

**B4**

**Classic Adventure  
Module Conversion**



# The Lost City

Conversion Guide by Stan Shinn  
For Characters Levels 1-3



## Classic Modules Today

A D&D 5<sup>th</sup> Edition Conversion of the Early Edition Adventure Module

# B4 THE LOST TEMPLE

## CONVERSION GUIDE

**Introduction:** In 1982, TSR published the module named “The Lost City” with the module code “B4”. It was written by Tom Moldvay and illustrated by Jim Holloway. This 32-page booklet had an outer folder containing maps. In addition to an extensive dungeon complex, the module provided guidance on expanding and creating additional levels and encounters for the adventure. In 2004, for the 30th anniversary of the Dungeons & Dragons game, *Dungeon* magazine ranked this module the 28th greatest adventure of all time. This conversion guide allows DMs to run the original module with 5<sup>th</sup> Edition rules and provides a reference sheet for encounters.

*A 20+ hour adventure for 1st– 3rd level characters*

BY STAN SHINN



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# B4: THE LOST CITY

*"I can't stress enough how inspirational I found this module when I first read it. Even now, I consider it the best thing Moldvay ever wrote and one of the great adventures of the Golden Age."*

—James Maliszewski, <http://grognardia.blogspot.com>

## Introduction

To use this conversion guide you will need a copy of "B4 The Lost City", originally available in hard-copy and now for sale in Digital format at [www.dndclassics.com](http://www.dndclassics.com).

This document gives GMs advice to convert the module to the latest 5<sup>th</sup> Edition rules and guidance on preparing the adventure. A list of random encounters and a summary of Cynidicea's factions provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Zargon, the climactic monster, has a full stat block in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page numbers refer to the locations in the original 'The Lost City' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

## Adventure Summary

**Cynidicea** is an ancient city which fell into oblivion after **Zargon**, a monster and erstwhile god, preyed on the city. The city sacrifices to their 'god' and have evolved into factions. Some cling to the ancient gods **Gorm**, **Usamigaras**, and **Madarua** instead of worshiping Zargon. A desert now covers the subterranean city. The tribes within have become pale with bone-white hair and suffer disadvantage when fighting in full daylight. Every Cynidicean wears a stylized mask distinct to their faction. Factions each think they alone know way to restore greatness of Cynidicean. They will typically fight, and seldom cooperate with, other factions. Players happen upon this city after some mishap where they are lost in the desert after a sandstorm.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "The Lost City" into the Forgotten Realms world of Faerûn.

Many years ago, the once-great empire of Netheril was shattered when the prodigious arcanist Karsus attempted to steal the power of the goddess Mystryl. This event led to the temporary nullification of all the world's magic, which caused the empire's floating cities to plummet to the ground. Most of the Netherese Empire was lost in history as the land where the cities fell were gradually transformed into the vast desert of Anauroch.

For the purposes of this conversion, assume that Cynidicea was one of the Netherese cities that were buried under the sands of Anauroch. The most important factor in infusing the module with Forgotten Realms lore is treating the old Cynidicean gods—and the factions that worship them—as Netherese deities.

Instead of Gorm, members of The Brotherhood worship Kozah, the god of rage and destruction. Though their beliefs remain as written in the module, this iteration of The Brotherhood functions under a more violent, chaotic doctrine. Its members may be prone to outright hostility against the players and other factions.

Rather than Usamigaras, members of The Magi worship the dead power Mystryl, who once embodied the cosmic source of arcane magic. As worshippers of the force that caused the destruction of the Netherese Empire, it is likely that The Magi are particularly hated amongst the different factions, though they themselves are no less confident that their path is the best way to restore Cynidicea (and Netheril as a whole) to its former greatness.

In place of Madarua, members of The Warrior Maidens worship Jannath, the goddess of life and agriculture. The Warrior Maidens are not as aggressively zealous as the other two factions; they may be especially willing to accept the players as members, or to cooperate with other factions if pressed to do so.

Zargon itself remains mostly as written, although you may want to flesh out the creature's origins. Perhaps Zargon existed underneath Anauroch before Cynidicea fell from the sky, and The Priests of Zargon were driven to seek the creature out after the collapse of their society. Alternatively, perhaps Zargon was held in captivity by Cynidicea's ruling mages before the empire's destruction, and the ensuing chaos allowed it to slay its former masters, earning itself a population of fearful devotees in the process.



## GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Use the **Fatigue rules** as characters will be hungry, thirsty and tired. Note that characters will have no way to replace equipment or supplies save what you find in the Lost City.
- Know rules if throwing a lit **Flask of Oil**.
- Know how to use **perception** rules for numerous **traps and secret doors**.
- Determine **spell tactics** for Magi and Clerics.
- Use **poison** rules for Pit Vipers.

## Visuals

Suggested visuals to create:

- Small sketch of side view of the **step pyramid**.
- Player **handout for symbols** on p. 9.
- Visual for **room 39a**.
- Player handout with **instructions for p. 17**.
- **Sketch of Temple of Zargon**.
- The Underground City (if needed).
- Option to create Tiers 6-10 (lower pyramid), which is not completed in core module.
- **Sketch of Zargon's boss lair**.

## Random Encounters

### Tiers 1 & 2: Wandering Monsters

Roll 1d6

- |                     |                  |
|---------------------|------------------|
| 1. Centipede, Giant | 4. Ferret, Giant |
| 2. Cave Locust      | 5. Gnome         |
| 3. Cynidicean       | 6. Goblin        |

### Tiers 3 & 4: Wandering Monsters

Roll 1d8

- |                             |                                   |
|-----------------------------|-----------------------------------|
| 1. Bat, Giant               | 5. Hobgoblin                      |
| 2. Brotherhood of Gorm      | 6. Rock Baboon (semi-intelligent) |
| 3. Magic User of Usamigaras | 7. Snake, Spitting Cobra          |
| 4. Cynidicean               | 8. Warrior Maidens of Madarusa    |

### Tiers 5: Wandering Monsters

Roll 1d8

- |  |  |
|--|--|
| 1. Cynidicean  | 5. Cynidicean  |
| 2. Beetle, Giant: Tiger Beetle (4' long, striped carapices, look like tiger skins) | 6. Lizard, Giant: Tuatara (8' long cross between iguana and a toad)                  |
| 3. Cynidicean  | 7. Rust Monster  |
| 4. Driver Ant (6' long giant ant)  | 8. Thoul (Hobgoblin, looks like magical combination of ghoul, hobgoblin and a troll) |

### Cynidicean Encounters

See great **1d12 encounters** on page 26.

### Further Adventures

See **page 25** for great **adventure seeds** to extend the adventure.

Factions of Cynidicea					
Faction	Class	Mask & Attire	Mark	God	Membership*
Brotherhood of Gorm	Lawful Male <b>Fighters</b>	<b>Golden Mask</b> of Gorm (stern, bearded man). Iron chain mail over blue tunic.	Small <b>blue lightning bolt</b> tattooed on right shoulder.	Worship <b>GORM</b> on 4 <sup>th</sup> day of each week. Lightning storms considered holy.	Male fighters, dwarves, halflings & elves.
Magi of Usamigaras	Neutral <b>Magic Users</b>	<b>Silver Mask</b> of Usamigaras (smiling child). Silver daggers & rainbow colored clothes.	Five-pointed <b>star of small silver lines</b> on right palm.	Worship <b>USAMIGARAS</b> , god of healers, messengers & thieves, when stars & planets in right pattern.	Magic users, elf, cleric or thief.
Warrior Maidens of Madarua	Neutral <b>Female Fighters</b>	<b>Bronze Mask</b> of Madarua (beautiful woman). Bronze chain mail over green tunics.	Small <b>sickle-shaped scar</b> on the inside of their left wrist.	Worship <b>MADARUA</b> , goddess of birth, death and changing seasons, on a holy day each season.	Females.
Priests of Zargon	N/A	Wear <b>colorful masks, bright clothing</b> , and often carry short swords. Some have <b>feathered robes</b> and <b>bird masks</b> .	No tattoos. <b>Pale skin, white hair, large eyes, infravision</b> . -1 to hit in full sunlight.	Serve the evil monster <b>ZARGON</b> , and control underground city. Spend most of their time living in strange dream worlds.	N/A

\* Factions will accept certain characters as full members. Any characters can become a lesser member, but not rise within the faction.

# Magic Items

1. *Chainmail* +1
2. *Chain Mail* +2 (consider reducing to +1)
3. *Clerical Scroll* with three spells: *bless*, *cure wounds*, and *healing word*
4. *Cursed Scroll* (suggest replacing the scroll which turns reader into miniature of Zargon to last only a few minutes, and gives reader knowledge of Zargon's horn)
5. *Dagger* +1
6. *Elven Boots* (use *Boots of Elvenkind*)
7. *Elven Cloak* (use *Cloak of Elvenkind*)
8. *Helm of Alignment Change* (suggest replacing with *Helm of Comprehending Languages*)
9. *Helm of Telepathy*
10. *Mace* +1
11. *Magic Scroll* with three spells: *Disguise Self*, *Blur*, and *Darkness*
12. *Plate Armor* +1
13. *Poison Potion* (use *Potion of Poison*)
14. *Potion of Healing*
15. *Potion of Invisibility*
16. *Potion of Levitation* (use *Potion of Flying*)
17. *Ring of Fire Resistance*
18. *Shield* +2
19. *Spear* +2
20. *Sword* +1
21. *Sword* +1, casts continual light on command
22. *Sword* +2 (consider reducing to +1)
23. *Wand of Illusion* (suggest replacing with *Wand of Wonder*)
24. *Wand of Magic Detection*
25. *Wand of Paralyzation* (use *Wand of Paralysis*)

# Traps

- **Alarm Bell Trap (p. 11 and p. 19):** A hidden pressure plate in the floor triggers this trap. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm the alarm by cutting the wire that routes to the bell, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, an alarm bell sounds in the relevant area.
- **Crossbow Trap (p. 5):** Triggered by a pressure plate. Will shoot a number of crossbow bolts determined by the GM. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap. When the pressure plate is triggered, a creature within range standing in front of the trap takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one (limited by the number of crossbow bolts).
- **Dart Trap (p. 5):** Darts fire from a wall opposite the door when the door is opened. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception)

check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, all creatures directly in front of the door and within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

- **Electric Door Trap (p. 12):** Locked door which glows with crackling blue light. If a special phrase is spoken, the door opens. Anyone touching door without saying phrase takes 2d10 damage on a failed DC 15 Constitution saving throw, or half as much on a successful one. Door lock can be picked by character willing to take the damage while they pick the lock.
- **Falling Block Trap (p. 5):** DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging a dagger or similar hard object into a lip in the recess created by lifting the stone block slightly. When triggered, a creature within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.
- **Gas Trap (p. 5):** Triggered by opening a door. Gas is odorless, tasteless and invisible. First round characters will feel dizzy but take no damage. Second round, characters realize it is hard to breathe and start to take damage. Characters within the trap area take 1d8 damage per round and must success on a DC 15 Constitution saving throw or be poisoned for 1 hour. There are two ways to disarm. A DC 15 Intelligence (Investigation) check determines it can be disarmed by plugging the gas holes with rags or spikes will stop gas from filling room. A DC 15 Wisdom (Perception) check determines a way to bypass the trap by jamming all doors to the room open allowing the gas to escape without harming characters further.
- **Pendulum Blade Trap (p. 12):** DC 15 passive Wisdom (Perception) check to spot ceiling shafts, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by cutting cables in ceiling shafts. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by avoiding pressure plates. Triggered by walking on a pressure plate. Once triggered, three swinging blades will emerge from shafts in the ceiling. A creature within range of the blades takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one (limited by the number of spears). Blades will swing 10 rounds then automatically reset.
- **Pit Trap (p. 5):** Hinged floor panels drop when the door handle pulled; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using

thieves tools to disable it by using tools to break the door handle tripwires. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for every 10 feet it fell.

- **Pit Trap With Spikes (p. 18):** 1As above but the 10' deep pit has spikes. In addition to the falling damage, falling characters take 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.
- **Poison Needle Trap (p. 10):** This trap protects a chest or other compartment. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 1d10 damage and must success on a DC 15 Constitution saving throw or be poisoned for 1 hour.
- **Rolling Boulder Trap (p. 15):** DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. Depending on GM discretion, the boulder may trigger even if noticed. When triggered, a spherical or wheel-shaped boulder emerges from a hidden nook and rolls toward the characters down the passage. Creature within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one. Boulder stops after it reaches the end of the hall.
- **Spear Trap (p. 5):** Triggered by a pressure plate. Will shoot a number of spears determined by the GM. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap. When the pressure plate is triggered, a creature within range standing in front of the trap takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one (limited by the number of spears).
- **Water Trap (p. 10):** When a human sized creature crosses the room, this trap is sprung which slams the doors shut. DC 15 passive Wisdom (Perception) check to spot the vents high in the walls, or DC 12 Wisdom (Perception) check if actively searching. Afterwards, water pours in from vents high in the walls. It takes a DC 10 Strength Check to open the shut doors (made with disadvantage if water has risen too high). Unless players succeed within three tries to force open door, they will start to drown. After the room is completely filled for three minutes, concealed drains in the floor open and water slowly drains out. Afterwards, the trap automatically resets.

## Monsters

1. **Auriga Sikinios, Chief Mage of Usamigras:** Treat as Mage

(MM 347, CR 6 (2,300 XP))

2. **Banshee:** Banshee (MM 23, CR 4 (1,100 XP))
3. **Beetle, Giant Tiger Beetle:** Use Giant Fire Beetle (MM 325, CR 0 (0-10 XP)); 4' long, striped carapices, look like tiger skins
4. **Brother Theodeus (Cynidicean Leader):** Priest (MM 348, CR 2 (450 XP))
5. **Brotherhood of Gorm:** Treat as Guard (MM 347, CR 0.125 (25 XP)) or Bandit Captain (MM 344, CR 2 (450 XP))
6. **Carrion Crawler:** Carrion Crawler (MM 37, CR 2 (450 XP))
7. **Cave Locust:** Treat as Swarm of Insects (MM 338, CR 0.5 (100 XP))
8. **Giant Centipede:** Giant Centipede (MM 323, CR 0.25 (50 XP))
9. **Cynidiceans:** Use Guard (MM 347, CR 0.125 (25 XP)) Bandit Captain (MM 344, CR 2 (450 XP)) Knight (MM 347, CR 3 (700 XP)) Gladiator (MM 346, CR 5 (1,800 XP))
10. **Demetrius:** Treat as Mage (MM 347, CR 6 (2,300 XP))
11. **Doppelganger:** Doppelganger (MM 82, CR 3 (700 XP))
12. **Draco (Giant Lizard):** use Giant Lizard (MM 326, CR 0.25 (50 XP))
13. **Driver Ant** (6' long giant ant, treat as Giant Fire Beetle (MM 325, CR 0 (0-10 XP)) but without the illumination ability
14. **Evil Cleric Darius:** Treat as Mage (MM 347, CR 6 (2,300 XP))
15. **Ferret, Giant:** treat as Wolf (MM 341, CR 0.25 (50 XP))
16. **Giant Fire Beetle:** Fire Beetles (MM 325, CR 0 (0-10 XP))
17. **GargoyleS:** Gargoyles : MM 40, CR 2 (450 XP))
18. **Gecko, man-sized:** Treat as Giant Lizard (MM 326, CR 0.25 (50 XP))
19. **Gelatinous Cube:** Gelatinous Cube (MM 242, CR 2 (450 XP))
20. **Ghouls:** Ghoul (MM 148, CR 1 (200 XP))
21. **Giant Rats:** Giant Rat (MM 327, CR 0.125 (25 XP))
22. **Giant Shrews:** Treat as Giant Rat (MM 327, CR 0.125 (25 XP))
23. **Gnome:** Treat as Kobold (MM 195, CR 0.125 (25 XP))
24. **Goblin:** Goblin (MM 166, CR 0.25 (50 XP))
25. **Green Slime:** Treat as Gray Ooze (MM 243, CR 0.5 (100 XP))
26. **Hobgoblins:** Hobgoblin (MM 186, CR 0.5 (100 XP)) and Hobgoblin Captain (MM 186, CR 3 (700 XP))
27. **Iron Statues:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) or Flesh Golem (MM 169, CR 5 (1,800 XP))
28. **Kanadius, Grand Master of the Brotherhood of Gorm:** Treat as Knight (MM 347, CR 3 (700 XP))
29. **Killer Bees:** Treat as Stirge (MM 284, CR 0.125 (25 XP))
30. **Lizard, Giant:** Tuatara (8' long cross between iguana and a toad): Giant Lizard (MM 326, CR 0.25 (50 XP))
31. **Magi of Usamigras:** Treat as Cult Fanatic (MM 345, CR 2 (450 XP)) but with wizard cantrips (*Shocking Grasp, Ray of Frost, Mage Hand*) and six prepared wizard spells (*Detect Magic, Disguise Self, Mage Armor, Magic Missile, Shield, Arcane Lock, Blur, Darkness, Levitate, Suggestion*)
32. **Ogres:** Ogre (MM 237, CR 2 (450 XP))
33. **Oil Beetles:** Treat as Swarm of Insects (MM 338, CR 0.5

(100 XP), and describe damage as blisters which form from beetle's oil.

34. **Owl Bear:** Owlbear (MM 249, CR 3 (700 XP))
35. **Pandora, Madarua's Champion:** Treat as Bandit Captain (MM 344, CR 2 (450 XP)) or Knight (MM 347, CR 3 (700 XP)) but with a sword +1.
36. **Pit Vipers:** Treat as Swarm of Poisonous Snakes (MM 338, CR 2 (450 XP))
37. **Policrates the Herald (Cynidicean):** Treat as Knight (MM 347, CR 3 (700 XP))
38. **Polymar:** Treat as Doppelganger: Doppelganger (MM 82, CR 3 (700 XP)) but can mimic inanimate objects as well as creatures
39. **Queen Zenobia (Wight):** Wight (MM 300, CR 3 (700 XP))
40. **Rock pythons:** Treat as Constrictor Snake (MM 320, CR 0.25 (50 XP))
41. **Rust Monster:** Rust Monster (MM 262, CR 0.5 (100 XP))
42. **Shadows:** Shadow (MM 269, CR 0.5 (100 XP))
43. **Skeletons:** Skeleton (MM 272, CR 0.25 (50 XP))
44. **Spitting Cobra:** Treat as Poisonous Snake (MM 334, CR 0.125 (25 XP))
45. **Sprites:** Sprite (MM 283, CR 0.25 (50 XP))
46. **Stirges:** Stirge (MM 284, CR 0.125 (25 XP))
47. **Thoul** (Hobgoblin which looks like a magical combination of ghoul, hobgoblin and a troll): Treat as Hobgoblin Captain (MM 186, CR 3 (700 XP)) or Hobgoblin Warlord (MM 187, CR 6 (2,300 XP))
48. **Warrior Maidens of Madarua:** Treat as Bandit Captain (MM 344, CR 2 (450 XP)) or Knight (MM 347, CR 3 (700 XP))
49. **Werefoxes:** Treat as Jackalwere (MM 193, CR 0.5 (100 XP))
50. **Wererats:** Wererat (MM 209, CR 2 (450 XP))
51. **White Apes:** Treat as Giant Ape (MM 323, CR 7 (2,900 XP)) but with half or two-thirds the HP, damage and XP.
52. **Wolf:** Use Wolf (MM 341, CR 0.25 (50 XP)) or Winter Wolf (MM 340, CR 3 (700 XP))
53. **Yellow Mold:** Treat as Violet Fungus (MM 138, CR 0.25 (50 XP))
54. **Zargon:** See Special Creatures section (note that its horn, if not destroyed in volcanic fire, will cause him to eventually regenerate some years after the encounter)
55. **Zombies:** Zombie (MM 316, CR 0.25 (50 XP))

## Special Creatures

### Zargon

*Large aberration, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 144 (16d10+48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	13 (+2)	15 (+2)	15 (+2)

**Skills** Perception +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

#### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

#### Legendary Actions

Zargon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zargon regains spent legendary actions at the start of its turn.

**Seek Prey.** Zargon makes a Wisdom (Perception) check to find targets who are out of sight.

**Lashing Tentacles.** Zargon makes two tentacle attacks.

**Grasping Tentacles.** Zargon makes one tentacle attack. If this attack hits, the target is grappled (escape DC 15). Until the grapple ends, the target is restrained.



# B4 The Lost City Reference Sheet

## Random Encounters

### Tiers 1 & 2: Wandering Monsters

#### Roll 1d6

- |                     |                  |
|---------------------|------------------|
| 1. Centipede, Giant | 4. Ferret, Giant |
| 2. Cave Locust      | 5. Gnome         |
| 3. Cynidicean       | 6. Goblin        |

### Tiers 3 & 4: Wandering Monsters

#### Roll 1d8

- |                             |                                   |
|-----------------------------|-----------------------------------|
| 1. Bat, Giant               | 5. Hobgoblin                      |
| 2. Brotherhood of Gorm      | 6. Rock Baboon (semi-intelligent) |
| 3. Magic User of Usamigaras | 7. Snake, Spitting Cobra          |
| 4. Cynidicean               | 8. Warrior Maidens of Madarusa    |

### Tiers 5: Wandering Monsters

#### Roll 1d8

- |  |  |
|--|--|
| 1. Cynidicean  | 5. Cynidicean  |
| 2. Beetle, Giant: Tiger Beetle (4' long, striped carapaces, look like tiger skins) | 6. Lizard, Giant: Tuatara (8' long cross between iguana and a toad)                  |
| 3. Cynidicean  | 7. Rust Monster  |
| 4. Driver Ant (6' long giant ant)  | 8. Thoul (Hobgoblin, looks like magical combination of ghoul, hobgoblin and a troll) |

### Cynidicean Encounters

See great 1d12 encounters on page 26.

## Magic Items

1. *Chainmail +1*
2. *Chain Mail +2* (consider reducing to +1)
3. *Clerical Scroll* with three spells: *bless*, *cure wounds*, and *healing word*
4. *Cursed Scroll* (suggest replacing the scroll which turns reader into miniature of Zargon to last only a few minutes, and gives reader knowledge of Zargon's horn)
5. *Dagger +1*
6. *Elven Boots* (use *Boots of Elvenkind*)
7. *Elven Cloak* (use *Cloak of Elvenkind*)
8. *Helm of Alignment Change* (suggest replacing with *Helm of Comprehending Languages*)
9. *Helm of Telepathy*
10. *Mace +1*

11. *Magic Scroll* with three spells: *Disguise Self*, *Blur*, and *Darkness*
12. *Plate Armor +1*
13. *Poison Potion* (use *Potion of Poison*)
14. *Potion of Healing*
15. *Potion of Invisibility*
16. *Potion of Levitation* (use *Potion of Flying*)
17. *Ring of Fire Resistance*
18. *Shield +2*
19. *Spear +2*
20. *Sword +1*
21. *Sword +1*, casts continual light on command
22. *Sword +2* (consider reducing to +1)
23. *Wand of Illusion* (suggest replacing with *Wand of Wonder*)
24. *Wand of Magic Detection*
25. *Wand of Paralyzation* (use *Wand of Paralysis*)

## Traps

**Alarm Bell Trap (p. 11 and p. 19):** A hidden pressure plate in the floor triggers this trap. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm the alarm by cutting the wire that routes to the bell, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, an alarm bell sounds in the relevant area.

**Crossbow Trap (p. 5):** Triggered by a pressure plate. Will shoot a number of crossbow bolts determined by the GM. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap. When the pressure plate is triggered, a creature within range standing in front of the trap takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one (limited by the number of crossbow bolts).

**Dart Trap (p. 5):** Darts fire from a wall opposite the door when the door is opened. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, all creatures directly in front of the door and within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

**Electric Door Trap (p. 12):** Locked door which glows with crackling blue light. If a special phrase is spoken, the door opens. Anyone touching door without saying phrase takes 2d10 damage on a failed DC 15 Constitution saving throw, or half as much on a successful one. Damage. Door lock can be picked by character willing to take the damage while they pick the lock.

**Falling Block Trap (p. 5):** DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging a dagger or similar hard object into a lip in the recess created by lifting the stone block slightly. When triggered, a creature within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

**Gas Trap (p. 5):** Triggered by opening a door. Gas is odorless, tasteless and invisible. First round characters will feel dizzy but take no damage. Second round, characters realize it is hard to breathe and start to take damage. Characters within the trap area take 1d8 damage per round and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. There are two ways to disarm. A DC 15 Intelligence (Investigation) check determines it can be disarmed by plugging the gas holes with rags or spikes will stop gas from filling room. A DC 15 Wisdom (Perception) check determines a way to bypass the trap by jamming all doors to the room open allowing the gas to escape without harming characters further.

**Pendulum Blade Trap (p. 12):** DC 15 passive Wisdom (Perception) check to spot ceiling shafts, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by cutting cables in ceiling shafts. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by avoiding pressure plates. Triggered by walking on a pressure plate. Once triggered, three swinging blades will emerge from shafts in the ceiling. A creature within range of the blades takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one (limited by the number of spears). Blades will swing 10 rounds then automatically reset.

**Pit Trap (p. 5):** Hinged floor panels drop when the door handle pulled; any in the area

## Factions of Cynidicea

Faction	Class	Mask & Attire	Mark	God	Membership*
<b>Brotherhood of Gorm</b>	Lawful Male Fighters	<b>Golden Mask</b> of Gorm (stern, bearded man). Iron chain mail over blue tunic.	Small <b>blue lightning bolt</b> tattooed on right shoulder.	Worship <b>GORM</b> on 4 <sup>th</sup> day of each week. Lightning storms considered holy.	Male fighters, dwarves, halflings & elves.
<b>Magi of Usamigaras</b>	Neutral Magic Users	<b>Silver Mask</b> of Usamigaras (smiling child). Silver daggers & rainbow colored clothes.	Five-pointed <b>star of small silver lines</b> on right palm.	Worship <b>USAMIGARAS</b> , god of healers, messengers & thieves, when stars & planets in right pattern.	Magic users, elf, cleric or thief.
<b>Warrior Maidens of Madarua</b>	Neutral Female Fighters	<b>Bronze Mask</b> of Madarua (beautiful woman). Bronze chain mail over green tunics.	Small <b>sickle-shaped scar</b> on the inside of their left wrist.	Worship <b>MADARUA</b> , goddess of birth, death and changing seasons, on a holy day each season.	Females.
<b>Priests of Zargon</b>	—	Wear <b>colorful masks, bright clothing</b> , and often carry short swords. Some have <b>feathered robes</b> and <b>bird masks</b> .	No tattoos. <b>Pale skin, white hair, large eyes, infravision</b> . -1 to hit in full sunlight.	Serve the evil monster <b>ZARGON</b> , and control underground city. Spend most of their time living in strange dream worlds.	—

\* Factions will accept certain characters as full members. Any characters can become a lesser member, but not rise within the faction.

may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by using tools to break the door handle tripwires. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for every 10 feet it fell.

**Pit Trap With Spikes (p. 18):** 1As above but the 10' deep pit has spikes. In addition to the falling damage, falling characters take 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

**Poison Needle Trap (p. 10):** This trap protects a chest or other compartment. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 1d10 damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

**Rolling Boulder Trap (p. 15):** DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. Depending on GM discretion, the boulder may trigger even if noticed. When triggered, a spherical or wheel-shaped boulder emerges from a hidden nook and rolls toward the characters down the passage. Creature within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one. Boulder stops after it reaches the end of the hall.

**Spear Trap (p. 5):** Triggered by a pressure plate. Will shoot a number of spears determined by the GM. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap. When the pressure plate is triggered, a creature within range standing in front of the trap takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one (limited by the number of spears).

**Water Trap (p. 10):** When a human sized creature crosses the room, this trap is sprung which slams the doors shut. DC 15 passive Wisdom (Perception) check to spot the vents high in the walls, or DC 12 Wisdom (Perception) check if actively searching. Afterwards, water pours in from vents high in the walls. It takes a DC 10 Strength Check to open the shut doors (made with disadvantage if water has risen too high). Unless players succeed within three tries to force open door, they will start to drown. After the room is completely filled for three minutes, concealed drains in the floor open and water slowly drains out. Afterwards, the trap automatically resets.

## Monsters

- Auriga Sicanos, Chief Mage of Usamigras:** Treat as Mage (MM 347, CR 6 (2,300 XP))
- Banshee:** Banshee (MM 23, CR 4 (1,100 XP))
- Beetle, Giant Tiger Beetle:** Use Giant Fire Beetle (MM 325, CR 0 (0-10 XP)); 4' long, striped carapices, look like tiger skins
- Brother Theodeus (Cynidicean Leader):** Priest (MM 348, CR 2 (450 XP))

- Brotherhood of Gorm:** Treat as Guard (MM 347, CR 0.125 (25 XP)) or Bandit Captain (MM 344, CR 2 (450 XP))
- Carrion Crawler:** Carrion Crawler (MM 37, CR 2 (450 XP))
- Cave Locust:** Treat as Swarm of Insects (MM 338, CR 0.5 (100 XP))
- Giant Centipede:** Giant Centipede (MM 323, CR 0.25 (50 XP))
- Cynidiceans:** Use Guard (MM 347, CR 0.125 (25 XP)) Bandit Captain (MM 344, CR 2 (450 XP)) Knight (MM 347, CR 3 (700 XP)) Gladiator (MM 346, CR 5 (1,800 XP))
- Demetrius:** Treat as Mage (MM 347, CR 6 (2,300 XP))
- Doppelganger:** Doppelganger (MM 82, CR 3 (700 XP))
- Draco (Giant Lizard):** use Giant Lizard (MM 326, CR 0.25 (50 XP))
- Driver Ant (6' long giant ant, treat as Giant Fire Beetle (MM 325, CR 0 (0-10 XP)) but without the illumination ability**
- Evil Cleric Darius:** Treat as Mage (MM 347, CR 6 (2,300 XP))
- Ferret, Giant:** treat as Wolf (MM 341, CR 0.25 (50 XP))
- Giant Fire Beetle:** Fire Beetles (MM 325, CR 0 (0-10 XP))
- GargoyleS:** Gargoyles : MM 40, CR 2 (450 XP))
- Gecko, man-sized:** Treat as Giant Lizard (MM 326, CR 0.25 (50 XP))
- Gelatinous Cube:** Gelatinous Cube (MM 242, CR 2 (450 XP))
- Ghouls:** Ghoul (MM 148, CR 1 (200 XP))
- Giant Rats:** Giant Rat (MM 327, CR 0.125 (25 XP))
- Giant Shrews:** Treat as Giant Rat (MM 327, CR 0.125 (25 XP))
- Gnome:** Treat as Kobold (MM 195, CR 0.125 (25 XP))
- Goblin:** Goblin (MM 166, CR 0.25 (50 XP))
- Green Slime:** Treat as Gray Ooze (MM 243, CR 0.5 (100 XP))
- Hobgoblins:** Hobgoblin (MM 186, CR 0.5 (100 XP)) and Hobgoblin Captain (MM 186, CR 3 (700 XP))
- Iron Statues:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) or Flesh Golem (MM 169, CR 5 (1,800 XP))
- Kanadius, Grand Master of the Brotherhood of Gorm:** Treat as Knight (MM 347, CR 3 (700 XP))
- Killer Bees:** Treat as Stirge (MM 284, CR 0.125 (25 XP))
- Lizard, Giant:** Tuatara (8' long cross between iguana and a toad): Giant Lizard (MM 326, CR 0.25 (50 XP))
- Magi of Usamigras:** Treat as Cult Fanatic (MM 345, CR 2 (450 XP)) but with wizard cantrips (*Shocking Grasp, Ray of Frost, Mage Hand*) and six prepared wizard spells (*Detect Magic, Disguise Self, Mage Armor, Magic Missile, Shield, Arcane Lock, Blur, Darkness, Levitate, Suggestion*)
- Ogres:** Ogre (MM 237, CR 2 (450 XP))
- Oil Beetles:** Treat as Swarm of Insects (MM 338, CR 0.5 (100 XP)), and describe damage as blisters which form from beetle's oil.
- Owl Bear:** Owlbear (MM 249, CR 3 (700 XP))
- Pandora, Madarua's Champion:** Treat as Bandit Captain (MM 344, CR 2 (450 XP)) or Knight (MM 347, CR 3 (700 XP)) but with a sword +1.
- Pit Vipers:** Treat as Swarm of Poisonous Snakes (MM 338, CR 2 (450 XP))
- Policrates the Herald (Cynidicean):** Treat as Knight (MM 347, CR 3 (700 XP))
- Polymar:** Treat as Doppelganger: Doppelganger (MM 82, CR 3 (700 XP)) but can mimic inanimate objects as well as creatures

- Queen Zenobia (Wight):** Wight (MM 300, CR 3 (700 XP))
- Rock pythons:** Treat as Constrictor Snake (MM 320, CR 0.25 (50 XP))
- Rust Monster:** Rust Monster (MM 262, CR 0.5 (100 XP))
- Shadows:** Shadow (MM 269, CR 0.5 (100 XP))
- Skeletons:** Skeleton (MM 272, CR 0.25 (50 XP))
- Spitting Cobra:** Treat as Poisonous Snake (MM 334, CR 0.125 (25 XP))
- Sprites:** Sprite (MM 283, CR 0.25 (50 XP))
- Stirges:** Stirge (MM 284, CR 0.125 (25 XP))
- Thoul (Hobgoblin which looks like a magical combination of ghoul, hobgoblin and a troll):** Treat as Hobgoblin Captain (MM 186, CR 3 (700 XP)) or Hobgoblin Warlord (MM 187, CR 6 (2,300 XP))
- Warrior Maidens of Madarua:** Treat as Bandit Captain (MM 344, CR 2 (450 XP)) or Knight (MM 347, CR 3 (700 XP))
- Werefoxes:** Treat as Jackalwer (MM 193, CR 0.5 (100 XP))
- Wererats:** Wererat (MM 209, CR 2 (450 XP))
- White Apes:** Treat as Giant Ape (MM 323, CR 7 (2,900 XP)) but with half or two-thirds the HP, damage and XP.
- Wolf:** Use Wolf (MM 341, CR 0.25 (50 XP)) or Winter Wolf (MM 340, CR 3 (700 XP))
- Yellow Mold:** Treat as Violet Fungus (MM 138, CR 0.25 (50 XP))
- Zargon:** See Special Creatures section (note that its horn, if not destroyed in volcanic fire, will cause him to eventually regenerate some years after the encounter)
- Zombies:** Zombie (MM 316, CR 0.25 (50 XP))

## Special Creatures

### Zargon

*Large aberration, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 144 (16d10+48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	13 (+2)	15 (+2)	15 (+2)

**Skills** Perception +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

### Legendary Actions

Zargon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zargon regains spent legendary actions at the start of its turn.

**Seek Prey.** Zargon makes a Wisdom (Perception) check to find targets who are out of sight.

**Lashing Tentacles.** Zargon makes two tentacle attacks.

**Grasping Tentacles.** Zargon makes one tentacle attack. If this attack hits, the target is grappled (escape DC 15). Until the grapple ends, the target is restrained.