +4; D 1–6 +4; Save C9; ML 12; AL C; S 14, I 10, W 17, D 9, C 9, Ch 10) is the most powerful and devious villain in the underground city. He began his career as one of the Magi of Usamigaras, although was seduced by a cultist of Zargon. Having ascended to the high priesthood, he has developed suspicions that Zargon is no more than a monster!

He wears plate mail armor, a shield, a purple tunic, a **potion of invulnerability**, a **ring of protection +1**, and his jeweled mask of Zargon (worth 1000 gp). He attacks with his **mace +3** or spells:

- 1st level: **cause light wounds** x3
- 2nd level: **hold person** x2, **know alignment**
- 3rd level: **cause disease, curse, striking**
- 4th level: **cause serious wounds** x2
- 5th level: **commune, finger of death**

His chest contains spare robes, 100 gp, and a **potion of longevity**.

L. Stronghold of Gorm

L1. Wall

The top of this 40' tall wall is accessible by two pairs of ladders in the courtyard (L2).

L2. Courtyard

This place is used for arms practice following roll call in the mornings.

The secret trap door is the stronghold's way to the pyramid (see Section S).

L3. Entrance

The entrance is defensively built (only a single attacker can pass through at a time).

L4. Refectory

This room contains a long table with benches on either side. The strongholds inhabitants eat here.

L5. Barracks

There are 12 bunk beds in this large room, with two small chests under each lower bunk.

There are always 4–24 brothers (AC 4; HD 2; hp 10; #AT 1; D 1–8; MV 20'; Save F2; ML 10; AL L) present here (the rest being on guard duty, patrolling or drilling). Their morale increases by 1 when there is a leader with them.

Each brother wears iron chain mail over a blue tunic, a steel helmet, a mask of Gorm, and has 1–6 gp in a small belt pouch. Each also carries a shield, and is armed with a sword unless otherwise noted.

The chests contain spare garments.

L6. Kitchen

The room contains three tables and a brazier, as well as several utensils, pots, and pans hanging from the ceiling.

L7. Cooks' Quarters

There are two cots in this room, with a small chest at the foot of each cot.

The two cooks (AC9; NM; hp 4; #AT 1; D 1–4; MV 40'; Save NM; ML 6; AL N) sleep here and will only fight if attacked (using the spits from the braziers in the kitchens for 1–4 points of damage). Each carries 1–6 sp in a small belt pouch. Their chests contain spare garments, including aprons.

The ladder in the north end of the room leads up to the captain's quarters (L9).

L8. Pantry

Here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

The ladder in the north end of the room leads up to the seneschal's quarters (L12).

L9. Council Room

This room contains a round table with four chairs.

The ladder in the north end of the room leads up to the Grand Master's quarters (L10) or down to the cook's quarters (L7).

L10. Grand Master's Quarters

There is a bed with a chest in this room.

In here resides **Kanadius** (see Tier 2, room 12 in module B4)

His chest contains spare garments, 110 gp in a small sack, and a portrait of himself a wandering artist once made.

The ladder in the north end of the room leads up to a spare room (L11) or down to the meeting room (L9).

L11. Spare Rooms

The walls of these spare rooms contain arrow slots evident throughout both towers.

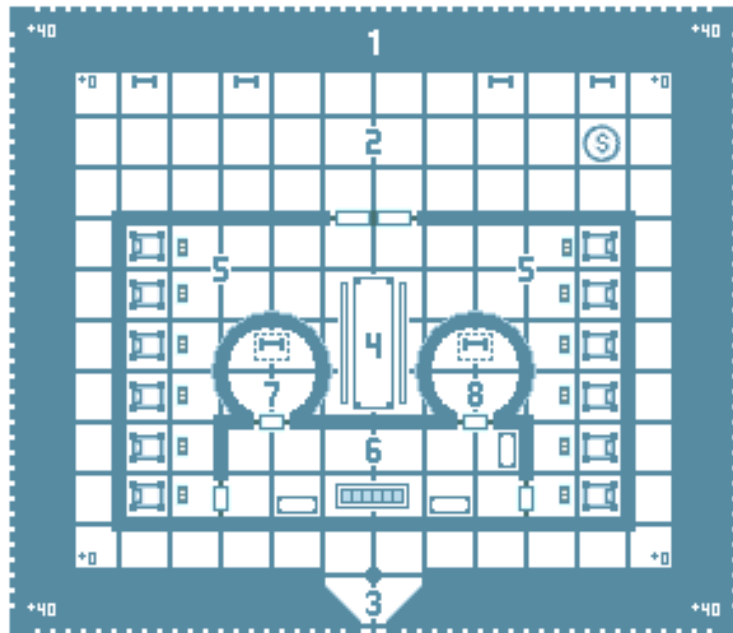
L12. Seneschal's Quarters

There is a bed with a chest in this room.

In here resides Denbark, the second-in-command (AC 5; D6; hp 34; #AT 1 at +1; D 1–8 +1; MV 20'; Save D6; AL L; S 14, I 11, W 11, D 8, C 15, Ch 8).

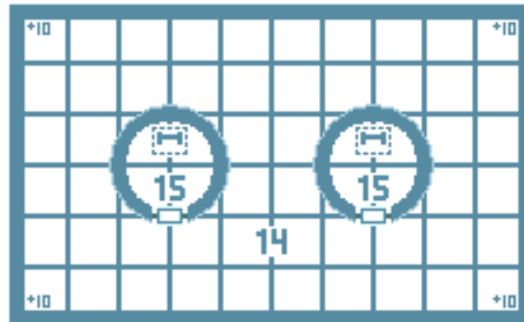
Denbark entered the underground city several years ago, leading a company of dwarves, the only survivors of their clan. He has known Romulus for years, and the two are good friends. Some of the men still regard him as an outsider, but most realize his true worth, and follow him faithfully.

Denbark's dress is similar to the other leaders and his wall sports a magnificently made glittering suit of dwarven plate mail, as well as a tremendous battle axe. In his chest there are spare garments, 90 gp and many papers involving inventories, roll calls and the like. Denbark often dines with Romulus in his room.



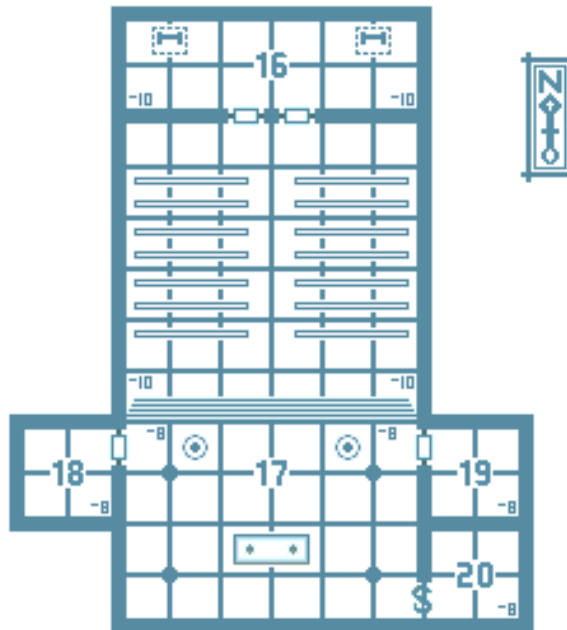
Ground Level

The Stronghold of Gorm
Fingolwyn



Level 2

Map Key	
	Altar
	Bench
	Brazier
	Bunk
	Chest
	Door
	Door, Secret
	Elevation
	Firepit
	Ladder & Shaft
	Pillar
	Table & Chair
	Trapdoor, Secret
	1 Sq. = 10 Ft.



Underground Level

The ladder in the north end of the room leads up to the commander's quarters (L13) or down to the pantry (L8).

L13. Commander's Quarters

There is a bed with a chest in this room, along with a small desk and chair.

In here resides **Romulus**, the commander of the stronghold (AC 4; F9; hp 45; #AT 1 at +2; D 1-8 +2; MV 20'; Save F9; AL L; S 17, I 10, W 6, D 10, C 12, Ch 9)

Romulus has won many battles against seemingly impossible odds, owing to his great bravery. He is always the first into combat, and the last to retreat, never leaving a wounded comrade. He leaves paperwork and diplomacy to others. The men greatly admire his battle prowess and follow this devoted leader faithfully.

Romulus usually dresses in his iron chain mail over a blue tunic, steel helmet, and wears a mask of Gorm. His sword and shield are always close at hand. In his room there are a splendid ceremonial suit of plate mail and a many-notched, two-handed sword hanging on the wall. In a locked chest are spare garments, 90 gp in a small sack, and a plan of the stronghold. Romulus wears the key to the chest on a chain around his neck, along with the key to the Treasure Room (L20).

The ladder in the north end of the room leads up to a spare room (L11) or down to the seneschal's quarters (L12).

L14. Exercise Room

This long, low room is used for weapons drills. The wall surfaces are marked with nicks and gouges.

L15. Storage Rooms

Weapons and armor are stored here. Each room contains:

- 12 normal swords
- 12 daggers
- 2 pole arms
- 2 war hammers
- 3 long bows
- 2 short bows
- 5 quivers of 20 arrows each
- 2 cross bows
- 3 cases of 30 quarrels each
- 3 javelins
- 5 spears
- 5 suits of chain mail
- 3 suits of plate mail
- 9 shields

L16. Antechamber

This room is the entrance to the chapel, which is in turn guarded by a door similarly trapped as in Tier 3, room 24a (module B4, pg. 12).

L17. Chapel

The walls and ceiling of the main worship area of the stronghold are painted sky blue. At the southern end is a golden marble altar surrounded by golden candleholders and braziers. The candles are always lit, but the braziers only during services. On top of the altar is a golden statue of Gorm (worth 3000 gp) and a water-filled golden bowl (worth 1000 gp).

L18. Chaplain's Quarters

Belentar (AC 9; C3; hp 15; #AT 1 at -1; D 1-6 -1; MV 30'; Save C3; ML 8; AL L; S 8, I 6, W 15, D 12, C 12, Ch 10) conducts services on the fourth day of each week. He never desired to become an adventurer, but possessed enough devotion to become chaplain to the Brotherhood of Gorm. As a cleric, he is a lesser member (with a Gorm necklace worth 20 gp) and always wears clerical robes. He attacks with his mace or spells. As usual, his morale increases by 1 when a leader is present.

1st level: **cure light wounds, light**

His chest contains spare vestments, 40 gp and a clerical scroll with **commune**.

L19. Storage Room

There are crates in this room containing extra masks and necklaces (24 masks and 12 necklaces)

L20. Treasure Room

This secret room is only known to the leaders and the chaplain, who retrieve magical items as needed. There are six chests, all locked (Romulus wears the only key on a chain around his neck, along with one other):

- Chest 1: 3300 sp
- Chest 2: 500 ep, 24 gems (50 gp each)
- Chest 3: 1000 gp, a **sword +1, +3 vs. undead**, a **war hammer +2**, and a **shield +3**
- Chest 4: 5 pieces of jewelry (1000 gp each), a **staff of healing**, a clerical scroll (**cure blindness, remove curse x2, dispel magic, find the path, speak with monsters**)
- Chest 5: 4800 gp, 2200 pp
- Chest 6: 5600 sp, 4000 gp, and **gauntlets of ogre power**

Chests 3, 4 and 6 are trapped with sleeping gas (save vs. Poison or sleep for 4-16 turns).

M. Stronghold of Usamigaras

M1. Wall

The top of this 20' tall wall is accessible by two pairs of ladders on the east and west sides. Two guards from the barracks (M3) are stationed at each corner.

M2. Refectory

Each refectory has three tables with benches, and is used by the inhabitants of the barracks to the south.

M3. Barracks

There are four bunk beds in each barracks, with two small chests under each lower bunk.

There are eight magi lodging in the west room:

There are always 2–8 magi (AC 9; M2; hp 6 each; #AT 1; D 1–4; MV 40'; Save M2; ML 9; AL N) present in the west barracks (the rest being on guard duty, studying, or praying). Their morale increases by 1 when there is a leader with them.

Each wears a silver mask of Usamigaras and rainbow-colored robes. Half of the magi have memorized **sleep**, and the remainder have memorized **magic missile**. They attack with silver daggers. Each also has 1–6 gp in a small belt pouch.

There are 2–8 thieves (AC 9; HD 2; hp 6 each; #AT 1; D 1–4; MV 40'; Save T2; ML 10; AL N) present in the east barracks (the rest being on guard duty, patrolling, or praying). Their morale increases by 1 when there is a leader with them.

Each wears a silver mask of Usamigaras and leather armor under rainbow-colored robes. They attack with silver daggers. Each also has 1–6 gp in a small belt pouch.

The chests contain spare garments, spell books for the magic-users, and thieves' tools for the thieves.

M4. Pantry

Here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

M5. Kitchen

The room contains a table and a brazier, as well as several utensils, pots, and pans hanging from the ceiling.

M6. Storage Room

The Magi of Usamigaras do not have much need for weapons, but the ones they have include:

3 normal swords
30 silver daggers
10 daggers
2 short bows
3 quivers of 30 arrows each
5 slings
150 stones
3 spears
5 suits leather armor
3 suits chain mail
1 suit plate mail
5 shields

M7. Cages

The Magi of Usamigaras keep four rust monsters (AC 2; HD 5*; hp 22 each; #AT 1; D rust; MV 40'; Save F2; ML 8; AL N) in wooden cages, reserved for use against enemy factions.

M8. Antechamber

The walls of this room are adorned with frescoes depicting the miracles of Usamigaras.

The door to the north leads to the chapel (M13) and the eastern passage leads to the cook's quarters (M9). The secret trapdoor is the stronghold's way to the pyramid (see Section S).

M9. Cooks' Quarters

There are two beds in this room, with a small chest at the foot of each bed.

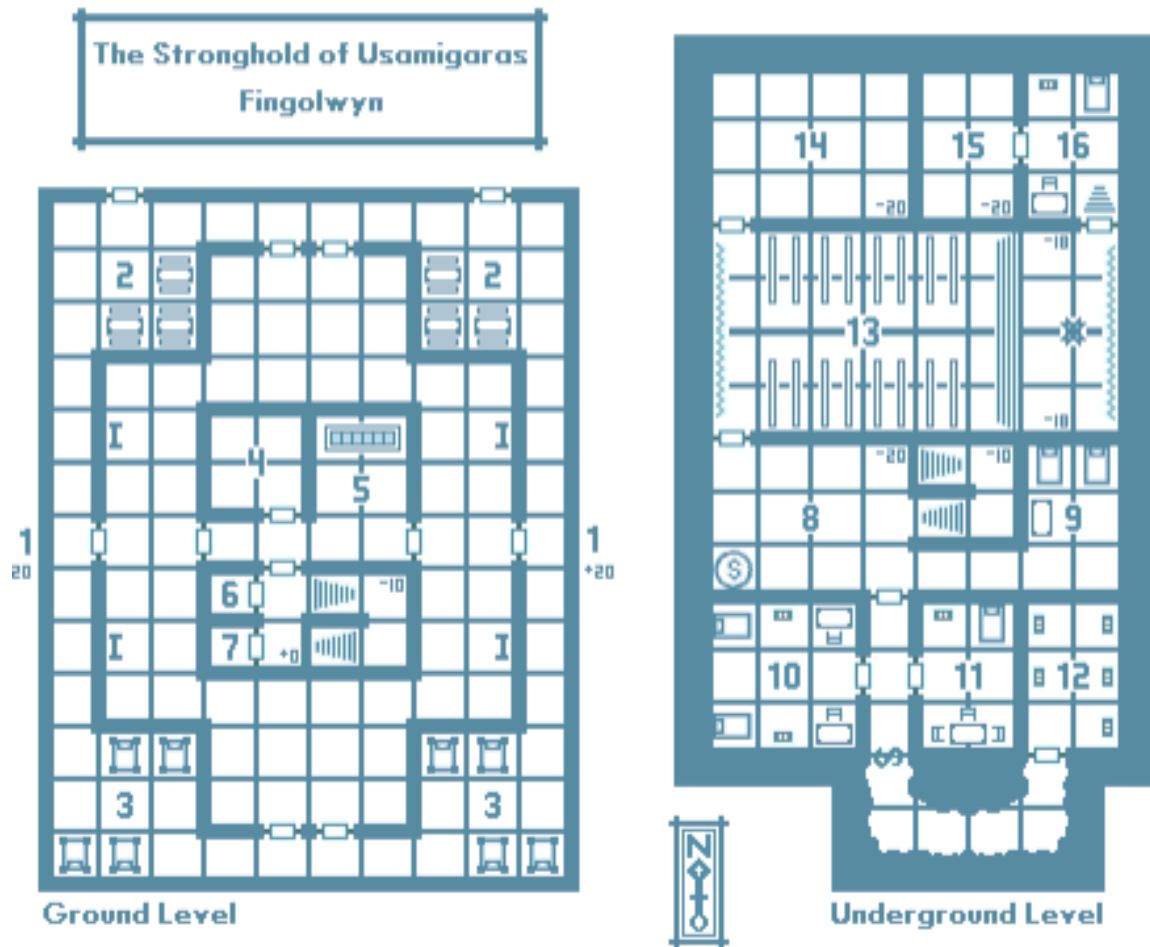
The two cooks (AC9; NM; hp 4; #AT 1; D 1–4; MV 40'; Save NM; ML 6; AL N) sleep here and will only fight if attacked (using the spits from the braziers in the kitchens for 1–4 points of damage). Each carries 1–6 sp in a small belt pouch. Their chests contain spare garments, including aprons.

M10. Leaders' Dormitory

There is a bed, a chest, and a table with a chair on either side of this room.

In here reside **Auriga Sirkinos** (see Tier 3, room 14a) and **Isdoren** (AC 9; T6; hp 19; #AT 1; D 1–8; MV 120'; Save T3; AL N; S 12, I 10, W 10, D 16, C 13, Ch 15). Isdoren is the head thief, and responsible for initiates of the thief class, the faction's eyes and ears. Having been marked by their pledge, they are absolutely loyal and cannot be bribed.

Auriga Sirkinos' chest contains spare garments, 100 gp in a small sack, a bottle of wine, and his spell book. The head thief's chest contains spare garments, 100 gp and thieves' tools.



Map Key: The Stronghold of Usamigaras					
✳	Altar	⌂	Door	🪜	Stairway
🛏	Bed	💰	Door, Secret	☑	Table & Chair
—	Bench	+20	Elevation	🧵	Tapestry
🛏	Bunk	🔥	Firepit	🕸	Trapdoor, Secret
🗡	Chest	I	Ladder		1 Sq. = 10 Ft.

M11. Archmage's Quarters

There is a bed with a chest in this room, along with a table and three chairs.

In here resides **Palantrios**, the Archmage of the stronghold (AC 5; M9; HP 27; #AT 1; D 1-4; MV 40'; Save M9; AL N; S 12, I 18, W 17, D 8, C 11, Ch 10).

- 1st level: **magic missile x2, sleep**
- 2nd level: **locate object, phantasmal force, web**
- 3rd level: **fireball, fly, invisibility 10' radius**
- 4th level: **confusion, remove curse**
- 5th level: **conjure elemental**

Palantrios is a very old man, raised from childhood by the Magi of Usamigaras. Having taught many of the magi over the years, he is widely respected, but regards his best student as his worst failure. That student was Talgoth, High Priest of the Cult of Zargon, who abandoned his magical studies to devote himself to dark clerical arts!

Palantrios wears the key to the chests in room **M12** on a chain under his robes. His chest contains spare garments, 110 gp and an aged, yellowed parchment from his childhood mentor praising his worth.

M12. Treasure Room

This secret room is known only to the three leaders. The natural passageway leading to it is worn smooth by countless footsteps.

There are five locked chests (Palantrios has the only key), three of which are trapped. The trapped ones (2, 3, and 5) trigger poison gas (save vs. Poison or die) which lingers in the room for one turn. They contain:

Chest 1: 33,000 sp and five gems (worth 500 gp each)

Chest 2: 550 sp, 2000 ep, 300 pp, a **spear +1**, a **mace +2**, and a **warhammer +2**

Chest 3: Three pieces of jewelry (worth 1500 gp each), a **staff of healing** (x2), and a magic-user scroll (**dispel magic**, **water breathing**, **remove curse**, **animate dead**, **stone to flesh** x2)

Chest 4: 3200 gp, 1100 pp

Chest 5: 10,500 sp, 3000 gp, a **ring of regeneration**, and a clerical scroll (**commune**, **raise dead**, **animate object**)

M13. Chapel

This is the main worship area of the stronghold. The east and west walls are hung with heavy tapestries showing the constellations of the night sky. The tapestries are spun with silver thread and worth 5000 gp each. The stone altar is star-shaped.

M14. Library

This room is lined with shelves loaded with books and scrolls.

M15. Storage Room

Among the contents in this room are a crate with 24 masks of Usamigaras and a box with 12 rings.

M16. Priest's Quarters

There is a bed with a chest in this room, along with a table and two chairs.

Khebi (AC 9; C3; hp 16; #AT 1 at -2; D 1-6 -2; MV 30'; Save C3; ML 8; AL N; S 5, I 14, W 17, D 7, C 10, Ch 11) conducts services on days when the stars and planets are in the right positions. Though physically weak and clumsy, he excelled in theological studies, and so became priest to the Magi of Usamigaras. As cleric, he is a full member. He wears a silver mask of Usamigaras (worth 20 gp) and his rainbow colored robes at all times. He attacks with his mace or spells, being **cure light wounds** and **light**. As usual, his morale increases by 1 when a leader is present.

His chest contains spare vestments, 80 gp and a clerical scroll with **cure blindness**.

N. Stronghold of Madarua

N1. Entrance

The entrance is defensively built (only a single attacker can pass through at a time).

N2. Wall

The top of this 40' tall wall is accessible by four sets of ladders in the courtyard.

N3. Storage Room

The base of the tower is the equipment storeroom. Inside are:

12 normal swords

12 daggers

1 pole arm

1 war hammer

4 long bows

3 short bows

3 quivers of 20 arrows each

3 crossbows

5 cases of 30 quarrels each

1 javelin

3 spears

7 suits chain mail

5 suits plate mail

3 shields

The ladder in the west end of the room leads up to Madarua's Champion's quarters (N4) or down to the barracks (N9).

N4. Maduara's Champion's Quarters

There is a bed with a chest in this room, along with a table and chair.

In here resides **Pandora**, Madarua's Champion (see Tier 3, room 23 in module B4).

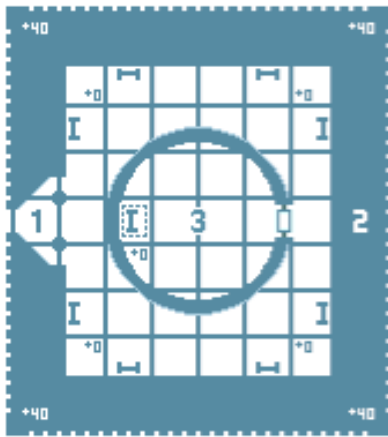
Her chest contains spare garments, 70 gp in a small sack and an ornate, bone-encircled mirror.

The ladder in the west end of the room leads up to the seneschal's quarters (N5) or down to the storage room (N3).

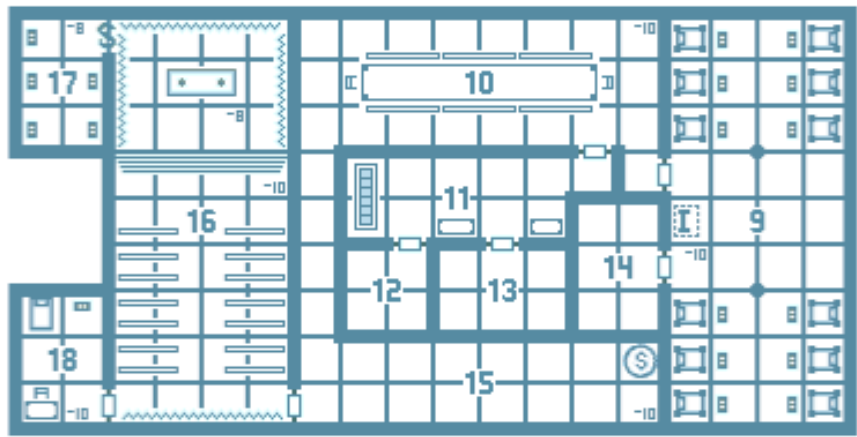
N5. Seneschal's Quarters

There is a bed with a chest in this room, along with a table and chair.

In here resides **Mavrathi** (AC 4; F6; hp 25; #AT 1 at +2; D 1-8 +2; MV 30'; Save F6; AL L; S 16, I 11, W 7, D 9, C 15, Ch 10).



Ground Level



Underground Level



Level 2



Level 3



Level 4



Level 5



Level 6



Map Key: The Stronghold of Madarua			
	Altar		Door
	Bed		Door, Secret
	Bench		Drapes
	Bunk		Elevation
	Chest		Firepit
			Ladder & Shaft
			Pillar
			Table & Chair
			Trapdoor, Secret
			1 Sq. = 10 Ft.



Mavrathi hates the Brotherhood of Gorm, having been their prisoner at one time. Her confinement led her to the conclusion that all men are evil. She joined the Warrior Maidens of Madarua as a means of creating a society that would subjugate men. Her strong hate and fear have fueled her ambition.

Mavrathi has long, raven-black hair. She wears chain mail, and carries a sword and shield. On her wall hang a suit of plate mail armor and an old battle axe (which she has kept for years). In her chest there are spare garments, 90 gp and a set of combs and hairbrushes.

The ladder in the west end of the room leads up to the commander's quarters (N6) or down to Madarua's Champion's quarters (N4).

N6. Commander's Quarters

There is a bed with a chest in this room, along with a table and chair.

In here resides **Zenvalia**, the commander of the stronghold (AC 2; F9; hp 57; #AT 1 at +1; D 1-8 +1; MV 30'; Save F9; AL L; S 14, I 15, W 14, D 12, C 12, Ch 13). Zenvalia secretly wishes for peace in the underground city, which has been her ulterior motive ever since she joined the Warrior Maidens of Madarua. She is very organized, and almost a flawless strategist. She has reached her high station due to her strong leadership, and love for her followers.

Like her fellow warrior maidens, Zenvalia dresses in a green tunic under bronze chain mail and wears a bronze mask of Madarua. She carries a sword and shield. She also has a suit of plate mail and a two-handed sword tucked away for emergencies. In her locked chest there are spare garments, 100 gp and a plan of the stronghold. Zenvalia has the only key.

The ladder in the west end of the room leads up to a spare room (N7) or down to the commander's quarters (N3).

N7. Spare Room

This is a spare room. Its walls have a few arrow slots, evident in the lower tower levels as well.

The ladder in the west end of the room leads up to another spare room (N8) or down to the commander's quarters (N6).

N8. Spare Room

This is a spare room. Its walls have a few arrow slots, evident in the lower tower levels as well.

The ladder in the west end of the room leads up to the roof of the tower, or down to another spare room (N7).

N9. Barracks

There are 12 bunk beds in this large room, with two small chests under each lower bunk.

There are always 4–24 sisters (AC 2; HD 2; hp 10; #AT 1; D 1–8; MV 20'; Save F2; ML 10; AL N) present here (the rest being on guard duty, patrolling or drilling). Their morale increases by 1 when there is a leader with them.

Each sister wears bronze plate mail over a green tunic, a mask of Madarua, and has 1–6 gp in a small belt pouch. Each also carries a shield, and is armed with a sword unless otherwise noted.

The chests contain spare garments, in addition to various items of decorative jewelry.

N10. Refectory

This room contains a long table with benches on either side. The walls are decorated with murals of the harvest, from ancient times. The strongholds inhabitants eat here.

N11. Kitchen

The room contains two tables and a fire pit, as well as several utensils, pots, and pans hanging from the ceiling.

N12. Cooks' Quarters

There are two beds in this room, with a small chest at the foot of each bed.

The two cooks (AC9; NM; hp 4; #AT 1; D 1–4; MV 40'; Save NM; ML 6; AL N) sleep here and will only fight if attacked (using the spits from the fire pits in the kitchens for 1–4 points of damage). Each carries 1–6 sp in a small belt pouch. Their chests contain spare garments, including aprons.

N13. Pantry

Here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

N14. Storage Room

Among the contents in this room are a crate with 24 masks of Madarua and a box with 12 bracelets.

N15. Exercise Room

The walls of this long room are pitted and scarred from weapons practice. The secret trapdoor is the stronghold's way to the pyramid (see Section S).

N16. Chapel

The main worship area of the stronghold is hung with white drapes. The floor is covered with a green carpet. The altar at the northern end is covered with a green and white cloth. Atop it sits a golden statue of Madarua (worth 1000 gp) on either side of which is a large white candle (always lit). Three braziers burn incense during services.

N17. Treasure Room

This secret room is known only to the three leaders and the priestess. There are five locked chests (Zenvalia has the only key on a chain around her neck, and will retrieve magic items for use as necessary). Chests 2, 3, and 5 are trapped with nerve gas (save vs Paralysis or die in 1–6 turns, otherwise become paralyzed for 2–12 turns).

1. 5700 sp, 275 ep and 32 gems (worth 50 gp each)
2. 1025 gp, a **sword +1, +3 vs dragons**, a **hand axe +2**, and a **shield +2**
3. Seven pieces of jewelry (worth 1200 gp each), a **staff of healing**, and a clerical scroll (**cure disease x2, remove curse, dispel magic, raise dead**)
4. 3200 gp, 2500 pp
5. 4000 sp, 3010 gp, and a **potion of heroism**

N18. Priestess' Quarters

Lysandra (AC 9; C3; hp 5; #AT 1; D 1–6; MV 20'; Save C3; ML 8; AL N; S 9, I 10, W 18, D 12, C 8, Ch 13) conducts services at the beginning of each of the four seasons. She is a frail young woman who cannot fight well, and so became priestess to the Warrior Maidens of Madarua. As a cleric, she is a lesser member (with a Madarua bracelet of bronze) and wears her clerical robes at all times. She attacks with a mace or spells, being **cure light wounds** and **light**. Her morale is increased by 1 when a leader is present.

Her chest contains spare vestments, 80 gp and a clerical scroll with **cure disease**.

O. Cliff Dwellings

The humanoid tribes who live in these caves owe allegiance to Zargon. The chieftains hold occasional meetings with Cynidicean clerics of Zargon.

There are rumors of passages leading westwards to an underground hobgoblin kingdom (not shown on map).

Goblin Caves (O1–9)

The goblins reach their caves by handholds cut into the rock.

O1. Guard Post

There are eight goblins (AC 6; HD 1–1; hp 4; #AT 1; D 1–6; MV 20'; Save NM; ML 7) stationed here. Each has 2–12 ep in a small pouch, among bits of bone, etc.

The chamber contains a rack for spears, a small table, two benches, and a keg of water.

At the first sign of any intruder, one will run to warn the goblins in the common room (O4), returning with 2d4 reinforcements in 1d4 rounds.

O2. Guard Post

There are six goblins (AC 6; HD 1–1; hp 4; #AT 1; D 1–6; MV 20'; Save NM; ML 7) stationed here. Each has 2–12 ep in a small pouch, among bits of bone, etc.

The chamber contains a rack for spears, a small table, two benches, and a keg of water.

At the first sign of any intruder, one will run to warn the goblins in the common room (O5), as above.

O3. Trap

There is a 10' deep covered pit in the passage here, filled with spikes at the bottom. A person falling into it will take 1d6 points of damage from the fall, plus 1d4 points of damage from the spikes.

O4. Common Room

There are 14 goblins (AC 6; HD 1–1; hp 4; #AT 1; D 1–6; MV 20'; Save NM; ML 7) in this room, along with 10 females and six young. Each of the males has 2–12 ep in a small pouch, among bits of bone, etc.

The room is cluttered with bedding, tables, stools, benches, cooking implements, etc.

O5. Common Room

There are 14 goblins (AC 6; HD 1–1; hp 4; #AT 1; D 1–6; MV 20'; Save NM; ML 7) in this room, along with 10

females and six young. Each of the males has 2–12 ep in a small pouch, among bits of bone, etc.

The room is cluttered with bedding, tables, stools, benches, cooking implements, etc.

O6. Storage Room

The door to this room is locked, and the chieftain has the only key. The room contains many boxes, small barrels containing a foul ale, and sacks with food. None of the provisions are up to human standards.

O7. Bodyguards

There are three of the chieftain's bodyguards (AC 6; HD 2; hp 10; #AT 1; D 1–6; MV 20'; Save F2; ML 7) in each of these rooms. Each of them has a crossbow and five quarrels, as well as a short sword.

The chamber has a small table, three stools, and a small keg of a foul ale.

O8. Bodyguards

There are three of the chieftain's bodyguards (AC 6; HD 2; hp 10; #AT 1; D 1–6; MV 20'; Save F2; ML 7) in each of these rooms. Each with a crossbow and five quarrels, as well as a short sword, as in room O7.

The chamber has a small table, three stools, and a small keg of a foul mushroom ale.

O9. Goblin Chieftain

The goblin chieftain (AC 6; HD 3; hp 15; #AT 1; D 1–8; MV 20'; Save F3; ML 7) lives in this room, along with three more of his bodyguards (AC 6; HD 2; hp 10; #AT 1; D 1–6; MV 20'; Save F2; ML 7) and several females.

The chieftain sits around eating all day, and has become enormously fat as a result. He fights with a normal sword, made of a black metal and inscribed with runes (non-magical). In a small pouch at his waist there is a 50 gp gem, and around his neck is the key to the food storage room (O6).

There is a 50% chance that Nethios (K25) of the cult of Zargon is visiting him in order to levy troops.

The room contains bedding, a table, several stools, and a large keg of a slightly more palatable ale.

Hobgoblin Caves (O10–15)

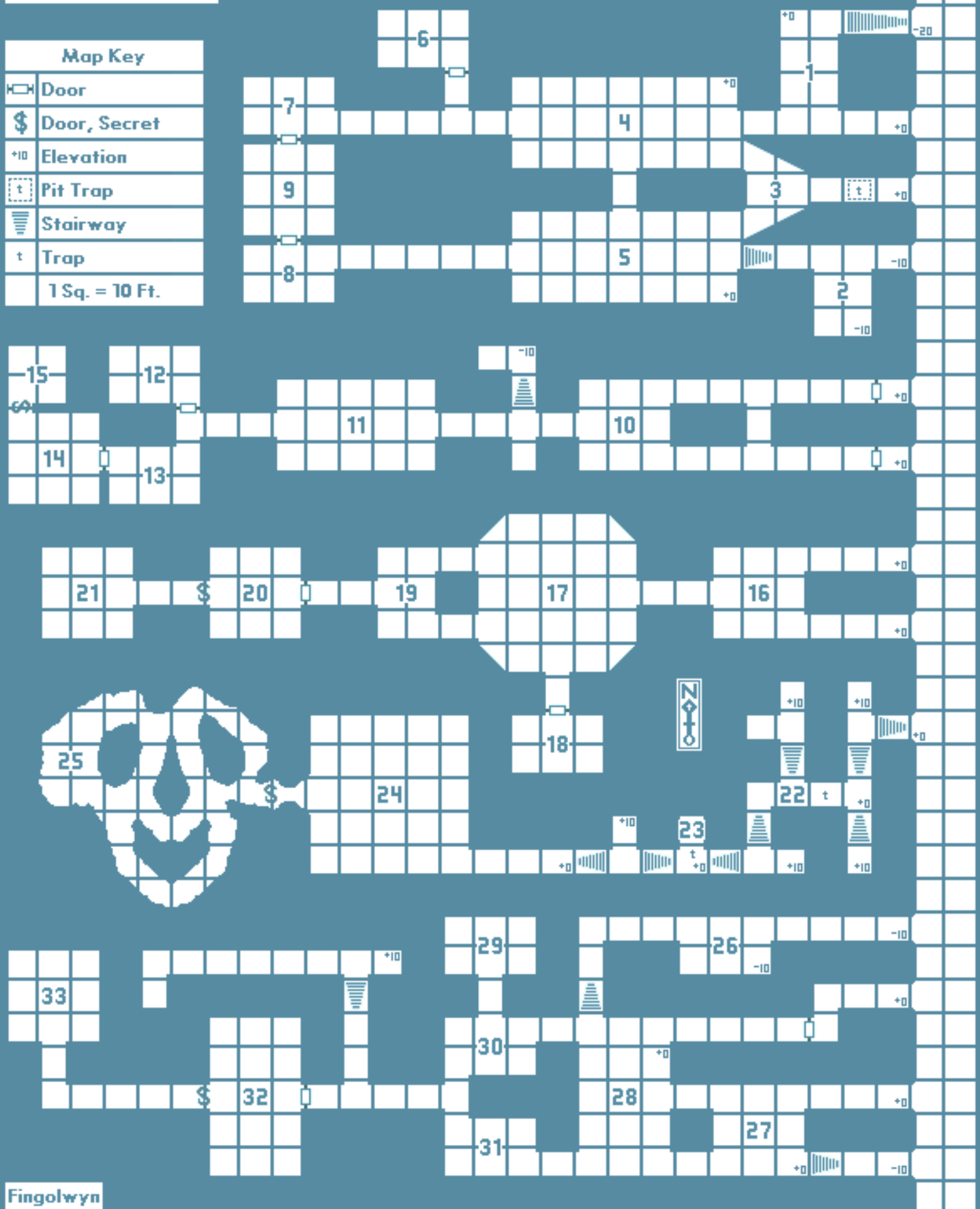
These hobgoblin caves are accessed by ladders. Both doors are barred from the inside.

The hobgoblin tribe in these caves was recently raided for loot and slaves by the rival hobgoblin tribe.

Goblin Cliff Dwellings

Map Key

	Door
	Door, Secret
	Elevation
	Pit Trap
	Stairway
	Trap
1 Sq. = 10 Ft.	



Fingolwyn

O10. Guard Post

There are four hobgoblin guards here (AC 6; HD 4; hp 13; #AT 1; D 1-8; MV 30'; Save F4; ML 8) with swords. Each is armed with a light crossbow and carries 3-18 sp in a small pouch.

These are the defeated hobgoblin chieftain's bodyguard, now stationed here. They are constantly alert for another attack by the rival hobgoblin tribe, and will fire their crossbows at any intruders before retreating to the common room (O11).

The chamber contains a table, four chairs, and a keg of water. There are bloodstains on the walls.

O11. Common Room

This room has been abandoned. Most of the hobgoblins were killed or taken prisoner in a recent battle with the rival hobgoblin tribe.

There are piles of disordered bedding, smashed furniture, and bloodstains everywhere.

O12. Storage Room

The door to this room has been torn from its hinges. There are a few empty boxes and sacks. Everything of value was taken by the rival hobgoblin tribe.

O13. Guard Post

There are four thoul guards here (AC 6; HD 3**; hp 17; #AT 2 claws or by weapon; D 1-3/1-3 or 1-8; MV 40'; Save F3; ML 10). They will come to the aid of the hobgoblin bodyguards in the common room.

O14. Defeated Chieftain

The defeated hobgoblin chieftain (AC 6; HD 5; hp 30; #AT 1; D 1-8 +2; MV 30'; Save F5; ML 8) is a coward and a weakling. He avoided capture by the rival hobgoblin tribe by fleeing to this chamber. He will fall on his knees and beg for his life in exchange for information and a chance at revenge.

The room is crowded with furniture and junk

O15. Secret Room

The only person who knows of this room's existence is the defeated hobgoblin chieftain. In a locked chest there are 1300 sp.

Bugbear Caves (O16-21)

The bugbear caves are accessed by ladders. They have largely avoided getting involved with the hobgoblins.

O16. Guard Post

Seven bugbears keep watch here (AC 5; HD 3+1; hp 15; #AT 1; D 2-9; MV 30'; Save F3; ML 9). They are quick to engage in combat, shouting to alert the bugbears in the common room (O17). Each is armed with a sword and carries 2-24 cp and 3-18 sp in a pouch on their person.

The chamber contains two tables and several stools. The walls bear strange hieroglyphs, predating the arrival of the bugbears.

O17. Common Room

There are 10 bugbears in here (AC 5; HD 3+1; hp 12; #AT 1; D 2-9; MV 30'; Save F3; ML 9), along with 7 females (AC 6; HD 2; hp 8 each; #AT 1; D 1-8; MV 30'; Save F2; ML 8) and 3 young (AC 7; HD 1; hp 3 each; #AT 1; D 1-4; MV 40'; Save F1; ML 7). Each of the males has 3-24 cp and 3-18 sp in a small pouch.

The chamber contains piles of bedding, a few smoking braziers, and some barrels of water.

O18. Storage Room

This room contains many boxes, small barrels, and sacks containing food and wine. The chieftain has the only key to it.

O19. Guard Post

There are three bugbear guards here (AC 5; HD 3+1; hp 21; #AT 1; D 2-8; MV 30'; Save F3; ML 9).

The chamber contains a table and three stools.

O20. Bugbear Chieftain

The bugbear chieftain (AC 5; HD 3+1; hp 11; #AT 1; D 2-8; MV 30'; Save F3; ML 9) is old, but still powerful. There are, however, rumors of a power struggle, and possibly assassination! He has the key to the food storage room (O18) on a chain around his neck.

With him are two females (AC 6; HD 2; hp 8 each; #AT 1; D 1-8; MV 30'; Save F2; ML 8), one of whom secretly plots to betray the old chieftain so that her lover, one of the chieftain's bodyguards, can replace him.

The room contains a crude bed and a table with three chairs.

O21. Secret Room

No one knows of this secret room except for the bugbear chieftain. Inside a locked chest there are 1700 cp, 1900 sp, 1000 ep, and four gems (worth 10 gp x2, 50 gp, and 100 gp).

Ogre Caves (O22–25)

The ogre caves are accessed by ladders.

O22–23. Trapped Passageways

Water is constantly dripping into these passageways, and in two places it is two feet deep.

These two areas are trapped with a tripwire each. The wires trigger six spears each from little holes in the ceiling (roll to hit as if an ogre threw them) for 1d6 points of damage each. The ogres know where the tripwires are located and can avoid them.

O24. Ogres

In here reside seven ogres (AC 5; HD 4+1; hp 24, 21, 20, 20, 19, 19, 18; #At 1 club; D 1–10; MV 30'; Save F4; ML 10). The room is covered with furs, and in the west wall there is a bricked-up archway with a secret door leading to the troll warrens.

Each ogre has a leather sack (containing 400 gp, 400 gp, 500 gp, 400 gp, 700 gp, 600 gp, and 700 gp respectively). A search among the furs will turn up a necklace (worth 1400 gp), a **staff of striking**, and four **quarrels** +2.

O25. Troll Warrens

There are eight trolls (AC 4; HD 6+3*; hp 38, 35, 33, 30, 30, 28, 26, 26; #AT 2 claws/1 bite; D 1–6/1–6/1–10; MV 40'; Save F6; AL C). They will be encountered in groups of 1–4, and seldom leave this area.

There are humanoid bones everywhere.

In the westernmost section there is a locked chest, trapped with a poison needle. It contains 3000 gp and a piece of parchment with the following on it:

*and until a relic of great power
capable even of bending
the will of Anemostroylos
is returned to its place,*

Underneath this, written with red ink, are the following:

- island of the dead
- defeat guardians of “Wildfire”
- muster golden prisms
- past angry spirits of the dead
- claim what is, or what seems to be
- beware the unliving sentries
- back to the Magi of Usamigaras

The parchment was obtained by the Cult of Zargon from the Magi of Usamigaras and stored here for safekeeping (see **5. The Prophecy**, pg. 29).

Hobgoblin Caves (O26–33)

The hobgoblin caves are accessed by ladders. The door is locked and barred.

The hobgoblin tribe in these caves was victorious in a raid on the rival hobgoblin tribe.

O26. Guard Post

There are four hobgoblins (AC 6; HD 1+1; hp 9; #AT 1; D 1–8; MV 30'; Save F1; ML 8) in each one. When invaders arrive, one will always run to warn the hobgoblins in the common room (**O28**). Each is armed with a light crossbow and carries 3–18 sp in a small pouch. They will alternate firing, in order to alternate reloading and missile fire.

The chamber has a table, 2 benches, and a water keg.

O27. Guard Post

There are four hobgoblins (AC 6; HD 1+1; hp 9; #AT 1; D 1–8; MV 30'; Save F1; ML 8) in each one. When invaders arrive, one will always run to warn the hobgoblins in the common room (**O28**). Each is armed with a light crossbow and carries 3–18 sp in a small pouch. They will alternate firing, in order to alternate reloading and missile fire.

The chamber has a table, two benches, and a water keg.

O28. Common Room

There are 9 hobgoblins (AC 6; HD 1+1; hp 7; #AT 1; D 1–8; MV 30'; Save F1; ML 8) in this room, along with 7 females and 9 young. They are preparing a huge feast to celebrate their victory over the rival hobgoblin tribe. Each male hobgoblin has 3–18 sp.

There are heaps of bedding in the corners, with tables and benches arranged in the center of the room.

O29. Storage Room

The door to this room is locked, and the chieftain has the only key. The room contains many boxes, small barrels containing a foul ale, and sacks with food. None of the provisions are up to human standards.

O30. Bodyguards

There are three of the chieftain's bodyguards (AC 6; HD 4; hp 15; #AT 1; D 1–8; MV 30'; Save F4; ML 8) here. Each is armed with a sword and carries 3–18 sp in a small pouch.

The chamber contains a table, three chairs, and a keg of a fungus ale. The bodyguards have been drinking, and are at a –1 penalty to hit as a result.

O31. Bodyguards

There are three of the chieftain's bodyguards (AC 6; HD 4; hp 15; #AT 1; D 1-8; MV 30'; Save F4; ML 8) here. Each is armed with a sword and carries 3-18 sp in a small pouch.

The chamber contains a table, three chairs, and a keg of a mushroom ale. The bodyguards have been drinking, and are at a -1 penalty to hit as a result.

O32. Hobgoblin Chieftain

The hobgoblin chieftain (AC 6; HD 5; hp 30; #AT 1; D 1-10 +2; MV 30'; Save F5; ML 10) lives in this room. He fights with a two-handed sword, and is a powerful king, as evidenced by the recent victory over his rival. The keys to the storage room (O29) and the chest in room O33 are on a chain around his neck.

With him are five large females, each equal to a male (AC 6; HD 1+1; hp 6 each; #AT 1; D 1-8; MV 30'; Save F1; ML 10 due to the chieftain). Two of these were formerly mates of the defeated hobgoblin chieftain, whom they privately detested.

Keltok (K27) of the cult of Zargon is also present, as a guest for the upcoming feast.

The room contains a large bed, two tables, and several stools.

O33. Secret Room

Only the hobgoblin chieftain knows of this room's existence. Inside a locked chest are four pieces of jewelry (worth 1300 gp, 900 gp, 700 gp, 600 gp).

P. The Wasteland

While the characters are moving over the floor of the wasteland there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

1. Mudpot bursts, spraying random character with hot mud (1-3 points of damage)
2. Geyser sprays random character with hot steam (1-4 points of damage)
3. Cloud of steam from hot springs covers 10-foot diameter area, obscuring vision to all within it for 1-4 rounds (randomly determine which character it centers upon)
4. Boiling water splashes random character (1-3 points of damage)
5. Gas bubble bursts near random character, who must make a saving throw vs. Poison or be nauseated for 1 round (no action may be taken)
6. Small tremor shakes the wasteland (1 in 6 chance that characters will drop what they are holding)

Wandering Monsters: Plateau

1. Chimera (1): AC 4; HD 9**; hp 44; #AT 2 claws/3 heads + breath; D 1-3/1-3/2-8/1-10/3-12 + 3-18; MV 40'/60' flying; Save F9; ML 9; AL C
2. Cockatrice (3): AC 6; HD 5**; hp 17; #AT 1; D 1-6 + petrification; MV 30'/60' flying; Save F5; ML 7; AL N
3. Cynidicean (for details see Part 6: **New Monsters** in module B4, pg. 26)
4. Gorgon (2): AC 2; HD 8*; hp 29; #AT 1 horns/1 breath; D 2-12 or petrification; MV 40'; Save F8; ML 8; AL C
5. Hellhound (4): AC 4; HD 5**; hp 23; #AT 1 bite or 1 breath; D 1-6 or special; MV 40'; Save F5; ML 9; AL C
6. Lava Lizard (1): AC 3; HD 4*; hp 20; MV 30'; #AT 1 bite + special; D 1-6 + 1-6; Save F4; ML 12; AL N (see **AC9 Creature Catalogue** pgs. 72-3)
7. Spectre (1): AC 2; HD 6**; hp 32; #AT 1 touch; D 1-8 + double energy drain; MV 50'/100' flying; Save F6; ML 11; AL C
8. Steam Weevils (1 swarm): AC 7; HD 4; hp 15; MV 20'; #AT 1; D 1-4 points of burn damage; Save NM; ML 11; AL N (see **AC9 Creature Catalogue** pg. 57)

Q. The Eye of Zargon

The Eye of Zargon is guarded by **Ezestiazar**, a lesser efreeti (AC 3; HD 10*; hp 41; #AT 1 fist; D 2-16; MV 30'/80' flying; Save F15; ML 12; AL C).

Ezestiazar controls seven flame salamanders (AC 2; HD 8*; hp 44, 40, 39, 38, 37, 34, 29; #AT 2 claws/1 bite; D 1-4/1-4/1-8; MV 40'; Save F8; ML 8; AL N). Their names are Exyl, Vxyl, Trix, Fix, Kix, Mix and Match.

Each salamander wears a jeweled collar (worth 1000 gp, 1000 gp, 900 gp, 1500 gp, 700 gp, 1000 gp, and 600 gp, respectively) with its name engraved upon it. Trix, Fix and Kix each also have armbands (worth 500 gp, 1400 gp, and 1200 gp, respectively). In addition, scattered at the base of the crater are several gems that the salamanders have accumulated over the years (worth 10 gp x2, 50 gp x5, 100 gp x7, 500 gp x7, 500 gp x2, 1000 gp x2).

The only path to the rim of the crater is on the west side, halfway up along which Ezestiazar sits vigil with his two fiercest flame salamanders (being Exyl and Vxyl). The other five salamanders prowl about the foot of the center, usually attending to any trespassers who happen by.

R. The Lower Catacombs

R1. Upper Antechamber

A spiral staircase leads upwards to the city or downwards to the lower antechamber (R10).

There is a terrible stench here.

R2. Mortuary

This chamber is where the bodies of the deceased were prepared for burial.

The secret door leads to a hidden chamber. Inside is a locked chest trapped with poison gas, containing 1000 sp and 5000 gp. Also, in a false bottom, there is a suit of **leather +1**, **chain mail +2**, and a **cursed scroll** (polymorphs reader into a frog).

R3. Necropolis

The walls of this chamber are lined with dozens of horizontal niches, each holding a coffin. The lids of the coffins are carved in the likenesses of the deceased.

If any of the coffins are disturbed, 12 **mummies** (AC 3; HD 5+1*; hp 33; #AT 1 touch + disease; D 1-12 + disease; Save F5; ML 12; AL C) will emerge from various points around the chamber, blocking the exits. They will converge upon the intruders and seek to destroy them.

The mummies wear stylized golden burial masks, worth 250 gp each. There is nothing of great value in any of the coffins.

A chest against the eastern wall contains tools for excavating the niches.

R4. Bone Cavern

This cavern is filled with bones. It appears to have been the site of a large battle. Careful examination will reveal that while some of the remains are human, most belong to a humanoid race with flattened skulls and prominent fangs.

Scattered among the human remains are masks of Gorm, Usamigaras, and Madarua.

The cavern was the location of a battle between the unified factions of the Cynidiceans and a race of serpent men, in which the last of the serpent men were (presumably) destroyed.

Uncertain whether all of the serpent men had been slain, the Cynidiceans retreated and sealed the entrance to the lower catacombs.

R5. Chapel

The double doors open into a colonnaded chamber, formerly used as a funerary chapel.

The walls are painted with scenes depicting the Cynidicean journey to the afterlife.

R6. Dining Room

There is a large oaken table in the centre of this room, with several seats around it. At the head of the table sits a strikingly beautiful woman. Each male character must immediately make a save vs. Spells at -2 or be **charmed**. This particular charm is more powerful than usual, and those failing their saving throw will defend the beautiful woman to the death, even against the attacks of their friends.

Those making their saving throw see the woman as she truly is, a hideous creature with the lower body of a snake. She is a **lamara** (AC 4; HD 8*; hp 24; #AT 1 tail/illusion; D 3-24 + special; MV 40'; Save M8; ML 9; AL C).

The lamara cannot speak, but understands any language. She is immune to normal weapons, as well as to **charm** and **hold** spells (see AC9 **Creature Catalogue** pg. 72).

There appears to be wine, meat, and bread enough for all. The food is placed on gold platters, and the wine, in gold cups (worth a total of 8000 gp for the set). This is part of the illusion, however, and the contents of the table are better left undescribed.

The lamara wears a jeweled ring (worth 1800 gp) with the word "ranabet" inscribed into it.

R7. Archives

This room is where the records of the deceased were kept. There are shelves lining the walls, stacked with rolls of papyrus.

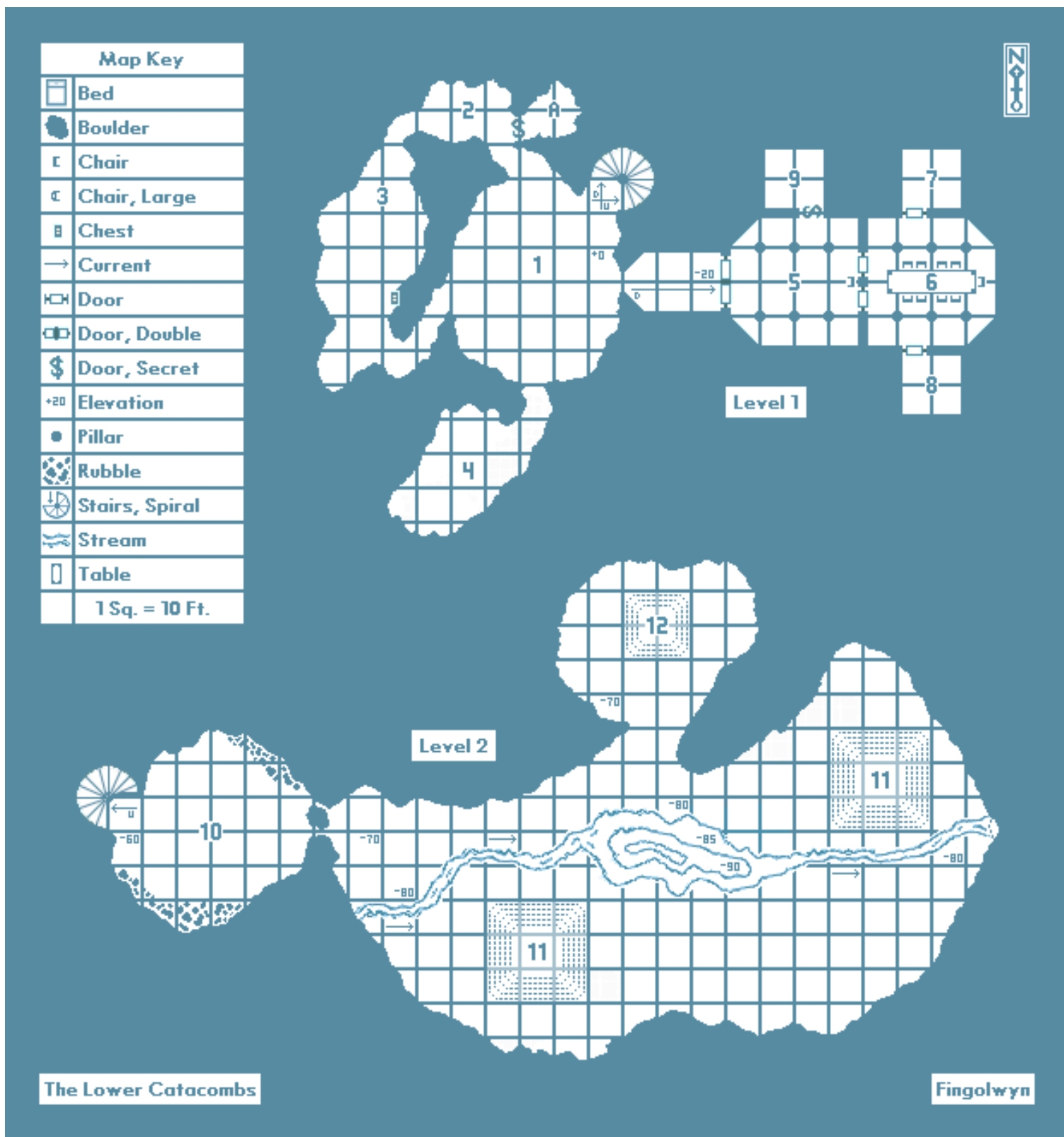
It is possible to confirm the lineage of Julius back to King Alexander and Queen Zenobia by reference to these archives (see 7. **The True King**, pg. 29).

There is a chest in the room with 5 pieces of jewelry (worth 1500 gp, 1100 gp, and 900 gp x3).

R8. Storage Room

This room was used to store vestments and sacred objects used in funeral services.

There is a chest in the room with five pieces of jewelry (worth 1700 gp; 1000 gp x3, and 500 gp).



R9. Secret Room

The ceiling of this room contains a trap door permitting access to the underground city, which is how the lamara has been entering and exiting the lower catacombs, in her search for victims.

R10. Lower Antechamber.

This rubble-filled room has bones scattered about it. Access to the adjacent cavern may be gained if the word "ranabet" is uttered, in which case the boulder to the east will slide away. The boulder slides back into place after 1 turn.

R11. Cavern

This huge cavern is dimly lit by some unknown light source. The floor is carpeted with patches of small white flowers, which emit a subtle, astringent scent.

A stream meanders from one end of the cavern to the other, widening into a small pool at its center. A young child appears to be bathing in it. There is a cave mouth in the north wall, opposite the pool.

The main structures in the cavern are two miniature step-pyramids, each with a single statue atop it (described in more detail, below).

The western pyramid has five step-like tiers, each 5' high. Atop the highest tier is the statue of a muscled, bearded man, standing with folded arms. The statue appears to have been carved from a single piece of rock. Perceptive characters will note a likeness to the appearance of Gorm. On the north side of the pyramid, a ramp with stairs leads to the top.

The statue is actually a **rock golem** (AC -2; HD 16***; hp 112; #AT 2 fists; D 2-20/2-20; MV 20'; Save F8; ML 12, AL N). It stands inert unless someone disturbs the pyramid, at which point it activates and attacks. Rock golems are unaffected by normal weapons, and any striking it are automatically broken. Weapons of +1 enchantment must make a saving throw of 11 or break. Weapons of +2 enchantment require a 6, and weapons of +3 enchantment or greater only break on a roll of 1. Rock golems are immune to electrical, fire, and cold attacks, as well as to **sleep**, **charm**, and **hold** spells, and all gases (see **AC9 Creature Catalogue** pg. 25).

The eastern pyramid has five step-like tiers, each 5' high. Atop the highest tier is the statue of a tall, beautiful woman, standing with arms poised at her sides. The statue appears to be made entirely of silver and glistens in the light. Perceptive characters will note a likeness to the appearance of Madarua. On the west side of the pyramid, a ramp with stairs leads to the top.

The statue is actually a **silver golem** (AC 0; HD 12***; hp 84; #AT 2 fists + 2 fists; D 1-8/1-8 + 1-8/1-8; MV 100'; Save F6; ML 12, AL N). It stands inert unless someone disturbs the pyramid, at which point it activates and attacks. Silver golems are made from silver and filled with quicksilver. They always gain initiative and attack twice with each of their two arms, each round. Silver golems can only be hit with magical weapons, and bleed with quicksilver when damaged by edged weapons. They are immune to **sleep**, **charm**, **hold**, and **slow** spells as well as any form of electrical attack and all gases. Fire-based attacks cause them to grow by 1 HD for each die of the attack, and cold-based attacks cause them to shrink by 1 HD for each die (see **AC9 Creature Catalogue** pg. 25).

The child will speak to characters and answer questions. He is only visible above the surface of the pool. The lower part of his body is not visible, and when he occasionally submerges, he disappears completely, but re-appears when he re-surfaces.

He states that he is the guardian of the cavern. He is able to confirm the healing properties of the white flower, and will explain how it can be prepared to create an antidote for the dream-like state of the Cynidiceans.

The characters will be able to collect samples of the flower and depart the cavern if they do not attack the child or disturb the tombs of any of the ancient rulers of Cynidicea.

The child is actually Usamigaras himself, and cannot be wounded by mortals. He has the power to seal the only exit from the cavern (the openings where the river enters and flows out are but cracks) and will do so, if attacked. He will then disappear, leaving trapped characters to their fate.

R12. North Cavern

There is another pyramid in this side cavern, although with only three step-like tiers, each 5' high. Atop the highest tier is the statue of a winged child. The statue appears very life-like. Perceptive characters will note its similarity to the child in the pool. On the south side of the pyramid, a ramp with stairs leads to the top.

S. Entrance to the Pyramid

There are secret doors leading to the other factions strongholds. They are roughly the same distance apart.

1. The first one leads to the spare room antechamber of the underground level of the Temple of Zargon (**K8**).
2. The second one leads to the courtyard of the Brotherhood of Gorm's stronghold (**L2**).
3. The third one leads to the spare room antechamber of the Magi of Usamigaras' underground level of their stronghold (**M8**).
4. The fourth and final one leads to the exercise room of the Warrior Maidens of Madarua's underground level of their stronghold (**N15**).

Each of the secret tunnels is known only to members of the respective factions. There are a pair of sentries posted at the midway points.



Further Adventures

1. Uniting the Cynidiceans

The factions of Gorm, Usamigaras, and Madarua have cooperated in the past, most notably when a previous generation joined forces to quell an uprising of the serpent folk.

An assault on the Priests of Zargon may be successful, although disagreements about governing the Underground City will probably arise thereafter.

2. Destroying Zargon's Horn

If Zargon is slain, but his horn is not removed, the creature will regenerate to full strength within 1d4 days and seek revenge upon its slayers.

The regenerative properties of Zargon's horn are only known to the priests of Zargon, who will not willingly part with this cult secret. Upon news of Zargon's death, they will gather in force on Tier 9 of the pyramid to permit Zargon time to regenerate.

If the characters somehow learn of the regenerative properties of the horn and remove it from the monster's body, the priests of Zargon will make every effort to retrieve it and bring it back to their temple.

The horn will be kept atop the altar in the temple of Zargon for 40 days, where it will serve as the focus of ritual ceremonies. It will then be transported back to the slime-covered chamber that Zargon inhabited, where it will take years for Zargon's body to fully regenerate.

If the characters attempt to destroy the horn, they will discover that it is virtually indestructible. Even a **disintegrate** spell does not work, although a **wish** for its destruction will teleport it above the lava pit in the midst of the wasteland.

Talgoth, the High Priest of the Cult of Zargon, is aware that dropping the horn into the Eye of Zargon is the only way to destroy it. This information can alternately be gained by **commune** or **contact higher plane** spells,

3. The Ambush

If the characters have Zargon's horn, the Priests of Zargon will make plans to ambush the party in order to retrieve it. Alternately, the cult will seek revenge if the party has destroyed it.

If the party has Zargon's horn and Talgoth suspects they've discovered the only means to destroy it, he will organize an ambush where the two natural rock arches join the wasteland. Otherwise, the ambush can take place anywhere.

The Priests of Zargon will divide themselves into two main groups, one at each bridge.

The group at the north bridge consists of:

Venbentax (C7), Bishop of the Cult of Zargon.
Naphor (C5), Curate of the Cult of Zargon.
Sibius (C5), Curate of the Cult of Zargon.
Keravno (C5), Curate of the Cult of Zargon.

Twenty-four fanatic followers (AC 9; F1; hp 4; #AT 1; D 1-8; MV 40'; Save F1; ML 12; AL C)
Six hobgoblins (AC 6; HD 1+1; hp 6; #AT 1; D 1-8; MV 30'; Save F1; ML 8; AL C)
Twelve goblins (AC 6; HD 1-1; hp 4; #AT 1; D 1-6; MV 20'; Save NM; ML 7; AL C)
Three hobgoblins with crossbows (AC 6; HD 1+1; hp 6; #AT 1; D 1-6; MV 30'; Save F1; ML 8; AL C)
Six goblins with slings (AC 6; HD 1-1; hp 4; #AT 1; D 1-4; MV 20'; Save NM; ML 7; AL C)

The group at the south bridge consists of:

Nethios (C6), Elder of the Cult of Zargon.
Keltok (C6), Elder of the Cult of Zargon.
Makas (C4), Vicar of the Cult of Zargon.
Delphos (C4), Vicar of the Cult of Zargon.
Ameno (C4), Vicar of the Cult of Zargon.

Twenty-four fanatic followers (AC 9; F1; hp 4; #AT 1; D 1-8; MV 40'; Save F1; ML 12; AL C)
Six hobgoblins (AC 6; HD 1+1; hp 6; #AT 1; D 1-8; MV 30'; Save F1; ML 8; AL C)
Twelve goblins (AC 6; HD 1-1; hp 4; #AT 1; D 1-6; MV 20'; Save NM; ML 7; AL C)
Three hobgoblins with crossbows (AC 6; HD 1+1; hp 6; #AT 1; D 1-6; MV 30'; Save F1; ML 8; AL C)
Six goblins with slings (AC 6; HD 1-1; hp 4; #AT 1; D 1-4; MV 20'; Save NM; ML 7; AL C)

The priests will try to trap the party on a bridge. Whichever bridge the party chooses, the other force will cross the other bridge in an effort to circle around and prevent the party's retreat.

Rather than kill the party outright, the priests will try to capture as many of the characters as they can, particularly those who are members of other factions, in order to publicly execute them.

At first, the clerics will stand back and give orders, but if the party is winning, they will personally intervene.

4. Raid on the Temple of Zargon

If the Priests of Zargon have Zargon's horn in their possession, the party may need to plan a raid on the Temple of Zargon in order to retrieve it.

Alternately, some characters may have been taken prisoner in an ambush of the Priests of Zargon, and will be tortured and executed unless they are rescued.

Another scenario may involve an all-out assault on the Temple of Zargon by the unified factions of Gorm, Usamigaras, and Madarua.

5. The Prophecy

A prophecy is carved in Cynidicean hieroglyphs on the slab within the Stonehenge-like group of arches on the Island of Death (B). It specifies three events that must come to pass for Cynidicea to rise again:

1. Zargon's horn must be destroyed by casting it into the volcanic fires of the Eye of Zargon.
2. The Censer of Summoning Anemostrovyllos must be returned to the Magi of Usamigaras.
3. A white flower to cure the dream-like state of the Cynidiceans must be found.

Anemostrovyllos is a powerful air elemental. The Censer was in the possession of the Magi of Usamigaras for centuries, and was often used to raise sandstorms against invaders. A secret shrine was created to house the relic on the Island of Death. The Censer is now essential in recovering the surface ruins from the sand dunes.

The Censer is a thurible, an incense bowl suspended by chains. The bowl has a lid, perforated with holes. Three chains are attached to the rim of the bowl, and a fourth is attached to the lid. The three chains are connected by a ring, through which the fourth chain passes. Incense is burned within the bowl, as the censer is swung back and forth.

A partial translation of the prophecy was made by one of the Magi, who also made notes regarding various interpretations. The parchment was obtained by members of the Cult of Zargon, and is presently in a locked chest in the Troll Warrens (O25) within the Cliff Dwellings.

6. The Antidote

The cause for the dream-like state of the Cynidiceans is a type of illness, a genetic predisposition among certain individuals made worse by their subterranean diet. It also causes one's urine to become purple.

The Magi of Usamigaras have discovered a cure for the malady in the pages of a long-forgotten medical text, which describes the healing properties of a small, white flower.

The Magi do not know where the small, white flower can be found, although certain members of the Brotherhood of Gorm and the Warrior Maidens of Madarua may recall that a white flower grows in a large subterranean cavern within the lower catacombs.

The factions must share information in order for the white flower to be found, and the antidote to be created.

7. The True King

Julius (AC 2; F3; hp 21, AL L; S 13, I 11, W 12, D 12, C 12, Ch 10) is the linear descendant of King Alexander and Queen Zenobia. He wears **chain mail +3**, and wields a **mace +1**.

Julius was recently approached by an old man claiming to have known his grandfather, and stating that Julius is a descendant of King Alexander and Queen Zenobia.

Julius is unsure whether the old man speaks the truth, although a **commune** spell (possibly cast from a scroll by Belentar, the chaplain for the Brotherhood of Gorm), will confirm the claim.

The old man is actually the goddess Madarua in disguise, who serves as a mentor of sorts to Julius. She and her fellow patron deities of Cynidicea would like to see a return of the ancient city to its former glory.

Julius' suspected lineage is known only to a few close friends:

Tavros (AC 4; F1; hp 7; AL L) wears **chain mail +1**. He has known Julius since childhood, and is fiercely loyal to him. He will suggest seeking the advice of the Brotherhood of Gorm regarding confirmation of his friend's identity.

Kentap (AC 2; F1; hp 3; AL L) wears **chain mail +3**. He is Julius' step-brother. He grew up with Julius, under the belief that he was Julius' older brother. He is conflicted about Julius' true identity, but will support him.

Pothius (AC 3; F1; hp 3; AL L) wears **chain mail +2** and wields a **war hammer +1**. He has also known Julius since childhood, although started out as a rival. He is secretly jealous of Julius' birthright, and may betray his friend to the Priests of Zargon.

8. Leaving the Desert

When the time finally comes for the party to leave the Underground City, they may depart by ascending back up through the pyramid levels, or along the water channels feeding the underground lake.

The Upper Ruins

If the party returns to the upper ruins, they will discover that a tribe of 30–180 **sis'thiks** (AC 5 or 4; HD 3+3; hp 15 each; #AT 2 claws/1 bite or 1 weapon; D1–6/1–6/1–3 or by weapon +2; MV 40'; Save F2; AL N) have claimed the site.

These lizard-like humanoids, also known as desert scourges, are a proud, matriarchal warrior race. Female sis'thiks are very strong and inflict an extra 2 points of damage when using weapons (see **AC9 Creature Catalogue** pgs. 45–6).

The tribe has 12 **xytars** (AC 3; HD 5+1*; hp 25 each; #AT 1 bite or 1 breath; D 1–10 or 3–18; MV 40'; Save F2; AL N). These six-legged, lizard-like creatures can breathe fire and are ridden into battle by sis'thik warrior pairs (see **AC9 Creature Catalogue** pg. 81).

The sis'thiks are led by their queen (HD 8; hp 32) who has 2d4 bodyguards (HD 4; hp 16) with her at all times. There are also two shamans (HD 4; hp 20) who are able to cast **cure light wounds**, **darkness**, and **hold person** spells.

The sis'thiks will not permit the party to leave the upper ruins unless they pay a tribute.

The Hidden Grotto

If the party travels along the water channels (H), they will discover an underground grotto, 12 miles north of the upper ruins.

The grotto is inhabited by three **cyclopes** (AC 5; HD 13*; #AT 1; D 3–30; MV 30'; Save F13; AL C). When they are encountered, they will be roasting a camel on a spit over a huge fire pit. The smoke escapes through a natural chimney.

There is a winding passage leading to the surface, but the characters must either trick or defeat the cyclopes to leave the grotto.

The cyclopes' treasure is contained in a chest, trapped with poison gas, and consists of 3000 ep, 5000 gp, and 10 gems (worth 10 gp, 50 gp x3, 100 gp x3, 500 gp x2, and 1000 gp).

If the Lands & Environs of the D&D Wilderness are being used, the party's caravan originally set out from Selenica. The ruins of Cynidicea are located in the western Alasiyan desert.

To the northwest of the ruins of Cynidicea lies the Ust-Urt valley, to the north extend the northern highlands, and to the east lies the Valley of Death (see **GAZZ The Emirates of Ylaruam**).

The caravan trail between the towns of Parsa and Sulba crosses the desert 8 miles to the southwest of the ruins of Cynidicea.

Characters heading southwest might encounter "Death's Oasis" or "Dragongrave", before arriving at Ashinana's Oasis (described in "Masque of Dreams" from **Dungeon #142**).

The party has a 50% chance of becoming lost in the desert each day, in which case the DM may randomly determine the actual direction the party travels.

The Wilderness Encounter tables in the D&D Expert rulebook may be used, checking for wandering monsters once per day.

Special Encounters

1. **Giant Scorpions** (1–6): AC 2; HD 4*; #AT 2 claws/1 sting; D 1–10/1–10/1–4 + poison; MV 50'; Save F2; AL 11). These will attack the party at night.

2. **Desert Ghost** (2–8): AC 3; HD 6**; hp 36 each; #AT 1 touch; D 1–8; MV 40'; Save F6; AL N). These elemental creatures developed into their mature forms during the sandstorm that struck the party's caravan at the beginning of the adventure.

They appear as sparkling, vaguely human-shaped forms and have gathered in a small desert valley, with 2–20 small gems worth 10–50 gp each, scattered among the sands (see **AC9 Creature Catalogue** pg. 23).

3. **Desert Leviathan** (1): AC2; HD 60**; hp 300; #AT 1 bite; D 3–36 + special; MV 80'; Save F36; AL N). This is a rarely seen creature which detects its prey by the vibrations caused by movements on the desert sand.

The first sign of the creature will be a tremble in the ground, followed by a 30' diameter sinkhole developing around the party. Each victim must make a Save vs. Dragon Breath at –4 or be swallowed whole (see **AC9 Creature Catalogue** pgs. 52–3).



Afterword

The setting of the Underground City of Cynidicea is pulp-inspired B/X D&D at its finest. As with most well-developed scenarios, Tom Moldvay had previously run the dungeon for his gaming group at Kent State.

For those of you who've taken a look at my original notes, this material has been heavily revised, although my handwritten notes remain valuable as a gaming artifact, representing how my 16 year-old self expanded Moldvay's material in 1983-4 and ran a year-long campaign.

In reworking my original work into something more playable by others, I kept hitting stumbling blocks and putting the project aside. My collaborator Fingolwyn would check in from time to time, and I would assure him that work, although slow, was progressing.

In the meantime, people kept asking me online for the original notes, and so I realized the value in making a final push to complete the project and post it.

My version of Cynidicea leans into the Ptolemaic inspiration hinted at in the published module. I modified the names of many of the NPCs in my original notes to reflect this, and would encourage doing research on Ptolemaic Egypt if planning to run a campaign.

Finally, I substituted several new monsters from the AC 9 "Creature Catalogue" (TSR, 1986) to keep the encounters fresh and exciting as a reward for those who are exploring the wonders of the Underground City. I hope that you have as much fun running them as I did selecting them!

Jim Holloway

I reached out to Jim Holloway via email in December, 2015 asking if he would consider providing some illustrations for the B4 Campaign Sourcebook. To my surprise and delight, he responded to my query, and we chatted over the telephone a few days later.

Over the months that followed, we would touch base from time to time, and in January, 2018 he sent me concept sketches of what he had been working on. Jim apologized for their quality, explaining that his vision had badly deteriorated in recent years.

Which was nonsense, of course. The illustrations captured that Holloway magic, the suspension of disbelief so difficult for any artist to achieve. I told him how much I liked them, and he responded that they weren't finished, but that he would complete them as fast as his eyesight would allow, adding "it does look as though this will be my final art project of my gaming career."

A few months later, I received another email "Sorry to have taken so long, health is not good, eyesight is gone, these are probably my last pieces, I hope that they're not too late and I hope you can use them." typed by Jim's brother, Fred.

I responded that I was grateful for the opportunity to have corresponded with him, and for the work he undertook. The B4 Campaign Sourcebook had already been released by this time, but I told him that I would be releasing a second part, which would include his work.

Jim refused to take any payment for the illustrations, since it had taken so long to complete them. I've included two of the three illustrations in this document, and plan to use the third for a hardstock cover to hold both parts of the B4 Campaign Sourcebook.

Acknowledgements

I wish to acknowledge with gratitude the fine work done by Fingolwyn on the maps for "Adventures in the Underground City", his careful and helpful review of the manuscript, and for his patience as I worked on the revisions to my original notes, over the past few years!