

# *Dwellers of the Lost and Forbidden City*



*by  
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## Introduction

This is an expansion to AD&D module I1 Dwellers of the Forbidden City, using D&D module B4 The Lost City to detail additional locations.

Dwellers of the Forbidden City's sand box style environment, with all the freedom to explore that offers, has made it a fan favourite. With such a large area to cover, it was inevitable that while a range of areas are well described much of the city is left to the DM.

The Lost City is in some ways similar in that the city of the title is not fully detailed. However with B4 almost all of the module is the pyramid shaped entrance "dungeon", with just a few pages of notes for expanding the adventure to the city which need a lot of work to use. What it does have are interesting NPCs in the form of the inhabitants, the Cynidiceans, and this is likely why B4 is also generally well liked.

Placing the pyramid of B4 into I1, so the city is around rather than under it, is simple enough. It was perhaps always a little unlikely an entire people could survive in a giant cavern under the desert, so this could even be looked at as an improvement.

Probably the reason this has not been done more often is the Cynidiceans are a little harder than the pyramid to fit into the Forbidden City. But with the effort to do this you get a more sympathetic, and arguably more interesting, enslaved people than the mongrelmen, under the yoke of the yuan ti.

## The History of the Forbidden City

Hundreds of years ago, the Cynidiceans established a flourishing civilisation centred on a city in an extinct volcanic crater. The people cleared the jungle from the fertile soils of the mountain slopes and grew crops, trading the abundant surplus to their neighbours. They also tunnelled through the crater rim to create easily defended gateways and in doing so discovered an underground river. Time passed and Cynidicea reached the height of its prosperity under King Alexander and Queen Zenobia.

A generation more went by and Prince Arybbas, the younger son of a new king, chanced upon a creature of nightmare at the underground river calling itself Zargon. He made a deal with it; the means to gain the power he was never likely to inherit in exchange for a supply of slaves. Zargon provided an arcane item allowing Arybbas to consort with demons, who in turn gave him powerful magic he used to kill first his brothers and then his father.

Arybbas succeeded to the throne of Cynidicea, and at first only criminals were given in secret to Zargon. Under his rule, hallucinogenic drugs became fashionable and the city ever more decadent. Then as his hold on power tightened, King Arybbas declared that only Zargon was to be worshipped and he must be appeased with sacrifices. The nobility of Cynidicea were drawn into the king's transactions with demons and over time he and they began to transform into yuan ti. Cynidicea became more and more isolationist and trading with its neighbours ceased. As its population declined the jungle reclaimed the land around the crater and Cynidicea is forgotten.

## The City Today

The Cynidiceans now farm fruit, vegetables and grain amongst the ruins of the city, often within the roofless shells of ruined buildings. These are fed to the goats, pigs and chickens they raise for their yuan ti and bugbear masters. The Cynidiceans themselves are on the menu only for special occasions or if they fail to produce enough livestock.

The Priests of Zargon form a sort of overseer class amongst the Cynidiceans, freed from farming and other labour to perform their rites and distribute the hallucinogenic substances the Cynidiceans are addicted to. They jealously guard the secret of manufacturing these narcotics from various jungle plants gathered by their foraging parties.

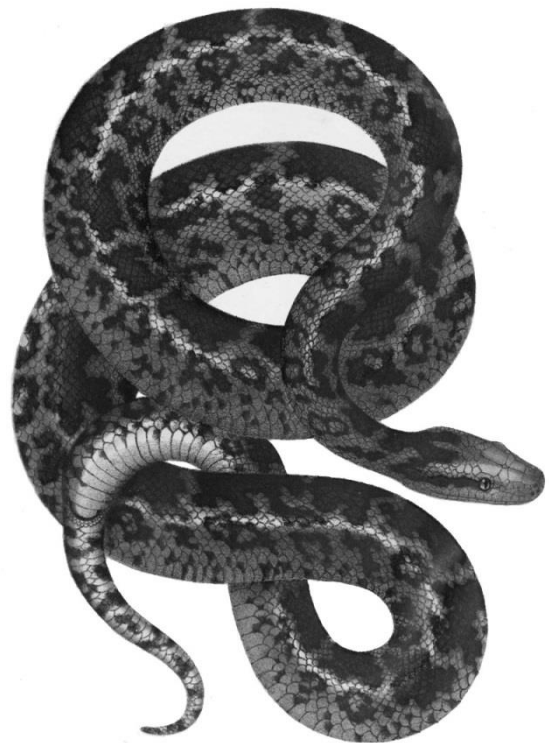
Zargon is the aboleth from encounter C1 of module I1. It is strongly recommended the creature not be at C1 when the characters initially pass that way so it can be kept as a later climactic encounter. It is hard to say if this has been the same individual down the years as aboleth look much alike to humans, but the Cynidiceans believe it to be. The Priests of Zargon make regular sacrifices to their "god", of prisoners captured from the surrounding tribes by preference, but otherwise of unfortunate Cynidiceans.

If you prefer the Zargon from B4 then simply use that creature in the same way as the aboleth, meeting the Priests of Zargon at the underground river at assigned times. More powerful statistics will be needed that are in line with those of the aboleth.

Cynidiceans indulge in hallucinogens in the evening while wearing elaborate masks and

sometimes costumes, making for an oddly carnival atmosphere. Many gather in groups in various locations around the city to act out their delusions together. The other inhabitants of the city are under strict orders not to harm the Cynidiceans. However every now and again one wanders too close to the tasloi tree dwellings or the bullywug swamp during these sessions and disappears not to be seen again.

Note that once inside the crater the non-human inhabitants will assume the characters are Cynidiceans as long as they make an effort to disguise themselves as such and are not anywhere they should not be. The Cynidiceans will recognise them as outsiders but apart from the Priests of Zargon will not care. This allows relatively free movement around the city.



## C. Main Tunnel Entrance

With area A of I1, The Forgotten Entrance, appearing first in the module it may often have been used as the way in. However the module states "the natives of the area no longer have knowledge of this entrance". So it is far more likely that any guides bring the party to area C, the Main Tunnel Entrance. This also allows area A to be used later in the adventure as a ceremonial centre of the yuan ti. The party may well look for an alternative but the various routes over the crater rim are far easier to find than The Forgotten Entrance.

C1. There is no encounter here normally, Zargon only comes to this place for its monthly sacrifice. At this time the Priests of Zargon will be waiting here with a native from one of the surrounding tribes, bound with rope. High Priest Darius will be present unless killed earlier, along with his bugbear bodyguards (see area O58 for statistics). If Darius is dead the priests are instead led by a 6<sup>th</sup> level cleric (use the module statistics for Darius in B4 encounter 58). In either case there are also four priests (AC 9; MV 12"; C3; hp 10; #AT 1 or spell; D 1-6; AL NE) equipped with robes, maces and the spells Darkness and Cause Fear.

It should be noted it is far easier to deal with Darius in the temple (area O). The characters will also have a significantly easier time of it attacking the priests before Zargon appears, although if they do it arrives in the fifth round of combat. Zargon will first use its illusion to appear twice its already considerable size and surrounded by a divine glow as it rises out of the water. It will then use its Enslave ability for three rounds before closing for melee. If Zargon flees, any enslaved characters will dive into the lake

and swim down, where they will ingest its mucus allowing them to breathe water and follow it back to its city.

C3. The tasloi here are replaced one for one with bullywugs (AC 5; MV 3"/15"; HD 1; hp 4; #AT 1; D 1-6; AL CE). The yuan ti have tasked the bullywugs with guarding this entrance tunnel in exchange for settling in the city, while the tasloi and giant wasps patrol the crater rim. The two races squabble if not kept apart and the tasloi are uncomfortable underground.

C10b. The tasloi are replaced with 16 bullywugs (AC 5; MV 3"/15"; HD 1; hp 4; #AT 1; D 1-6; AL CE). The yuan ti leading them is replaced by two bugbears (AC 5; MV 9"; HD 3+1; hp 17; #AT 1; D 1-8; AL CE) so the discovery of the yuan ti is saved for later in the adventure.

C11. The yuan ti are replaced by six bugbears (AC 5; MV 9"; HD 3+1; hp 17; #AT 1; D 1-8; AL CE). They are here mainly to prevent the bullywugs from deserting their posts and are not particularly alert.

## D. Meeting with the Mongrelmen

Replace the mongrelmen with an equal number of tasloi, the guards of the crater rim and its paths.

## F. Cave of the Brutish Bullywugs

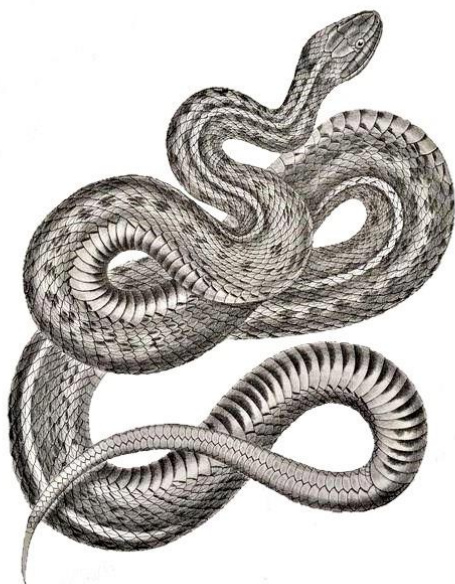
It is suggested this area is moved further north near where the cliffs meet the lake. This places it deeper into the swamp and gives a little distance to the main entrance at area C.

## I. Bugbear Brigands

I6. The slaves are Cynidiceans unfortunate enough to have displeased the bugbears.

J3. This primitive kitchen is added to the bugbear encampment.

J8. The bugbears sacrifice anyone captured in their compound and take bets on what eats them based on the tracks in the mud when they return. J8 is located at the western edge of the lake. Crocodiles, bullywugs, primitive bullywugs (after dark) and the pan lung are all possibilities for first noticing anyone tied here.



## J. Ruins of the Mongrelmen

Instead of less than a hundred mongrelmen living together in area J there are several hundred Cynidiceans living throughout the north western part of the city. The other inhabitants are prohibited from harming them by the yuan ti so they have no need of a fortified compound.

Area J is a meeting place for the Cynidiceans when enjoying entertainments and particularly busy after dark. Use the Cynidicean new monster entry in B4 for the normal inhabitants of the city. During the day they may be farming or sleeping but at night most look and act as described there.

The Cynidiceans take on all sorts of strange personas when under the influence of substances and often do so in groups. If the party come here at night they will be surrounded in a plaza by a group of twenty or so wearing bestial masks who call themselves "The Mongrelmen". Run this as section J of the module describes for having been captured, using the mongrelman statistics. As in the module they may be scattered by a show of force. This can all be played for laughs but with an element of real danger.

After the telling of the mongrelman "history" the party will be told they must wrestle their champion (as per J5) or be sacrificed to the gods (as per J8). The champion is a huge Cynidicean wearing an oddly cute bunny mask. If the party is sacrificed see the J8 notes for area I, Bugbear Brigands.

The following encounters from area J can be used anywhere in the Cynidicean quarter of the city:

J4. Aratheas has disguised herself as a Cynidicean and lives amongst them. She has been hiding her magical abilities in order not to attract attention.

J6. The gambling hall is less dirty but otherwise as described. The other gamblers are typical Cynidiceans.

J7. Several of these locations exist throughout the Cynidicean quarter. Food found here will be of average quality.

## N. Temple of the Old Gods

This location in the Forbidden City uses the map and descriptions from Tiers 1 to 4 of module B4. The Temple of the Old Gods is placed on the Forbidden City map as the pyramid in the middle of the right hand side, a mostly deserted part of the city near the swamp.

The pyramid was the tomb of perhaps Cynidiceas greatest rulers and also used for rites in their honour by the priests of the three primary gods. The few remaining followers of those old gods now use it for secret meetings, slipping in while most of their fellows are in drug induced dreams and fantasies. They are too disunited and few in number to do more than plot however.

The following changes are suggested to numbered encounters, to make them fit the new setting and bring them up to the same character level as I4. Where a number is skipped no change is suggested.

The only wandering monsters on Tiers 1-3 are Cynidicean followers of the three cults with equal chances of each. Tier 4 where the tombs are instead has giant rats, giant ferrets, skeleton guard patrols, wraiths and spectres.

### Tier 1

1. The body with a crossbow bolt is a Cynidicean that saw someone enter the pyramid and was a little too curious. The corpse is inside the door rather than wedged in it and has been left here to discourage other intruders. Triple the HD of traps when determining chance to hit and double damage. Swap traps 1d and 1e to make them more appropriate for the statues they are beneath.

### Tier 2

3. There is no encounter (it is unlikely a flock of stirge would be allowed to hunt in the city from here).

4. The body is a Cynidicean who wandered into the room where the killer bees are and fled this far.

5. There is no encounter here. The fireworks provide sufficient interest for this room and offer a lot of possibilities for inventive players.

6. There is no encounter here. The followers of the old gods come through here regularly and keep it clear.

7. There are 6 killer bees in the room, and inside the hive another 8 as well as 5 large bees and the queen. They are used to people and only attack in self-defence while out in the city. However, close to the hive they attack fearlessly unless a mask of Gorn is worn.

8. This room also has a door in the east wall into the adjoining corridor, making it more likely characters will attempt to cross it.

9. There is no gecko here. This room is identical to 11 with five Brothers of Gorn (F1) and a captain (F3).

11. Five Brothers of Gorn (F1) are here and a captain (F3). While they rarely sleep in this room the Brotherhood have set up their rooms like a barracks. However they spend more time playing at soldiers than training.

12. Four Brothers of Gorn (F1) are here, a captain (F3) and Kanadius (F6).

### Tier 3

13. There is no encounter here. The thief has been killed by an arrow trap which still operates. Anyone stepping on the pressure plate in front of the altar of a forgotten god of the Cynidiceans will trigger the trap. The arrow releases at such speed it rolls to hit as a 6HD monster and does 1-6+3 points of damage.

14. Ten Magi of Usamigaras are present (M1), two senior magi (M3) and Sirkinos (M6).

18. There is no encounter here (the snakes in the basket would have starved long ago).

19a. There are no creatures here except some normal rats that scatter as the party approaches.

20a. Instead of the swing stairs this is identical to the stone trap door at 27a. The followers of the old gods use this trap door to dispose of their rubbish, including the drugs given them by the Priests of Zargon.

23. Seven Warrior Maidens of Madarua (F2) are here, two captains (F4) and Pandora (F7). The Warrior Maidens have no accommodation in the pyramid but use it for rites, meetings and training.

### Tier 4

25. There are no white apes here.

26a. Rather than several of the blocks falling crookedly and two splitting to rubble (rather unlikely), beyond the block that hasn't quite fallen all the way there is a narrow tunnel dug through several blocks. This is from a previous attempt to rob the tomb. The rubble is the material removed by the digging and can just be climbed over.

27. This room swaps with 28, use that rooms details. It is very unlikely the characters would arrive just as the body was being eaten by ghouls. Instead the man sized outline is of a would be tomb robber from long ago and there are no monsters here. However the door trap remains active and anyone touching it will set off a magical blast of fire causing 4d6 points of damage (save for half). Opening the door from a distance with, for example, a wooden pole or staff will avoid this trap although the item used risks being destroyed.

27a. There is no trap door here as this is now the bottom tier of the pyramid.

28. This room swaps with 27 (placing it closer to the rats) and there is no door between it and the corridor. Instead of the shrews there is a family of six giant ferrets (AC 5; MV 15"; 1+1; hp 6; #AT 1; D 1-8; AL N) here, preying on the giant rats at 38. The ferrets only enter the rat's room if very hungry, but rarely have to as the rats often eat the drugs in the rubbish dropped by the Cynidiceans and wander the corridors aimlessly. The ferrets will stand their ground but only attack if attacked.

29. There is no encounter here, nothing has been set to guard the embalming room.

31. The mummified Guard Captain continues to guard his king in death as a mummy, along with the nine skeleton guardsmen. The mummy (AC 3; MV 6"; HD 6+3; hp 33; #AT 1; D 1-12; fear, rot, magic weapons to hit; AL LE) attacks with his halberd but the damage and rot disease affect are as normal.

36. The zombies were tomb robbers who were cornered here by the undead guardians of this tier and have joined their ranks.

37. This room swaps with 38, use the details for the Jester's burial room excluding the ramp from above.

38. This room swaps with 37. There are 20 giant rats here, living off the rubbish thrown through the trap door in the ceiling. There is no door between this room and the corridor.

39a. Six shadows (AC 7; MV 12"; 3+3; hp 17; #AT 1; D 2-5; strength drain, +1 weapons to hit; AL CE) will attack from the flickering light cast by the magically flaming brass jars. A Light spell or similarly bright light that hides the shadow cast by the jars causes the creatures to disappear for as long as it shines. The X on the map hidden here shows the location of the secret door leading to area 26, just to the north of 27a.

40. Three stone living statues (AC 4; MV 6"; HD 5; hp 18; #AT 2; D 2-12/2-12; magma squirt; AL N) of supernatural humanoid beings were commissioned to protect this tomb. They guard the sarcophagus and will not leave the room. Of course the rich noble this was built for did not get to rest here and a parchment wrapped around the lock picks allows the master thief to share the joke from beyond the grave.

## O. The Temple of Zargon

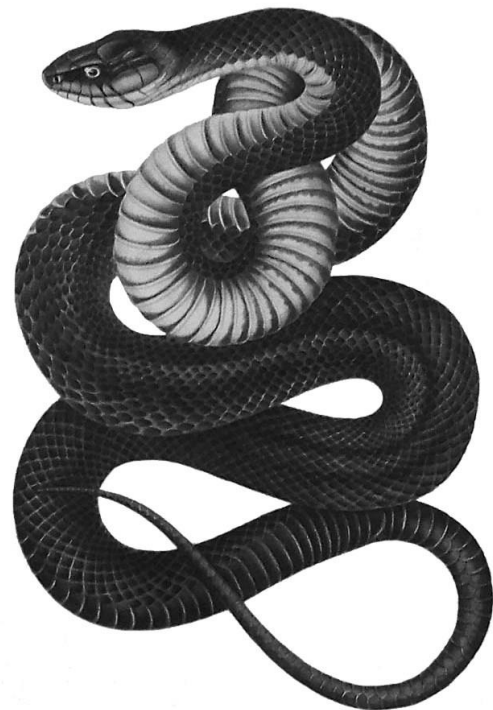
This location uses the map and descriptions from Tier 5 of module B4. The Temple of Zargon is placed in the middle of the left side of the Forbidden City map, in any of the large single story buildings.

The temple is a sprawling, single story, flat roofed building, a little run down but impressive. It has very high ceilings throughout making the spaces feel even larger than they are.

The temple is busy with priests and worshippers, particularly in the evenings.

Rooms 43-47 and 49 are the private apartments of the High Priest of Zargon, Darius. Use the existing descriptions of these rooms but ignore mentions of dust or damage, this is the best maintained part of the temple.

The only wandering monsters in the temple are Cynidicean worshippers, priests of Zargon and bugbears.



41. There is no encounter in this room. The spare robes here will be useful if the characters wish to try to pass as priests of Zargon.

42. The doppelgangers here are replaced by three priests of Zargon (AC 9; MV 12"; C3; hp 10; #AT spell; D 0; AL NE). They are resting and unarmed but know the spells Darkness and Cause Fear. If the priests realise the party are intruders they pretend to be ordinary Cynidiceans and will avoid conflict if possible. However they may offer to accompany the



characters in the hope of leading them into an ambush at 48.

44. The ladder here leads up to a solid stone trap door, bolted from the inside, giving access to the flat roof of the building. Coiled up on the roof nearby is a stout rope with knots in it, tied to a metal ring in the stone. This can be thrown over the side of the building to be used as an escape route.

45. Demetrius was a priest of Zargon that converted to the worship of Usamigaras. He was assassinated by his paranoid brother Darius, now High Priest of Zargon, but the existence of a resurgent cult of Usamigaras was never suspected. The cloak of Demetrius is in a locked chest at the end of the bed, kept by Darius from a twisted sense of sentimentality. Characters possessed by Demetrius will gain the abilities of an 8<sup>th</sup> level cleric with 41 hp (if higher). Spells gained are Cure Light Wounds x2, Detect Evil, Bless, Hold Person x2, Cure Disease, Striking, Cure Serious Wounds, Neutralise Poison, Raise Dead. If Darius is slain, Demetrius may help the party with any remaining spells before departing.

46. There is no encounter here. This is a dining room only, the food is cooked outside the temple and brought here. Darius asks Zargon to bless each meal (casts Purify Food and Water) to ensure against poison.

47. There are four of the Iron Living Statues, one to either side of each door. The statues are very well made each having 28 hit points.

48. The secret door to this area is replaced by an open corridor. This guardroom is manned by four priests of Zargon (AC 9; MV 12"; C3; hp 10; #AT 1 or spell; D 1-6; AL NE) in rat masks, who will attack immediately if they believe the

characters are intruders. The priests are equipped with robes and maces, and know the spells Darkness and Cause Fear.

49a. Damage from the spiked pit is 4-24 (4d6).

49. There is no encounter in this room. The gargoyles here really are only statues, which may cause the characters to drop their guard when they see the Iron Living Statues in the adjoining room.

50. The doorway shown on the map here is the main entrance into the building and the huge doors are open. Mosaic 1 shows the humanoids but not what they worshipped. Mosaic 3 shows the establishment of a village in the crater. In mosaic 10 the Cynidiceans discover an underground river while tunnelling through the crater rim. Between mosaics 11 and 12 are two additional mosaics, one showing a prince of Cynidicea meeting a glowing tentacled being at the underground river and another where the prince is being crowned king. Mosaics 12 and 13 swap order. Finally mosaic 14 shows the nobility of Cynidicea with the heads and other body parts of snakes while all others bow before them (there is no mosaic 15).

50a. There is no trapdoor here.

51. A large, heavily stylised statue of some sort of tentacled being stands on the dais at the end of this enormous hall. Observant characters will notice the empty pedestals on either side of it but there is no sign of what once stood on them. The Werefoxes here have been living amongst the Cynidiceans for a few months now and have considerable knowledge of the city they could trade. However they know nothing about the underground areas.

52. The acid causes 4-16 (4d4) points of damage per round to those that touch it.

53. There is no encounter here and the module room description should be ignored. This room is used by the priests to manufacture the narcotics they distribute to the Cynidiceans. Around the walls are dozens of large ceramic pots containing leaves, bark, petals or fungus of various types. There are also a wide array of alchemical equipment such as mortar and pestle, and distillation glassware.



54a. There is a heavy iron chain lying on the ground, attached to a ring in the wall at the intersection between rooms 52 and 54. The owl bear is usually here as a guard but has made a habit of breaking loose. The other part of the chain is now dangling from the collar around its neck in room 54.

54. The owl bear is a well fed pet of the priests (although not usually dining as well as now) and has 40 hit points.

55-57. The Cynidiceans are followers of Zargon and if they fight it is as first level clerics. They are allowed to enjoy "dreams" when they like, so these encounters will be the same regardless of the time of day.

58. Darius is the High Priest of Zargon (AC 5; MV 9"; C10; hp 37; #AT 1 or spell; D 1-6+1; AL NE) and he has a bodyguard of four bugbears (AC 4; MV 9"; HD 4; hp 23; #AT 1; D 1-8+1; AL CE).

Darius' spells are Purify Food and Water x3, Cause Fear, Bless, Hold Person, Silence, Snake Charm, Continual Darkness, Cause Disease, Striking, Neutralise Poison and Protection From Evil 10' Radius.

If Darius has time to prepare for combat he casts Protection From Evil 10' on himself (also protecting his bodyguard if they stay close), Bless on himself and the bodyguard, and Striking on his weapon.

Once combat begins he will stay back casting spells in the following order until engaged in melee; Hold Person on the lead opponents, Cause Fear, Cause Disease and Continual Darkness to blind someone. As soon as he sees magic being cast he will Silence the caster.

When engaged in hand to hand combat he will touch his attacker with reversed Neutralise Poison and after that melee with his mace. If combat is going badly and his Continual Darkness remains he will use it on the room and attempt to escape in the confusion.

## P. Palace of King Arrybas

It has often been remarked that while yuan ti may be encountered around the Forbidden City there is no area detailed which they appear to

dwelling in. The Palace of King Arrybas is offered as a suggestion for how this can be rectified without too much effort. It also could be fully fleshed out in a further expansion.

The palace is located in the extensive compound with five towers immediately to the west of area H. Arrybas is paranoid, rarely leaving the palace, and when he does it is generally to visit area A via the secret passage at A6c. However the other yuan ti come and go, on various business or just to sun themselves in the ruins of the city.

The palace is the best guarded area in the city and no human, not even the Priests of Zargon, are allowed access. There is only one gate manned by dozens of bugbear and yuan ti. The exterior walls are constructed from massive blocks of unmortared stone and battlements ring its edge. The parapets are constantly patrolled by tasloi and bullywug with orders to pelt with missiles anyone coming too close. This roof area has no access to the interior.

It should be obvious to the characters that an assault on the palace is not sensible and that other options should be explored. If the characters insist on approaching the palace they will be warned off. If they persist they will be attacked with overwhelming force. Characters breaching the gates will find a maze of chambers and corridors filled with yuan ti and their pets. Even if they were to penetrate as far as the throne room, King Arrybas will be warned well before and have fled.

## A. The Forgotten Entrance

Given how difficult it is to find this outside entrance relative to the others it is likely they will explore these tunnels and chambers from the crater end. As this is the opposite of the way the

section is written the encounters are listed in reserve order for convenience playing them.

A10. This building is where the giant snakes used for yuan ti ceremonies are kept. The doors are plain and there is no sacrifice being carried out here, with all three snakes hiding in the rafters.

A9. There is no throne here and no yuan ti, this is simply a grand entrance to the yuan ti ceremonial chambers. However the tasloi have a watch posted on the cliff above who will climb up and alert them to prepare the ambushes at A8 and A7. If the characters somehow pass here unseen the tasloi will arrive late to these encounters, climbing down from above.

A8. The chasm is a roughly oval shaft with ledges overlooking the bridge at the side as well as the ends, more as shown in the picture than the map. There are 12 tasloi here who will hide until the characters are midway across to attack with boulders and javelins. The two subterranean lizards are on the chasm walls below the level of the bridge and will climb up to either side of the passage the characters are heading for. They will not climb on to the bridge. There is no staircase at the east end of the bridge, the tasloi climb the rock and creepers to access the chasm from above. These changes allow the encounter to work equally well from either direction.

A7. This chamber is as described except that the passage out to the north is at ground level and the yuan ti waits in an elevated cave in the west wall, allowing the room to work from either direction. The entrance where the yuan ti waits is only ten feet deep and contains some cushions. There are only 12 tasloi here, hidden amongst the

vines, who will drop a net on each character in the first round.

A6b. The double doors here are decorated as described for A10. They are not locked and there is no key in a pool of mud on the floor.

A6a. This is as described except for an impressive mosaic of a serpent consuming the world dominating the floor and no mats present. Against the east wall is a dais with a throne of bones and skulls as described for A9. The chest on the ceiling contains texts sacred to the yuan ti describing how to commune with their demonic masters. If the characters come to this room during a yuan ti ceremony (probably only possible with information from the Cynidicean old god cultists) the yuan ti from A9 will also be here. They are watching a giant snake squeeze the life from a captured native as described in A10. The yuan ti on the throne is King Arrybas, if seriously threatened he will attempt to escape to A6c. Neither set of double doors in this chamber are locked and both look as in A10.

A6c. This location is not marked on the map but is at the dead end passage south of A6a. The secret door here is magically locked as the doors described in A6a and the jade key that opens it is carried by Arrybas. The passageway beyond leads to Arrybas' palace. If Arrybas flees this way from A6a the DM may opt that in his haste the door has been left ajar allowing pursuit, particularly if the palace has been detailed.

A5. There are six bugbears in this room. Their fellows in A4 will join them if there are sounds of combat here.

A4. There are two bugbears (it's a small room) here playing dice boisterously. The door in the west of this room is very solid and barred from the inside. It requires a battering ram swung by

multiple people or giant strength to force open. If they have time the bugbears will retreat to A5, otherwise they will yell an alarm and fight.

A3. There are four canoes on this side of the underground lake.

A2. There are no canoes on this side of the underground lake.



## The Cynidicean Revolt Plot Hook

Dwellers of the Lost and Forbidden City allows a lot of freedom of action for the players. The characters have multiple options for entering the city and once inside they can go anywhere they like in any order. However adding the Cynidiceans to the city does lend itself to an additional plot hook that the DM may choose to make use of.

It will soon be clear to the party that the Cynidiceans are horribly oppressed, although most are too addled with drugs to care. This may look like an unfortunate but hopeless situation.

However, at some stage they are likely to discover the followers of the old Cynidicean gods. If any of the cultists decide they can trust the characters they will tell what they know of the weaknesses of the regime. In particular they encourage the party to destroy the drug supplies and ingredients in the Temple of Zargon. Next they enthusiastically suggest slaying High Priest Darius, Horan, Zargon, and King Arrybas. These goals are in increasing order of both danger and importance.

The followers of the old gods will discuss open revolt but will not be willing to act unless they believe there is a real chance of success. They may still agree before that to create a diversion or some other action that carries more limited risk of exposing them and clever players could make use of this.

Destroying the hallucinogens in the Temple of Zargon will prevent the next evening's distribution which will have an immediate effect on the Cynidiceans. There will be discontent as they suffer withdrawal and very little will get done. However unless Darius is also removed the supply will begin again in a few days. Killing Darius will disrupt the cult while a new leader is chosen but unless Zargon itself is destroyed it will again be business as usual within a week or two.

It is common knowledge among the Cynidiceans that Zargon appears at the underground lake on certain days to receive sacrifice from the priests. If Zargon is slain but Darius survives he will kill all witnesses he can and the carcass of Zargon will be disposed of by the bugbears. Darius will pretend nothing happened and the activities of the Priests of Zargon continue. If Zargon is slain and Darius is not alive to cover it up, the truth

will spread through the Cynidiceans like fire and the cult will collapse.

By itself none of this will have too much effect on the yuan ti. The Priests of Zargon were an effective tool to control the Cynidiceans but Horan will organise a brutal crackdown. At this point the followers of the old gods will decide to act, but without the characters influence they will act separately and in the end be crushed. Killing Horan will break the coordination between the different races in the city and give a Cynidicean revolt a chance, even more so if the Cynidiceans are working together.

The followers of the old gods can also pass on that a giant constrictor snake is taken from A10 into A9 when a yuan ti ritual is about to be carried out and that Arrybas usually attends these occasions. Slaying King Arrybas will cause a torrent of bloodletting amongst the yuan ti as they vie to replace him. Again in isolation this will only be a temporary success. However if this happens and the Cynidiceans are already on the verge of revolt this will light the fuse. A power vacuum amongst the yuan ti spells almost certain victory for a Cynidicean uprising without Horan to suppress it. The remaining yuan ti will be besieged and either destroyed or flee through their tunnels.

## Appendix: Cynidicean Delusions

For me the best part of Tom Moldvay's B4 The Lost City are the Cynidiceans and their drug induced delusions. The module includes twelve examples in the Cynidicean new monster description and a couple more in the module itself, but with the adventure expanded beyond the pyramid you can definitely use more.

Most of those in the module have either an animal or human mask of some sort. The following table can be used to generate more.

<b>d100</b>	<b>Mask</b>
01-02	Bat
03-04	Bear
05-06	Bird
07-08	Cat
09-10	Cattle
11-12	Chicken
13-14	Crocodile
15-16	Dog
17-18	Duck
19-20	Eagle
21-22	Frog
23-24	Goat
25-26	Horse
27-28	Insect
29-30	Lion
31-32	Monkey
33-34	Pig
35-36	Rabbit
37-38	Rat
39-40	Shark
41-42	Sheep
43-44	Snake
45-46	Spider
47-48	Tortoise
49-50	Wolf
51-100	Human

While some do simply act like the animal they have the mask for, there is usually more of a twist in Moldvay's creations. They are also usually less dangerous than the creatures they are posing as. The one who thinks he is a werewolf only bites if approached too closely for instance. What is more, the delusions are often shared by a group.

Some additional ready to use Cynidicean delusions are detailed below.

### **The Vampire**

This Cynidicean wears a pale human mask with prominent teeth and eye holes ringed with concentric circles. Their robe is jet black with a matching long cape that they have a habit of sweeping in front of them dramatically.

They believe themselves to be a vampire and will pick a character to "charm", putting their face close while staring into their eyes. This will of course have no effect, except possibly making the character very uncomfortable. They may follow the party and try this with a few different characters.

Regardless of the results, at some point the Cynidicean moves close to a PC and pushes the mask up to reveal an old man, who promptly attempts to bite an exposed body part. Ironically they have no teeth left so this results only in a gumming and a fair bit of drool.

Showing him garlic or a holy symbol will cause the Cynidicean to back off hissing, while any water thrown has him rolling around on the ground frantically while shrieking "It burns, it burns!".

### **The Chicken Flock**

A group of five Cynidicean's in chicken masks and brown, yellow or white robes approach the characters. They move around randomly while making a clucking sound and nodding their beaks towards the ground repetitively. After a minute one leans towards a character and whispers furtively to their ear, "We are watched! Beware that which is above!". This is complete nonsense but will probably make the PCs paranoid.

## **The Crocodile**

A Cynidicean sits on the floor here, cross legged and motionless, perhaps in a state of meditation. He wears green robes and a crocodile mask with a long, open mouth of white teeth extending a full foot in front. Before him sits a wide, shallow, ceramic bowl, filled to the edges with water.

Closer examination shows the mask is paper-mache and the teeth are pointed but not sharp. His real mouth is visible within and appears to be smiling. If the PCs have approached he speaks a single word, although otherwise remaining motionless; "Drink".

The liquid really is refreshing water. However if anyone stoops to drink he suddenly lunges forward while snapping the hinged lower jaw up with his hands. This does no damage at all but the character must save versus Dragon Breath or fall backwards and land on their behind comically. The Cynidicean once again sits motionless in front of his bowl, jaw open.

## **Circle of Protection From Legal Action**

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