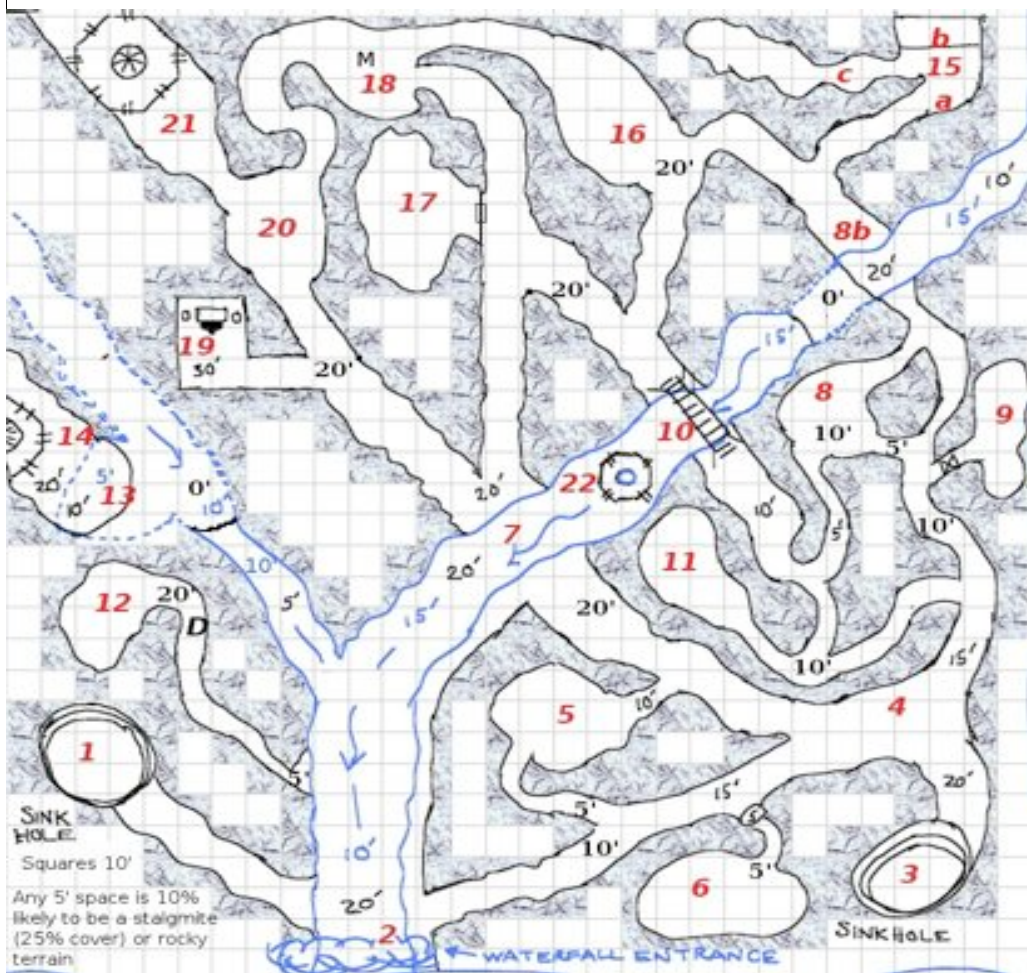


# Entombed City of Zud Sida, Level 1, Caves Above

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Centuries ago, mages built the city Zud Sida over the magical cells of imprisoned demons. For their arrogance, greater demons cursed the city and buried it and its powers beneath a mountain of rock. Ages passed, and nature has unwittingly carved caverns that reach the minarets of the buried city. Scaled cultists dig to release their demonic masters, yet the dead mages and their magic thwart their entry.

## Empty rooms have a 1in6 per turn chance of a Wandering Monster: d20

- 1-4 Giant Crayfish (no water, no crayfish, see 13)
- 5-7 3d4 Kobolds
- 8-11 1d6 Troglodytes
- 12-15 Decorations (See Subtable)
- 16-17 Sounds (See Subtable)
- 18-19 1d3 Blood Creatures (see 19)
- 20 The Decorator plus 0-1 Statue

**Decorations** (1d4 rolls on 1d8): 1-5: statue, 6: stalagmite painted random color 7: flowers 8: dead kobold or troglodyte artfully arranged

**Statue Race d3** : 1-Trog 2-Kobold 3-Adventurer

**The Decorator**: a bard, driven insane by his knowledge of the Zud Sida. He is obsessed with exploring its depths but is stymied by cultists & guardians. He moves the petrified figures from room 15 throughout, avoiding discovery using a Ring of Statue Form (become a statue of desired race 3/day.) He has been observed, but few believe the tales. He may choose to reveal himself and share his knowledge if a bargain can be achieved – but rationality is no longer his strong suit.

**Legend**: S – Secret Door \* # - water depth \* # ceiling height # Room Key X – Pit 10' (open)

**Sounds** (d10)- 1:male voice singing 2: echoes of croaking chanting 3-5:echo of roaring water 6-7:shout from a kobold or troglodyte 8-9:wind 10:sound of battle

- 1. Sink Hole Entrance**: 30' deep. Hidden handholds sized for kobolds carved into side.
- 2. Hidden Waterfall Entrance**: Waterfall from river above meets swift flowing underground river in pool. Wet ledge 10' over underground river. Knotted rope hangs from ceiling. Kobolds lasso the rope and use it to swing across. Weee! Hidden handholds on west wall allow kobolds to reach area 12.
- 3. Sink Hole Entrance**: guarded by 2d3 troglodytes hidden in jungle brush above. 30' deep. Rope ladder.
- 4. Empty**. 1in 6 chance of a dead kobold.
- 5. Empty Alcove**. Roll on Decorations table (in addition to 1in6 chance of Wandering Monster table)
- 6. Kobold Hidey-Hole**. Secret door is large boulder counter-weighted by kobold mechanism. 15 kobolds plus one kobold chief, remnants of original inhabitants of caves. Moving the secret door alerts kobolds. **Trap**: Boulder counter-weight can be cut by kobolds in room, potentially crushing any in doorway. Both kobold chief and kobold shaman (area 12) have knowledge of rooms on other side of river. Treasure hidden in trophy husk of dead giant crayfish.
- 7. Chasm**. 1in4 chance 2d4 troglodytes (javelin) on either side. Stalagmites provide 25% cover. Trogs may seek help from 20 or 11, may use the bridge at 10.
- 8. Empty Foyer**. Roll on Decorations table (in addition to 1in6 chance of Wandering Monster table)
- 8b. Crossing**. Kobold-sized hidden handholds along the southern wall above river. 1in3 chance of 1d3 statues.
- 9. Dead Kobolds**. (15) Slaughtered by trogs and left here. 1 in 10 chance of treasure. 1 in 3 chance of 1d3 carrion crawlers, even if bodies are removed.
- 10. Bridge**. 6 trog guards, javelins and spears. Stalagmites for cover. Built by kobolds, the middle section of the bridge can be released into the water by releasing ropes on either (not both) side. The trogs are ignorant of this. Trogs may seek help from 11 or 16.
- 11. Troglodyte Guards**. (12). Usually 2 are on alert near entrance.
- 12. Kobold Family Area**. 10 kobolds, 15 kobold non-combatants and 1 kobold shaman. 2 are guards in advance of D, will taunt and retreat at first sight of trouble. **Trap**: D is a deadfall of stalactites triggered by the kobolds. Area is only reachable by river or by hidden handholds on west wall at 2.
- 13. Giant Crayfish Lair**. 1D3 giant crayfish nest here. Bones, discarded treasure can be glimpsed in the shallows.
- 14. Tower of the Golems**. Top of a tower of Zud Sida unearthed by water, the tower and its minaret are still intact, protected by sorcery. 2 flesh golems stand watch in the tower behind windows, some still paned in colored glass. They will pursue attackers until the water. Within the tower, a spiral stair case descends into the next level of the city where magical knowledge and power await. The passageway continues past the tower.
- 15. Chasm over City**. At a, the passage is clogged with 3d6 statues, forzen in positions of alarm. A chasm, b, protected by a Wall of Force, reveals a glimpse of the city hundreds of feet below this cavern. The Wall of Force is from the protective sorcery of Zud Sida. Across the chasm is another revealed tower. Lounging about the tower are 1d3 basilisks, plus one basilisk of stone. The passage c is the lair of the 'Decorator' (1in3 chance of being here)
- 16. Diggers**. 4 troglodytes (whips, spears) and one overseer (whip, two-handed spiked club) guard 3d6 kobold slave diggers, hoping to find more of the city.
- 17. Troglodyte Priest**. Door (built by kobold slave labor) is stone and locked. 3 elite troglodytes (spears) and Troglodyte Priest (whip, magic unholy symbol). Priest can command blood demons and creatures on a turn undead check. Treasure is in a chest (poison needle trap) hidden beneath small altar.
- 18. Minaret**. Top of a tower at M. Runes inscribe it, projecting an aura. Magical/extraplanar evil creatures can not enter in 20', other evil creatures sickened.
- 19. Altar to Blood Demons**. Excavated, not natural. Sickly red glow from pool of blood at base of altar. Sacrificial Dagger lays upon the altar. If those who approach do not cut themselves, two Blood Demons rise from pool (sinews of solid blood, claws of sacrificial daggers.) Any wound caused by the blood demons creates a Blood Creature of same hitpoints, which attaches and attacks the wounded victim. Any heal spell dispels a blood creature (not demon).
- 20. Troglodyte guards**. 4. Javelins and spears.
- 21. Tower of the Mage Knights**. Top of a tower of Zud Sida unearthed by water, still intact. 4 undead mage knights (swords, spells) guard the tower. They will not approach the Blood Altar, but will attack Blood Demons. Spiral Staircase in tower descends to next level. Passage continues.
- 22. Tower Over Water**: Windows above river but central spiral stairs filled with water. Wand of Push in case next to window. Label on case in red ancient Zud Sidan script reads "Use in case of Emergency"