

B4

FOR
DUNGEONS & DRAGONS®
BASIC SET

Dungeon Module B4

The Lost City

by Tom Moldvay

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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

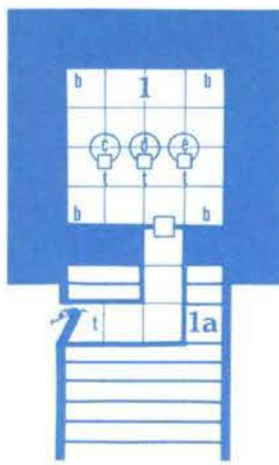
This module includes a cover folder with maps, and a descriptive booklet with a ready-made adventure for the DUNGEONS & DRAGONS® Basic game. It also includes enough information to continue the adventure beyond level 3, using the DUNGEONS & DRAGONS® Expert game rules.

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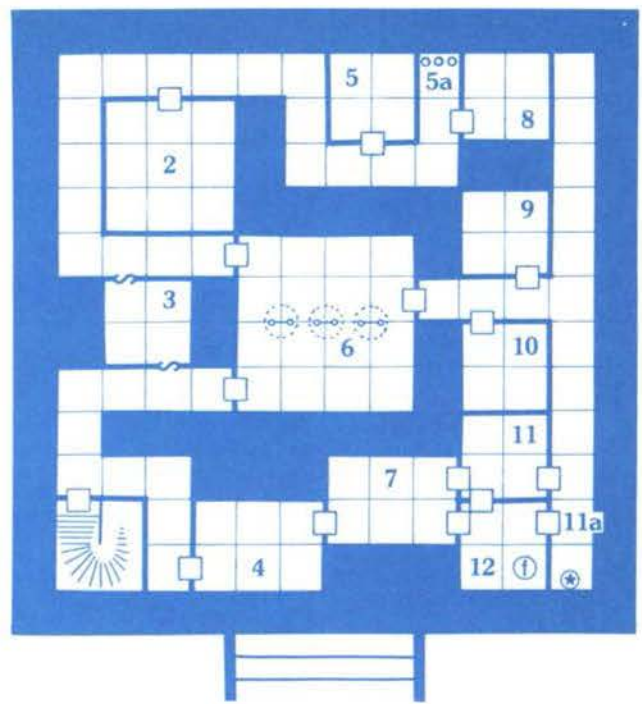


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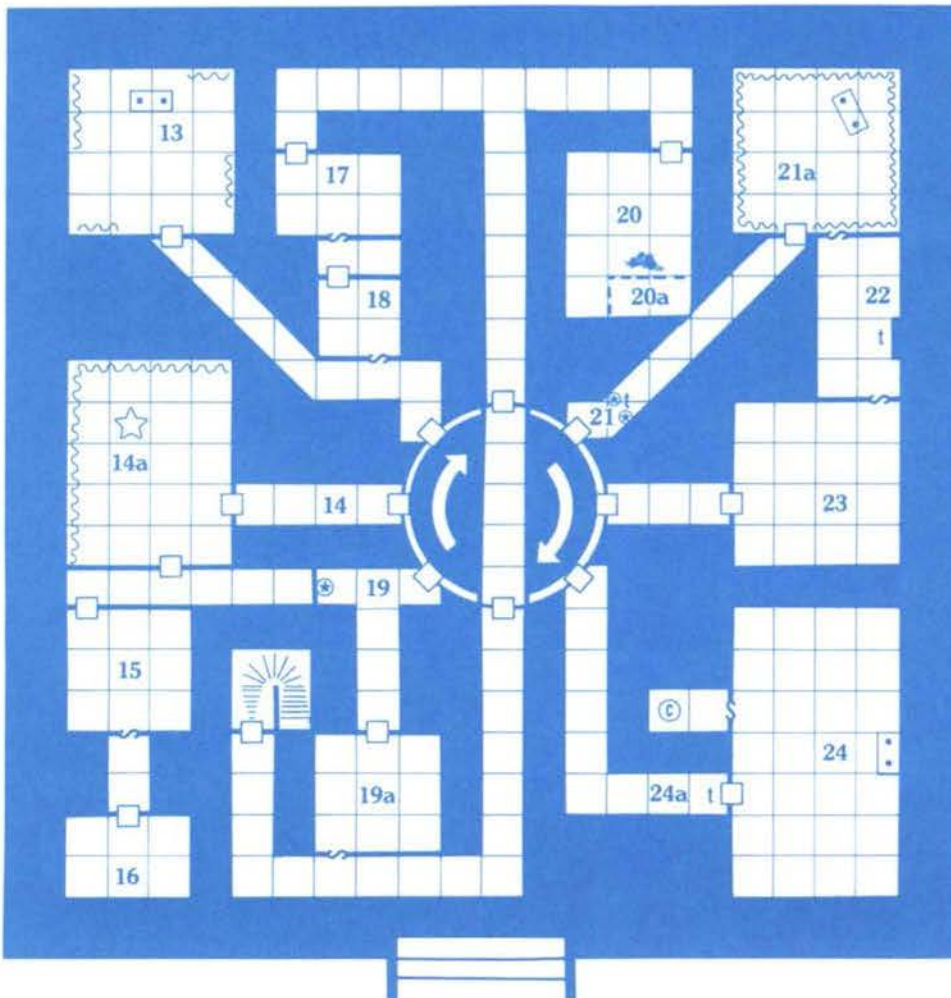


Side View of Secret Door



Tier 1

Tier 2



Tier 3

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Dungeon Module B4

THE LOST CITY

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

PART 1: INTRODUCTION

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

The Scope of the Module

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

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

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

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

Notes for the Dungeon Master

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

Part 1 is an introduction that outlines the adventure and gives the DM background information.

Part 2 details the first dungeon level.

Part 3 describes the second dungeon level.

Part 4 details the third dungeon level.

Part 5 outlines lower dungeon levels that take the adventure beyond the **D&D Basic** rules. If the expanded adventure is to be used, the DM may find a copy of the **D&D Expert** rules helpful.

Part 6 details the new monsters used in this module.

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

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



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

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

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

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

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

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

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

DM's Background

The Fall of Cynidicea

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

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

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

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

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

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

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

The Cynidiceans

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

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

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

Factions of Cynidicea

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

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

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

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

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

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

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

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

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

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

Players' Background

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

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

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

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

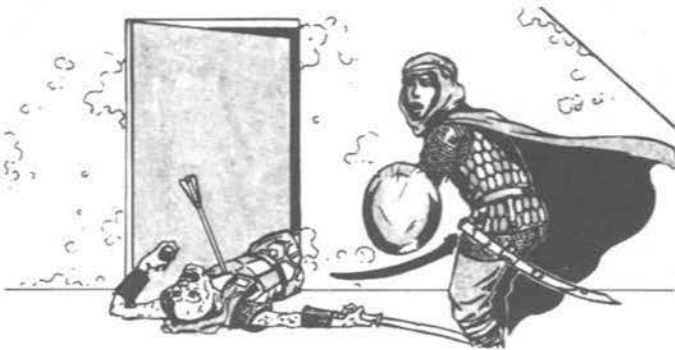
the blowing sands.

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

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

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

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



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

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

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

Wandering Monsters

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

Wandering Monster Table: Level 1

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

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

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

Cynidicean. Cynidiceans live underground in the Lost City. They are pale-skinned, white-haired humans with large eyes and infravision. Cynidiceans wear masks and brightly colored robes. They will be acting out strange dreams when encountered (see the **DM's**

Background information). A dozen Cynidicean encounters, usable for all dungeon levels, are given under **Cynidiceans** in Part 6. The DM may use these encounters or make up his or her own.

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

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

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

KEY TO TIER 1

1. STATUE ROOM

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

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

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

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

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

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

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

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

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

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

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

KEY TO TIER 2

2. STORAGE ROOM

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

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

3. SECRET ROOM

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

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

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

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

4. PRIEST'S QUARTERS

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

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

5. FIREWORKS STOREROOM

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

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

The crates contain fireworks packed in sawdust. There is only a 1 in 1d6 chance that a crate of fireworks is still usable after all this time. Any usable crate of fireworks is worth 100 gp resale value. The ancient priests of Cynidicea used the fireworks to help fake "miracles." If the players decide to keep the fireworks, a usable

crate contains 1-6 charges of flash powder, 2-8 roman candles, 1-4 skyrockets, and 3-12 strings of small firecrackers. The DM should only allow these firecrackers to make a lot of smoke, bright lights, and noise. The firecrackers should not do any damage or cause blindness.

5a. POTTERY JARS

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

6. SPECIAL STOREROOM

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

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

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

7. TREASURE ROOM

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

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

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

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

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

8. ABANDONED ROOM

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

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

9. ABANDONED PRIEST'S QUARTERS

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

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

10. ABANDONED PRIEST'S QUARTERS

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

The room holds nothing valuable.

11. BROTHERHOOD OF GORM

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

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

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

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

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

11a. STATUE OF GORM

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

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

12. GRAND MASTER OF THE BROTHERHOOD OF GORM

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

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

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

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

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

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

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

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

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

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

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

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

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

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

On the wall inside each end of the revolving passage is a row of eight buttons. They match the buttons in the halls. When one of

the inside buttons is pressed, that end of the passage will swing clockwise to line up with the proper hall.

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

Wandering Monsters

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

Wandering Monster Table: Level 2

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

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

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

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

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

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

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









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

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

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

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

REVOLVING PASSAGEWAY SYMBOLS

Door	Symbol
S	
SW	
W	
NW	
N	
NE	
E	
SE	

KEY TO TIER 3

13. ABANDONED CEREMONIAL CHAMBER

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

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

14. THE MAGI OF USAMIGARAS

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

14a. THE CHAMBER OF THE MAGI

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

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

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

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

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

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

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

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

15. QUARTERS FOR THE MAGI OF USAMIGARAS

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

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

16. QUARTERS FOR THE CHIEF MAGE OF USAMIGARAS

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

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

17. ABANDONED STOREROOM

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

The yellow fungus is yellow mold (AC n/a; HD 2 per 10 square feet; hp 9 per 10 square feet; MV 0; #AT 1; D 1-6 + spores; Save F2; ML n/a; AL N). The mold covers shelves along all four walls. Each 10' square of the room has 2HD worth of mold covering it. Hence, there are six separate sections of mold, each with 9 hp. Yellow mold can only be killed by fire. If it is touched, there is a 50% chance

the mold will shoot out a 10'X 10'X 10' cloud of spores. Anyone caught in the cloud takes 1-6 points of damage and must save vs. Death Ray or choke to death within 6 rounds. There is nothing of value in the crates.

17a. WATER TRAP

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

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

18. SECRET ROOM

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

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

19. SHIFTING WALL

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

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

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

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

19a. STOREROOM

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

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

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

20. ABANDONED CEREMONIAL CHAMBER

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

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

20a. ENTRANCE TO TIER 4

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



21. ARCH OF THE WARRIOR MAIDENS

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

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

21a. THE CHAMBER OF MADARUA

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

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

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

22. TREASURE ROOM OF THE WARRIOR MAIDENS OF MADARUA

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

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

23. WARRIOR MAIDENS OF MADARUA

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

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

KEY TO TIER 4

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

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

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

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

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

24. DOOR TRAP

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

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

24a. THE CEREMONIAL CHAMBERS OF GORM

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

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

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

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

25. NOBLEMAN'S BURIAL ROOM

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

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

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

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

25a. GHOSTLY HAUNTS

As you walk down the corridor, the shimmering, ghostlike figures of a man and a woman appear before you. They are dressed in costly clothing, and both wear golden crowns. The man raises his hand and gestures for you to stop.

"Go no further," he warns, "lest the curse of King Alexander overtake you!"

"I am Queen Zenobia," the woman says. "Turn back; only death awaits you!"

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

26. TOMB ANNEX

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

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

26a. TOMB TRAPS

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

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

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

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

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

27. COUNCILOR'S BURIAL ROOM

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

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

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

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

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

27a. TRAP DOOR

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

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

28. HIGH PRIEST'S BURIAL ROOM

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

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

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

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



29. EMBALMING ROOM

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

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

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

30. LADY-IN-WAITING'S BURIAL ROOM

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

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

31. GUARD CAPTAIN'S BURIAL ROOM

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

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



32. QUEEN ZENOBIA'S BURIAL CHAMBER

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

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

33. FALSE TOMB

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

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

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

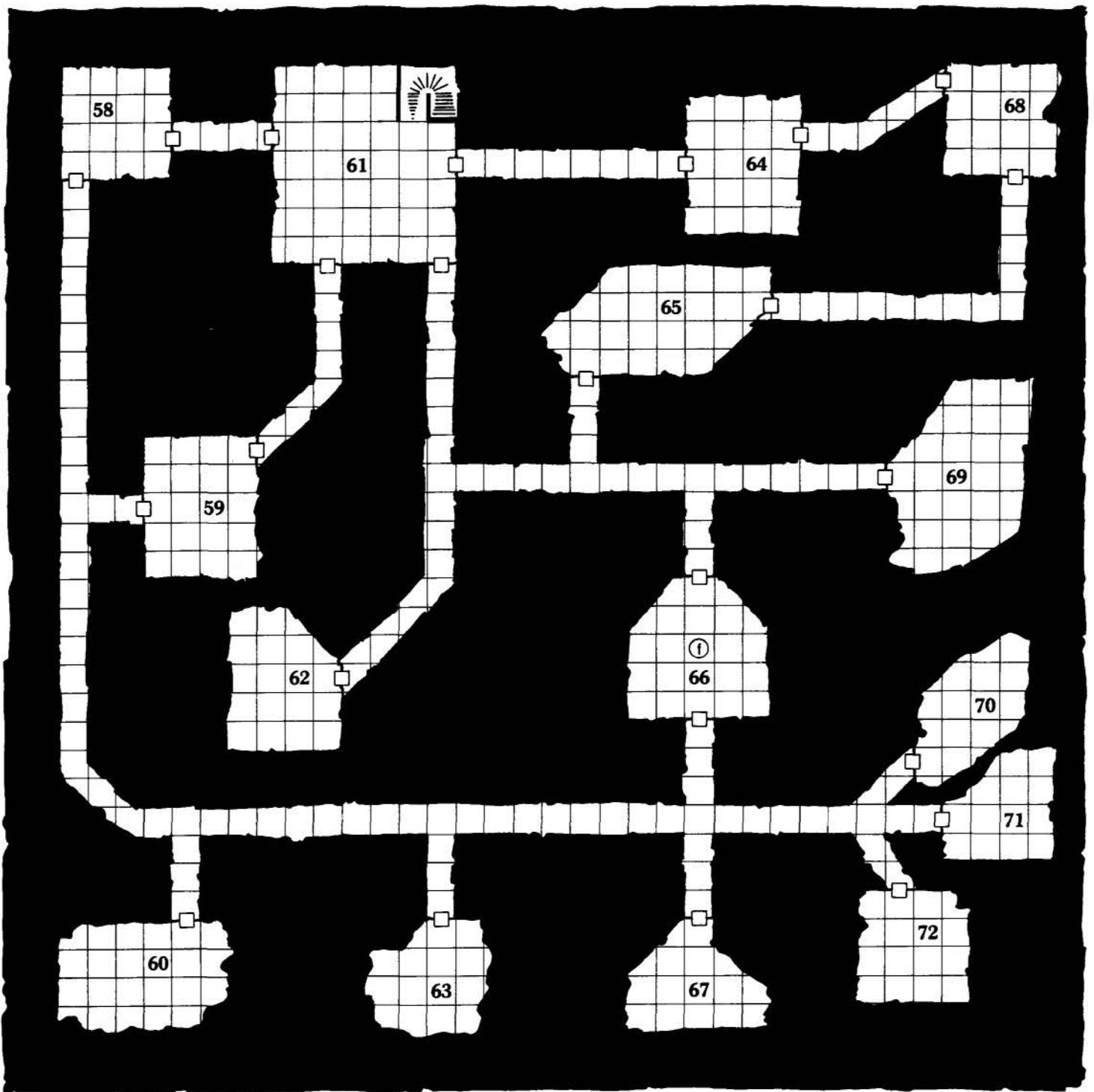
Four chests apparently contain 5000 sp, 6000 gp, 3000 ep, and 2000 pp. In the sarcophagi are 50 gems and 12 pieces of jewelry. All coins and treasure are cheap counterfeits. The actual value of all the items in the room is only 450 gp. Dwarves or thieves will notice that the gems, jewels, and coins are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

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

34. KING ALEXANDER'S BURIAL CHAMBER

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

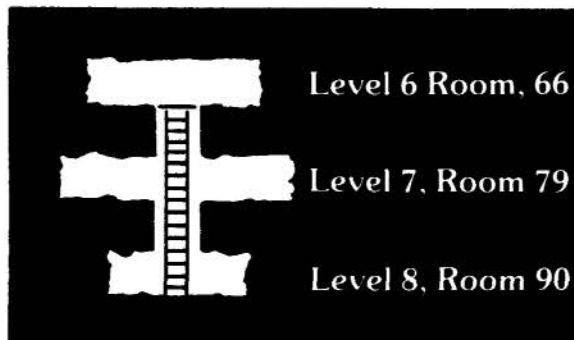
The translucent, ghost-like figure is a **banshee** (AC 3; HD 5*; hp 26; MV 50'; #AT 1; D wail for 1-4; Save F5; ML L 12; AL C). The banshee is a new monster. A banshee is a supernatural creature that warns certain families of an approaching death or mourns for certain individuals after their deaths.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



1 square = 10 feet

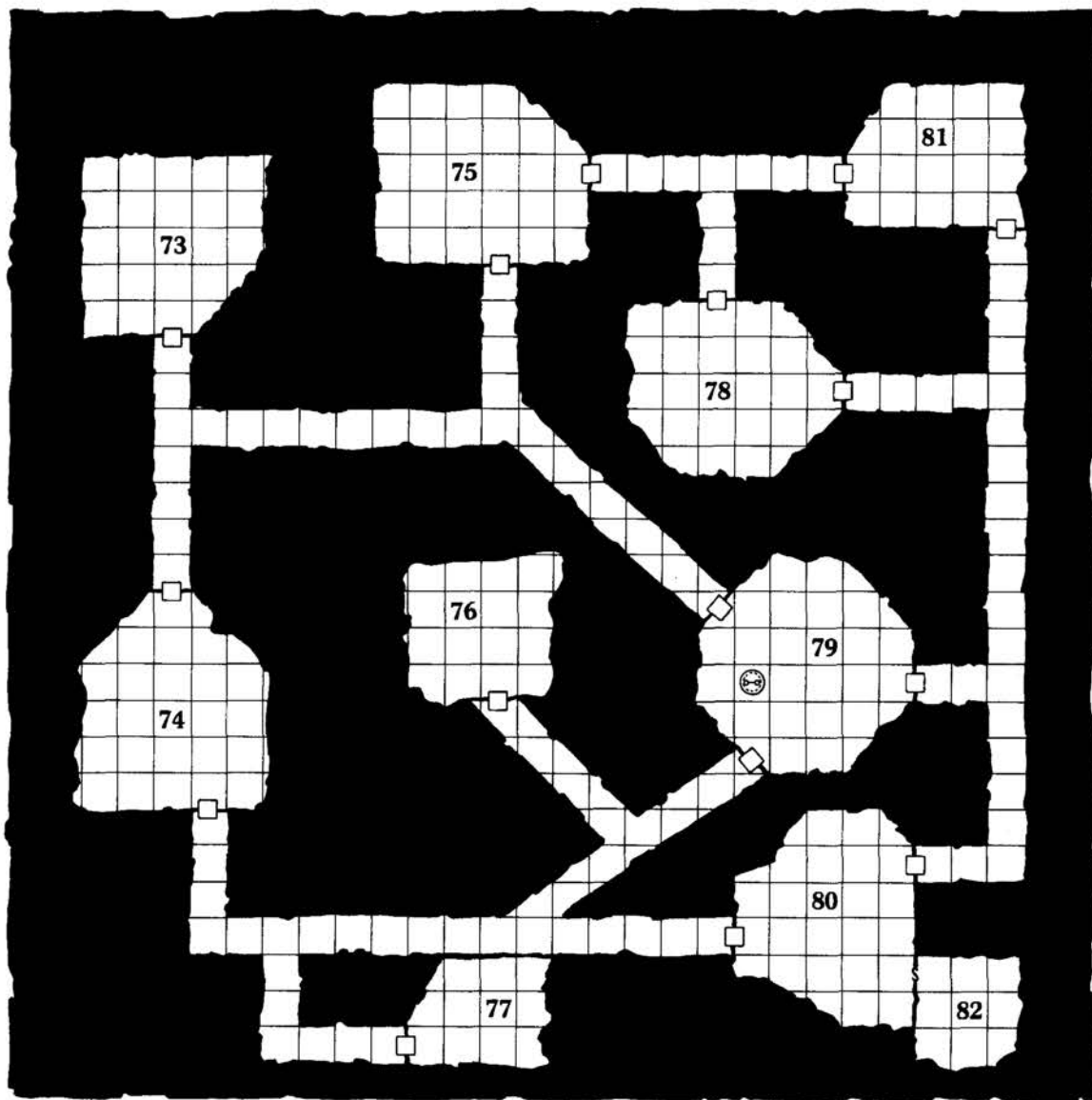
Tier 6

Cross-section View



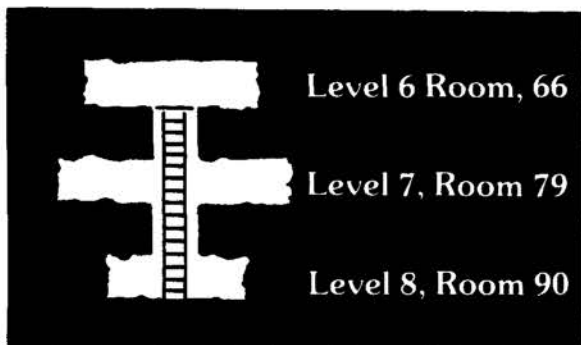
KEY

-  Door
-  Trap Door in Floor
-  Stairs

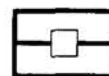


Tier 7

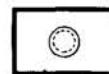
Cross-section View



KEY



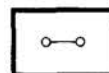
Door



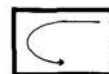
Hole in Floor and Ceiling



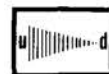
Hole in Ceiling



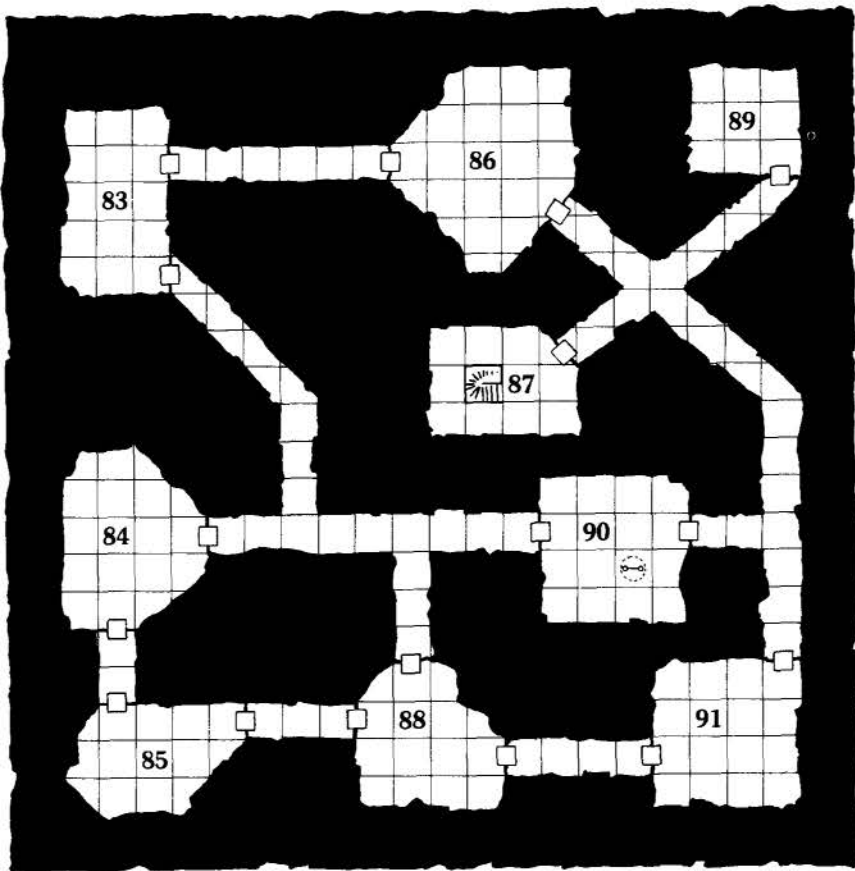
Ladder



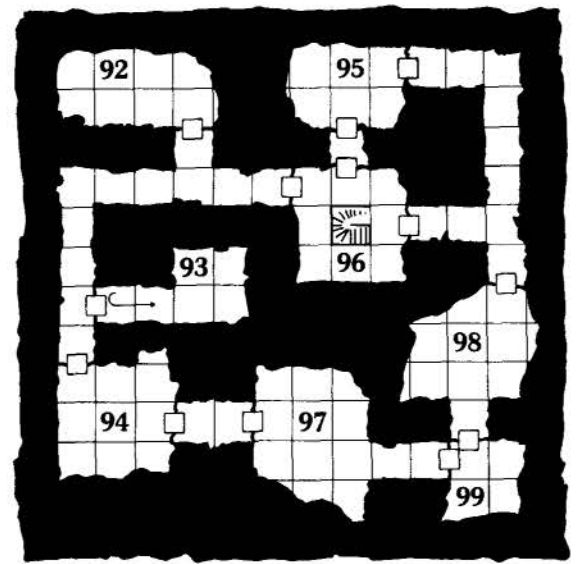
Slide



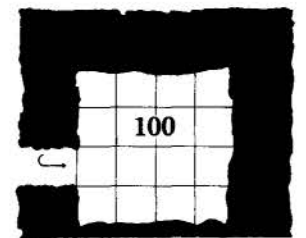
Stairs



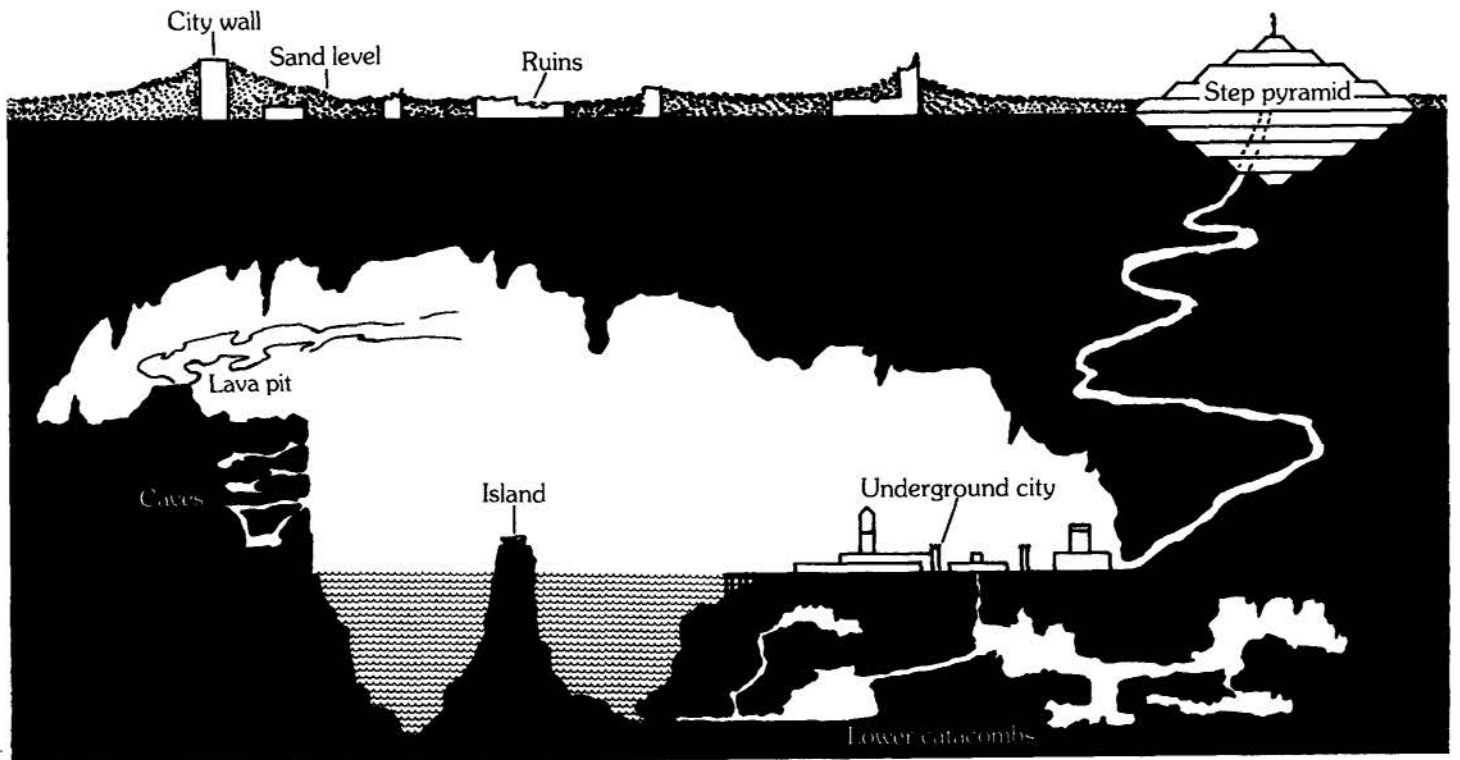
Tier 8



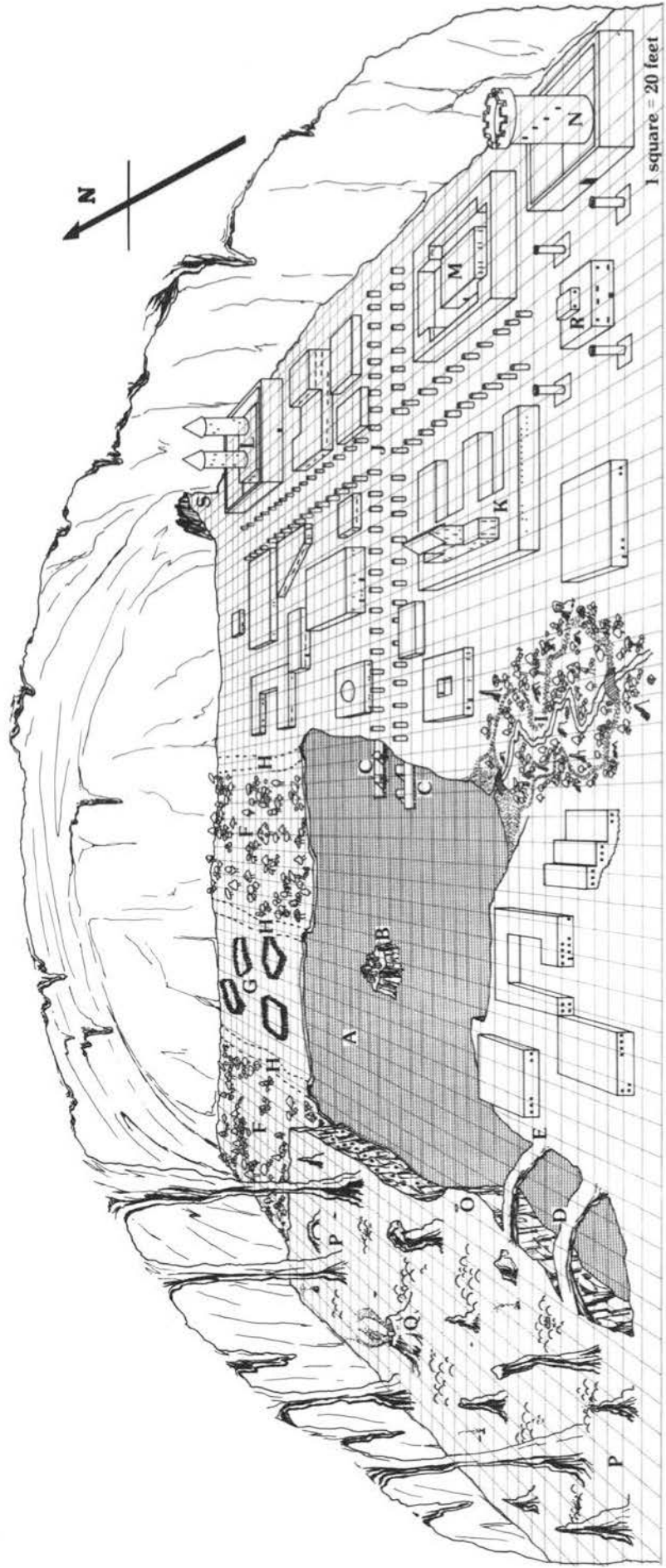
Tier 9



Tier 10



Underground City Map



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

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

35. SLAVE'S BURIAL ROOM

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

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

36. CHAMBERLIN'S BURIAL ROOM

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

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

37. GIANT RAT LAIR

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

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

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

38. JESTER'S BURIAL ROOM

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

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

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

39. ROLLING BOULDER TRAP

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

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

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

39a. NOBLE LADY'S BURIAL ROOM

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

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

40. MASTER THIEF'S BURIAL ROOM

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

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

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

PART 4: TIER 5 (Dungeon Level Three)

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

Wandering Monsters

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

Wandering Monster Table: Level 3

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

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

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

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

Tuatara. A tuatara is an 8' long giant lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin and white spikes along its back. It is carnivorous and attacks when

hungry. A tuatara has a membrane over its eyes which, when lowered, gives the giant lizard 90' infravision.

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

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

KEY TO TIER 5

41. STORAGE ROOM

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

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

42. CLERIC'S QUARTERS

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

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



43. TREASURE ROOM

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

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

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

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

44. SECRET ROOM

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

45. BEDROOM

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

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

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

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

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

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

Demetrius has the following spells:

1st level: cure light wounds, detect evil

2nd level: bless, hold person

***3rd level: striking**

***4th level: cure serious wounds**

* If using the **D&D Expert** rules only

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

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

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

46. KITCHEN-DINING ROOM

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

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

47. LIVING ROOM

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

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

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

48. HIDDEN GUARDROOM

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

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

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



49. CONSULTATION ROOM

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

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

49a. PIT TRAP

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

50. MAIN ENTRY CHAMBER

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

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

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

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

50a. SECRET ENTRANCE TO THE UNDERGROUND CITY

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

51. CHAPEL

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

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

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

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

52. TRAP ROOM

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

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

53. ABANDONED CLERICAL QUARTERS

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

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

54. STORAGE ROOM

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

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

55. PARTY ROOM

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

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

56. CRASHING WALLS

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

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

56a. LOBBY

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

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

57. GAMBLING ROOM

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

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

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

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

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

58. CLERIC'S CHAMBER

This room contains the evil cleric Darius and his hobgoblin guards.

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

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

Darius has the following spells:

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

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

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

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

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

Suggested spell use for Darius:

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

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

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

PART 5: EXPANDING THE ADVENTURE

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

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

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

How to Design an Encounter. To design an encounter, decide why a monster is there. For example, see the hellhounds on Tier 7, room 79. Since the Priests of Zargon often take prisoners down to room 100, and since there are trolls nearby in room 78, the hellhounds could be guarding the way down for the Priests. Now a

reason for the pile of copper is needed. One reason: the hounds will let anyone who throws a copper piece on the pile go down the ladder without a fight. The special magic items are buried and hidden from sight (though the party will see the glow if a **detect magic** is cast on the pile). An encounter “script” is made up as follows:

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

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

TIERS 6-10

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

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

Wandering Monsters

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

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



KEY TO TIER 6 (Dungeon Level 4)

Room 58. Storage Room

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

Room 59. Abandoned Guards' Quarters

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

Room 60. Abandoned Overseer's Room

Monster: 3 blink dogs (AC 5; HD 4*; hp 18 each; MV 40'; #AT 1; D 1-6; Save F4; ML 6; AL L). They have limited teleportation ability. Any round they have initiative, blink dogs can attack and blink away before being hit.

Treasure: 2000 sp and a gem worth 500 gp.

Room 61. Abandoned Slave Quarters

The stairs here lead up to room 48 on Tier 5.

Monster: 1 giant scorpion (AC 2; HD 4*; hp 18; MV 50'; #AT 3; F 1-10/1-10/1-4 + poison; Save F2; ML 11; AL C). Its sting attack (1-4) is poisonous. If either claw 1-10 hits, the sting attack is +2 to hit.

Treasure: None

Room 62. Abandoned Guard Captain's Room

This room is empty.

Room 63. Abandoned Guard Captain's Room

Monster: 2 wraiths (AC 3; HD 4**; hp 18 each; MV 40', fly 80'; #AT 1; D 1-6 + energy drain; Save F4; ML 12; AL C). These undead drain one energy level when they hit. They can be hit only by silver, magic, or magical weapons, and are immune to **charm**, **sleep**, and **hold** spells. A L3 cleric can **turn** wraiths on a roll of 11 on 2d6.

Trap: Treasure chest with poison dart trap. Fires as a 6 HD monster, for 1d4 + poison.

Treasure: 3000 ep, 5000 gp, 8 pieces of jewelry worth 9600 gp total.

Room 64. Abandoned Kitchen

Monster: 2 weretigers (AC 3; HD 5*; hp 23 each; MV 50'; #AT 3; D 1-6/1-6/2-12; Save F5; ML 9; AL N). These lycanthropes can only be hit with silver, magic, or magical weapons.

Treasure: 2000 ep and 3 gems worth 1510 gp total.

Room 65. Old Food Storeroom

This room is empty.

Room 66. Old Tool Storeroom

The trap door conceals a ladder down to room 79 on Tier 7.

Monster: 2 wood golems (AC 7; HD 2+2*; hp 11 each; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL N). These crude, 3' tall manlike figures move stiffly and have a penalty of -1 on initiative rolls. They can be hit only by magical weapons. Wood golems are immune to **sleep**, **charm**, and **hold** spells, as well as all gases. They burn easily, making saving throws against fire-based attacks at -2 and taking one extra point of damage for each die of damage from fire.

Treasure: None

Room 67. Abandoned Guards' Quarters

This room is empty.

Room 68. Abandoned Messroom

This room is empty.

Room 69. Abandoned Slave Barracks

Monster: 2 medusae (AC 8; HD 4**; hp 18 each; MV 30'; #AT 1 + stone gaze; D 1-6 + poison; Save F4; ML 8; AL C). A character meeting a medusa's gaze will turn to stone if a save vs. Turn to Stone is failed. A medusa's hair is made of poisonous snakes (her normal attack).

Treasure: 11 gems worth 1100 gp total, **rope of climbing**, potion of **heroism**, potion of **animal control**, magic-user/elf scroll (phantasmal force), **ring of weakness**.

Room 70. Abandoned Cleric's Quarters (Gorm)

This room is empty.

Room 71. Abandoned Cleric's Quarters (Usamigaras)

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

Room 72. Abandoned Cleric's Quarters (Usamigaras)

Monster: 2 minotaurs (AC 6; HD 6; hp 27 each; MV 40'; #AT 2; D 1-6/1-6; Save F6; ML 12; AL C). Once in combat, these bull-headed men will pursue as long as their prey is in sight.

Treasure: 4 gems worth a total of 1700 gp.

Key to Tier 7

Room 73. The painting shows the various stages in preparing a body for burial.

Contents: None

Room 74. The painting shows Cynidiceans in mourning.

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

Treasure: 5000 gp and 4 pieces of jewelry worth 3200 gp total.

Room 75. The painting shows a funeral.

Monster: 3 giant weasels (AC 7; HD 4+4*; hp 22 each; MV 50'; #AT 1 + drain blood; D 2-8; Save F3; ML 8; AL N). Once they bite successfully, weasels hold on and suck blood, doing 2-8 points of damage each round until their prey is dead or they are killed.

Treasure: The body of a previous victim with 77 gp and a magic-user/elf scroll (**dispel magic**, **web**).

Room 76. The painting shows a funeral procession.

Contents: None

Room 77. The painting shows various types of coffins, caskets, and sarcophagi.

Monster: 2 displacer beasts (AC 4; HD 6*; hp 27 each; MV 50'; #AT 2; D 2-8/2-8; Save F6; ML 8; AL N). Because of its displacement ability, anyone attacking a displacer beast must subtract 2 from the "to hit" roll. The displacer beast also receives a +2 bonus on all saving throws.

Treasure: 4 gems worth 700 gp total.

Room 78. The painting shows the building of a gravesite.

Monster: 2 trolls (AC 4; HD 6+3*; hp 30 each; MV 40'; #AT 3; D 1-6/1-6/1-10; Save F6; ML 10; AL C). The third round after being damaged, trolls regenerate 3 hp each round. Trolls can only be completely destroyed by acid or fire.

Treasure: 6000 gp in rotting leather sacks.

Room 79. The painting shows various scenes of natural death.

Monster: 2 hellhounds (AC 4; HD 5*; hp 23 each; MV 40'; #AT 1; D 1-6 or breath; Save F5; ML 9; AL C). In melee, a hellhound will attack one person each round, breathing fire (1-2 on 1d6) or biting (3-6 on 1d6). Its breath does 5-30 points of damage, half if the victim makes a save vs. Dragon Breath. Hellhounds can **detect invisible** within 60' (75% chance).

Treasure: 9000 cp, **sword +1**, **+3 vs Dragons**, and a **wand of trap detection** with 12 charges.

Ladder: The room contains a huge open pit with a ladder going up to room 66 on Tier 6, and down to room 90 on Tier 8.

Room 80. The walls, floor, and ceiling are all painted black.

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

Treasure: 4000 ep.

Room 81. The painting shows an individual choosing a gravesite.

Contents: None

Room 82. All the walls in the room are painted black except for the east wall, which shows a rising sun.

Contents: None

Room 83. The painting shows a narrow bridge over an abyss*.

Contents: None

Room 84. The painting shows a group of spirits crossing an underground river in a ferry-boat.

Monster: 1 basilisk (AC 4; HD 6+1**; hp 28; MV 20'; #AT 1; D 1-10 + stone gaze, stone touch; Save F6; AL 9; AL N). If this lizard hits in melee or if its gaze is met, the victim must save vs. Turn to Stone or be turned to stone.

Treasure: 4000 gp and 2000 pp in a loose pile.

Room 85. The painting shows a ferry-boat and its ferryman, who wears a black hooded cloak.

Contents: None

Room 86. The painting shows a party of spirits walking across a narrow bridge over an abyss.

Monster: 1 eight-headed hydra (AC 5; HD 8*; hp 64; #AT 8; D 1-10 each; Save F8; ML 9; AL N). For every 8 points of damage a hydra takes, one head will no longer be able to attack.

Treasure: 4000 cp, 3000 gp, and 4 pieces of jewelry worth 3800 gp total.

Room 87. The painting shows a woman in white robes kneeling next to a pool of fire.

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

Stairs: The spiral staircase leads down to room 96 on Tier 9.

Room 88. The painting is of a gloomy underground river.

Monster: 2 hill giants (AC 4; HD 8; hp 36 each; MV 40'; #AT 1; D 2-16; Save F8; ML 8; AL C).

Treasure: 12,000 sp, 5000 gp, 1 piece of jewelry worth 1100 gp, potion of **healing**, **sword +2**, **helm of reading languages and magic** and a **curled scroll** (the reader will become 1" tall unless a save vs. Spells is made: MV 1'; #AT 0).

Room 89. A painting shows an underground pool of fire.

Monster: 1 mantichore (AC 4; HD 6+1*; hp 28; MV 40' fly 60'; #AT 3; D 1-4/1-4/2-8; Save F6; ML 9; AL C). This winged lion with the head of a man has a spiked tail. It can shoot 6 spikes from its tail each round. The spikes do 1-6 points of damage each. A total of 24 spikes can be fired.

Treasure: 4000 gp, and 6 pieces of jewelry worth 6000 gp.

Room 90. The walls, floor, and ceiling in this room have all been painted the color of sunlight.

Contents: None

Room 91. The painting shows a ferry-boat approaching a group of Cynidicean spirits waiting on the bank of an underground river.

Monster: 1 spectre (AC 2; HD 6**; hp 27; MV 50, fly 100'; #AT 1; D 1-8 + drain 2 energy levels; Save F6; ML 11; AL C). This undead creature has no solid body, and can only be hit by magic or magical weapons. Its touch drains two levels. It is immune to **charm**, **sleep**, and **hold** spells. A L5 cleric can **turn** spectres on a roll of 11 on 2d6.

Trap: Gas trap on treasure chest. Save vs. Spells or lose half Strength and Dexterity (-20% on all thievery ability rolls) for 24 turns. The gas fills the entire room for one hour.

Treasure: 7000 gp.

Key to Tier 9

Room 92. The painting shows evil spirits being judged (the evil spirits turn black upon judgement).

Monster: 1 devil swine (AC 3; HD 9*; hp 40; MV 60; 40' in human form; #AT 1; D 2-12; Save F9; ML 10; AL C). This lycanthrope can only be harmed by silver, magic, or magical weapons. It can cast a powerful **charm person** spell up to 3 times per day (save vs. Spell at -2). However, charmed creatures cannot use spells or magical devices.

Treasure: A locked chest containing 4000 sp.

Room 93. Trap Entrance to Zargon's Lair.

Trap: The hallway to room 93 turns into a slide when entered, tumbling the party into Tier 10, the lair of Zargon.

Description: A painting shows glowing spirits boarding a winged boat made of golden light.

Contents: None

Room 94. A painting shows a winged boat of golden light approaching a group of glowing spirits.

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

Treasure: 6000 gp, and 10 pieces of jewelry worth 7000 gp total.

Room 95. The painting shows Madarua dressed in the robes of a judge.

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

Treasure: 12 pieces of jewelry worth 13,000 gp.

Room 96. The painting shows a woman dressed in white washing the spirits of the dead in a pool of fire.

Monster: 1 bone golem (AC 2; HD 8**; hp 36; MV 40'; #AT 4; D 1-8 each; Save F4; ML 12; AL N). This four-armed skeleton wields four swords at the same time. It will attack up to two enemies each round. Bone golems are immune to **sleep**, **charm**, and **hold** spells, plus fire, cold, and electrical attacks. They can only be hit by magic or magical weapons.

Room 97. The painting shows good spirits being judged. After a good spirit has been judged, it glows with a golden light.

Monster: 1 blue dragon (AC 0; HD 9**; hp 40; MV 30'; fly 80'; #AT 3 or breath; Damage 2-7/2-7/3-30; Save F9; ML 9; AL C). The dragon breathes lightning in a line up to 5' x 100'. The breath does damage equal to the dragon's current hit points (save vs. Dragon Breath for half). It has a 20% chance of being asleep when the party enters the room. This dragon does not talk or use spells.

Treasure: A mound consisting of 6000 sp, 15,000 gp, and 18 pieces of jewelry worth 20,000 gp total.

Room 98. The painting shows Gorm dressed in the robes of a judge.

Contents: None

Room 99. The painting shows Usamigaras dressed in the robes of a judge.

Contents: None



Key to Tier 10

100. LAIR OF ZARGON

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

This creature is **Zargon** (AC 0; HD 12*; hp 80; MV 30'; #AT 7; D 6 x 1-8/3d8; Save F12; ML 12; AL C). It will try to attack and slay any party members it can catch, striking with its claws and biting. The party can climb back up the slide with difficulty (if Zargon lets them).

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

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

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

THE UNDERGROUND CITY

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

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KEY TO THE UNDERGROUND CITY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

FURTHER ADVENTURES

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

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

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

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

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

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

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

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

PART 6: NEW MONSTERS



Banshee*

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

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

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



Cynidiceans

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

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

Cynidicean Encounters

- One character in a wolf mask (AC 9; NM; hp 3; MV 40'; #AT none; ML 7; AL C) is encountered. This Cynidicean believes he is a werewolf. When he sees the party, he will drop to all fours, howl, sniff, circle, and generally behave like a wolf. He may try to bite if approached too closely. He thinks he cannot be harmed, and will only be afraid of magic or silver weapons.
- Three characters approach the party, dressed in dark robes and devil masks. They carry incense burners. These Cynidiceans think they are powerful clerics (AC 5; C3, C2, C1; hp 13, 9, 4; MV 30', #AT 1; D 1-6; ML 8; AL C). They see the party as demons and will try to drive them off with loud cries and foul-smelling smoke. The leader's name is **Brother Theodeus**.
- One Cynidicean dressed in bright green robes and a bird mask approaches the party (AC 9; NM; hp 3; MV 40'; #AT 1; D 1-6; ML 11; AL C). She will walk slowly up to one party member, hand him or her a small pouch, smile, and walk on. She will not notice any attempt the party makes to talk to her. The pouch contains a strange powder that smells like cloves. The powder has no special properties at all.
- This group of five Cynidiceans is dressed in brightly colored robes and masks with human faces. They will think the party is the same band of barbarian raiders who looted the city centuries ago. They will flee in panic as the party approaches.
- Six Cynidiceans in striped robes and camel masks zig-zag slowly down the hall in single file. They are trying to avoid the invisible snakes on the floor. They will try to show the party the invisible snakes and warn the party to walk around the snakes. There are, of course, no snakes.
- This party of four wear insect masks, carry large clay jars, and hum like bees. They will stop and ask the party to drink from the jars. Everyone who does has 1-4 points of damage cured, as these jars contain honey from the lair of killer bees. If the Cynidiceans are attacked, or if someone tries to drink twice the Cynidiceans will smash the jars and attack berserkly (AC 9; NM; hp 3 each; MV 40'; #AT 1 at +2; D 1-6; ML 12; AL C).
- This party of four wears animal masks: **Hawk, Fish, Cat, and Fox** (these are also the character's names). They are carrying a stretcher with a gourd on it. These characters are rushing their "sick friend" (the gourd: **Dog**) to a cleric. If the party has a cleric, the Cynidiceans will insist that the cleric cure their friend.
- This group of six in bright yellow robes and human masks will stop and stare at the party. They will "recognize" a party member as the King or Queen of Cynidicea. They will follow the character, sing songs of praise, and wait on the character hand and foot. In general, they will smother the character with attention. However, they will not fight for their King or Queen. They are more likely to grab the character and try to rush him or her to safety. They are AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML 7; AL C. Their spokesman is **Policrates the Herald**.
- A group of four Cynidiceans in feathered robes and bird masks approach. On seeing the party, the Cynidiceans will "fly" (run) forward, flapping their arms and squawking. They will invite the party to fly along and will lead them on a merry chase through the pyramid. If the party refuses to join the Cynidiceans, the Cynidiceans will insult the party as poor creatures who cannot fly ("Thou land-bound slugs!"), circle three times, and "fly" away. If attacked, the Cynidiceans (AC 9; NM; hp 4; MV 40'; Save: F1) will "fly" away.
- A group of six Cynidiceans with their bodies painted black and wearing vulture masks walk quietly toward the party. They carry long wooden boards, but seem friendly and normal. They will follow the party, waiting for something to be killed. When it is, they will rush over and start building a coffin to fit the body. When they are done, they will demand a 10 gp payment. They will attack if they are not paid (AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML 8; AL C).
- These five Cynidiceans are a NPC Party. They will think the player characters are some kind of monster. Turn to the **Wandering Monster: Level 2** table in the **D&D Basic** rules (p. B55) and roll for the type of monster the Cynidiceans think the player characters are. The Cynidicean party has:

GLOSSARY

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

F2 (AC 5; hp 10; MV 20'; #AT 1; D 1-8; Save F2; ML 8; AL C)

F2 (AC 5; hp 8; MV 20'; #AT 1; D 1-8; Save F2; ML 8; AL C)

M2 (AC 9; hp 6; MV 40'; #AT 1 or spells; D 1-4; Save M2; ML 8; AL C) **Spells: hold portal, magic missile**

C2 (AC 5; hp 8; MV 20'; #AT 1; D 1-6; Save C2; ML 8; AL C)
Spell: cure light wounds

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



Lycanthrope, Werefox

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

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

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

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

Polymar

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

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

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

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

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

brazier. A container for hot coals.

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

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

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

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

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

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

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

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

pallet. A pallet is a straw bed or mattress.

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

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

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

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

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

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

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

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





READY-TO-PLAY CHARACTERS

The following first level characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can be

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

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

made higher level by rolling the extra hit dice and adding any Constitution bonuses for each level above first.

STANDARD EQUIPMENT PACKS

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

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

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

CREDITS

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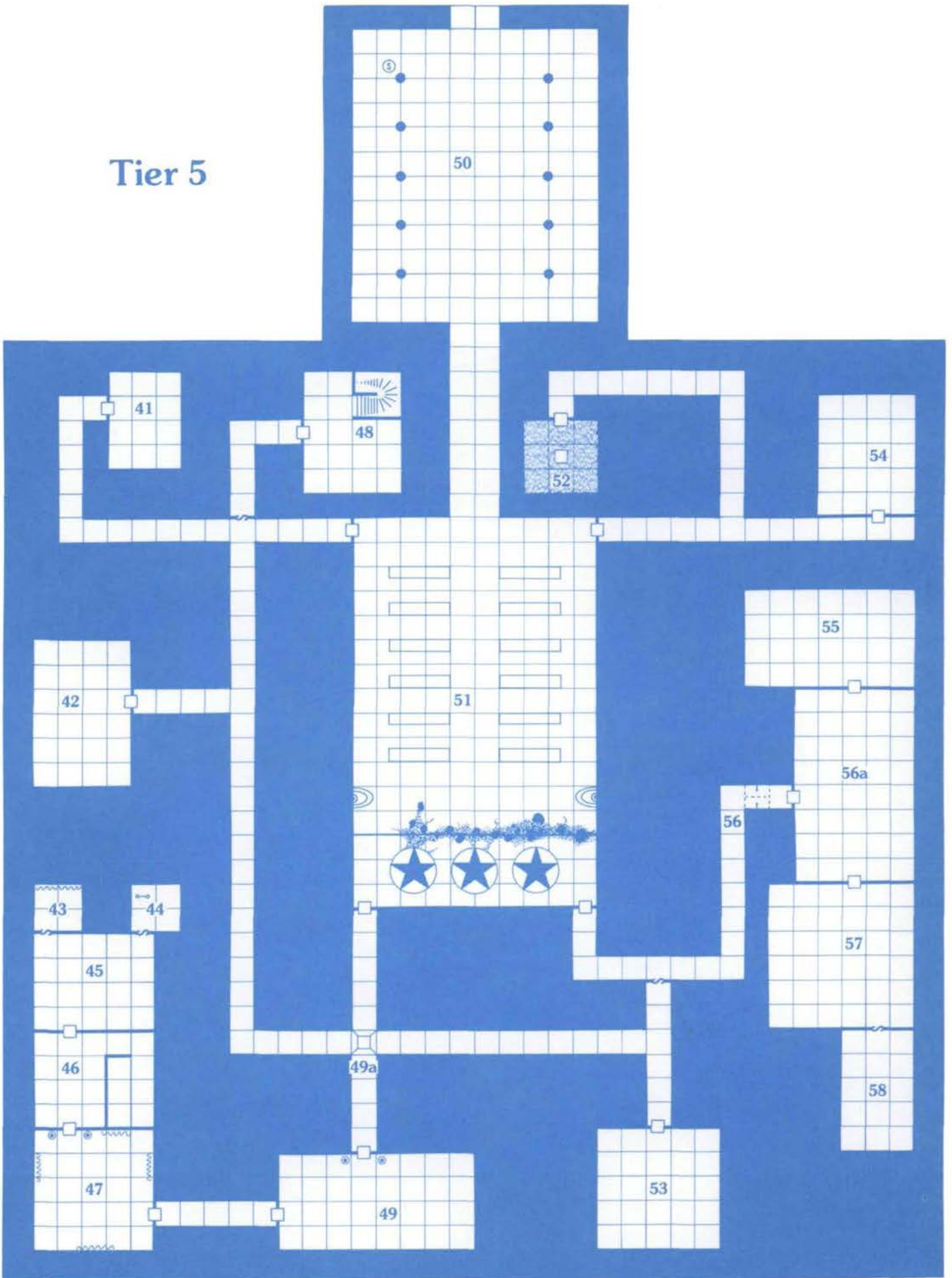
Art: Jim Holloway, Harry Quinn, Stephen D. Sullivan

Playtesting: Dave Cook, Helen Cook, Clint Johnson, Steve Kaszar, Bill Wilkerson, Jeff Wyndham, and The Kent State University Gamer's Guild

Special Thanks: To Jon Pickens for his invaluable assistance

If you have any rules questions, please write to TSR. Ask the questions so they can be answered by a "yes," "no," or short phrase. You *must* include a self-addressed, stamped envelope. Write to: TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147, ATTN: Rules Editor.

Tier 5



YE FAST PACK

PACK A

Backpack

Large Sack

Lantern

2 Oil Flasks

Tinderbox

12 Iron Spikes

Small Hammer

Waterskin

Normal Rations

5 gp

COST: 38 gp

PACK B

Backpack

2 Large Sacks

6 Torches

3 Oil Flasks

Tinderbox

10' Pole

50' Rope

Waterskin

Normal Rations

Mirror

COST: 32 gp

PACK C

Backpack

4 Small Sacks

Holy Symbol (cleric) OR

Thief's Tools (thief) OR

Vial Holy Water (other)

12 Iron Spikes

50' Rope

Waterskin

Normal Rations

COST: 42 gp





This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the D&D® game system currently include:

DUNGEONS & DRAGONS® Basic Set (contains everything DMs and players need to get started, detailing character creation, spells, and dungeon levels 1-3).

DUNGEONS & DRAGONS® Expert Set (designed to be used *with* the Basic Set, the Expert Set covers higher-level characters, deeper dungeon levels, and adventures in wilderness areas).

Dungeon Module B1 (In Search of the Unknown)

Dungeon Module B2 (The Keep on the Borderlands)

Dungeon Module B3 (Palace of the Silver Princess)

Dungeon Module X1 (The Isle of Dread)

Dungeon Module X2 (Castle Amber — Chateau d' Amberville)

Monster and Treasure Assortment, Sets One to Three: Levels One Through Nine (makes the job of stocking dungeon levels easy)

Dungeon Geomorphs (allows the DM to create thousands of different dungeon levels by arranging the geomorphs in different combinations)

D&D Player Character Record Sheets (allows players to record all important information about their characters in any easy-to-use format).

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