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Dungeon Crawl Classics #23

The Sunken Ziggurat

by Richard Pocklington
AN ADVENTURE FOR CHARACTER LEVELS 5-7



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

A recent earthquake has exposed an ancient ziggurat long buried in the earth. When the heroes are called to investigate, they find more than just a buried structure. The dragon-queen Tiamat was slain on this site, and the ziggurat was built eons ago to seal her taint. Now that it has resurfaced, evil magics flow into the surrounding lands! The heroes must descend into this ancient edifice, defeat the monsters that dwell within its bowels, and replace that seal that prevents Tiamat's evil from leaking into the world!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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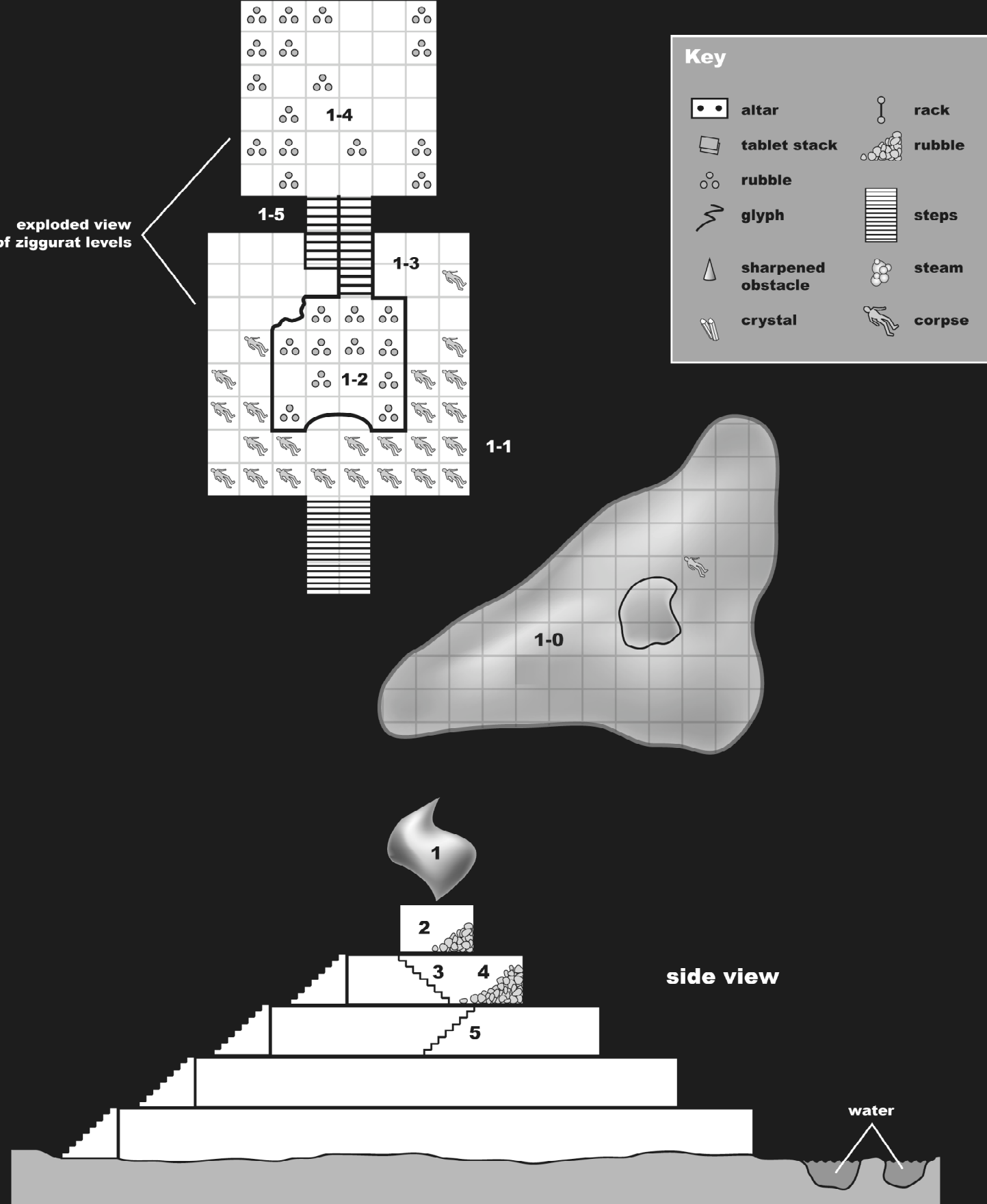
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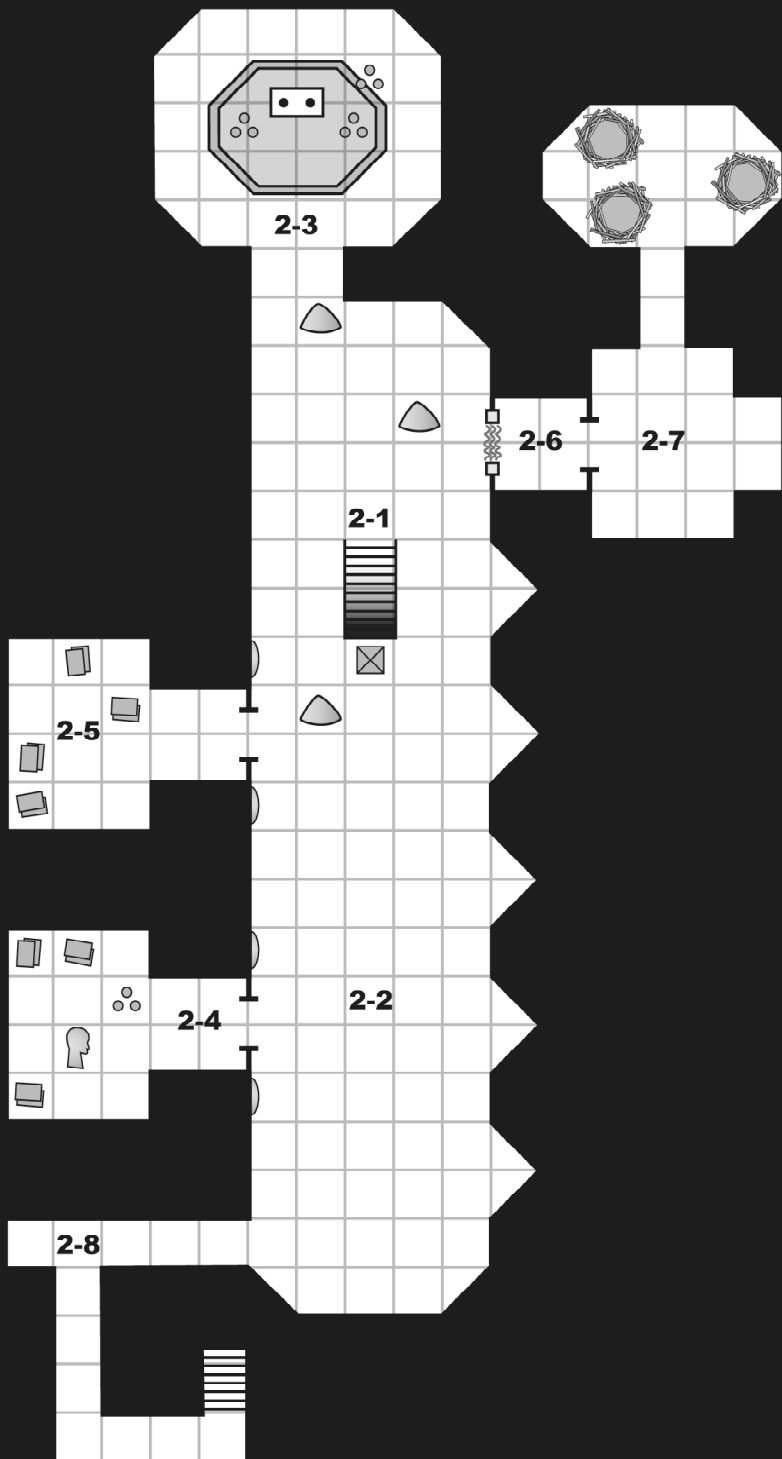
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The Sunken Ziggurat - Level 1



The Sunken Ziggurat - Level 2



Key
applies to maps 3-5 as well

-  stone head
-  nest
-  dust mound
-  shimmering portal
-  statue
-  wall carving
-  table
-  wall engraving
-  flagstone

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Introduction

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The Sunken Ziggurat is designed for four to six players of 5th through 7th level. We recommend 28-30 total character levels between the party members. While the characters can be of any basic character class, a mix of character classes is helpful. At least one scholarly character with some ability to decipher foreign scripts and read dead languages will prove useful at several points in the adventure. See the "Scaling Information" section for ways to tailor this adventure your group's style of play.

Adventure Summary

A recent earthquake has exposed an ancient ziggurat long buried in the earth. For one reason or another, the heroes investigate. The ziggurat was built thousands of years ago on the site where the dragon-queen Tiamat was slain, then buried to seal her taint. Now that the ziggurat is exposed, it has begun to leak evil into the surrounding area! When the heroes investigate, they find numerous glyphs and wards that must be deactivated. The men who built the temple were lawful neutral, and the defenses are meant to prevent those who know not the ways of their rituals from descending into the lower levels. Vermin that have crept their way through cracks in the mud-brick inhabit the top levels of the ziggurat. Below these minor threats are three dangerous levels of increasing challenge. One level contains constructs and guardians left by ancient priests to protect their holy sanctum. Below that is a level haunted by the now-corrupted priests of the ziggurat. Their baleful chorus fills the ancient halls with a maddening music. Below them lies a sunken court, a filthy pit seething with aberrations that swim through the tears of a weeping maiden. To prevail, the players must descend down into the sunken court, defeat the hydra that dwells within the bowels of Tiamat, and replace the seal that prevents Tiamat's evil from leaking out into the world.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. Loc – the location number keyed to the map for the encounter. Pg – the module page number that the encounter can be found on. Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. EL – the encounter level.

Loc	Pg	Type	Encounter	EL
1-0	6	C	2 merrow	5
1-1	6	C	Storm spirit	5
1-2	7	C	Plague spirit, spirit of madness	6
1-3	7	T	Crumbled passage	1
1-4	7	C	5 Medium monstrous spiders	4
1-5	8	P	Stair puzzle	–
2-1	8	C	Spear trap	3
2-2	8	C	3 dust brothers	6
2-3	9	P/C	Altar, shadow	3
2-4	9	P	Lammasu head	–
2-5	9	C	6 Med. monstrous centipedes	3
2-6	10	P	Guardian portal	6
2-7	11	C	Scorpion man, fiendish sm. scorpions (12)	8
2-8	11	T	Electrical trap	5
3-1	12	T	Maddening music	3
3-2	12	C	7 coin eaters	2
3-3	12	C	3 shadows	6
3-4	13	C	Scorpion man	6
3-5	13	C	2 hollow ones (green), 9 hollow spawn	7
3-6	13	C	3 hollow ones (red, green, black)	7
3-7	14	C	Hollow one (white)	4
3-8	14	C	4 hollow ones (red, green, black, white) <i>Ul-Alam'anic</i> , hollow one (black) Sor6	9
3-9	15	T	<i>Glyph of warding</i> trap	–
3-10	15	C	Greater shadow	8
3-11	16	T	Gaseous form trap	5
3-12	16	C	2 shadows	5
3-13	16	P	Wind puzzle I	–
3-14	17	C	Wind puzzle II	4
3-15	17	C	Tablet golem	6
3-16	18	C	<i>The Engraver</i> , Clr8 <i>Son of the Engraver</i> , Ftr7	9
3-17	19	P/T	Moon puzzle	6
4-1	19	T	Green slime	4
4-2	20	C	3 serpentfuries	9

Loc	Pg	Type	Encounter	EL
4-3	20	T	Bestow curse trap	4
4-4	21	C	2 living tears	6
4-5	21	C	Weeping maiden (ghost Clr8)	10
4-6	22	C	Serpentfury	4
4-7	22	P	Ritual puzzle	—
5-1	23	C	Storm spirit	5
5-3	24	T	Boiling skull	2
5-4	24	C	Plague spirit	4
5-5	24	C	2 spirits of madness	6
5-6	24	T/C	Heart of Tiamat	10+
5-7	25	C	Seven-headed hydra	7

Scaling Information

The Sunken Ziggurat is designed for four to six players of 5th through 7th level, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

Weaker parties (3 or fewer characters, or lower than 5th level): In each case that more than one shadow is encountered, reduce the number to a single shadow. Replace the greater shadow in area 3-10 with a single regular shadow. Remove all the scorpions from the scorpion man encounter in area 2-7. Lower the Engraver and his son in area 3-16 to 5th level each. Remove the extra levels from Ul-Alam'nic, the leader of the hollow ones in area 3-8, making him a normal black robe. Leave only a single living tear outside the weeping maiden's chambers in area 4-4. Give the hydra in area 5-7 only five heads.

Stronger parties (7 or more characters, or higher than 7th level): Increase the number of shadows by one or two per encounter. Advance each dust brother in area 2-2 to 8 HD. Increase the size of all the monstrous scorpions, spiders, and centipedes by one size class each. Add an additional green robed hollow one to each of the hollow one encounters. Advance the weeping maiden in area 4-5 to 11th level and give her two additional living tears. Give the hydra in area 5-7 nine heads.

Getting the Players Involved

The following hooks may help get the players involved.

Riverboat Refugees: A small riverboat was ripped free of its moorings with a pair of deck hands onboard. After a dangerous voyage down the length of the wild river, the two boys washed ashore in the midst of the great southern swamp. While looking for high ground from which to scout out their position, the younger boy climbed what he thought to be a great mound of stones. They escaped the swamp with news that a great and ancient structure has erupted out of the muck.



Astronomical Cataclysm: A venerable sage skilled in astronomy has predicted that a cataclysm will take place under a particular celestial alignment that weakens the lunar influence upon the planet. This potent ebb tide shall reveal what he refers to as "the sunken ziggurat." He knows not who worships at this place, only that its appearance is a baleful omen that must be investigated.

Inscribed Tablet: An ancient tablet has recently been circulating on the local black market. On it, etched in curious glyphs, is a map with a legend written in a language that appears to be related to Infernal. Rumors surround the tablet and talk has it that a set of potent magic weapons (a spear, a bow, a knife and a mace) are to be found within whatever structure is at the primary location marked on the map.

Plague Wind: A week ago, a horrible plague struck the villages that lie along the northern edge of the swamp. Rumor has it that the disease was carried on the back of a fetid wind that arose to the south and now blows its noxious fumes even further north. Someone must put an end to this scourge, or the plague bearing wind will travel the length of the land.

Preliminary Skill Checks

If the players spend some time researching legends surrounding the sunken ziggurat, allow them to make the following skill checks. Bards may use their bardic lore (at the same DC) to roll in any one of the categories.

Knowledge (arcana) DC 20: The men who built the sunken

ziggurat were thought to possess a recipe for a magic potion. The potion granted vastly extended life to those who drank it. The recipe is likely located within their most ancient and holy place.

Knowledge (architecture and engineering) DC 20: Ziggurats were made of a mud-brick that is not as strong as masonry. The top layers of any existing ziggurat are likely to be partially collapsed.

Knowledge (geography) DC 15: The ziggurat is found between two rivers, one fast flowing and one sluggish. On the bank toward the slow moving river, the water is stagnant and full of disease-causing vermin.

Knowledge (history) DC 15: Long ago, the Sunken Ziggurat of Ul-Khaz'kul disappeared into the great southern swamp. Since the ziggurat disappeared, the swamp has been plagued with disease, storms, and venomous snakes.

Knowledge (history) DC 20: Mankind abandoned the swamp to the south when the kingdom of Abylos defeated the people of Uru'Nuk in a bloody war. After Uru'Nuk was destroyed, great serpent-like aberrations sprang from the ocean and devoured the city of Abylos.

Knowledge (history) DC 25: The people of the nation of Uru'Nuk inhabited the Ziggurat of Ul-Khaz'kul. They spoke an extinct language known as Unuul. The language is related to Infernal.

Knowledge (religion) DC 12: The ziggurat once contained a holy shrine to a lawful neutral moon god of a mercantile character.

A Note Concerning Language

Many of the puzzles in the ziggurat depend on the characters having some ability to read the language used by the ziggurat's guardians. The language, called Unuul, is now a dead

language. Unuul is related to Infernal. Characters who speak Infernal may be considered to have 4 ranks in Decipher Script (that they may use untrained) for the purposes of deciphering the writing in the ziggurat. Those characters that can read Draconic gain a +2 circumstance bonus to rolls made to decipher the Unuul language. Each of the writings and inscriptions in the ziggurat may be deciphered by a Decipher Script check at DC 20. If none of the PCs have such abilities, you may increase the quantity of scrolls found with the bodies of the tomb robbers in area 1-4. Alternatively, you can make Unuul an ancient variant of Common, so that nearly anyone can read the glyphs with a little work.

Background Story

Several thousand years ago, raiders from the warlike civilization of Abylos entered the great ziggurat of Ul-Khaz'kul, the most holy site within the nation of Uru'Nuk. Once they had breached the potent magical glyphs that warded the shrine, they slaughtered the priests and priestesses, and desecrated the altars within the ziggurat.

The ziggurat had been built, long before, on top of the spot where the manifestation of dragon-queen Tiamat had been slain. An altar was constructed to seal the evil of Tiamat's blood into the earth. When the invaders desecrated the altar, the taint of Tiamat's blood began to seep up into the ziggurat. The high priest of Uru'Nuk cast a potent spell that sunk the ziggurat deep within the earth so that the evil wind that howled up from the bowels of the place could not release its poison into the land beyond. In doing so, he doomed himself, the surviving priests, and the men of Abylos to imprisonment within the ziggurat. The warriors of Abylos were slain by Tiamat's servants and now live on as shadows trapped between life and death. The remaining priests of Uru'Nuk became corrupted by Tiamat's influence. Year after year, they chant perversions of the holy chants and deluded variants of their ancient and sacred rites.

Player Beginning

The long journey through the hot, stinking swamp is left for the GM to describe. Four primary routes exist that the PCs might take to get to the ziggurat. The fast river, the Laeon, is a mass of cataracts and rapids, and no sane boatman would allow his boat to go down such a waterway. While creatures are rare on this route, the environmental hazards almost guarantee at least one capsizing. The slow river, the Urudu, is shallow, broad, and full of trouble. Giant alligators, leeches, and all manner of insect pests will try the fortitude of even the toughest heroes who take this path. While traveling directly through the swamp is possible, the dank route is full of trolls, merrow and lacedon, as well as the constant threat of disease and quicksand. Travel up from the ocean is the quickest route, but numerous pirates travel along the edge of the swamp. They are likely to attack any vessel that is approaching the swamp from the open water to the south. When the heroes finally arrive (through whatever means), read or paraphrase the following:

All about you a loud wind blows and warm rain cascades down through lush vegetation, drenching you to the core. The place seems to be in a perpetual state of storm. For the first time in hours, the ground rises steadily out of the swamp, and while the earth is wet, it drains well. Pushing your way through the dense undergrowth, you find odd tussocks of earth that seem out of place. Bushes and trees stand at odd angles, almost as if the earth beneath them were thrust up from below, leaving them all but uprooted. The smell here is strange, as if a great amount of rotting vegetation had recently been exposed. A rank odor, stronger even than that of the rest of the swamp, permeates the air. As you raise your heads from the grim trail on which you walk, you see a great structure rising out of the gloom and mists. Five huge muddy tiers of brick stand silent, lain one atop another crowned with a whirling vortex of storm. A horrible plague-ridden wind howls out of the top of the muck-encrusted structure. At last, you have reached the ziggurat.

Wandering Monsters

All levels of the ziggurat use similar wandering monster tables, which are presented here. Each hour there is a 10% chance of encountering some of the local swamp creatures. Groups carrying bright lights or making a fire double the chance of an encounter. Once the characters are inside the ziggurat, check once every two hours, or every four hours if the players have stayed in a single area and taken care to reduce the likelihood of being detected.

The dangers of random encounters continue to grow. If the party continues to rest, either inside the ziggurat or nearby, let them know that the situation is getting worse. The first time they rest, merely mention that the howl of the wind has increased while they slept. The second time they rest, the winds continue to howl and the chance for a random encounter doubles until they replace the seal on the bottom level. If they rest a third or subsequent time, they automatically trigger a double strength random encounter (i.e., 2 plague spirits, 2d3 hollow ones, etc.) each time they rest.

Encounters Outside the Ziggurat (d6)

Roll	Encounter
1	1d3 merrow
2	Wereboar
3	3d6 goblin War1
4	Huge monstrous centipede
5	1d6+1 Small monstrous spiders
6	1d6 human Com1 zombies

Encounters Inside the Ziggurat (d4)

Roll	Encounter
1	Plague spirit
2	Storm spirit
3	Spirit of madness
4	Varies by level: 1d3 hollow ones (level 4), 1 serpentfury (level 5), or roll once on outdoor table (level 2 or 3)

Merrow (aquatic ogres): CR 3; Large giant; HD 4d8+11; hp 29 each; Init -1; Spd. 20 ft, swim 30 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk/Full Atk Longspear +8 melee (1d8+7/x3); Space/Reach 10 ft./15 ft.; SA -; SQ Darkvision 60 ft., low light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide -5 (+3 in water), Listen +2, Spot +2; Toughness, Weapon Focus (Longspear).

Possessions: Longspear.

Wereboar (hybrid form): CR 4; Medium humanoid (shapechanger); HD 3d8+12; hp 34; Init +1; Spd. 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +6; Atk Claw +6 melee (1d4+3); Full Atk 2 claws +6 melee (1d4+3) and gore +1 melee (1d6+1); SA Curse of lycanthropy; SQ Alternate form, boar empathy, damage reduction 10/silver, ferocity, low light vision, scent; AL N; SV Fort +9, Ref +3, Will +3; Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +3, Intimidate +3, Listen +5, Spot +4; Alertness, Improved Bull Rush, Iron Will, Power Attack, Toughness.

Goblin War1: CR 1/3; Small humanoid; HD 1d8+1; hp 5; Init +1; Spd. 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SA -; SQ Darkvision 60'; AL LE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Morningstar, leather armor, light shield, javelin, 1d3 gp.

Huge Monstrous Centipede: CR 2; Huge Vermin; HD 6d8+6; hp 33; Init +2; Spd. 40 ft.; AC 16, touch 10, flat-footed 14; Base Atk +4; Grp +15; Atk/Full Atk Bite +5 melee (2d6+4 plus poison); SA Poison (DC 14 Fort, 1d6 Dex); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +2, Spot +4; Weapon Finesse.

Small Monstrous Spider: CR 1/2; Small Vermin; HD 1d8; hp 4; Init +3; Spd. 30 ft., Climb 20ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -6; Atk/Full Atk Bite +4 melee (1d4-2 plus poison); SA Poison (DC 10 Fort, 1d3 Str), web (DC 10 escape artist); SQ Darkvision 60 ft., tremorsense 60ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11, Jump-2, Spot +4. Weapon Finesse.

Zombie, human Com1: CR 1/2; Medium undead; HD 2d12+3; hp 16; Init -1; Spd. 30 ft.(can't run); AC 11, touch 9, flat-footed 11; Base Atk +2; Grp +2; Atk/Full Atk Slam +2 melee 1d6+1; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Level 1: The Crumbling Mound

This level primarily describes the exterior of the massive ziggurat. It is a large stepped pyramid, with a long staircase leading to its top. At the top of the ziggurat is an unnatural storm, described in area 1-1. Entrance to the interior is provided via the staircase at 1-3, which leads to area 2-1 by way of 1-4 and 1-5. There is one feature of interest in the surrounding area, described in area 1-0.

Doors and walls on this and future levels have statistics as follows.

Baked Mud-Brick Walls: 1 ft. thick; hardness 5; hp 70; break DC 30; Climb DC 15.

Baked Mud-Brick Door: 3" thick; hardness 5; hp 20; break DC 22 (stuck), 22 (locked).

Bronze Laced Mud-Brick Door: 3" thick; hardness 8; hp 45; break DC 22 (stuck), 24 (locked).

Areas of the Map

Area 1-0 – Smashed Tablet (EL 5): Parties that thoroughly scout the area surrounding the ziggurat find a small pond.

To the east of the base of the ziggurat, you see a scummy green pond. In its center is a dry, bare mound on which sits a large clay tablet. It is impossible to discern what is written on the tablet from the shore.

Development: A pair of hungry merrow brothers lurk in the mucky water of the pond. They gain a +8 circumstance bonus to their Hide checks due to the thick green scum that floats above them. They trip, grapple, and drown any who approach the pond's edge. They have a 15-foot reach with the guisarmes. They are still bitter from the use of the *hypnotism* spell that kept them passive while their precious tablet was destroyed a few hours ago.

On the island in the center is a large clay tablet. It is defaced, a victim of the tomb robbers whose corpses lie in area 1-4. No trace of what was once written upon it is still visible. A DC 15 Track check reveals that there are fresh boot prints on the island. A DC 18 Search check reveals one small fragment of the tablet is still intact. Written on it in the language of Unuul are the words "Guardian Beast."

Treasure: A successful DC 12 Swim check gives a +4 circumstance bonus to attempts to search the pond. A DC 20 Search check within the pond reveals the merrows' last victim. He carried a masterwork shortsword, a pouch holding 35 gp and a *potion of lesser restoration*. A strange amulet hangs around his neck. It is *Thulsa*, an intelligent item described in appendix 2.

Merrow (aquatic ogres) (2): CR 3; Large giant; HD 4d8+11; hp 32, 29; Init -1; Spd. 20 ft, swim 30 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk/Full

Atk Large guisarme +8 melee (2d6+7/x3); Space/Reach 10 ft./15 ft.; SA -; SQ Darkvision 60 ft., low light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide -5 (+3 in water), Listen +2, Spot +2; Toughness, Weapon Focus (guisarme).

Possessions: Large guisarme.

Area 1-1 – Poisonous Plume (EL 5): When the characters first look upon the top of the ziggurat, read or paraphrase the following:

Thick, viscous, gray-green smoke streams forth from the crumbled mud-brick facade at the summit of the ziggurat. Swirling madly above the cracked summit is a howling storm cloud. Long tendrils of wind lash out in all directions. The storm appears almost sentient in the way that it curls about the worn and battered shrine.

Show the players handout A. When the characters come within eyesight of the ziggurat's peak, read or paraphrase the following:

Lying about the entrance to the shrine are two-dozen scantily clad humanoid bodies. Most of them appear wizened by disease, although a few are dark and charred. Wooden spears tied with bright feathers and painted war clubs lie among the corpses.

A nearby tribe of savages was attracted to the storm spirit and climbed the ziggurat to worship her. Unfortunately for them, their ritual dance was not recognized as valuable. When the witch doctor began to climb up into the poisonous plume, she struck out and slew the lot of them. Anyone who searches through the corpses discovers nine shortspears and six clubs. A DC 12 Search check reveals that one individual is wearing turtle shell bangles on to his ankles (worth 15 gp) and a necklace of the teeth of local swamp creatures (a *necklace of fangs, type III*). Anyone who touches the bodies must make a DC 14 Fortitude save or contract slimy doom (1d4 Con initial and secondary damage).

Development: If the characters spend any more than a round at the top of the ziggurat, read them the following.

At the summit itself, the smoke collects into a writhing mass that has an almost humanoid appearance. For a second, the smoky figure strains at invisible bonds that seem to bind it to the ziggurat, then after a moment it bursts free and begins to rise high up into the cloud-streaked sky. As soon as it has departed, more dark colored smoke begins to stream forth from the cracks in the top of the ziggurat. A second insubstantial figure begins to form before you.

Tactics: The storm spirit takes no action against the party unless it is disturbed. Once its anger is aroused, it uses the windstorm ability to blow nearby foes away,

and then initiates combat with a lightning bolt aimed at the densest concentration of foes.

The spirits percolating up through the broken masonry at area 1-2 join in any melee that lasts more than 3 rounds here; otherwise, they float up to freedom and avoid the party.

Storm Spirit (1): CR 5; Medium elemental; HD 6d8+6; hp 33; Init +7; Spd. Fly 80 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +4; Atk/Full Atk slam +7 melee (1d6); SA Spell like abilities, wind cone (DC 12); SQ Damage reduction 5/magic, darkvision 60 ft., elemental traits; AL CE; SV Fort +3, Ref +7, Will +4; Str 10, Dex 17, Con 13, Int 4, Wis 13, Cha 10.

Skills and Feats: Intimidate +9, Listen +1, Spot +10; Dodge, Flyby Attack, Improved Initiative

SA – Spell Like Abilities: At will – *fog cloud*, *gust of wind*; 3/day – *lightning bolt* (6d6, DC 14), *shocking grasp* (5d6, DC 12). Caster level 6th.

Area 1-2 – Cracked Mud Brick (EL 6): When the PCs scale the top of the ziggurat, read or paraphrase the following:

Atop the ziggurat, the shrine is in great disrepair. Wind and rain have taken their toll. The ages have turned the once-firm mud-brick into little more than a heap of mud and sand. Large cracks are found throughout the mount, through which burble up jets of black, green and eerie purple smoke. Two wispy figures can be seen working their way out of the cracks in the ziggurat.

Development: A plague spirit and spirit of madness are currently emerging from the cracks in the wall. The spirits are intent on rising up out of the ziggurat to spread plague and horror across the land. If either of them is approached within 5 feet or molested in any way, they engage the party immediately. Each turn, another spirit (equal chance of plague, storm or madness) burbles up through the cracked mud and joins the fray. Make it clear to the party that more smoke is streaming up through the cracked mud-brick, bringing with it more foes.

Plague Spirit (1): CR 4; Medium elemental; HD 5d8+5; hp 24; Init +3; Spd. Fly 60 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +3; Atk/Full Atk slam +6 melee (1d6); SA Spell like abilities, wind cone (DC 12); SQ Damage reduction 5/magic, darkvision 60 ft., elemental traits; AL CE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 17, Con 13, Int 4, Wis 13, Cha 10.

Skills and Feats: Intimidate +8, Listen +1, Spot +9; Flyby Attack, Weapon Finesse.

SA – Spell Like Abilities: At will – *fog cloud*, *gust of wind*; 3/day – *contagion* (DC 14), *inflict moderate wounds* (2d8+5).

Spirit of Madness (1): CR 4; Medium elemental; HD 4d8+4; hp 25; Init +3; Spd. Fly 60 ft.; AC 16, touch 13, flat-footed 16; Base Atk +3; Grp +3; Atk/Full Atk slam +6 melee (1d4 wisdom); SA Maddening wind (DC 12), spell like abilities, wind cone (DC 12), wisdom damage.; SQ Damage reduction 5/magic, darkvision 60 ft., elemental

traits; AL CE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 17, Con 13, Int 6, Wis 13, Cha 10.

Skills and Feats: Intimidate +7, Listen +1, Spot +8; Dodge, Flyby Attack, Weapon finesse.

SA – Spell Like Abilities: At will – *fog cloud*, *ghost sound* (DC 11), *gust of wind*; 3/day – *hypnotic pattern* (DC 12).

Area 1-3 – Crumbled Passage (EL 1): Read or paraphrase the following:

This badly crumbled staircase has mostly collapsed in on itself. It winds its way down into total darkness. The rapid descent looks dangerous.

The 15' foot long stair down into the ziggurat is almost as badly crumbled and worn as the mud-brick above. The passage can be safely traversed at 5 feet a round. Traveling any more quickly requires a DC 8 Balance check while going down, or a DC 8 Climb check coming up. Failure indicates a fall down to the bottom of the stairs, causing 1d6 damage.

Area 1-4 – Collapsed Room (EL 4): Read or paraphrase the following:

The dark chamber is a mess of crumbled brick, running mud slurries, dead leaves, and grime. Rat droppings and dried insect carapaces blow about the chamber, propelled by a warm gusting wind that emanates from below.

This room has been partially protected from the weathering forces above. Still, a substantial amount of the mud-brick, especially at the four corners of the room, has fallen into the chamber. The area at the end of the stairwell down from above is especially congested with a mixture of dried mud, sand and broken brick. A nest of giant spiders has taken residence in the area just behind the stairwell down.

A DC 15 Track check reveals muddy footprints in the grime. Characters who also discovered the footprints in area 1-0 may make a DC 15 Spot check (or beat the Track DC by 5 points) to recognize these as being the same footprints. The footprints show signs of a struggle; they belonged to two tomb robbers whose corpses now lie amidst the debris.

Treasure: Among the debris left by the spiders are the remains of numerous small mammals, as well as the corpses of a pair of tomb robbers. A Search check is not required to find their gear, which stands out in the otherwise drab chamber. The pile contains a short sword, 2 daggers, studded leather armor, 2 large burlap sacks, 4 torches, a miner's pick, a shovel, a sledgehammer, 25 feet of silk rope affixed with a grappling hook, and a scroll tube containing the following spells: *hypnotism*, *comprehend languages* (x3), *knock* (x2) and *dispel magic* (all spells are CL 5th). The silk rope is now substantially rotten and worn, and will snap if stressed with over 50 pounds of weight. A DC 12 Use Rope check or examination of the rope by a character with a relevant professional skill (such as a fisherman, sailor or siege

engineer) reveals the weakness of the rope.

Monstrous Spiders, Medium (4): CR 1; Medium vermin; HD 2d8+2; hp 6, 8, 11, 15, 17; Init +3; Spd. 30 ft., Climb 20ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk/Full Atk bite +4 melee (1d6 plus poison); SA Poison, web; SQ Darkvision 60 ft., Tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0, Spot +4; Weapon finesse.

SA – **Poison:** Fort DC 12, 1d4 Str., Web: Escape artist DC 12, strength check DC 16 to escape.

Area 1-5 – Weathered Stair (EL 0): Read or paraphrase the following:

A bronze-reinforced mud-brick door stands adjacent to the stairwell that came down from above. A clay arch covered with strange indentations surrounds the portal. An unknown script has been pressed into the clay all about the door. The indentations are weathered, faded, and difficult to discern. At the base of the archway is a substantial pile of ash.

Show the players handout B. While most of the markings are nearly indecipherable due to long exposure to the weather, a few words remain visible. While the script shares some features with Infernal, it is clearly an

unknown tongue. It reads:

*Welcome worthy moon ...
Forbidden serve ... mistress ... ???*

The original text read as follows: “Welcome to all those worthy of the blessing of the moon god. Forbidden here are all those who serve the mistress of chaos.”

The final marking is not a word in Infernal. Those who read Draconic will, however, recognize the glyph as reminiscent of a word that means “chaos.”

In addition, a DC 31 Search check reveals that a permanent, *greater glyph of warding* is inscribed into the arch. It is triggered to deal 10d8 lightning damage to any chaotic evil servant of Tiamat who passes beneath the arch.

The door is stuck closed and requires a DC 22 strength check to push open.

Development: Once the door is opened read the following.

Beneath the arch, a wide straight staircase heads down into the gloom of the ziggurat. No signs of passage into or out of the archway area are apparent. The wind begins to disturb a thin layer of dust the lies upon the steps.

The staircase leads to area 2-1.

Level 2: The Weathered Stair

Areas of the Map

Area 2-1 – Dusty Flagstone (EL 3): Read or paraphrase the following:

The bottom of the stairs is coated with a layer of dust that does not appear to have been disturbed for ages. The broad stair ends on a large flagstone beneath a second engraved archway. Beyond the arch lies a dark room. The floor is smooth mud-brick, covered with a thick layer of dust that begins to swirl in your presence.

A DC 21 Search check reveals that the flagstone at the bottom of the stair is a trigger for a vicious, ancient mechanical trap.

Ancient archway spear trap: CR 3; mechanical; location trigger; automatic reset; Atk +14 melee (1d8+4/x3, spear); Search DC 21, Disable Device DC 18.

Note: This trap functions only one time in 4. Roll d4 for each character who steps on the flagstone (DC 8 Jump check to hop over it). On a 4 the trap triggers. On 1-3, allow the character on the trap to make a DC 20 Listen check; if they succeed, they hear a soft grinding sound, like metal across stone. If anyone stands on the trap, roll each round to see if it fires. Once the trap has been triggered, it resets in one round. Thereafter, until dis-

abled, it triggers every time more than 20 lbs. pressure is placed on the flagstone.

Area 2-2 – Hall of Dust (EL 6): Read or paraphrase the following:

This long hall is deadly quiet and covered with a thick layer of dust. On either side of the long axis of the room, there are arched portals, under which lie substantial piles of swirling dust. At the end of the room lies a broad stone dais that rises up into the gloom.

Development: The three piles of dust are marked on the map. Each is a dust brother (a new monster described on page 26). If any of them is approached within 5 feet, all the dust brothers rise up out of the dust and attack. Each of them is considered to have a readied action to strike any who enter its threat range (5 feet). Thus, they attack with a readied action as soon as they are approached.

Dust Brothers (3): CR 3; Medium construct; HD 5d10+20; hp 47; Init +0; Spd. 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +3; Grp +5; Atk/Full Atk Spear +5 melee (1d8+3); Full Atk Spear +5 melee (1d8+3); SA -; SQ Construct traits, damage reduction 5/-, darkvision 60ft., dust form, SR 15, water vulnerability; AL LN; SV Fort +2, Ref +2, Will +2; Str 15, Dex 10, Con -, Int -, Wis

11, Cha 6.

Skills and Feats: Listen +0, Spot +0.

Area 2-3 – Shrine of the Moon (EL 3): Read or paraphrase the following:

A smooth round alcove rises out of the end of the long hall. The roof rises high up above the floor in a solid dark shadowy dome. At the back of the chamber lies a three-tiered dais topped with a solid stone slab. Atop the slab, there is a pile of shattered clay fragments that spills over onto the floor. An unnatural coldness permeates the area.

Show the players handout C. Most of the shattered clay items were once drinking vessels. Many of them are stained with wine. A large clay crescent moon, which has been broken in two, lies in front of the slab. A DC 12 Search check turns up 19 silver pieces. A DC 20 Search check reveals a single pearl worth 120 gp.

A DC 15 check (either Knowledge (religion) or bardic lore) identifies the slab as an altar once dedicated to the moon god of Uru'Nuk. Engraved upon the stone slab is the following passage. "Blessed offerings."

Development: The altar can become holy again only if the broken moon icon is mended and replaced. A mending spell can instantly fix the icon. A paste of any of the broken mud-brick that is easily available in the dungeon can also be used to mend the clay moon icon. Other solutions (such as tying the two parts together with twine) work also, as long as the two parts of the moon icon are held together somehow. The clay icon itself is not magical.

In order to pass through the portal to the level below (area 2-8) without taking damage from the protective glyph, the characters must sanctify the altar, and then leave an offering of at least 1 silver piece each upon it.

Tactics: Hiding in the dome above the altar is a single shadow. A cowardly creature, it attacks only if it sees a single foe beneath it. It stalks the party if they do nothing to trigger an immediate attack.

Shadow (1): CR 3; Medium undead (incorporeal); HD 3d12; hp 17; Init +2; Spd. Fly 40 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); SA Create spawn, Strength damage; SQ Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7. Alertness, dodge.

Area 2-4 – Shattered Guardians: Read or paraphrase the following:

At the entrance to this chamber are two statues. On the left is a large lion-like body. Its head has been smashed off. On the right is a prostrate human, with a shaved head and wearing a simple robe. Beneath his feet is a plaque that at one time contained writ -

ing, but it has been defaced. Inside the chamber are piles of tablets. On both side walls and against the back of the room, stacks of tablets have been piled up to shoulder height. Several of them have been scattered to the floor, and a number appear to have been pulverized by a large, heavy, blunt object. Lying among the fragmented tablets on the floor is a large stone head facing away from you, into the room.

Development: The stone head speaks to anyone who touches it. It is the head of an enchanted lammasu who was bound here to serve as a guardian of the temple. It was slain by the men of Abylos, and its head has rested on the floor here for many hundreds of years. The stone head can speak Celestial, Draconic, and Unuul.

If the party has a means of communicating with the lammasu head, it recounts its version of the assault upon the ziggurat by the men of Abylos. It focuses on the sadness of the destruction of its partner, the shedu (area 2-5). The lammasu avoids discussion of its own decapitation, obviously a sore point. It has no knowledge of the levels below, but it does know that only those who were in the good favor of the moon god ever descended deeper into the ziggurat. If asked about the guardian beast, it says that the guardian was known to have torn itself from its mother's womb. It knows nothing more of any usefulness, but continues to blather on, complaining about its current state, the sorry situation inside the ziggurat, or any other topic that it can whine about.

Treasure: Among the tablets can be found (with a DC 14 Search check) two small stone tokens, one engraved with the head of a lion and one engraved with the head of an ox. These are the lion token and ox token, for use at area 2-6. Among the many tablets, three radiate magic. One is a scroll of *remove disease*, one of *lesser restoration* and one of *water breathing* (caster level 7th for all scrolls). In addition, the head of the lammasu still radiates a *magic circle against evil* with a 20' radius. All characters within 20' of the head suffer a -4 penalty to Listen and Move Silently checks as the head babbles incessantly. The head weighs 180 lbs., and each of the tablets weighs 4 lbs.

While the large majority of the remaining tablets deal with records of the taxes and tithes paid to the priests of the ziggurat, a DC 12 Search check turns up one striking tablet that contains the following fragment of information (used in area 2-6):

After the Guardian Beast tore itself from its mother's womb, it strode across the land. Its legs 2 by 2 set foot in the sacred river. Mosquitoes began to bite him, but his fur was thick and they could not draw his blood.

Area 2-5 – Guardian Quarters (EL 3): Read or paraphrase the following:

A pair of statues seems to keep watch over the entrance to this chamber. On the right is a large bull-like body, carved with long, flowing feathery



wings. It has no head, and beneath the statue lies a substantial pile of rubble. To the left is a prostrate figure, apparently bowing to the bull-statue. It wears simple garb and has its hair in a long top-knot. Within the chamber there are only a few accoutrements, including a clay wash basin in fair condition and a pair of small cots that have long since moldered. In the center of the room is another clay statuette of a crescent moon. It has been smashed into three pieces.

Inscribed on the wash basin is the following phrase. "May the shedu teach us. May the lammasu protect us. May the guardian beast drink the blood of its prey."

A family of giant centipedes has made its nest among the ruined bedrolls.

Treasure: A DC 12 Search check reveals a rotted pouch containing a small stone engraved with an icon of a hawk hidden among the bedrolls. This item is the hawk token, for use in area 2-6.

Medium monstrous centipedes (6): CR 1/2; Medium vermin; HD 1d8; hp 2, 3, 5, 6, 7, 8; Init +2; Spd. 40 ft., Climb 40 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp -1; Atk/Full Atk Bite +2 melee (1d6-1 plus poison); SA Poison (Fort DC 10, initial 1d3 Dex, secondary 1d3 Dex); SQ Darkvision 60', vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4. Weapon Finesse.

Area 2-6 – Guardian Portal (EL 6): Read or paraphrase the following:

A broad archway rises before you. Instead of writing, there is a decorative pattern pressed into the clay. Stylized paws, horns, stingers, and wings are arranged in a symmetrical pattern that surrounds the entire portal.

At the base of the arch, there is a solid flagstone, and within it, a shallow depression lined with a pale blue stone. Inscribed in the stone are two words.

Inside the portal is a whirling mass of color. Wisps of red, green, black, and gray energy swirl chaotically, colliding against one another and catapulting away in erratic patterns.

The two words on the flagstone are Unuul for "Guardian Beast."

Development: The portal is activated only through the placement of one of the four animal tokens (hawk, ox, scorpion or lion) found on this level into the lapis lazuli-lined depression on the stone slab. Each of the tokens summons a different being through the portal. While the guardian beast (the lion) is helpful, the other beasts are hostile and fight to the death. If the lion token is used, a celestial lion appears and lets out a tremendous roar. The character that placed the token gains the benefits of a *cure serious wounds* (3d8+5). All within 40 feet are affected by a *prayer* spell (caster level 7). The lion then lets out a broad grin and disappears. Each animal can only be summoned once per week.

Treasure: Once the lion token has been placed in the flagstone depression, the colors dissipate and the portal opens, allowing the characters to proceed to area 2-7. The portal does not open for any other reason.

Hawk Token: Fiendish giant eagle (1): CR 4; Large magical beast (extraplanar); HD 4d10+4; hp 26; Init +3; Spd. 10 ft., Fly 80 ft.; AC 15, touch 12, flat-footed 12; Base Atk +4; Grp +12; Atk Claw +7 melee (1d6+4); Full Atk 2 Claws +7 melee (1d6+4) and bite +2 melee (1d8+2); SA Smite good (+4 damage); SQ Darkvision 60', DR 5/magic, evasion, low-light vision, resist fire/cold 5, scent, SR 9; AL NE; SV Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3. Alertness, Flyby Attack.

Ox Token: Fiendish bison (1): CR 3; Large magical beast (extraplanar); HD 5d8+15; hp 37; Init +0; Spd. 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +3; Grp +13; Atk/Full Atk Gore +8 melee (1d8+9); SA Smite good (+5 damage), stampede; SQ Darkvision 60', DR 5/magic, low-light vision, resist fire/cold 5, scent, SR 10; AL NE; SV Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +5, Spot +5. Alertness, endurance.

Scorpion Token: Medium fiendish monstrous scorpions (7): CR 1; Medium monstrous beast (extraplanar); HD 2d8+4; hp 8, 11, 13, 15, 16, 17, 20; Init +0; Spd. 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk Claw +2 melee (1d4+1); Full Atk 2 Claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison); SA Poison (Fort DC 13, initial 1d3 Con, secondary 1d3 Con), smite good (+2 damage); SQ Darkvision 60', resist fire/cold 5, SR 7, tremorsense 60', vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +5, Hide +4, Spot +4.

Area 2-7 – Lair of the Scorpion Man (EL 8): Read or paraphrase the following:

A menacing rattling sound meets your ears as the portal opens up before you. Beyond, in a broad clay chamber, is a hideous creature. It is a blend of both man and scorpion. A humanoid torso rises up out of the hindquarters of a powerful bird of prey with long sharp talons. From the base of his spine sprouts a wicked-looking scorpion tail. In his hands, he holds a bronze-tipped spear and a fierce-looking lash. His head sprouts several tassels of wild bristly red hair. He glares at you with a wry smile. All about his feet scuttle a dozen monstrous scorpions.

Show the players handout D.

Development: The scorpion man has been trapped here since the raid upon the temple. Knowing their dire situation, the priests of Uru'Nuk summoned this hideous guardian to protect the treasure found within this chamber. He is bound to attack any who enter, and does not retreat for any reason.

Small fiendish monstrous scorpions (12): CR 1/2; Small monstrous beast (extraplanar); HD 1d8+2; hp 3, 4, 5, 6, 6, 6, 7, 7, 7, 8, 9, 10; Init +0; Spd. 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +0; Grp -4; Atk Claw +1 melee (1d3-1); Full Atk 2 Claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison); SA Poison, smite good (+1 damage); SQ Darkvision 60', resist fire/cold 5, SR 6, tremorsense 60', vermin traits; AL NE; SV Fort +4, Ref +0, Will +0; Str 9, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +3, Hide +8, Spot +4.

Scorpion man (1): CR 6; Large monstrous humanoid; HD 6d8+18; hp 45; Init +0; Spd. 30 ft.; AC 17, touch 9, flat-footed 17; Base Atk +6; Grp +14; Atk Longspear +10 melee (1d8+4/x3); Full Atk Longspear +8/+3 melee (1d8+4/x3) or whip +8/+3 melee (1d3+2), and sting +5 melee (1d6+2 + poison); SA Poison (Fort DC 16, initial 1d4 Con, secondary 1d4 Con), summon scorpions (1d3 Medium fiendish monstrous centipedes as 3rd-level spell); SQ Darkvision 60'; AL NE; SV Fort +5, Ref +5, Will +7; Str 18, Dex 11, Con 16, Int 6, Wis 10, Cha 15.

Skills and Feats: Climb +8, Intimidate +7, Listen +0, Spot +0. Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting

Possessions: Longspear, whip.

Languages: Unuul.

Treasure: In the room behind the scorpion man can be found a sturdy bronze-bound chest. It is locked (DC 25 Open Lock) and the key has long been lost. Inside are four solid silver bars (each worth 60 gp), four solid bronze bars (each worth 50 gp), and a pile of 1,950 silver coins. Due to the antiquity of the coins, and the strange device stamped into them (a crescent moon) they may be worth more than a silver piece if sold to those who have a knowledge and appreciation of antiquity. A DC 15 Appraise check suggests that the coins may be worth more than their value in plain metal. In addition, the chest contains "Eye-biter," a +1 seeking short composite bow (Str bonus +2), along with 20 finely fletcher masterwork bronze tipped arrows.

Area 2-8 – Long Twisted Stair (EL 5): Read or paraphrase the following:

A bronze-laced mud-brick door lies under a rough clay arch. Embedded in this arch is a series of curious glyphs. At the top, in the center of the arch, is a single broad character that resembles a lightning stroke. The watchful eyes of a number of carved guardian sigils seem to peer out at you from around the edge of the archway.

The door is stuck shut (DC 22 Strength check to open) and has been warded with a potent spell. As is written on the archway in Unuul, "Only those who have pleased the moon god with their offerings shall pass this way without harm." If the altar in area 2-3 has been sanctified, any who have placed an offering on the altar (any monetary offering of 1 sp or greater value) may pass freely through this portal. All others take 5d8 electrical damage (Reflex save DC 14 for half damage) if they pass through.

A DC 15 Knowledge (religion) check reminds the characters that the ancient moon god was a lawful neutral god of a mercantile character. Offerings to him (usually of silver, wine or pearls) were traditionally placed on sanctified altars.

Permanent Glyph of Warding Trap: CR 5; magic device; proximity trigger (passing through arch without giving offering to Shul); automatic reset; spell effect (*glyph of warding*, 5th level cleric, 5d8 electrical, DC 14 Reflex save half damage); Search DC 28, Disable Device DC 28. This trap discharges each time someone passes through the archway in area 2-8 without first having placed a valuable offering (1 sp or more) on the altar in area 2-3.

Development: Once the door is open and the players are through the glyph read the following.

A long, twisting staircase winds its way into the darkness. From below, a haunting melody played on unfamiliar instruments is barely discernable.

Level 3: The Dusty Halls

Areas of the Map

Area 3-1 – Landing (EL 3): Read or paraphrase the following:

This broad landing has exits to the north, south and east. Back to the south, the winding stair leads back up to the hall of dust. To the north lies a great stone arch engraved with what might be a warning. To the east, the third passage opens up into a small antechamber. Haunting music wafts in through the eastern passage. It is sharp, yet mellow, and somehow both jarring and soothing at the same time. It is like nothing you have ever heard before.

Development: After the party has heard the maddening music for 3 rounds, they begin to suffer ill effects unless they take action to avoid the haunting melodies. Each player listening to the music must make a Will save (DC 12) or suffer 1 point of temporary Wisdom damage. Every third round they must make another save or lose another point of Wisdom. This effect continues everywhere on this level of the dungeon until the musicians in area 3-6 are disrupted. In addition, all Listen checks on this level are made at a -2 penalty until the music is stopped. Characters who are reduced to 0 Wisdom fall unconscious into a state of perpetual nightmare.

Stuffing one's ears with cotton (or similar actions taken to deafen oneself) adds +4 to Will saves against this effect. A deafened character takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Area 3-2 – Upper Antechamber (EL 2): Read or paraphrase the following:

This small antechamber has few furnishings beyond a small brick offering table. On the table is a bronze platter that contains a small ivory token in the shape of a crescent moon, some coins, and an engraved tablet. On the south wall are two bronze cloak racks. Haunting music continues to emanate from the east.

Treasure: There are seven large silver pieces on the platter. However, none of them are true silver pieces. They are coin devourers (a new monster described on page 26). When placed in a pouch with other coins, they begin to devour them, at a rate of one coin lost per devourer per hour. The devourers leave a sticky gray residue in any coin pouch in which they eat. They are slow moving and are not harmful to living creatures.

The scroll appears to be a more powerful version of the spell *protection from chaos*; however, it is actually a dangerous curse. Anyone enchanted by the scroll become vulnerable to attack, suffering a -4 penalty to saving throws and armor class for 24 hours.

The crescent moon token is used in the puzzle in area 3-17.

Area 3-3 – Hall of Shadows (EL 6): Read or paraphrase the following:

This long hall is full of statues, most of which have been badly defaced. Clay arms, legs, and heads all contribute to the rubble that covers much of the floor. Dozens of distorted humanoid shadows appear to dance on the walls as your light strikes the many clay figures in their regal, cerebral, and martial poses.

Development: This area is haunted by three of the spirits of the warriors of Abylos. They now live on as shadows. They do not attack the party immediately, but wait until one or two of the group are separated or otherwise occupied before they strike.

Tactics: If seriously wounded, the shadows retreat onto the walls of the hall, as they know that they are almost invisible there. They gain an additional +4 circumstance bonus to their Hide checks while the statues in the room still stand (in addition to the +4 they receive in shadowy light).

Clay statues (8): 1" thick; hardness 5; hp 20; break DC 22.

Shul, God of the Four Phases of the Moon

Members of the cult of the lawful neutral god Shul never refer to him by name. Instead he is given one of his many epithets, such as "the glistening orb," "the watcher in the sky," and "the lawgiver." Shul is the bringer of gifts of knowledge. He is worshipped as the inventor of the calendar and as the first scribe, who gave a written language to his people and copied out the very first code of laws which all those who are to be civilized must follow. His worshippers are adamant about adherence to strict rituals which take place at specific phases of the moon. A lunar eclipse is a very holy day for the worshippers of Shul. During such events Shul is thought to come to earth to manifest his spirit among the people. This is the only time Shul is personified; most often he is thought to live in the sky as the moon. He can take any humanoid appearance he wishes, although he is never represented in any shape other than the moon or occasionally the moon with a human male face. He is worshipped by few living beings, as long ago his cult was nearly destroyed by worshippers of Tiamat. Most of those who still cling to his worship are humans who live in remote locations. Some wizards with an interest in the heavens continue to perform his rituals. The domains he is associated with are Air, Knowledge and Law. His favored weapon is the dagger.

Shadows (3): CR 3; Medium undead (incorporeal); HD 3d12; hp 17, 19, 24; Init +2; Spd. Fly 40 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8 (up to +16), Listen +7, Search +4, Spot +7. Alertness, dodge.

Area 3-4 – Hall of Sorcerers (EL 6): Read or paraphrase the following:

The music rings loudly down this plain mud-brick hallway. The acoustic properties of the hall do not give away the position of the origin of the music. It appears to be emanating from the walls themselves.

Before the men of the temple were transformed into the hollow ones, they summoned a guardian to protect them. The scorpion man they summoned now continues to fulfill his duty, even though his masters have become corrupted by the taint of Tiamat.

Development: The scorpion man patrols this entire corridor regularly. If he notices anyone but a hollow one, he gives a call and charges. His cry alerts the hollow ones in whichever single area is closest to his position when he begins his charge. In general, the hollow ones are not particularly responsive to new information and they continue their rituals until disturbed directly. A great amount of noise (such as a fight within 10 feet of their various chambers) attracts their attention. When they approach, they advance cautiously, attempting to discern the motivations of the party (using detect thoughts). Eventually, they attack and cannot be negotiated with.

Scorpion man (1): CR 6; Large monstrous humanoid; HD 6d8+18; hp 45; Init +0; Spd. 30 ft.; AC 17, touch 9, flat-footed 17; Base Atk +6; Grp +14; Atk Longspear +10 melee (1d8+4/x3); Full Atk Longspear +8/+3 melee (1d8+4/x3) or whip +8/+3 melee (1d3+2), and sting +5 melee (1d6+2 + poison); SA Poison (Fort DC 16, initial 1d4 Con, secondary 1d4 Con), summon scorpions (1d3 Medium fiendish monstrous centipedes as 3rd-level spell); SQ Darkvision 60'; AL NE; SV Fort +5, Ref +5, Will +7; Str 18, Dex 11, Con 16, Int 6, Wis 10, Cha 15.

Skills and Feats: Climb +8, Intimidate +7, Listen +0, Spot +0. Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting.

Possessions: Longspear, whip.

Languages: Unuul.

Area 3-5 – Conjunction Chamber (EL 7): Read or paraphrase the following:

On a dais in the center of the chamber, a pair of green robed figures stands on either side of a large stone slab over which they both gesticulate wildly. While the surface of the slab is not visible from your location, you can clearly see a number of arcane markings in a green chalk on the floor around it.

A DC 15 Spellcraft check identifies the markings as those used to protect against summoned or conjured creatures.

Development: The two green robed hollow ones have nearly completed a major conjuration. The round after the party opens the door, they complete their spell unless both casters fail their Concentration checks (DC 10 + damage done to them). Unless the spell is disrupted, 3 hollow spawn spring into being on the stone slab and begin to crawl toward the characters the following round. Each subsequent round (for the next 6 rounds) an additional hollow spawn appears on the slab until the concentration of both of the hollow ones is broken.

Tactics: Once either of the hollow ones loses concentration on the major summoning ritual, he casts *obscuring mist* on the stone slab, followed by a *grease* spell targeted to keep the party away from the slab. On following rounds, he summons hollow spawn behind any spellcasters he can see.

Hollow Ones, Green Robes (2): CR 4; Medium aberration; HD 4d8+4; hp 25, 30; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Split (x3), unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (Arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *acid splash*; 1st-level – *grease*, *obscuring mist*, *unseen servant*; 2nd-level – *summon monster II*.

Languages: Draconic, Unuul.

Possessions: Dagger.

Hollow Spawn (9): CR 1; Medium aberration; HD 2d8; hp 4, 6, 7, 8, 8, 8, 9, 10, 11; Init +2; Spd. 20 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +6; Atk tentacle +3 melee (1d3+1); Full Atk 2 tentacles +3 melee (1d3+1); SA Constrict (1d3+1); SQ Blindsight 10'; AL CE; SV Fort +0, Ref +2, Will +5; Str 12, Dex 15, Con 10, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +6, Listen +2, Spot +2. Improved Grapple.

Area 3-6 – Hall of Music (EL 7): Read or paraphrase the following:

While this chamber provides a substantial visual spectacle, it is the auditory qualities of the room that primarily attract your attention. Three robed humanoids are engaged in the generation of a cacophony of haunting music. Discordant tones grate and grind against your ears as the sound threatens to overwhelm your mindfulness and drive you over the brink. The musicians play on, oblivious to your intrusion.

Development: As soon as the PCs enter this room, they must make a DC 15 Will save or else be struck by confusion.

Tactics: These three hollow ones continue to play their music until the first of their number is slain, at which point they react to invaders in their chamber.

Treasure: The hollow ones play *instruments of madness* (see page 34).

This area is the source of the Wisdom-draining music. If the musicians are stopped, the party need make no more Will saves to resist the effects of the haunting music described in area 3-1.

Hollow One, Black Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 24; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Immune to necromancy, split, unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *disrupt undead*, *touch of fatigue*; 1st-level – *cause fear*, *chill touch*, *ray of enfeeblement*; 2nd-level – *ghoul touch*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Hollow One, Green Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 26; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Split (x3), unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4, save DC 12 + spell level): 0 – *acid splash*; 1st-level – *grease*, *obscuring mist*, *unseen servant*; 2nd-level – *summon monster II*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Hollow One, Red Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 28; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Split, unnatural gaze, SR 14; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *resistance*; 1st-level – *hold portal*, *protection from law*, *shield*; 2nd-level – *resist energy*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Area 3-7 – Divination Cell (EL 4): Read or paraphrase the following:

The back wall of this chamber is fit with a large mural depicting a set of strange looking abstract objects. Hunched over a workbench on the west side of the

room is a single figure covered in a long white cloak. His hands manipulate a pile of strange sticky gray material that lies on the bench before him.

While the ziggurat was still in service, this was known as the chamber of extispicy (the practice of reading divinations from the entrails of animals). The abstract objects on the mural on the rear wall are actually several of the internal organs of sheep, cows, and chickens (a DC 22 Heal check allows a character who studies the mural in detail to identify the objects depicted as organs). The hollow one who dwells here is actively engaged in a similar form of divination, although with a twist. He uses his own entrails, which he replaces after each sitting.

Development: The white robed hollow one has already foretold the coming of the party, and he is thus unafraid of them. He understands that he is to die on their blades, and walks calmly toward them when they arrive. He recognizes the futility of struggle, and engages the party in such a way to ensure that he does at least some damage before he is dispatched.

Hollow One, White Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 28; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Prescience, split, unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *detect poison*, *detect magic*, *read magic*; 1st-level – *comprehend languages*, *identify*, *true strike*; 2nd-level – *detect thoughts*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Area 3-8 – Lair of the Hollow Master (EL 9): Read or paraphrase the following:

This long narrow chamber is lit with a series of dull glowing spheres. They cast pale colored light down onto several robed humanoids busily engaged in a long, slow-moving procession about the chamber. Some bow, others swing their arms in a curious pattern, while all chant a low muttered mantra. Sitting cross-legged in a sunken area to the southeast, a single black-robed figure silently oversees the ritual.

These hollow ones have been engaged in the futile performance of the same ancient procession for centuries now. Once Ul-Alam'inic was the proud coordinator of the temple's rituals, one of the many priests that lived out their lives within the ziggurat. Now, he and his followers have been completely corrupted by Tiamat's curse. With little ambition or initiative of their own, they mindlessly repeat the actions that they were engaged in when the curse struck them thousands of years ago.

Tactics: Ul-Alam'inic is more aware than most hollow ones. He directs his minions to attack immediately. The green robed hollow one uses *grease* to slow the party down and then begins summoning hollow spawn to flank spellcasters. The black robes use *cause fear* on warriors to disrupt their assault. The red robe casts *shield* on himself and then uses his body to provide cover for the others. He tries to use *hold portal* to divide the party. The white robe stays in the back and uses his prescience power, using *detect thoughts* on party members to try to determine their tactics. The advanced black robe uses *vampiric touch* through his spectral hand on those who have been grappled by hollow spawn.

Treasure: Ul-Alam'inic carries on his person an ivory token of a new moon (for the puzzle in area 3-17).

Hollow One, Black Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 25; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Immune to necromancy, split, unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *disrupt undead*, *touch of fatigue*; 1st-level – *cause fear*, *chill touch*, *ray of enfeeblement*; 2nd-level – *ghoul touch*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Hollow One, Green Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 30; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Split (x3), unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4, save DC 12 + spell level): 0 – *acid splash*; 1st-level – *grease*, *obscuring mist*, *unseen servant*; 2nd-level – *summon monster II*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Hollow One, Red Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 27; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Split, unnatural gaze, SR 14; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *resistance*; 1st-level – *hold portal*, *protection from law*, *shield*; 2nd-level – *resist energy*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Hollow One, White Robe (1): CR 4; Medium aberration; HD 4d8+4; hp 28; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk dagger +4 melee (1d4+1/19-20); SA Spell use; SQ Prescience, split, unnatural gaze; AL CE; SV Fort +2, Ref +3, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will.

Spells Known (cast 6/7/4; save DC 12 + spell level): 0 – *detect poison*, *detect magic*, *read magic*; 1st-level – *comprehend languages*, *identify*, *true strike*; 2nd-level – *detect thoughts*.

Possessions: Dagger.

Languages: Draconic, Unuul.

Ul-Alam'inic, Black Robe Hollow One Sor6: CR 6; Medium aberration; HD 6d8+4; hp 35; Init +2; Spd. 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +8; Atk/Full Atk "Scalebane" dagger +5 melee (1d4+1/x3); SA Spell use; SQ Immune to necromancy, split, unnatural gaze; AL CE; SV Fort +3, Ref +4, Will +9; Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 16.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2; Improved Grapple, Iron Will, Spell Focus (necromancy).

Spells Known (cast 6/7/6/4; save DC 15 + spell level): 0 – *disrupt undead*, *touch of fatigue*; 1st-level – *cause fear*, *chill touch*, *ray of enfeeblement*; 2nd-level – *scare*, *spectral hand*; 3rd-level – *vampiric touch*.

Possessions: New moon token (for puzzle in area 3-17), "Scalebane" +1 bane vs. reptiles punching dagger.

Languages: Draconic, Unuul.

Area 3-9 – Chamber of Wards (EL 5): Read or paraphrase the following:

A tiny corridor, not meant for full-grown men, let alone those wearing armor, leads into this small chamber. A strong wind blows on your face as a steady current of air makes its way through this area. As you enter the cramped quarters, you see open archways leading into four similar chambers. A curious inscription is etched into the floor at the center of the room.

The floor of this chamber is inscribed with a *glyph of warding* (DC 28 Search to detect and disable) which holds an area-targeted *dispel magic* spell (cast at 17th level). It is set to trigger if a chaotic creature enters the chamber.

Permanent Glyph of Warding Trap: CR 5; magic device; area trigger; automatic reset; spell effect (*dispel magic*, 17th level cleric); Search DC 28, Disable Device DC 28. This trap discharges each time a chaotic creature enters the chamber.

Area 3-10 – Chamber of Secrets (EL 8): Read or paraphrase the following:

This room is pitch black and silent.

Under the influence of permanent *silence* and *darkness* spells (cast at 17th level), this chamber was once used for meditative purposes by the original inhabitants of the temple. Now the pure darkness has become the resting place of the most powerful of the warriors of Abylos, the priest-king Gil-Magosh. He perished long ago and is trapped here as a shadow. He does not leave the darkness for any reason. He attacks at the first opportunity, but he is an intelligent opponent who chooses his targets wisely.

Treasure: This room is completely featureless and empty.

Greater Shadow (1): CR 8; Medium undead (incorporeal); HD 9d12; hp 60; Init +2; Spd. Fly 40 ft.; AC 14, touch 14, flat-footed 12; Base Atk +4; Grp +4; Atk/Full Atk Incorporeal touch +6 melee (1d8 Str); SA Create spawn, strength damage; SQ Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str -, Dex 15, Con -, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14, Listen +9, Search +6, Spot +9. Alertness, Dodge, Mobility, Spring Attack.

Area 3-11 – Chamber of Icons (EL 5): Read or paraphrase the following:

In the center of this chamber is a short pedestal, topped with a bronze plate. Upon the plate lie four off-white fist-sized tokens painted with black markings. The first is a small crescent, the second a disk half light and half dark, the third is a solid black disk and the fourth a pure white disk. At the back of the room, there is a bronze-laced mud brick door with a heavy bronze grating embedded in its center. The wind is whipping through this room and into the grating.

The “door” is false; it is actually a wall with a grating in it.

Grating on False Door: 1” thick; hardness 10; hp 50; break DC 26.

Development: Anyone who touches the pedestal, plate, or any of the icons is immediately transformed into gaseous form (no save). The wind blows a gaseous character to the back wall in one round and through the grating in a second round. On the third round, they are whisked to the back wall of area 3-12. On the fourth round, the gaseous form ends. The gaseous form can affect multiple characters either sequentially or simultaneously. Only one character can be pushed through the grating per round.

Gaseous Form Trap: CR 5; magic device; proximity trigger (touching the pedestal, plate or icons); automatic reset; spell effect (*gaseous form*, 5th level cleric, no saving throw); Search DC 28, Disable Device DC 28. This trap discharges each time anyone touches the pedestal, plate or icons in area 3-11.

Treasure: The four icons are made of a cheap paste

and have no value. They disintegrate if lifted from the bronze plate. The plate itself is of fair quality and worth at least 55 gp, but perhaps much more to someone aware of its antiquity.

Area 3-12 – Chamber of Punishment (EL 5): Read or paraphrase the following:

Peering into this chamber through the bronze grating, you can see at least two humanoid skeletons along with some of their gear, one flat on its back in the center of the chamber and another on its stomach in the back left corner.

Development: Two shadows, the trapped souls of some of the warriors of Abylos, haunt this room. They immediately descend upon, flank, and attack any who enter the chamber. The door into this room is false; it is actually a wall with a grating in it. Firing into this room from area 3-11 is possible, but targets in area 3-12 are considered to have full cover.

Treasure: A +1 *shortsword*, *gauntlets of dexterity* +2 and a lapis lazuli encrusted bracer worth 350 gp all lie near a third corpse which is to be found just inside the false door. None of this is visible from area 3-11.

Shadows (2): CR 3; Medium undead (incorporeal); HD 3d12; hp 18, 19; Init +2; Spd. Fly 40 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7. Alertness, Dodge.

Area 3-13 – Chamber of Knowledge (EL 0): Read or paraphrase the following:

Inside this small spartan chamber stand nine waist-high pedestals, each supporting a single clay tablet. The tablets have short sayings etched into them.

The nine tablets have the following sayings:

1: “A strong wind is greater than a moderate wind while the weak wind is lesser than either of them.”

2: “A cold wind is least, a mild wind more and the warm wind is the greatest.”

3: “A steady wind is greater than either a changing or gusty wind while the changing wind is greater than the gusty.”

4: “The strongest wind is neither the warmest nor the coolest.”

5: “The changing wind is of extreme temperature.”

6: “The weak wind is not the changing wind.”

7: “The steady wind is the strongest wind.”

8: *"The mild wind does not gust."*

9: *"The gusty wind does not blow cold."*

Treasure: A DC 18 Search check reveals a secret compartment at the base of the third pedestal. The compartment is locked, and must be pried open with a DC 25 Open Lock check. Hidden within is a bronze helm of *comprehend languages* and *read magic*.

Area 3-14 – Chamber of the Winds (EL 4): Read or paraphrase the following:

A fierce wind issues forth from this chamber, whipping up dust and grit. Inside the room, you see four gaping mouths carved into the brick at the far side. Above each mouth a pair of conch shells has been stuck to the wall, producing the appearance of four faces, eyes squinting, mouths open wide.

Development: As soon as anyone enters the room the leftmost mouth asks (in whatever language the players speak, presumably the Common tongue) the following question.

"Tell me of the north wind." The answer is that the north wind is moderate, cold, and changing.

If the correct answer is given, the second mouth whispers, *"Tell me of the south wind."* The answer is that the south wind is weak, warm, and gusting.

If the correct answer is given, the third mouth bellows, *"Tell me of the west wind."* The answer is that the west wind is strong, mild, and steady.

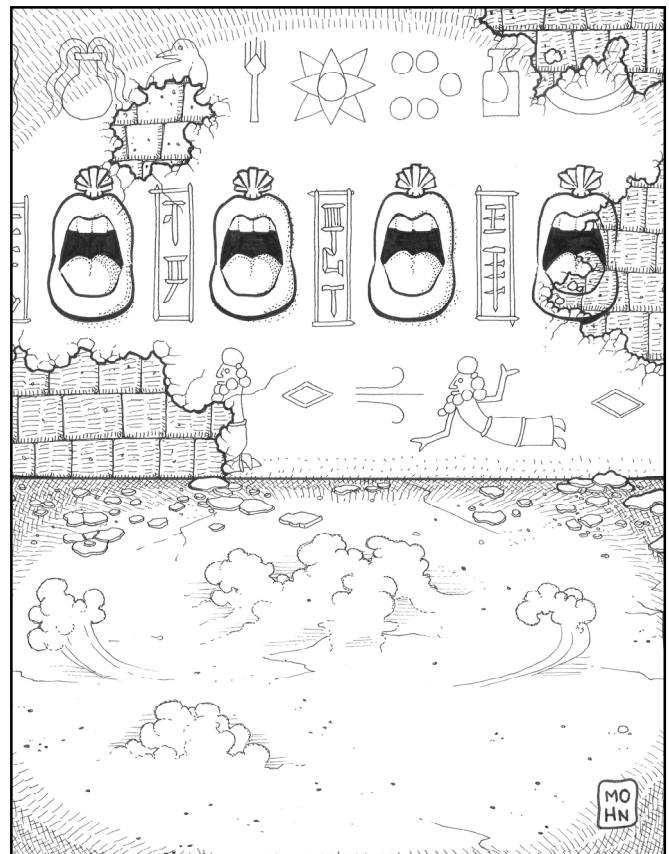
If all three answers are given correctly, then the fourth mouth (that of the east wind, the plague wind) spits forth a small half-moon shaped ivory and charcoal token (for use in area 3-17).

If any of the answers are given incorrectly, the fourth mouth blows forth a cloud of poisonous vapor. The gas is an inhaled poison: Fort save DC 16, initial 1d3 Con, secondary 1d3 Con. The gas affects anyone in area 3-14. It dissipates after one round. The mouth disgorges a dose of the poison each time an incorrect answer is given.

Answering this puzzle depends on fairly common knowledge of the nature of winds, but not all players may have this knowledge. If the players are having a hard time with the answers, allow them a DC 10 Knowledge (geography) or Knowledge (nature) check to know that wind from the north is usually cold, while wind from the south is usually warm.

Poisonous Vapors Trap: CR 4; magic device; verbal trigger; automatic reset; gas; never miss; poison (*deadly mist*, DC 16 Fortitude save resists, 1d3 Con/1d3 Con); multiple targets (all targets in area 3-14); Search DC 25, Disable Device DC 20.

Area 3-15 – Chamber of Tablets (EL 6): The door to this area is locked; a DC 20 Open Lock check or a DC 22 Strength check is needed to open the door. When



opened, read or paraphrase the following:

Every surface in this chamber is covered with tiny glyphs. The walls, the floor, the ceiling, every open surface has been turned into a writing surface. The walls and ceiling are full of small grottos that have been carved out to provide an increase in writing surface.

Up against the back left wall of the chamber is a meticulously stacked pile of clay tablets, each of which is completely covered with engraved writings. The engravings are complex, yet most of them appear to be copies of the same figure. It is circular in shape, divided into 12 equal parts. Each of the twelve pie-like slices contains numerous small depressions. Around the rim of the circle is a set of curious markings.

The pile of tablets in the back of the room is a tablet golem. It animates and attacks if any of the tablets are touched. Once animated, it fights to the death. It may leave the chamber to pursue its foes.

When the golem animates, show the players handout E.

Treasure: The vast majority of the writing on the walls represents a meticulous record of the phases of the moon. Specific notes under particular moon cycles refer to festivals and rituals that may have been held on particular dates.

The following facts may be gleaned from study of the walls. Make one Decipher Script check, and give the

player the amount of information up to and including the highest check that they succeed on.

DC 10: There were important festivals of the moon held in this temple.

DC 12: There are four types of moons: new, crescent, half and full.

DC 14: The four moons are of different levels of importance. They are called least moon, great moon, greater moon, and blessed moon.

DC 16: The new moon is not the weakest moon.

DC 18: The new moon is weaker than the full moon

DC 20: The crescent moon, though it shines less brightly, holds much more power than the half moon.

DC 22: There is a moon of power intermediate between the new moon and the crescent moon.

This information is needed to allocate the four moon tokens in the puzzle in area 3-17.

Treasure: In addition to the pile of scrolls left when the tablet golem dies, there is an additional tablet at the back of the room that is of value. In order to effectively search through the tablets, one must be able to understand the script of Unuul. A DC 25 Search check for someone who can read Unuul reveals that while most of the tablets are nothing more than the meticulous records of donations to the temple, there is one tablet that details a potent alchemical recipe. A DC 15 Craft (alchemy) check discerns that the formula is related to the extension of life. Here lies the formula for the *potion of longevity* (see page 34).

Tablet Golem (1): CR 6; Medium construct; HD 7d10+20; hp 58; Init -2; Spd. 20 ft.; AC 16, touch 8, flat-footed 16; Base Atk +5; Grp +9; Atk Slam/Full Atk +9 melee (1d6+4); SA –; SQ Construct traits, damage reduction 5/magic, darkvision 60 ft., immunity to magic, glyph trigger; AL N; SV Fort +2, Ref +0, Will +4; Str 18, Dex 7, Con –, Int –, Wis 15, Cha 1.

Skills and Feats: Listen +0, Spot +0.

SA – Glyph trigger: See description on page 33.

Area 3-16 – Lair of the Engraver (EL 9): Read or paraphrase the following:

This moderately-sized chamber is furnished as a living quarters. A small bed is tucked neatly into the back corner, clay drinking vessels line the south wall, and a small table sits in the back of the room. Everything in here is neatly stacked and impeccably organized. Like the previous room, all the exposed surfaces of this chamber are covered with writing.

The chief scribe of the temple, called the Engraver, and his son have lived in this room since the men of Abylos invaded. The golem in area 3-15 has protected them from trouble. The Engraver can command the golem if need be. Trapped within the ziggurat, they have sur-

vived by sharing a clear *ioun stone*, and drinking sips from *potions of longevity*. They are both emaciated and completely mad. The father appears substantially younger than the son, as he has had more of the potion over the years. They have kept perfect records of the cycles of the moon and the sun for centuries. They think of little else. They assume anyone entering their sanctum is bent on destroying their ability to keep counting the cycles of the moon, and fight to the death.

Tactics: If the party made any noise fighting the golem in 3-15 then the Engraver and his son are prepared for their arrival. The Engraver casts *magic circle against chaos* as soon as he hears anyone at the door to his chamber. He initiates combat by casting *order's wrath*, while his son takes a position at the door of the chamber with his spear readied to attack any who try to pass through the portal.

Treasure: Hidden under the bed are a *potion of longevity*, *potion of cure moderate wounds*, and an ivory full moon token.

The Engraver, male human Clr8: CR 8; Medium humanoid; HD 8d8-8; hp 38; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +6; Grp +6; Atk mace +7 melee (1d8+1); Full Atk mace +7/+2 melee (1d8+1); SA spells, *turn undead*; AL LN; SV Fort +5, Ref +2, Will +9; Str 10, Dex 11, Con 8, Int 13, Wis 17, Cha 12.

Skills and feats: Knowledge (religion) +12, Knowledge (the planes) +12, Listen +3, Profession (scribe) +16, Spellcraft +12, Spot +3; Brew Potion, Craft Wondrous Item, Skill Focus (Profession (scribe)), Scribe Scroll.

Spells (6/5+1/4+1/4+1/2+1; save DC 13 + spell level): 0 – *create water*, *light* (x5); 1st-level – *bless*, *command* (x2), *protection from chaos**, *shield of faith*, 2nd-level – *hold person* (x3), *spiritual weapon*, *calm emotions**, 3rd-level – *dispel magic* (x3), *magic circle against chaos**; 4th-level – *order's wrath**, *tongues*. *Domain spell.

Domains: Knowledge, Law.

Possessions: Bronze splint mail, heavy masterwork bronze shield, ward-crusher (+1 *bane* vs. *clerics* mace), *clear ioun stone*.

Languages: Draconic, Unuul.

Son of the Engraver, male human Ftr7: CR 7; Medium humanoid; HD 7d10; hp 38; Init +5 (+1 Dex, +4 Improved initiative); Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +7; Grp +7; Atk longsword +8 melee (1d8+2/19-20/x3); Full Atk longsword +8/+3 melee (1d8+2/19-20/x3); SA –; SQ –; AL LN; SV Fort +5, Ref +3, Will +4; Str 11, Dex 13, Con 10, Int 10, Wis 11, Cha 12.

Skills and Feats: Intimidate +11, Knowledge (religion) +5, Listen +0, Spot +0, Tumble +6; Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Iron Will, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork bronze splint mail, masterwork bronze longsword, shortsword, small bronze shield.

Languages: Unuul.

Area 3-17 – The Warded Stair (EL 6): Read or paraphrase the following:

A great stone archway hangs heavily over a long stairway that winds down deeper into the ziggurat. On each of the stones are engraved small scenes of worshippers kneeling and prostrating themselves in prayer underneath the moon in its many phases.

On the center of the floor at the base of the arch is a large flagstone engraved with a circular carving. The circle is divided into 12 portions, and around the rim of the circle are sets of small marks.

On the left side of the arch a clay protrusion pokes out toward you. It is carved in the shape of distorted crescent moon that possesses a humanlike face. On the right side of the arch, a small clay table protrudes from the arch. Carved into it are four fist-sized depressions. Within each of the depressions are four small icons: a new moon, a crescent moon, a half moon, and a full moon. Under each of the depressions, a short phrase is inscribed.

Development: A magic mouth (speaking in whichever language is most common to the players) speaks the following message as soon as any approach within 5 feet of the archway.

“Heathen folk who know not the ways of the most holy order shall not enter. Fear her wrath those who are ignorant. Fear her wrath those who know not the ways of the temple. Fear her wrath those who know not the cycle or the power of the moon.”

If any pass under the archway without first placing the four ivory moon tokens in their appropriate locations (see below), they feel the hair stand up on the back of

their neck, and the entire archway flickers with lightning. Those who continue through are struck for 8d8 lightning damage by the magic of the arch (DC 21 Reflex save for half damage).

In order to pass further into the ziggurat without harm, the players must place the four ivory moon tokens (from areas 3-2, 3-8, 3-14 and 3-16) into the four depressions on the right side of the arch in the correct order. The information on the walls of area 3-15 may be used to discern the correct order.

The four depressions are labeled from left to right “Least Moon,” “Great Moon,” “Greater Moon,” and “Blessed Moon.”

The four ivory moons token must be inserted as follows (from left to right):

Least Moon: Half Moon

Great Moon: New Moon

Greater Moon: Full Moon

Blessed Moon: Crescent Moon

If all four moon tokens are inserted into the correct slots, the circular engraving at the base of the archway glows with a pale moonlight and the trap is disarmed as long as the tokens stay in place.

Permanent Greater Glyph of Warding Trap: CR 5; magic device; area trigger; automatic reset; spell effect (*greater glyph of warding*, 8th level cleric, 8d8 electrical, DC 21 reflex save for half damage); Search DC 28, Disable Device DC 28. This trap discharges if anyone passes through the arch in area 3-17 without first placing the four moon tokens in their correct positions.

Level 4: The Lower Sanctum

This level consists of an outer ring of corridors surrounding an inner recessed pool. The outer area is the Lower Sanctum, while the pool is known as the Sunken Court. The Sunken Court is considered level 5 and is described later. Characters remaining in the dry corridors around the Sunken Court will not be attacked by anything from level 5.

Note that the salty muck that fills level 5 originates in area 4-5 from the tears of the weeping maiden. Her tears flow through the rock of the ziggurat to fill the Sunken Court. When the weeping maiden is defeated, the Sunken Court dries up, as described in the introduction to level 5.

Areas of the Map

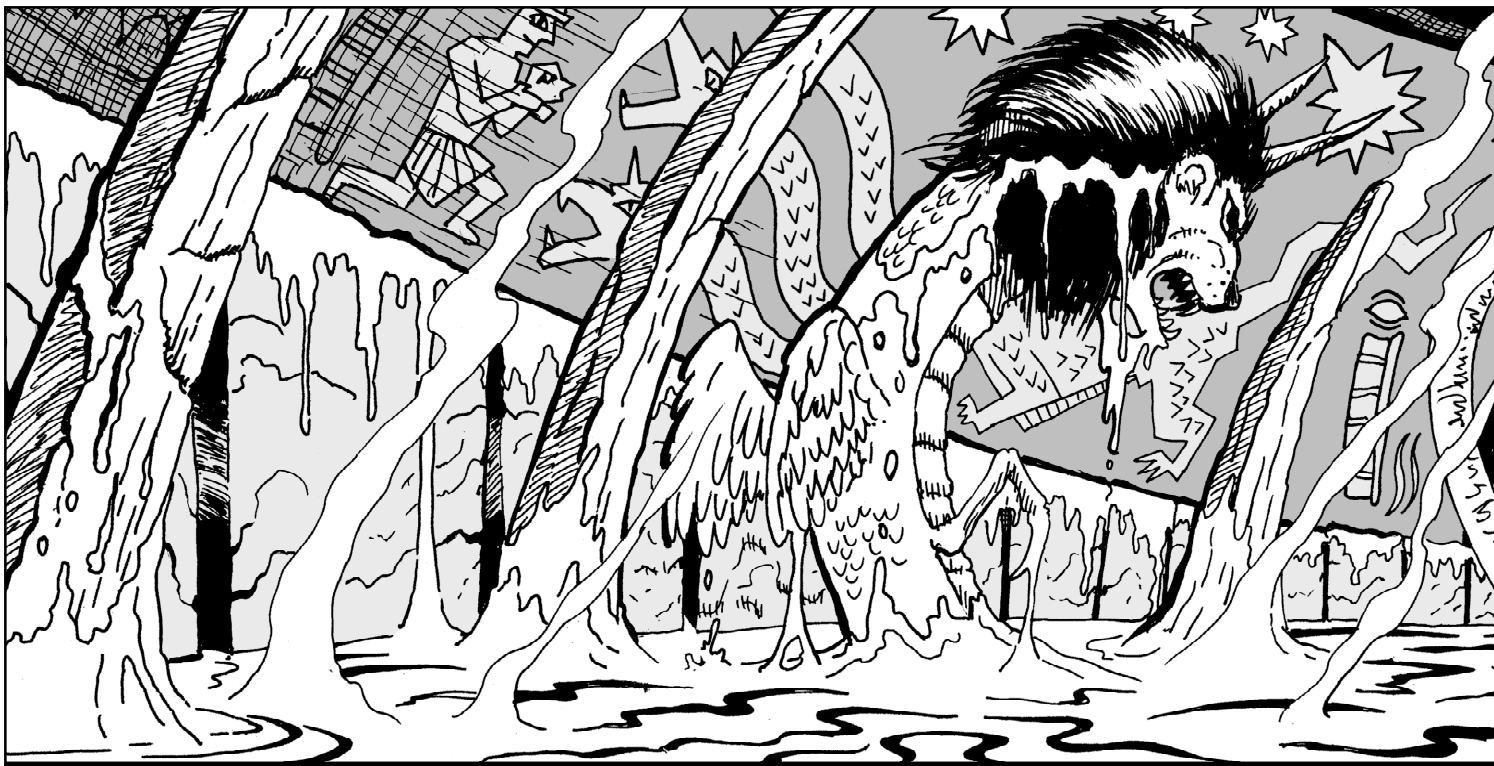
Area 4-1 – The Fetid Landing (EL 4): Read or paraphrase the following:

A rank odor that reminds you of both old fish and dried blood permeates this area. Dampness seeps

into your clothing. Strange wind currents blow erratically across your face, bringing even more unfamiliar and unpleasant smells. This landing contains little more than a smashed offering table in the corner and a pair of bronze cloak racks against the walls. A broad archway leads into a large chamber from which you can hear the sound of splashing.

A DC 20 Spot check informs the players that a thick green, mucous-like slime coats the east wall. It is a single 5-foot patch of green slime.

Green Slime (1): 1d6 Con damage per round while touching. May be scraped away on first round of contact. On subsequent rounds, it must be frozen, burned, or cut away (dealing full damage to the target). Green slime is destroyed by cold, fire, sunlight, or a *remove disease* spell. Green slime does 2d6 damage a round to metal or wood, ignoring the hardness of metal (but not of wood).



Area 4-2 – The Stinking Antechamber (EL 9): Read or paraphrase the following:

A second corridor leads down into a broad chamber. Engravings of crescent moons lie on either side of the portal. The floor has been tiled with a now badly worn mosaic composed of images of the moon in all of its phases.

Ahead lies a sea of filth. The chamber ahead is submerged in a thick, viscous green liquid, coated with a mucky scum. Steam, mist, and smoke bubble out of the water, filling the chamber with a foul smelling gas. Here and there, large grayish spikes of a bony material poke out of the liquid. Long serpentine shapes slowly undulate through the pond of muck.

The pool of muck is the Sunken Court, described in level 5. The water is ten feet deep. The spiky bits poking through the surface are the vertebrae of Tiamat, which form a submerged tunnel. When the ghost in area 4-5 is put to rest and her bones sanctified on the altar at area 5-1, the water filling the Sunken Court dissipates.

There is a 5-ft. ledge around the north, east, and west edges of the sunken court which forms a submerged tunnel. This allows the party to access area 4-3 or 4-6 without entering the water. The ledge is submerged on the southern sides of the chamber. While the party stays on the ledge, they remain unmolested.

Three serpentfuries inhabit the pool of muck. As the characters maneuver around the sunken court of level 5, the serpentfuries track their motion. If the characters so much as touch the muck, one of the serpentfuries lashes out to attack. The serpentfuries are territorial and

do not come within 30 feet of one another or the skeleton of Tiamat.

Serpentfuries (3): CR 4; Large aberration (reptilian); HD 6d8+18; hp 44, 46, 49; Init +3; Spd 5 ft., swim 40 ft.; AC 19, touch 12, flat-footed 15; Base Atk +4; Grp +11; Atk Gore +7 melee (1d6+4); Full Atk Gore +7 melee (1d6+4) and bite +2 melee (1d8+2); SA Constrict 1d6+4; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +5, Will +5; Str 19, Dex 16, Con 17, Int 4, Wis 10, Cha 5.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13, Swim +12; Cleave, Endurance, Power Attack.

Area 4-3 – Cleansing Chamber (EL 4): Read or paraphrase the following:

This long, narrow chamber is furnished with a solid stone washbasin. Two long grooves are found in the floor on either side, each leading to a crusted vent in the stone tiled floor. A broken spear lies shattered against the north wall. The sound of anguished wailing fills the chamber.

Development: The washbasin was used for cleansing before entering the subsequent chamber. A DC 20 Knowledge (religion) check reminds players that such a practice is common among lawful religions. Any who pass through the door at the far end of the room without cleaning themselves in the washbasin (by pouring fresh water over their hands) are subject to the following trap. None of the water in the temple, except that from the jugs in area 3-16, is considered clean enough for this ritual.

Bestow Curse Trap: CR 4; magic device; touch trigger (*detect chaos* at threshold of door); automatic reset;



spell effect (*bestow curse* (-6 Wisdom, minimum 1), 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28 (washing in basin automatically disables).

Area 4-4 – The Wailing Arch (EL 6): Read or paraphrase the following:

Once a dressing room for a lady, the furnishings here have decayed to little more than dust and filth. Streaked throughout the room are long clear salt crystals, some almost knee high. The walls and floor are stained an off-white and appear crusty. A trickle of water runs through the center of the room in a channel of encrusted crystals. A powerful wailing reverberates throughout the area.

The noise in this chamber is so loud and grating that it is nearly impossible to hear. Regular communication is impossible (although a *message* spell allows players to communicate freely). Players must complete this encounter without communicating among themselves. All spells with a verbal component have a 20% spell failure chance if cast from within the room.

A DC 15 Listen check identifies that there are three distinct, but similar, voices behind the wailing. One of the voices is clearly dominant, and the other two seem to sob and weep almost (but not quite) in synch with the first.

Monster: The powerful sadness generated by the weeping maiden in 4-5 has mixed with the chaotic energy of the children of Tiamat to produce a pair of particularly hideous monsters known as living tears. Two of the piles of salt are actually living tears. They wait until

the characters are distracted or off-balance, then attack from surprise. As soon as they attack, their *blubbing aura* ability kicks in. They target whichever character appears to be in the most pain (fewest hit points relative to starting point).

Living tears (2): CR 4; Medium ooze; HD 3d10+15; hp 33; Init -5; Spd. 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk +2; Grp +3; Atk/Full Atk Slam +4 melee (1d6 +2 plus 1d3 wisdom); SA Blubbing aura (DC 14), sense pain, painful touch; SQ Blindsight 60 ft., damage reduction 5/-, immunity to cold and fire, ooze traits, vulnerable to enchantments; AL NE; SV Fort +6, Ref -4, Will -4; Str 14, Dex 1, Con 20, Int -, Wis 1, Cha 14.

Skills and Feats: None.

SA – Blubbing Aura (Ex): Living tears let out an incessant wailing sound. Foes closing to within 30 feet of a living tear must make a Will save (DC 14) or else they collapse on the ground, wailing and crying for 1d4 rounds. The aura is considered a mind influencing fear effect.

Treasure: Atop one of the piles of moldering furniture a DC 15 Search turns up an elaborate, gilded bone comb worth 350 gp.

Area 4-5 – Chamber of Tears (EL 10): Read or paraphrase the following:

A high pitched sobbing fills this long, thin room with a palpable sense of sorrow. The room was once furnished in the most opulent fashion of its time. Bronze brackets lie strewn across the floor, attached to little more than piles of sawdust. An elaborate candelabrum sits in the back west corner. Nearby is a set of carved stone shelves on which

rests a tablet. All manner of extravagant fixtures have fallen from their grommets and tumbled into an exquisite mess that surrounds a small pile of slender bones. A steady stream of warm salty liquid flows away from the bones.

Ari'Al-nuk has been weeping for centuries. She was due to be sacrificed to the moon god the night the men of Abylos invaded the ziggurat. She was slain in her chamber, and her spirit has not left her bones since then. Her bones must be placed on the altar in area 5-1 to banish her. If she is slain, but the bones are not moved, the dust in area 4-5 swirls and rises, reforming into a ghost again within 3d6 rounds.

Development: When the party enters her chamber they hear a ghostly voice say the following (in Unuul) between her sobs. She endlessly repeats the same phrase interspersed with her terrible wails and moans.

"Was it not I who won the foot race?"

"Did I not beat out all the other girls?"

"Am I not comely?"

"Is my flesh not clear?"

"How is it then, that I have been denied the journey to the moon?"

"How is it then that I have not sat at the feet of the celestial sovereign?"

"Tell me that!"

Tactics: Ari'Al-nuk first uses her *frightful moan* ability to weaken and separate the party. She then uses *malevolence* to possess a weak-minded opponent. Once in control of a body, she rushes toward the sacrificial altar in area 5-1 and uses a *coup de grace* attack on herself repeatedly with whatever weapon the character had before being possessed. (The storm spirit from area 5-1 also attacks any who approach the altar). If she succeeds in killing the possessed body, she lets out a horrible wail, as the passing of the body on the altar does nothing to ease her pain (this takes a full round). After this, she moans again, and tries to possess another individual. Unless in possession of the body of another, she does not leave area 4-5.

The Weeping Maiden Ari'Al-nuk, Female Human Ghost Clr8: CR 10; Medium Incorporeal Undead; HD 8d12; hp 52; Init +1; Spd 30 ft.; AC 14, touch 14, flat-footed 13; Base Atk +6; Grp +7; Atk touch +7 melee (1d6); Full Atk touch +7/+2 melee (1d6); SA Frightful moan (Will DC 17), horrific appearance (Fort DC 17), malevolence (Will DC 18); SQ Rejuvenation, turn resistance +4; AL LE; SV Fort +6, Ref +3, Will +8; Str 12, Dex 12, Con -, Int 9, Wis 15, Cha 17.

Skills and Feats: Diplomacy +13, Hide +1, Knowledge (religion)+10, Listen +2, Move silently +1, Spellcraft +0, Spot +2; Craft Wand, Craft Wondrous Item, Scribe Scroll, Skill Focus (Knowledge (religion)), Silent spell.

Languages: Unuul.

Domains: Water, Death.

Spells (6/5+1/4+1/3+1/2+1; save DC 12 + spell level): 0 – create water (x6); 1st-level – obscuring mist, bane, cause fear, doom, entropic shield; 2nd-level – fog cloud, sound burst, silence, darkness, desecrate; 3rd-level – water breathing, wind wall, searing light, dispel magic; 4th-level – discern lies, tongues, control water.

Treasure: Lying amidst the ruined furniture are inscribed bronze bracelets (500 gp), a bronze candelabrum (225 gp), and a *phylactery of faithfulness*. The tablet on the shelf describes a ritual where the girls in the neighboring village are put through a series of difficult tests. The one who is both the strongest and the most beautiful would be taken to live in the temple for a year. The following spring, she would be sacrificed to the moon god on an altar found on this level of the ziggurat.

Area 4-6 – Sunken Armory (EL 4): Read or paraphrase the following:

Thick, briny liquid covers the recessed floor of this room. It has left a salty stain on the walls all around the chamber. Pieces of old wood float on the surface here and there, bobbing innocuously. The walls of the chamber are covered with bronze racks that are heavily encrusted with green corrosion products.

The floor of the room is recessed five feet, with a short staircase leading down from the entrance. This room was once an armory, but most of the weapons have fallen into the brine and been destroyed. A single serpentfury now dwells in the chamber, considering the area its nest. It attacks any who disturb the weapons.

Serpentfury (1): CR 4; Large aberration (reptilian); HD 6d8+18; hp 45; Init +3; Spd 5 ft., swim 40 ft.; AC 19, touch 12, flat-footed 15; Base Atk +4; Grp +11; Atk Gore +7 melee (1d6+4); Full Atk Gore +7 melee (1d6+4) and bite +2 melee (1d8+2); SA Constrict 1d6+4; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +5, Will +5; Str 19, Dex 16, Con 17, Int 4, Wis 10, Cha 5.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13, Swim +12. Cleave, endurance, power attack.

Treasure: Among a jumble of old and useless bronze spears and axes lies Filth-slayer (a +1 bane vs. aberrations spear). It can be found with a DC 18 Search check. In a set of clay casks against the back of the wall can be found 7 sealed flagons of ceremonial wine. One flagon had its wax seal breached and has turned to vinegar, but the other 6 have remained sealed and are of excellent quality. They fetch up to 150 gp each.

Area 4-7 – Preparation Chamber (EL 0): Read or paraphrase the following:

A broad stone podium engraved with glyphs and runes dominates this chamber. It stands in the center of the room atop a set of solid flagstones each surrounded by a cluster of skulls stuck to the floor with thick gray mortar.

On each of the four walls are tile mosaics depicting scenes of pastoral beauty. A ram, a ewe and their lambs stand on a peaceful hillside on the west wall. A group of young girls compete in a running race on the east wall. The south wall depicts a large willow tree, drooping down into a slow moving river in which can be seen glints of silver. On the north wall, there is an image of the ziggurat itself, standing quiet above a busy square, full of bustling men and women.

Show the players handout F.

This chamber was used by the priests of the temple as a place of meditation and preparation before they perform the most holy sacrifices of the order of the moon. Countless young virgins and rams were put to death for the sake of the moon god.

The stone podium is entitled "Rituals of Sacrifice: the Binding of the Dragon-Queen." It outlines four sacrifices, each made with a specific implement at one of the four altars on level 5. The instructions for the sacrifice are complex and indirect. From reading the inscription you can make out the following:

The four altars, when sanctified by appropriate sacrifices, bind the spirit of Tiamat.

Each sacrifice must be done on the appropriate altar.

Each sacrifice must be carried out with a specific type of implement.

The sacrifices are: a flagon of wine, silver, meat, and a maiden.

The implements are: a dagger, a mace, a hand, and fire.

Wine may not be poured into the flames.

No metal item is used to sacrifice the silver.

Take the maid quickly, so she does not long suffer from the dagger's blow.

It is not enough to pour the wine by hand onto the altar.

The smell of the burning meat accompanies the final sacrifice.

Neither meat nor wine sanctifies the Altar of Storm.

The Altar of Madness remains slick with the wetness of the sacrifice.

When the mace strikes the Altar of Madness, a discordant tone rings.

Flesh cannot be used to sanctify the Altar of Plague; only riches suffice.

Level 5: The Sunken Court

This level contains the ancient skeletal structure of Tiamat herself. Areas 5-1 to 5-7 are connected by Tiamat's spinal columns. The vertebrae join at the top to form a solid, spiky tube of petrified dragon bone. Thick calcareous secretions have turned what was once the space between the bones into a tangled mass of spiky material. The walls completely block line of sight and passage through them is impossible by creatures size Diminutive or larger.

Normally these areas are almost completely submerged under a layer of filthy water ten feet deep. If the ghost from area 4-5 is banished by placing her bones at area 5-1, the stream of tears flowing into the sunken court dries up. Within 1d10 rounds the salty waters subside. All areas on level 5 of the ziggurat drain, becoming knee-deep mucky water. These squares count as shallow bog.

Remember that three serpentfuries occupy the muck of the Sunken Court. (Their stats are in area 4-2.) Any serpentfuries still alive when the muck dries up squirm in frustration as their aquatic home evaporates. They immediately move to attack any PCs they see regardless of their normal territorial restrictions.

Petrified Dragonbone Walls: 1 ft. thick; hardness 12; hp 60; break DC 35; Climb DC 10. This material is not magical and is no longer part of a dragon. It has no magical properties and cannot be used as an ingredient in any recipe that calls for dragon bone or other draconic materials.

Areas of the Map

Area 5-1 – The Altar of Storms (EL 5): Read or paraphrase the following:

A huge draconic skull with a single large horn protruding from its snout lies half submerged in the muck. Purple lightning runs up and down the horn, sending sparks down upon a simple stone altar that lies embedded in the brow of the skull.

A storm spirit dwells here. Characters wearing metal armor take 3d6 electrical damage (Reflex save DC 14 for half damage) if they come within 5 feet of the horn.

Development: The bones of the ghost from area 4-5 must be laid here, with a dagger set among them in order to sanctify this altar. Once the bones are laid to rest and the ghost slain, the flow of tears to the Sunken Court ceases. The court dries up, as described above. Once the court has dried, show the players handout G – the full scope of Tiamat's skeleton as it lies in the Sunken Court.

Monster: If the storm spirit is killed, it is replaced by a new one. Once the sacrifice has been completed, no more spirits are generated here. Until then, a new storm spirit is generated 2d4 rounds after its predecessor dies.

Storm Spirit (1): CR 5; Medium elemental; HD 6d8+6; hp 35; Init +7; Spd. Fly 80 ft.; AC 17, touch 13, flat-foot-

ed 14; Base Atk +4; Grp +4; Atk/Full Atk slam +7 melee (1d6); SA Spell like abilities, wind cone (DC 12); SQ Damage reduction 5/magic, darkvision 60 ft., elemental traits; AL CE; SV Fort +3, Ref +7, Will +4; Str 10, Dex 17, Con 13, Int 4, Wis 13, Cha 10.

Skills and Feats: Intimidate +9, Listen +1, Spot +10; Dodge, Flyby Attack, Improved Initiative.

SA – Spell-like Abilities: At will – *fog cloud*, *gust of wind*; 3/day – *lightning bolt* (DC 14, 6d6), *shocking grasp* (DC 12, 5d6). Caster level 6th.

Area 5-2 – Frozen Skull: Read or paraphrase the following:

Here lies a huge chunk of opaque, green ice. Inside it are several large fragments of tooth and bone. A bony archway protrudes from the edge of the chunk leading down into the spine of the great submerged draconic skeleton.

This is the crushed and broken white dragon skull of Tiamat. It is cursed to retain its frigid nature even long after death. While the area is still flooded, characters can walk atop the ice chunk, but they must make DC 15 Balance checks to run or charge across the surface.

Area 5-3 – Boiling Skull (EL 2): Read or paraphrase the following:

The water boils and bubbles here, creating a cloud of thick, foul smelling steam.

The mangled remnants of Tiamat's red dragon skull lie here. It radiates intense heat, doing 1d6 fire damage per round to anyone who approaches within 10 feet. The steam cloud obscures vision as per a *fog cloud*. If the cloud is dispersed it reforms in 1d3 rounds.

Area 5-4 – Altar of Plagues (EL 4): Read or paraphrase the following:

A giant dragon skull lies on its side here. A crest of long bony spines extends from the skull into the muck. Fetid vapors rise continuously from the dead beast's throat, giving out a horrendous stench. Inside the dragon's maw, you can see a small stone altar.

This area is covered by a *stinking cloud* that does not dissipate until the altar is sanctified.

Development: A plague spirit occupies this area. If it dies, a new plague spirit rises out of the maw of the dead beast within 2d4 rounds. An offering of silver placed on the altar sanctifies the place, preventing more plague spirits from forming.

Plague Spirit (1): CR 4; Medium elemental; HD 5d8+5; hp 25; Init +3; Spd. Fly 60 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +3; Atk/Full Atk slam +6 melee (1d6); SA Spell like abilities, wind cone (DC 12); SQ Damage reduction 5/magic, darkvision 60 ft., elemental traits; AL CE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 17, Con 13, Int 4, Wis 13, Cha 10.

Skills and Feats: Intimidate +8, Listen +1, Spot +9; Flyby Attack, Weapon Finesse.

SA – Spell Like Abilities: At will – *fog cloud*, *gust of*

wind; 3/day – *contagion* (DC 14), *inflict moderate wounds* (2d8+5).

Area 5-5 – Altar of Madness (EL 6): Read or paraphrase the following:

The walls of this chamber close in all too closely around you. Sharp, bony protrusions extend down from the ceiling, up from the floor and in from all the walls. In the center of the chamber lies a solid block of black marble.

Two spirits of madness lives here. As with the others, if one dies a new one is generated in 2d4 rounds. If a container of wine is smashed with a mace on the altar, it becomes sanctified, preventing the generation of more spirits.

Spirits of Madness (2): CR 4; Medium elemental; HD 4d8+4; hp 26, 28; Init +3; Spd. Fly 60 ft.; AC 16, touch 13, flat-footed 16; Base Atk +3; Grp +3; Atk/Full Atk slam +6 melee (1d4 Wisdom); SA Maddening wind (DC 12), spell like abilities, wind cone (DC 12), Wisdom damage; SQ Damage reduction 5/magic, darkvision 60 ft., elemental traits; AL CE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 17, Con 13, Int 6, Wis 13, Cha 10.

Skills and Feats: Intimidate +7, Listen +1, Spot +8; Dodge, Flyby Attack, Weapon Finesse.

SA – Spell-like Abilities: At will – *fog cloud*, *ghost sound* (DC 11), *gust of wind*; 3/day – *hypnotic pattern* (DC 12).

SA – Wind Cone (Su): Usable once per day, duration 1 round per HD. A 30-ft. cone in front of the spirit is filled with a blasting wind. In order to make more than a 5 foot step toward the spirit within this area of effect, an attacker must make a DC 12 Strength check. For every 5 points by which he beats the check, he may move an additional 5 feet toward the spirit. The storm spirit can maintain this ability without concentration.

SA – Maddening Wind (Ex): Those within the wind cone of a spirit of madness must make a DC 12 Will save or suffer a point of temporary Wisdom damage.

Area 5-6 – The Black Heart of Tiamat (EL 10+): Read or paraphrase the following:

This large bony chamber is roughly spherical in shape. Within the center of the chamber, taking up much of the space within the room is a large mound of black stone. Embedded within the stone is a glimmering bronze spear tip.

Development: The spear set in the heart of Tiamat is the main thing that prevents her evil from manifesting. A DC 26 Strength check is required to free it. If the spear tip is removed from the stone, a fountain of acidic blood spouts forth from the wound, spraying the character that removed the tip for 10d4 acid damage (DC 21 Reflex save for half). On the following round, a serpentfury crawls forth from the wound. Another serpentfury scuttles from the wound every 1d4+1 rounds.

A turn after the spear is removed, the heart begins to pulse erratically. Any of the altars that were not sanctified begin to produce storm spirits, plague spirits and

spirits of madness at normal rate of one spirit per 2d4 rounds. These new spirits swarm toward area 5-6 to attack the PCs.

This flow of monsters can only be stopped if the spear tip is jammed back into the wound. Substituting another “plug” will not suffice; the next serpentfury to generate will simply push it out of the way. *The Black Heart of Tiamat* is AC 28. If the spear tip is not replaced, Tiamat regenerates and bursts out of the ziggurat within a week.

Treasure: The spear tip belongs to the *Brilliant Spear of Anu-Kul*, a +2 *holy, shock spear*. The spear has no handle now; as such, it can be used as a dagger with a -2 penalty to attack rolls. Hafting the item successfully requires a DC 25 Craft (weaponsmithing) check and at least 2,000 gp of materials.

Serpentfury (1): CR 4; Large aberration (reptilian); HD 6d8+18; hp 45; Init +3; Spd 5 ft., swim 40 ft.; AC 19, touch 12, flat-footed 15; Base Atk +4; Grp +11; Atk Gore +7 melee (1d6+4); Full Atk Gore +7 melee (1d6+4) and bite +2 melee (1d8+2); SA Constrict 1d4+2; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +5, Will +5; Str 19, Dex 16, Con 17, Int 4, Wis 10, Cha 5.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13, Swim +12; Cleave, Endurance, Power Attack.

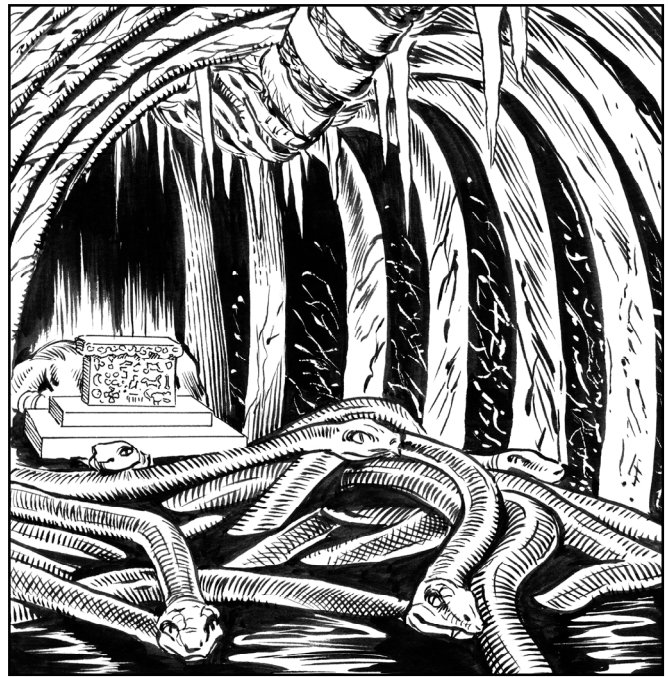
Area 5-7 – The Bowels of Tiamat (EL 7): Read or paraphrase the following:

The walls widen and swell here producing an oblong chamber of bone almost 25 feet in height and 35 feet in diameter at the widest point. Large calcareous spikes descend from the ceiling in a line down the center of the room. Throughout the chamber is a writhing mass of serpentine bodies, all of which appear to be joined together in some unholy tangled mass that slithers and slides across itself at the center of the chamber. Lying above the tangled mass are two steps that rise up to a narrow dais topped with a pure bronze altar.

The bowels of Tiamat have brought forth numerous spawn over the centuries. Here lies a large hydra hungry for fresh flesh. It attacks immediately.

Development: A pound of flesh must be burned on this altar in order to sanctify it. The flesh of aberrations or any spawn of Tiamat is not an acceptable offering. Human flesh is acceptable (3d4 damage to remove a suitable quantity from a living creature). If all four altars are sanctified, any remaining serpentfuries become quiescent and any storm spirits, plague spirits or spirits of madness dissipate.

Treasure: If the hydra in this area is slain and all four of the altars have been sanctified, the spirit of Shul will manifest to bless the party. Shul's spirit appears as a shimmering white orb, pock marked and scarred with darkened craters (like a tiny moon). His radiance is so intense that all must avert their eyes or risk blindness. All creatures within 60 feet of Shul's spirit must make a



DC 20 Fortitude save for each round spent looking towards the orb or else suffer permanent blindness. Shul speaks (in Uru'nul) the following phrase. “Na shamul khanu, xunushul.” *Translation: “Blessed be those who restore my temple.”* All within 30 feet of Shul's spirit when he pronounces his blessing come under the influence of a powerful spell that lasts a full month.

While under the influence of the blessing, the players are completely immune to all forms of fear and disease (supernatural or otherwise) as if they had the *divine health* and *aura of courage* abilities of a third level paladin. In addition, they gain the benefits of a *bless* spell for the entire month. Paladins gain no additional benefit, but should be morally satisfied in completing a very lawful task. All players should also be awarded an additional bonus of 1500 experience points each for completion of this important quest.

In amongst the bowels of Tiamat can be found 2,380 silver pieces and a small silver ring set with three rubies. Two of the rubies are cracked and broken. The ring is a *ring of three wishes*, with but one wish left. Due to the antiquity of the coins, and the strange device stamped into them (a crescent moon), they may be worth more than a silver piece if sold to those who have a knowledge and appreciation of antiquity. In the best circumstances, the coins could be worth up to 2 gold each.

Seven-Headed Hydra: CR 6; Huge magical beast; HD 7d10+38; hp 85; Init +1; Spd. 20 ft., Swim 20ft.; AC 17, touch 9, flat-footed 16; Base Atk +7; Grp +19; Atk bite +10 melee (1d10+4); Full Atk 7 bites +10 melee (1d10+4); Space/Reach 15 ft./10 ft.; SA -; SQ Darkvision 60 ft., fast healing 17, low light vision, scent; AL CE; SV Fort +10, Ref +6, Will +4; Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +7, Spot +7, Swim +12; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Appendix 1: New Monsters

COIN DEVOURER

These small, long-lived aberrations appear to be large thick silver coins. They awake when placed within an inch of precious coins (platinum, gold, silver or copper). These small monsters crawl toward any coins they sense and begin to devour them, leaving nothing more than a gray stain behind them. Each coin devourer can devour one coin per hour. After 8 hours of feasting, they become satiated for 16 hours, whereupon they begin to devour more coins.

Careful scrutiny of such a creature (Search DC 25) identifies markings on the being that resemble a small nose and mouth. The residue left by the devourers begins to generate an unpleasant odor after about 6 hours.

The devourers have only 1 hp and an AC of 5. They automatically fail all saving throws. They cannot cause harm to creatures (even metallic ones), but can chew through items made of precious metals (copper, silver, gold and platinum). Thus, a silver dagger would be at risk, while a normal steel dagger would not.

DUST BROTHER

	Medium Construct
Hit Dice:	5d10+20 (47 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	19 (+6 armor, +3 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+3/+5
Attack:	Spear +5 melee (1d8+3)
Full Attack:	Spear +5 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Construct traits, damage reduction 5/—, darkvision 60 ft., dust form, SR 15, water vulnerability
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 15, Dex 10, Con —, Int —, Wis 11, Cha 6
Skills:	Listen +0, Spot +0
Feats:	None
Environment:	Temple mounds, crypts
Organization:	Brotherhood (2-12)
Challenge Rating:	3
Treasure:	None
Alignment:	Lawful neutral
Advancement:	By character class
Level Adjustment:	—

This being appears to be a living column of dust in the shape of an armored man. Blank eyes stare out from wide eye sockets, as if it stares past you.

Dust brothers are enchanted guardians left to keep watch



over important portals. They lie still in the forms of patches of dust, tirelessly awaiting the moment they must spring to life and assault those who trespass in the tombs and vaults that they were crafted to protect.

COMBAT

Dust brothers wait patiently with actions readied. Most often, they are set to strike with their spears at any who pass through a portal or approach an important location. Without fail, they lie still ready to rise up and strike those unaware of their presence.

Dust Form (Su): Dust brothers fall into a patch of inert dust when there are no foes within 10 feet. This patch of dust is invulnerable to attack. A dust brother in dust form is indistinguishable from a normal pile of dust, except for the fact that it does not disperse, no matter how much wind strikes it. Water poured on the pile of dust converts a dust brother to an inert patch of mud. Approximately one liter of water (or wine or any other liquid) destroys a dust brother in dust form. A dust brother can end his dust form as a free action, allowing him to make a full attack on the same round he reforms.

Water Vulnerability (Ex): When dust brothers are struck by water (at least a full flask) they immediately lose their damage reduction until they have fully dried out. It takes them at least an hour to dry out under normal conditions.

HOLLOW ONE

Hit Dice:	Medium Aberration 4d8+4 (22 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+8
Attack:	Dagger +4 melee (1d4+1/19-20) or slam +4 melee (1d3+1)
Full Attack:	Dagger +4 melee (1d4+1/19-20) or slam +4 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell use
Special Qualities:	Split, unnatural gaze, bonus ability by color
Saves:	Fort +2, Ref +3, Will +8
Abilities:	Str 12, Dex 14, Con 13, Int 13, Wis 14, Cha 15
Skills:	Concentration +5, Knowledge (arcana) +4, Listen +2, Sense Motive +9, Spellcraft +8, Spot +2
Feats:	Improved Grapple, Iron Will
Environment:	Ancient shrines
Organization:	Solitary, pair or coven (3-12)
Challenge Rating:	4
Treasure:	Normal
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	—

This being resembles a thin, pale-skinned human clutching a sharp dagger. He is clad only in a long colorful robe. While his face is similar to that of a human, he wears a flat, blank expression devoid of all emotion. His eyes appear to be lit - tle more than hollow pits.

Hollow ones have the outward appearance of humans, but in truth, their humanoid forms are little more than shells used to conceal the true nature of the disgusting aberrations that dwell within their robes. Inside, the hollow ones bear no resemblance to humanoids; instead, they are a mass of writhing tentacles and protoplasm. When they are struck with a slashing or piercing weapon, they do not spill blood – instead, thin green tendrils sprout from the wound. If a hollow one is slain, it erupts into a mass of tentacles and continues to fight on in its true form (see below).

COMBAT

Hollow ones use their spellcasting abilities to delay and weaken their enemies. If foes approach their line, those who wear white robes step forward to engage the enemies in melee and prevent them from reaching the others.

Spell Use: Hollow ones cast spells as fourth level sorcerers, but they may only draw their spells from a single school of magic. Red robes cast abjurations, white robes cast divinations, green robes cast conjurations and black robes use necromancy. The DC of their spells is 12 + spell level.



Spells Per Day: 6/7/4

Spell Known: Varies by type:

White Robes: 0 – detect poison, detect magic, read magic; 1st-level – comprehend languages, identify, true strike; 2nd-level – detect thoughts.

Red Robes: 0 – resistance; 1st-level – hold portal, protection from law, shield; 2nd-level – resist energy.

Green Robes: 0 – acid splash; 1st-level – grease, obscuring mist, unseen servant; 2nd-level – summon monster II* (can only be used to summon hollow spawn, described below).

Black Robes: 0 – disrupt undead, touch of fatigue; 1st-level – cause fear, chill touch, ray of enfeeblement; 2nd-level – ghoul touch.

Split (Ex): When a hollow one is slain, it erupts into a tangled mass of ichor and tentacles. It is removed and replaced by two hollow spawn (see below). The spawn fight until destroyed and do not split further.

Unnatural Gaze (Ex): Hollow ones have alien expressions that are impossible to read. All Sense Motive checks made to discern the motives of a hollow one suffer a -8 penalty.

Bonus Ability (Ex): Each hollow one has an additional ability based on the color of its robe.

Red Robes: SR 14

Green Robes: When slain, creates three spawn rather than two.

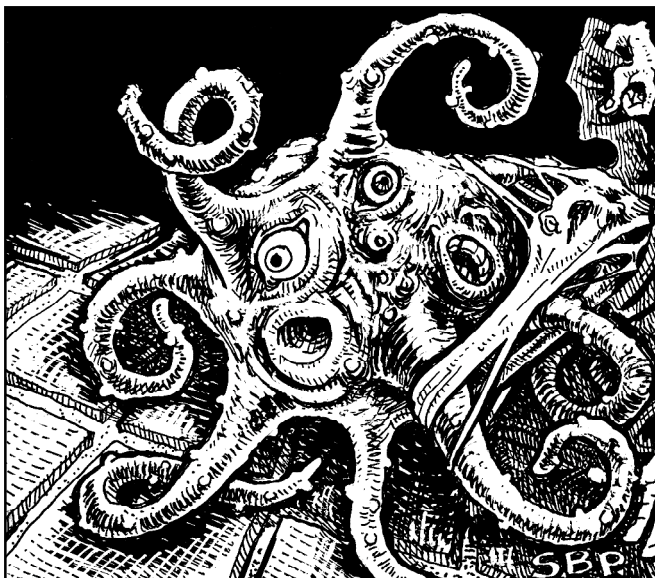
Black Robes: Immune to all necromantic spells and effects.

White Robes: Prescience (see below).

Prescience (Su): The white hollow ones are able to read the surface thoughts of all those about them and thus can discern the actions which most creatures will take before they act upon their impulses. Each character within 30 feet of a white robe at the beginning of the round must make a DC 14 Will save. Those who fail have a -2 penalty to their attack rolls and saving throws for the remainder of the round. Individuals protected against divination magic (e.g. by non-detection) are not affected by prescience.

HOLLOW SPAWN

	Medium Aberration
Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+6
Attack:	Tentacle +3 melee (1d3+1)
Full Attack:	2 tentacles +3 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict
Special Qualities:	Blindsense 10'
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 12, Dex 15, Con 10, Int 3, Wis 14, Cha 5
Skills:	Climb +6, Listen +2, Spot +2
Feats:	Improved Grapple
Environment:	Ancient shrines
Organization:	Pair, trio or swarm (4-40)
Challenge Rating:	1
Treasure:	None
Alignment:	Chaotic evil
Advancement:	3-4 HD (Medium), 5-6 HD (Large)
Level Adjustment:	—



This hideous creature is a mass of writhing tentacles, humanlike organs and pale soft flesh. It scuttles across the floor in an unnerving manner.

The hollow spawn is the true form of the hollow ones. When a hollow one is slain, it leaves behind two or more hollow spawn. When the hollow spawn is slain, it dissipates into a green ichor that bubbles rapidly and evaporates.

COMBAT

Hollow spawn mindlessly grope toward their foes. They initiate a grapple with anything other than a hollow one or another hollow spawn that they encounter.

Blindsense (Ex): Hollow ones can pinpoint the location of their foes without use of a sense of sight. They cannot perceive foes which are further than 10' away.

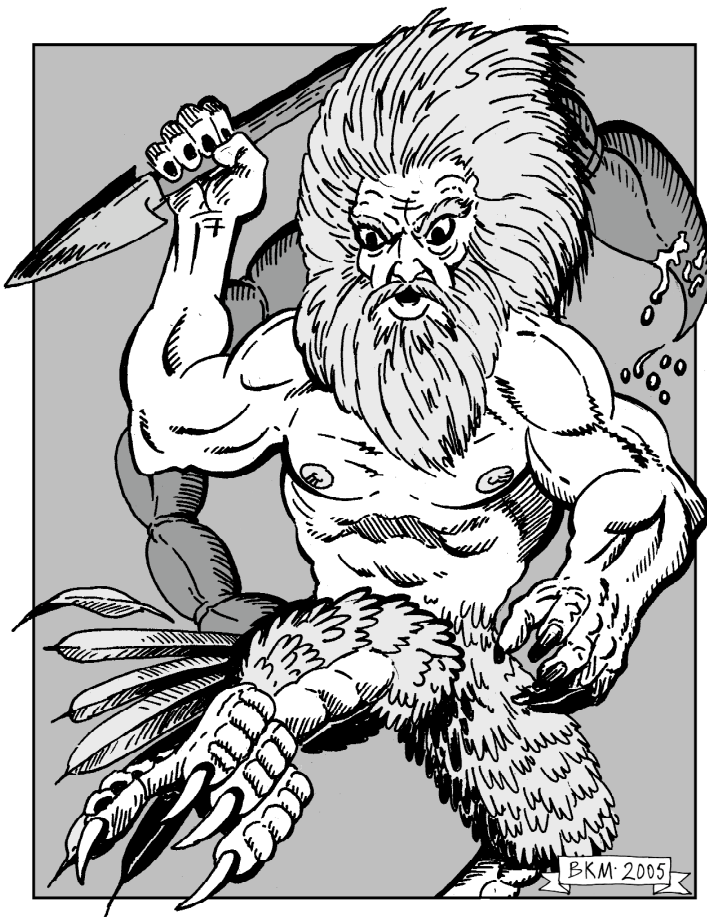
Constrict (Ex): A hollow spawn deals automatic slam damage with a successful grapple check.

LIVING TEAR

	Medium Ooze
Hit Dice:	3d10+15 (31 hp)
Initiative:	-5
Speed:	10 ft. (2 squares)
Armor Class:	5 (-1 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+2/+3
Attack:	Slam +4 melee (1d6+2 plus 1d3 Wisdom)
Full Attack:	Slam +4 melee (1d6+2 plus 1d3 Wisdom)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blubbling aura, mournful touch, sense pain.
Special Qualities:	Blindsight 60 ft., damage reduction 5/-, immunity to cold and fire, ooze traits, vulnerable to enchantments
Saves:	Fort +6, Ref -4, Will -4
Abilities:	Str 14, Dex 1, Con 20, Int -, Wis 1, Cha 14
Skills:	—
Feats:	—
Environment:	Cold marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

This foul creature resembles a large gelatinous teardrop. Their thick viscous membrane appears to constantly weep small tears. It constantly emanates an unnerving wailing sound.

A living tear is a large gelatinous sack of salty goop. It exists only to leach emotional energy out of others. It is drawn remorselessly toward pain.



SCORPION MAN (GIRTABLULLU)

Large Monstrous Humanoid

Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (-1 size, +7 natural, +1 shield [Improved Two-Weapon Fighting]), touch 9, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Longspear +10 melee (1d8+4/x3)
Full Attack:	Longspear +8/+3 melee (1d8+4/x3), whip +8/+3 melee (1d3+2) and sting +5 melee (1d6+2 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Poison, summon scorpions
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +7
Abilities:	Str 18, Dex 11, Con 16, Int 6, Wis 10, Cha 15
Skills:	Climb +8, Intimidate +7, Listen +0, Spot +0
Feats:	Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting
Environment:	Underground
Organization:	Solitary, pair, or nest (3-12)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	—

COMBAT

A living tear extends a pseudopod toward whichever foe appears to be in the greatest pain. Foes that have succumbed to the blubbering aura are chosen above all others.

Blubbering Aura (Ex): Living tears let out an incessant wailing sound. Foes closing to within 30 feet of a living tear must make a DC 14 Will save or else they collapse on the ground, wailing and crying for 1d4 rounds. The aura is considered a mind influencing fear effect.

Mournful Touch (Ex): The touch of a living tear is so painful that it destroys 1d3 points of Wisdom on a hit.

Sense Pain (Ex): A living tear can sense whichever creature within 60 feet has suffered the most grievous wounds (measured by total hit point damage). They are inexorably drawn to such creatures and seek to engage them first.

Vulnerable to Enchantments (Ex): Living tears are vulnerable to enchantment magic, which drains them of the emotional energy that sustains them. If directly targeted by any spell from the enchantment school, a living tear takes 1d8 damage per spell level, with no saving throw, in addition to the effect of the spell. Living tears within the area of effect of an enchantment spell (such as *mass charm*) take 1d4 damage per spell level each, with no saving throw. The distress suffered by a living tear subject to an enchantment spell is obvious to all.

This creature has the upper torso of a red bearded man, but the lower body of a powerful bird. A vicious looking scorpion tail sprouts from his back.

A girtablullu is a large humanoid whose body is an odd combination of snake, scorpion, hawk, and man. He appears to be a bearded man, with bristly red hair from the waist up, but his lower torso is that of a large predatory bird. At the base of his spine grows a long deadly scorpion tail.

Girtablullu stand up to 7 feet tall and weigh about 600 pounds. These ogre-sized humanoids prefer to carry at least one reach weapon with which to torment their foes.

Scorpion men speak Unuul, but rarely speak unless they wish to torment their foes.

COMBAT

Scorpion men prefer to use their summoned scorpions to tie down their foes while they harass them with their whips, disarming and tripping foes as the opportunity arises.

Poison (Ex): A scorpion man has a poisonous sting. Injury, Fortitude DC 16, initial and secondary damage 1d4 Con. The save DC is Constitution based.

Summon Scorpions (Sp): Once per day, a scorpion man can automatically summon 1d3 Medium fiendish monstrous scorpions. This ability is the equivalent of a 3rd-level spell.

SERPENTFURY (MUSHUMAHU)

Hit Dice:	Large Aberration (Reptilian) 6d8+18 (45 hp)
Initiative:	+3
Speed:	5 ft. (1 square), swim 40 ft. (8 squares)
Armor Class:	19 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+11
Attack:	Gore +7 melee (1d6+4)
Full Attack:	Gore +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 1d6+4
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 19, Dex 16, Con 17, Int 4, Wis 10, Cha 5
Skills:	Hide +8, Listen +13, Move Silently +12, Spot +13, Swim +12
Feats:	Cleave, Endurance, Power Attack
Environment:	Swamps and bogs
Organization:	Solitary, mob (3-6), or flock (7-12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

This hideous creature is an unnatural blend of bull, lion, hawk, scorpion, serpent, and squid. Its head is similar to that of a hungry lion, but set with sharp bull's horns and long vicious snake fangs. Its body is long and thin, like a giant constrictor snake, yet set all along the back are rows of small useless pairs of wings. Along the belly is a similar row of small, weak scorpion legs. These legs are barely strong enough to carry the creature, and out of water it can only shuffle along at a snail's pace. Instead of a single tail, the foul beast's hindquarters split into two long tentacles, each ending in a flanged sucker.

COMBAT

Serpentfuries, known also as mushumahu, are fierce reptilian aberrations that prowl tainted waters looking for prey. Slow on land, they are quick and deadly in the water, often using their powerful tentacles to hold foes tight as they descend beneath the waves.

Constrict (Ex): On a successful grapple check, a serpentfury deals 1d6+4 points of damage.

Improved Grab (Ex): To use this ability, a serpentfury must hit with its tail attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: A serpentfury has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



SPIRIT OF URU-NUK

	Spirit of Madness <i>Medium Elemental</i> (Air, Chaotic, Extraplanar)	Plague Spirit <i>Medium Elemental</i> (Air, Chaotic, Extraplanar)	Storm Spirit <i>Medium Elemental</i> (Air, Chaotic, Extrapl.)
Hit Dice:	4d8+4 (22 hp)	5d8+5 (27 hp)	6d8+6 (32 hp)
Initiative:	+3	+3	+7
Speed:	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)	Fly 80 ft. (perfect) (16 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+3/+3	+3/+3	+4/+4
Attack:	Slam +6 melee (1d4 Wisdom)	Slam +6 melee (1d6)	Slam +7 melee (1d6)
Full Attack:	Slam +6 melee (1d4 Wisdom)	Slam +6 melee (1d6)	Slam +7 melee (1d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Maddening wind, spell-like abilities, wind cone, Wisdom damage	Spell-like abilities, wind cone	Spell-like abilities, wind cone
Special Qualities:	Damage reduction 5/magic, magic, darkvision 60 ft., elemental traits	Damage reduction 5/ magic, darkvision 60 ft., elemental traits	Damage reduction 5/ magic, darkvision 60 ft., elemental traits
Saves:	Fort +2, Ref +6, Will +3	Fort +2, Ref +6, Will +3	Fort +3, Ref +7, Will +4
Abilities:	Str 10, Dex 17, Con 13, Int 6, Wis 13, Cha 10	Str 10, Dex 17, Con 13, Int 4, Wis 13, Cha 10	Str 10, Dex 17, Con 13, Int 4, Wis 13, Cha 10
Skills:	Intimidate +7, Listen +1, Spot +8	Intimidate +8, Listen +1, Spot +9	Intimidate +9, Listen +1, Spot +10
Feats:	Flyby Attack, Weapon Finesse	Flyby Attack, Weapon Finesse	Flyby Attack, Improved Initiative, Weapon Finesse
Environment:	Chaotically aligned outer planes	Chaotically aligned outer planes	Chaotically aligned outer planes
Organization:	Solitary, flurry (2-5), storm (8-80)	Solitary, flurry (2-5), storm (8-80)	Solitary, flurry (2-5), storm (8-80)
Challenge Rating:	4	4	5
Treasure:	None	None	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	—	—	—
Level Adjustment:	—	—	—

These wild, unpredictable beings appear as columns of colored smoke in a vaguely humanoid form. While they have discernable heads, their facial features appear and disappear from view, melting into the wisps of smoke and wind that make up their bodies.

The spirits of Uru'Nuk are unpredictable elemental beings formed from foul vapors tainted with plague, lightning or a hint of madness. While spirits speak Auran and Abyssal, they rarely engage in conversation, using their language skills to taunt and disparage their foes if they do bother to speak.

STORM SPIRIT

Often the first to appear once a storm of spirits has been summoned, the storm spirits enjoy their role as heralds of doom. Flying quickly before the storm, they use their speed to best advantage by rushing across unspoiled land as quickly as possible in order to find targets of opportunity. Their bodies glimmer with electrical energy that constantly lets off small sparks.

COMBAT

Storm spirits prefer to keep most of their foes at range while they unleash all available firepower upon those enemies that manage to close with them.

Wind Cone (Su): Usable once per day, duration 1 round per HD. A 30-ft. cone in front of the spirit is filled with a blasting wind. In order to make more than a 5 foot step toward the spirit within this area of effect, an attacker must make a DC 12 Strength check. For every 5 points by which he beats the check, he may move an additional 5 feet toward the spirit. The storm spirit can maintain this ability without concentration.

Spell Like Abilities: At will – *fog cloud*, *gust of wind*; 3/day – *lightning bolt*, *shocking grasp*. Caster level 6th; save DC 11 + spell level.

Elemental Traits (Ex): A spirit is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected.



PLAGUE SPIRIT

These spirits linger over the battlefield, inflicting foul diseases upon those weakened and wounded by war. Cruel and sadistic by nature, plague spirits work toward a single goal, to inflict as much pain and misery on living things as possible.

COMBAT

Plague spirits like to use their *fog cloud* ability to mask their presence and then attack from surprise. They most often target already-wounded individuals. If threatened, they use their wind cone ability to hold off stronger individuals while they finish off the weak.

Wind Cone (Su): Usable once per day, duration 1 round per HD. A 30-ft. cone in front of the spirit is filled with a blasting wind. In order to make more than a 5 foot step toward the spirit within this area of effect, an attacker must make a DC 12 Strength check. For every 5 points by which he beats the check, he may move an additional 5 feet toward the spirit. The storm spirit can maintain this ability without concentration.

Spell Like Abilities: At will – *fog cloud*, *gust of wind*; 3/day – *contagion*, *inflict moderate wounds*. Caster level 5th; save DC 11+spell level.

Elemental Traits (Ex): A spirit is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected.

SPIRIT OF MADNESS

Whimsical and chaotic best describe the habits of the spirits of madness. Flitting about more or less oblivious to those around them, they pick their targets almost at random, sometimes leaving a foe just before it becomes incapacitated and switching to engage another.

COMBAT

A spirit of madness prefers to engage its foes *en masse*. It often uses its *ghost sound* ability to lure foes into an area where it can unleash a hypnotic pattern upon them.

Wind Cone (Su): Usable once per day, duration 1 round per HD. A 30-ft. cone in front of the spirit is filled with a blasting wind. In order to make more than a 5 foot step toward the spirit within this area of effect, an attacker must make a DC 12 Strength check. For every 5 points by which he beats the check, he may move an additional 5 feet toward the spirit. The storm spirit can maintain this ability without concentration.

Wisdom Damage (Su): The touch of a spirit of madness deals 1d4 points of Wisdom damage. A creature reduced to 0 Wisdom falls into a deep catatonic sleep plagued by madness.

Maddening Wind (Ex): Those within the wind cone of a spirit of madness must make a DC 12 Will save or suffer a point of temporary Wisdom damage.

Spell Like Abilities: At will – *fog cloud*, *ghost sound*, *gust of wind*; 3/day – *hypnotic pattern*. Caster level 5th; save DC 11 + spell level.

Elemental Traits (Ex): A spirit is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected.

TABLET GOLEM

Medium Construct

Hit Dice:	7d10+20 (58 hp)
Initiative:	-2
Speed:	20 ft. (4 squares)
Armor Class:	16 (-2 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+5/+9
Attack:	Slam +9 melee (1d6+4)
Full Attack:	Slam +9 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Construct traits, damage reduction 5/magic, darkvision 60 ft., immunity to magic, glyph trigger
Saves:	Fort +2, Ref +0, Will +4
Abilities:	Str 18, Dex 7, Con -, Int -, Wis 15, Cha 1
Skills:	Listen +0, Spot +0
Feats:	None
Environment:	Temple mounds, libraries
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	2d4 scrolls (choose randomly out of the glyph trigger spells)
Alignment:	Always neutral
Advancement:	9-15 HD (Large), 16-25 HD (Huge)
Level Adjustment:	-

This being appears to be a large collection of inscribed clay tablets. All across the surface of the being are weird runes and inscriptions, many of them glowing with baleful arcane energy. While predominantly humanoid, the creature has no clear head; instead, a large tablet set in the center of the chest is carved with a humanlike face.

A tablet golem is formed from collections of inscribed clay tablets, stuck together with a magical mortar. The golem appears vaguely humanoid, with piles of tablets for arms and legs. The head is most often missing, while there is always a large tablet inscribed with a human face in the chest of the creature. Once created, the golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons.

Most tablet golems are between 4 and 5 feet tall, but are much wider than a normal man being up to 3 feet thick and 4 feet wide with a weight of up to 350 pounds. From a distance, they may be mistaken for earth elementals.

Tablet golems cannot speak, but they are able to read all languages that occur on the tablets used in their construction. The tablets used to construct such a golem may contain valuable information, often of a historical nature. Most of the magical glyphs on the golem's body become deactivated by its death, although some survive and may be used as scrolls.

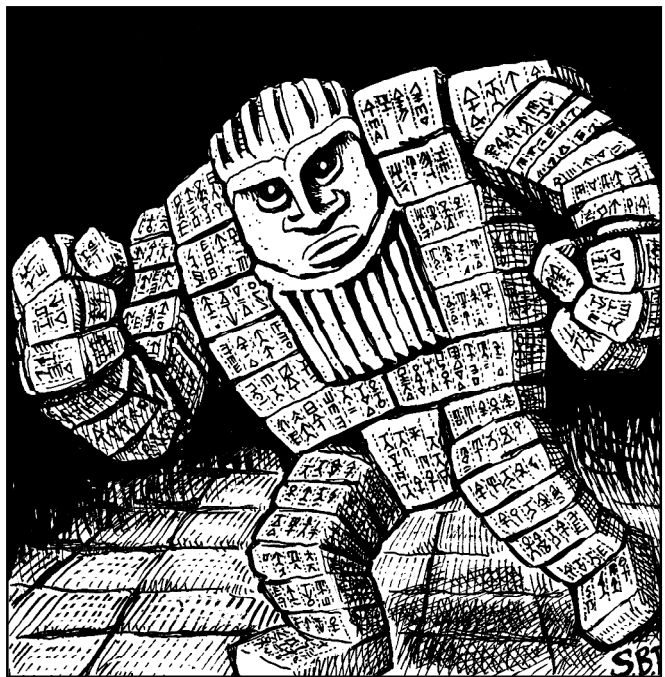
COMBAT

Tablet golems charge immediately into battle with their foes. They seek the densest part of melee combat, and do not fear to provoke attacks of opportunity.

Glyph Trigger (Su): Each time a tablet golem is struck in melee, the attacker must make a DC 16 Reflex save or else they have triggered one of the many glyphs that cover the creature's body. Roll d12 to determine which spell is triggered. Normal saving throws are permitted to resist the effects. Spells have a DC of 12 + spell level. This DC is Wisdom based. Spells that require an attack roll use the golem's attack bonus (+9). All spells are cast at 7th level of effect.

d12	Glyph effect
1	<i>Acid splash</i>
2	<i>Cause fear</i>
3	<i>Chill touch</i>
4	<i>Daze</i>
5	<i>Doom</i>
6	<i>Flare</i>
7	<i>Inflict light wounds</i>
8	<i>Ray of enfeeblement</i>
9	<i>Ray of frost</i>
10	<i>Reduce person</i>
11	<i>Shocking grasp</i>
12	<i>Touch of fatigue</i>

When a tablet golem is slain, each character within 5 feet of the corpse is immediately subject to one of the spells from the above list, as if they had struck the golem and failed their Reflex save.



Immunity to Magic (Ex): A tablet golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. An *erase* spell prevents the creature's glyph trigger ability from acting for one full round. Any character under the influence of a *read magic* spell may choose their target more carefully when striking the golem. They may roll 1d12 twice when affected by the monster's glyph trigger, then choose which spell they trigger from the two rolls.

CONSTRUCTION

Most of the tablets used to create a tablet golem must be engraved with the appropriate spells. One scroll of each of the 12 spells triggered by the golem's glyph trigger ability is consumed in the construction of the golem. In addition, at least 300 pounds of nonmagical tablets are required. Special inks and writing implements worth 300 gp are also required.

Assembling the golem requires a DC 14 Craft (scribe) check.

Tablet golem: CL 8th; Craft Construct, *daze*, *flare*, *acid splash*, *touch of fatigue*, *ray of frost*, *cause fear*, *doom*, *inflict light wounds*, *shocking grasp*, *chill touch*, *ray of enfeeblement*, *reduce person*, *animate objects*, *minor globe of invulnerability*, *geas/quest*, *limited wish*, caster must be at least 9th level; Price 15,000 gp; Cost 6,500 gp + 620 XP.

Appendix 2: Treasures of the Ziggurat

Instruments of Maddening Cacophony: These three instruments must be played together in order to generate any magical effect. When three musicians work together to strum, pluck and blow these contorted musical devices, an otherworldly cacophony emanates from them. Once they have begun to play, a DC 20 Will save is needed for any musician to give up his part; otherwise, he can take no action other than continuing to play the instrument. The music that comes from the instruments is so strange and discomforting that all who hear it must make a DC 12 Will save or lose a point of Wisdom. They must make this save every round as long as they are exposed to the maddening noise.

In addition, once per day, the players of the instruments may cooperate to generate such an odd muddle of sound forms that it acts as a *confusion* spell (at caster level 7). Creatures of the type aberration are immune to the effects of the *instruments of maddening discord*, as are deaf creatures. A bard's *countersong* ability may aid those under the influence of the instruments.

Moderate Enchantment; CL 11th; *Create Wondrous Item*, Perform (flute) 4 ranks, Perform (stringed instrument) 4 ranks, confusion; Price 4,000 gp.

Necklace of Fangs: This savage-looking necklace is made of a woven cord of animal sinew strung with the teeth of several beasts. The teeth can be removed from the necklace and thrown up to 30 feet. When they contact the ground, they transform into summoned allies (as per *summon nature's ally* at caster level 7) who stay and fight for whoever removed the tooth from the necklace. Teeth separated from the necklace lose their power in one round. They must be tossed immediately in order to have an effect. While the teeth are recognizable as the fangs of various carnivorous animals, a DC 15 Knowledge (nature) check is required to identify the particular creature from which each fang was taken.

Each *necklace of fangs* has its own assortment of teeth. Once they are used, they cannot be replaced (as per a *necklace of fireballs*).

Type I: 4 wolf teeth, 2 wolverine teeth, 2 boar teeth, 1 brown

bear tooth.

Type II: 4 hyena teeth, 2 leopard teeth, 2 lion teeth, 1 tiger tooth.

Type III: 4 crocodile teeth, 4 large viper teeth, 1 giant crocodile tooth.

Faint or moderate conjuration; CL 3rd (type I), 5th (type II), 9th (type III); *Craft Wondrous Item*, *summon nature's ally II* (type I), *summon nature's ally III* (type II), or *summon nature's ally V* (type III); Price 500 gp (type I); 2,000 gp (type II); 4,200 gp (type III).

Potion of Longevity: When this potion is drunk, the imbiber permanently gains 2 points of Constitution. In addition, their aging slows such that they physically age only one year over the next decade. Additional doses of the potion have no effect upon Constitution, yet continue to prolong life. The long-term effects of multiple doses of such a potion are currently unknown.

Strong Evocation; *Craft Wondrous Item*; *wish* or *miracle*, *time stop*; Price 55,000 gp; Cost 2,500 gp + 10,200 XP; Weight 1 lb.

Thulsa, Stone of Scribes: Amulet of health +2; AL LN; Int 12, Wis 12, Cha 10; telepathy with wearer only (no speech); Ego score 7.

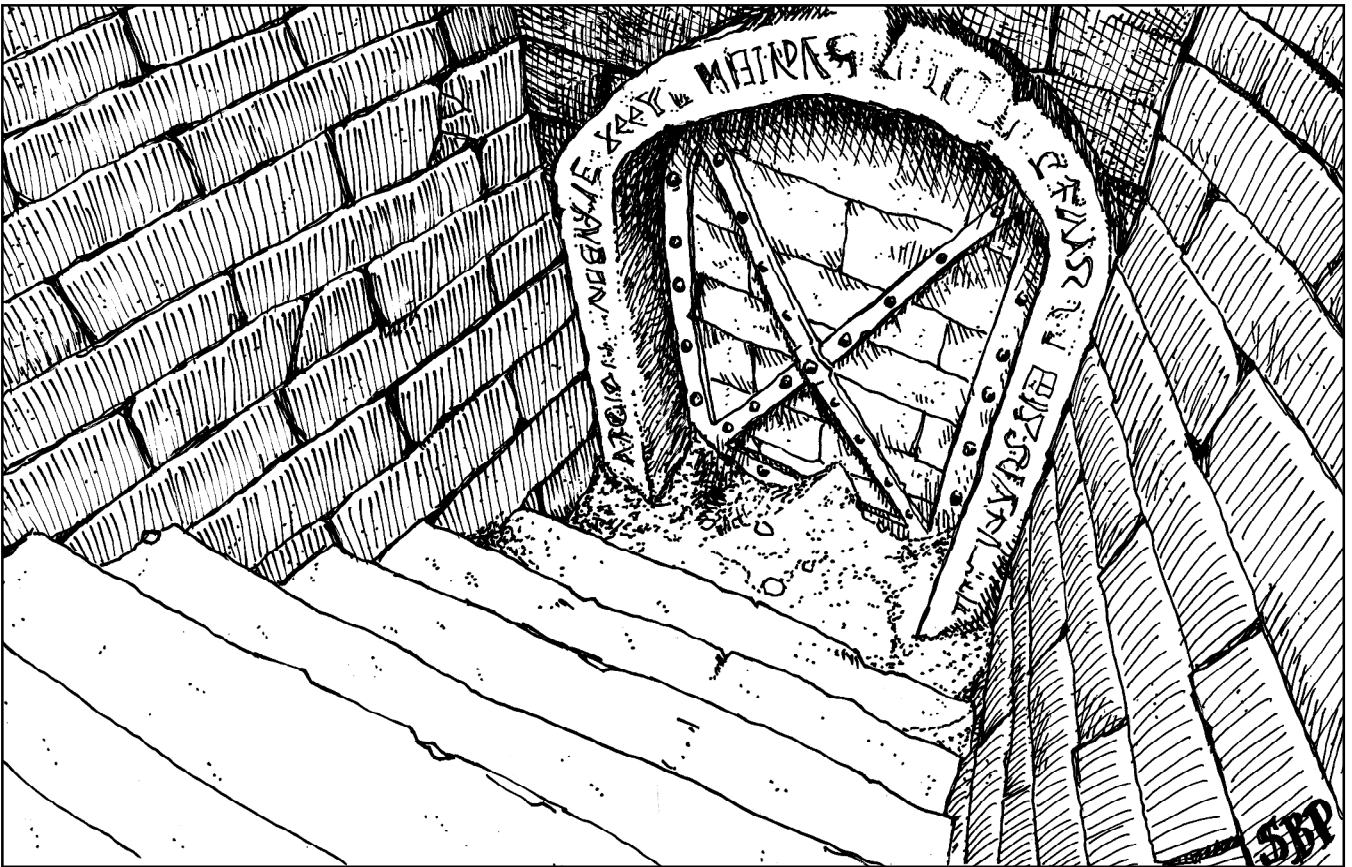
Lesser Powers: 10 ranks of Decipher Script, 10 ranks in Knowledge (history).

Personality: Thulsa seeks knowledge at any cost. It is an acquisitive, selfish, Machiavellian item whose alignment has not yet shifted to evil, only because it meticulously avoids truly evil acts, while dancing as dangerously close to evil as the law permits. The item truly seeks knowledge at any cost and wishes for nothing more than to find itself immersed deep within ancient and lost libraries, to pore over forbidden tomes and to discern secrets lost to man. It cares for nothing beyond these goals, and goads its master on to dangerous actions if it feels that they will bring more knowledge. Although Thulsa may mislead at times, it never mistranslates a document.

Players' Handout A



Players' Handout B



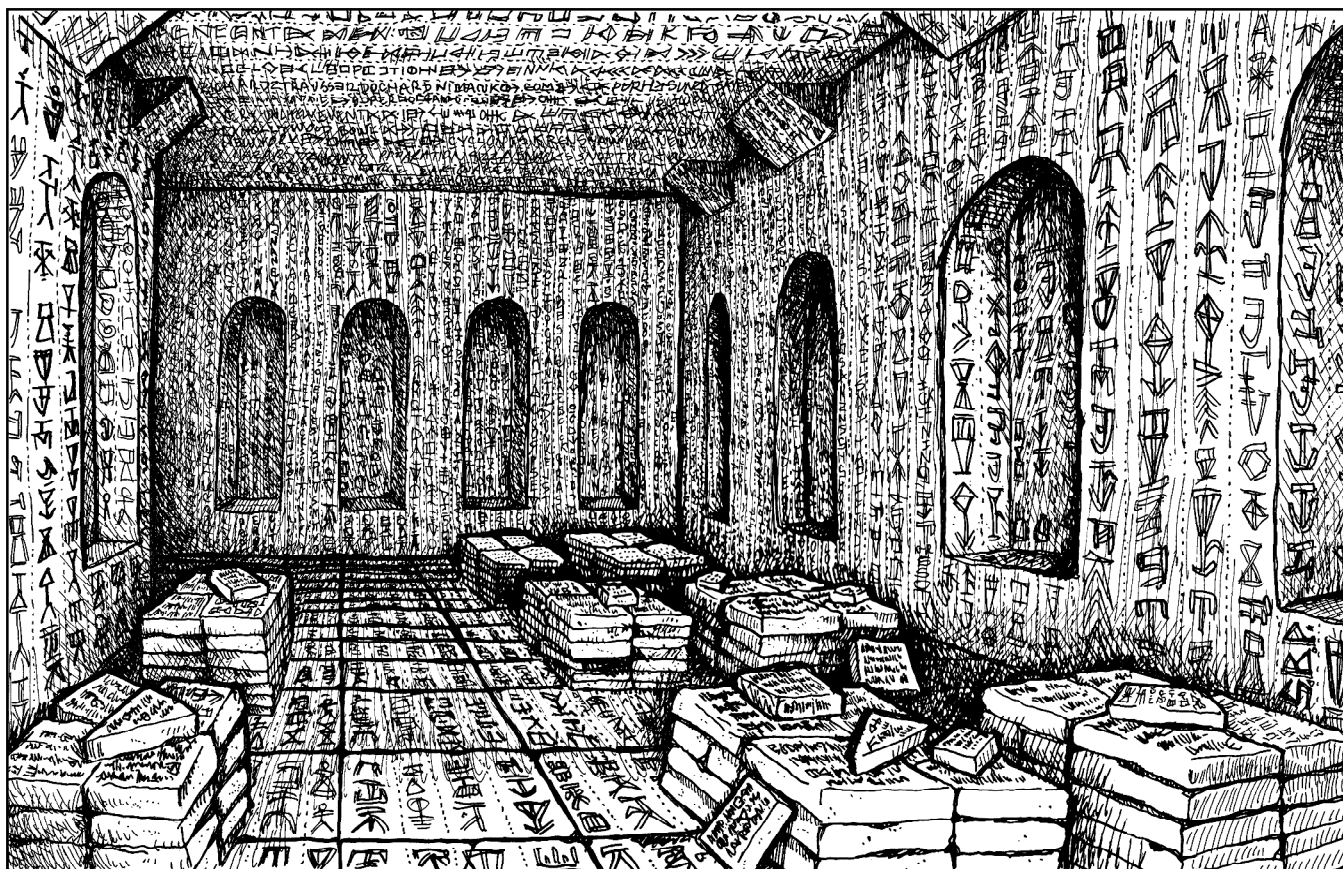
Players' Handout D



Players' Handout C

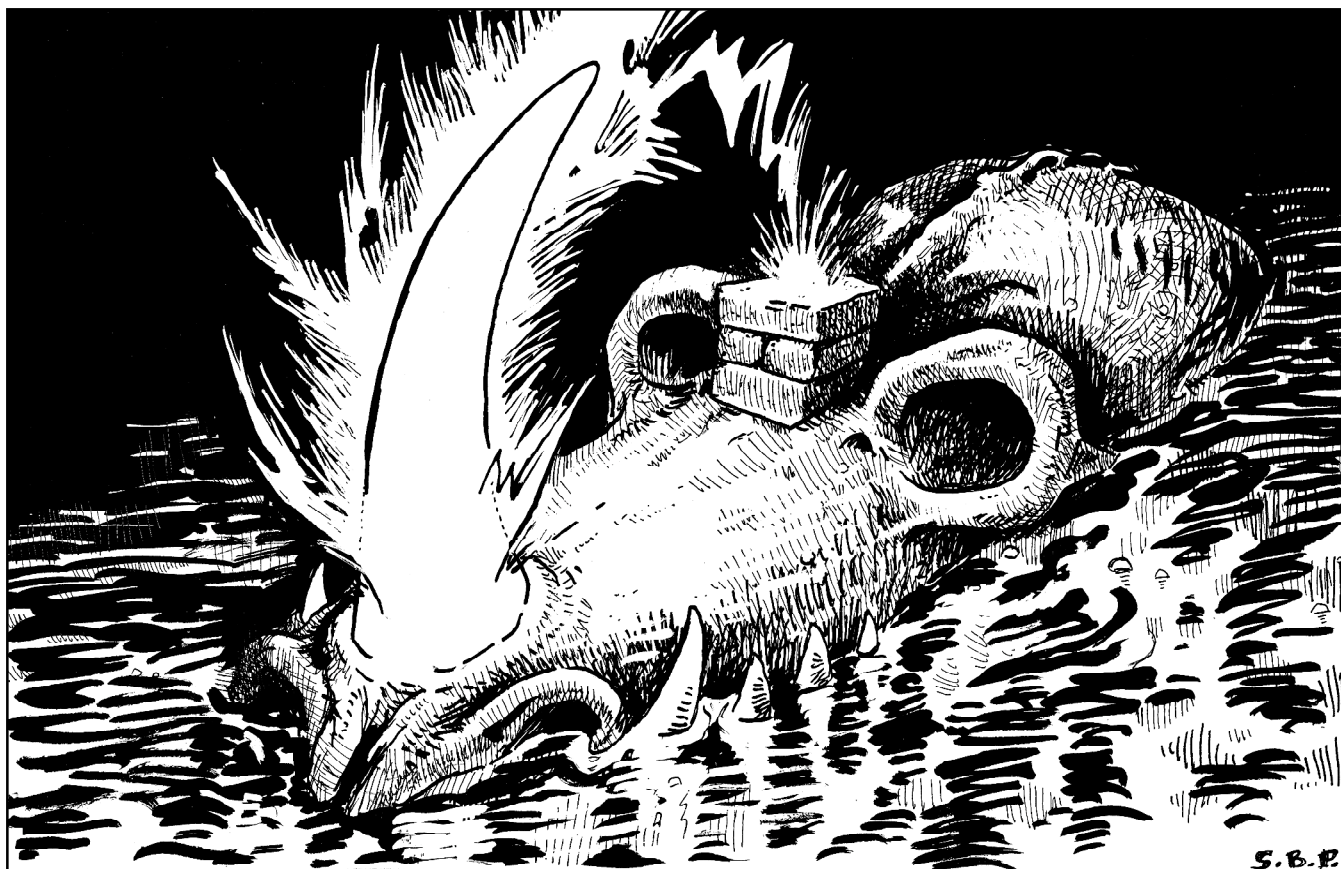


Players' Handout E



Players' Handout F





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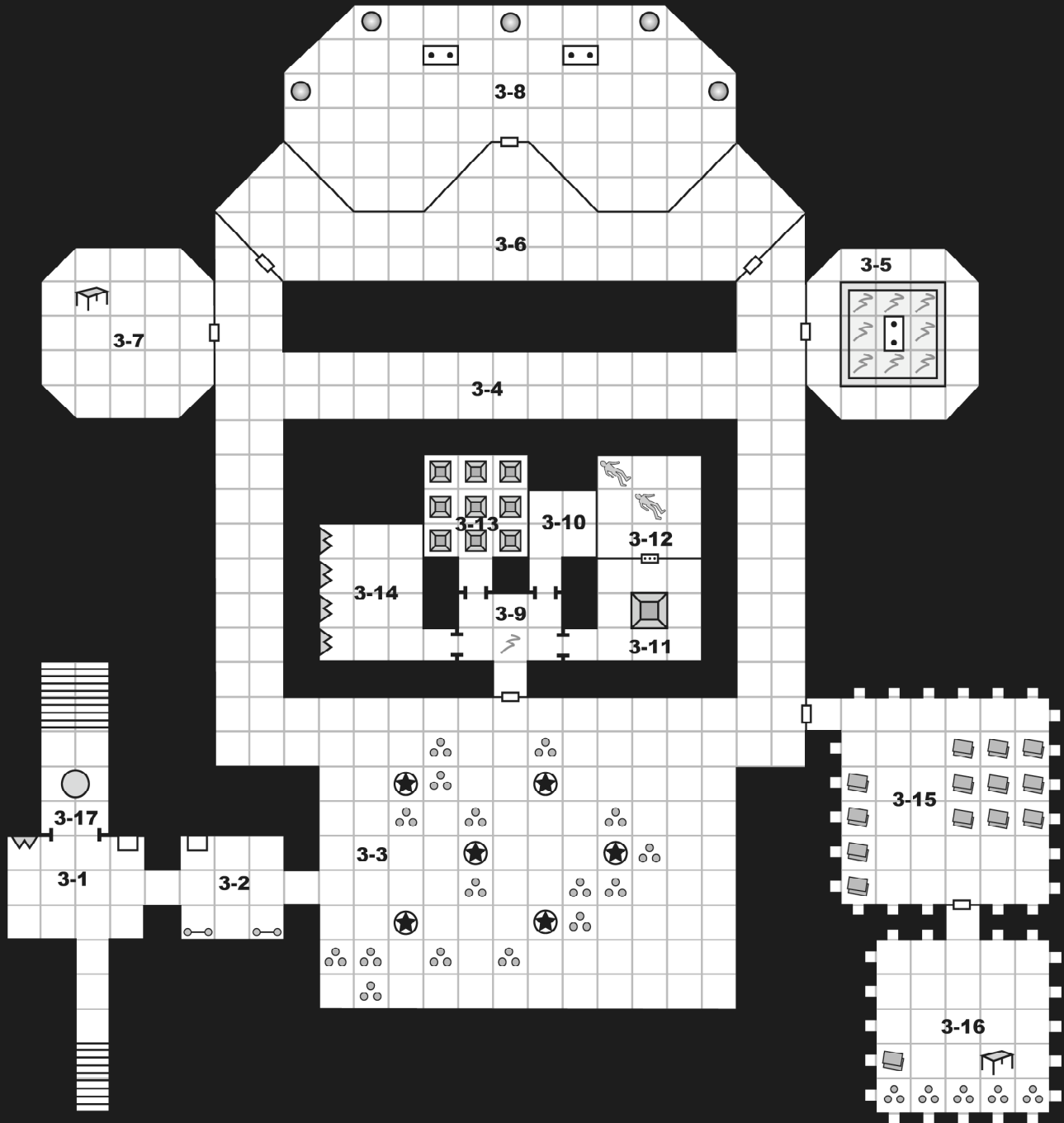
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The Sunken Ziggurat - Level 3



The Sunken Ziggurat - Levels 4 & 5

