



ANCIENT KINGDOMS MESOPOTAMIA

TM

*A fantasy campaign sourcebook for revised 3rd Edition
by Morten Braten*



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ANCIENT KINGDOMS MESOPOTAMIA

A DEAD CITY IN THE DESERT

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This Product Utilizes Updated Material from the v.3.5 Revision.*

Adventure (Wilderness, Dungeon)
Core D20 System



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WWW.NECROMANCERGAMES.COM

ISBN 1-58846-994-8
WW 8365 \$23.99 U.S.



ANCIENT KINGDOMS MESOPOTAMIA

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Dedicated to Robert E. Howard and Clark Ashton Smith for opening to
strange realms and wondrous worlds. Thanks to Henning Rege for his
encyclopedia knowledge of the D20 rules. Special thanks to Bill Webb and
Necromancer Games for giving me the opportunity to write this module.
Maximum respect to the Forus Massiveworldwide.

Product Update Password for **Ancient Kingdoms: Mesopotamia**: Arukurshu.

This product requires the use of the
Dungeons and Dragons® Player's Handbook,
published by Wizards of the Coast®.

This product utilizes updated material from the v.3.5 revision.



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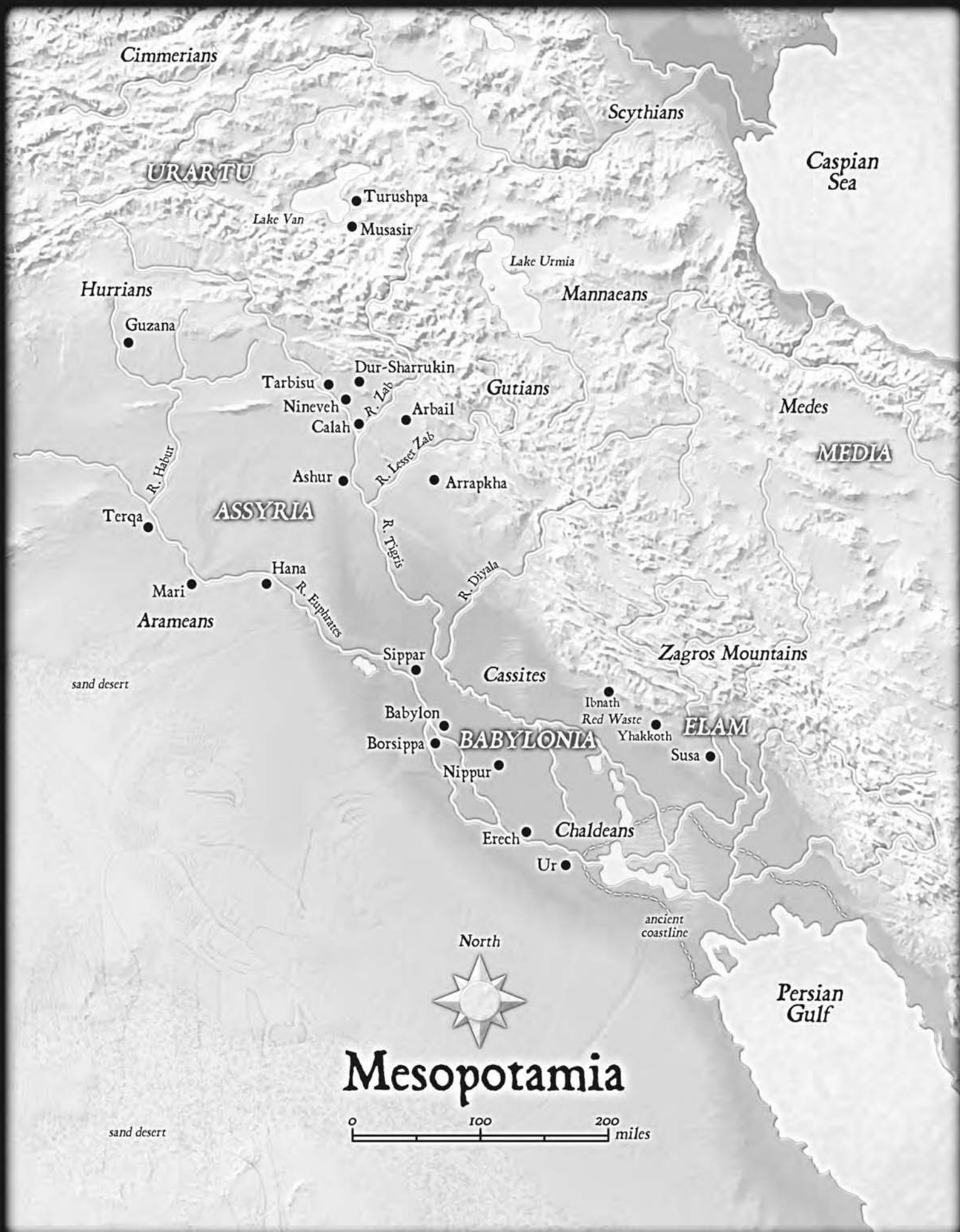
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PRINTED IN CANADA



CHAPTER ONE:

MYTHIC

MESOPOTAMIA

“And the whole earth was of one language, and of one speech. And it came to pass, as they journeyed from the east, that they found a plain in the land of Shinar; and they dwelt there. (...) And they said, Go to, let us build us a city and a tower, whose top may reach unto heaven; and let us make us a name, lest we be scattered abroad upon the face of the whole earth. And the Lord came down to see the city and the tower, which the children of men built. And the Lord said, Behold, the people are one, and they have all one language; and this they begin to do: and now nothing will be restrained from them, which they have imagined to do. Go to, let us go down, and there confound their language, that they may not understand one another’s speech. So the Lord scattered them abroad from thence upon the face of all the earth: and they left off to build the city. Therefore is the name of it called Babel; because the Lord did there confound the language of all the earth: and from thence did the Lord scatter them abroad upon the face of all the earth.”

— The Book of Genesis, Chapter 11, Verses 1–9

INTRODUCTION

The glittering fires of civilization beckon the weary desert traveller, who drives his heavily laden camel-train through the desert sands towards the city-states dotted like pearls on a string along the twin rivers Euphrates and Tigris. Here, despotic priest-kings rule from ziggurats that stretch skywards to the starry realm of the gods, while robed priests heap sacrifice upon the earthly altars of brazen and obscene idols.

Bearded men and women from a hundred nations throng the crowded streets of gardened Babylon, Nineveh with its libraries, age-old Uruk, and glittering Nippur. Woollen-robed stargazers guard ancient wisdom and science written on cuneiform tablets in their forbidding towers of mud-brick, while on the skull-strewn battlefields between the city-states, bronze swords clash against wooden shields and mighty warriors crash their chariots into the serried ranks of enemy spearmen.

This is the splendor that is Mythic Mesopotamia.

This chapter provides details on the geography, history and culture of a quasi-Mesopotamian historical fantasy setting, the default backdrop for this adventure module. Throughout this chapter, the term “Sumerian” is often used interchangeably with “Mesopotamian”.

Note that the following information has been adapted to a fantasy milieu and is not intended to be historically accurate. A number of new rules are presented throughout this chapter, intended to bring distinctive flavor to a campaign set in Mesopotamia; of course, all such rules are optional and it is ultimately up to the DM to decide what to use in his own campaign.

HOW THIS BOOK IS ORGANIZED

This book is organized into two distinct parts. The first details the lands and people of Mesopotamia and describes the background and source material to be used in the setting. Great cities, long-forgotten gods, the various races of men, and the rich history of the region are detailed below. Subsequent chapters of the book describe new character information, including modifications to races and classes, new prestige classes, the use of magic, spells, feats and magical items unique to the setting.

The second part of the book details a series of loosely related adventures set in the Red Waste, the desert of Mesopotamia. A full discussion of these adventures, including plot motivations and PC links is provided in the beginning of Part 2.

GEOGRAPHY

Situated in the ancient Fertile Crescent, Mesopotamia is a Greek word meaning “between the rivers”. Tigris, the eastern river, is a rough and fast-flowing river, difficult to cross and unsuitable for irrigation. The Euphrates, to the west, has lower banks, is usable by ships, and is suitable for use in irrigation.

The territory to the far north, bordering the mountains of Cappadocia and Caucasus, is called Assyria. Its principal city is Ashur. Assyria is mountainous and well watered, with fertile soil.

The middle part of Mesopotamia, where the Euphrates and Tigris run close together, is called Akkad. It is a land of hills and fertile plains, dominated by the grand city of Babylon.

To the south, where the twin rivers empty into a great delta, much of the country is a swampy jungle, criss-crossed by subsidiary streams and channels. This is the land of Sumer, home to the first cities, such as Ur, Uruk, and Eridu.

Sumer and Akkad is sometimes collectively referred to as Babylonia.

THE LANDS OF ANCIENT MESOPOTAMIA

THE CITIES OF MESOPOTAMIA

Typical cities are ringed by mud-brick walls and dominated by the palace and a great ziggurat devoted to the main god of the city. Other deities are worshipped in lesser temples. Commoners live in sprawling areas filled with small two-storied mud-brick houses and small courts. Slavery is rife in all city-states.

Asshur: Pop. 95,000. Capital of the Assyrian empire. The Assyrians are feared by all for their savage and bloodthirsty behavior on the battlefield. The walls of Asshur are hung with the skulls and bones of defeated enemies. Its highly skilled army consists of mailed archers, spearmen and charioteers.



Babylon: Pop. 500,000. The greatest of the Mesopotamian city-states, famed for its mighty blue gates guarded by dragons and winged bulls. It is thoroughly devoted to the worship of Tiamat, the dragon-queen of chaos, with all other deities being relegated to minor status. Babylon is ruled by the blue-bearded priests of Tiamat, who in turn serve the kingpriest, mightiest of all rulers in the Fertile Crescent.

Eridu: Pop. 150,000. Reputed to be the oldest city of ancient Mesopotamia, Eridu is hoary with age. Some claim it was founded by mystic fish-men who crawled ashore from the deep ocean. The city is the realm of sorcerers and demon-summoners of the blackest sort, who lair in the famed red towers of Eridu.

Kish: Pop. 50,000. An ancient city, second only to Eridu. Once the seat of a mighty dynasty of kings, but now a minor city.

Kutha: Pop. 45,000. The center of a death-cult serving Nergal, Erishkigal and other gods, Kutha is said to always be shrouded in the gloom of darkened skies. It is dominated by huge mortuary temples aboveground, and endless black halls and maggot-ridden mausoleums underground, where an archpriest-lich commands legions of corpses and spectres.

Nippur: Pop. 110,000. The holiest of all Sumerian cities, the site of the great temple of Enlil.

BEYOND MESOPOTAMIA

Hamgatana: A fortified city-state in the north-eastern mountains, said to be impregnable.

Hind: An ancient land of spices, ivory domes, fakirs and mystics, to the far east.

Khemit: The fabled triple kingdom of the pharaohs to the west.

Zhaol: A wealthy realm where slave and drug trade is rife. Secret cults, especially to the fire-demon Moloch, thrive in the crowded alleyways of Zhaol's cities.

NEIGHBORING LANDS

Mesopotamia has no natural boundaries and is difficult to defend. Over the ages, trade contacts, immigration of foreign tribes, and military confrontations with neighboring lands have influenced Mesopotamian society greatly.

To the north and northeast are the mighty mountains of Caucasus, inhabited by wild beasts and fierce warrior tribes, such as the Cimmerians and the Gutians. The Zagros mountain range separates the lands of Mesopotamia from the lands farther east.

To the west and southwest is the great Arabian desert. Beyond the desert, along the shores of the Mediterranean Sea, are the rich sea-ports of the Levant, such as Tyre, Byblos and Gaza. Even farther west lies Khemit, the fabled triple kingdom of the pharaohs, with its pyramids, sphinxes and tombs.

To the east, nestled beneath the Zagros mountains, is the land of Elam. Its glittering capital Susa, the seat of the Elamite emperor, is rife with palace intrigue and assassinations. The southern part of Elam is a very ancient realm called Khuzistan. East of the endless steppes of Elam lies the fabled realm of Hind, an ancient land of spices, ivory domes, fakirs and mystics.

THE ZAGROS MOUNTAINS

Ancient and brooding, the Zagros Mountains form a barrier between Mesopotamia and the lands of the east. The peaks, several of which are higher than 9,000 feet, are snow-covered throughout the year. The tallest mountain is Zard Kuh at an imposing 13,500 feet.

The mountains are home to several tribes of nomads and barbarians, among them the Gutians, who eke out a poor and wretched living in the cold climate. From time to time, a tribal chieftain rallies the Guti clans to descend upon the rich and decadent cities of the Sumerian plains to loot and plunder.

ZAGROS MOUNTAINS ENCOUNTER TABLE

Roll on the following table to determine the nature of wandering monsters. Check once each day and each night. An encounter occurs on a roll of 1-8 on 1d20. Roll 1d20 to find the type of encounter.

- | | |
|--------|---|
| 1-3. | 3d8 Guti barbarians (Bbn2) with 1d4+4 trained dire wolves. |
| 4-6. | 2d8 hill nomads (Rgr2) with 50% chance of 1 druid (Drd6). |
| 7-8. | 2d4 mercenaries (Ftr4) with 50% chance of 1 mercenary captain (Ftr8). |
| 9-10. | 1d6+6 harpies. |
| 11-12. | Rock or snow avalanche, depending on altitude (see the <i>DMG</i>). |
| 13-14. | 1 giant slug. |
| 15-16. | 1 yeti (see the <i>Tome of Horrors</i> by <i>Necromancer Games</i>). |
| 17. | 1 roc. |
| 18. | 2d4 hill giants. |
| 19. | 1d3 stone giants. |
| 20. | 1 vrock demon. |

Farther east, a handful of impregnable fortress-cities are situated along the river-valleys of the interior Zagros Mountains. These cities are home to exiled warlords, tyrannical princes, and strange cults. Among the latter are the veiled monks of Ong, a monastic order of yellow-robed mystics of whom little is known but much is speculated. No foreigner has ever been inside their forbidden monastery on the frigid plateau of Ong.

The cold and hostile mountains might be avoided by civilized men were it not for the fact that the verdant mountain slopes abound with rare and wondrous herbs, such as the Blue Lotus, which induces deep trances and strange visions, and the K'lamtra herb, which is favored by black magicians for its usefulness in death rituals.

THE BLACK MARSHES OF NAMMAT

A northeastern offshoot of the Sumerian swamp-delta, close to the great river Tigris, the loathsome marshland known as the Black Marshes of Nammat is avoided by most travelers, who prefer to follow the longer trade routes to the southeast.

The interior of the marshes is haunted by giant poisonous insects, vampiric bats, and tribes of bestial jackalweres. The latter live in

crude, skull-adorned huts and dark caves, where they worship the demon-god Baal-Zag under the leadership of their shamans.

Rumors speak of a sunken tower in a murky lake deep within the marsh, said to contain the treasures of a long-dead wizard, among them a sceptre able to command water elementals. These rumors remain unconfirmed.

HISTORY

THE ANTEDILUVIAN AGE

The prehistory of Mesopotamia is shrouded in mystery. According to myths and legends, mighty gods walked the earth in the time before the Great Flood. Growing slothful and tired of manual labor, the gods created humankind to serve as their servants and slaves. It was not long before the gods themselves interbred with the beautiful daughters of man. The children of these unions became demi-gods, ruling as god-kings for immensely long periods; some of the antediluvian kings on the Sumerian King List reigned for more than 64,000 years.

Other legends tell of the *Anunnaki*, the “seven judges” or “those who came from heaven to earth”. According to these myths, the Anunnaki was an extremely long-lived race from the planet Nibiru who enslaved primitive ape-men and interbred with them to produce humankind.

BLACK MARSHES OF NAMMAT ENCOUNTER TABLE

Roll on the following table to determine the nature of wandering monsters. Check once each day and each night. An encounter occurs on a roll of 1–12 on 1d20. Roll 1d20 to find the type of encounter.

- | | |
|--------|--|
| 1–3. | 1d4+4 dire bats. |
| 4–6. | 2d6 jackalweres (see the <i>Tome of Horrors</i> by Necromancer Games) with 50% chance of 1 jackalwere shaman (Sor5). |
| 7–8. | 1 giant constrictor water snake. |
| 9–10. | 1 monitor lizard. |
| 11–12. | Quicksand (see the <i>DMG</i>). |
| 13–14. | 2d6 shocker lizards. |
| 15–16. | 1d4+3 poisonous frogs (see the <i>Tome of Horrors</i> by Necromancer Games). |
| 17. | 1 water naga. |
| 18. | 1 adult tojanida. |
| 19. | 1d4+1 huge monstrous centipedes. |
| 20. | 1 froghemoth (see the <i>Tome of Horrors</i> by Necromancer Games). |

THE ARK OF UTNAPISHTIM

Local nomads claim that the fossilized remains of Utnapishtim's great boat can be found between the twin peaks of Mount Mashu, a sacred mountain northeast of the Tigris river.

The tales of the mountain peoples contain descriptions of loathful aberrations said to live near the peaks. A handful of Babylonian sages who have heard these tales speculate that these aberrations might be the offspring of strange species of proto-life that Utnapishtim brought into the Ark.

Who knows what wonderful treasures and loathful horrors the colossal, moss-covered, petrified vessel might yet still contain within its labyrinthine chambers haunted by antediluvian life-forms?

THE FLOOD

Regardless of the origins of the gods and humankind, after a time the humans became too numerous and troublesome for their divine masters. The gods held a secret meeting in the antediluvian city of Shuruppak, on the banks of the Euphrates, where they resolved to destroy humankind in a great flood. However, Ea, said to be one of the gods that created humanity, warned a mortal named Utnapishtim of the impending doom.

Utnapishtim built a boat, loaded it with gold, silver, and the seed of all living things of the earth, and launched the great vessel just before the thunder-god Adad released black clouds that enveloped the land in darkness, and terrible lightning that cracked open the ground, and mighty rain that deluged the earth. The flood lasted for seven days and seven nights, and finally light returned to the earth.

In the meantime, the gods had realized the rashness of their actions and understood that it was the toil of humans that allowed the gods to live a life of leisure. Thus, when the gods discovered that Utnapishtim was alive after the flood, they elevated him to demi-godhood and granted him immortality.

THE BRINGER OF CIVILIZATION

After the flood, the children of Utnapishtim returned to the river-valleys of Sumer. Humankind again began to breed and multiply, but lived in a lawless manner like wild beasts. Then, an amphibious being named Adapa, half fish, half man, came ashore in Sumer and taught the people about letters and sciences, and arts of every kind. From Adapa the Sumerians learned to build cities, to found temples, to compile laws, and to master geometry and mathematics.

During this time, Eridu, the First City, was founded with Adapa as its first priest-king. Soon thereafter, Adapa suddenly returned to the sea. But others of his kind appeared and dwelled thenceforth secretly in Eridu's temples, teaching human initiates flood-lost wisdom and science. It is whispered that those who seek to be initiated into the inner circles of this cult are taken through damp and winding underground tunnels from the temple dungeons down to the sea-shore. Here, they perform bizarre rituals in the presence of a bloated fish-god (tentacled Dagon of the Philistines, some say, while others suggest an avatar of Ea). During these rituals, the initiates undergo a strange transformation, but are gifted with wondrous mind-powers in return.

THE FIRST CITY-STATES

After Eridu, a number of other city-states were founded in the land of Sumer, including Kish, Larsa, Nippur, Sippar, Ur, and Uruk.

Perhaps the first king to truly unite Sumer was Lugalzagesi of Umma. He is said to have conquered all the other Sumerian city-states and then subjugated the rest of Mesopotamia and Syria. But after decades on the throne, he was overthrown by the great King Sargon of Akkad.

THE REIGN OF SARGON

Sargon grew up as an orphan. He claimed that his mother was a high priestess, by which he insinuated that he himself was of royal blood, since all high priests and -priestesses belonged to the royal family. Sargon's burning ambition caused him to enter a pact with Ishtar. The warrior-goddess turned him into a fearsome warrior of mighty strength and terrible bloodlust, and Sargon rose to become a great general and king. He created the world's first empire, stretching the length and breadth of the Fertile Crescent.

At the height of his power, Sargon appointed one of his daughters to be the high priestess of the moon-god in Ur, an office which was thereafter handed down to female members of the family. This decree angered Ishtar, who cursed the girls of Sargon's line with lycanthropy. Thenceforth, in rituals performed in secret places under the full moon, the priestesses indulged in bestial blood-feasts in the name of their uncaring god.

With Ishtar's blessings withdrawn, Sargon's empire quickly fell to insurrections and invasions. The hordes of the Gutis, a foreign people, ruled in the south for a century or so. Eventually, they were thrown out in an uprising which inaugurated the Third Dynasty of Ur.

THE THIRD DYNASTY OF UR

During this dynasty, established by the king Ur-Nammu, Sumerian culture and civilization prospered. There was peace throughout the land, the legal system was strengthened, agriculture revived, and towns and temples were rebuilt, the most imposing of the latter being the ziggurat at Ur.

From the apex of the Ur ziggurat, the ancient stargazers surveyed the night sky and chronicled the passing of fire-trailed comets, the sparkling birth of stars, and the convulsions of dying suns. Forbidden cuneiform tablets, such as the *Book of the Star-Seed*, listed the positions of hidden planets and described their unfathomable denizens.

After a century, nomadic Amorites shattered the Ur III empire, and the Sumerian language was replaced by Akkadian as the common tongue of the area. From then on, Sumerian cuneiform was mastered only by a learned elite of sages and sorcerers.

THE BOOK OF THE STAR-SEED

This ancient clay tablet contains, among other things, a listing of hidden planets. The “book” describes, in conjectural terms, the inhabitants of these remote stars, based on astral voyages to such remote spheres, and the visits of extraterrestrials to our world.

The tablet was written by the woollen-robed stargazers of Eridu in remote ages and remained a closely-guarded and forbidden relic for generations. Several unsuccessful attempts were made to steal the book, but ultimately the tablet was carried away from beneath the red towers of the astrologers by the master-thief Takh-Nir-E of Zabba.

Fragments and translations of the tablet have made their way down the centuries. Contents include the sighting of the fiery trail and devastating impact of a meteorite believed to have originated from the planet Yhath, a barren star whose hollow, burned-out core crawls with gargantuan purple worms.

Another chapter describes an unnamed green jungle-planet inhabited by a race of intelligent insect-men who share a telepathic link to their queen, Xth’i. This bloated creature is said to live in a rhombohedral palace where she feeds upon gems and precious stones.

Other fragments of the *Book of the Star-Seed* are known to contain the spells *astral projection* and *gatemaking* (a new spell detailed in this book).

The next few centuries were turbulent as several city-states vied for supremacy in the south, while Ashur, the principal city of the Assyrians, grew to prominence in the north. Then, the eastern empire of Elam invaded and gained control over most of Mesopotamia.

HAMMURABI, THE LAW-GIVER

After years of vassalage to Elam, a holy warrior rose up against the foreign princes. His name was Hammurabi. Carrying the silver banner of Marduk, he liberated his people and went on to conquer and unify the whole of Mesopotamia. From his radiant throne in the mighty city of Babylon, he proclaimed himself god-king of the Babylonian Empire. Among his titles were “Shepherd of the People”, “Hurricane of Battle”, “the God Among Kings”, and “Sun of Babylon”.

With a divine monarch came divinely inspired laws, violation of which was an offense to the state as well as the gods. The laws were harsh but just, inventing the “an eye for an eye” principle. The king crafted the *Hammurabi Stele*, an obelisk-like block of black diorite inscribed with the laws; a powerful lawful relic of Marduk that was used to destroy chaos, evil and the wicked. But the relic slowly corrupted Hammurabi, causing his laws and regulations to become ever more severe. All but the most pious citizens risked swift death sentences for crimes real and imagined.

Perhaps as a punishment from the gods for this abuse of power, Hammurabi’s harsh reign ended when Babylon again fell to foreign conquerors. An army came west from the land of Elam, commanded by a coven of blue-bearded high priests, worshippers of Tiamat, the Dragon-Queen of Chaos, ancient arch-enemy of Marduk. According to the ancient accounts, the walls of Babylon were ravaged by a black-winged behemoth summoned by the high priests of Tiamat, and the king was likewise slain by the black sorcery of the hierarchs. And thenceforth, the cult of the five-headed dragon-goddess ruled Babylon.

Centuries later, the *Hammurabi Stele* was carried off from Babylonia by Shutruk-Nahhunte, King of Elam, who set it in his capital as a trophy.

FOREIGN INVASION

While Khemit, the land of the pharaohs, was falling to the Hyksos invasion in the west, Mesopotamia was invaded from the north. The Hittites captured and plundered Babylon, but they did not settle.

Into the power vacuum thus created came the Kassites from the Zagros mountains to the northeast. The Kassite rule of Babylon lasted for four hundred years, some of which were quite peaceful, but it left little trace.

THE ASSYRIAN EMPIRE

The next empire to arise in Mesopotamia came from a different quarter, the Assyrians in the northeast. Entrenched in their hill homes for centuries, the warlike Assyrians emerged to conquer the whole of Mesopotamia and hold it for three hundred years.

The Assyrians were skilled astronomers and stargazers who used observations of the night sky and celestial phenomena to predict the future. The Assyrian kings were advised by court astrologers on all matters of the state.

The last of the great Neo-Assyrian kings, Assurbanipal, collected a vast library at his palace at Nineveh. His empire outlived him by less

than twenty years. It was followed by a brief period of Babylonian hegemony before Babylon in turn fell to the Persians, who ruled until Alexander the Great, the Greek boy-king, conquered the known world.

SOCIETY AND CULTURE

In order to harness the fertile marshland of the southern river-delta, the Sumerians have formed temple-communities, where a class of priest-bureaucrats controls the political and economic life of a city in the name of the gods. Priests, scribes, and officials are required to plan and oversee vast engineering works in canals and dikes, requiring hundreds of workers, and to control the division of irrigated land, water, and crops. Coupled with the invention of cuneiform writing, a highly complex and sophisticated civilization has developed in Mesopotamia.

SOCIAL CLASSES

Mesopotamian society is organized in a hierarchical “pyramid of power” with the priest-king, who claims divine ancestorship, at the apex. The upper class consists of nobles, priests, scribes, government officials and warriors. The middle (or “freeman”) class include merchants, traders and artisans. Serfs and slaves, the lower class, make up the majority of the population, and are tasked with all manual labor.

In general, women have a highly respected place in society.

LAWS

The laws as formulated by Hammurabi are practiced across all of Mesopotamia. It is a law of exact revenge: “an eye for an eye, a tooth for a tooth, a life for a life”. The laws regulate everything from offences against property; ownership and care of land and houses; merchants, artisans and trade; women, marriage, family property and inheritance; assault and personal injury; and ownership and sale of slaves.

While there are courts and judges within every city, it is the victim’s responsibility to bring the criminal to court. After the judges have rendered a verdict, it often falls on the victim or the victim’s family to enforce the sentence.

Under Sumerian laws, everyone is not equal under the law. It is a far more serious crime to harm a noble or priest than a slave or poor person; however, this works both ways, as a noble who commits a crime is more severely punished than someone from the lower classes that commits the same crime.

THE SUMERIAN CALENDAR

Years are numbered by the year of the reign of a king, such as “the fifth year of king Hammurabi”. A complete King List is maintained by the royal scribes to keep track of prior reigns.

Each year begins after the harvest, in September/October, and consists of twelve lunar months, each either 29 or 30 days. To keep the lunar year (354 days) in step with the solar year (365 days), the king decrees an additional month roughly every third year. Thus, some years have 13 months. Sorcery is believed to be extra potent during this extra month.

Each month begins at the first sighting of the new moon. Each city has its own names for the months, often based on the names of local feasts and gods, but scribes and officials often refer to months as “the third moon of the fifth year of Hammurabi”, “the fourth moon of the first year of Sargon”, and so on.

Months are not divided into weeks, but each month has its own rituals, feasts and festivals (see below).

The day starts at sunset. The length of an hour actually varies by season; a daytime hour is one-sixth of the available daylight and so is much longer in the summer than in the winter.

RITUALS, FEASTS AND FESTIVALS

A number of feasts and events are celebrated throughout the Mesopotamian year. Important events include moon-phases (the first half of the month, the waxing moon, signifies abundance and growth; while the second half of the month, the waning moon, signifies decline and festivals of the Underworld) and equinoxes and solstices of the solar year.

Agricultural events include flooding and harvest; around April/May, snow melting in the Taurus Mountains causes the flooding of the Euphrates and Tigris rivers.

The holy days of a city’s deities are also celebrated, as well as days connected to the king and specific historical events such as the city’s founding, invasions, and so on.

Of special importance is the *akitu*-festival, or celebration of the New Year. See the section entitled “The Sacred Marriage” for more information about this festival.

MEASUREMENT AND MATHEMATICS

The Sumerians use standard measures, with units of length, area, and capacity. The standard weight is the *mina*, made up of 60 *shekels* — about the same weight as a pound. Coins are not used; standard weights of silver serve as measures of value and as a means of exchange.

Distance is measured in terms of how far a man can walk in a double hour and is called a *beru*. One *beru* is about five miles (walking at a rate of 2 miles per hour using today's hours).

TRADE AND TECHNOLOGY

Sumer in the south lacks three important natural resources: metals, stone, and timber (except for the date-palm, which is useless for building). The Sumerians exchange grain, woollen textiles, tools and bronze weapons with their neighbors for these commodities. Merchants travel and transport their wares by desert caravans and river barges.

Region	Exports to Mesopotamia
Cappadocia/Caucasus	Obsidian and gold
Elam	Chlorite
Hind	Copper, ivory, herbs and spices
Khemit	Ivory, gold and jewelry
Phoenicia	Cedarwood, dyes and iron weapons
Ubar	Pearls and incense

THE BRONZE AGE

At the end of the Stone Age, late Neolithic peoples discovered how to craft tools and weapons from copper. Then about 3100 BC, metal-smiths discovered that copper was improved by the addition of tin. The resulting alloy, bronze, was harder than copper and provided a sharper cutting edge.

The Sumerian civilization belongs technologically in the Bronze Age, yet common weapons are typically of copper. Bronze weapons and armor are reserved for nobles and great warriors. Very few, if any, know how to make iron weapons and tools (a notable exception being the Phoenicians, who guard their secrets closely).

THE RIDDLE OF STEEL

The following optional rule can be introduced in a campaign where not all cultures have reached the same technology level. It is best suited to a low-magic campaign where few weapons with enhancement bonuses exist (and where magic weapons rarely, if ever, have more than a +1 or +2 enhancement bonus). Of course, in such a campaign, it may be necessary to adjust the Damage Reduction ratings of certain monsters, as well.

Using this rule, a modifier is applied to attack and damage based on the weapon's material (see table). Copper is assumed to be the most common material; this can be adjusted depending on what age and/or area the campaign is set in.

The material bonus stacks with masterwork and magical enchantment bonuses. For example, a +1 bronze sword has a total of +2 to attack and +2 to damage, while a masterwork stone axe has +0 to attack and -1 to damage. Wooden missile weapons (spears, arrows) gain metal material bonuses if they are metal-tipped.

Pricing and availability of superior metal weapons are left up to the DM, but keep in mind that superior metal weapons effectively replace magical weapons as rewards for the player characters in a low-magic campaign.

Material	Attack and damage modifier
Wood, Bone, Stone	-1
Copper	+0
Bronze	+1
Iron	+2
Steel	+3

WEAPONS AND ARMOR

The city-states of Mesopotamia employ standing armies of professional soldiers for protection and warfare. Warriors typically wear bronze helmets, metal-studded leather cloaks, and leather shields.

Foot soldiers are employed in phalanxes, compact formations of infantry carrying overlapping shields and long spears. Other common weapons include maces, axes, sickle swords, and composite bows.

The Sumerians have invented the wheel and the chariot, using it to their advantage on the battlefield.

The following tables list the weapons and armor available in the Bronze Age.

BRONZE AGE WEAPONS

In addition to the list below, the DM might also consider allowing certain exotic weapons from the *PHB* for added variety. For example, an orc double axe can simply be called an Assyrian double axe; the mechanics remain the same.

Axe, throwing	Greatclub	Quarterstaff
Battleaxe	Handaxe	Shortbow
Club	Javelin	Shortbow, composite
Dagger	Lance, light	Shortspear
Dart	Longbow	Sickle
Flail, heavy	Longspear	Sword, short
Flail, light	Mace, heavy	Sword, sickle
Gauntlet	Mace, light	Trident
Gauntlet, spiked	Net	Warhammer
Greataxe		Whip

BRONZE AGE ARMOR

In a Bronze Age campaign, armor selection is quite limited. No heavy armor exists. In any case, the hot climate of Mesopotamia tends to favor light clothing and armor.

Breastplate (bronze)	Scale mail	Shield, light wooden
Hide	Studded leather	Shield, light metal
Leather	Shield, buckler	Shield, heavy wooden
Padded		Shield, tower

SICKLE SWORD

Sickle Sword: Medium Martial Weapon (melee); cost 20 gp; Damage 1d8 (M), Critical 19–20/x2; Weight 7 lb; type: slashing. The hooked shape of a sickle sword provides the wielder with a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to keep the user from being disarmed if he fails to disarm his opponent).

CITIES, BUILDINGS AND ARCHITECTURE

A Mesopotamian city-state consists of the city and surrounding lands, including lesser towns and settlements. Farmland is usually outside the mud-brick city walls, so when a city comes under attack, people seek protection by retreating inside the city. Each city-state is an independent kingdom, but sometimes one rises to dominate others, forming an empire.

Cities are located along rivers, either the Tigris or Euphrates or one of their tributaries. A typical city is surrounded by canals and irrigation channels. Closest to the river is the harbor area, inhabited by merchants and laborers, where river boats bring wares from other city-states and foreign lands.

Most common people live in small, one-story buildings, in a sprawling maze of houses. City streets are narrow, unpaved, and made from raw earth. The citizens throw garbage and filth into the streets, covering it up with clay. Over the generations, new houses are built on top of these garbage mounds. The middle and upper classes have more elaborate houses built around an inner courtyard.

The city is dominated by the temple-ziggurat, which is surrounded by its own inner wall. A paved processional way leads from the city gates to the ziggurat, an artificial mountain of sunbaked brick with a shrine at the top. Inside the temple area are also the workshops of the temple craftsmen, the offices and schoolrooms of the scribes and priests, and the king's palace and graveyard.

SHORT SUMERIAN DICTIONARY

English	Sumerian	English	Sumerian	English	Sumerian
Abomination	Anzillu	Dust	Epru	Mouth	Pu
Abyss (ocean)	Tiamatu	Ear	Uznum	Netherworld	Kurnugi
Against	Eli	Earth	Ki	Oil	Iazu
Army	Erimha	Evil	Xul	Palace	Ekallim
Attacker	Gudanna	Eye	Inu	Pig	Sahu
Axe	Alani	Father	Abum	Priest	Kalum
Bat	Sutinnu	Fear	Adaru	Prince	Malku
Battle	Tahazu	Fire	Girru	Pure	Ebebu
Beer	Sikaru	Foot	Sepu	Quiet	Suharruru
Beginning	Apsu	Gatekeeper	Atu	Red	Sandu
Bird	Essuru	God	Alla	Road	Harrani
Black	Salmu	Gold	Hurasam	Ruin	Karmu
Body	Zumru	Great	Rabum	Sanctum	Barag
Bracelet	Zemiru	Hand	Qatu	Seal	Kunuk
Brother	Ahu	Heaven	An	Serpent	Azag
Burn	Qamu	Hide	Masku	Shade	Lalartu
Change	Enu	Horse	Sisu	Sorcery	Kishpu
Chariot	Isnarkabtu	House	Bitum	Spirit	Utuk
Child	Damu	Hunter	Sharur	Spectre	Lalassu
City	Alu	Imprison	Eseru	Succubus	Lilit
Clay	Duggae	Iron	Parzillu	Stone	Abnu
Corpse	Pagru	Ivory	Sinnu	Sun	Utu
Crown	Agu	Kill	Daku	Sword	Shuhadaku
Darkness	Etutu	King	Sarrum	Thief	Sarraquum
Dead	Mitu	Knowledge	Mudutu	Tomb	Kimah
Destroy	Abatu	Land	Kur	Tower	Dimtu
Desert	Zu	Larvae	Uruku	Vampire	Akhkharu
Demon	Idimmu	Liar	Sarru	Victory	Litum
Destroyer	Alal	Light	Nuru	Warrior	Etlu
Devil	Mulla	Lord	Bel	Water	Mu
Disease	Mursu	Messenger	Rakbu	Witch	Kashshaptu
Dog	Kalbi	Mother	Ummum	Wood	Isu
Dragon	Tammabukku	Mountain	Sadu	Ziggurat	Eunir

SAMPLE SUMERIAN NAMES

The following is a short list of sample Sumerian names.

Female Names: Ahassunu, Amata, Anagalshu, Arahunaa, Ashlultum, Banunu, Beletsunu, Enheduana, Erishti-Aya, Ettu, Gashansunu, Gemekaa, Humusi, Ia, Ishtar-Gamelat, Ku-Aya, Kullaa, Mushezibti, Nidintu, Ninsunu, Ubalnu, Yadidatum, Zakiti.

Male Names: Arishaka, Balashi, Balathu, Bashaa, Dadanum, Deemethresu, Dipatusu, Ea-nasir, Ekurzakir, Enshunu, Enusat, Ibbi-Adad, Ipqu-Aya, Ishme-Ea, Kadashman, Kinaa, Kuri, Kurigalzu, Laliya, Manishtusu, Naram-Sin, Nikanu, Nigsummu, Nutesh, Numunia, Puzur-Ishtar, Rabi-Sillashu, Rihat, Rimush, Seluku, Shamash-Nasir, Shu-Turul, Sin-Nasir, Ubar, Uktannu, Yahatti-Il.

LANGUAGE, GLOSSARY AND SAMPLE NAMES

SUMERIAN LANGUAGE

Whether the Sumerians were the first to develop writing is uncertain, but theirs is the oldest known writing system. Sumerian has no known relation to any other language. The alphabet used by the Sumerians is cuneiform, a set of wedge-shaped letters, written by pressing the edge of a short stick, typically of wood, into soft clay. The clay tablet is then baked in an oven or simply left

to dry in the sun. Baked clay tablets can preserve cuneiform writing for thousands of years.

When cities are sacked and set on fire, sun-dried clay tablets are often inadvertently baked while the city is destroyed and other, more obvious treasures such as gold and gems are carried away by the conquerors. Thousands of clay tablets, containing everything from merchant inventories, laws, and royal letters, to poems, prayers, magical spells and incantations, are thus saved for eternity.

The Sumerians also use cylinder seals. These are small, cylinder-shaped stones carved with designs or inscriptions, often in reverse (so as to leave a positive image when they are rolled over wet clay). The seals are used to mark clay tablets, envelopes, ceramics and bricks with the seal of merchants, priests and nobles.

CHAPTER TWO: CHARACTERS

This section details the races and classes of a campaign set in Mesopotamia. It deals with races and peoples appropriate to the setting, describes modifications to the various human races, and discusses modifications to the various classes described in the *PHB*. Following this discussion, several new prestige classes are described for exciting new twists in these desert lands. Finally, a treatise on witchcraft and mundane magic is described, followed by new feats, magic items and spells.

RACES AND PEOPLES

The Fertile Crescent is home to a number of peoples with different cultures, religions and languages. The term “Semitic” refers to speakers of Semitic languages, without implying ethnicity or race. Most notably, the Sumerians speak a non-Semitic language, unrelated to any other language of the ancient Near East.

RACES AND CLASSES

RACES

The module assumes a world not unlike our own Earth, dominated by different human races. Demi-humans (elves, dwarves, halflings, etc.) and the various monstrous humanoid races (orcs, bugbears, etc.) are extremely rare or non-existent, found only in the wilderness or at the fringes of civilization.

Despite this, the DM might wish to allow demi-humans as PCs. For instance, the PCs could be

transported into the lands of Mesopotamia from another plane of existence, through a magical gate or by powerful spells. And if the DM places this adventure within another world or setting, other races will be more common. It is ultimately up to the DM what races to allow and disallow.

AMORITES

Semi-nomadic tribes from the Arabian and Syrian deserts, the Amorites are an ancient Semitic-speaking people. Known in Akkadian as *Amurru*, they are troublesome raiders who caused the downfall of the 3rd dynasty of Ur at around 2100 BC.

The city-dwelling Sumerians look with contempt upon the primitive way of life of the desert-dwellers (“people who know no corn, who eat raw meat, who in life know no house, and after death go unburied”). The Amorite clans hold long family ancestries and ancient traditions in high esteem. They have shamans who can speak with the desert spirits and the spirits of dead ancestors.

ASSYRIANS

A sturdy Semitic people long entrenched in the hilly region of the upper Tigris, the Assyrians have experienced a thousand years of constant warfare. This has turned the Assyrian army, with its chariots, mounted cavalry, and sophisticated siege engines, into an irresistible force.

The Assyrians are furthermore known for their efficient administration and collection of tribute through provincial governors, as well as the systematic terrorization of conquered peoples. Royal inscriptions include boasts such as "I cut off their noses, their ears and their fingers, of many I put out the eyes... I bound their heads to tree trunks round about the city". Assyrian kings employ mass deportations as an effective means of destroying national feeling in subjugated territories. The Assyrians are feared by their neighbors, and an Assyrian saying goes: "The king knows that all lands hate us."

ELAMITES

The Elamites are the people of the Iranian Plateau. Their empire is ancient, and their traditions are complex. The Elamite culture has produced great works of literature, architecture and sculpture. Elam is closely involved with Sumer, Babylonia, and Assyria, sometimes through peaceful trade, but more often through war.

Elam is divided into a number of powerful princedoms, each paying lip service to the Emperor of Susa, the federal capital.

The Elamites are masters of diplomacy and manipulation, and play a complex game of vassalage, political intermarriages, palace intrigues, and assassinations. Such internal conflict prevents

Elam from dominating its western neighbors.

The chief god of the Elamites is Shushinak, Lord of Secrets, patron deity of Susa.

GUTIANS

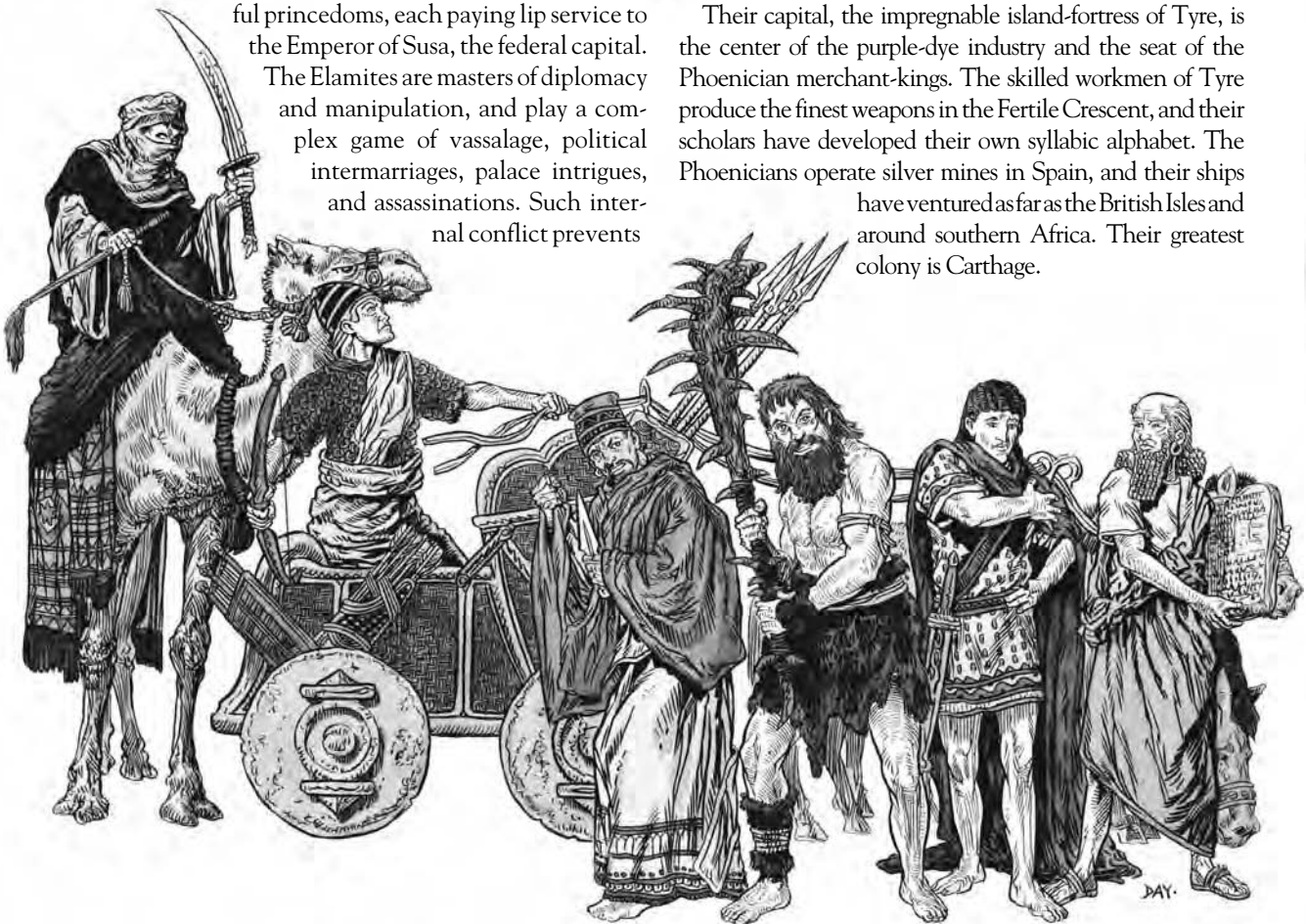
Little is known about the Gutti, barbarian raiders from the northern Zagros mountains. Around 2200 BC, they destroyed Akkad and ended the Akkadian dynasty. The King List records twenty or twenty-one Gutian kings ruling Sumer and Akkad, totalling 125 years, although it is uncertain whether at the time of the invasion they had a king or were still barbarian hordes.

According to written Sumerian and Akkadian texts they "know no inhibitions" and they have "human instinct but canine intelligence and monkey's features". The Gutti have no gods, and do not fear the brazen gods of civilized lands. They delight in plundering temples, and spare neither women nor children during such raids.

PHOENICIANS

Inhabiting a narrow strip of the Syrian coast, the Semitic-speaking Phoenicians were forced to turn to the sea for a living, and have become the most skillful shipbuilders, navigators and merchants in the known world. The Phoenicians sell rich treasures from many foreign lands, as well as the famed cloaks of Tyrian purple, so costly that only kings and wealthy nobles can afford it.

Their capital, the impregnable island-fortress of Tyre, is the center of the purple-dye industry and the seat of the Phoenician merchant-kings. The skilled workmen of Tyre produce the finest weapons in the Fertile Crescent, and their scholars have developed their own syllabic alphabet. The Phoenicians operate silver mines in Spain, and their ships have ventured as far as the British Isles and around southern Africa. Their greatest colony is Carthage.



The Phoenicians worship Baal and Ashtoreth, and sacrifice humans to the fire-god Moloch in times of great distress.

SUMERIANS

The original homeland of the Sumerians is unknown. It is believed that they came from the east, but whether by sea or from the highlands is unknown. Their language is not related to any other major language family.

By learning how to drain the swamps and water the desert using artificial canals, the Sumerians have developed a rich civilization based on agriculture. Irrigation and flood control is managed by powerful priesthoods and priest-kings, who have raised mighty ziggurats in honor of their gods. Outside the temple officials, society is divided between an elite or noble group of large landowners and military leaders; a heterogeneous group of merchants, artisans, and craftsmen; free peasants who compose the majority of the population; and slaves.

CHARACTER CLASSES

There are no special restrictions on player character classes. All the core classes from the *PHB* are found within a Mesopotamian setting, but each has its own flavor different from that assumed in a standard fantasy setting.

Barbarians: Barbarians are typically desert nomads, wild tribesmen from the Zagros mountains, or uncivilized clans living in the marshes of the south.

Bards: Music is an important feature of the temple cult, and bards typically function as lamentation-priests (*kalus*) or singers (*narus*) who assist the priests in lengthy rituals, such as driving away the demons attacking the moon-god during a lunar eclipse. Some singers also have positions in the royal court. Instruments used include *balaggu*-harps, and *manzu*- and *lilissu*-drums.

Clerics: The multitude of Mesopotamian gods are served by priests in a number of roles. *Shangu*-priests are

concerned with temple ritual, while the *ashipu* are exorcists who cure disease by driving away evil demons. The *baru* are diviners or seers who advise kings and high officials using divination by entrails.

Druids: Druids are polytheists who worship no single god, but rather the entire pantheon. They are concerned with fertility rites and focus their worship on nature deities such as the moon-god Sin, the sun-god Utu, and the weather-god Adad.

Fighters: Fighters are warriors and officers in each city-state's standing army. They include archers, charioteers and spearmen. Occasionally, fighters desert from the army and turn to a life of banditry.

Monks: Monks are very rare in Mesopotamia. Monks are foreigners and come from the lands of the far east.

Paladins: These are holy warriors employed by temples. The *nash patri* ("sword-bearer"), for example, is responsible for slaughtering sacrificial beasts, and also performs such duties in rituals as the symbolic decapitation of images of evil beings.

Rangers: Rangers operate on the fringes of civilized lands; in the desert, marshes and mountains surrounding the city-states of Mesopotamia. They are master hunters, trackers, and scouts.

Rogues: The city-states are filled with thieves and assassins, while the plains and mountains are plagued by bandits and highwaymen. Some rogues are slavers who oversee temple slaves.

Sorcerers: Sorcerers are evil men and women who practice black magic and commonly serve dark gods and demons. They are warlocks and witches who summon evil winds and plague demons, and place curses on their enemies.

Wizards: Wizards study mathematics and astronomy, measure the movements of the planets, and record the passage of time. They master the complex cuneiform script and use clay tablets in place of scrolls.

RACIAL ABILITY MODIFIERS AND TRAITS

The table below summarizes the racial ability modifiers and traits specific to each race described.

Race	Ability Modifiers	Racial Traits
Amorite	Dex +2	+2 racial bonus to Handle Animal and Ride skills
Assyrian	Con +2	+2 racial bonus to Intimidate and Spot skills
Elamite	Int +2	+2 racial bonus to Diplomacy and Knowledge (arcana) skills
Gutian	Str +2	+2 racial bonus to Climb and Survival skills
Phoenician	Cha +2	+2 racial bonus to Appraise and Profession (sailor) skills
Sumerian	Wis +2	+2 racial bonus to Knowledge (nature) and Knowledge (religion) skills

PRESTIGE CLASSES

BARU-PRIEST (SEER)

The Babylonians and Assyrians firmly believed that omens revealed the future. The *baru* (literally “seer”) was an interpreter of omens who had a number of divinatory techniques at his disposal. Although commonly associated with temples, they were by no means limited to this, and baru-priests sometimes played an important part in state affairs. One or more diviners accompanied any military campaign, and the king would always consult a seer before taking making major decisions.

Hit Die: d8.

REQUIREMENTS

To qualify to become a baru-priest, a character must fulfill all the following criteria.

Feat: Skill Focus (Profession [astrologer]).

Profession (astrologer): 10 ranks.

Spellcasting: Ability to cast five different divinations, one of which must be 4th level or higher.

CLASS SKILLS

The baru-priest’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the baru-priest prestige class.

Weapon and Armor Proficiency: Baru-priests gain no proficiency in any weapon or armor.

Spells per Day: A baru-priest advances in spellcasting ability as well as gaining the new abilities of the prestige class. Thus, when a new baru-priest level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This means that he adds the level of baru-priest to the level of another spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class before he became a baru-priest, the player must decide which class to assign each level of baru-priest for the purpose of determining spells per day.

Divination by Entrails: At 1st level, the baru-priest gains the Divination by Entrails feat as a bonus feat.

Omen Reading (Ex): The baru-priest can benefit from observing auspicious events. Once per day, the baru-priest can make a DC 20 Spot check. If successful, the baru-priest gains the benefits of the *guidance* spell, which lasts for 24 hours or until discharged.

Improved Necromancy (Su): When the baru-priest casts *speak with dead* on the corpse of a creature with a different alignment, that corpse does not gain the benefit of a saving throw to resist the spell, as it normally would.

Utter Prophecy (Sp): The baru-priest can cast a *geas/quest* spell once per day, as a spell-like ability.



CAST HOROSCOPE

Knowledge of Target

Bonus

Target's common name	+1
Target's true name	+2
Target's general place of birth (country or city)	+1
Target's specific place of birth (house, cavern, or similar)	+2
Target's general date of birth (within a year)	+1
Target's specific date of birth (exact date)	+2

The baru-priest may not take 10 or take 20 on this check. The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Cast Horoscope: Starting at 5th level, the baru-priest can attempt to learn a fact about a person or creature by studying the astrological charts associated with the creature. The baru-priest must make a check on 1d20 with a bonus equal to his baru-priest level + his Intelligence modifier. The roll is modified as follows (note that bonuses for the same kind of information do not stack, and the maximum bonus possible is +6).

The Cast Horoscope ability can be used once per week.

Mastery of Divination: A 5th-level Baru-priest can employ both divine and arcane divination spells. All divination spells are treated as spells belonging to the characters class spell list. For example, if the baru-priest's primary spellcasting class is as a divine spellcaster, he can prepare and cast arcane divination spells as if they were divine spells. If the baru-priest's primary spellcasting class is as an arcane spell spellcaster, divine divination spells are treated as if they were on the Sorcerer and Wizard spell list, meaning that the arcane spellcaster can research and choose to learn divine divination spells when he advances in levels.

ASHIPU-PRIEST (EXORCIST)

In ancient Mesopotamia, the *ashipu* was a ritual magician whose tasks consisted of performing warding rituals, making incantations against evil, and treating cursed and diseased individuals. They were frequently consulted during the building of temples, palaces and public buildings regarding the placement of sacred foundation-stones. Ashipu were also instrumental in crafting and enchanting the gargantuan guardian statues placed near the doorways of important buildings.

Hit Die: d8.

REQUIREMENTS

To qualify to become an ashipu-priest, a character must fulfill all the following criteria.

Craft (stonecarving): 8 ranks.

Heal: 8 ranks.

Knowledge (the planes): 8 ranks.

Spells: Ability to cast divine spells.

CLASS SKILLS

The ashipu-priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int),

BARU-PRIEST ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Divination by entrails	+1 level of existing class
2nd	+1	+3	+0	+3	Omen reading	+1 level of existing class
3rd	+1	+3	+1	+3	Improved necromancy	+1 level of existing class
4th	+2	+4	+1	+4	Utter prophecy	+1 level of existing class
5th	+2	+4	+1	+4	Cast horoscope, mastery of divination	+1 level of existing class

Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ashipu-priest prestige class.

Weapon and Armor Proficiency: Ashipu-priests gain no proficiency in any weapon or armor.

Spells per Day: An ashipu-priest advances in spellcasting ability as well as gaining the new abilities of the prestige class. Thus, when a new ashipu-priest level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This means that he adds the level of ashipu-priest to the level of another spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class before he became an ashipu-priest, the player must decide which class to assign each level of ashipu-priest for the purpose of determining spells per day.

Detect Demons (Su): At 1st level, the ashipu-priest gains the ability to detect invisible demons and demons in disguise, including *polymorphed* or *shapechanged* demons. Treat this as a *true seeing* spell (divine variant) that is always active but works only with regard to demons. Other benefits of the spell are not conferred, such as the ability to see into the Ethereal Plane and to see through normal and magical darkness, and so on.

Expel Possessor (Su): The ashipu-priest can use one or more of his turning attempts per day to drive out a hostile possessing force (such as a ghost using its malevolence ability, a wizard using the *magic jar* spell, and so on). Treat this as a regular turn undead attempt against the Hit Dice of the possessing creature, using the prestige class levels plus any cleric levels. An expelled force cannot attempt to possess the same target again for one day.

Improved Remove Curse (Ex): Starting at 3rd level, the ashipu-priest counts as a spellcaster two levels higher than his actual caster level when casting *remove curse* spells.



Sacred Foundation–Stone (Su): A 5th-level ashipu-priest can lay a special blessing on the foundation-stone of a building. The blessing is similar to a *hallow* spell, with the following exceptions: The spell affects the entire building, regardless of its size; two separate spells can be fixed to the hallow site, instead of just one (the material component cost must be paid for both spells); the fixed spells do not need to be renewed after a year; and the hallow spell cannot be countered by *unhallow*. This ritual takes an entire week to perform.

Enchant Guardian Statue (Ex): Starting at 7th level, the ashipu-priest is able to craft and enchant large guardian statues intended to protect buildings against evil forces. The most common guardian statue is the human-headed winged bull known as *shedû*. See the monster appendix for details on the *shedû-golem*.

Protect Doorway (Sp): At 8th level, the ashipu-priest can cast a special *antipathy* spell, once per

ASHIPU-PRIEST ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Detect demons	
2nd	+1	+3	+0	+3	Expel possessor	+1 level of existing class
3rd	+2	+3	+1	+3	Improved remove curse	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Sacred foundation-stone	+1 level of existing class
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5	Enchant guardian statue	+1 level of existing class
8th	+6	+6	+2	+6	Protect doorway	
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7	Protection from evil	

day, that affects all evil outsiders. The spell must be cast on a doorway or portal, and two small clay figurines painted black and red must be placed on the sides of the doorway. It is otherwise identical to the spell.

Protection from Evil (Sp): When the ashipu-priest reaches 10th level, he is always protected by a *protection from evil* spell. The effect can be dispelled, but the exorcist can re-activate it as a free action.

HIEROPHANT

A hierophant is a priest, usually a cleric or druid, that has turned to the worship of an entire pantheon instead of a single god. The hierophantic philosophy is to appease the gods who rule the different aspects of life, in order to ensure prosperity. Akin to druids, hierophants have a neutral world-view and accept that which is cruel or horrific in nature. Some hierophants include sacrifice of sentient beings in their rituals, usually justified by a concern for the greater good and the prosperity of a group of people. Hierophants are pragmatic and also dabble in arcane magic to achieve their goals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hierophant, a character must fulfill all the following criteria.

Alignment: Any neutral.

Feats: Heighten Spell.

Knowledge (religion): 13 ranks.

Spells: Ability to cast *commune* or *commune with nature*.

CLASS SKILLS

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency in any weapon or armor.

Spells per Day: A hierophant advances in spellcasting ability as well as gaining the new abilities of the prestige class. Thus, when a new hierophant level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This means that he adds the level of hierophant to the level of another spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a hierophant, the player must decide which class to assign each level of hierophant for the purpose of determining spells per day.

Polytheism (Ex): At 1st level, a hierophant starts to worship an entire pantheon of gods,

HIEROPHANT ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Polytheism	+1 level of existing class
2nd	+1	+3	+0	+3	Sorcerous aptitude	+1 level of existing class
3rd	+2	+3	+1	+3		+1 level of existing class
4th	+3	+4	+1	+4	Portentous ritual	+1 level of existing class
5th	+3	+4	+1	+4		+1 level of existing class
6th	+4	+5	+2	+5	Divine blessing	+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6	Timeless body	+1 level of existing class
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7	Aggregate spell power	+1 level of existing class

instead of a single deity. He loses his domain abilities and no longer gains any bonus domain spells per day. At the hierophant's option, he may select and prepare a single bonus spell per day from any domain in the *PHB*, by making a sacrifice to a deity that normally grants the domain to his clerics. The deity providing the bonus spell must be known to the hierophant. The sacrifice must be performed before the hierophant prays for spells, must be worth at least 100 gp per level of the spell, and the bonus spell selected must be of a level that the hierophant is able to cast. The hierophant cannot select and prepare another bonus domain spell until the first spell has been cast or discarded.

Sorcerous Aptitude (Ex): Starting at 2nd level, the hierophant is able to use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half the hierophant's level (at least 1st level). For the purpose of using a scroll or other magic device, actual wizard levels the hierophant may have and these effective wizard levels stack.

Portentous Ritual (Ex): At 4th level, the hierophant can attempt to cast spells of higher level than what is normally possible. The hierophant must sacrifice a prepared spell in order to cast a higher-level spell. To determine success, the hierophant rolls 1d20 + the level of the sacrificed spell against a DC of 10 + the level of the attempted spell. For example, a hierophant has prepared *control weather* (a 7th-level spell) but sacrifices it in an attempt to cast *gate* (a 9th-level spell). He rolls 1d20+7 against DC 19. A failed roll always has dire

consequences as the very gods have been offended. The exact result is up to the DM, but as a general rule, the spell effect should be reversed and affect the caster. In the example above, a failed roll could result in the *gate* being opened on the plane of a powerful demon lord who takes offense and sends his minions to destroy the caster and his allies.

Spells of levels already known to the hierophant cannot be cast in this way (so a 14th-level caster with access to 7th-level spells could only attempt to cast 8th- and 9th-level spells, while a 15th-level caster who already knows how to cast 8th-level spells could only attempt to cast 9th-level spells in this fashion). The ability can only be used once per day.

Divine Blessing (Ex): A hierophant applies his Charisma modifier (if positive) as a bonus to all saving throws.

Timeless Body (Ex): After achieving 8th level, a hierophant no longer suffers ability penalties for aging and cannot be magically aged. Any penalties he may have already suffered, however, remain in place. Bonuses still accrue, and the hierophant still dies of old age when his time is up.

Aggregate Spell Power (Ex): Once per day, a 10th-level hierophant can temporarily sacrifice two or more lower-level spell slots and use those slots to prepare a higher-level spell, which must be of a level the hierophant can cast. The total number of lower-level spells are multiplied by 3/4 to determine the maximum spell level of the higher-level spell. For example, a hierophant that sacrifices two 4th-level spells can prepare one additional 6th-level spell.

DESERT LORD

Lone wanderers, seekers of lost cities, guardians of secret oases; the desert lords are individuals who have become one with the harsh and unforgiving environment of the desert.

Desert Lords eschew the life of city-dwellers, and tend to live nomadic lives. They are at home in the desolate wastes, where they have freedom to roam as they please.

Good-aligned desert lords sometimes provide assistance to desert travelers who are in need of aid, while evil ones often scavenge nameless, dried-out corpses like desert jackals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a desert lord, a character must fulfill all the following criteria.

Feats: Endurance.

Skills: Ride 8 ranks, Survival 8 ranks.

CLASS SKILLS

The desert lord's class skills (and the key ability for each skill) are Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Listen (Wis),

Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the desert lord prestige class.

Weapon and Armor Proficiency: Desert lords are proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Cloak of the Desert (Ex): A 1st-level desert lord does not suffer the usual -4 penalty to Constitution checks when wearing heavy clothing or armor in hot climates (see "Heat Dangers" in the DMG).

Summon Mount (Ex): As often as once per week, a

1st-level desert lord can summon a mount, typically a light horse or camel (dromedary). If the desert lord already has a mount, the summoning fails. The maximum range of the summoning is 10 miles per prestige class level. The mount travels towards the desert lord at its normal mode of movement; therefore, it might be hours or days before the summoned mount reaches the desert lord.

Sneak Attack (Ex): A 2nd-level desert lord can perform sneak attacks with +1d6 points of bonus damage. This is exactly like the rogue ability of the same name. If the Desert Lord gets a sneak attack bonus from another source the bonuses on damage stack. At 4th level, the sneak attack damage increases to 2d6 points of bonus damage.

Vermin Immunity (Su): Starting at 2nd level, the desert lord is surrounded by a permanent *repel vermin* aura, with effective caster level equal to the prestige class level + 1. The effect can be dispelled, but the desert lord can re-activate it as a free action.



DESERT LORD ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Cloak of the desert, summon mount
2nd	+1	+3	+0	+3	Sneak attack (+1d6), vermin immunity
3rd	+2	+3	+1	+3	Throat of the camel
4th	+3	+4	+1	+4	<i>Speak with desert</i> , sneak attack (+2d6)
5th	+3	+4	+1	+4	Summon sandstorm

Throat of the Camel (Ex): A 3rd-level desert lord requires significantly less sustenance than others of his kind. Normally, a character can go without food for 3 days, and without water for 1 day plus a number of hours equal to his Constitution score, before having to make Constitution checks for thirst and starvation (see “Starvation and Thirst” in the *DMG*). The desert lord can survive without food and water for an additional day per prestige class level. For example, a 3rd-level desert lord with Con 16 can survive without water for 4 days and 16 hours before having to make Constitution checks against thirst.

Speak With Desert (Sp): Starting at 4th level, the desert lord can employ *commune with nature* as a spell-like ability, 1/day, with caster level equal to his prestige class level. The ability can only be used in a desert environment.

Summon Sandstorm (Su): At 5th level, the desert lord is able to call upon to the desert winds, which manifest as a greater duststorm (see “Weather” in the *DMG*). The duststorm appears in 1d10+10 minutes and lasts for 2d4-1 hours. The ability can only be used outdoors in a desert environment, up to once per week. It takes a full round to use this ability. The desert lord himself gains no special protection against the sandstorm.

KNIGHT OF TIAMAT

[Tiamat] exalted Kingu; in their midst she raised him to power.

To march before the forces, to lead the host,

To give the battle-signal, to advance to the attack,

To direct the battle, to control the fight,

Unto him she entrusted; in costly raiment she made him sit, saying:

I have uttered thy spell, in the assembly of the gods I have raised thee to power.

—excerpt from the Enuma Elish, the Babylonian Epic of Creation, Tablet One

The first gods were Apsu and Tiamat, who begat all the other gods. When Tiamat’s consort Apsu was slain by the treacherous Ea, she took her son Kingu as her new mate. Then, Tiamat spawned an army of monsters and demons and made Kingu their leader.

Said to be of the blood of Kingu, the Knights of Tiamat are the elite vanguard of the Cult of the Five-Headed Dragon. The Knights were at the forefront when Hammurabi’s Babylon fell to the sorcery of the blue-bearded Hierarchs of Tiamat, and they remain the cult’s trusted guardians and elite warriors to this day.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Knight of Tiamat, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Feats: Diehard, Leadership, Toughness.

Special: Promising warriors are hand-picked by the Hierarchs of Tiamat. Candidates participate in a secret ritual where they are injected with a concoction made from poison mixed with the blood of dragons. The use of magical protections against poison during this ritual is thought to bring the displeasure of Tiamat upon the candidate. Those who survive the ordeal (by making a successful Fortitude saving throw [DC 18]) become Knights of Tiamat, while those who fail rise as juju-zombies at the next sunset. Regardless of the outcome, the warrior joins the ranks of Tiamat’s armies.

CLASS SKILLS

The Knight of Tiamat’s class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Knight of Tiamat prestige class.

Weapon and Armor Proficiency: Knights of Tiamat are proficient with all simple and martial weapons, with all types of armor, and with shields (including tower shields).

KNIGHT OF TIAMAT ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<i>Blood of Kingu</i> (poisoned weapon)
2nd	+1	+3	+3	+0	<i>Might of Kingu</i> (1/day)
3rd	+2	+3	+3	+1	<i>Eyes of Kingu</i>
4th	+3	+4	+4	+1	<i>Flesh of Kingu</i>
5th	+3	+4	+4	+1	<i>Might of Kingu</i> (2/day)
6th	+4	+5	+5	+2	<i>Voice of Kingu</i>
7th	+5	+5	+5	+2	<i>Might of Kingu</i> (3/day)
8th	+6	+6	+6	+2	<i>Blood of Kingu</i> (poison immunity)
9th	+6	+6	+6	+3	<i>Blood of Kingu</i> (timeless body)
10th	+7	+7	+7	+3	Spawn of Tiamat

Blood of Kingu (Poisoned Weapon) (Su): At 1st level, the Knight of Tiamat gains the following benefit from the dragon's blood that runs in his veins: Any bladed weapon the Knight of Tiamat picks up can be used to deliver a *poison* effect (as the spell, save DC 10 + prestige class level + the character's Con modifier) upon a creature struck by the blade once per day per two prestige class levels (minimum 1/day). The Knight of Tiamat can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the weapon strikes.

Might of Kingu (Sp): A 2nd-level Knight of Tiamat can use *fear* 1/day as a spell-like ability, with caster level equal to his prestige class level. This ability can be used twice per day at 5th level, and three times per day at 7th level.

Eyes of Kingu (Ex): Starting at 3rd level, a Knight of Tiamat gains the blindsense ability and can pinpoint creatures within a distance of 30 feet. Opponents the Knight of Tiamat can't actually see still have total concealment against the character.

Flesh of Kingu (Sp): A 4th-level Knight of Tiamat can use *stoneskin* 1/day as a spell-like ability, with caster level equal to his prestige class level.

Voice of Kingu (Sp): A 6th-level Knight of Tiamat can use *greater command* 1/day as a spell-like ability, with caster level equal to his prestige class level.

Blood of Kingu (Poison Immunity) (Ex): At 8th level, the Knight of Tiamat becomes immune to all mundane and magical poisons.

Blood of Kingu (Timeless Body) (Su): When the Knight of Tiamat reaches 9th level, his draconic blood grants him inhuman longevity. The character no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the Knight of Tiamat still dies of old age when his time is up.

Spawn of Tiamat (Su): At 10th level, the Knight of Tiamat can call upon the monstrous armies of Tiamat. Once per week, the character can summon 1d3 fiendish huge monstrous scorpions that serve the summoner in any capacity. The summoned creatures remain until slain or dismissed, up to a maximum of 1 hour/level (if assigned to guard a specific place) or 1 round/level otherwise.

TEMPLE REAVER

The Guti barbarians of the Zagros mountains revel in looting the rich temples and toppling the unsmiling stone idols of civilized men. But among these godless savages, who simply kill and plunder as a way of life, there are those who dedicate themselves to the eradication of religion. Fearfully called the temple reavers by the bearded priests of Mesopotamia, the mission of these iron-willed mountain men is to destroy the temples of the faithful, kill the priests, and massacre the servants of the gods.

The temple reavers have no real organization, but often band together with their more savage brethren in raids to the south. By staying with the tribes, they also gain protection, for the cults of the civilized lands recognize the temple reavers as powerful threats and seek to hunt them down and destroy them whenever they are exposed.

Hit Die: d8.

REQUIREMENTS

To qualify to become a temple reaver, a character must fulfill all the following criteria.

Base Attack Bonus: +10.

Skills: Knowledge (religion) 1 rank, Spellcraft 1 rank.

Feats: Great Fortitude, Iron Will.

Special: The temple reaver cannot worship any god. He must abandon his old faith, if any, with all the usual penalties for ceasing such worship. The character must also singlehandedly have slain a cleric to take levels in this prestige class.

CLASS SKILLS

The temple reaver's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the temple reaver prestige class.

Weapon and Armor Proficiency: Temple reavers gain no proficiency with any weapon or armor.

Renounce Aid (Ex): The temple reaver must attempt saving throws against all spells and abilities used on him by faithful creatures, if the spell or ability allows one. This also applies to beneficial (harmless) spells and abilities. For the purposes of this prestige class, a faithful creature is any creature that of its own will worships a god, or is itself a god.

Detect Faithful (Sp): At will, the temple reaver can sense faithful creatures and spells. This ability works like the paladin's *detect evil* ability, except that it detects the auras of faithful creatures, faithful clerics, and faithful spells, and the temple reaver is vulnerable to an overwhelming faithful aura.

Fast Healing (Ex): The temple reaver regains hit points at an exceptionally fast rate. At 1st level, the character regains 1 hit point per round, to a maximum of 20 hit points per day. The maximum number of hit points restorable per day increases as shown on the table below (in parenthesis after the ability name). At 10th level, it works exactly like fast healing 1, with no limit to restorable hit points.

Greater Dispel Magic (Sp): At 2nd level, as often as once per day, the temple reaver can use *greater dispel magic* with a caster level equal to 10 + prestige class level.

This ability works like the spell, but only ends spells or effects cast or activated by faithful creatures. It can only suppress the properties of a magical item in the possession of a faithful creature. At 5th level, the temple reaver can use this ability twice per day.

Smite Faithful (Su): Once per day, a temple reaver of 3rd level or higher may attempt to smite a faithful creature with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a temple reaver accidentally smites a non-faithful creature, the smite has no effect, but it is still used up for that day. At 8th level, the temple reaver may smite faithful creatures twice per day.

Greater Spell Immunity (Sp): At 7th level, as often as once per day, the temple reaver can use *greater spell immunity* with a caster level equal to 10 + prestige class level. This ability works like the spell, but it only protects against spells cast by faithful creatures, spell-like effects of magic items activated by faithful creatures, and innate spell-like abilities of faithful creatures.

Disjunction (Sp): At 9th level, as often as once per day, the temple reaver can use *mage's disjunction* with a caster level equal to 10 + prestige class level. This ability works like the spell, but it only affects magical effects cast or activated by faithful creatures. It can only destroy magical items or artifacts in the possession of faithful creatures, except that artifacts associated with a deity can be destroyed even when not in the possession of faithful creature. Unlike a normal spellcaster, the temple reaver is not required to make the saving throw to avoid losing spellcasting ability when destroying an artifact, but the character is still subject to the attention of powerful beings who are somehow connected with the artifact.

Essence of the Universe: At 10th level, the temple reaver merges his body and soul, and becomes an outsider. Hit Dice, base attack bonus, and saving throws are not recalculated. Some spells now affect the temple reaver differently. The character also gains darkvision out to 60 feet, and does not need to eat or sleep.

TEMPLE REAVER ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Renounce aid, <i>detect faithful</i> , fast healing 1 (20)
2nd	+2	+3	+0	+3	<i>Greater dispel magic</i> (1/day)
3rd	+3	+3	+1	+3	<i>Smite faithful</i> 1/day, fast healing 1 (30)
4th	+4	+4	+1	+4	Fast healing 1 (40)
5th	+5	+4	+1	+4	<i>Greater dispel magic</i> (2/day)
6th	+6	+5	+2	+5	Fast healing 1 (50)
7th	+7	+5	+2	+5	<i>Greater Spell Immunity</i> (1/day)
8th	+8	+6	+2	+6	<i>Smite faithful</i> (2/day), fast healing 1 (60)
9th	+9	+6	+3	+6	<i>Disjunction</i> (1/day)
10th	+10	+7	+3	+7	Essence of the universe, fast healing 1

MAGIC AND WITCHCRAFT

The Mesopotamians are renowned for their mastery of three disciplines of magic: divination, exorcism and witchcraft (black magic).

DIVINATION

"If a cow gives birth and the creature has two heads, there will be a change in the throne."

— ancient Sumerian cuneiform tablet

Divination, the foretelling of the future, is an important facet of life in Mesopotamia. Although divination is practiced by both priests and magicians, the *baru*-priests (see the description of the prestige class) are experts at interpreting omens and prophecies. Diviners are common at every court and every king has a number of advisors adept at omen reading.

A number of techniques exist to predict the future. One is the observation of portentuous events, including celestial phenomena (such as

lunar and solar eclipses), natural phenomena (such as thunderstorms, earthquakes, or floods), and everyday events (for example, the sighting of a oddly colored snake, or the sudden death of a bull). The *baru*-priests maintain long lists of unusual occurrences along with the supposed consequences. Major celestial phenomena such as comets and eclipses are often linked to great upheavals in government and the death of kings.

Other divinatory techniques include the study of the entrails of sacrificed animals, or the coils of smoke rising from burning incense. Necromancy, the art of raising up and interrogating the spirits of the dead about the past and the future, is performed by specialized diviners called *manzazuu*.

Not only can the future be predicted, but ill fates can be avoided by performing the appropriate rituals. Many spells and incantations exist to counter bad omens (see also the section on exorcism, below).

The god Utu (Shammash) is often invoked in rituals dealing with divination.

RANDOM OMEN GENERATOR

A skilled DM can make good use of divination, prophecies and omens in a campaign. The DM can use the following tables to randomly generate portentous happenings and their supposed consequences.

Roll once on each table, and construct a sentence on the form "If X happens, then Y will be the outcome." Adjust the results as necessary, but remember that weird results can be fun, too.

Base omen sentence: "If a (Table 1) (Table 2) (Table 3), then (Table 4)."

Table 1 (1d6):

1. red
2. black
3. white
4. purple
5. winged
6. two-headed

Table 2 (1d12):

1. ant
2. snake
3. scorpion
4. mongoose
5. ox
6. ass
7. nobleman
8. dog
9. fox
10. fish
11. woman
12. child

Table 3 (1d20):

1. is seen on the foundations of a house
2. is aggressive to a man
3. passes from right to left of a man
4. passes from left to right of a man
5. kills a (Table 2)
6. falls from the ceiling
7. lurks in a man's bed
8. kills another of its kind
9. has tears coming into both eyes
10. is sold for money
11. gives birth to a (Table 2)
12. is riding in a chariot
13. appears in front of the city gates
14. runs into the city square
15. lies on a man's bed
16. urinates on a man
17. is found in a river
18. is colored like blood
19. has wings
20. has three eyes

Table 4 (1d20):

1. a man will live to grow old
2. a man will die
3. hard times will reach a man's adversary
4. a man will have a good name
5. a man will have a bad name
6. a man and his wife will divorce each other
7. a man shall become king
8. a man will have great riches
9. an enemy will approach
10. there will be the downfall of a great army
11. evil will befall a man
12. there will be pouring rains and floods
13. there will be a change in the throne
14. a man will fall from grace
15. the city will be devastated
16. a man's possessions will be stolen
17. the gods will be angry with a man
18. the gods will bless a man
19. there will be pestilence in the land
20. a man will dwell in peace

EXORCISM

"... whether it be an evil spook or an evil alu or an evil ghost or an evil gallu or a buried ghost or an unburied ghost, or a ghost without brother or sister, or a ghost with no one to mention its name... or a ghost which was left in the desert... appoint it to the keeping of the ghosts of its family."

— ancient Sumerian cuneiform tablet

While spirit-worshipping shamans are considered primitive by the Sumerians, the latter acknowledge the existence of malevolent spirits and ghosts who must be appeased or driven away through magical means. Exorcism can also be used to counter ill omens, dire prophecies and the curses of evil sorcerers.

In Sumeria, exorcism is the domain of the *ashipu*-priest (see the description of the prestige class). Ashipu-priests are often consulted by those plagued by vengeful ghosts or malevolent curses, and they are instrumental in the construction of temples and palaces by placing arcane wards and crafting guardian statues.

The god Ea is often invoked in rituals dealing with exorcism.

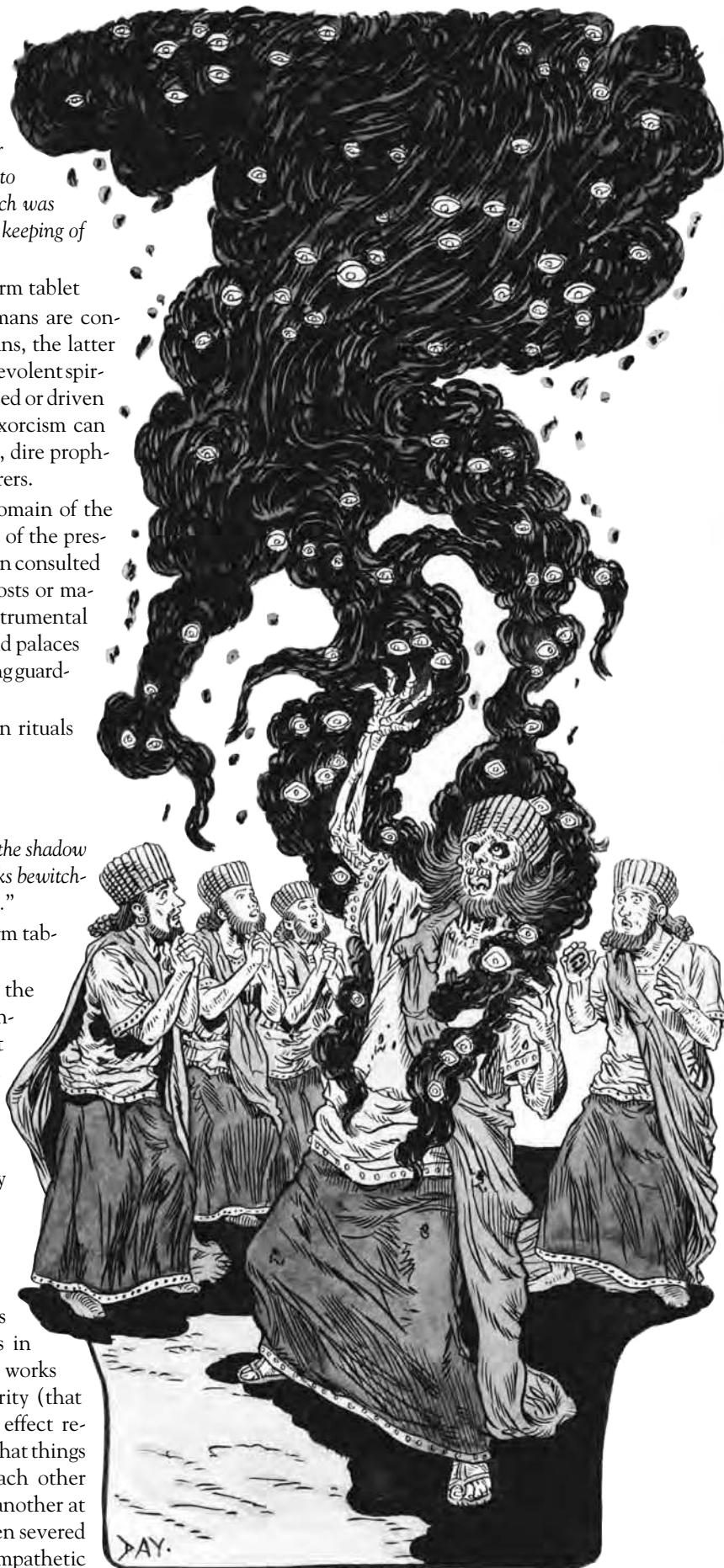
WITCHCRAFT

"My witch, my bewitcher, sits in the shadow of a heap of bricks. She sits and works bewitchment on me, makes images of me..."

— ancient Sumerian cuneiform tablet

Witchcraft, or black magic, is the use of magic with evil intent. Another characteristic of witchcraft is that the evil practitioner, called the *kashshapu*, inflicts his spells upon his enemies across great distances. Curses, diseases and death spells are cast through wax or clay effigies of the victim, and evil demons and spirits are summoned up and sent to harass the witch's enemies.

This form of long-range magic is called sympathetic magic and is in many ways similar to voodoo. Its works through the principles of similarity (that "like produces like", or that an effect resembles its cause) and contagion (that things having been in contact with each other continue to react upon one and another at a distant even after they have been severed or disconnected). When using sympathetic



magic, the practitioner must usually have in his possession something that once belonged to the victim, such as a lock of hair, nail clippings, a piece of clothing, or a weapon. For more information, see the Sympathetic Spell metamagic feat.

According to the laws of Hammurabi, witchcraft is punishable by death. Therefore, the *kashshapu* work in secret, but are often sought out by ruthless individuals who pay the warlock to harass and kill their enemies. *Ashipu*-priests (see the section on exorcism, above) are frequently employed to counter the machinations of warlocks and witches.

TOOLS OF THE TRADE

The magical traditions of Sumeria are well-developed, and both magicians and priests draw upon a number of aids in performing their rituals. Among these are:

Astrology: All Mesopotamian magic is connected with the gods, the stars, or both. The gods are identified with stars, planets, or the sun and the moon. Certain spells can only be cast “under the right stars”, while other celestial phenomena such as eclipses and full moons make magic more potent. See the Lunar Magic feat for more information.

Cuneiform Tablets: Spells and incantations in Sumerian and Akkadian are written using cuneiform script. Mesopotamian wizards use small clay tablets inscribed with spells instead of scrolls. The tablets are broken and shattered to release the magic when a spell is cast.

Drugs: Drugs are frequently used by priests and magicians to induce visions or to achieve higher states of consciousness, such as that required to travel astrally. In particular, the priesthood of Ishtar is skilled in the art of drug use for magical purposes.

Herbs: Herbs are used both for medicinal purposes as well as for magic. Some spells and rituals require herbs as material components. How useful a herb is in casting a spell is dependent on the place where a plant grows and the time it was harvested. Plants growing on mountains are closer to the stars and thus more potent. Herbs to be used in magical ceremonies must generally not be exposed to the sun or daylight at any time after they have been harvested.

Lovemaking: Especially among the followers of Ishtar, the arts of eroticism and lovemaking are used to enhance fertility magic and love spells.

Sacrifice: Offerings of food, drink, or various valuables (such as rare oils and incense) are often made to the gods during the preparation or casting of spells. Such sacrifices are often burned in bronze vessels. The entrails of ritually slaughtered animals are studied for divinatory purposes (see the Divination by Entrails feat). And sorceries of the blackest sort are often fuelled by human blood.

Stones: Stones, precious or not, when exposed to starlight, are charged with magical power from the stars. Stones can be used to store power, or to construct figurines and guardian statues with magical properties.

Wax Dolls: Dolls, figurines and effigies, crafted in the image of victims, are used by witches and warlocks to cast their baleful spells from afar. See the section on witchcraft for more information.

MUNDANE MAGIC

Belief in magic and rituals pervades Sumerian society to such a degree that even a few non-spellcasters have some experience with spells, such as the uttering of curses or drawing warding symbols.

NEW FEATS

DIVINATION BY ENTRAILS [GENERAL]

Also known as hepatomancy, divination by entrails is a form of divination where the priest studies the entrails of animals. In ancient times the liver was regarded as the focal point of life and of special occult importance. The liver was divided into sections with each section representing a particular deity. The markings in these zones were of great importance.

Prerequisite: Spellcaster able to cast *augury*.

Benefit: The feat enables a spellcaster to cast *augury* without expending a spell slot. Instead, the caster must kill and sacrifice an animal and study its entrails. The spell must be known and/or prepared by the spellcaster, but the spell itself is not expended when cast in this fashion, and the caster may use it as often as desired as long as new sacrifices are made; however, all auguries cast by the same person about the same topic use the same dice result as the first augury.

The animal must be of Small size or larger. The DM may disapprove the use of certain animals, or require specific kinds of animals to answer specific questions. Performing an augury in this fashion takes 1 minute. In any case, the caster cannot employ this method of divination more than three times per day.

GREATER DIVINATION BY ENTRAILS [GENERAL]

Also known as anthropomancy, this barbaric form of divination involves using human entrails to divine the future. The priest is trained to interpret the signs or markings on the organs of the sacrificed creature, such as the liver or the heart.

Prerequisites: Divination by Entrails, spellcaster able to cast *divination*.

Benefit: Similar to Divination by Entrails, except that the feat enables the spellcaster to cast *divination* without expending a spell slot, by sacrificing a sentient creature of the caster's race.

Performing a divination in this fashion takes 10 minutes. The caster must still supply the material component in addition to the sacrifice. In any case, the caster cannot employ this method of divination more than three times per day.

SYMPATHETIC SPELL [METAMAGIC]

Using material links, you can cast spells on targets over vast distances.

Benefit: With this feat, you can cast a sympathetic spell on any target as if you were touching the target, regardless of the actual distance between you, provided that both you and the target are on the same plane. This means sympathetic magic cannot effect ethereal creatures, for example. The target is entitled to a saving throw against the spell (and spell resistance, if it applies) and the spell has its normal effects and duration.

Spells and effects that block scrying, such as *nondetection*, have the same effect on sympathetic spells. So the caster of a sympathetic spell would have to succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection* in order for the spell to affect the target. A *detect magic* or *detect scrying* spell can detect a sympathetic spell in progress (that is from the moment casting begins) and *detect scrying* allows you an opposed caster level check to get an image of the caster of the sympathetic spell.

A sympathetic spell requires a material component (in addition to its normal components). You must have a piece of the target's substance. For a living creature, this may be some of its blood, flesh, hair, nails, or other parts of its body. For a nonliving object, it must be an integral part of its substance (for example a sliver from a timber of a building, not from a piece of furniture inside it). This material component is consumed in the casting of the spell, as normal.

Preparing a sympathetic spell requires the normal amount of time, but casting it requires 100 times the usual casting time (with casting times of 1 standard action being treated as 1 round). So casting *bestow curse* (casting time of 1 standard action) as a sympathetic spell requires 100 rounds, or about 6 minutes. Casting *raise dead* (casting time of 1 minute) as a sympathetic spell requires 100 minutes, or nearly two hours, and so forth. Interruptions to the casting may spoil the spell normally if the caster fails a Concentration check, and the DM can require a Concentration check each round for a continuing distraction (making it very difficult to maintain the casting of the ritual).

A sympathetic spell uses up a spell slot three levels higher than the spell's actual level.

LUNAR MAGIC [GENERAL]

Your spellcasting abilities are strongly influenced by the phases of the moon.

Prerequisites: Ability to spontaneously cast arcane spells.

Benefit: The moon has long been held to have an influence over magic. In your case, it's literally true. The phases of the moon influence your spellcasting abilities. They increase as the moon waxes, and decrease as it wanes.

During the waxing moon, your caster level is considered one higher for purposes of level checks and the number of spells you can cast per day. During the three nights of the full moon, your caster level is considered two higher for these purposes. Note, however, that this temporary increase in caster level does not grant you knowledge of any new spells, although it may grant you higher-level spell slots (which you can use for metamagical-enhanced versions of lower level spells). So, for example, a 5th-level sorcerer during the waxing moon gains +1 2nd-level spell and +3 3rd-level spells per day. However, since a 5th-level sorcerer doesn't know any 3rd-level spells, he can only use those additional spell slots to cast lower-level spells or spells enhanced with metamagic feats.

This additional power comes with a price. During the waning moon, your caster level is considered one level lower for purposes of level checks and spells you can cast per day. So a 5th-level sorcerer would lose one 2nd-level spell per day (and a 4th-level sorcerer would lose the ability to cast 2nd-level spells altogether). During the new moon, your caster level is considered two levels lower. If this reduces your effective level to zero or less, you cannot cast spells during that time, although you retain your other class abilities.

During the the half moon, you are at your normal caster level for level checks and spells per day.

SIMPLE MAGIC [GENERAL]

Prerequisites: 5 ranks in Knowledge (arcana) or Knowledge (religion).

Benefit: You have a basic knowledge of magic which allows you to employ simple spells, including *guidance*, *resistance*, *bane*, *bless*, *doom*, and *protection from evil*. Up to 1/week, you can prepare one of the listed spells in a special ceremony. The ceremony takes 12 hours and involves studies of arcane or religious texts, the invocation of gods or demons, and a sacrifice worth 100 gp. The spell remains prepared until you cast it, or until you prepare another spell in this fashion. Casting follows the normal rules for spellcasting, with caster level equal to half your character level (minimum 1st level).

MAGIC ITEMS

MAGIC ITEMS FROM THE DMG

Many of the standard magic items from the *DMG* can simply be renamed or slightly altered in appearance to suit a Mesopotamian setting. For example, *boots of speed* become *sandals of speed*, while the *horn of Valhalla* becomes the *horn of the Guti*, and so on. The names of Sumerian gods can also be used to give campaign flavor to the standard items.

AMULET OF CURSE WARD

This amulet is carved in the likeness of the god Ea. It grants the benefits of a *curse ward* spell upon its wearer.

Moderate abjuration; CL 7th; Craft Wondrous Item, *curse ward*; Price 30,000 gp; Weight 1 lb.

THE JAWS OF BAAL-ZAG (MINOR ARTIFACT)

The *Jaws of Baal-Zag* are sacred relics of the cult of the dark god Baal-Zag. The gems are usable by any character class.

At least nine of these fang-shaped gems are known to exist. Each jewel radiates a strange green light, equivalent to an always-active *continual flame* spell, and grants its possessor a different spell-like ability, each usable 1/day: *Animate dead*, *death knell*, *speak with dead*, *poison*, *true seeing*, *fear*, *telekinesis*, *summon monster V*, *ghoul touch*.

All spell-like abilities have an effective caster level equal to the possessor's character level. With each use of an ability, there is a 1% cumulative chance that the possessor is inflicted with lycanthropy (the specific type of animal randomly selected from among the animals associated with Baal-Zag, such as wolves, jackals, and hyenas).

Some of Baal-Zag's priests insist that a tenth gem exists, which allows the abilities of the other gems to be used at will, instead of once per day (most of these priests fail to mention that in such a case, lycanthropy would be guaranteed and incurable).

Even disregarding their magical qualities, the size of the gems and the exquisite craftsmanship evident in their cut and polished surfaces easily make the stones worth 5,000 gp apiece. As a set, they would be even more worth than the sum of the individual pieces.

THE ORB OF XOTH (MINOR ARTIFACT)

Also known as the *Soul-Eater*, the *Orb of Xoth* is a fist-sized crystal orb filled with swirling black mist (often said to be the black vacuum from the gulfs between the stars). If a creature dies within 30 feet of the orb, the soul of the

deceased is imprisoned within the orb as per a *soul bind* spell. There is no limit to the number of souls that can be imprisoned in the orb.

A character gains a +4 enhancement bonus to Wisdom while the orb is grasped, by drawing on the collective consciousness of the imprisoned souls. By making a successful Charisma check (DC 20), the character wielding the orb can expend (utterly destroy) nine of the souls imprisoned within the orb to cast a *gate* spell (treat the character's level as the caster level). If the check fails, or there are less than nine souls currently imprisoned within the orb, the *gate* spell fails. In this case, a number of souls equal to the amount the check was failed by (if there were nine or more souls currently imprisoned), or the number of souls remaining in the orb (if there were fewer than nine souls), are released from the orb as **ekimmu** ghosts (see the monster appendix).

Released ekimmu are hostile to the wielder of the orb and seek to possess creatures who, when slain, have their souls imprisoned by the orb. Thus the orb is never short of souls to feed on.

The orb can be destroyed by dropping it on a hard surface that has been smeared with the blood of at least nine infants. The destruction of the orb releases all imprisoned souls, who are still dead but might go to heaven or hell depending on their alignment. Depending on the campaign's cosmology, certain souls might not be allowed entry to the outer planes if too much time has passed since their death. In that case, the souls remain on earth as ekimmu ghosts.

THE BOOK OF AEONS (ARTIFACT)

Also known variously as the *Book of Accursed Aeons* and the *Shadow Testament of Yhakkoth*, this "book" is actually a collection of twelve ancient cuneiform clay tablets containing spells and incantations inscribed in mystic pre-human languages and occult sigils. Great age is apparent in the cracked and half-crumbled clay sheets. Several pieces of text are missing, the stones are covered in places with stains of unidentifiable sort, and green lichen seems to thrive on the cracked surface.

The tablets were hidden in the demon-guarded vaults of the wizards of Yhakkoth until that city was razed by the armies of Ibnath, after which they fell into the possession of the Hierophants of Ibnath.

The book contains the black wisdom of the ages; powerful spells of stasis and time travel, rituals to call and bind elder things from beyond the black gulfs of space, and necromantic rites to conjure up the corpses of dead sorcerers and demand of them their forbidden and lost knowledge. In the hands of a powerful wizard, the book is believed to provide the means to raise up an entire dead city from oblivion.

The full powers of the book are unknown and deliberately not fully described (allowing a creative DM to use

the book for his own plot devices). The following powers are known: The third tablet allows the user to invoke an *earthquake* spell at 20th level of ability, once per week. The fifth and sixth tablets contain the spells *lifeleech* and *sleep of power* (new spells described below) which may be learned by wizards as if the tablets were a spellbook. The ninth tablet contains various summoning spells and descriptions of elder demons, while the twelfth tablet, known as the *Tablet of Unbinding*, allows the user to cast *greater dispelling* and *break enchantment*, both once per day at 20th level of ability.

Such power always comes at a price, though. A spellcaster that studies the book risks becoming corrupted. Each time one of its powers is used, the spellcaster must make a Will saving throw (DC 18, +1 per power previously used) or become corrupted by the book. Typical indications of corruption include covetousness, paranoia, ambition, insanity, and a strong temptation to use the book's powers as often as possible.

Also, for each power used, there is a 5% non-cumulative chance that the power fails and backfires terribly upon the user, as determined by the DM.

NEW SPELLS

The following spells are appropriate in a Mesopotamian campaign. Some spells are especially suited for evil non-player characters.

DIVINE LOCK

Abjuration

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A *divine lock* is an *arcane lock* variant employed by clerics. The spell is cast upon a door, chest, or portal by carving or tracing the deity's symbol (or some variant thereof) on a suitable surface. The caster and those of the caster's religion can freely pass the lock without affecting it; otherwise, a door or object secured with *divine lock* can be opened only by breaking in or by a successful *dispel magic* spell.

The *divine lock* can also be dispelled by a cleric of a different religion if he makes a successful turn/rebuke attempt against the door. In this case, treat the lock as an undead with Hit Dice equal to the caster's level.

Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a *knock* spell does not affect a *divine lock* at all.

LIFELEECH

Necromancy

Level: Clr 6, Sor/Wiz 5

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

This spell is frequently used by evil magicians and death priests to achieve a limited form of immortality. Casting the spell requires the sacrifice of a sentient creature of the same race as the spellcaster. The creature to be sacrificed must be helpless and/or bound while the spell is being cast.

At the culmination of the spell, the caster gains an automatic coup de grace attack upon the victim. If the victim dies as a result of this attack, his life force is transferred to the caster (or another target within touch range of the caster). The target gains immunity to aging effects for 1 month per Hit Dice or level of the creature sacrificed.

A creature slain by this spell can only be restored to life through the successful casting of a *resurrection*, *true resurrection*, *wish*, or *miracle* spell. *Raise dead* has no effect on a creature slain by the *lifeleech* spell.

XP Cost: 10 XP per Hit Dice of the victim.

MARK OF EXILE

Abjuration

Level: Clr 7, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None (see text)

Spell Resistance: Yes

You draw an indelible mark on the subject and declare some area or named location taboo. If the subject subsequently enters the specified area, it is instantly and irrevocably destroyed (no save). The specified area can be no larger than 1 square mile per caster level. If the target is already in the specified area when the spell is cast, nothing happens, but if the target leaves the area and attempts to return, the baneful effects of *mark of exile* are triggered. Only one *mark of exile* can affect a creature at any given time.

The spell leaves an invisible mark upon the target. The target can always sense when it is within 100 feet of the borders of the forbidden area. *Mark of exile* cannot be dispelled, but it can be removed with a *remove curse*, *break enchantment*, *limited wish*, *miracle*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of exile* caster level.

SLEEP OF POWER

Transmutation

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Special (see text)

Saving Throw: None (harmless)

Spell Resistance: None (harmless)

This spell must be cast in the round directly after you have cast another spell with a non-permanent and non-instantaneous duration. At the completion of the spell, you fall into a deep coma-like sleep. Your body functions cease and you do not grow older. You are unaware of your surroundings and devoid of your senses. You are considered helpless while under the effects of this spell.

The purpose of this sleep is to extend the duration of the spell cast directly before *sleep of power*. The first spell lasts as long as you are in a coma. You set the conditions for when you want to wake up; the first spell then ends. The conditions you set must be clear, although they can be general. If complicated or convoluted conditions are described, the spell may be miscast and you may never wake up again. The first spell is empowered by the slow leeching of your own life-force (represented by an XP loss).

For example, you cast a *prismatic wall*, which normally lasts for 10 minutes per caster level. In the following round, you cast *sleep of power* with the condition to wake up when the seventh wall of the *prismatic wall* is destroyed. You fall into a coma for days, years or even centuries. When the seventh *prismatic wall* is destroyed, you wake up.

If you are successfully attacked, you wake up, and the associated spell ends immediately.

XP Cost: 1 XP per day you spend in your coma-like state. If the caster is reduced to 0 XP as a result of this spell, he dies, and the associated spell ends. Note that this XP drain is an exception to the rule prohibiting a caster from casting a spell that would reduce his level.

PRIMEVAL SEAL

Abjuration

Level: Clr 8, Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Touch

Target: One location (up to a 20-ft. cube/level)

Duration: 1 hour/level

Saving Throw: Will partial

Spell Resistance: Yes

This potent spell hedges out all outsiders, undead and aberrations. By casting the spell, the caster quickly traces

a visible seal upon a surface, doorway, arch, or similar structure. The seal cannot be used for personal protection or inscribed on an item to be carried around. The *primeval seal* forces creatures of the designated type to feel an overpowering urge to leave the area. A compulsion forces them to abandon the area, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful save can stay in the area but feels uncomfortable doing so. The distracting comfort reduces the creature's Dexterity by 4 points.

The seal cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell.

Material Component: A handful of black dust from the surface of a dying star.

XP Cost: 500 XP.

SCAPEGOAT

Abjuration

Level: Clr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows the caster to transfer a curse or disease unto another creature. It can be cast in two different ways.

The first method requires a willing target creature of the same race as the original victim of the curse or disease. In this case, the transfer is automatic, and the target gets no saving throw. If the target is immune to the curse or disease, the spell fails, and the affliction remains with the original victim.

Using the second method, the disease or curse is transferred to an animal, which is then killed and sacrificed. The animal must be of Small size or larger, and, since the spell takes a full minute to cast, must be bound and/or helpless during the casting. In some cultures, this use of the spell is considered an evil act.

Material Component: Rare incense worth at least 100 gp.

CURSE WARD

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S, DF/F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is employed as protection against the curses of black magicians and warlocks. The subject is immune to *bane*, *bestow curse*, *doom*, *knotting the cord*, and *mark of justice* spells. In addition, the subject gains a +4 circumstance bonus to saving throws against spells cast using sympathetic magic (see the description of the Sympathetic Spell feat).

Focus: A small figurine of a deity.

EXORCISM

Abjuration

Level: Clr 5, Pal 4

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One possessing creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell expels a possessing entity (such as a ghost, demon, or wizard using *magic jar*) from its victim.

Add the creature's HD to its saving throw and subtract the character's level as well. If the spell is successful, the creature is instantly expelled from the possessed victim. Since the expelled creature is free to act on its next turn, the *exorcism* spell is often used in conjunction with *protection from evil* to prevent the creature from possessing the victim (or the priest) again.

Focus: Any item that is distasteful to the target. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's SR (if any) and +2 on the saving throw DC. At the DM's option, certain rare items might work twice as well (each providing +2 against SR and +4 on the spell's DC).

NAMBURBU RITUAL

Abjuration

Level: Clr 5

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

The *namburibu*, or "ritual of undoing", is used to avoid evil fates. When casting the spell, the caster specifies a condition that the target wishes to avoid. The condition is typically associated with a failed saving throw, missed attack roll, or skill use that proves baneful to the target. If this specific condition occurs while the spell is active, the target can re-roll the associated die roll. The results of this second die roll must be used; the target cannot choose to use

the original result. When the condition occurs, the spell ends.

Example conditions include "when I fail a saving throw against poison", "when I fail a Climb skill check", or "when I strike an undead creature and miss". The DM must approve the specified condition for the spell to be effective.

Only one *namburibu ritual* can work on a target at a time; if a second is cast, the first spell is dispelled.

XP Cost: 50 XP.

TRUE NECROMANCY

Conjuration (Summoning) [Language-Dependent]

Level: Clr 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 10 minutes

Range: 10 ft.

Target: One undead creature

Duration: 1 min./level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You summon an undead creature to interrogate. Unlike *speak with dead*, you do not need to be in the vicinity of a corpse, but you must have an item which once belonged to the target. If the target has been subject to *true necromancy* within the past week, the new spell fails.

Unwilling creatures get a Will save to resist the summons. If the saving throw is failed, the target creature is summoned to the caster's presence and must answer one question per two caster levels. Also unlike *speak with dead*, replies can be long-winded and complex if the questions call for it, such as the teaching of a spell or the recounting of a long tale. As always, the DM has the final word regarding what is possible to achieve using this spell.

Casting this spell is a dangerous undertaking. Each question asked after the first grants the target a new saving throw. A successful saving throw allows the target to break free of the spell, after which it can choose to either attack the caster or return from whence it came. If the caster or his allies attack the summoned creature, the spell is automatically broken and the target is free to act as described above. If the target is killed, it disappears but is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

Even if the target's initial saving throw is successful, the target may choose to answer the summoning and attack the caster. For this reason, this spell is often cast in conjunction with an inwardly focused *magic circle against evil* spell.

When the spell's duration expires, the target is returned to its original location.

Focus: An item of some significance which once belonged to the dead person.

KNOTTING THE CORD

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: 1 mile/level

Target: One living creature

Duration: See text

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This is a death spell that slowly strangles the target. The target must be within range when the spell is cast, but the distance between the target and the spellcaster does not matter after the spell has been cast.

The caster ties several tight knots on a rope in hatred, and then hides the knotted rope, typically by burying it in the earth. The knotted rope may not be moved after it has been hidden; doing so breaks the spell.

The target suffers 1 point of permanent Constitution drain per day until he is dead. The target gets a new saving throw each day. With a successful Fortitude saving throw, no drain is suffered that day, but the spell can only be broken by finding the rope and untying the knots. Multiple *restoration* spells can extend the victim's life.

Once per day, the target can attempt a Sense Motive check (DC equal to the spell's DC). With a successful check, the target senses, in general terms, the location where the knotted rope is hidden.

Knitting the cord is useless against a creature protected by a *curse ward* spell.

Material Component: A rope woven from the tresses of dead women. A small body part, lock of hair, bit of nail, or similar taken from the target must be woven into the rope. This material component is consumed in the casting of the spell, as normal.

BREATH OF PAZUZU

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Targets: Up to 10HD/level worth of creatures in a 25 ft./level radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

During the casting of this spell, the caster consumes a dozen living *uruku*-larvae, which provokes a Fortitude saving throw (DC 20). Failure causes 2d6 points of tempo-

rary Constitution damage. As with any poison, another such saving throw must be made one minute later.

The caster then exhales a vile breath which builds up to a hot, fetid wind that carries as far as the limits of the spell's range and brings with it a rotting disease. The spell affects up to 10 HD/level of the caster; creatures with fewest Hit Dice are affected first. Remaining Hit Dice that are not sufficient to affect a creature are wasted.

Creatures failing their saving throws are affected by mummy rot (see "Disease" in the *DMG*). The disease is not contagious. Nevertheless, the spell has the potential to slowly waste entire villages.

Material Component: A dozen living *uruku*-larvae, the maggots of the evil dead, which are eaten during the casting.

GATEWALKING

Conjuration (Teleportation)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to another planet anywhere in the same galaxy as the planet you are currently on. You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination, otherwise you arrive at a random location on the target planet.

Note that the spell does not grant any inherent ability to survive in the environment of the target planet.

Material Component: A small sphere representing the target planet, set with precious gems worth at least 5,000 gp. The sphere is consumed in the casting of the spell.

MAQLU RITUAL

Transmutation

Level: Clr 8

Components: V, S, M, XP

Casting Time: 12 hours

Range: Anywhere on same plane

Target: One arcane spellcaster

Duration: Instantaneous

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

The potent *maqlu ritual* is used to destroy evil sorcerers from afar. Its name means “burning”. The caster must craft a small effigy of wax representing the target, which is burned at the climax of the long and demanding ritual. Crafting the effigy requires a successful Craft (sculpting) skill check. The DC for this skill check depends on how well the crafter knows the target (see table).

The spell affects arcane spellcasters of any alignment. It is a disintegration effect and even affects undead spellcasters such as liches (who are normally immune to spells requiring Fortitude saves). Distance is not a factor, but the target must be on the same plane as the caster. If the saving throw is

Knowledge	Craft DC
Secondhand (crafter has heard of or seen a picture of the target)	30
Firsthand (crafter has met the target)	25
Familiar (crafter knows the target well)	20

failed, the target is annihilated, forever destroyed. If the saving throw is successful, the target is thereafter immune to future castings of the spell by the same caster.

The spell must be cast during the night, in the thirteenth month of the year (an event which occurs approximately once every third year in the Sumerian calendar).

Material Component: A wax doll in the likeness of the target. A body part, lock of hair, bit of nail, or similar taken from the target must be molded into the wax. This material component is consumed in the casting of the spell, as normal.

XP Cost: 100 XP per level or Hit Dice of the target.

CHAPTER THREE:

RELIGION

The Sumerians are polytheistic, worshipping a multitude of gods. Each city has a great temple or ziggurat dedicated to the chief deity or patron god of the city. The gods of other cities have lesser temples and shrines.

If a city is conquered by foreign peoples, the invaders often force the inhabitants to accept a new patron god. Over time, the priests integrate the new gods with the existing pantheon. Thus, many myths and religious doctrines are often contradictory.

Most cults agree, however, that humans were created from the gods, by the gods and for the gods. All property belongs to the gods, so the priests settle many matters concerning land rentals, agriculture, trade, commercial relations, and war.

THE GODS OF MESOPOTAMIA

The gods of the Sumero-Babylonian pantheon can be roughly divided into two groups: The older, or primeval gods, and the younger gods.

Apsu and Tiamat were the first gods, both originating from a time when the world was a chaotic, watery abyss. From their union was born two great monsters, Lahmu and Lahamu, who in turn engendered Anshar and Kishar, the sky and the earth.

Anshar and Kishar's son, Anu, was the first of the younger gods. He sired Ea, Ishtar, and Erishkigal. However, after aeons even Anu grew old, and bestowed kingship of heaven upon his grandson Marduk.

GODS AND DEMONS OF MESOPOTAMIA

Hundreds, if not thousands, of gods were worshipped in ancient Mesopotamia. Many of these were minor local gods or deities associated with very narrow and specific concepts. This chapter details the most important gods, who were worshipped almost universally across the lands of Mesopotamia.

THE MAJOR GODS

APSU, THE PRIMEVAL FATHER

The primeval god, the underworld ocean, and the father of the skies and of the earth, who in turn fathered the lesser gods. After a time, Apsu and Tiamat thought that their divine offspring had become too troublesome and sought to slay them. However, Ea discovered their plans, cast a sleeping spell on Apsu and killed him. Apsu is now considered a dead deity.

Alignment: Chaotic neutral.

Domains: Chaos, Knowledge, Magic, Water.

Symbol: Deep blue wave.

Typical worshippers: Magicians, sages, mystics.

Favored weapons: Warhammer.

TIAMAT, THE PRIMEVAL MOTHER

Tiamat, the glistening one, is a huge, bloated female dragon that personifies the saltwater ocean, the water of Chaos. She is also the primordial mother of all that exists, including the gods them-

selves. She mated with Apsu, the personification of the freshwater abyss that lies beneath the Earth. From their union, saltwater with freshwater, the first pair of gods were born.

When Apsu was slain by Ea, Tiamat flew into a rage and wanted to avenge her husband. She created an army of monstrous creatures and placed them under the leadership of her new consort and general Kingu, who is also her son.

Alignment: Chaotic evil.

Domains: Animal, Chaos, Destruction, Evil.

Symbol: Black dragon claw.

Typical worshippers: Evil warriors, sorcerers, nobles.

Favored weapons: Dagger, longsword.

ANU

THE FATHER AND KING OF THE GODS

This god, besides being Father and King of the Gods, is also God of the Sky, and the source of order in the Universe. He appears as an old, bearded man, wearing loose fitting garments. Ishtar is sometimes his consort. Anu is the great-grandson of Apsu and Tiamat.

Anu is a distant god who has retired to the upper heavens and leaves the affairs of the universe to Marduk and the younger generation of gods.

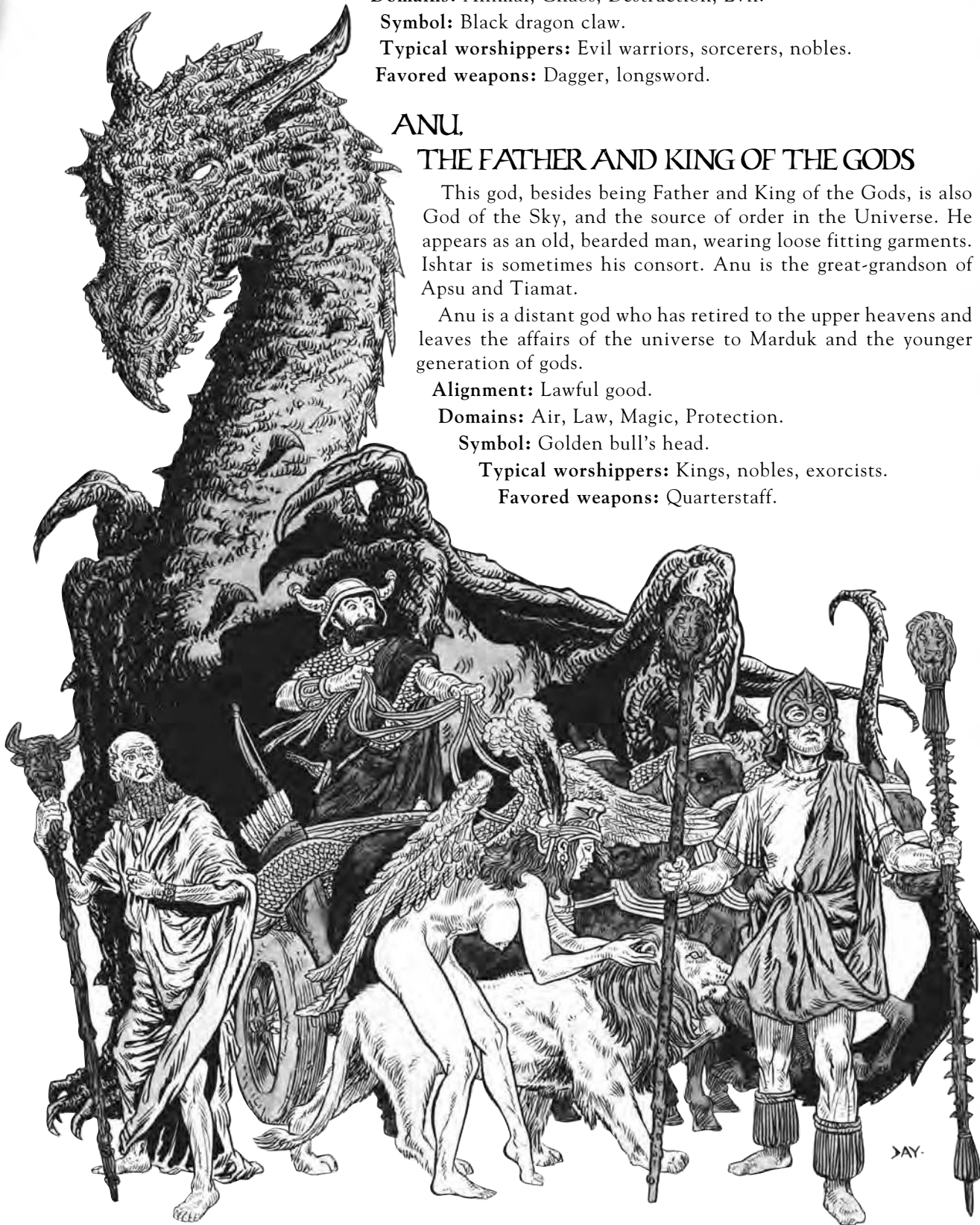
Alignment: Lawful good.

Domains: Air, Law, Magic, Protection.

Symbol: Golden bull's head.

Typical worshippers: Kings, nobles, exorcists.

Favored weapons: Quarterstaff.



MARDUK THE GENERAL OF LAW

Marduk, also known as Enlil, is the son of Ea and serves as Anu's general in the battle against Chaos. He is a god of light and life, and commands lightning and thunderstorms. Marduk appears as a young man with a beard, wearing a short kilt, and a horned helmet. He rides a chariot pulled by four horses, and is armed with a dagger, bow and mace.

Alignment: Lawful good.

Domains: Air, Good, Law, Strength.

Symbol: Silver lightning bolt.

Typical worshippers: Warriors, generals, charioteers.

Favored weapons: Heavy mace, longbow.

TAMMUZ, THE GOD OF FERTILITY AND REBIRTH

Tammuz is a god of vegetation and the symbol of death and rebirth in nature. He is the son of Ea and husband of Ishtar. Each year he dies in the hot summer and his soul is taken by the *gallu*-demons to the underworld. Woe and desolation fall upon the earth, and Ishtar leads the world in lamentation. She then descends to the netherworld, ruled by Ereshkigal, and after many trials succeeds in bringing him back, as a result of which fertility and joy return to the earth.

Tammuz appears as a handsome young man, wearing a kilt.

Alignment: Neutral good.

Domains: Earth, Good, Healing, Plant.

Symbol: Yellow corn-spike.

Typical worshippers: Farmers, peasants, landowners.

Favored weapons: Light flail, sickle.

ISHTAR, THE GODDESS OF LOVE AND WAR

The daughter of Anu, Ishtar is the goddess of passion. In her aspect as a love goddess, she is the mate of Tammuz. In her war aspect she is considered a heartless goddess who destroys her lovers and mates and sends disease to her enemies. Temple prostitution is a part of her worship.

Ishtar appears as a beautiful, naked, young woman with wings, at times wearing a helmet with ostrich plumes. She is often accompanied by a lion. She is armed with a scimitar and bow.

Alignment: Chaotic good.

Domains: Animal, Destruction, Protection, War.

Symbol: Bloodstained female statuette.

Typical worshippers: Prostitutes, concubines, eunuchs, warriors.

Favored weapons: Scimitar, longbow.

Ea, THE GOD OF WISDOM AND MAGIC

Ea knows everything and is regarded as the source and patron of wisdom, magic, and medical science. He is one of the creators of mankind, towards whom he is usually well-disposed, and their instructor who taught them arts and crafts.

It was Ea who discovered Tiamat's designs to kill her offspring, and managed to kill her consort Apsu. He forms with Anu and Marduk an important and powerful triad of gods. Ea is shown on the seals with streams of water and fish flowing from his shoulders.

Alignment: True neutral.

Domains: Earth, Healing, Knowledge, Magic.

Symbol: Green tentacle.

Typical worshippers: Exorcists, healers, craftsmen, wizards.

Favored weapons: Trident, dagger.

UTU, THE SUN

The sun god is a judge, a lawgiver, a warrior, and the god of wisdom. He appears as a tall man, wearing a robe, and carrying a saw with which he "cuts decisions".

Alignment: Lawful neutral.

Domains: Fire, Law, Sun, War.

Symbol: Sun disc.

Typical worshippers: Holy warriors, judges, government officials.

Favored weapons: Battleaxe, morningstar.

SIN, THE MOON

The moon god Sin is the chief astral deity, father of Utu, and lord of the calendar and fixing the seasons. He is also a god of travel. Sin appears as a mature man with a long black beard.

Alignment: True neutral.

Domains: Air, Knowledge, Magic, Travel.

Symbol: Moon disc.

Typical worshippers: Astrologers, scribes, pilgrims, travellers.

Favored weapons: Falchion.

KINGU, THE GENERAL OF CHAOS

Kingu was a demon lord who became the husband of Tiamat and general of Chaos after Apsu was killed. Tiamat gave him the Tablets of Destiny and intends to

make him lord of the gods. He appears as a young, bearded man, armed with a bow and a sword of cold.

Alignment: Chaotic evil.

Domains: Chaos, Destruction, Evil, Strength.

Symbol: Red barbed whip.

Typical worshippers: Evil warriors, kings, raiders, slavers.

Favored weapons: Two-bladed sword, whip.

ERISHKIGAL, THE QUEEN OF THE UNDERWORLD

Ereshkigal is the goddess of death, said to be the sister of Ishtar. Her abode is Irkalla, a region of darkness and dust from which no-one returns. Erishkigal appears as a beautiful, naked, young woman. She is dark and violent, ruling the Underworld with her consort Nergal. As ruler over the shades, Ereshkigal receives the mortuary offerings made to the dead.

Alignment: Lawful evil.

Domains: Death, Earth, Evil, Law.

Symbol: Grey crowned skull.

Typical worshippers: Death priests, assassins, evil nobles, tomb robbers, necromancers.

Favored weapons: Scimitar, sickle.

NERGAL, THE GOD OF PLAGUE

Nergal is an evil god who brings war, pestilence, fever and devastation. He is the consort of Erishkigal. He is armed with a mace, bow, and a dancing sword. Nergal appears as a mature man wearing a kilt, a helmet, and carrying two lion-headed staves.

Alignment: Neutral evil.

Domains: Air, Destruction, Evil, War.

Symbol: White locust.

Typical worshippers: Warlords, plague priests, evil cultists.

Favored weapons: Heavy mace, longsword.

NAMTAR, THE HERALD OF EVIL DESTINY

Namtar is a demon lord, regarded as the bringer of disease and pestilence. He represents fate, destiny in its evil aspect, and acts as the herald or messenger and chief minister of Ereshkigal and Nergal.

Alignment: Lawful evil.

Domains: Evil, Law, Luck, Trickery.

Symbol: Shattered clay tablet.

Typical worshippers: Judges, evil viziers, oracles, sorcerers.

Favored weapons: Quarterstaff.

FOREIGN AND ANCIENT GODS

The following divinities are not part of the Mesopotamian pantheon, but they all feature in this module. Treat them as foreign and/or ancient gods with minor cults scattered across the campaign world.

BAAL-ZAG, THE HOWLER IN DARKNESS

Baal-Zag is a dark god of bloodlust, cannibalism and bestiality. He is often pictured in the shape of a wolf- or jackal-headed humanoid. Worshippers are often granted the “blessing” of lycanthropy from Baal-Zag. Rites to Baal-Zag are always performed during the nights of the full moon, when the consumption of raw human flesh is said to bestow strength and invulnerability to weapons upon the faithful for the coming days and weeks.

Alignment: Chaotic evil.

Domains: Beast, Blood, Strength.

Symbol: Three-taloned claw.

Typical worshippers: Evil rangers, cannibals, were-creatures.

Favored weapons: None.

NHAKHRAMAT OF THE EMERALD FLAME

A mysterious deity depicted as a shapely, four-armed woman surrounded by a halo of emerald flames, holding an ornate oil lamp in each of her hands. One of the rites associated with her is the drinking of serpent poison to “awaken” latent powers in the worshipper.

Alignment: Lawful evil.

Domains: Knowledge, Magic, Serpents.

Symbol: Four-armed woman.

Typical worshippers: Mystics, sacred warriors, those seeking the awakening of latent powers.

Favored weapons: Falchion.

SHUPNIKKURAT

Usually identified with the universal great mother goddess, Shupnikkurat is associated with fertility, birth, and wild animals. Rites are usually performed at night, under star-lit skies, and involve orgiastic feasts accompanied by wild music and ecstatic dancing. The priests and priestesses, who are said to be unusually fanatical, are naked but smeared with blood and mud during these events. By some theologians, Shupnikkurat is seen as a savage and uncivilized aspect of Ishtar.

Alignment: Chaotic neutral.

Domains: Animal, Chaos, Evil, Earth, Plant.

Symbol: Red moon disc.

Typical worshippers: Druids, mothers, fertility cultists.

Favored weapons: Sickle.

YAAZOTSH, THE EATER OF THE DEAD

Despite certain sinister aspects, the vulture-god Yaazotsh is generally considered benevolent by both civilized and barbaric peoples. His mute priests wear vulture-masks and feathered robes, and it is their sacred duty to carry away the corpses of the recently dead (in cultures that bury their dead, the priests of Yaazotsh claim only those who are too poor to pay for their own funerals). After suitable preparations, the corpses are placed on the carrion altars of Yaazotsh where they are consumed by flocks of vultures, preventing the corpses from rising as undead. Such altars are always placed far away from settlements, due to the unavoidable stench and diseases.

Some claim that the vulture-masked priests are actually ghouls who carry away and eat the dead, leaving only token offerings on the altars of Yaazotsh. This has yet to be confirmed, however.

Alignment: Neutral.

Domains: Air, Death, Protection.

Symbol: Tattered black wings.

Typical worshippers: Death priests, druids, nomads.

Favored weapons: Dagger.

LESSER DEMONS AND MYTHOLOGICAL CREATURES

Below is a list with brief description of various creatures and demons from the Mesopotamian mythology.

Alauwaimis: Properly propitiated with ritual, libation, and goat sacrifice, this demon drives away evil sickness.

Allulu: A Mesopotamian bird-man who loved Ishtar, the one who broke his wing.

Alu: A Mesopotamian demon with canine features. He was sometimes portrayed without legs, ears, or mouth. Alu preferred silence and darkness.

Anunnaku: The Akkadian name for a group of gods of the underworld. They function as judges in the realm of the dead. Their counterparts are the Igigi (although in some texts the positions are reversed).

Apkallu: In Akkadian mythology, the seven (or sometimes eight) sages serving the kings as ministers.

Basmu: A giant snake forty cubits long, with several tongues and jaws. The symbol of the Sumerian god Nin-gishzida.

Belit-Sheri: Babylonian scribe of the underworld who kept the records of human activities so she could advise the queen of the dead on their final judgment.

Bull of Heaven: A personification of drought created by Anu for Ishtar.

Etemmu: The Akkadian name for the soul of a dead person who was not buried. This spirit will wander the earth eternally and can seriously harm people. In the Sumerian tradition it is called Gidim.

Gallu: The Akkadian demons of the underworld. They are responsible for the abduction of the vegetation-god Tammuz to the realm of death.

Hanish: A divine herald of storm and bad weather in Mesopotamian mythology.

Khuluppu: The world-tree in Babylonian cosmology. This tree stands on the bank of the Euphrates. It is made into a nuptial couch for Ishtar's lovemaking. The wood of this tree is medicinal.

Kiskill-lilla: A Sumerian night-demon who has nested herself in the Haluppu tree of Inanna. She is known to the Akkadians as Lilitu.

Kulullu: These are Assyrian water spirits, e.g. mermen. Their name translates as "fish man." Females are called Kuliltu.

Labbu: An Akkadian sea monster associated with the galaxy, and which was depicted as a snake. It was killed by the god Tispak.

Lamastu: An Akkadian demoness who causes puerperal fever and childhood diseases. Lamastu is portrayed with bare breasts on which a dog and a pig feed themselves. She is equivalent to the Sumerian Dimme.

Magilum: The boat of the dead in Mesopotamian mythology.

Nanshe: "Interpreter of Dreams," the Babylonian title of the goddess who gave her priests the ability to interpret (Oneiromancy) and prophesy from other men's dreams. The priests acquired this ability after undergoing an initiation ceremony of descent into her "pit," a symbolic experience of death and resurrection. Nanshe was also the goddess of water and fertility, her symbol was a vessel of water with a fish in it, which signifies the gravid womb.

Pakku: In Babylonian myth, the sacred drum that Ishtar gave to Gilgamesh.

Pazuzu: A winged demon, feared by the people of ancient Mesopotamia. It is a creature with a deformed head, the wings of an eagle, the sharp claws of a lion on its hands and feet, and the tail of a scorpion. This demon is the personification of the south-east storm wind, which brings diseases. The Mesopotamians believed that Pazuzu lived in the desert.

Scorpion Men: In Babylonian mythology scorpion men were the children of Tiamat, the dragon mother of the universe. They were giants whose heads touched the sky. They possessed the head, arms, and torso of a man; but below the waist they had the tails of scorpions. Deadly warriors, they could fight either

SUMERIAN COSMOLOGY IN GAME TERMS

In a Mesopotamian campaign, there are only two outer planes: the Upperworld, home of the gods, and the Underworld, realm of the dead. When a person dies and is properly buried, his soul goes to the Underworld, regardless of alignment. The exception is being burned alive; this actually destroys the soul permanently.

Those who die without receiving proper funerary rites may become undead, often of the incorporeal variety such as ghosts, spectres and *ekimmu*. Often, the services of an *ashipu*-exorcist are required to destroy or banish these undead to the Underworld.

A soul that reaches the Underworld is held captive there and cannot return to its body in the world of the living unless someone else takes its place in the Underworld (see the "Bringing Back the Dead" sidebar).

Unless the deceased's living relatives offer regular sacrifices in the deceased's name, the soul can turn into an evil spirit or fiend and return to haunt the land of the living.

Living creatures who travel to the Underworld (through planar travel or through certain demon-scorpion-guarded *gates* in the mountains) are attacked by guardian fiends and evil godlings, unless they present the appropriate offerings of magical items, jewelry and clothes to the gatekeepers. Even then, living creatures are only allowed to leave the Underworld if they pledge to bring back someone in their stead permanently. The black, faceless *gallu*-demons are often tasked with hunting down mortals who have entered and subsequently escaped the Underworld without bringing the proper sacrifices.

with their scorpion tails or their bows and arrows which never missed their targets. They were the sacred guardians of the sun god Shamash. In the morning they opened the gates of the Mountain of the East and Shamash ascended into the sky. At night they shut the gates of the Mountain of the West as Shamash descended into the underworld. Gilgamesh, the great Babylonian hero, was aided by a scorpion man in his quest for immortality.

Seven Sages: The wise men who brought civilization to the seven oldest cities of Mesopotamia.

Silili: In Babylonian mythology, the divine mare, the mother of all horses.

Urshanabi: The boatman of Utnapishtim who ferries daily across the waters of death which divide the garden of the sun from the paradise where Utnapishtim lives for ever (the Sumerian Dilmun). By accepting Gilgamesh as a passenger he forfeits this right, and accompanies Gilgamesh back to Uruk instead.

Zu: In Sumero-Akkadian mythology, Zu is a divine storm-bird and the personification of the southern wind and the thunder clouds. This demon, half man and half bird, stole the "Tablets of Destiny" from Enlil and hid them on a mountaintop. Anu ordered the other gods to retrieve the tablets, even though they all feared the demon. According to one text, Marduk killed the bird, but in another text it died through the arrows of the god Ninurta. The bird is also referred to as Imdugud or Anzu.

COSMOLOGY

The Sumerians divide the cosmos into three parts. The Middleworld is the sphere of physical reality where humans, animals and plants live.

The Upperworld or the Great Above is the heavenly abode of the great gods, such as Anu, Marduk, and Ea. The planets and stars of the night sky are considered the physical manifestation of these gods. For example, Marduk is equated with Jupiter, while Ishtar is associated with Venus (in her aspect as a love goddess) and Mercury (in her aspect as a war goddess). Likewise, Utu (or Shammash) is the sun-god, and Sin is the moon-god.

The Underworld is the land of the afterlife, the land of the dead, ruled by Ereshkigal, the Queen of the Underworld. The outer gates leading to the Underworld are guarded by scorpion-demons. Seven inner gates are guarded by unique gatekeeper fiends who demand the sacrifice of jewelry or clothing at each gate.

Ereshkigal and her consort Nergal, the Lord of Plague, reside within a black island-fortress called Irkalla, which stands in the middle of the Lake of Death. Skeletal boatmen ferry the souls of the dead (and the occasional living petitioner) across the lake's waters.

Within Irkalla, the House of Darkness and Ashes, the dead exist in a miserable state: "They live on dust, their food is mud; their clothes are like birds' clothes,

BRINGING BACK THE DEAD

The Sumerian Underworld has a “conservation of death” law. No one can leave without providing someone to stay in their stead. This has implications for the Mesopotamian campaign.

Generally speaking, there are two (not necessarily mutually exclusive) ways to handle bringing dead characters back into the game.

Following the above logic, spells such as *raise dead* and *resurrection* require human sacrifice to work. This restricts the use of these spells to all but the most dire situations. Evil characters, of course, have few problems finding suitable sacrifices, but victims sacrificed in this way often return from the Underworld as spectral undead to haunt the living.

The other way to bring a character back to life is to let the PCs’ companions enter the Underworld (through planar travel or a *gate*), taking with them someone whose life can be traded for that of the player character. Or the PC can try to make his way out of the Underworld on his own. In any case, this option provides for great roleplaying opportunities as the player characters fight or negotiate with the gatekeeper demons and godlings of the Underworld.

a garment of wings, and they see no light, living in blackness.” It is full of dust and the shades of once-mighty kings serve others food.

ZIGGURATS, TEMPLES, AND PRIESTS

Mesopotamian temples are vast complexes covering many acres. Dominating a city’s temple area is the ziggurat, a stepped pyramid three to seven stages tall. At the ziggurat’s apex is a small shrine, which the king alone uses to commune with the gods. It is the king’s duty to build and maintain a fitting house for the god of the city.

A Sumerian temple is staffed by a variety of officials. These include the *shangamahhu* (high priest), the *shangu* (ritual priest), the *baru* (diviner), and the *ashipu* (exorcist).

Other temple servants include the *kalu* (ritual singers and temple-musicians), the *nash-patri* (sword-bearers), the *mari ummani* (crafters of images and statues), the *pashishu* (anointers) and the *ramku* (washers). The latter two perform purification rites in a sacred bath hall.

All temples have craftsmen and slaves, while some temples, especially those dedicated to Ishtar, also employ temple prostitutes and castrates.

Not everyone has access to all parts of the temple. The inner shrine, where the cult statue of the temple god is located, is typically forbidden to anyone but the high priest, although during certain religious festivals the cult statues are taken out and paraded through the city streets. Non-priest temple servants are limited to the workshops and outer areas of the temple compound.

THE SACRED MARRIAGE

Temple-prostitution is associated with the cult of Ishtar, the goddess of love, fertility, and war. Ishtar’s divine consort is the shepherd god, Tammuz. From their union the land grows fertile and prospers. But Tammuz is bound to spend half of the year in the Underworld. Thus, during late summer, autumn and early winter, Tammuz is in the realm of death and no plants will grow. On New Year’s day, he is released and fertility and growth yet again returns to the land as he is reunited with Ishtar.

To ensure the prosperity and fertility of the land, the Sumerian king ritually re-enacts this Sacred Marriage each year during the *akitu*-festival, when he sleeps with the high priestess of Ishtar atop the city’s ziggurat. From this royal ritual, sacred prostitution has developed, wherein the lesser priestesses of Ishtar give themselves to the worshippers to ensure the fertility of the land.

In some areas, all unmarried women must serve a period at Ishtar’s temple each year, something which is regarded as a privilege. Male temple prostitutes are also known, representing Tammuz for female worshippers.

PERSONAL GODS

It is common among the Babylonians to have a special relationship with a particular god, just as every temple and city holds a certain god above the others. This “personal god” or “guardian angel” is thought to approach the other gods on behalf of the human being in his care, and to provide the worshipper with certain benefits appropriate to the god’s sphere of concern.

PERSONAL GODS

At character creation, a character may select a personal god as his “guardian angel”. This god provides a permanent boon to the character (see table below) as long as the character remains in good standing with his god. At the very least, the character is expected to carry visibly around a small figurine or talisman of his chosen patron god, and make occasional sacrifices (worth at least 10 gp per character level), at least once per month. Also, the gods are angered if a character seeks to have more than one patron god, or if he abandons one god in favor of another. Angered gods may turn their granted boons into permanent curses by reversing the benefit provided.

Obviously, clerics should choose their own deity as their guardian angel. The DM, as usual, is at liberty to modify and/or expand the list of deities that provide boons to their followers.

Deity	Boon
Anu	+1 divine bonus to Will saving throws.
Marduk	Once per day, a divine bonus equal to +1 per two character levels to an attack roll against evil or chaotic creatures (maximum +10).
Tammuz	Once per day, a healing spell cast at the character has double efficiency (for example, a <i>cure light wounds</i> spell cast by a 5th-level character cures 2d8+10 points of damage).
Ishtar	Once per day, a successful weapon strike does maximum damage. This applies to the weapon die only (for example, a longsword inflicts 8 points of damage), not to other variable damage dice, such as sneak attack damage, etc.
Ea	Once per day, recall a spell that has just been cast, retaining the spell slot. The spell must be of 4th level or lower.
Utu	The character does not suffer a Fortitude saving throw penalty when wearing heavy clothing or armor in hot climates.
Sin	The character’s overland movement rate increases by +10. If the character is mounted, the mount gains the speed increase. This speed increase does not apply to tactical (combat) movement.
Kingu	Once per day, the character receives only half damage from a successful melee attack (not spell).
Erishkigal	The character automatically stabilizes from wounds that have brought the character between -1 and -9 hp. The character does not have to roll percentile dice to stabilize.
Nergal	+2 divine bonus to saving throws against poison and disease.
Namtar	Once per day, the character can re-roll any one roll before the DM declares whether the roll results in success or failure. Regardless of the result, the character must keep the second die roll.

CHAPTER FOUR: ADVENTURES IN THE RED WASTE

"For it is the land of graven images, and they are mad upon their idols. (...) Therefore the wild beasts of the desert with the wild beasts of the islands shall dwell there, and the owls shall dwell therein: and it shall be no more inhabited for ever; neither shall it be dwelt in from generation to generation."

— Jeremiah, Chapter 50, Verse 38-39

The world is ancient, and there are entire epochs forgotten by Man. One such epoch was in the years after the fall of Atlantis, yet centuries before the Great Flood.

It was a time when mythic ziggurats of black stone towered above the desert sands and the fertile plains of Akkad and Sumer, and the blue-bearded kingpriests of Babylon knelt in front of obscene idols of Tiamat, the dragon-queen of chaos.

It was a savage age, when life was grim and blood-stained, and the weak died quickly. Rivers of blood flowed through the burning desert as mighty warriors of Uruk, Nippur and Kish clashed, wielding swords of bronze in chariots drawn by fierce mountain steeds.

It was an epoch of eldritch witchcraft, when black-winged demons took flight from the hoary towers of Eridu, invoked by the cuneiform seals of Xastur and Kingu, while the arch-priest of Kutha consumed the *uruku*-larvae to raise armies of corpses, and swore by the winged demon Pazuzu to bring pestilence upon his enemies.

Welcome to an adventure set in this antediluvian age, a time of blood, bronze and sorcery. The material presented in this book provides you, the DM, with the necessary information to run an extended adventure, or mini-campaign, in this setting. You can use the material as provided here, or you can easily adapt it to and place it within your own campaign world. The encounters and locations described in this book can be placed in any sparsely populated desert area inhabited by nomadic tribes.

Please note that this adventure is a work of fiction, and while it draws upon elements of ancient Mesopotamian history, culture and religion, it is not intended to be a historically accurate representation of that epoch. While certainly interesting in its own right, actual history does not necessarily provide an entertaining fantasy game setting. This author has mixed elements from various historical epochs together with pure fantasy to provide you with an exciting setting and adventure.

ADVENTURE OUTLINE

This module details the desolate wilderness areas of the desert known as the Red Waste, and the accursed ruins, ziggurat-temples and tombs of the lost city of Ibnath. The PCs are likely to gain many levels of experience during the course of play. Most encounter areas are designed for a party of four to six PCs of 5th to 10th level, with some areas suitable for even higher level characters.

Below is a brief outline of the chapters of this part of the book.

- **Chapter 5** describes the great desert known as the Red Waste, including the nomadic tribes that inhabit the wasteland, and the hazards of desert survival.
- **Chapters 8–13** detail adventure locations within the Red Waste, such as the Oasis of Purple Dreams, the Ziggurat of the Ghoul-Queen, and the Horns of Sinmesh.
- **Chapter 12** is the first of several chapters detailing the lost city of Ibnath itself. This chapter covers the outer areas of the city, such as the Altar of the Vulture-God, the Tombs of the Sacred Wives, and the Purple Obelisks of Yhakkoth.
- **Chapter 13** details the maze-like Temple of a Thousand Gods. Here, the PCs can explore the golden shrines of gods both ancient and alien.
- **Chapter 14** details the black vaults of the Great Ziggurat, its silent halls filled with monstrous guardians and arcane treasure, and the stasis tombs of the Hierophants of Ibnath.

Refer to chapters 1–3 for supplementary information about the setting, including the races, religion, prestige classes and magic of mythic Mesopotamia. The appendices at the end of the book detail new and revised monsters encountered in this adventure.

HOW TO USE THIS MODULE

It is important that the DM familiarizes himself with the entire module before running it, since most encounters have some relevance to the main theme of the adventure, that of the dead city of Ibnath.

The locations, encounters and plots described in this book can be used to run an open-ended game, lasting for many game sessions, with no predetermined path for the players to follow to complete the adventure (but see below if you need advice on how the campaign could progress in a more linear fashion). The encounters can be played in any order, although difficulty levels vary widely and the PCs might occasionally face situations that are too dangerous for them. That is a good thing,

because it makes the adventure setting feel more “real” and not merely tailored to suit the power level of the PCs.

A number of story ideas are presented within each chapter, in the Adventure Hooks sections. Use these ideas to give the players and the PCs missions and goals, if you prefer to add a role-playing dimension to what would otherwise be simply “hack-and-slash” gaming. Don’t be afraid to improvise, changing what you don’t like and perhaps expanding upon the module with additional dungeons, locations, and plots.

If you prefer to move the adventure forward in a more linear manner, here is an outline of such a campaign. Remember that this is only a suggestion! Events could (and should) develop differently based on the actions of the PCs.

- The PCs hear rumors of the lost city of Ibnath. They travel into the **Red Waste**, seeking out the desert nomads to learn the location of the city.
- At the **Oasis of Ussar**, the PCs come into contact with the nomadic Sons of Saram. Their chieftain, **Yahdu-Lim**, does not cooperate unless the characters agree to bring back **Ishtim**, one of the chieftain’s many sons, believed to have been captured by the Kalabites, a rival nomad clan.
- Searching for Ishtim, the party comes across the **Sea of Bones** and fight off undead there. They find Yahdu-Lim’s lost son, but discover that he has been possessed by a malign force. The PCs must subdue Ishtim without killing him, and find a way to exorcise the possessor. They might also unearth the *Sword of Naalfesh*, a powerful weapon sought by the Kalabites.
- On the way back to the oasis of Ussar, the party is attacked by the **Cult of the Pit-Worm**. Fighting off the cultists, they may decide to investigate the **Pit of Yhath**, but the pit-worm itself is probably too tough for them to handle at this point.
- The PCs return to Yahdu-Lim. Thankful for the safe return of his son, he grants the PCs a guide that will take them to the ruins of Ibnath. Along the way, they are attacked by a band of **Kalabite nomads**, commanded by a veiled wizard (this sets up the scene for the PCs’ later encounter with the Kalabites).
- Before the party reaches Ibnath, they explore the catacombs of the **Ziggurat of the Ghoul-Queen**, and possibly gain the *Eye of Ishtar*, a powerful amulet against undead.
- The party explores the **Ruins of Ibnath**, and discover clues to the city’s rise and fall. The characters delve into the dungeons of the **Temple of a Thousand Gods**, explore the enchanted **Palace of the Kingpriest**, and learn about the war between Ibnath and Yhakkoth, the secret of the vampire-kingpriest Arukurshu, and the fate of the Hierophants.

- The PCs travel to the mines beneath the **Horns of Sinmesh**, seeking out Arukurshu, either to slay him or to form a temporary alliance with him. However, before they can find the vampire's hidden lair, the party must deal with the degenerate descendants of the mine-slaves who now worship the toad-god Tsathogga.
- Returning to Ibnath to explore the great ziggurat, the party discovers that veiled **Kalabite wizards** have brought the mummy of Yaod, the arch-necromancer of Yhakkoth, to the city. The Kalabites seek to perform a rite of resurrection using the **Purple Obelisks** to restore life to the ancient wizard.
- Finally, having dealt with the Kalabites, the PCs enter the **Great Ziggurat** and release the Hierophants from their stasis tombs. The Hierophants are grateful, but seek to exploit the PCs as useful pawns.
- At some point, the PCs could leave the ruined city behind and return home with the treasures of Ibnath. Of course, the characters do not get a chance to rest long, for any of their powerful foes may potentially still be at large, including Arukurshu, the Hierophants, Yaod the Archwizard of Yhakkoth, and Nim-Artatu of the Cult of the Pit-Worm. Even servants of the vile toad-god Tsathogga might seek revenge upon the PCs...

MODULE BACKGROUND

The following sections detail the background history of the adventure, as well as advice on how to get the PCs into the action.

FOR THE DM

Untold centuries ago, there came into the Eastern Desert a mixed group of refugees fleeing from the blue-bearded tyrant-kings that ruled the lands to the west, between the twin rivers of Akkad.

These peoples, mostly dark shepherd folk with bronze skin and curly locks who herded flocks of hardy sheep and goats and oxen, settled at the site of a lush oasis, near a mountain range where precious metals were found in the earth. The wise, bearded men among them offered up sacrifices of animals, incense and gold to the brazen idols of their gods, which they had brought with them from the lands of ancient Sumer.

The tent-camps of the shepherd folk slowly grew into a permanent collection of mud-brick houses, and there arose a caravan route between the city of Ibnath, as it came to be called, and the cities to the east and the west. The precious metals from the earth were exchanged for other metals and rare cloths and jewels and books and tools for artificers and other things of luxury.

All wondrous things were then to be found in the bazaars of Ibnath, and as merchants and mercenaries flocked to the city its glory and wealth grew, until it almost surpassed that of grand Babylon to the southwest. Temples, towers and palaces were reared to celebrate the glory of the gods which had bestowed such good fortune upon the refugees, and wise men came from afar to marvel at the city's wonders. The foreign quarters of Ibnath were a maze of temples and shrines devoted to strange foreign gods.

And in Ibnath the high priests of the countless gods dwelt with a magnificence scarce less than that of kings of elsewhere. Such was their power and influence that the city came to be ruled by a council of high priests known as the Hierophants. Because no god was unknown in the city of Ibnath, foreigners called it the City That Worshipped a Thousand Gods.

Far to the east of Ibnath stood Yhakkoth, a city of evil necromancers where the worship of all gods was forbidden. Dedicated to put an end to the blasphemous rites and vile practices of the Yhakkothian wizards, the Hierophants of Ibnath declared holy war upon this eastern city of wickedness. The zealous armies of Ibnath went eastwards, and in less than a fortnight, the black adepts of Yhakkoth were defeated on the battlefield despite their mastery of ancient and forbidden magic. Their marble-spined city was utterly razed, its tall wizard-towers reduced to heaps of mud-brick and buried by blood-red desert sand. The surviving people of Yhakkoth were taken back to Ibnath as slaves, along with much loot and many trophies of the glorious victory. And the city of Ibnath prospered again for many more years and generations.

The greatest of all the Hierophants was Arukurshu, high priest of Tammuz and kingpriest of Ibnath. He sat incense-shrouded on the ivory throne of his thousand-pillared marble palace, and all bowed in obeisance before him. Each year during the *akitu*-festival, Arukurshu took a new wife in Sacred Marriage, to ensure the prosperity of the city and the fertility of the land. A virgin was selected to represent the love goddess Ishtar, sleeping with the kingpriest in the temple shrine atop the great ziggurat before she was ritually sacrificed and entombed.

Decades passed and the Hierophants became white-haired with age, yet Arukurshu remained in the prime of his years. During the *akitu*-festival six hundred and sixty years after the founding of Ibnath, the horrible truth was revealed to the Hierophants. They entered the temple shrine at midnight and saw that their undying kingpriest was an ancient vampire, drinking the blood of his sacred wife, a priestess of Ishtar.

In the ensuing confrontation, the kingpriest was taken by surprise and forced to flee from Ibnath. However, Arukurshu vowed to return, to destroy the Hierophants who had banished him thus. The vampire-kingpriest still had many loyal followers and servants in

the city, many secretly turned to vampires or vampire-spawn by Arukurshu, who threatened to overthrow the rule of the Hierophants.

Perhaps as punishment for their ever-growing hubris and conceit, the archpriests found that the gods they worshipped would offer no protection against the tomb-born powers of Arukurshu and his brood. Thus, in an act of utter desperation, they abandoned their gods and turned to dark sorcery. Among the treasure looted from Yhakkoth was a collection of ancient cuneiform tablets known as the *Book of Aeons*. The Hierophants employed a ritual found on the tablets to place Arukurshu's loyal warriors and servants under a spell of stasis, causing their bodies to fall into enchanted slumber within the halls of the marble palace of the kingpriest.

Heartened by their success and already corrupted by the power of the tablets, the Hierophants next gathered to perform another black ritual, the summoning of an elder thing of the desert, with intent to slay Arukurshu. But the ritual was unsuccessful in controlling the ancient entity — variously described as a black wind with thousand eyes, or a vast winged eye bringing insanity and decay to all those it gazed upon — and several Hierophants were devoured by the demon as they attempted to banish the thing back to its nether sphere.

Fleeing in terror, the surviving Hierophants sealed themselves within the great ziggurat, while the elder monstrosity wrought havoc and ruin to the city. The people of Ibnath fled into the desert, and thus the cursed city was abandoned and fell into desolation. Its ruins were avoided and soon forgotten, except in the legends of the survivors who now wander the desert as nomads.

CURRENT SITUATION

Today, a brooding silence hangs over the sand-choked ruins of Ibnath. Three Hierophants survive, but lie in an ageless sleep from which they are unable to awaken by their own volition. Their stasis-tombs deep beneath the great ziggurat of Ibnath are protected by powerful seals and wards. Desert ghouls and other predators roam the ruins of the city itself.

Northeast, in the Zagros mountains near the abandoned mines known as the Horns of Sinmesh, the ancient vampire Arukurshu awaits the day of his triumphant return to Ibnath. However, a powerful spell placed on the former kingpriest by the Hierophants prevents Arukurshu from entering both the ruins of Ibnath and the so-called Ziggurat of the Ghoul-Queen, the prison of his last Sacred Wife, the priestess Nikhartha. The two vampires communicate through their ghoul and vampire-spawn servants, and yearn for the day when they shall be reunited.

Wandering like silent ghosts across the desert are the veiled Kalabites, descendants of the wizards who survived the destruction of Yhakkoth. They await the time when the stars are right for the resurrection of the

mummified corpse of the arch-necromancer, Yaod. This ritual must be performed in the vicinity of the Purple Obelisks of Yhakkoth, which currently stand in the former bazaar square of Ibnath.

From their base at the Oasis of Ussar, the nomadic Sons of Saram herd their flocks of camels through the Red Waste. The nomads live simple, hard lives, largely unaware that they are the descendants of the people of Ibnath.

Think of the above as a snapshot of the current situation when the PCs enter the adventure. The PCs' arrival sets the wheels of action into motion.

GETTING THE PCS INVOLVED

It is assumed that the PCs start the adventure in any of the civilized areas bordering the Red Waste (most likely one of the great cities of the Sumerian plains, such as Uruk, Nippur or Kish), or they could already be traveling into or through the great desert on their way to some other city or site of interest.

Through a suitable contact such a merchant, noble or priest, the PCs soon hear rumors which in turn originate from the untrustworthy lips of desert nomads. A great sandstorm, the greatest in a hundred years, has uncovered the ruins of a lost city buried in the heart of the Red Waste. The superstitious nomad clans have not yet dared to enter it, for they have legends of a city which was cursed by the gods.

If the nomads' tales are true, they might indeed have rediscovered the lost city of Ibnath, known in ancient times for its fabulous wealth and thousand golden shrines to strange gods.

Surely the PCs are not as superstitious as the desert nomads? What bold adventurer can resist the lure of treasure, both mundane and magical? What intrepid explorer does not seek to uncover the secrets of the past? But beware, for doom awaits the unwary.

Note: If the treasure-hunting approach is not suitable for the adventuring party in question, the DM might consider placing an important item (such as a lost relic, the solution to a riddle or prophecy, etc.) that the PCs are seeking somewhere within the ruined city. Use whatever is appropriate to your campaign.

MONSTERS AND STATISTICS

Monsters encountered in this module are detailed in the text of the module in an "abbreviated stat block" format, which provides the DM with all the information he or she needs to run the encounter. Refer to the MM for more details. New monster races and creatures are detailed in full in the Monster Appendix.

RUMOR TABLE

The following rumors can be used to introduce plot hooks and give the players some clues into the background history of the adventure. Roll once on the table for each player, and give the player a note describing the rumor. Roll twice for bards and characters with ranks in the Gather Information skill.

1. Only mad dogs and the veiled wizards of Kalab can endure the oppressive heat of the mid-day sun in the Red Waste. (True)
2. The priests of the city of Ibnath worshipped strange and evil gods below their great ziggurat-temple. (Partly true)
3. Another city named Yhakkoth once stood in the land of Elam to the east. It was a city of wizards. It was completely destroyed by the armies of Ibnath. (True)
4. The sand of the Red Waste shakes and trembles occasionally. The trembling is caused by a great demon-worm that lives beneath the sand. There are mad desert people who worship the worm. (True)
5. A few days to the west of the city of Ibnath stands a lesser ziggurat. Twelve skeletons of pure gold sit on ivory thrones inside its temple shrine. (Only the first part is true)
6. The veiled wizards of Kalab roam the desert. They have been cursed to wander the Red Waste for eternity. (Partly true, they seek to resurrect their greatest wizard)
7. The nomadic Sons of Saram are the descendants of the people of Ibnath. (Perhaps true)
8. In the mountains to the north of Ibnath are two tall peaks known as the Horns of Sinmesh. Below the Horns were once rich gem and gold mines, but the mines were abandoned when no more gold could be found. The priests used undead as slave labor in the mines. (First part is partly true, the mines were abandoned due to a plague)
9. The people of Ibnath celebrated the *akitu*-festival each year, by sacrificing a virgin to the gods. The virgins were buried dressed as richly as goddesses. (True, the vampire-kingpriest Arukurshu drained the blood of his Sacred Wives before they were killed)
10. The Sons of Saram, nomads of the Red Waste, worship Baal-Zag, a foul god of cannibalism. They eat the flesh of foreigners during the days of the full moon. (False, although the god Baal-Zag is real enough)
11. A ziggurat stands in the desert, formerly a temple of Anu and Marduk. A powerful amulet against undead, the *Eye of Ishtar*, is said to rest within. (True)
12. There are giants in the Zagros mountains. The priests of Ibnath enslaved these giants to help them build the city's outer walls and great temple. (False)
13. In ancient times, a great battle took place between the armies of Ibnath and Yhakkoth. The battlefield is still littered with skeletons clutching ancient weapons and treasure. (True)
14. Beware the great sand lizards of the Red Waste, for they can swallow a man whole. (False)
15. The great city in the desert was cursed by the gods for its wickedness. Those who pass through its dragon-carved gates are instantly struck dead; disintegrated to dust and blown into oblivion by the howling desert winds. (False)
16. The city of Ibnath was known in ancient times for its fabulous wealth and thousand golden shrines to strange gods. (True)
17. The high priests of Ibnath entered a pact with the Queen of the Underworld to avoid the cold oblivion of death, but the deal backfired and they now roam the desert as vengeful shades. (False)
18. The Hierophants of the city of Ibnath, thirteen in number, were actually archdemons masquerading as great priests of benevolent deities. (False)
19. A pair of great dragons lair atop a mountainous plateau somewhere in the desert. (True, although the "dragons" are actually wyverns)
20. Drinking from the lake water at the Oasis of Purple Dreams can induce strange visions or terrible nightmares. (True)

A Note on Wandering Monsters: This module provides wandering monster tables. These tables are meant as a guide for possible encounters, reflecting the frequency and type of creatures that can be found roaming a level or an area. You should not allow a random table

to dictate your game session. If you feel the result indicated is too challenging for your particular group, feel free to discard or re-roll the result, or simply decide that the creatures watch the players rather than attack. The tables are provided as an aid, not as a requirement.

CHAPTER FIVE:

THE RED WASTE

INTRODUCTION

This lengthy chapter describes the vast desert area surrounding the lost city of Ibnath, and the nomad tribes that inhabit it.

Exploring the desert area allows the player characters to gain experience and find information, treasure and magical items that might help them against challenges faced within the ruins of Ibnath itself.

The peoples that dwell here refer to the desert simply as the Great Desert, while outsiders know it as the Red Waste. It is a great expanse of red sand dunes and barren rock outcroppings, with a scattering of small but vital oases. To the northeast is the mighty Zagros mountain range.

DESERT SURVIVAL

The inhospitable desert features prominently in this adventure. The DM should familiarize himself with the hazards of desert travel and survival before the player characters venture into the Great Desert. Essential information regarding danger from starvation, thirst, heat and weather hazards can be found in the *DMG*. Some of the most important information is summarized below.

DESERT TERRAIN

Even though sand dominates the Red Waste, there are other terrain types as well. Refer to the

terrain and overland movement rules in the *DMG*, but use the following terrain types while in the Great Desert.

Sand Sea: Treat as sandy desert. This type of terrain is dominated by vast sand dunes stretching to the horizon and beyond.

Stony Desert: Treat as hills. Stony desert is characterized by rocky terrain, broken by sand and water-cut cliffs, as well as the occasional hill or mountain.

Wadi: Treat as rough terrain. A wadi is a dry river bed worn into the desert floor. Travel down a wadi is treated as Plains.

Salt Flats: Treat as plains. Flats crusted with salt, these bright white flat plains reflect light and heat and can cause blindness in windstorms.

DESERT TRAVEL AND TRANSPORT

Riding a camel or horse is almost essential in a desert environment. Camels are of the one-humped (dromedary) variety, and suffer no damage the first six days without water. Horses suited to the desert environment are light horses and light warhorses. They need to rest and drink water daily.

HEAT DANGERS

The Red Waste has an average daytime temperature of 95 degrees Fahrenheit. This heat deals subdual damage (see below) to characters until



they get the chance to cool off (by reaching shade, at night, targeted by an *endure elements* spell, doused with a gallon of water, etc.). Once unconscious from subdual damage, the character starts to take normal damage at the same rate.

Each hour, characters must make Fortitude saves (DC 15, +1 for each previous check) or suffer 1d4 points of subdual damage. Those wearing heavy clothing or armor of any sort suffer a -4 penalty to the saving throw.

As noted in the skill description in the *PHB*, a character with the Survival skill may receive a bonus to his saving throw and may be able to apply this bonus to other characters as well. A successful Survival check (DC 15) allows a character to gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.

To avoid the deadly heat of the desert sun, adventuring parties might consider traveling at night instead of during the day. However, this brings an increased risk of encountering the dan-

gerous denizens of the desert, the majority of which are active at night. Refer to the random encounter tables for specifics.

WATER AND THIRST

Creatures without water suffer a slow and painful death. The Red Waste should be considered a very hot climate where characters not accustomed to its environment (such as the player characters) need three times the normal amount of fluids (3 gallons per day) to avoid dehydration. This does not apply to those who rest during the day and travel only by night. Creatures carrying more than a medium load require an additional day's worth of water for each day spent under the hot sun.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check (DC 10, +1 for

each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed. Not even magic that restores hit points (such as *cure light wounds*) heals this damage.

FOOD AND SURVIVAL

Adventurers cannot survive in the desert without food and water. There are several viable strategies available to an adventuring party.

The player characters can bring supplies such as dry rations and waterskins filled with water from the nearest city. Due to the distances involved, a party will likely need mounts such as camels or horses to carry the amount of supplies required for an extended expedition in the desert.

Characters with the Survival skill can survive by hunting and foraging. A successful Survival check (DC 20 for food, DC 30 for water) allows a character to move up to one-half the character's overland speed while hunting and foraging for food and water. Only one skill check is made for finding both food and water; the result of this check is applied to both DCs. The character can provide food and water for one other person for every 2 points by which the character's check result exceeds the DC.

If the party includes clerics, the player characters will likely depend on *create water* and *create food and water* spells.

DESERT WEATHER AND SANDSTORMS

Sandstorms, or dust storms, are a common hazard in the Red Waste.

Most dust storms are accompanied by severe winds.

These winds extinguish unprotected flames, extinguish protected flames

50%

DESERT HUNTING AND FORAGING

Roll on the following table to determine details of a successful Survival check when hunting and foraging for food.

01–30.	Desert rat
31–50.	Small lizards
51–60.	Spiny toads
61–70.	Lizard eggs
71–90.	Bird eggs
91–98.	Falcon or hawk
99–100.	Desert fox

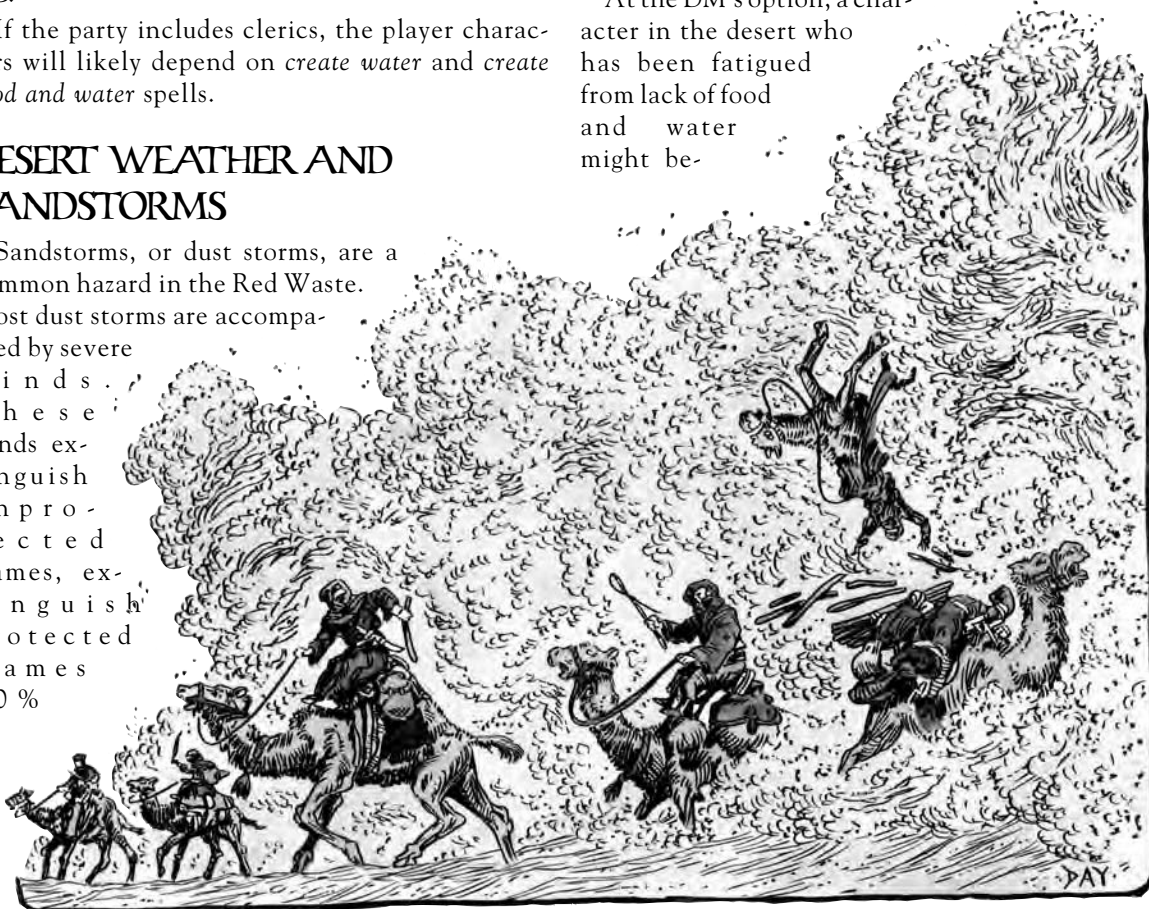
of the time, and ranged attacks and Listen checks are at a –4 penalty.

There is a 10% chance that a dust storm will be a greater dust storm accompanied by windstorm-magnitude winds which deal 1d3 points of subdual damage per round to anyone without shelter, and also pose a choking hazard (see the DMG).

Dust storms typically last for 2d4–1 hours.

MIRAGES

At the DM's option, a character in the desert who has been fatigued from lack of food and water might be-



DESERT RANDOM ENCOUNTERS

Refer to the following encounter table for random encounters in the Red Waste. Each day, an encounter occurs on a roll of 1–4 on 1d20. If an encounter is indicated, roll 1d6: The encounter occurs during the day (1–2) or at night (3–6). Then roll percentile dice to determine the nature of the encounter.

THE RED WASTE RANDOM ENCOUNTERS

DAY

Roll once per day on the following chart using 1d100.

01–02.	Abandoned Campsite
03–10.	Ankheg
11–13.	Bones
14–15.	Caravan
16–19.	Corpse
20–23.	Cult of the Pit-Worm
24–28.	Dust storm
29–32.	Harpies
33–36.	Ill Wind
37–40.	Jackals
41–42.	Lamia
43–46.	Lizard, Giant
47–50.	Nomads
51–52.	Sand Trap
53–56.	Scorpions
57–58.	Snake
59–60.	Signs of Battle
61–64.	Tracks or Footprints
65–67.	Travellers
68–72.	Vultures
73–74.	Water-hole
75–76.	Zadhi the Druidess
77–100.	No Encounter

NIGHT

Roll once per night on the following chart using 1d100.

01–15.	Ankheg
16–20.	Cult of the Pit-Worm
21–40.	Ghouls
41–50.	Harpies
51–60.	Stirges
61–70.	Vampire Spawn
71–100.	No Encounter

come delirious and experience a mirage. Characters who fail a Will save (DC 15, +1 for each day without water) typically have a vision of a far-off

lush oasis, azure lake, or even a distant city. When this vision turns out to be an illusion (which it invariably does), the character in effect becomes shaken (–2 morale penalty on attack rolls, weapon damage rolls and saving throws) until he has a chance to drink again.

Mirages occur only during daylight hours.

MAGIC IN THE DESERT

Magic can help to reduce many unpleasant qualities of the desert. Having a spellcaster in the party able to cast *create water* and *endure elements* will go a long way towards surviving in this hostile environment. A *ring of sustenance* is also highly prized by desert people.

Of course, the DM is at liberty to restrict access to these convenience spells and items, forcing the player characters to deal with the full effects of heat and thirst.

SPECIFIC RANDOM ENCOUNTERS

Abandoned Campsite: The remains of a fire-place and signs of recent (30%) or long-ago (70%) human activity.

Ankheg: A cluster of 1d3+1 ankhegs hide under the sand, using their antennae to detect prey.

Bones: The clean-picked, sun-bleached bones of an animal (50%), beast (25%) or human (25%). There is a 10% chance of a minor treasure item nearby (see the DMG).

Caravan: The passing of a caravan. The caravan consists of a train of 2d20+20 camels, with one merchant (Com1) and one guard (War1) per two camels. The caravan is led by a fighter of level 1d4+5 with a contingent of 2d4 fighters three levels lower. The caravan carries cloth (4,000 gp total value, 40%), spices (8,000 gp total value, 20%), weapons (6,000 gp total value, 25%), or various exotic items such as elephant tusks, lotus drugs and ostrich plumes (10,000 gp total value, 15%). There is a 10% chance that the caravan is carrying special items (including a *robe of eyes* and a fist-sized emerald worth 20,000 gp) bound for a sorcerer or wizard of at least 10th level, who takes appropriate action if the caravan is assaulted.

Corpse: The recently dead corpse of an animal (50%), beast (25%) or human (25%). There is a 30% chance of a minor treasure item nearby (see the DMG), and a 75% chance that 2d20 vultures and 1d10+6 jackals are present in the area.

Cult of the Pit-Worm: A group of cultists (1d3 rogues and 1d3 barbarians) that worship the pit-worm of Yhath and seek to capture victims for sacrifice. There is a 50% chance that the cultists are led by either Sidmu (60%) or Numdiat (40%). See the chapter describing the Cult of the Pit-Worm for statistics.

Dust storm: A storm that lasts for 2d4–1 hours. There is a 10% chance that the dust storm is a greater dust storm.

Ghouls: These creatures are active only at night. A group of 1d6+6 desert ghouls, with a 30% chance of being commanded by a ghoul. A favorite tactic of these vile creatures is to dig shallow pits in a half-circle and hide under a thin layer of sand until a party passes by (the PCs get Spot checks to detect the ambush, opposed by the ghouls' Hide skill; grant the ghouls a +4 circumstance modifier to their Hide skill). The ghouls then leap up to attack, spending their surprise round to get from prone to standing position.

Harpies: A flight of 1d6+6 harpies out hunting for prey. They use their song ability from the air, swooping down to attack those that fall prey to their charm.

Ill Wind: A hot and fetid wind blows in from the south. It brings a random disease: filth fever (50%), red ache (20%) or the shakes (30%). All air-breathing creatures in the area must save against the disease. See the DMG for disease descriptions.

Jackals: A flock of 1d10+6 jackals (use wolf stats). There is a 50% chance that the jackals avoid groups of armed creatures.

Lamia: A single lamia which uses her powers of illusion to create the appearance of a small pool ringed by cacti, which is actually a snake-pit with 1d3+1 poisonous desert vipers, while she cloaks herself in an illusion of a primitive female nomad.

Lizard, Giant: The giant lizard hides underneath the sand and spies upon passers-by. It does not attack large groups of creatures, but might jump upon individuals to the rear of a passing party.

Nomads: These are groups of Saramites (60%), Kalabites (30%), or outcasts (10%).

Sand Trap: Unwary creatures can fall into air pockets beneath the ground in valleys between sand dunes. A successful Survival (DC 20) or Spot (DC 25) check is required to detect the sand trap. A creature that crosses a sand trap is pulled under unless it makes a successful Reflex save (DC 15, +2 circumstance bonus if the creature has at least 5 ranks in Survival). Creatures failing the Reflex save are pulled 1d4 feet per round into the sand for 1d6+1 rounds. A Strength or Escape Artist check (DC 10 + 1 for each foot sunk) can be made each round, and a creature can pull itself up through the sand 1 foot for each point of the check above the DC until it is completely free. A creature that becomes submerged in the sand is pinned as if buried in an avalanche and will drown (see the DMG) unless pulled or dug free.

Scorpions: 1d4+1 large monstrous scorpions.

Snake: A large viper snake.

Signs of Battle: There are obvious signs (such as blood, corpses, and/or carrion eaters) of a recent (25%) or long-ago (75%) battle or combat.

Stirges: These batlike creatures are active only at night. They attack in a flock of 1d4+8 creatures, seeking to drain the blood of victims and fly off after they have been sated.

Tracks or Footprints: There are tracks and/or footprints in the sand, belonging to a camel train (20%), animals (40%), a beast (20%) or humans (20%). The tracks continue to the north (25%), east (25%), south (25%) or west (25%).

Travellers: A group of foreign travellers. These are either bandits (30%), merchants (10%), pilgrims (20%), warriors (20%), slavers (15%) or wandering mystics (5%).

Vampire Spawn: These creatures are active only at night. A pack of 1d4+1 vampire spawn, out hunting for human blood. They approach potential victims in gaseous form.

Vultures: An ominous cloud of 2d10 vultures (use eagle statistics) is seen in the sky overhead. These carrion birds do not attack until their prey appears severely weakened, but may follow the party from the air for hours.

Water-hole: A small, natural wellspring of clear water, which provides up to 10 gallons of water each day.

Zadhi the Druidess: This female barbarian druidess (see the description of Dragonclaw Rock) usually travels across the desert in animal form. She might reveal her true form to rescue travellers who are about to die from heat or thirst.

OVERVIEW OF ENCOUNTER AREAS

This module assumes that the player characters travel more or less freely around on the campaign map, based on hints and rumors provided by the DM, as well as the developing events of the adventure (refer to the Adventure Hooks section of each chapter for examples of these events).

The following is an overview of the various encounter areas the characters might come across and explore during the adventure. An average area encounter level (EL) has been provided to help the DM understand how they fit into the story and to gauge their relative difficulty.

- **The Oasis of Ussar (EL variable):** This is assumed to be the starting point of the adventure, reached after a few days of initial wilderness travel. It is where the player have a chance to come into contact with the Saramites, who frequently visit the oasis. The mighty barbarian warrior Yahdu-Lim is the chieftain of the Saramites. Low-level player characters are wise to avoid provoking the Saramites into hostilities.
- **The Sea of Bones (EL 4–6):** The ancient site of a terrible battle between the cities of Ibnath and Yhakkoth. Little is left here except the sun-bleached bones of fallen

warriors, whose shades haunt the battlefield. Veiled Kalabite wizards are sometimes encountered here, seeking the mighty sword wielded by the general Naalfesh who perished in the battle.

- **The Ziggurat of the Ghoul-Queen (EL 7):** The desert nomads avoid this sinister edifice, for the vampire-priestess Nikhartha is imprisoned within. She commands ravenous hordes of ghouls who crawl forth from the lightless tunnels beneath the ziggurat.
- **The Pit of Yhath (EL 8+):** The pit is a vast crater created by the impact of a meteorite, surrounded by a dreary wasteland. A wicked cult roams this wasteland, commanded by the mad sorcerer Nim-Artatu, seeking victims to sacrifice to their “god”, a fiendish purple worm that causes the sand to tremble when it moves beneath the desert dunes.
- **The Oasis of Purple Dreams (EL variable):** The corrupted waters of the mystic lake dominating this oasis causes strange and unsettling dreams to those who drink it. However, it can also cause visions of the past and the future, and unveil hidden truths.
- **The Horns of Sinmesh (EL 12):** Beneath the mountain peaks known as the Horns of Sinmesh are rich gem and gold mines, which were sealed and abandoned due to a virulent disease. The mine tunnels are now home to a clan of degenerate humans who are fearful of light and worship the toad-god Tsathogga. It is also the lair of the ancient vampire Arukurshu, who seeks to reclaim the ivory throne of Ibnath.
- **The Ruins of Ibnath (EL variable):** There are several encounter areas within the city of Ibnath itself. See the chapter describing the ruins of Ibnath itself for an overview of the locations within the city.

TRIBES OF THE DESERT

Two nomad tribes are known to dwell in the Red Waste; the Sons of Saram and the Brotherhood of Kalab. Although common belief is that these clans moved into the area from the north and the west in recent centuries, the tribes are actually descendants of the people of the ancient cities of Ibnath and Yhakkoth, respectively.

THE SONS OF SARAM

The Sons of Saram, or the Saramites, are known by the civilized peoples to the west as the scourge of the desert. They are red-robed, black-turbaned

raiders that carry wicked scimitar swords and roam the desert on their wiry camel steeds, dwelling in circular camel-hair tents. All warriors of Saram have identifying tattoos on their foreheads.

Their women wear veils and are not permitted to fight, although they carry daggers to defend themselves. Nine-tenths of the women wear various kinds of jewelry, ranging from 10–100 gp value.

The Saramites number around 1,000 members. Approximately one-third are adult combatants, the rest being women, children and the infirm. The Saramites are generally poor and their greatest wealth are their great herds of camels.

Tribal Religion: Being primarily concerned with survival in the harsh desert environment, the Sons of Saram worship several nature deities such as storm-gods and animal-gods. Among the most prominent of the latter is the vulture-god Yaazotsh, who was worshipped in ancient Ibnath but whose cult among the Saramites is considerably simpler and lacks any complex theology. The nomads “sacrifice” the corpses of their dead to the vultures, which prevents them from rising as undead. The tribe’s current shaman, Urim, also interprets the flight of packs of vultures as omens from Yaazotsh.

Interacting with the Saramites: Unless provoked or insulted, the Sons of Saram are not directly hostile to strangers. They quickly turn hostile if strangers are suspected to be somehow in league with or servants of the Kalabite wizards (sorcerers and wizards among the PCs should keep an especially low profile). Player characters approaching the Oasis of Ussar are welcomed, unless they act suspiciously or openly hostile, but are not invited to the chieftain’s tent unless they bring a suitable gift (at least 500 gp value, or a permanent magical item).

The great chieftain, or Shaykh, of the Saramites is a mighty warrior named **Yahdu-Lim**, also known as the Red Serpent. Yahdu-Lim is a tall and commanding presence, almost 40 years old, having ruled the Saramites for two decades. He has pock-marked skin, wears black armor and wields a wavy-bladed envenomed sword. He is fearful of all magic, fears and hates the Kalabite wizards in particular, and distrusts any arcane spellcasters among the PCs.

Shaykh Yahdu-Lim, Male Human Bbn9: CR 9; SZ M; HD 9d12+27; hp 85; Init +6; Spd 40 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; BAB +9/+14; Atk +15 melee (2d6+7 plus poison, masterwork greatsword, 19–20/x2); Full Atk +15/+10 melee (2d6+7 plus poison, masterwork greatsword, 19–20/x2); SA rage (3/day, duration 8 rounds), poison (weapon coated with wyvern poison, Fort DC 17, 2d6/2d6 Con); SQ damage reduction (1/—), fast movement, illiteracy, trap

sense (+3), improved uncanny dodge; AL N; SV Fort +9, Ref +5, Will +7; Str 20, Dex 14, Con 16, Int 14, Wis 14, Cha 14.

Skills: Climb +17, Craft (weaponsmithing) +2, Handle Animal +2, Intimidate +14, Jump +5, Listen +14, Ride +14, Search +8, Swim +5, Survival +14. **Feats:** Combat Reflexes, Improved Initiative, Iron Will, Mounted Combat, Power Attack.

Possessions: Masterwork greatsword, chain shirt, three doses of wyvern poison, cloth of gold vestments (worth 80 gp), pouch containing a citrine (worth 80 gp) and an alexandrite (worth 400 gp), *potion of bull's strength*.

The shaman of the Saramites is **Urim**, an ancient man who has the looks of a dried-out mummy. He dresses in tattered black, feathered robes and almost never speaks — except to spread lies and further his own agenda. Most of the nomads believe him to be near death, but he has yet to appoint a successor (he has a handful of cronies, mostly clerics and rogues of levels 1–4). He is very eager to place any foreigners (including the PCs) on the altar of Yaazotsh, and attempts to convince the chieftain that the vulture-god will bestow great fortune upon the tribe if the strangers are sacrificed. Urim is very knowledgeable about the legends of his people, and knows that the Saramites descend from the original people of Ibnath. He is unlikely to share this information with foreigners.

Yahdu-Lim tolerates the old man mostly because he fears the wrath of Yaazotsh.

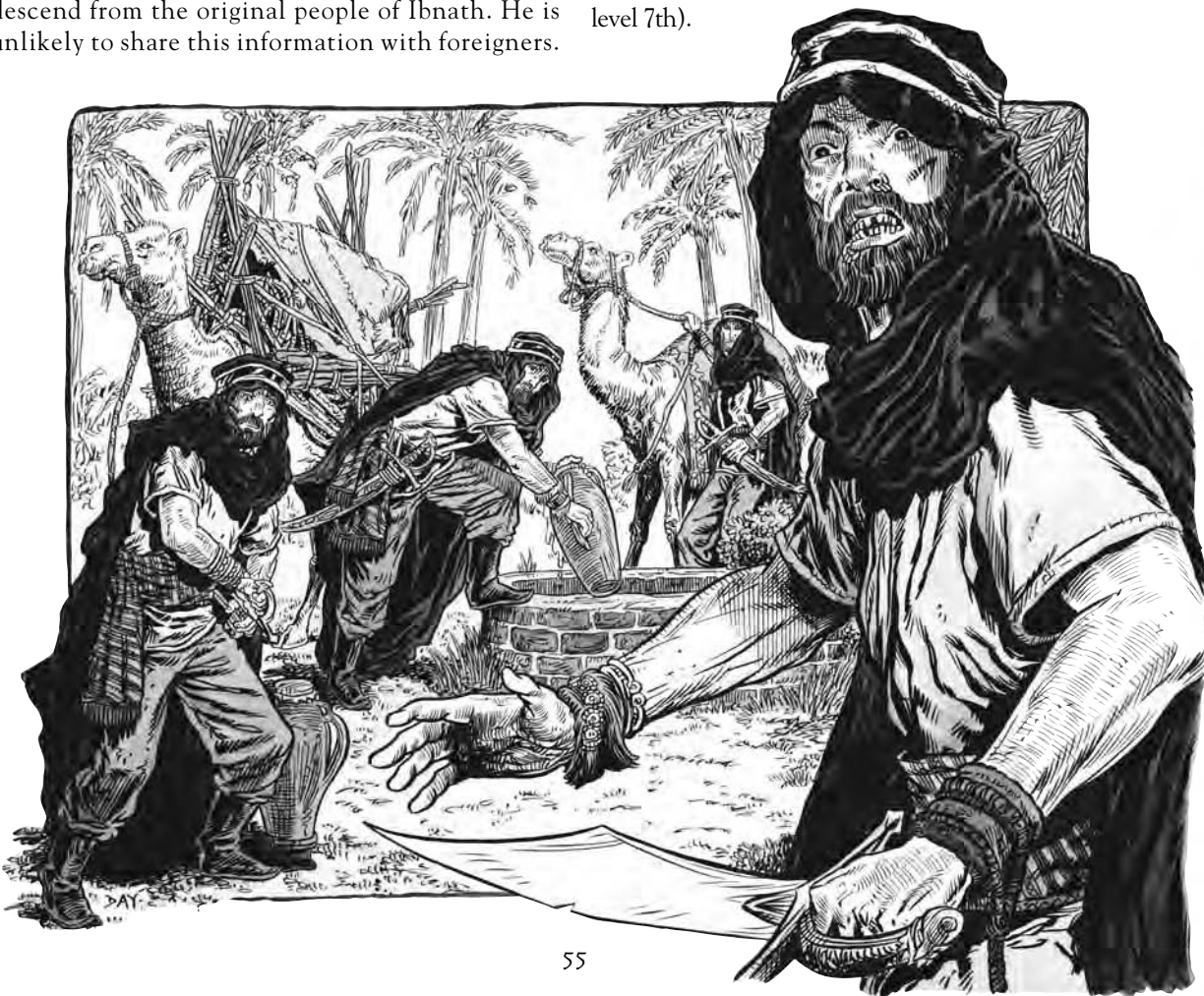
Urim the Vulture-Masked Shaman, Male Human Clr7 of Yaazotsh: CR 7; SZ M; HD 7d8+14; hp 45; Init +2; Spd 30 ft; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +5/+6; Atk +7 melee (1d4+3, +2 dagger, 19–20/x2), or +9 ranged (1d4+2, +2 dagger, 19–20/x2, range 10 ft.); SA spells, turn undead (6/day), death touch (7d6)/day; AL N; SV Fort +7, Ref +4, Will +11; Str 12, Dex 14, Con 14, Int 16, Wis 18, Cha 16.

Skills: Concentration +12, Diplomacy +13, Heal +14, Knowledge (history) +13, Knowledge (religion) +13, Spellcraft +13. **Feats:** Dodge, Extend Spell, Iron Will, Spell Focus (Necromancy).

Cleric Spells Prepared (6/5/4/3/2; base DC 14 + spell level, base DC 15 + spell level for necromancy spells): 0—*create water*, *detect magic*, *detect poison* (x2), *guidance*, *resistance*; 1st—*bane*, *command*, *invisibility to undead*, *obscuring mist*, *sanctuary*; 2nd—*aid*, *darkness*, *gentle repose*, *silence*; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*; 4th—*cure critical wounds*, *summon monster IV*.

Domain Spells (Air, Death): 1st—*cause fear*; 2nd—*death knell*; 3rd—*gaseous form*; 4th—*death ward*.

Possessions: +2 dagger, ring of feather falling, tattered black robes, vulture mask, *potion of truth*, *potion of fire breath*, holy symbol of Yaazotsh, divine scroll of *divination*, *spell immunity and restoration* (caster level 7th).



Sub-Chieftains, Male Human Bbn5 (12): CR 5; SZ M; HD 5d12+10; hp 42; Init +2; Spd 40 ft; AC 15 (+3 studded leather, +2 Dex), touch 12, flat-footed 13; BAB/Grp +5/+8; Atk +9 melee (1d6+3, masterwork scimitar, 18–20/x2) or +7 ranged (1d8, longbow, crit x3, range 100 ft.); SA rage (2/day, duration 7 rounds); SQ fast movement, illiteracy, trap sense (+1), improved uncanny dodge; AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha 13.

Skills: Climb +11, Handle Animal +9, Intimidate +9, Listen +9, Ride +10, Survival +9. **Feats:** Mounted Combat, Power Attack, Weapon Focus (scimitar).

Possessions: Masterwork scimitar, studded leather armor, composite longbow, 30 arrows, various pieces of jewelry (worth 50–200 gp).

Typical Son of Saram, Male Human Bbn2: CR 2; SZ M; HD 2d12+4; hp 17; Init +2; Spd 40 ft; AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; BAB+2/Grp +4; Atk +4 melee (1d6+2, scimitar, 18–20/x2), or +4 melee (1d4+2, dagger, 19–20/x2), or +4 ranged (1d4+2, dagger, 19–20/x2, range 10 ft.); SA rage (1/day, duration 7 rounds); SQ fast movement, illiteracy, uncanny dodge; AL N; SV Fort +5, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 11, Wis 11, Cha 10.

Skills: Climb +7, Handle Animal +5, Intimidate +5, Ride +7, Survival +5. **Feats:** Lightning Reflexes, Mounted Combat.

Possessions: Leather armor, scimitar, dagger, 1–10 gp worth of mixed coins.

War Camels: CR 1; AC 13, hp 19; see the MM for details on camels.

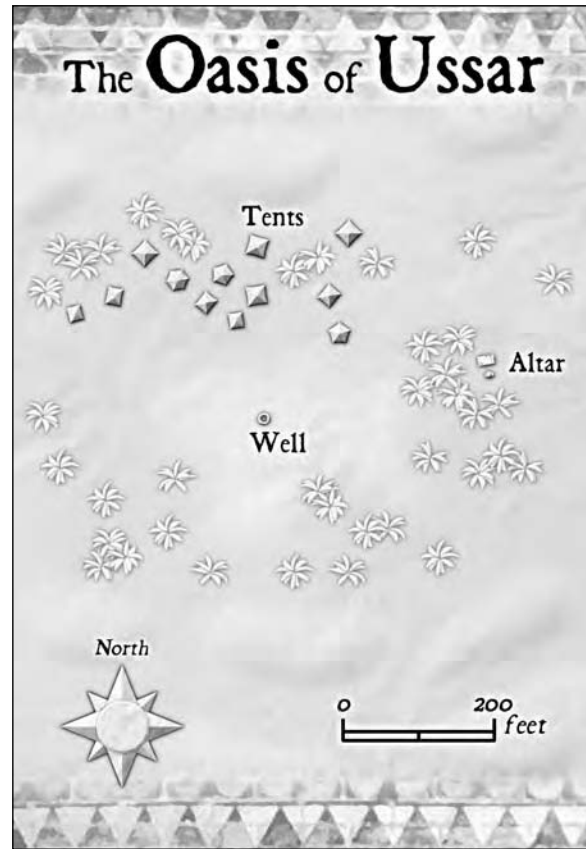
Note that war camels are trained to fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 12).

Note: Refer to the Sea of Bones chapter for more information about Yahdu-Lim's lost son, Ishtim.

THE OASIS OF USSAR

The Oasis of Ussar is located near the southwestern edge of the Red Waste. The Sons of Saram frequently come to this oasis, to feed their camels and fill their waterskins. Honoring unwritten traditions, these raiders seldom attack anyone encountered in the oasis itself (although those leaving the oasis is another matter). Their rivals, the Kalabites, almost never come to the Oasis of Ussar, preferring to find sustenance in secret water-holes in the desert, or through magic.

The Well: In the center of the oasis, surrounded by clusters of date-palm trees, is a mud-brick well built over a natural water-hole. The ground near the well is well-trodden by hundreds of human and camel feet.



Tent-Camp of the Saramites: The Saramites dwell in circular camel-hair tents. A typical camp consists of a dozen large tents, housing around 100 nomads in total. Each adult male nomad owns three to four camels; one of these is always a war camel.

The Chieftain's Great Tent: If Yahdu-Lim is present at the oasis, he holds court in a great tent guarded by 20 of his strongest warriors. The interior of the tent is dimly illuminated and full of smoke from the large clay pipes the nomads use to smoke the Grey Desert Lotus. Yahdu-Lim himself sits on a large mound of animal furs and hides, flanked by a dozen of his sub-chieftains. Urim the shaman is never far away. No women are allowed into the tent — not even female PCs.

The chieftain's treasure chest (Hardness 5; hp 15; Break DC 23; Open Lock DC 30) is buried in the sand beneath the animal hides (Search DC 30). It is protected with a poison needle trap and contains the following: 3,000 sp and 4,000 gp worth of ancient coins bearing the seal of the kingpriest of Ibnath; a green pouch containing 10 gems worth 200 gp each; and a silver ring of sustenance.

Poison Needle Trap: CR 1; +8 ranged (1, plus large scorpion venom [Injury DC 18, 1d6/1d6 Str]); Search DC 22; Disable Device DC 20.

The Ancient Altar: Hidden by a cluster of date-palms and other vegetation (Spot DC 30 when passing nearby) is a half-crumbled stone altar, stained with old and dried blood. Next to the altar is a 10-foot tall statue whose features are all but effaced. The altar and the statue hails

from the time of ancient Ibnath, when this oasis was frequented by pilgrims and priests travelling to and from the city. The Saramites occasionally use the altar to worship the vulture-god Yaazotsh (see above); their shaman, Urim, is very reluctant to allow strangers near the altar and idol (if the PCs find and examine the altar, this is a good excuse for Urim to demand that the foreigners be sacrificed for breaking a tribal taboo).

ADVENTURE HOOKS

Use the following adventure hooks in a campaign.

- The player characters must seek out the Sons of Saram to gather more information about Ibnath and its location within the trackless Red Waste. They may also seek to employ one or more of the Saramites as guides within the trackless desert.
- It is rumored (see the Rumors section in the Introduction chapter) that the Saramites worship the dark god Baal-Zag and practice cannibalism, eating the flesh of foreigners during the nights of the full moon. At the DM's option, this might actually be true (or maybe only some members of the tribe are secret cultists of Baal-Zag). Even if it is a false rumor, the DM should do his best to make the player characters believe the rumor is true.
- One or several Sons of Saram have been captured by the Cult of the Pit-Worm. The Saramites do not cooperate with the player characters unless they agree to rescue the captives.
- Ishtim, favorite son of the chieftain Yahdu-Lim, has disappeared. The player characters must find and bring back Ishtim before Yahdu-Lim will cooperate and give them information.

THE GREY DESERT LOTUS

The powdered leaves of the Grey Lotus is a popular drug among the nomads of the Red Waste. The Grey Lotus is treated as a special form of poison. A creature that inhales the smoke produced by burning the powder gains a +2 alchemical bonus to Strength for 1d3 hours, but must make a Fortitude save (DC 15) or suffer 1 point of Wisdom damage. Another save must be made 1 minute later, and if failed the creature becomes nervous and skittish (treat as shaken). At the DM's option, repeated use of the Grey Lotus might cause addiction.

Market Price: 20 gp.

THE BROTHERHOOD OF KALAB

The Brotherhood of Kalab, or the Kalabites, is a mysterious desert clan reputed to have a number of wizards among them. The people of Kalab wear white woolen robes and turbans with silvery veils that conceal their faces. They ride great black desert stallions, or, more rarely, skeletal steeds. The Kalabites are nomadic, but are said to dwell in secret caves beneath the desert sand. They are usually not seen unless they choose to reveal their presence to wanderers, and for this reason, they are often referred to as the “grey ghosts of the desert”.

It is said that the Kalabites wander the desert looking for something of great importance, or that they as a people have been cursed to wander the desert for all eternity. The truth is that they are descendants of the city of Yhakkoth in the land of Elam, a city of evil wizards. Yhakkoth was razed and destroyed by the zealous armies of Ibnath after the forces of Yhakkoth had been defeated in a great battle at what is now called the Sea of Bones.

Yaod, the greatest wizard of Yhakkoth, was slain in that terrible battle. Lesser wizards brought his body back to the city and mummified it there, but as the holy armies of Ibnath advanced upon Yhakkoth and razed it to the ground, the lesser wizards fled into the desert with Yaod's corpse.

Descendants of these lesser wizards are the leaders of the Kalabites to this day. A coven of white-robed, veiled sorcerers, they are feared by all for their mastery of conjuration and necromancy. Their symbol is a white scorpion. The cabal's current leaders are the wizards **Khasim**, **Yarima** and **Khoraj**. They are served by a number of lesser wizards, as well as a small army of animated corpses, a few dozen human warrior-mercenaries, and packs of half-bestial human-ghoul crossbreeds known as **Yhakkor** (see the monster appendix).

Khasim, Male Human Wiz11: CR 11; SZ M; HD 11d4+22; hp 49; Init +6; Spd 30 ft; AC 19 (*mage armor*, +3 *ring of protection*, +2 Dex), touch 15, flat-footed 17; BAB +5/Grp +7; Atk +7 melee (1d6+2, quarterstaff); SA spells; SQ owl familiar (+2 to Move Silently checks, Alertness, emphatic link); AL LE; SV Fort +5, Ref +5, Will +10; Str 14, Dex 15, Con 14, Int 19, Wis 16, Cha 13.

Skills: Concentration +16, Craft (alchemy) +18, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (necromancy) +18, Knowledge (the planes) +18, Spellcraft +18. **Feats:** Combat Casting, Dodge, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (necromancy), Spell Penetration.



Wizard Spells

Prepared (4/5/5/5/4/2/1;
base DC 14 + spell level):

0—detect magic, disrupt
undead, ray of frost, resistance; 1st—
cause fear, mage armor, magic missile
(x2), ray of enfeeblement; 2nd—
darkvision, flaming sphere, ghoul
touch, levitate, spectral hand; 3rd—
hold person, lightning bolt (x2), protection from elements,
vampiric touch; 4th—enervation (x2), Evar's black ten-
tacles, stonkskin; 5th—cloudkill, wall of force; 6th—circle
of death.

Possessions: Quarterstaff, staff of earth and stone,
+3 ring of protection, vibrant purple ioun stone (stores
summon monster VI), quaal's feather token (bird), arcane
scroll of whispering wind, phantom steed and dimension door
(caster level 11), white robes, spellbooks, belt pouch
containing spell components.

Personality/Description: Currently the most powerful
living descendant of the wizards of Yhakkoth, Khasim is
short of stature, hawk-nosed, with fine features. He is
fully committed to attempt the resurrection of Yaod,
believing that the archwizard would bestow great fortune
and much eldritch knowledge upon him if he should
succeed in bringing the withered mummy back to life.
Khasim secretly desires the sorceress Yarima, but the
wizard has issues about his height and has so far satisfied
himself with the company of ghouls and zombies. He
considers Khoraj a useful tool, but would not hesitate to
betray the necromancer if the situation called for it.
Khasim has an owl familiar named Kah-Nu. The wizard

frequently uses the familiar
to spy, reconnoitre, and bring
messages to his fellow wizards.

Kah-Nu, Owl Familiar: CR 1/4; SZ T Magical Beast;
HD 11d8; hp 24; Init +3; Spd 10 ft., fly 40 ft. (average); AC
23 (+2 size, +3 Dex, +8 natural [+6 from Wiz11]) touch 15,
flat-footed 20; BAB +3/-7; Atk +8 melee (claw, 1d2-2);
Face/Reach 2-1/2 ft./0 ft.; SQ low-light vision, improved
evasion, share spells with master, deliver touch spells for
master, speak with master, speak with animals of its type,
SR (16); AL N; SV Fort +3, Ref +6, Will +9; Str 6, Dex
17, Con 10, Int 11, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6* (owls
receive a +8 racial bonus to Spot checks in dusk and
darkness). **Feat:** Weapon Finesse.

Yarima the Red Witch, Female Human Sor10: CR 10; SZ M; HD 10d4+10; hp 35; Init +7; Spd 30 ft; AC 17 (+3 Dex, *amulet of natural armor* +4), touch 13, flat-footed 14; BAB +5/+9; Atk +11 melee (1d4+6, +2 dagger, 19–20/x2) or +10 ranged (1d4+2, +2 dagger, 19–20/x2, range 10 ft.); SA spells; SQ summon familiar; AL NE; SV Fort +4, Ref +8, Will +9; Str 18, Dex 17, Con 13, Int 17, Wis 14, Cha 18.

Skills: Concentration +14, Craft (alchemy) +16, Knowledge (arcana) +16, Knowledge (history) +15, Profession (herbalist) +15, Spellcraft +16. **Feats:** Combat Casting, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation), Spell Penetration.

Sorcerer Spells Known (Cast per Day 6/7/7/6/3; base DC 13 + spell level, base DC 14 + spell level for evocation spells): 0—*arcane mark, daze, detect magic, detect poison, disrupt undead, ghost sound, light, mage hand, resistance*; 1st—*cause fear, hypnotism, magic missile, obscuring mist, shield*; 2nd—*blur, cat's grace, darkness, summon swarm*; 3rd—*fly, hold person, lightning bolt*; 4th—*bestow curse, wall of fire*; 5th—*dominate person*.

Possessions: +2 dagger (*bane against undead*), *amulet of natural armor* +4, *ring of sustenance*, red robes and veil, golden anklets in the shape of coiled serpents (worth 200 gp each).

Personality/Description: Also known as the Red Witch, Yarima differs from the other wizards of Kalab in that she has not received any formal training with magic (a privilege normally reserved for males among the Yhakkothians). Still, her considerable natural talent for magic has gained her a position among the leaders of the Kalabites. Unlike the other white-robed wizards, she dresses in filmy red clothing that does little to conceal her tall and shapely body. Her eyes and her long hair is likewise the color of the dying sun. Like Kharim, Yarima works towards the resurrection of Yaod, and is convinced that she would be the perfect witch-queen, sharing the resurrected archwizard's throne, as well as his bed. She regards Kharim as a rival in the quest for Yaod's favor, but knows of Kharim's love interest in her and uses it as a tool to achieve her own ends.

Khoraj, Male Human Nec9: CR 9; SZ M; HD 9d4+30; hp 49; Init +6; Spd 30 ft; AC 16 (*mage armor*, +2 Dex), touch 12, flat-footed 14; BAB +4/+4; Atk +4 melee (1d6, club), or +6 ranged (1d6, club, range 20 ft.); SA spells; SQ summon familiar, SR (16, from *scarab of protection*); AL CE; SV Fort +8, Ref +5, Will +9; Str 10, Dex 14, Con 16, Int 18, Wis 16, Cha 9.

Skills: Concentration +15, Craft (alchemy) +16, Knowledge (the planes) +16, Knowledge (undead) +16, Knowledge (history) +16, Spellcraft +16 (+18 to learn necromancy spells). **Feats:** Combat Casting, Extend Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy), Toughness.

Wizard Spells Prepared (4/6/6/5/4/2; base DC 14 + spell level, base DC 15 + spell level for necromancy spells):

0—*detect magic, detect poison, disrupt undead, resistance*; 1st—*burning hands* (x3), *mage armor, ray of enfeeblement, true strike*; 2nd—*alter self, blindness/deafness, levitate, mirror image, scare* (x2); 3rd—*dispel magic, displacement, haste, slow, vampiric touch*; 4th—*contagion, dimension door, enervation, phantasmal killer*; 5th—*animate dead, wall of force*.

Prohibited School: Enchantment.

Possessions: Club, *scarab of protection*, arcane scroll of *magic jar* (caster level 9), white robes, sandals, large sapphire (5000 gp).

Personality/Description: Khoraj is a tall and gaunt man, usually dressed in white robes decorated with eldritch glyphs and runes. His right eye is missing; some say he willingly traded the eye to a demon in return for forbidden knowledge. In any case, the necromancer does not bother to wear an eyepatch, making his appearance quite memorable. During a solitary, nocturnal journey into the desert, Khoraj met with Arukurshu and entered an uneasy truce with the ancient vampire. Neither of the two desire the resurrection of Yaod, for Khoraj is ambitious and sees himself as the future arch-necromancer of Yhakkoth. He does not really trust Arukurshu, but thinks the vampire can serve as a useful ally against his fellow wizards. Khoraj's primary concern is to search for the twelfth tablet of the *Book of Aeons*. Khoraj plans to betray the other wizards of Kalab, for example during the resurrection ritual to be performed near the Purple Obelisks of Yhakkoth. The necromancer might also secretly ally with the PCs or help them by giving information.

Typical Lesser Wizard of Kalab, Male or Female human Wiz4: CR 4; SZ M; HD 4d4+12; hp 22; Init +6; Spd 30 ft; AC 16 (*mage armor*, +2 Dex), touch 14, flat-footed 14; BAB +2/+3; Atk +3 melee (1d4+1, dagger, 19–20/x2) or +4 ranged (1d4, dagger, 19–20/x2, range 10 ft.); SA spells; SQ summon familiar; AL NE; SV Fort +4, Ref +3, Will +6; Str 12, Dex 14, Con 16, Int 16, Wis 14, Cha 12.

Skills: Concentration +10, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (necromancy) +10, Spellcraft +10. **Feats:** Scribe Scroll, Improved Initiative, Spell Focus (Necromancy), Combat Casting.

Wizard Spells Prepared (4/4/3; base DC 13 + spell level): 0—*detect magic, daze, disrupt undead, resistance*; 1st—*cause fear, hypnotism, mage armor, ray of enfeeblement*; 2nd—*ghoul touch, levitate, spectral hand*.

Possessions: Masterwork dagger, white robes, veil, arcane scroll of *see invisibility* and *locate object* (caster level 4).

Yhakkor: CR 2; SZ M Monstrous Humanoid; HD 3d8+12; hp 19; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB/Grp +1/+5; Atk +6 melee (1d4+4 plus disease, claw); Full Atk +8 melee (1d4+4 and disease [x2], claws); SA disease (Yhakkoth Fever, Fort DC 15, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con), stench (range 10 ft., Fort DC 15, nausea 1d6+3 minutes); SQ undead

traits, darkvision (60 ft.); AL CE; SV Fort +3, Ref +4, Will +1; Str 19, Dex 13, Con —, Int 6, Wis 10, Cha 9.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +. *Feat:* Alertness, Weapon Focus (claw).

Personality/Description: The Yhakkor are human-ghoul crossbreeds created by the foul necromantic rituals of the wizards of Yhakkoth. They serve the necromancers of Yhakkoth as slaves and bodyguards.

Typical Warrior-Mercenary of Kalab, Male Human Ftr4 (20 total): CR 4; SZ M; HD 4d10+12; hp 34; Init +2; Spd 30 ft; AC 16 (+3 studded leather, +1 small wooden shield, +2 Dex), touch 12, flat-footed 14; BAB/Grp +4/+7; Atk +8 melee (1d8+5, battleaxe, crit x3), or +6 ranged (1d8, longbow, crit x3, 100 ft.); AL N; SV Fort +7, Ref +3, Will +2; Str 17, Dex 14, Con 17, Int 13, Wis 12, Cha 13.

Skills: Climb +10, Handle Animal +8, Ride +9, Swim +10. *Feats:* Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Studded leather armor, small wooden shield, battleaxe, composite longbow, 30 arrows, belt pouch containing 1–10 gp.

Human Warrior Skeletons: CR 1/3; AC 15, hp 6 each; see the MM for details.

Light Warhorse Skeletons: CR 1; SZ L Undead; HD 3d12; hp 19; Init +6; Spd 60 ft.; AC 13 (–1 size, +1 Dex, +2 natural), touch 10, flat-footed 12; BAB/Grp +1/+8; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3 [x2], hooves) and –1 melee (1d3+1, bite); SQ undead traits, immunity to cold, damage reduction (5/bludgeon-

ing), low-light vision, scent; AL NE; SV Fort +1, Ref +3, Will +3; Str 16, Dex 15, Con —, Int —, Wis 10, Cha 1.

Feat: Improved Initiative.

ADVENTURE HOOKS

Use the following adventure hooks in a campaign.

- The Kalabites are hereditary enemies of the Sons of Saram. If the player characters side with one clan, they will be treated as enemies by the other desert clan. Although the wizards of Kalab are evil, they might seek to hire the PCs as mercenaries if they seem suitable (no paladins or good-aligned priests in the party, for example).
- The Kalabites seek to resurrect their greatest wizard, Yaod. They must perform their ritual of resurrection near the Purple Obelisks of Yhakkoth, which are the only remains of that city and were dragged back to Ibnath to celebrate the victory over the wizards. See the description of the Purple Obelisks of Yhakkoth in the city chapter for more information.
- The ancient *Sickle Sword of Naalfesh* belonged to Naalfesh, a general of Yhakkoth. The possession of this lesser artifact improves the chance the Kalabites have to perform a successful ritual of resurrection. If the player characters find the weapon in the Sea of Bones, the veiled wizards will stop at nothing to retrieve it from the party. The intelligent sword has its own agenda, too.

CHAPTER SIX:

THE SEA

OF BONES

INTRODUCTION

The Sea of Bones is the name given by the desert nomads to the place where a great battle took place between the ancient armies of Ibnath and Yhakkoth. Several thousand archers, charioteers and swordsmen from both cities were arrayed against each other here. The desert sand ran red with blood as the warriors clashed, amid the clangor of bronze swords and the fire and smoke of burning supply trains. From silken pavillions safely withdrawn from the bloodshed, the abominable wizards of Yhakkoth summoned winged demons and rot-

ting plagues to inflict upon the advancing enemy forces, while the bearded priests of Ibnath called upon the secret names of their numerous gods, imploring them to smite down the armies of the east.

Although the armies of Ibnath suffered grievous losses, the battle ended with the utter defeat of the men of Yhakkoth. The decisive moment came when their arch-wizard, Yaod, was mortally wounded by elite archers of Ibnath who employed enchanted, mage-slaying arrows. Yaod's trusted general, Lord Naalfesh, was slain covering the retreat of the lesser wizards of Yhakkoth. No prisoners were taken that day by the warriors of Ibnath, for they

THE SEA OF BONES

Difficulty Level: 4 during the day, 6+ during night.

Wandering Monsters: Roll a wandering monster check on 1d20 once per hour:

1-2.	1 Ankheg (day only)
3-5.	1 Sand Lizard (day only)
6-7.	1d4+1 Shadows (night only)
8-9.	1d3 Wraiths (night only)
10.	1 Spectre and 2 Shadows (night only)
11-20.	No encounter

Detections: The entire area radiates strong evocation magic. This powerful aura prevents the use of *detect magic* and similar spells to detect magical emanations within the area.

Continuous Effects: The massive bloodshed which took place here has placed the area under a permanent *unhallow* effect (all turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus).

Standard Features: The terrain is dominated by small and large mounds and piles of skulls and bones, broken weapons and bits of ancient armor. Any combat on or near these mounds reduces a creature's Speed by half due to the amount of rubble present.

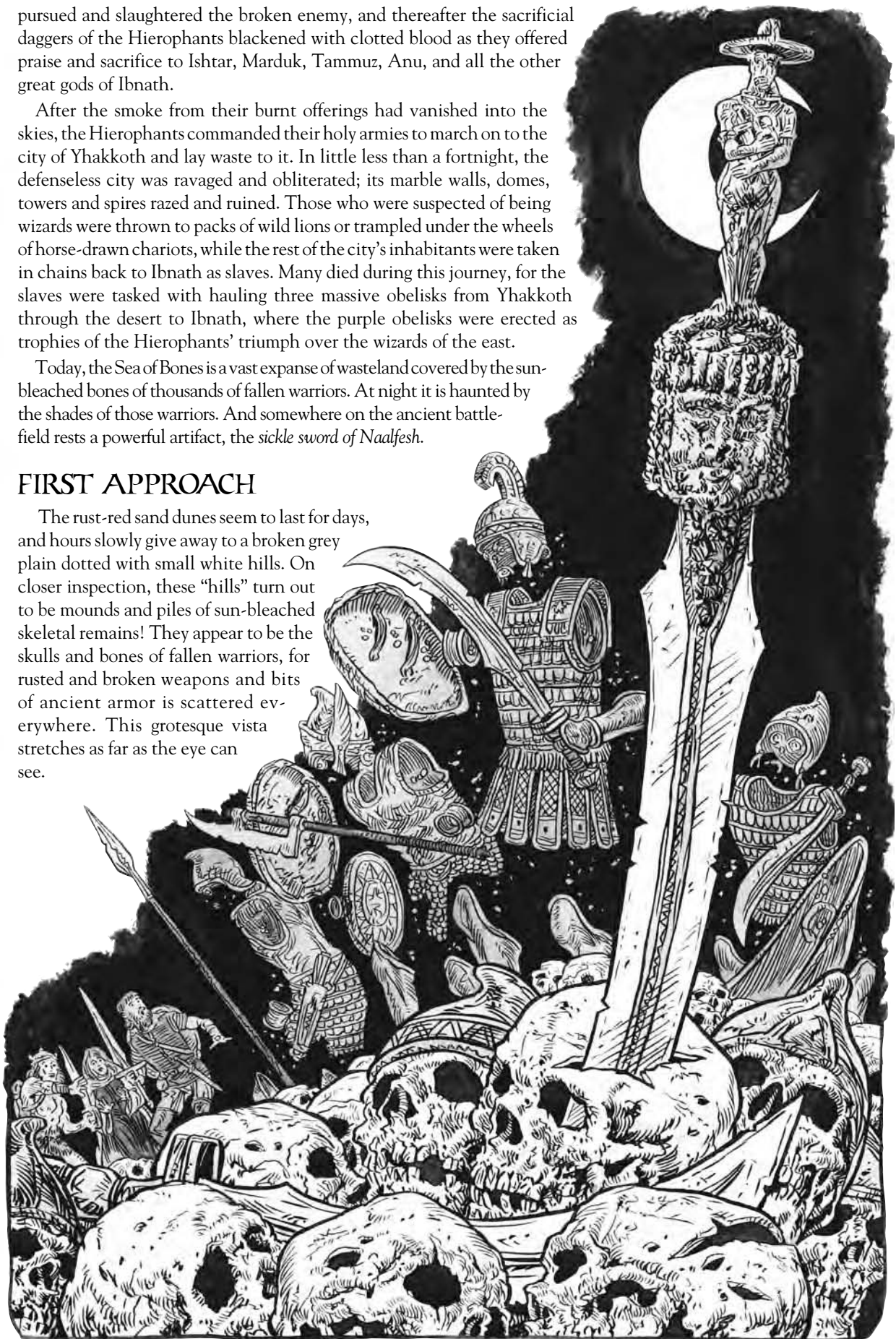
pursued and slaughtered the broken enemy, and thereafter the sacrificial daggers of the Hierophants blackened with clotted blood as they offered praise and sacrifice to Ishtar, Marduk, Tammuz, Anu, and all the other great gods of Ibnath.

After the smoke from their burnt offerings had vanished into the skies, the Hierophants commanded their holy armies to march on to the city of Yhakkoth and lay waste to it. In little less than a fortnight, the defenseless city was ravaged and obliterated; its marble walls, domes, towers and spires razed and ruined. Those who were suspected of being wizards were thrown to packs of wild lions or trampled under the wheels of horse-drawn chariots, while the rest of the city's inhabitants were taken in chains back to Ibnath as slaves. Many died during this journey, for the slaves were tasked with hauling three massive obelisks from Yhakkoth through the desert to Ibnath, where the purple obelisks were erected as trophies of the Hierophants' triumph over the wizards of the east.

Today, the Sea of Bones is a vast expanse of wasteland covered by the sun-bleached bones of thousands of fallen warriors. At night it is haunted by the shades of those warriors. And somewhere on the ancient battlefield rests a powerful artifact, the *sickle sword of Naalfesh*.

FIRST APPROACH

The rust-red sand dunes seem to last for days, and hours slowly give away to a broken grey plain dotted with small white hills. On closer inspection, these "hills" turn out to be mounds and piles of sun-bleached skeletal remains! They appear to be the skulls and bones of fallen warriors, for rusted and broken weapons and bits of ancient armor is scattered everywhere. This grotesque vista stretches as far as the eye can see.



LOOTING THE BATTLEFIELD

Use the tables below to determine the characteristics of each pile of inanimate skeletons as the party explores the area. It might be useful to have pre-rolled a few of these skeletal mounds to avoid slowing down play.

Mound Size (1d6)

- 1-2. **Small:** 1d12 skeletal warriors, 1d6–1 skeletal mounts, 1d3–1 items of interest. 1d3 hours to search.
- 3-5. **Medium:** 3d6 skeletal warriors, 1d6 skeletal mounts, 1d3–1 broken chariots, 1d4 items of interest. 1d6+2 hours to search.
6. **Large:** 6d6 skeletal warriors, 2d6 skeletal mounts, 2d4 broken chariots, 1d6+1 items of interest. 1d10+10 hours to search.

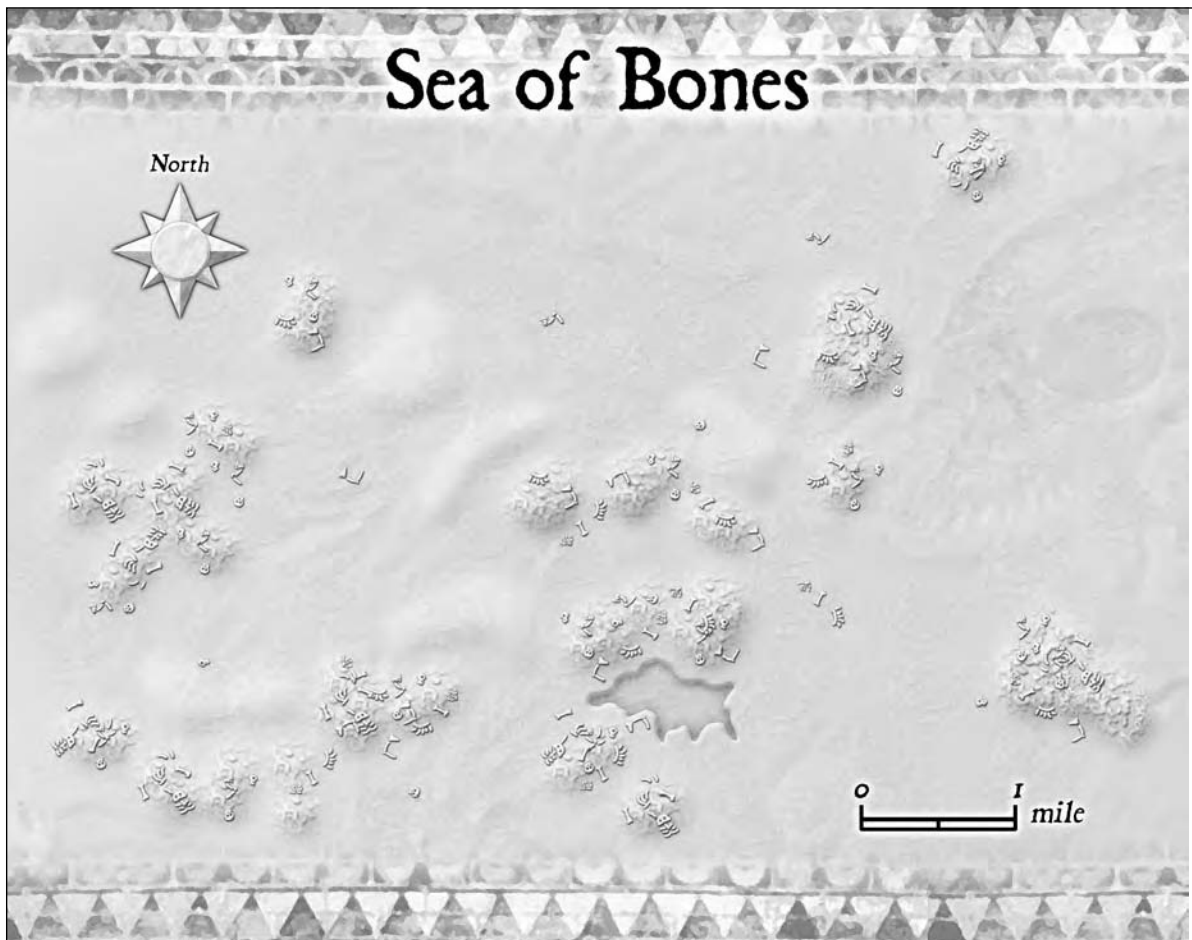
Unit Type (1d6)

1. **Archers:** Tattered medium armor, dented helmets, withered bows, rusty daggers.
2. **Swordsmen:** Medium to heavy armor, helmets, bloodstained sickle swords, bronze greatswords, battle-axes.
3. **Charioteers:** Crashed chariots and rotted harnesses, composite bows, bronze-tipped javelins, cracked helmets.
4. **Spearmen:** Damaged light or medium armor, crumbled longswords with iron and bronze tips, bent and broken pikes and halberds.
5. **Cavalry:** Injured medium armor, broken lances, light maces, bronze helmets adorned with tatters of horse-hair, smashed skulls of horses and camels.
6. **Scouts:** Light or no armor, shattered shortwords, small knives, slings and bullets.

Items of Interest (1d20)

The items indicated below can be found along with huge amounts of rubble and broken equipment, weapons and armor. All magical items should be considered unique items and can only be found once. Reroll or ignore the roll if the dice indicates duplicates of such items.

1. Bloodstained dagger (50%) or masterwork shortsword (50%).
2. Wooden club (50%) or light mace (50%).
3. Bronze sickle sword (50%) or battleaxe (50%).
4. Halberd (50%) or masterwork greataxe (50%).
5. Sling (25%), 2d10 sling bullets (25%) or javelin (50%).
6. Shortsword (75%) or longsword (25%).
7. Mighty composite shortbow with +1 Strength bonus (75%) or mighty composite longbow with +3 Strength bonus (25%).
8. 2d10 arrows (75%) or 1d10 masterwork arrows (25%).
9. Bronze helmet (50%) or buckler (50%).
10. Small steel shield (75%) or breastplate (25%).
11. Hide armor (75%) or half-plate (25%).
12. Scattering of ancient coins (5d4 gp value, 50%), small ivory warrior-statue (15 gp value, 25%), or lapis-lazuli necklace (20 gp value, 25%).
13. A *scarab*, *golembane* (flesh and clay golems, 25%), a *brooch of shielding* (55 hit points left, 25%), a *jewel of attacks* (25%), or a white pearl (250 gp value, 25%).
14. An *ioun stone* (pale blue, 25%), a *necklace of fireballs* (type III, 25%), a *horn of goodness/evil* (25%), or a *candle of invocation* (lawful evil, 25%).
15. An arcane scroll of *wall of fire*, *control weather* and *summon monster V* (caster level 9, 50%), or a divine scroll of *spell immunity*, *cure critical wounds* and *true seeing* (caster level 9, 50%).
16. A ceremonial electrum dagger with a white opal in the hilt (80 gp value, 50%) or jeweled anklet with several golden pearls (200 gp value, 25%), or silver circlet with several black pearls (500 gp value, 50%).
17. A *ring of mind shielding* (25%), a *+1 keen scimitar* (25%), a *+2 large steel shield* (25%), or three flasks of holy water (25%).
18. A suit of *demon armor* (50%), or a *+2 heavy flail* (50%).
19. A *necklace of strangulation* (25%), a *scarab of death* (25%), or a *berserking sword* (50%).
20. The *sickle sword of Naalfesh* (see own description).



Refer to the area map of the Sea of Bones. Allow the player characters to explore the area. If the party intends to skirt around or avoid the area, the DM could suggest that there might still be treasure to be looted here; allow Spot checks (DC 14) to see golden flashes as the sun reflects from a half-buried bronze chariot, the head of a masterwork battle-axe, and so on. Roll on or choose from the following tables to determine the composition of each mound indicated on the map.

Note regarding *detect magic* spells: Powerful destructive magic was unleashed on the battlefield during the ancient battle, to the extent that the entire area still radiates strong evocation magic. As noted in the description of the *detect magic* spell, such strong local emanations may confuse or conceal lesser magical auras. This prevents the player characters from simply using *detect magic* as a “radar” to detect and collect all the magical treasures in this area.

THE LEGACY OF THE FALLEN WARRIORS

A clever party can employ *speak with dead* spells to gain information from the dead warriors. The warriors know much of the background story described in this chapter, except (obviously) events which occurred after their death, such as the de-

struction of Yhakkoth. Since roughly one-third of the dead warriors once belonged to the armies of Ibnath, they can answer questions about that city as well.

Note that creatures with different alignment from that of the caster get a Will save to resist *speak with dead* spells. The warriors of Yhakkoth should be considered lawful evil (75%) or neutral evil (25%), while the soldiers of Ibnath are lawful neutral (50%), neutral evil (25%) or neutral good (25%). Also note that creatures who have turned into undead cannot be the subject of *speak with dead* spells, so the spell simply fails on a roll of 1-4 on 1d20 if cast on a random skeleton.

THE SWORD OF NAALFESH

The archwizard Yaod of Yhakkoth forged an enchanted sickle sword for his general, the lord Naalfesh. It was Naalfesh who led the host of Yhakkoth into battle against the armies of Ibnath, and he remained loyal to the wizards of Elam unto his death, defending their retreat from the battlefield until he was finally beset and slain by twenty warriors of the kingpriest’s Lion Guard.

The *sickle sword of Naalfesh* has rested on the battlefield at the Sea of Bones ever since. It is a steel weapon, its keen blade inscribed with the image of a skull-headed

serpent coiling around a black sun. Its golden hilt is in the shape of a roaring lion whose eyes are set with crimson rubies. Although the gem-studded scabbard rotted away long ago, the material value of the sword alone is at least 8,000 gp.

When Naalfesh died, his essence was captured within the sword. Yaod had crafted the weapon so that the spirit of Naalfesh would serve him even in death, but ironically enough, Yaod was already dead when Naalfesh was slain. The surviving descendants of the wizards of Yhakkoth, the Brotherhood of Kalab, are aware that the power of the sword is essential to the resurrection of the mummy of their archwizard, but they have so far been unable to find the weapon. Occasionally, one or more Kalabite wizards with their skeletal entourages can be encountered searching the wasteland for the weapon.

The sword (that is, the spirit of Naalfesh within) is only too eager to find a new owner, one that it can manipulate to fulfil its own agenda. It seeks to find and side with the wizards of Kalab, to aid in the resurrection of Yaod. The archwizard can, in turn, restore the body of Naalfesh, or so the dead general hopes. The sword has lain dormant on the battlefield for so long that it must be quenched in blood before it can use any of its per-day spell-like abilities (most notably, this prevents the sword from simply using its *telekinesis* ability to seek out the Kalabites for itself).

Thus, the sword appears to serve its new master well, but conceals its true abilities and ultimately betrays its wielder. The DM should find an appropriate dramatic moment to reveal the true nature of the blade.

ISHTIM, THE POSSESSED NOMAD

The Saramites were the first to rediscover the ruins of Ibnath. One of Yahdu-Lim's sons by his many wives, a young and daring warrior named **Ishtim**, led a band of raiders through the desert when a great duststorm unveiled the ruins of Ibnath. Lacking the superstitious nature of his desert kin, Ishtim boldly entered the city and ascended the steps of the great ziggurat. Inside the temple shrine he found a wrinkled corpse grasping

an orb that shimmered with unearthly radiance, fascinating the young nomad as a hypnotized bird stares into a serpent's eye.

Ishtim stole the orb and fled the city with his raiding party, but was possessed by the malign spirit of the Hierophant Ulakhar which was contained in the orb. As the raiding party settled for the night, the possessed Ishtim fled into the desert, carrying the orb with him. The Saramites believe that he was kidnapped by the Kalabite wizards, and have been searching for Ishtim ever since.

The chieftain's lost son now wanders the Red Waste, and the player characters might encounter him in the Sea of Bones. If he is confronted, he attacks the party on sight. The statistics below are for the possessed Ishtim.

Ishtim, *ekimmu*-possessed male human Bbn4/Rog3: CR 7; SZ M; HD 3d6+9 plus 4d12+12; hp 57; Init +3; Spd 40 ft; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; BAB/Grp +6/+9; Atk +9 melee (1d6+3 plus poison, scimitar, 18–20/x2), or +9 melee (1d4+3 plus poison, dagger, 19–20/x2) or +9 ranged (1d4, dagger, 19–20/x2, range 20 ft.); Full Atk +9/+4 melee (1d6+3 plus poison, scimitar, 18–20/x2), or +9/+4 melee (1d4+3 plus poison, dagger, 19–20/x2) or +9/+4 ranged (1d4, dagger, 19–20/x2, range 20 ft.); SA rage (2/day, duration 8 rounds), sneak attack (+2d6), poison (large scorpion venom, Fort DC 18, 1d6/1d6 Str); SQ evasion, fast movement, uncanny dodge, trapfinding, trap sense (+2); AL NE; SV Fort +8, Ref +7, Will +2; Str 16, Dex 17, Con 16, Int 13, Wis 11, Cha 12.

Skills: Appraise +7, Escape Artist +9, Hide +9, Knowledge (local) +4, Listen +6, Move Silently +9, Search +7, Spot +6, Tumble +9, Handle Animal +7, Intimidate +8, Survival +7. **Feats:** Alertness, Blind-Fight, Combat Reflexes, Endurance.

Possessions: Studded leather armor, scimitar, dagger, *Orb of Xoth*, red robes, black turban set with green gem (worth 200 gp), two doses of large scorpion venom.

THE SICKLE SWORD OF NAALFESH

The sword of Naalfesh is a lesser artifact. It functions as a +3 *keen sickle sword of wounding*. In addition, it can employ *protection from arrows*, *telekinesis* and *circle of doom* 3/day each as a 10th-level spellcaster. It is immune to scrying and alignment detection (as per a combined *mind blank* and *undetectable alignment* effect), and the wielder is likewise protected. The weapon is imbued with the essence of Naalfesh and should be considered an intelligent, empathetic weapon with Int 14, Wis 16, Cha 15, and Ego 25. Its alignment is Lawful Evil, but since it seeks a wielder to dominate, it does not bestow negative levels upon wielders of other alignments.

Personality/Description: Ishtim is rather slim but sinewy of build, with a narrow moustache, and dressed in red robes and a black turban set with green gem. He fights with an envenomed dagger and sword. The DM should role-play Ishtim in such a way that it becomes apparent to the PCs that he is either insane, possessed by an outside force, or both.

Development: If the party is on a mission to find and return Ishtim to his father, Yahdu-Lim, their challenge becomes to overcome and subdue Ishtim without killing him. Preferably, they should also seek to exorcise the evil spirit that possesses Ishtim. While possessed, Ishtim babbles gibberish most of the time, but from time to time some words can be recognized (Listen DC 15), such as “the ziggurat, the cursed ziggurat!”.

Tactics: The spirit of the Hierophant Ulakhar has possessed Ishtim. Any damage dealt to the body is suffered by Ishtim, and Ulakhar cares nothing for its host. If Ishtim’s body is destroyed, Ulakhar attempts to possess another body and continue the combat. Souls of destroyed bodies are

captured by the orb that Ishtim carries (see the description of the *Orb of Xoth* in Chapter Two).

If Ulakhar is somehow exorcised from Ishtim, the nomad’s statistics are as follows:

Ishtim, male human Bbn4/Rog3: CR 7; SZ M; HD 3d6+9 plus 4d12+12; hp 57; Init +3; Spd 40 ft; AC 16 (+3 Dex, +3 studded leather armor), touch 13, flat-footed 13; BAB +6/+9; Atk +9 melee (1d6+3, scimitar, 18–20/x2) or +9 melee (1d4+3, dagger, 19–20/x2) or +9 ranged (1d4, dagger, 19–20/x2, range 20 ft.); Full Atk +9/+4 melee (1d6+3, scimitar, 18–20/x2), or +9/+4 melee (1d4+3, dagger, 19–20/x2), or +9/+4 ranged (1d4, dagger, 19–20/x2, range 20 ft.); SA rage (2/day, duration 8 rounds), sneak attack (+2d6); SQ evasion, fast movement, trap sense (+2), uncanny dodge, trapfinding; AL NE; SV Fort +8, Ref +7, Will +2; Str 16, Dex 17, Con 16, Int 13, Wis 11, Cha 12.

Skills: Appraise +7, Escape Artist +9, Hide +9, Intimidate +8, Knowledge (local) +7, Listen +6, Move Silently +9, Search +7, Spot +6, Tumble +9, Handle Animal +7, Survival +7. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Endurance.

CHAPTER SEVEN:

DRAGONCLAW

ROCK

INTRODUCTION

This rocky tableland in the middle of the Red Waste is avoided by the nomads, for all know that deadly, dragon-like creatures (wyverns) live atop the mesa and hunt the parched lands for miles around.

As such, this area would be of little interest to the player characters, were it not for the fact that the hermit Zadhi lives in a cave beneath the plateau of the wyverns. Although she is a relatively recent arrival here, this lone barbaric druidess stumbled upon a relic of another age; during her desert wanderings, she found the twelfth tablet of the *Book of Aeons* (see Chapter Two), also known as the *Tablet of Unbinding*.

The tablet was stolen during the final days of Ibnath and carried into the desert by a caravan-master who did not realize its true nature, nor its value. But the caravan was beset by monsters or raiders (no one knows for sure), and the tablet languished for centuries beneath the desert sands until Zadhi found it. The druidess instinctively recognized its importance and great evil, so she hid the tablet in her cave and has guarded it since.

The *Tablet of Unbinding* is essential to several factions in this adventure. If it falls into the hands of Arukurshu, he can use it to undo the magic that exiles him from Ibnath, break the enchantment on his palace and restore his loyal servants, and finally remove the seals of the great ziggurat and destroy the sleeping Hierophants. In other hands (such as those of the PCs), it can be put to other uses, such as awakening the Hierophants. And the

wizards of Kalab would seek to prevent anyone else from gaining and using the tablet.

Dragonclaw Rock is a flat hill with steep edges, visible for miles around. An approaching party is sure to draw the attention of the wyverns lairing atop the mesa.

1. WYVERN LAIR (EL 8)

A pair of mated **wyverns** lair atop the mesa. The top of the hill is strewn with the bones of humans and animals. Among the bones (Search DC 25) is a *wand of magic missile* (1st level caster) with 31 charges remaining.

The wyverns travel widely during daytime in search of prey. They keep close watch on the horizon and attack even large parties. The wyverns leave Zadhi alone; they have attempted to eat the druidess a few times, but have repeatedly suffered grievous wounds from her scimitar and now wisely avoid her.

Wyverns (2): CR 6; AC 18, hp 59; see the MM for details.

2. ANTHILL (EL 7)

At the base of the eastern side of the mesa is a giant anthill, almost 30 feet tall. This anthill contains a giant ant queen, 30 giant ant soldiers, and 70 giant ant workers. Some of the soldier ants always protect their queen (see Area 4), while **6 giant ant soldiers** guard the anthill from intruders.

Giant Ant Soldiers (6): CR 2; AC 17, hp 11 each; see the MM for details.



3. ANTHILL TUNNELS (EL VARIABLE)

The ground beneath the anthill is filled with tunnels dug out by the worker ants. There is a 50% chance that each tunnel is filled with 1d100 giant ant eggs. In addition, 1d6+5 **giant ant workers** along with 1d4+1 **giant ant soldiers** are encountered in each tunnel.

Giant Ant Soldiers (1d4+1): CR 2; AC 17, hp 11 each; see the MM for details.

Giant Ant Workers (1d6+5): CR 1; AC 17, hp 9 each; see the MM for details.

4. GIANT ANT QUEEN LAIR (EL 8)

This large cavern has been dug out by the giant ant workers to serve as the lair of the **giant ant queen**. The queen is always protected by 8 **giant ant soldiers**.

Giant Ant Queen: CR 2; AC 17, hp 22; see the MM for details.

Giant Ant Soldiers (8): CR 2; hp 11; see the MM for details.

Treasure: Laying loose around the lair are 7 sp and 62 cp in assorted coins.

5. CONCEALED CAVE ENTRANCE

At the base of the hill, near the anthill, is a very well hidden tunnel entrance (Search DC 30) concealed behind several large rocks. The tunnel leads into a series of caverns, the home of the druidess Zahdi. The floor of these tunnels and caverns are covered with red desert sand.

6. WATER-HOLE

The floor of this cavern is moist. A natural wellspring fills a small pool in the middle of the cave. The well can produce up to 30 gallons of fresh water each day.

7. "EMPTY" CAVE

This natural cavern is unlit and appears empty. The cavern floor, 30 feet in diameter, is a pit filled with sand. Buried 15 feet deep in the pit is a lead-coated, *fire-trapped* small box (1d4+10 points of damage). The box contains a stone tablet; this is the twelfth tablet of the *Book of Aeons*, also known as the *Tablet of Unbinding*. See Chapter Two and the description of the great ziggurat of Ibnath for more information regarding this item. The druidess Zahdi (see Area 8) has hidden the tablet here.

Note that the box cannot be found with a Search check unless a character knows that there is something to search for in the sand pit.

8. ZADHI'S CAVE (EL 10)

This is the lair of **Zadhi**, the barbaric druidess of the Red Waste. The cavern is lit by small oil lamps placed around the edges of the grotto. To the south is a ledge 20 feet above the cave floor, accessible by a narrow (5 feet wide) stairway carved into the rock.

Zadhi has several befriended animal companions, 2 **huge viper snakes** and a **desert hawk**. The druidess keeps her few personal belongings atop the ledge and sleeps there, while her animal companions guard the cavern below. On occasion, the druidess has stolen a few eggs from the lair of the wyverns, and extracted wyvern poison from the hatchlings before killing them. This is a weaker form of poison than adult wyvern poison and only causes 1d6 points of initial and secondary Con damage.

Treasure: Among Zadhi's personal items is a string necklace of small pink pearls (worth 1,000 gp), three doses of weak wyvern poison, a suit of wyvern-hide armor (+3 bonus to AC) that she only wears if she expects combat (or if *barkskin* is not among her memorized spells), and a *potion of detect thoughts*.

Zadhi, female human Bbn5/

Drd5: CR 10; SZ M; HD 5d12+10 plus 5d8+10; hp 75; Init +7; Spd 40ft; AC 14 (+1 small wooden shield, +3 Dex), touch 13, flat-footed 11; BAB/Grp +8/+11; Atk +13/+8 melee (1d6+4 plus poison, +1 *scimitar*, 15–20); SA rage (2/day, duration 7 rounds), poison (weak wyvern poison, Fort DC 17, damage 1d6 Con/1d6 Con), spells; SQ animal companion, fast movement, nature sense, resist nature's lure, trackless step, trap sense (+1), improved uncanny dodge, wild shape (1/day, animal only [Small or Medium]), wild empathy, woodland stride; AL N; SV Fort +10, Ref +7, Will +7; Str 16, Dex 16, Con 14, Int 14, Wis 15, Cha 11.

Skills: Climb +16, Concentration +15, Heal +15, Jump +16, Knowledge (nature) +15, Survival +15, Swim +16. **Feats:** Combat Reflexes, Improved Critical (*scimitar*), Improved Initiative, Lightning Reflexes, Weapon Focus (*scimitar*).

Druid Spells Prepared (5/4/3/1; base DC 12 + spell level): 0—*create water*, *guidance*, *know direction*, *light*, *resistance*; 1st—*cure light wounds*, *endure elements*, *magic fang*, *obscuring mist*; 2nd—*barkskin*, *heat metal*, *summon swarm*; 3rd—*poison*.

Possessions: +1 *scimitar*, small wooden shield, gold jewelry (70 gp total), holy symbol (a lizard-skin filled with water during a full moon), light clothing, bone dagger.



Personality/Description: Zadhi is a tan, long-haired, but gaunt and skinny woman of indeterminate age. She dresses lightly, in scanty earth-colored garments. Her face is painted with mystic tattoos, and she is adorned with carved armbands and anklets of beaten gold. Finger- and toenails are unkempt and look like claws. As a child, Zadhi was outcast from her tribe and left in the desert to die, but she survived and learned the ways of nature. The druidess sometimes helps those who are alone and near death in the depths of the Red Waste.

Notes: Since Zadhi is a desert druid, at 2nd level, instead of Woodland Stride she gains the ability to survive for 1 day/druid level longer than normal before thirst affects her. At 4th level, a +4 bonus to Will saves against mirages and illusions replaces Resist Nature's Lure.

Tactics: Zadhi can be assumed to always have *endure elements* (fire) cast upon herself. If she has time to prepare before combat, she casts *barkskin* on herself, increasing her AC to 17, and then *magic fang* on one of her animal companions. In combat, she attempts to use *summon swarm* (against spellcasters) or *heat metal* (against fighter-types) from afar while she is protected by her animal companions. Then, she rages and enters melee with her scimitar, reserving her *poison* spell for tough opponents. If her life is threatened, she

casts *obscuring mist* in an attempt to escape. Should that fail, she *wild shapes* into a small bird and tries to fly to safety, using the secret escape tunnel (Area 9).

Development: Zadhi is suspicious of all strangers until they have proven their good intentions (and she might use her *potion of detect thoughts* in any case, just to be sure). She feels that the strange tablet she has found (see Area 7) is an item better left hidden from the world of men, and she is loath to surrender it to anyone. However, she does not risk her life defending it, and in a near-death scenario she might use the tablet to bargain for her life.

Huge Viper Snakes (2): CR 3; AC 15, hp 33 each; see the MM for details.

Desert Hawk: CR 1/3; AC 17, hp 4; see the MM for details on the hawk.

9. SECRET TUNNEL

A steep, cramped tunnel leads from the ledge in Zadhi's cave, through the rock, and ends in a small, well-concealed (Search DC 30) hole 70 feet above the ground on the southern side of the mesa.

The tunnel is navigable only for creatures of Small or lesser size. Zadhi sometimes uses this tunnel to enter and exit her cave, using her *wild shape* ability to take the form of a small bird when doing so.

CHAPTER EIGHT:

OASIS OF THE

PURPLE DREAMS

INTRODUCTION

At the apex of Ibnath's greatness, this now-sinister oasis was an important waypoint frequented by the caravans that brought precious metals from the mines beneath the Horns of Sinmesh to the gem-cutters and artificers of the city.

The camel-road between the city and the mountains was known as the Glittering Road, for it seemed that there was no end to the amount of precious gems and metals held in the depths of the mountains, and as the caravans plied the road, the saddlebags and crates spilled some of their contents on the ground until the very road itself sparkled with the fire of tiny gems and gold-dust.

Formerly referred to simply as the Northern Oasis, the oasis fell into disuse when it seemed that the mines were finally exhausted. The nomads who drifted into the area many years later quickly learned to avoid it, for they found the waters of the lake to produce disturbing dreams and evil visions when men and animals drank of it. Hence they named it the Oasis of Purple Dreams.

LAKE (EL 3+)

The oasis is dominated by a great lake of bluish-purple water whose surface is strangely calm. The lake is ringed by stunted and twisted cacti. The very air seems to hang heavy with an unreal atmosphere, and the absence of natural animals is disturbing.

The cacti are **vampire cacti**, a deep desert plant that drains the liquids of living animals. These cacti have 12 fleshy, needle-tipped leaves of a dusty green color with narrow yellow bands at the edge. The plant is immobile like most cacti, but its leaves are capable of rapid movement. A successful DC 15 Spot check allows a creature to detect the sun-bleached bones of desert-dwelling creatures that surround the plants, and possibly be alerted to its dangerous nature.

Vampire Cactus (1d3): CR 3; SZ M Plant; HD 3d8+6; hp 19; Init +3; Spd 0 ft. (immobile); AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB/Grp +2/+3; Atk +4 ranged (1d2+1 plus blood drain, needle); Full Atk +4 ranged (1d2+1 plus blood drain [x12], needles); SA blood drain (1 Con damage per needle); SQ plant, immunity to electricity, fire vulnerability (+50% damage from fire); AL N; SV Fort +5, Ref +4, Will +1; Str 12, Dex 16, Con 14, Int —, Wis 11, Cha 9.

Skills: Hide +11. *Vampire cacti have a +8 racial bonus on Hide checks in their natural environment.

Tactics: The vampire cactus attacks all warm-blooded creatures that approach within 5 feet. It attacks by firing its needles, which attach the plant to the victim via the thick thread that unreels itself from within the leaf. This thread allows the cactus to drain the blood and bodily fluids of living creatures.

The plant can fire all 12 of its needles in one round, but no more than 4 at a single target. Needles that miss, any pulled out of a victim, or any needles in a dead victim are reeled in and can

be fired again the next round. These threads have 4 hit points, leaves have 8 hit points, and both can be severed with slashing weapons, though they regrow again in a few days if the main plant is not destroyed. Attacking the threads or leaves does not harm the plant itself (i.e., damage dealt to either is not subtract from the vampire cactus's hit point total).

PURPLE DREAMS

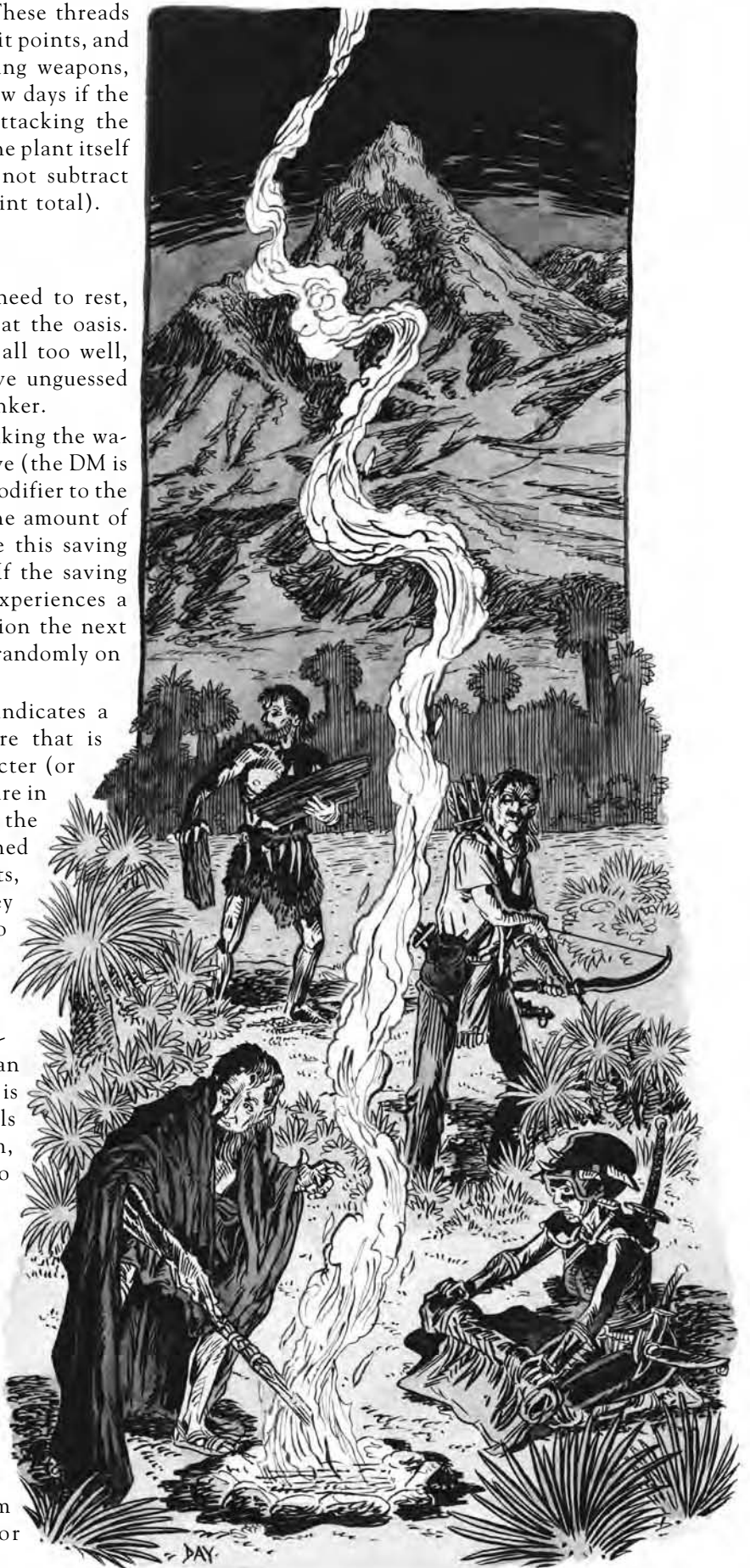
The player characters might need to rest, drink and fill their water-skins at the oasis. But as the desert nomads know all too well, drinking the lake water can have unguessed effects upon the mind of the drinker.

Drinking the lake water: Drinking the water requires a DC 18 Fortitude save (the DM is at liberty to apply a situational modifier to the DC of +1 to +5 depending on the amount of water a character drinks). Make this saving throw in secret for the player. If the saving throw is failed, the character experiences a strange dream, nightmare or vision the next time he falls asleep, determined randomly on the table below.

Dream-combat: If the table indicates a dream-encounter with a creature that is likely to attack the player character (or if the character attacks the creature in the dream), run the combat as if the player character has not yet gained the effects of resting (i.e., hit points, spells memorized, etc. are as they were before the character went to sleep). The character is always alone and without his companions in his dreams. The dream ends immediately if *break enchantment* (treat effect as cast by an 18th-level caster) or *dispel evil* is cast upon the dreamer. Other spells cast by those outside the dream, including healing spells, have no effect upon the dreamer.

If the player character is reduced to -10 hit points during dream-combat, the dream ends and the character awakens suffering 1d3 points of permanent Wisdom drain.

If the player character wins the dream-combat, there is a 50% chance that he awakens "knowing" a random piece of information gained from the dream (roll randomly on the Rumor Table).



DREAM TABLE

Roll 1d20 on the following table to determine the nature of the dream. The DM is at liberty to invent similar dream-encounters, or adjust the descriptions below.

1. The character is traveling through desert dunes when he is surrounded by an icy mist that rises from the ground. An **ethereal marauder** lurks in the mist.
2. The character drifts endlessly in the black gulfs of space. The following days, the character will always be freezing, even under the rays of the desert sun. Treat the character as permanently fatigued for 3d6 days.
3. The character encounters a black woman of sinister beauty who attempts to rape the character. Treat the black woman as a **night hag**.
4. The character falls into a watery abyss and drifts near a black portal. The character finds himself able to breathe in water. A set of immense tentacles extend from within the black portal. The tentacles belong to a **kraken**.
5. A **blue sla'ad** rests on a throne of black basalt. It wants to know the character's truename, or else it attacks.
6. The character is captured by a race of lizard-men and carried in heavy chains to an underground lake. Here, they attempt to sacrifice the character to an **aboleth** which dwells in the lake.
7. The character walks through an endless maze whose white walls are carved with black images of toads. A **hezrou** demon appears behind the character and chases him to a circular room with a bottomless pit. The dream ends if the character jumps into the pit.
8. A **chaos beast** appears out of a thick purple mist.
9. The character descends a crumbled stair which has 101 steps. At the bottom of the stairs is a large cavern with seven pillars of gold. An **elder xorn** bursts from the cavern floor if any of the pillars are touched.
10. A winged goddess appears and grants the character the gift of flight in return for the sacrifice of a point of Constitution (both the ability to fly and the ability drain last for the duration of the dream only). If the character agrees, he sprouts wings and soars among the clouds. Describe one location on the campaign map which was previously unknown to the player character.
11. The character is a bystander during a ceremony in which a procession of white-robed priests ascend the steps of a great ziggurat. The priests escort a black-haired woman, who is naked except for the rich golden jewelry she wears. When the priests reappear from the temple shrine atop the ziggurat, the woman is no longer with them, and small crimson stains can be spotted on the priests' robes.
12. The character is present at the ceremony where a handsome, bearded young man is crowned the kingpriest of a great city-state. Black eunuchs with scarlet loincloths and gold-hilted falchions flank the throne of the kingpriest.
13. The character is part of a caravan of refugees coming out of the west. The caravan stops by a river, and woolen-robed priests sacrifice a white bull to read its entrails. The priests are horrified when they discover that the bull's heart has turned to stone.
14. The character is a priest taking part in a ritual to a tentacled abomination in an underground temple. The attendant priests all wear silken yellow robes and veils.
15. The character faces twelve black archways. Regardless of which archway the character passes through, he appears in a court which is empty except for a purple throne. Coiled around the purple throne is a **spirit naga**.
16. The character faces an **adult black dragon**. A bronze *+3 greatsword* appears in the hands of the character. The sword renders the character immune to the dragon's breath weapon.
17. The character is alone in the desert, at the foot of a great mountain, when a winged demon (a **vrock**) appears and attacks.
18. The character is a foot soldier in a great battle, facing a charge of enemy chariots.
19. The character enters a temple where the priests chant to drive away demons during an eclipse.
20. The character approaches an oasis and encounters a group of silver-veiled men. The veiled ones do not speak, but draw curved daggers and attack the character. If the character tears away the veil of one of the assailants (with a successful grapple check), he sees the face of one of his trusted companions, then awakens.

CHAPTER NINE: THE PIT OF YHATH

INTRODUCTION

Twenty centuries ago, a burning stone fell from the sky to the earth. The stone crashed into the ground, creating a huge crater in the inhospitable desert lands many days north of Eridu. The blue-bearded stargazers of that city observed the path of the fiery meteorite and chronicled its passing upon the cuneiform tablets known as the *Book of the Star-Seed*. The woolen-robed astrologers sent several caravans into the desert to locate the fallen star-stone, but never were any of those expeditions heard from again.

The *Book of the Star-Seed* was forgotten until a lowly student of the arcane, Nim-Urtatu, came from Kish seeking hidden secrets. He discovered the book in one of the libraries of Eridu, but was denied its study by the grey-robed custodians of that library. Discontented, Nim-Urtatu attempted to steal the clay tablets, but was caught and cast into the dismal dungeons beneath the red towers of Eridu. In those dim vaults he was tortured until he lost his sanity, for such was the punishment for those who sought to steal wisdom from the stargazers. Reduced to a ranting madman, Nim-Artatu was then banished from the city and forced to endure the hardships of the wilderness.

In his madness, Nim-Artatu was now driven by a single thought: To locate the fallen star-stone, whose description he had glimpsed on the forbidden clay tablets. After years of searching in the harsh desert lands, during which he became the leader of a small group of outcasts and criminals, he finally found the site of the meteorite's impact. Clearing away the sand in the center of the crater, Nim-Artatu and his

men uncovered a strange purple egg of unnatural size. The madman promptly sacrificed one of his less sane underlings on the spot and was astounded to see the egg, stained by the sacrificial blood, begin to hatch. Inside the egg was a tiny purple worm that, fed by the sacrifice, quickly began to grow and increase in size.

The worm swiftly devoured all of Nim-Artatu's followers, but for some unknown reason, the sorcerer's life was spared. Nim-Artatu interpreted this as an omen, and from that day regarded the giant purple worm as a deity and himself as its high priest. Over the following years, he attracted a new following of other madmen, criminals and escaped slaves. This wicked cult now scours the desert lands, taking prisoners that are thrown into the worm-god's pit.

ADVENTURE HOOKS

Below are possible ways to use this chapter in a campaign setting. Note that some suggestions can be combined to create more complex and/or interwoven situations.

- The Cult of the Pit-Worm captures one or more of the player characters, attempting to throw them into the Pit of Yhath.
- The cult has captured an important member of the Saramite nomad clan and intends to sacrifice him or her. The player characters are hired or coerced to save the prisoner by Yahdu-Lim, the chieftain of the Saramites.
- The Brotherhood of Kalab has captured an important member of their rivals, the Saramites, and left evidence that seems to suggest that the Cult of the Pit-Worm is behind the kidnapping.

- The player characters learn that the Pit-Worm threatens to destroy the oasis of Ussar. They learn of the cult that controls the worm and set out to destroy it, only to discover that the Pit-Worm can only be stopped by proper sacrifice. Will the player characters allow innocents to be sacrificed to save the oasis?

THE PIT OF YHATH

The massive crater that was created when a meteorite struck the desert is called the Pit of Yhath. The crater is located in a remote part of the Red Waste, a stony desert area dominated by flat featureless wastes, stony flatlands and rock outcrops. Approximately 2800 feet (1 km) across, the floor of the crater is about 300 feet below the level of the surrounding desert.

Its steep sides are filled with sharp rocks, gravel and loose sand. Climbing down into the crater requires several Climb checks (DC 15) failure results in 2d4 damage for each 5 points by which the save is missed. On the northeastern side of the crater is a secret, narrow path employed by the cultists; the player characters might stumble onto this path if they search the area (search DC 20).

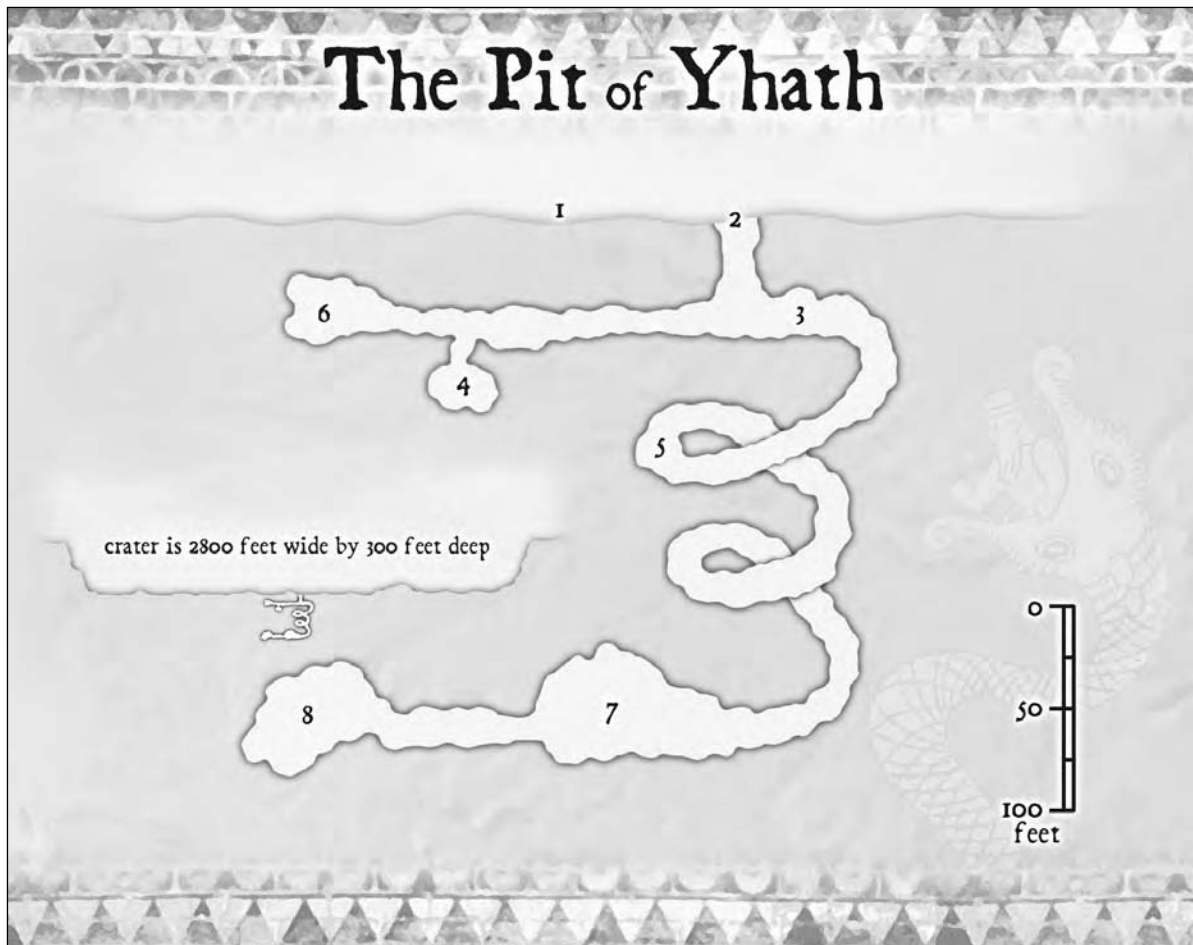
The rocky ground beneath the sacrificial pit in the center of the crater is honeycombed with tunnels excavated by the burrowing pit-worm. The cult members are mostly nomadic (wisely preferring to stay away from the worm), but their self-proclaimed high priest Nim-Artatu lairs in the deep recesses of this tunnel complex.

1. CRATER FLOOR

The floor of the crater is fairly even but is filled with red sand, small rocks and debris blown in from the surrounding desert. Tiny insects and lizards scurry about on the ground.

Any character spending more than a few minutes in the crater can make a Listen check (DC 18) to detect an occasional faint trembling beneath the sand. The vibrations are caused by the worm moving about in its lair many hundred feet below.





2. PIT ENTRANCE (EL 5)

The pit in the center of the crater is quite easy to spot (Spot DC 5, -1 penalty per 10 feet of distance). A shaft 30 feet in diameter descends about 60 feet down into the rocky ground. The cultists make use of this entrance when they enter and exit the tunnels, looking for food, water and victims to capture. Wooden pegs have been driven into the wall of the shaft, forming a crude ladder into the pit.

A number of cultists occupy this chamber. They are of mixed gender, although predominantly male, and their classes are likewise mixed; some are barbarians while other are rogues. The cultists are tan and lean from years in the desert sun and dress in simple, earth-colored robes. Each cultist has a tattoo in the shape of a coiled serpent on his or her chest.

Warrior-Cultist of the Pit-Worm, Male and Female Human Bbn1 (2): CR 1; SZ M; HD 1d12+1; hp 13; Init +1; Spd 40 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; BAB/Grp +1/+3; Atk +5 melee (2d6+3, masterwork greatsword, 19-20/x2); SA rage (1/day, 6 rounds); SQ fast movement, illiteracy; AL NE; SV Fort +3, Ref +1, Will +2; Str 14, Dex 12, Con 13, Int 9, Wis 11, Cha 8.

Skills: Climb +6, Listen +4, Survival +4. **Feats:** Iron Will, Weapon Focus (greatsword).

Possessions: Potion of cure light wounds, dagger, masterwork greatsword, studded leather armor, 70 gp, 30 sp.

Rogue-Cultist of the Pit-Worm, Male and Female Human Rog2 (3): CR 2; SZ M; HD 2d6+5; hp 13; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +3 studded leather, +1 shield), touch 12, flat-footed 14; BAB/Grp +1/+1; Atk +1 melee (1d6, scimitar, 18-20/x2); SA sneak attack (+1d6); SQ evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 8.

Skills: Bluff +4, Hide +7, Listen +5, Move Silently +7, Spot +5, Sense Motive +5, Tumble +7. **Feats:** Improved Initiative, Toughness.

Possessions: Potion of hiding, studded leather armor, buckler, scimitar, shortbow (20 arrows), tanglefoot bag, 90 sp.

Tactics: The cultists employ simple tactics. The barbarians enter a rage and charge, while the rogues attempt to flank and sneak attack opponents.

Treasure: These cultists have no treasure except for their worn and carried equipment.

3. ALTAR TO THE WORM-GOD

This cavern is dimly illuminated by sunlight that filters in from the shaft described in Area 2. A crude stone altar stands on the edge of a wide, downward-

THE PIT OF YHATH

Difficulty Level: 5 for most of the level, 8 in Nim-Artatu's lair, and 14 in the worm's pit.

Entrances: Through the open shaft in the center of the crater.

Exits: N/A.

Wandering Monsters: Use the desert random encounter tables for the surrounding desert. For crater floor and twisting tunnels, roll a wandering monster check on 1d20 once per hour:

1–2.	1d4+1 Giant Fire Beetles
3–4.	2d6 Dire Bats (night only)
5.	1 Ankheg
6–9.	1d3+1 Cultists of the Worm , with 50% chance being led by Sidmu (see Area 6).
10–20.	No encounter

Detections: Strong evil and magic of an unidentifiable sort emanates from the Purple Egg (see Area 8).

Continuous Effects: None.

Standard Features: The twisting tunnels and pits in this area are the results of the worm's burrowings. As such, they are unworked and rough. Remember that moving across uneven surfaces requires Balance checks (DC 10; DC 15 in sloping tunnels). Note that this does not apply to the worm, since it slithers across the ground. The caverns and tunnels are unlit except where noted.

sloping tunnel. The altar-stone is covered with crude patterns and figures carved in bas-relief. A set of manacles is fastened to the massive stone, on the side facing the sloping tunnel. The floor around the altar is strewn with cracked bones. A few bloodstains here and there are also visible.

Victims who are to be sacrificed to the Worm-God are chained to the altar using the manacles. Curiously, the littered bones are predominantly hand- and arm-bones (this is due to the fact that the worm usually snatches a chained victim and swallows it whole, leaving only hands and lower arms chained to the manacles).

Characters who examine the altar-stone get many important clues; the carved figures depict Nim-Artatu's story (see introduction to this chapter). Among the scenes detailed are a comet or meteorite falling to the earth; a robed man excavating an egg-formed object; and chained humans and animals being eaten by a snake-like creature.

4. PRISON PIT (EL 6)

This natural cave is lit by oil lamps placed around the central feature of the room; a heavy wooden grate placed over a hole in the floor. It is obvious that the hole is some kind of cell or slave pen.

The cell is indeed where victims captured by the cult are held before Nim-Artatu brings them to the altar (Area 3) and calls up his foul god to enjoy a new meal.

The sorcerer has placed **Numdiat**, a half-wild tribesman of the Zagros mountains, in charge of guarding the prisoners. He is assisted by 2 **rogue-cultists** and 2 **warrior-cultists** (see Area 2 for statistics).

Numdiat has unkempt brown hair and a short beard. He wears leather armor and sandals.

Numdiat, Male Human Bbn6: CR 6; SZ M; HD 6d12+18; hp 61; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +4 +1 *studded leather*), touch 11, flat-footed 14; BAB/Grp +6/+10; Atk +12 melee (1d12+7, +1 *greataxe*, crit x3); Full Atk +12/+7 melee (1d12+7, +1 *greataxe*, crit x3); SA rage (2/day, 8 rounds); SQ fast movement, illiteracy, trap sense (+2), improved uncanny dodge; AL CN; SV Fort +11, Ref +4, Will +6; Str 18, Dex 13, Con 16, Int 11, Wis 12, Cha 9.

Skills: Jump +13, Listen +10. **Feats:** Blind-Fight, Great Fortitude, Iron Will, Weapon Focus (*greataxe*).

Possessions: +1 *cloak of resistance*, +1 *studded leather*, +1 *greataxe*, *potion of blur*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of shield*, longbow (20 arrows), short sword, 65 gp, 40 sp.

Tactics: If he has time, Numdiat drinks his *potion of blur* before entering combat. He enjoys bull rushes and attacks savagely with his *greataxe*, entering a rage. Faced by a serious threat, he attempts to alert Nim-Artatu and the other cult members, using his *potion of invisibility* to escape a tight spot.

Treasure: Hidden under the reed mats covering the cavern floor (Search DC 20), Numdiat has hidden a small box containing a black pearl (worth 200 gp).

In the prison pit are several captives; choose or roll on the table below to determine what NPCs are present.

1. Pilgrim (Com1):	A traveler on a religious pilgrimage to a great temple or ziggurat. Roll 1d6: Nippur (1–2), Ur (3–4) or Babylon (5–6).
2. Merchant (Com2):	Roll 1d6: A camel-driver (1–2), slaver (3–4) or caravan-master (5–6).
3. Nomad (War4):	A member one of the desert tribes. Roll 1d6 to determine clan: Saramite (1–3), Kalabite (4–5) or outcast (6).
4. Soldier (Ftr2):	Roll 1d6: A deserter from the army of a city-state (1–2), an archer (3–4), a charioteer (5) or an officer (6).
5. Priest (Clr3):	A male or female cleric. Roll 1d6 to determine deity: Tammuz (1–2), Ishtar (3–4) or Marduk (5–6).
6. Traveller (Com1):	A peasant or city-dweller on a journey to another city-state.

This is a good opportunity to introduce new NPCs or even new player characters.

5. TWISTING TUNNELS

These unlit tunnels twist and turn as they descend deep into the earth. Make a roll on the Wandering Monsters table when the player characters descend these tunnels.

6. NIM-ARTATU'S LAIR (EL 8)

This large natural chamber is lit by two large braziers placed to each side of the room. The walls are hung with the skins of various desert animals. Along the far wall are a number of wooden chests. The spartan furnishings include a low table, a wooden bed, and a high backed chair shaped in imitation of a royal throne.

This is the personal chamber of Nim-Artatu, self-proclaimed high priest of the pit-worm of Yhath. He is quite insane, but has so far been successful in feeding the worm with random human sacrifice captured in the desert.

Nim-Artatu is heavily built, with a shaven pate and heavy, bushy eyebrows. His long black beard is braided in the fashion of Mesopotamian priest-kings. He wears a

dark blue robe, tattered from years of harsh desert living, emblazoned with arcane symbols.

The sorcerer believes that the worm must be appeased by human sacrifice, and therefore scours the desert lands taking prisoners that are thrown into the pit of Yhath. Nim-Artatu actually believes that in so doing, he is doing everyone a favor. Better that a few pitiful prisoners die a sacrificial death, than to have the pit-worm rise up and devour all inhabitants of the desert. Perhaps he is right.

Nim-Artatu, Male Human Sor8: CR 8; SZ M; HD 8d4+24; hp 46; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +4/+4; Atk +4 melee (1d6, quarterstaff); SA spells; AL CN; SV Fort +7, Ref +4, Will +6; Str 11, Dex 14, Con 16, Int 11, Wis 6, Cha 20 (base 18, +2 cloak of charisma).

Skills: Concentration +14, Spellcraft +11. **Feats:** Brew Potion, Great Fortitude, Improved Initiative, Iron Will.

Arcane Spells Known (Cast per Day: 6/8/7/6/4; base DC 15 + spell level): 0—*dancing lights*, *detect magic*, *detect poison*, *flare*, *light*, *mage hand*, *prestidigitation*, *read magic*; 1st—*alarm*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd—*invisibility*, *mirror image*, *see invisibility*; 3rd—*summon monster III*, *hold person*; 4th—*stoneskin*.

Possessions: *Scroll of 1 arcane spell* (slow, caster level 5th), *staff of swarming insects* (23 charges), +2 cloak of charisma, *potion of cure serious wounds*, dagger, spell component pouch, star ruby (1,000 gp), deep blue spinel (500 gp), 268 gp.

Tactics: The sorcerer can be assumed to always have *mage armor* precast (which gives him AC 18), with *stoneskin* being used in an emergency. He attempts to summon creatures to fight for him while he follows up with spells and uses his enchanted staff to good effect against opponents. Nim-Artatu has cheated death many times, and attempts to retreat to fight another day if he realizes that a battle goes the wrong way.

Treasure: This madman does not care much for material wealth, but he has managed to collect a few magical items from the cult's captives. Two small, locked wooden chests are *fire trapped* (1d4+8 points of damage). The first chest contains a string necklace of small golden pearls and a violet garnet pendant (worth 3,000 gp), and a gold cloak pin (worth 400 gp); the other chest contains a *potion of endurance*, a *potion of levitate*, and an arcane scroll of *hypnotic pattern* (caster level 3).

Locked Wooden Chest (small): 1 in. thick; Hardness 5; hp 1; Break DC 17; Open Lock DC 20.

Sidmu is Nim-Artatu's female apprentice and occasional lover, attracted by his apparent power over the great pit-worm. She is swarthy, dark-haired and wears a simple sand-colored shawl over her tunic.

Sidmu, Female Human Sor4: CR 4; SZ M; HD 4d4+8; hp 19; Init +5; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +2/+2; Atk +2 melee (1d8, shortspear); SA spells; AL NE; SV Fort +4, Ref +5, Will +5; Str 10, Dex 13, Con 14, Int 11, Wis 11, Cha 16.

Skills: Concentration +9, Spellcraft +7. **Feats:** Improved Initiative, Lightning Reflexes, Spell Focus (Conjuration).

Arcane Spells Known (Cast per Day: 6/7/4; base DC 13 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*, *resistance*; 1st—*endure elements*, *magic missile*, *shield*; 2nd—*glitterdust*.

Possessions: +1 cloak of resistance, arcane scroll of mirror image (caster level 3), bead of force, potion of cure light wounds, shortspear, spell component pouch, 90 gp, 30 sp.

Tactics: Sidmu assists Nim-Artatu during a fight, although her loyalty only goes so far. She might betray or abandon him if she thinks she might profit from it. She is less interested in serving the worm-“god” than acquiring personal power through arcane magic. She enters battle protected by *shield*, saving her *bead of force* for emergencies.

7. THE WORM-GOD'S LAIR (EL 15)

This large cavern is unlit. Read the following only if the characters have some kind of illumination or ability to see in the dark.

The tunnel opens up into a huge cavern. The rough and uneven stone floor is strewn with rocks and debris, mixed in places with cracked bones and skulls. An unwholesome stench of death and decay fills the room. This is without doubt the very lair of the foul worm-being that is worshipped as a god by insane cultists here.

If the worm is present and detects intruders:

The earth shakes and bits of stone fall from the cavern ceiling as the immense, glistening worm roars and reveals a terrible maw filled with row upon row of sword-sized teeth. The sound of its roaring and thrashing is deafening. The massive creature has slimy, dark purple scales and a wicked black stinger; no earthly worm was ever this hideous to behold.

The Pit-Worm of Yhath, Half-Fiend Purple Worm: CR 15; SZ G Outsider [Native]; HD 16d10+128; hp 216; Init -2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 22 (-4 size, +16 natural), touch 6, flat-footed 22; BAB/Grp +16/+42; Atk +27 melee (3d6+14, bite); Full Atk +27 melee (3d6+14, bite) and +22 melee (2d6+7 plus poison, sting); SA improved grab, swallow whole, poison (Fort DC 26, 1d6/2d6 Str), smite good (1/day, +16 damage), spell-like abilities (3/day *darkness*, *poison*, *unholy aura*, 1/day *desecrate*, *unholy blight*, *contagion*, *blasphemy*, *unhallow*, *horrid wilting*); SQ tremorsense (60 ft.),

darkvision (60 ft.), immunity to poison, resistances (acid, cold, fire, electricity 20), damage reduction (5/magic and good), SR 26; AL NE; SV Fort +18, Ref +10, Will +4; Str 39, Dex 10, Con 27, Int 5, Wis 8, Cha 10.

Skills: Hide +7, Listen +18, Search +16, Swim +41, Survival +18. **Feats:** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting).

*Unlike most half-fiends, the pit-worm does not have wings.

Tactics: The pit-worm simply attacks the nearest opponent and attempts to swallow him. The worm uses its burrowing ability to follow fleeing opponents or to escape (if it loses more than half of its hit points, the worm burrows down into the ground, using its tail stinger to ward off opponents).

Treasure: If the pit-worm is somehow defeated, treasure can be found inside its stomach. This treasure consists of precious stones originally carried by victims swallowed whole; other items have been destroyed by digestive acids. The gems include a violet garnet (worth 800 gp), a fire opal (worth 600 gp), and an alexandrite (worth 500 gp).

8. THE PURPLE EGG (EL VARIABLE)

A weird purple glow illuminates this natural cavern. The illumination seems to emanate from a small oval object, egg-like in shape, which rests on the ground in the far corner of the chamber. A strange, alien odor hangs heavily in the air.

Unknown to Nim-Artatu and his cult, the pit-worm is hermaphroditic and has actually produced offspring in the form of a small purple egg, placed here in the deepest caverns. The purple egg is 1 foot in diameter and very heavy (hardness 10, 60 hp).

Hatching the egg: If the egg is showered with fresh blood, it hatches and a **Small half-fiend purple worm** appears, growing to normal (Gargantuan) size in 10 rounds, gaining 50 hp each 3 rounds after the second until a total of 216 hp is reached. It then devours everything in its path, except the creature that initiated the hatching process (but note that this creature does not have any form of control over the newly hatched worm).

Small half-fiend purple worm: For the purposes of this encounter, the growing worm has AC 14, hp 66, DR 5/magic and good and immunities as per its parent. It is wracked by growing pains and cannot attack until it reaches full (Gargantuan) size.

CHAPTER TEN: THE ZIGGURAT OF THE GHOUL QUEEN

INTRODUCTION

Nikhartha was once a priestess of Ishtar in the city of Ibnath. One fateful year, as part of the annual New Year's celebration, this beautiful young woman was selected from among the priestesses to be ritually married to Arukurshu, who was at the time Grand Hierophant and King-Priest of the city-state.

During this religious feast Nikhartha, as an earthly representation of the love goddess Ishtar, was to sleep with the king in the temple atop the city's ziggurat. The king was seen as the mortal incarnation of the resurrected fertility god Tammuz, and the earthly union of the god and the goddess was to ensure the continued prosperity of the city and the people of Ibnath.

Unknown to all, the kingpriest Arukurshu was in reality a vampire, who desired the flesh and blood of the voluptuous priestess. That night in the ziggurat, he mated with Nikhartha, then turned her into an undead creature craving for blood. But the priests of the city discovered them, and in the ensuing confrontation, Arukurshu was forced to flee. The priests soon discovered that Nikhartha had been turned into an undead, and decided to entomb her in a crypt beneath a lesser ziggurat devoted to Marduk and Anu, sealing her forever in her tomb using a sacred relic known as the *Eye of Ishtar*.

Thus the unliving priestess was denied death, yet powerful magical wards held her forever imprisoned in her crypt. Ravenous for the taste of blood, she called out across the desert lands, and the ghouls of the land came creeping through dark and secret underground tunnels to serve her. They hunt the desert for living beings to take back to their Queen, who craves fresh human blood most of all. Nikhartha now feasts on the flesh of unfortunate souls in her nighted vaults beneath the ziggurat.

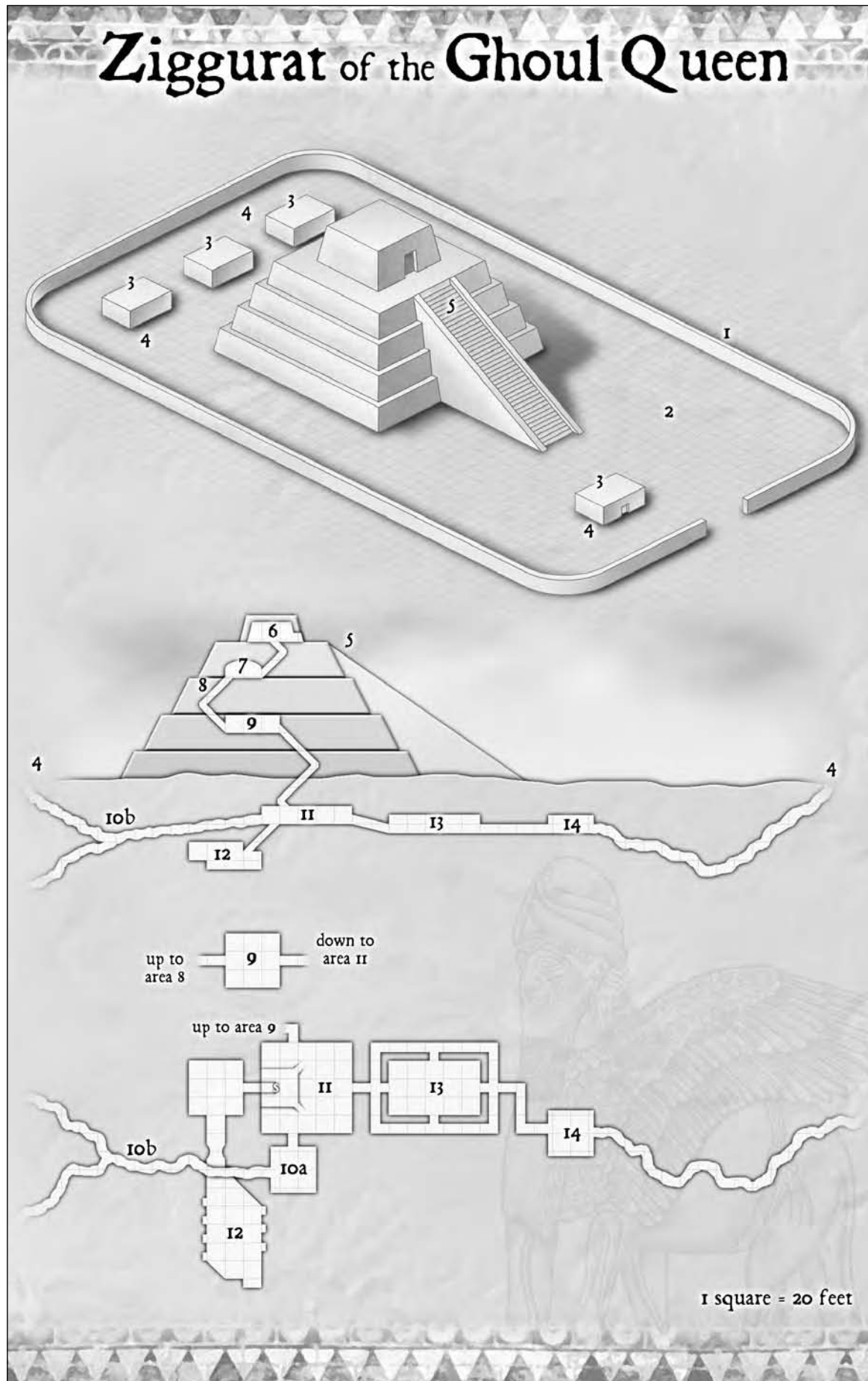
ADVENTURE HOOKS

Below are possible ways to use this chapter in a campaign setting.

- The player characters discover the ziggurat during exploration of the desert. As they draw near it, they are attacked by the harpies who lair atop the temple.
- The player characters are attacked by desert ghouls. If the ghouls are defeated, survivors flee into the subterranean tunnels near the Ghoul Queen's ziggurat.
- From the nomads of the Red Waste, the player characters learn that a powerful magical item, the *Eye of Ishtar*, rests in the onyx ziggurat of Nikhartha. The player characters might be tempted to seek out and retrieve this amulet. However, the *Eye* is a focus for the wards that imprison the Ghoul Queen; removing the amulet breaks the wards and frees the vampire.
- The ancient vampire Arukurshu desires to free his former mate and servant Nikhartha, and then recapture the throne of Ibnath. To accomplish this, he might spread rumors about the *Eye of Ishtar*, luring adventurers to the ziggurat.

THE ZIGGURAT

The onyx ziggurat of Nikhartha is located northwest of the ruins of Ibnath. It is an old structure, built by worshippers of Anu and Marduk in the years before the Temple of a Thousand Gods was raised in Ibnath. The desert nomads fear and avoid it.



THE EYE OF ISHTAR

This green emerald amulet, hung in silver chains, is a potent charm against undead. It radiates strong necromantic magic. The *Eye of Ishtar* is chaotic and bestows one negative level on any lawful creature attempting to wear it. The negative level remains as long as the amulet is worn and disappears when the amulet is no longer worn. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the amulet is worn.

The wearer of the *Eye of Ishtar* can activate the following spell-like abilities:

- *Detect undead* (at will)
- *Invisibility to undead* (3/day)
- *Negative energy protection* (3/day)
- *Death ward* (1/day)
- *Greater restoration* (1/week)

All abilities function at the 12th level of ability. The *Eye of Ishtar* is a unique item and cannot be manufactured.

where even the base of the stepped ziggurat is now half-concealed by sand.

Treasure: By carefully searching the courtyard and succeeding at a Search check (DC 18), a character can find a brass earring, set with an onyx (worth 300 gp).

3. MUD-BRICK HOUSES

Along the western wall of the great stepped ziggurat are four small, single-room mud-brick houses. These were the dwelling-houses of the lesser priests of Anu and Marduk, but have long since been abandoned. Some of the priests fell prey to ghouls; inside each of these houses are 1d3 human skeletons clad in the tattered remains of woolen robes. Yellowed bones are strewn about; a closer examination (Spot DC 13) reveals that the marrow has been sucked out of these bones.

Treasure: A thorough search (Search DC 20) through the third house uncovers a clay tablet inscribed with cuneiform letters. It is a divine scroll containing the spells *speak with animals*, *dispel magic* and *neutralize poison* (caster level 7).

Among the debris on the floor of the fourth house are the shattered remains of another clay tablet (Search DC 20). If the player characters assemble the broken pieces, they are able to read (Decipher Script DC 20) an account of Arukurshu and Nikhartha written by a long-dead priest; it is the tale of how the kingpriest was discovered to be a vampire and how he turned a beautiful priestess into an undead, who was then imprisoned within the black ziggurat. The DM should extrapolate this written account from the background history as he sees fit.

OUTER AREAS

The ziggurat rises out of the red sand dunes, its black cyclopean stones forming a stepped pyramid almost 150 feet tall. It is surrounded by an outer brick wall which is eroded and broken in several places.

1. OUTER WALL (EL 2)

The stepped ziggurat of Nikhartha is enclosed by a red brick wall, 20 feet tall and 3 feet thick. It has eroded to such an extent that it is quite easy to climb; PCs are required to make a Climb skill check (DC 15) to get over it.

The main entrance to the courtyard in the outer wall is located due east. A **large monstrous scorpion** lurks near the entrance; it attempts to attack with surprise and sting a victim, and then flee and wait until its poison takes effect.

Large Monstrous Scorpion: CR 3; AC 16, hp 32; see the MM for details.

2. COURTYARD

Once, this courtyard was a place of beauty, filled with rows of date-palm trees and small ponds of water. Over the ages, sand, rocks and debris from the desert has filled the courtyard, to a point

4. HIDDEN GHOUL TUNNELS (EL VARIABLE)

Several hidden tunnels (Search DC 30) lead from the desert surrounding the ziggurat into the depths of the earth. These tunnels are employed by packs of ghouls who make their way into and out of the nighted vaults beneath the ziggurat. Every 10 minutes, make a wandering monster check on 1d20. On a roll of 1-10, a pack of 1d6+6 **ghouls** appears. They are delighted to find living creatures to bring back to their Queen.

Combat in the tunnels: These tunnels are narrow and only Medium-sized and smaller creatures may move through them. Characters wielding small weapons or piercing medium-sized weapons attack at no penalty, while those who wield large weapons, or slashing or bludgeoning medium weapons, suffer a -4 penalty to their attack rolls.

THE ZIGGURAT OF THE GHOUL-QUEEN

Difficulty Level: 5–7.

Entrances: The ziggurat can be entered through the main entrance and stairway (Area 5) and through the hidden tunnels (Area 4 and Area 14) used by the ghoulservants of Nikhartha.

Exits: N/A.

Wandering Monsters: Once inside the ziggurat, roll a wandering monster check on 1d20 once per 30 minutes or after the party makes any significant noise.

1–5.	3d4 Dire Rats
6–7.	1d3 Ghouls
8–9.	10d6 Normal Bats
10.	Gust of Wind: Torches go out 50% of the time, lanterns 20% of the time. Papers are disrupted, communication is difficult and spell casting requires a Concentration check (DC 12). The wind lasts 1d4 rounds.
11.	1 Vampire Spawn
12–20:	No encounter

Standard Features: The interior corridor walls of the ziggurat are carved with bas-reliefs of people and animals. Doors are of bronze (2 in. thick; Hardness 10; hp 60; Break (DC 28); Open Lock (DC 20)).

Light: Unless otherwise noted, the chambers and corridors of the ziggurat are unlit.

Ghouls (1d6+6): CR 1; AC 14, hp 13; see the MM for details.

Tactics: These ghouls attempt to use their paralysis to disable enemies. Victims who are thus paralyzed are dragged through the tunnels and into the ziggurat.

5. STAIRWAY AND HARPY LAIR (EL 8)

A broad stairway leads up to the shrine atop the ziggurat, 150 feet above ground level. A flock of 4 **harpies** lairs atop the ziggurat, feeding on carrion left by the ghouls as well as the occasional unfortunate traveler.

Harpies (4): CR 4; AC 13, hp 31; see the MM for details.

Tactics: The harpies use their captivating song ability to lure victims atop the ziggurat, where they gang up on the unfortunate victim and attack with bone clubs or claws.

Treasure: One of the harpies carries an amethyst (90 gp); another keeps a *potion of darkvision* in her filthy nest (Search DC 15).

6. TEMPLE SHRINE (EL 6)

The windowless temple shrine atop the ziggurat is 20 by 20 feet. On the eastern wall of the shrine are two heavy bronze doors carved with grinning bull heads.

Locked Bronze Doors: 2 in. thick; Hardness 10; hp 60; Break (DC 28); Open Lock (DC 25).

Inside the shrine is a chamber guarded by a **half-celestial minotaur** which is summoned to the chamber in a puff of smoke when the doors are breached. The eagle-winged guardian wields a mighty bronze greatsword and wears a magical black crown (see below). Invoking the names of Marduk, Ishtar and Anu, the minotaur warns intruders not to proceed, unless they wish to unleash a great evil. The guardian was bound to guard the ziggurat by the Hierophants of Ibnath and cannot leave its chamber.

Winged Guardian of the Shrine, Half-Celestial Minotaur: CR 6; SZ L Monstrous Humanoid; HD 6d8+24; hp 51; Init +1; Spd 30 ft., fly 60 ft. (good); AC 16 (-1 size, +1 Dex, +6 natural), touch 9, flat-footed —; BAB/Grp +6/+16; Atk +11 melee (3d6+9, greataxe, crit x3) or +11 melee (1d8+4, gore); Full Atk +11/+6 melee (3d6+9, greataxe, crit x3) and gore +4 melee (1d8+3); SA powerful charge (4d6+9), smite evil (+6 damage), spell-like abilities (3/day—*protection from evil*, 1/day—*bless*, *aid*, *detect evil*, *cure serious wounds*, *neutralize poison*); SQ darkvision (60 ft.), *daylight* (at will), immunity to disease, resistances (acid, cold, electricity 10), damage reduction (5/magic), SR 16, natural cunning, scent; AL CG; SV Fort +8 (+12 against poison), Ref +6, Will +7; Str 23, Dex 12, Con 19, Int 9, Wis 14, Cha 12.

Skills: Concentration +13, Intimidate +10, Knowledge (any one) +8, Listen +15, Search +12, Sense Motive +11, Spot +15. **Feats:** Great Fortitude, Power Attack, Track.

Possessions: Bronze greataxe, *celestial crown of haste* (allows celestials and half-celestials to use *haste* 1/day [caster level 8th]).

Tactics: This guardian does not negotiate or communicate except for its initial demand, but attacks anyone who does not comply with its commands. The fact that this guardian creature is good-aligned might cause a dilemma for the player characters. The PCs have probably been drawn to the ziggurat looking for great treasure or powerful magical items (such as the *Eye of Ishtar*); do they back down because they are asked to by a servant of good?

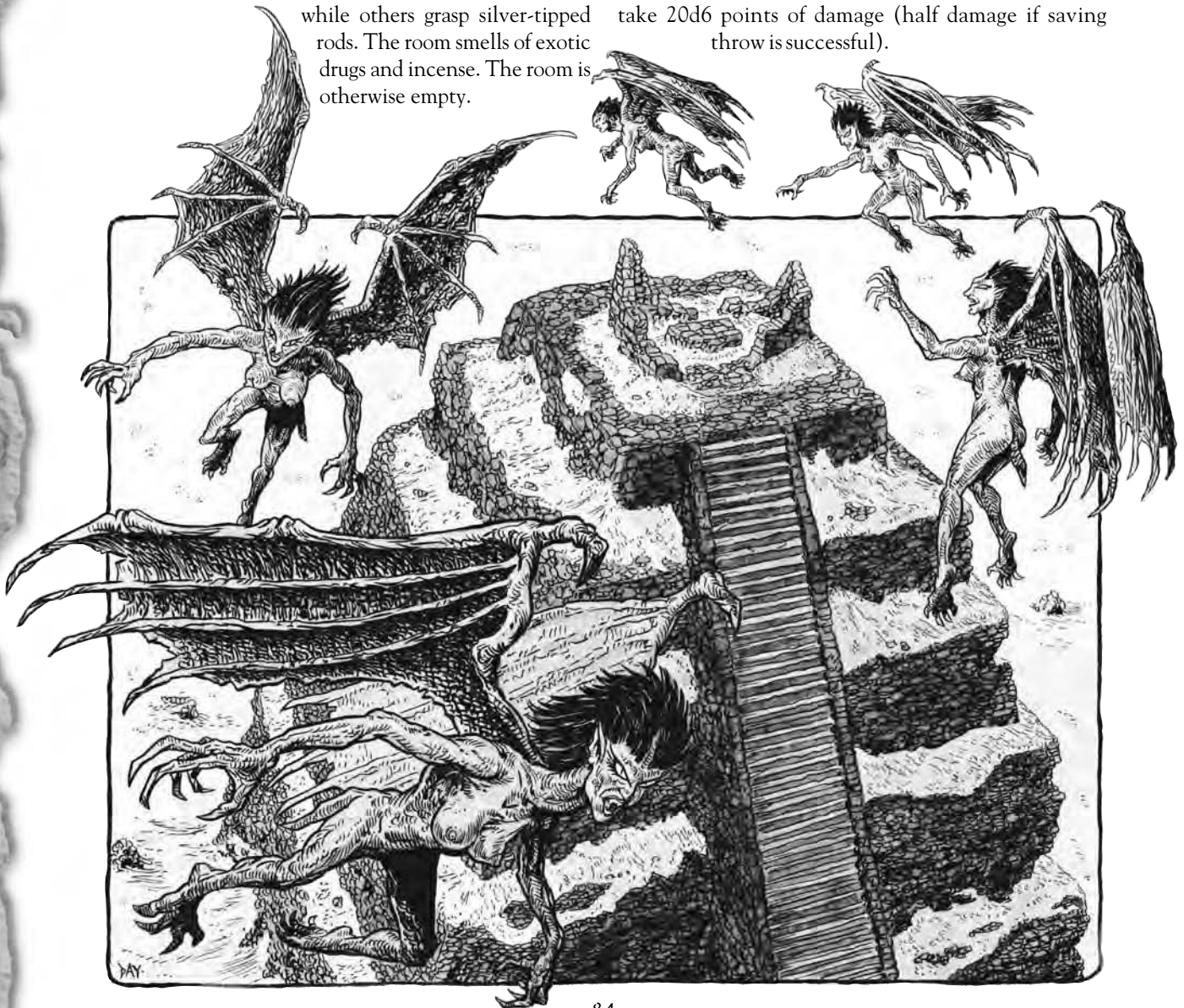
7. ANTECHAMBER

The walls of this circular chamber are carved with images of gods; male and female beings dressed in splendid robes and jewelry. Some wield swords and spears while others grasp silver-tipped rods. The room smells of exotic drugs and incense. The room is otherwise empty.

8. TRAPPED CORRIDOR (EL 10)

The white plaster walls of this narrow, 5 feet wide corridor are crudely painted with scenes of male servants kneeling before an enthroned woman of great beauty. A closer inspection (Spot DC 15) reveals that there are other, older motifs on the walls behind these paintings (the most recent artwork was actually placed there by ghouls serving Nikhartha). A Knowledge (Religion) check (DC 12) allows a character to recognize the sacred symbols of Anu and Marduk among these older motifs.

A wicked, concealed pit trap has been placed in the corridor, activating if more than 50 pounds of weight is placed upon the floor. A creature falling into the pit suffers falling damage; furthermore, when the trap is triggered, a trapdoor in the roof above the pit opens and drops a solid block of stone down into the pit. This happens 1d3 rounds after the trap has been activated; a low, rumbling noise can possibly alert the player characters to this danger if they make successful Listen checks (DC 15). A creature within the pit when the stone falls must make a DC 30 Fortitude save or take 20d6 points of damage (half damage if saving throw is successful).



A character within the pit can possibly be alerted to this second part of the trap and climb (or otherwise get out of the pit) before it is too late; as noted in the skill description, successful Climb skill checks (DC 20) allows a character to climb at one-half the character's speed using a full-round action. If someone can help with a rope the task of climbing becomes considerably easier (DC 5).

Trapdoor Pit (40 ft. deep): CR 10; no attack roll necessary (4d6 points of damage followed by 20d6 damage); Reflex save (DC 20) avoids; Search (DC 21); Disable Device (DC 20); see additional notes above.

Worse yet, the fallen stone block is tall enough (a total height of over 70 feet) to seal the corridor, possibly splitting up the party, or sealing them within the ziggurat (other exits can be found by exploring the ghoulish tunnels in Areas 4 and 14). The stone block is so massive as to be practically unbreakable (Hardness 8, hp 1,500, Break DC 90). The trap can be reset (lifting the stone block to its initial position) using a lever in Area 12.

9. THE SKULL OF DARKNESS (EL 5)

An ivory pedestal stands in the center of this square chamber. Atop the pedestal rests a human skull set with glittering blue gems in its eyesockets. There is an archway in both the eastern and the western wall, with stairs leading down to the east and stairs going up to the west.

Treasure: The gems in the skull are deep blue spinels (worth 700 gp each).

Trap: Touching or disturbing the skull in any way triggers a number of effects. First, it sets off a *glyph of warding*.

Glyph of warding trap: CR 4; electricity blast in 5 ft. radius (5d8); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

Secondly, a black cloud (an area of *deeper darkness*) billows out and radiates from the pedestal in a 60 foot radius (caster level 10), covering the entire room. This effect lasts for 10 minutes.

Third, a **wraith** with *true seeing* appears through the floor. Under cover of darkness, it begins to drain its victims of Constitution (note that the *true seeing* allows the wraith to see through the magical darkness, but normal darkvision does not).

Wraith: CR 5; AC 15, hp 32; see the MM for details.

Tactics: The wraith always attempts to target the creature that touched or disturbed the skull (directly or indirectly). It stays within the magical darkness for as long as possible, gaining additional advantages from total concealment; if its target moves out of the chamber, the wraith follows, moving through walls and floors.

10A. GHOUL LAIR (EL 5)

This chamber stinks of carrion and death. It is the abode of a pack of **ghasts** and **ghouls**. They quickly swarm upon any intruders. Human and animal skulls and cracked bones are strewn about the room.

Ghasts (2): CR 3; AC 17, hp 29 each; see the MM for details.

Ghouls (1d6+6): CR 1; hp 13; see Area 4.

Treasure: On the wall hangs a large well-done wool tapestry depicting a fertile river valley (worth 200 gp).

10B. DEEPER GHOUL TUNNELS (EL VARIABLE)

These tunnels slope downwards into the earth, into ghoulish warrens filled with packs of **ghouls** and **ghasts** and worse. These deep caverns are not described here, but could be detailed if the DM wishes to expand this module with additional encounters, or to connect the ziggurat with other dungeon complexes.

On the other hand, if the DM wants to discourage further exploration, he should throw appropriately-sized packs of ghouls against the PCs. If the player characters delve deeper despite the everpresent ghouls, they encounter one or more gargantuan pale worms (use **purple worm** statistics from the MM). Optionally, the tunnels could simply terminate in dead ends or a bottomless chasm.

11. GRAND HALL (EL 8)

This is a great marble-columned hall, lit by three great golden braziers. The lapis-lazuli floor is inscribed with weird and strange magical sigils. Near the east wall, atop a raised dais 4 feet high, stands a great bronze idol of a god with a horned helmet and a longsword in each hand.

A DC 13 Knowledge (religion) check reveals the idol to be an image of Marduk. The statue conceals a secret entrance (DC 20 Search) to the Ghoulish Queen's prison below; a trapdoor in the floor opens when the left-hand sword of the statue is removed. The trapdoor stays open for 3 rounds before it slowly slides back into place, or closes instantly if the sword is placed back into the hand of the statue. The swords are ancient masterwork longswords, quite usable in combat.

While formerly a shrine dedicated to Marduk, the hall is now used as the feathall of a group of **vampire spawn** sired by Nikhartha. These are comely females dressed in simple robes and sandals.

Vampire Spawn (4): CR 4; AC 15, hp 29 each; see the MM for details.

Tactics: When encountered, these vampire spawn have assumed gaseous form and lurk in the shadows in the corners of the chamber. They materialize in front of the entrance and attempt close the doors, trapping the player characters within. Then the vampire spawn attempt to *charm* and blood drain their victims. They use their spider climb ability to climb on the walls and ceiling to gain tactical advantages.

Treasure: One of the vampire spawn wears a silver circlet set with several alexandrites (worth 500 gp). The golden braziers in the room are worth 250 gp each.

12. GHOUL-QUEEN'S PRISON (EL 9)

This rectangular chamber is accessed through the secret entrance in Area 11. Upon its marble floor stands a black throne, upon which sits the self-proclaimed Ghoul-Queen Nikhartha. Reclining in alcoves in the chamber's walls are several clay coffins where her vampire spawn sleep their unholy sleep. The southern wall of the room is covered by what must have been a very large mirror, which is now shattered into a thousand pieces.

The entire area is affected by an *unhallow* effect with an associated *invisibility purge* spell.

Nikhartha is held imprisoned in this room by a *binding* spell (hedged prison variant) cast by the Hierophants of Ibnath. They placed the *Eye of Ishtar* around her neck as a focus for the spell; if the *Eye* is removed from the vampire's neck by a good- or neutral-aligned creature, the spell is broken. The creature must remove the amulet of its own volition, so Nikhartha cannot force a charmed mortal to break the spell.

The Ghoul-Queen is still as beautiful as the day she was turned into an undead by Arukurshu; but being a vampire she can no longer admire her own reflection. In a fit of rage, she shattered the large mirror behind her throne many decades ago.

The vampire's supple skin is pale, her elongated fingernails are lacquered, her long hair is midnight black, and her only garment is a loincloth of filmy red silk held around her waist by a golden belt. An emerald amulet (the *Eye of Ishtar*) hangs in silver chains between her breasts.

Nikhartha, Female Human Vampire Clr7 of Ishtar: CR 9; SZ M Undead; HD 7d12; hp 48; Init +7; Spd 30 ft.; AC 20 (+3 Dex, +6 natural, +1 ring of protection), touch 14, flat-footed 17; BAB +5/+10; Atk +10 melee (1d6+7 plus energy drain, slam); SA domination (Will DC 18), energy drain (2 negative levels, Fort DC 18), blood drain (1d4

Con drain), children of the night, create spawn; SQ undead, fast healing (5), damage reduction (10/silver and magic), turn resistance (+4), resistances (cold, electricity 10), alternate form, gaseous form, spider climb, vampire weaknesses; AL CE; SV Fort +8, Ref +8, Will +11; Str 20, Dex 16, Con —, Int 15, Wis 20, Cha 21.

Skills: Hide +11, Listen +13, Move Silently +11, Spot +13. **Feats:** Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration.

Divine spells prepared: None (see note below).

Possessions: +1 belt of resistance, potion of mirror image, potion of shield, +1 ring of protection, three doses of *dust of illusion*, masterwork dagger, *Eye of Ishtar*, emerald (1,000 gp), pouch containing 404 gp.

Special Notes: Since she turned to evil, Ishtar does not grant spells or other cleric class abilities to Nikhartha. Instead of wolves, the Ghoul-Queen can summon jackals using her Children of the Night ability. As a spawn of the ancient vampire Arukurshu, Nikhartha is not bound to a specific coffin. If reduced to 0 hit points or lower, Nikhartha assumes gaseous form, but can rest in any coffin to regain lost hit points.

Development: Although she savors the chance to drink human blood, Nikhartha does not attack unless provoked. Her first priority is to gain freedom and return to her sire and master Arukurshu. She attempts to fool the player characters into freeing her by claiming that she would be cured of her "curse of vampirism" if only the emerald talisman around her neck is removed. If the PCs actually believe her and remove the necklace, she does not attack but looks for the first opportunity to flee from the ziggurat and find Arukurshu (remember that she can only travel during the night, because sunlight destroys her). Once free, she does not care for the *Eye of Ishtar* itself.

Should the party see through her lies, Nikhartha offers any potential allies "the gift of eternal life", that is, to turn them into vampires (neglecting to mention that this would make those newly-created vampires her eternal slaves, of course). If lies and trickery fail, she attempts to use her charm gaze and blood drain abilities, while any ghouls and vampire spawn present guard the exits.

A small group of **ghouls** serve their Queen here; they are dressed in black, hooded robes that conceal their faces and cloaks the abhorrent carrion stench. A flock of **stirges** cling to the ceiling in the darkness overhead, swooping down to attack in the event of a battle.

Ghouls (3): CR 1; hp 13; see Area 4.

Stirges (8): CR 1/2; AC 16, hp 5; see the MM for details.

Treasure: The following items can be found in plain sight within this room: A finely wrought silver chain (worth 70 gp), an aquamarine (worth 500 gp), a large well-done wool tapestry depicting a city dominated by a great ziggurat (worth 300 gp), an embroidered silk and velvet mantle (worth 200 gp), a carved bone statuette of a lion (worth 70 gp), a black pearl (worth 600 gp) and a gem which appears to be a white pearl (worth 80 gp) but which is actually a *periapt of foul rotting*.

13. CHAMBER OF THE GOLDEN BULL

The major feature of this room is a huge, golden statue of a winged bull with a crowned and bearded human head. It was consulted as an oracle by the priests of Anu in ancient times, when the priests offered up sacrifices of rare white bulls in front of

the statue, reading divininations in the entrails. The skulls and bones of several bulls are scattered on the floor around the golden statue.

Treasure: The golden bull statue is easily worth in excess of 100,000 gp, but transporting it through the desert would be an adventure in itself. Also, those who attempt to destroy or remove it are cursed by Anu (treat as a permanent *bestow curse* spell that must be removed by *miracle* or *wish* or the direct intervention of another god).

14. GHOUL LAIR (EL 8)

This filthy lair is occupied by a throng of blood-drinking and carrion-eating undead. Narrow tunnels lead from this chamber and into the desert above.

Vampire Spawn (4): CR 4; hp 26; see Area 11.

Ghouls (1d6+6): CR 1; hp 13; see Area 4.

CHAPTER ELEVEN:

THE HORNS

OF SINMESH

INTRODUCTION

The city of Ibnath was founded upon the discovery of gold and precious stones beneath the hills of the southwestern edge of the mighty Zagros mountains. A mine was established near a pair of tall mountain peaks called the Horns of Sinmesh. Here, thousands of slaves toiled and died in the narrow, sulphur-stinking tunnels and smoky shafts deep in the sunless halls beneath the Horns, while camel trains brought gold and gems along the Glittering Road to Ibnath's markets and bazaars.

Then, after centuries of mining, the rich ores were supposedly exhausted, or so the merchants and goldsmiths of Ibnath were led to believe. In fact, a strange wasting disease of unknown origin began to affect the slaves. Fearing the spread of this disease, against which spells and prayers proved useless, the Hierophants of Ibnath reluctantly ordered their overseers to seal the diseased slaves within the mine's shafts and abandon the mines.

Most of the slaves died from the disease, but a small clan resisted the plague; however, they were hopelessly imprisoned deep in the bowels of the earth. Over the years, these survivors adapted to the gloomy environment, subsisting on underground fungi and insects, but became degenerate, stunted creatures fearful of bright light.

When the vampire-kingpriest Arukurshu was banished from Ibnath, he retreated to the mines beneath the Horns of Sinmesh. He discovered the degenerate slaves and thought to enslave them to his own purposes. But Arukurshu's plans were foiled when he realized that the degenerates had begun to worship a loathsome toad-being whose slimy idol they had unearthed in the lightless caverns deep beneath the mines.

THE PLAGUE OF SINMESH

The disease which affected the slaves working in the deepest pits of the mines was appropriately named the Plague of Sinmesh. While its ultimate source is unknown, it is not unlikely that the toad-god Tsathogga spread the disease with the intent to claim the gem-rich mines as his own. The effect of the disease is to slowly waste the infected creature to a dried-out husk. As the disease progresses, black and green slime continuously drips and oozes out of the victim's orifices.

Plague of Sinmesh: Inhaled (DC 18) and contact (DC 20), incubation 1d6 days, damage 1d3 Con. When damaged, the victim must succeed at another saving throw or 1 point of temporary damage is permanent drain instead.

The disease has SR 25 against *cure disease*, *heal* spells and similar magic. The only known antidote is to eat the powdered green fungi of Nhakh, which blooms in caverns sacred to the toad-god Tsathogga.

ADVENTURE HOOKS

The following adventure hooks can be employed by the DM when the player characters adventure beneath the Horns of Sinmesh.

- The degenerates of Sinmesh are caught in a power struggle between the priests of the toad-god Tsathogga and the ancient vampire Arukurshu. Most of the former slaves have turned to the worship of Tsathogga under the leadership of Namra-Sagu. However, there are those who are more or less sane and wish to escape to the surface, and these might appeal to the player characters for rescue. However, how long can they survive under the burning desert sun? There is also the risk that these escapees are

THE MINES OF SINMESH

Difficulty Level: 12.

Entrances: Mine's main entrance (Area 2).

Exits: Secret exit tunnel in Area 19; lightless tunnels lead into the depths of the earth near the Toad-God's lair (Area 17).

Wandering Monsters: Once past the sealed doors at Area 2, roll a wandering monster check on 1d20 once per 10 minutes.

1.	2d10 Degenerates of Sinmesh (Bbn2), commanded by a 3rd-level cleric of Tsathogga (see Area 15 for statistics).
2.	2d4+1 Darkmantles .
3.	1d6 Stirges .
4.	1d4+6 Twilight Mushrooms (see the <i>Tome of Horrors</i> by Necromancer Games).
5.	1 Stegocentipede (see the <i>Tome of Horrors</i> by Necromancer Games).
6.	1d2 Wights .
7.	1 Average Xorn .
8.	1 Roper .
9.	A patch of Green Slime drops from the cave ceiling.
10.	A patch of Yellow Mold bursts forth with a cloud of poisonous spores.
11–20:	No encounter.

Standard Features: Most of the mines consist of narrow tunnels with rough walls. Faint patches of glittering ore veins can be seen in some walls. Along the tunnel floors are crude wooden cart tracks used to transport metals and precious stones. Scattered here and there are worn-out wicker baskets and mining tools such as picks, hammers and chisels.

infected with the Plague of Sinmesh and could bring the disease with them out of the mines and into the desert.

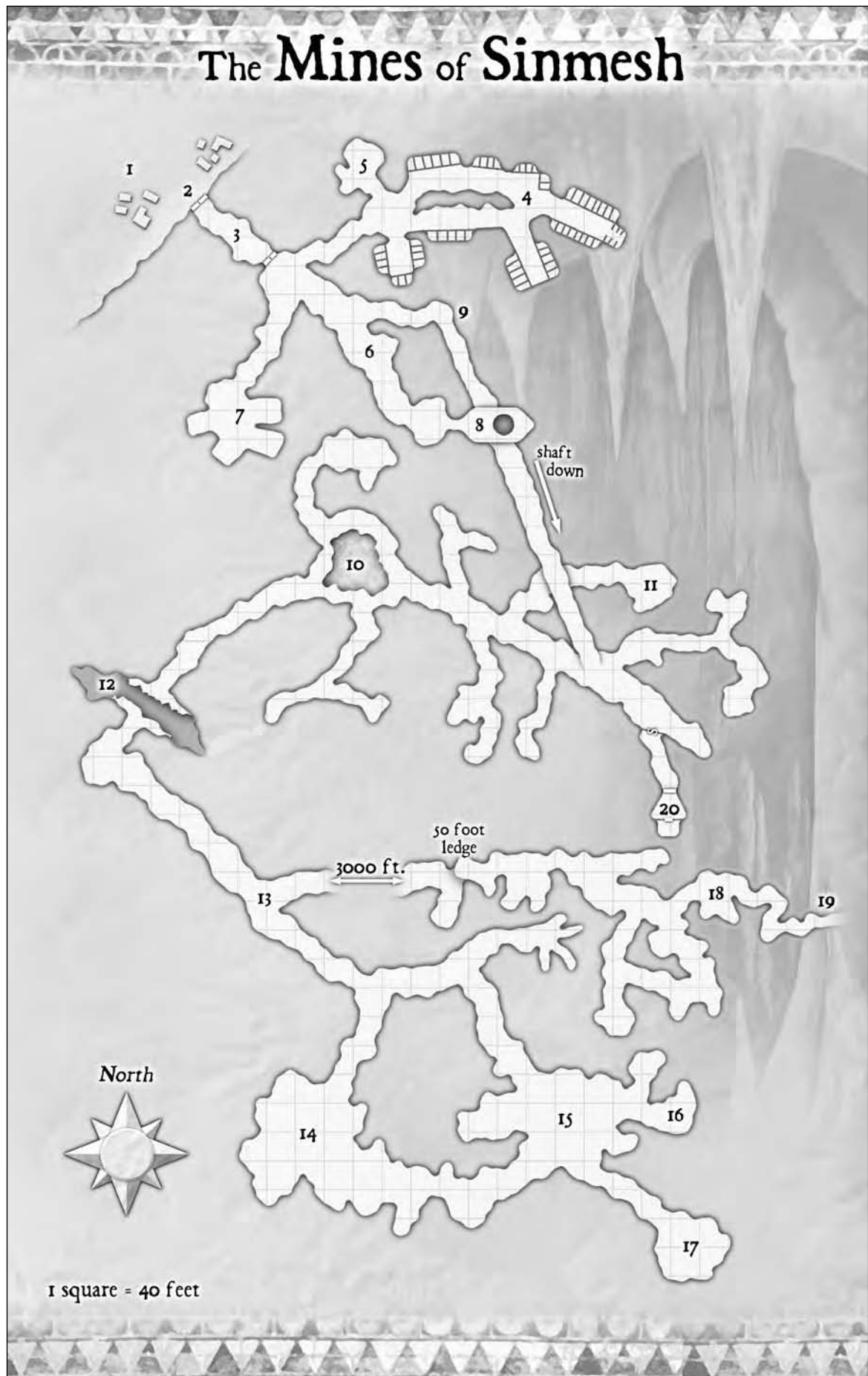
- Arukurshu's soul object is hidden somewhere within the mines. His enemies, including the Hierophants and Namra-Sagu, would like to see it destroyed.
- The mine's inhabitants know of a sealed vault (see Area 20) which contains gold and gems left by the mine's overseers. It is trapped with powerful spells, preventing them from relocating the treasure to the toad-god's cavern.
- The survivors in the mines are hiding from Inamuat, the ghost of an overseer who was killed during a slave revolt (see Area 5). They are grateful towards anyone who permanently banishes the ghost (perhaps even revealing the location of the treasure vault mentioned above).
- A band of nomads entered the mine and became infected with the Plague of Sinmesh, and unwittingly brought the disease out into the desert. The nomads might hire or force the player characters to find a cure (see the "Plague of Sinmesh" section above).

1. MUD-BRICK BUILDINGS (EL 2)

A mix of large and small mud-brick buildings stand near the mine's entrance. The largest building is a caravanserai, where mules and camels were loaded with gold bars and uncut gems bound for Ibnath along the Glittering Road. A heavy stench of animal sweat and dung still hangs in the air here, while the skulls and bones of pack animals litter the hard-trodden ground.

South of the caravanserai are the offices of the mine's overseers and wardens. A successful Search check (DC 12) allows a character to find ancient clay tablets featuring inventories of slaves and supplies bound for the mines. If another Search check (DC 15) is successful, the character finds several clay tablets describing a disease which has begun to affect the slaves working in the deepest shafts of the mines, as well as the orders from the Hierophants of Ibnath to seal and abandon the mines.

Nearest the mine's entrance are the barracks used to house the soldiers posted to defend the mines against hostile armies and raiders. The rooms and



halls of the barracks include an armory, where a selection of ancient weapons and armor can be found. Most are broken or decayed, but a +2 *keen battleaxe* can be found among the rubble (Search DC 20). A **large monstrous scorpion** hides near the weapon; it is startled and attempts to sting the nearest opponent.

Large Monstrous Scorpion: CR 2; AC 16, hp 32; see the MM for details.

2. MINE ENTRANCE

The mine entrance is located directly beneath the two mountain peaks known as the Horns of Sinmesh. A set of colossal brass doors, each 30 feet tall and 20 feet wide, are set into the hillside.

Massive Brass Doors: 6 in. thick; Hardness 10; hp 180; Break (DC 30); Open Lock (DC 35).

The doors are carved with images of winged, bearded, human-headed bulls, as well as three robed humanoids who wear conical crowns and carry lightning-tipped rods, against a background of stars, moons, and planets. A Knowledge (religion) check (DC 12) is required to recognize the figures as mythological images of the gods Anu, Sin and Marduk. Across the doors, from right to left, is row upon row of archaic cuneiform script. A successful Decipher Script check (DC 25) allows a character to read the text, which appears to be an invocation to the moon-god Sin:

"Monthly, without cease, form designs with a crown.

At the month's very start, rising over the land,

You shall have luminous horns to signify six days,

On the seventh day reaching a half-crown.

At full moon stand in opposition in mid-month.

When the sun overtakes you at the base of heaven,

Diminish your crown and retrogress in light.

At the time of disappearance approach the course of the sun,

And on the thirtieth you shall again stand in opposition to the sun.

I have appointed a mark, follow the path of justice,

... approach and give judgement."



The last sentence is a clue regarding the opening of the great brass doors. The carving of the middle figure (Sin) points his lightning-tipped rod towards a particular image of a full moon. In lieu of keys or violent force, a *mark of justice* spell can be cast upon this area of the door. This causes the doors to swing open and remain open for 1 hour or until closed. Note that the doors must be opened using the same procedure from the inside. The backsides of the doors are similarly decorated with images of gods, stars and moons.

3. ENTRANCE TUNNEL (EL 12)

Beyond the great brass doors, a wide tunnel winds its way into the mines. Not willing to trust the defense of the mines entirely to their human servants, the Hierophants created a pair of clay golems to guard the mines. Certain magical cuneiform seals were inscribed into the bodies of these golems as part of their creation. These seals grant the golems spell-like abilities which can each be activated once per day as a standard action by touching the appropriate seal. While the golems lack the intelligence to make strategic use of these abilities, they rely on programming to use the abilities under the right circumstances.

The first golem has the following spell-like abilities: *invisibility purge*, *harm*, *flame strike*. The second golem has the following spell-like abilities: *holy word*, *insect plague*, *silence*. These abilities are as the spells cast by an 11th-level cleric (save DC 13 + spell level).

Clay Golems (2): CR 10; AC 22, hp 60 each; see the MM for details.

Tactics: The golems attack anyone not speaking the pass phrase “*zi dingir kia kanpa!*” (literally, “spirit god of the earth, remember!”). This phrase was known to the overseers of the mine as well as the Hierophants. The ghost of Inamuat (see Area 5) knows the pass phrase and might use it to bargain with the player characters, assuming the party didn’t destroy the golems on their way into the mines.

4. SLAVE PENS

Hundreds of small cells honeycomb this area of the mines, where the slaves and laborers were kept between their gruelling work shifts in the mine’s tunnels. Most of the cells are now empty, the remainder filled with a scattering of bones, skulls and bloodstains among bits of rusted chains and rotted ropes.

Contagious Area: The entire slave pen area is contagious; refer to the “Plague of Sinmesh” section above for details. All creatures who venture into this area risk infection; worse, all saving throws against the disease are at an additional –2 penalty here.

5. SITE OF FAILED REBELLION (EL 10)

Over the centuries, several attempts at slave rebellions were put down by the overseers and soldiers stationed in the mines. During one particular rebellion, though it was brutally put down by swords and spells in the end, the slaves were successful in killing a hated overseer named Inamuat and several of his lieutenants. The horde of blood-mad slaves, bent on freedom, hacked the corpses of Inamuat and his lieutenants to pieces with hammers, picks and captured weapons. This prevented the lesser Hierophants from using *raise dead* spells to revive the bodies, and Inamuat was not deemed important enough to bother the highest-ranking priests of Ibnath with his resurrection.

Thus spurned by his masters, Inamuat’s restless soul rose as an undead, seeking revenge on both the slaves who had killed him as well as his former masters.

Inamuat appears as a spectral image of his former self; a powerful, heavily muscled human male with black, short-cropped beard and his hair in a single black braid running down his neck. He wears (spectral) jewelry and a silver-embroidered blue kilt, indicating his position and status as an overseer.

Inamuat, male human ghost Ftr8: CR 10; SZ M Undead; HD 8d12+3; hp 52; Init +7; Spd Fly 30 ft. (perfect); AC 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14; BAB +8/—; Atk +13 melee (1d8+6, light flail) (against ethereal opponents only); Full Atk +13/+8 melee (1d8+6, light flail) (against ethereal opponents only); SA manifestation, corrupting gaze (30 ft., Fort DC 18, 2d10 points of damage and 1d4 points of Cha drain), malevolence (Will DC 19); SQ undead traits, incorporeal, turn resistance (+4), rejuvenation; AL LE; SV Fort +6, Ref +7, Will +4; Str 19, Dex 16, Con —, Int 13, Wis 14, Cha 18.

Skills: Climb +15, Handle Animal +15, Jump +15, Ride +14. **Feats:** Blind-Fight, Dodge, Improved Critical (light flail), Improved Initiative, Lightning Reflexes, Quick Draw, Toughness, Weapon Focus (light flail), Weapon Specialization (light flail).

Possessions: Ethereal light flail.

Tactics: Inamuat seeks to revenge himself upon the slaves (the original rebels are long since dead, of course, but he is quite happy to slay their descendants) as well as the Hierophants. He might negotiate with the player characters if he thinks they can help him achieve either of his goals. He cannot be laid to rest permanently (see the description of the ghost’s rejuvenation ability) until the former slaves are all dead, or he has been resurrected.

Treasure: The spartan furnishings of Inamat's chambers were wrecked during the rebellion, yet the player characters can find a blue quartz shaped like a four-pointed star beneath the rubble (Search DC 20). The gem is actually a key that allows entry to the Great Furnace (see Area 8).

6. PIERCER TUNNELS (EL 1+)

These tunnels are dotted with abandoned wicker baskets used by the slaves to carry ore, as well as various tools and mining equipment. For each tunnel the player characters pass through, there is a 50% chance that a small cluster of **1d4+6 piercers** (see the *Tome of Horrors* from *Necromancer Games*) is present in the tunnel ceiling, appearing as small stalactites. They attempt to drop down and impale unsuspecting victims.

7. STORAGE AREAS

These unlit chambers were once used as storage areas for equipment and foodstuffs. A successful Search check (DC 12) allows a character to find clay tablets with cuneiform script that form inventories of the equipment once stored here.

Player characters might use this area to resupply. There is a 50% chance that a character finds a minor piece of usable equipment by making a Search check (DC 15, or DC 20 if looking for a specific piece of equipment). Unless the player character announces that he is looking for something specific, the equipment found should be rolled randomly on the equipment table in the PHB. In any case, its value should not exceed 20 gp.

8. GREAT FURNACE (EL 11+)

While gems and precious stones extracted from the mines were usually taken to Ilnath for cutting, raw ore from gold and other metals were smelted into bars using this great furnace. The chamber is protected by great brass doors, carved with designs of four-pointed stars. They can be opened by pressing the gem-key found in Area 5 into the central four-pointed star.

Great Brass Doors: 2 in. thick; Hardness 10; hp 60; Break (DC 28); Open Lock (DC 30).

The room is hexagonal, dominated by a large circular pit 30 feet deep. In the center of the pit stands an archway whose apex is carved with a red disc with a four-pointed star and rays. The archway is a permanent *gate* to the elemental plane of fire, used to summon and enslave fire elementals to fuel the forge.

A number of undying **salamanders** and other fire-creatures were bound to this chamber by the spells of the Hierophant Kalduk, high priest of Utu, the god of sun and fire. The salamanders thus enslaved were prized by the Hierophants for their ability to work metal in the furnace itself, but the creatures resent their age-long imprisonment. They are only too happy to vent their rage on intruders, although they do not attack anyone bearing the star-shaped blue quartz key from Area 5.

Average Salamanders (6): CR 6; AC 18, hp 58; see the MM for details.

Tactics: The salamanders are bound to the pit and cannot leave the furnace chamber (not even through the *gate*). If attacked, they use the archway to summon several **thoqqas** from the

PIERCER (CR 1/4 HAZARD)

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer must make a Spot check (DC 20) to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a Reflex save (DC 15) to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers move 5 feet per round). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe. Their acid deals 1d6 points of acid damage. Those of 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.

elemental plane of fire to assist them in melee (see below). If the opportunity presents itself, they attempt to charge, bull rush and hurl intruders through the gate.

Thoqquas (variable): CR 2; AC 18, hp 16 each; see the MM for details.

Tactics: The thoqquas use their burrowing ability to appear behind and flank opponents.

The gate: The archway in the center of the pit is a permanent *gate* to the elemental plane of fire. The gate can be used in several ways. First, by touching the gate and uttering the command phrase “*namgizzia-utugizzia-iaatuurukurhum*”, 2d4 thoqquas are summoned and serve the summoner for up to 18 rounds (a single creature can employ the summoning up to three times per day). The salamanders know this command phrase and use it as described in their tactics, above. At the DM’s option, other command phrases may exist to summon and/or bargain with other fire creatures, as per the description of the *gate* spell in the PHB. Secondly, the gate can act as a one-way transport to the elemental plane of fire. Anyone simply stepping through the archway is instantly transported to the plane of fire, appearing on a fiery plain crawling with thoqquas.

Treasure: Near the archway are piles of gold bars stamped with the seals of Ilnath. This is a remnant of the treasure the Hierophants had to abandon when they ordered the mines to be sealed due to the plague. The gold bars have a total value of 40,000 gp.

9. CENTRAL MINE SHAFT

A great shaft descends into the depths of the earth. Bolted into the cavern ceiling is a sturdy winch-and-pulley arrangement attached to two heavy wooden platforms. These platforms function as elevator-like mechanisms for descending into the mines’ various levels.

Up to twelve medium-sized creatures fit on a single platform. Those standing on the platform can use the attached ropes to lower or raise the platform. Operating the platform requires a successful Strength check (DC 20), although several creatures can assist the effort. The ropes can be fastened to the platform to lock the platform’s position in the shaft.

10. UNDERGROUND LAKE (EL 6)

A large underground lake fills this huge natural cavern. It once served as the main water source for the mine’s workers, guards and overseers. However, since the mine was abandoned, it has become corrupted and several **giant monstrous frogs** (see the *Tome of Horrors* by Necromancer Games and the Appendix of this book) now lurk in its murky depths. They leap out to attack anyone who attempt to circle the lake or drink from its waters.

Giant Monstrous Frogs (5): CR 2; SZ M Animal; HD 2d8+6; hp 15; Init +0; Spd 20 ft.; AC 13 (+3 natural), touch 10, flat-footed 13; BAB/Grap +1/+4; Atk +1 ranged (grapple, tongue) or +4 melee (1d8+3, bite); Full Atk +1 ranged (grapple, tongue) and bite –4 melee (1d8+3, bite); or +4 melee (1d8+3, bite); SA improved grab, leap, rake 1d6+1, swallow whole; SQ low-light vision, scent; AL N; SV Fort +6, Ref +3, Will –1; Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6.

Skills: Hide +7, Jump +7, Spot +1. **Feats:** —.

Contagious Area: This area is contagious and any character inhaling air in this cavern is at risk of becoming infected with the Plague of Sinmesh. Any character bitten or struck by the frogs in the lake must make an additional save against the plague.

11. CAVE-IN

Several large boulders block this passage. There is obviously something behind the cave-in, for half-rotten, blackened wooden beams can be seen protruding from the boulders, and shattered bones of skeletons are strewn on the ground.

There are 2d6 large boulders that each require a successful Strength check (DC 25) to remove. Up to three Medium-sized creatures can assist the character trying to lift the boulders; by making a successful Strength check (DC 10, and not allowed to take 10) they each add +2 to the main character’s check. The massive boulders can also be broken to pieces (hardness 8; 540 hit points; Break DC 50) or *disintegrated*.

Beyond the cave-in is a medium-sized cavern. It is filled with the skeletons of those unfortunate enough to have been trapped within the cavern. However, lethal microscopic fungi has been trapped within this pocket of air sealed off from the rest of the mines. Treat this as an inhaled poison. Characters who have covered their mouths with a damp cloth gain +4 to their saving throws.

Microscopic Fungi: Inhaled (DC 18), initial damage 1 permanent point of Con drain, secondary damage 3d6 Con.

Treasure: One of the skeletons inside the cavern (Search DC 20) wears a silver *ring of water walking*. A bronze necklace in the shape of a mantichore, set with a black opal (worth 1,000 gp), dangles around the neck of another skeleton (Search DC 15).

12. CHASM AND ROPE BRIDGE (EL 5)

A decrepit-looking rope bridge spans a great natural rift in the ground here. Characters who look down into the chasm see something that

glitters in the darkness deep down below (Spot DC 16). If a torch is flung down the chasm, or someone climbs down (Climb DC 25, or DC 5 using a rope), the rift is found to be approximately 90 feet deep. The cavern floor below is filled with shattered skeletons dripping with slime (it is this slime that reflects light and glitters).

This chasm was once used to “deposit” dead slaves from the mines above. It is still used by the descendants of the slaves who throw garbage and offal into the pit below. A **huge ankheg** lurks here. It feeds off carrion and has grown to immense size.

Huge Ankheg: CR 5; SZ H Magical Beast; HD 9d10+45; hp 94; Init -1; Spd 30 ft., burrow 20 ft.; AC 19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 19; BAB/Grp +9/+26; Atk +16 melee (2d6+13 plus 1d4 acid, bite); SA improved grab, spit acid; SQ darkvision (60 ft.), low-light vision, tremorsense (60 ft.); AL N; SV Fort +11, Ref +5, Will +6; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills: Climb +14, Listen +6, Spot +3. **Feats:** Alertness, Iron Will, Power Attack, Toughness.

Ambush: If the degenerate mine dwellers (see Area 15) know the PCs are within the mines, they attempt to stage an ambush here, attacking when most of the party is on the rope bridge. If they perceive the party to be very powerful, they cut the ropes so that anyone on the bridge plummets to the ground, suffering 9d6 points of damage (a successful Reflex save in this case means the character has managed to hold onto the bridge, but crashes into the rift wall). See Area 15 for the warrior statistics.

13. DEEP TUNNELS

These dark, natural tunnels descend from the worked mine tunnels. After several hundred feet of twisting and winding through the earth, they lead down to the fungi garden (Area 14) and the caverns of the degenerates (Area 15).

About 140 feet down the western tunnel is a dead end with several large holes in the tunnel ceiling. This was the old haunt of the ankheg (see Area 12) before the degenerates drove it away.

14. FUNGI GARDEN (EL 6+)

This is a large natural cavern filled with all kinds of fungi cultivated by the degenerates, including **shriekers**, **violet fungi** and the notorious green fungi of Nhakh. There is a 50% chance that **3d6 degenerate warriors** (see Area 15 for statistics) are here when the PCs enter. The inhabitants of the mines know how to avoid the dangerous fungi here. The player characters must make a successful Survival check (DC 15) to detect and avoid the dangerous fungi in this cavern.

Shriekers (1d6): CR 1; AC 8, hp 11 each; see the MM for details.

Violet fungi (1d4+2): CR 3; AC 13, hp 15 each; see the MM for details.

Tactics: The shriekers and the violet fungi work together; the shriekers alert the violet fungi (and possibly the degenerates) of the party's presence.

Contagious Area: This area is contagious and any character inhaling air in these tunnels is at risk of becoming infected with the Plague of Sinmesh.

15. CAVERN OF THE DEGENERATES (EL VARIABLE)

Dimly illuminated by green glowing fungi, this huge cavern is the home of the degenerate descendants of the ancient mine's slave laborers. Their current leader, Namra-Sagu, lairs in Area 16.

The degenerates of Sinmesh are ragged, stunted creatures that have adapted to the underground environment after centuries in unlit caverns. They skulk about in the mine's abandoned tunnels, feeding upon fungi and insects, searching for sparkling stones and metals to bring to the altar of their abominable toad-god.

There are currently about 50 male warriors among the degenerates, who number about 200 total, including females, children, and the “old” (these wretched cave-dwellers have alarmingly short life spans, seldom becoming much older than 30 years). Namra-Sagu has initiated a handful of cronies into the priesthood of Tsathogga; these act as his lieutenants and often lead parties of warriors on various missions in the mine tunnels.

Degenerates of Sinmesh, male human Bbn2 (50): CR 2; SZ M; HD 2d12+9; hp 22; Init +1; Spd 30 ft.; AC 14 (+3 hide, +1 Dex), touch 11, flat-footed 13; BAB +2/+4; Atk +4 melee (1d6+2, heavy pick, crit x4) or +3 ranged (1d4+2, sling, range 50 ft.); SA rage (1/day, 8 rounds); SQ fast movement, illiteracy, uncanny dodge, light sensitivity (-1 on attack rolls in bright sunlight or within a *daylight* spell), low-light vision, resistance to disease (+4 to Fort saves against disease), stonecunning (as dwarves); AL N; SV Fort +6 (+10 against disease), Ref +1, Will +0; Str 15, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills: Climb +7, Jump +7, Listen +5, Spot +2, Survival +5. **Feats:** Blind-Fight, Toughness.

Possessions: Heavy pick, sling, 20 sling bullets, hide armor, tattered clothes.

Degenerate priests of Sinmesh, Male Human Clr3 of Tsathogga (4): CR 3; SZ M; HD 3d8+12; hp 25; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +2/+4; Atk +4 melee (1d4+2, dagger, 19–20/x2) or +4 melee (1d6+2, club) or +3 ranged (1d4+2, dagger, 19–20/x2, range

10 ft.) or +3 ranged (1d6, club, range 10 ft.); SA rebuke undead (3/day), spells; SQ light sensitivity (–1 on attack rolls in bright sunlight or within a *daylight* spell), low-light vision, resistance to disease (+4 to Fort saves against disease), stonecunning (as dwarves); AL CE; SV Fort +6, Ref +2, Will +7; Str 15, Dex 12, Con 16, Int 12, Wis 14, Cha 10.

Skills: Concentration +9, Heal +9, Knowledge (religion) +7, Spellcraft +7. **Feats:** Extend Spell, Iron Will, Toughness.

Unholy Spells Prepared (4/3/2; base DC 12 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*cause fear, command, endure elements*; 2nd—*darkness, hold person*.

Domain Spells (Destruction, Water): 1st—*inflict light wounds*; 2nd—*fog cloud*.

Possessions: Dagger, club, tattered clothes, unholy symbol of Tsathogga.

Contagious Area: This area is contagious and any character inhaling air in these tunnels is at risk of becoming infected with the Plague of Sinmesh.

Development: There is a handful of people among these degenerates that have resisted the effects of inbreeding better than the others, and who still wish to escape to the surface world. Among them is a young woman named **Nashantim** (human female Rog3, hp 18), who, if she has the chance, begs the player characters to take her out of the mines. Although she does not realize it herself, she is infected with the Plague of Sinmesh and must eat the powdered green fungi of Nhakh to survive.

The other degenerates are subservient to Namra-Sagu, although they would become irresolute and might even abolish their worship of Tsathogga if their leader was somehow slain or driven away.

16. NAMRA-SAGU'S CHAMBERS (EL 8)

These are the chambers of **Namra-Sagu**, the self-proclaimed leader and high priest of the clan of degenerates. The toad-god he worships has granted him an extended lifespan, for he has outlived his peers by several generations. He was formerly a highwayman and murderer, caught by the temple guards of Ibnath and sentenced to a lifetime of gruelling work in the mines.

Namra-Sagu is a large and rather obese man, easily dominating the smaller men of the clan. He has several scars across his face, arms, and chest; some are gained in battle, others caused by self-mutilation.

Namra-Sagu, Male Human Bbn3/Clr5 of Tsathogga: CR 8; SZ M; HD 3d12+3 plus 5d8+5; hp 50; Init +1; Spd 40 ft.; AC 17 (+2 *chain shirt*, +1 Dex), +11, flat-footed 16; BAB +8/+11; Atk +12 melee (1d6+4, +1 *chaotic scimitar*, 18–20/x2); Full Atk +12/+7 melee (1d6+4, +1 *chaotic scimitar*, 18–20/x2); SA rage (1/day, 6 rounds), rebuke undead (6/day), spells; SQ fast movement, uncanny dodge, light sensitivity (–1 on attack rolls in bright sunlight or within a *daylight* spell), low-light vision, resistance to disease (+4 to Fort saves against disease), stonecunning (as dwarves); AL CE; SV Fort +8, Ref +5, Will +7; Str 16, Dex 13, Con 12, Int 11, Wis 14, Cha 16.

Skills: Climb +9, Concentration +9, Intimidate +9, Jump +9, Knowledge (any one) +6, Knowledge (religion) +4, Listen +8, Spellcraft +3. **Feats:** Dodge, Combat Casting, Lightning Reflexes, Power Attack.

Unholy Spells Prepared (5/4/3/1; base DC 12 + spell level): 0—*cure minor wounds* (x2), *detect magic, guidance, resistance*; 1st—*cause fear, command, doom, sanctuary*; 2nd—*bull's strength, hold person* (x2); 3rd—*protection from energy*.

Domain Spells (Destruction, Evil): 1st—*protection from good*; 2nd—*desecrate*; 3rd—*contagion*.

Possessions: +1 *chaotic scimitar*, +2 *chain shirt*, tattered clothes, unholy symbol of Tsathogga.

Tactics: Namra-Sagu casts *bull's strength* and *protection from elements* (energy) before entering melee.

Treasure: A small, locked chest (hardness 5; 15 hp; Break DC 23; Namra-Sagu carries the key) contains one pinch of *dust of appearance*, a *wand of summon monster I* with 24 charges remaining, a divine scroll of *delay poison, death knell* and *silence* (caster level 5), a star rose quartz (worth 30 gp), a golden pearl (worth 90 gp), and 261 gp in various coins.

17. CAVERN OF THE TOAD-GOD (EL 7+)

This large natural cavern, dimly lit in shades of sickly green by phosphorescent fungi, is dominated by an obscene statue of a squat, bloated creature with lidless eyes, elongated limbs and the tip of an abhorrent, far-reaching tongue. A Knowledge (religion) check (DC 12) allows a character to recognize this as an image of the toad-god Tsathogga.

The imprisoned slaves came upon this unholy idol as they attempted to dig their way to freedom. All but decimated from the disease, they were at first fearful of the toad-idol, but then their self-proclaimed leader Namra-Sagu stepped forward and prostrated himself before the sinister, bloated statue. Namra-Sagu claimed to have

received a telepathic message from the entity, instructing the slaves to eat of the fungi in the cavern. Following this advice, the slaves were astounded to discover that this diet indeed provided an antidote to the wasting disease.

Henceforth, the former slaves of the mines worshipped the toad-god. Under the command of Namra-Sagu, they collected the gold and gems of the mines and hid it in the statue-cavern, taking in return some of the green and violet fungi from the cavern and began to cultivate it in their own fungi-gardens (see Area 14).

A veritable garden of green and violet fungi grows all over the cavern and around the vile statue, except directly in front of it, where stands a great bronze bowl, several feet in diameter, on a three-legged pedestal whose legs end in what appears to be amphibious, webbed feet. The bowl appears to be filled with a black, inky liquid.

The bowl (and the statue) radiates overwhelming (deity-level) evil and magic of an indeterminate type. If the statue of Tsathogga, the toad-god's treasure (see below) or the bowl itself is disturbed or defiled in any way, the inky liquid, which is actually a **black pudding**, seeps out of the bowl and attacks. Note that the bowl is immune to the pudding's acid, and quite resistant to other attacks (hardness 10, hp 90, Break DC 30, DR 20/magic and good, SR 25). The bowl spawns two new puddings within 1d4 rounds for each pudding that is killed, which could turn this into a nasty encounter unless the bowl itself is destroyed. The latter of course angers the toad-god, making it 50% likely that a future random encounter is with a **gray sla'ad** (see the MM) instead.

Black Pudding: CR 7; AC 3, hp 115; see the MM for details.

Tactics: Black puddings spawned from the bowl attempt to engulf (that is, grab and constrict) and kill any defilers of Tsathogga's shrine. They even follow opponents out of this cavern.

Treasure: The former slaves have deposited a fantastic amount of treasure here, hidden in a concealed pit (Search DC 30) between the front legs of the toad-god's statue. This hidden cache is protected by a *glyph of warding* spell cast by Namra-Sagu (see below), and contains hundreds if not thousands of gems; almost every gem-type imaginable is represented among the sparkling and glittering stones. If a player character wishes to loot the treasure (and who wouldn't?), the DM should roll randomly on the Gems table in the DMG, constructing a suitable treasure mound.

Glyph of Warding: CR 3; no attack roll necessary (3d8 points of acid damage); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

Unfortunately for the player characters, the toad-god is not wont to give up its treasure to strangers. 1d100 hours after the gems leave this cavern, each stolen gem suddenly turns into a **monstrous frog**, with size and type dependent on the gem's value: either a poisonous frog (up to 10 gp), a killer frog (11–50 gp), a giant frog (51–100 gp), a giant dire frog (101–500 gp), or an abyssal dire frog (501+ gp). This could become rather messy (not to mention quite lethal) for greedy characters. See the *Tome of Horrors* by **Necromancer Games** for all monstrous frog statistics. If a frog is slain, it dissolves into a patch of festering purple slime and the gem that spawned it is lost. The gems do not radiate magic, but a *remove curse* cast upon a gem by a caster of at least 12th level prevents it from turning into a monstrous frog.

Giant Monstrous Frogs (5): CR 2; SZ M Animal; HD 2d8+6; hp 15; Init +0; Spd 20 ft.; AC 13 (+3 natural), touch 10, flat-footed 13; BAB/Grp +1/+4; Atk +1 ranged (grapple, tongue) or +4 melee (1d8+3, bite); Full Atk +1 ranged (grapple, tongue) and bite –4 melee (1d8+3, bite); or +4 melee (1d8+3, bite); SA improved grab, leap, rake 1d6+1, swallow whole; SQ low-light vision, scent; AL N; SV Fort +6, Ref +3, Will –1; Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6.

Skills: Hide +7, Jump +7, Spot +1. **Feats:** —.

18. ARUKURSHU'S LAIR (EL 17+)

A ravenous horde of female **vampire spawn** guards the entry to this chamber. They attack anyone they do not recognize on sight.

Vampire Spawn (6): CR 4; AC 15, hp 26 each; see the MM for details.

This cave, accessible only through secret tunnels, has been Arukurshu's lair for some time. In the battle that ensued after the Hierophants discovered that he was a vampire, Arukurshu suffered grievous wounds and was forced to flee. He drifted across the desert at night, seeking refuge from the deadly rays of the sun under the red sand dunes by day. He became almost an animal, but managed to fight off his primal bloodlust. Then he located these caverns near the Horns of Sinmesh and begun to plot revenge against the Hierophants.

Meanwhile, however, the archpriests of Ibnath caused their own downfall by the use of the ancient tablets of Yhakkoth in an attempt to

destroy Arukurshu (see the chapter detailing the Great Ziggurat of Ibnath for more information). Yet, they had managed to place Arukurshu's loyal servants into enchanted slumber, and his former subjects had fled into the desert. A *mark of exile* spell (see Chapter Two) placed on Arukurshu by the Hierophants prevented the vampire from returning to the abandoned city.

With the patience of an immortal undead, Arukurshu has waited and planned for the day when he shall return to Ibnath and reclaim the kingpriest's ivory throne. To this end, Arukurshu seeks the clay tablets of the *Book of Aeons* that will enable him to reverse the ritual that binds his servants, and to enslave the desert nomads whose ancestors were once his subjects.

The cave contains Arukurshu's personal items as well as his soul object. The latter, a tiny yellow gem in the shape of a fanged woman's head (actually an image of the priestess Nikhartha, which a character might recognize with a successful Intelligence check [DC 12] if he has seen her before), is buried six feet beneath the ground, in a box which is trapped by a *greater glyph of warding*. Only by destroying his soul object can Arukurshu be permanently destroyed.

Greater Glyph of Warding Trap: CR 5; triggers *poison* spell (Fortitude DC 20 to negate); Search (DC 31); Disable Device (DC 31); Dispel (DC 18).

Arukurshu is an **ancient vampire** (see *Necropolis* by **Necromancer Games**). Arukurshu's appearance is that of a powerfully muscled man in the prime of his years. He sports a thick, braided beard and wears the conical black crown of the kingpriest. Arukurshu is usually calculating and callous, but when angered, his eyes gleam with both madness and bloodlust and when in this state, he sometimes acts without concern for the consequences. He is the scion of an ancient royal line whose male members have been cursed since prehistoric times with vampirism, and his haughty nature despises his current fall from power. He desires nothing more and nothing less than to reclaim the throne of Ibnath.

Arukurshu, Male Human Ancient Vampire Ftr6/Clr7: CR 17; SZ M Undead; HD 13d12; hp 117; Init +8; Spd 50 ft.; AC 28 (+4 Dex, +10 natural, +4 from *lion's shield* [+2 *large steel shield*]); BAB +11/+18; Atk +21 (1d6+11, +2 *light mace*, 19–20/x2); Full Atk +21/+16/+11 melee (1d6+11, +2 *light mace*, 19–20/x2) or +18/+13/+8 melee (1d6+7 plus energy drain, slam); SA rebuke undead (10/day), spells, command obedience, paralyzing gaze (60 ft., Will DC 23, paralysis 3d4 rounds), energy drain (3 negative levels), blood drain (1d4 Con drain), children of the night (10d10 bats or spiders, 4d8 dire rats, 3d6 wolves), create spawn; SQ undead traits, damage reduction (15/silver and magic), spell resistance

(23), turning immunity, resistances (cold, electricity, fire 10), dematerialization (gains incorporeal subtype, indefinitely, has fly speed of 20 ft [perfect]), alternate form (bat, dire bat, spider, wolf, or dire wolf), regeneration (10 hit points per round, fire and acid deal normal damage), unnatural aura (frightens animals within 30 feet); AL CE; SV Fort +12, Ref +10, Will +13; Str 24, Dex 19, Con —, Int 20, Wis 22, Cha 25.

Skills: Climb +16, Concentration +10, Craft (weaponsmithing) +15, Diplomacy +16, Handle Animal +16, Jump +16, Knowledge (religion) +15, Listen +11, Ride +13, Spellcraft +15, Swim +16. **Feats:** Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Heighten Spell, Improved Bull Rush, Improved Critical (light mace), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (light mace), Weapon Specialization (light mace).

Cleric Spells Prepared (6/6/5/3/2; base DC 16 + spell level): 0—*detect magic* (x3), *light*, *read magic*, *resistance*; 1st—*command*, *comprehend languages*, *divine favor*, *doom*, *obscuring mist*, *sanctuary*; 2nd—*aid*, *bull's strength*, *darkness*, *hold person*, *silence*; 3rd—*dispel magic*, *meld into stone*, *protection from energy*; 4th—*inflict critical wounds*, *poison*.

Domain Spells (Earth, Plant): 1st—*entangle*; 2nd—*soften earth and stone*; 3rd—*stone shape*; 4th—*control plants*.

Possessions: +2 *light mace*, *lion's shield*, *rod of rulership*, *amulet of proof against detection and location*, *divine scroll of freedom of movement*, *spell immunity and protection from energy* (caster level 7th), *divine scroll of dispel magic*, *giant vermin* and *lesser planar ally* (caster level 7), *potion of haste*, *potion of heroism*.

Special Notes: Even though Arukurshu's alignment is now Chaotic Evil, the god Tammuz still grants spells and other cleric class abilities to the former kingpriest. Instead of wolves, Arukurshu can summon jackals using his Children of the Night ability. As an ancient vampire, Arukurshu is not bound to a specific coffin. If reduced to 0 hit points or lower, he assumes gaseous form, but can rest in any coffin to regain lost hit points.

19. SECRET ESCAPE TUNNEL

This narrow shaft twists and winds its way upwards for several hundred feet, ultimately leading to the surface somewhere high atop the Zagros mountains. Arukurshu assumes bat-form to enter and exit the mines using this tunnel, as it is too cramped for anything larger than Tiny creatures.

20. SEALED TREASURE VAULT (EL 14)

Behind a secret door (Search DC 30) in the mine tunnel is a hidden chamber. The Hierophants ordered this vault to be built to serve as a repository for certain valuable items in their possession. After the construc-

tion of the vault was finished, the workers were sacrificed in order to summon a powerful guardian demon.

The former slaves under the leadership of Namra-Sagu have discovered the location of the vault, but have been unable to breach the glyphs that guard it. This has so far saved them from unleashing doom upon themselves.

Arukurshu, on the other hand, does not know that this vault exists. If he were to learn of its existence and location, he would likely attempt to force some third party to breach the seals to discover what's inside.

Secret Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; DR 20/magic; SR 30.

The demon guardian of the vault is a **nalfeshnee** demon named Natumkiumma. In return for the eternal souls of the workers who carved the vault, it agreed to guard the chamber for thirteen centuries. Although this is a brief timespan for an immortal demon, the task has been immensely boring due to the powerful spells that

keep out trespassers, and the nalfeshnee relishes the opportunity to actually fight any intruders. While still bound to defend the vault for the agreed upon period, once released Natumkiumma tries to wreak as much havoc as possible in the mines, as long as the contents of the vault is safe.

Natumkiumma, nalfeshnee: CR 14; AC 27, hp 175; see the MM for details.

Treasure: Within the vault are the following items: A heavy treasure chest (Hardness 5; hp 15; Break DC 23; Open Lock DC 30) containing 10,000 gp in gold coins bearing the seal of Ibnath; another similar chest containing various jewelry including a bronze medallion in the shape of a cheetah (worth 450 gp), an ivory comb in the shape of a dragon (worth 680 gp), a lapis lazuli necklace adorned with the likeness of a preying mantis (worth 460 gp), and an ivory belt carved with an image of a hydra (worth 230 gp). A third chest of the same type contains an *orb of storms*.

CHAPTER TWELVE:

THE RUINS

OF IBNATH

INTRODUCTION

This major part of the module details the ruins of the city of Ibnath. Refer to the introductory chapter for the background history of the city.

Players' Map: A players' map of the city has been provided as a free download, but this should not be presented to the players before they have explored the city by walking around its various districts and discovering its major features such as the great ziggurat, the royal palace and the great temple. The players should also be granted use of the map if they survey the city from the air (but note that flying creatures attract attention from the monsters in Area C).

FIRST APPROACH

Like a mirage rising from the blazing sand dunes, the massive walls of a sprawling, ruined city slowly take shape on the horizon. Rust-red sand coils about the massive battlements and broken columns, slowly moving like great serpents in the howling desert wind. Great, carved brass gates are flanked by colossal statues of dragons and *shedu*, the holy winged bulls of mythology. A majestic stepped ziggurat looms above the city walls; it seems it would take a thousand years or more for this temple to fall to the ravages of wind, sand and time. Packs of jackals or desert wolves can be spotted scavenging in the lesser ruins and among broken marble columns. Except for the howling wind, a brooding silence hangs over the ruined city.

CITY FEATURES

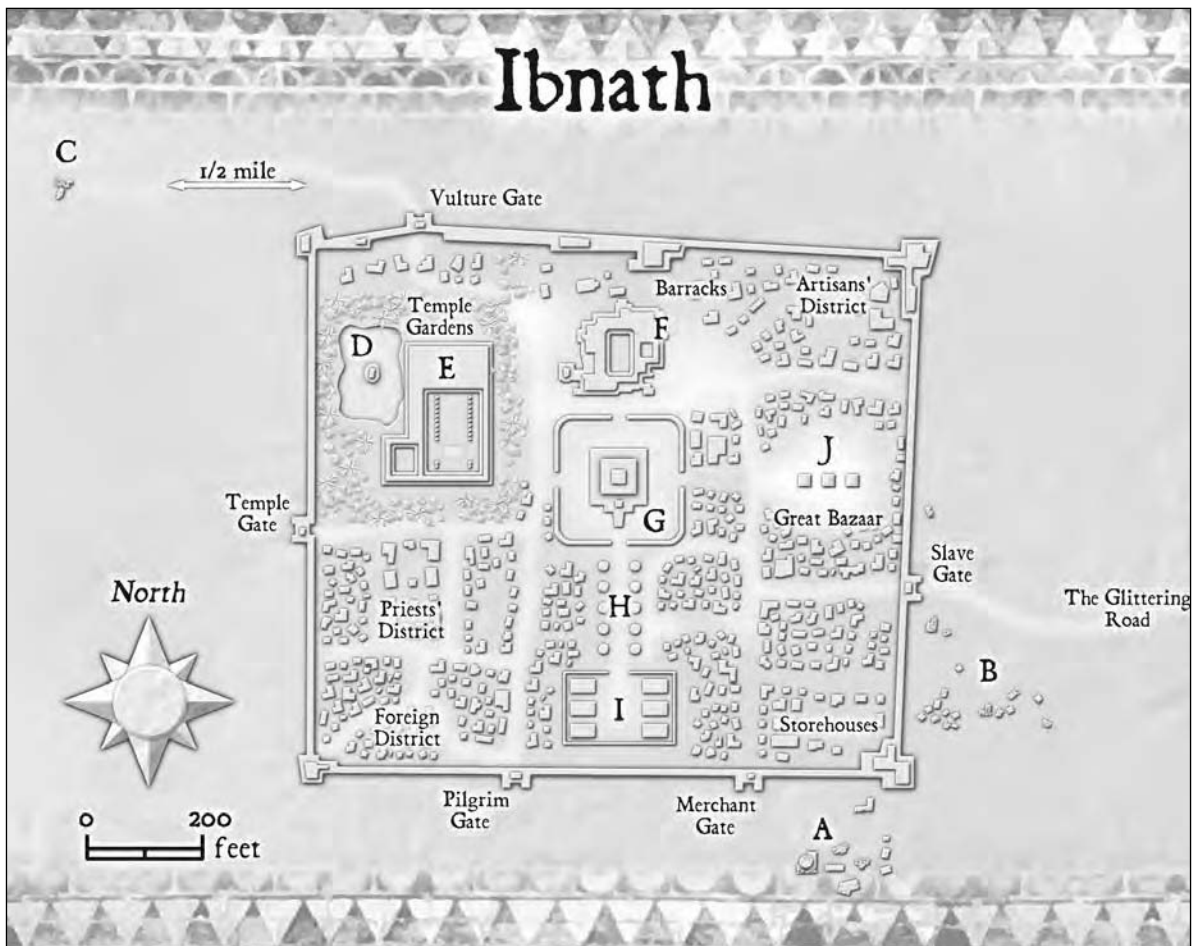
Since the player characters are free to wander around the city, you should familiarize yourself thoroughly with all locations within the city be-

fore running the encounters. The following list provides an overview of the locations within the city. Once you are familiar with the entire place, make the whole your own by adding whatever touches that create more challenge for your players and bring the module to life as an epic swords and sorcery adventure.

Area and Room Numbering: Each area has been assigned a letter prefix, and each location or dungeon room within the area is numbered.

Encounter Levels (ELs): Average Encounter Levels (ELs) are listed to allow you to gauge difficulty at a glance.

- The **Great Ziggurat** (Area G, EL 10+) dominates the city. It was the seat of the Hierophants, the circle of archpriests who ruled the city before its fall. Potent sorcery and spellbound sentinels still guard the shrines and chambers within, where the Hierophants lie in their stasis tombs, awaiting their day of awakening.
- North of the ziggurat is the **Palace of the Kingpriest** (Area F, EL 8). For centuries, the secular ruler of Ibnath was the vampire-priest Arukurshu. When the Hierophants banished Arukurshu from the city, they sealed his servants, guards and courtiers inside the palace and cast a powerful spell of stasis upon the building, causing all within to fall into enchanted slumber. Near the palace are the **Lion Guard Barracks** (Area F-9, EL Variable) that belonged to the royal guard and the temple guardians; these buildings are now deserted.



- South of the ziggurat, an **Avenue of Broken Columns** (Area H, EL 7) leads to a walled district containing the **Tombs of the Sacred Wives** (Area I, EL 8). Gargantuan sand spiders lurk near the crumbled pillars, while the tombs themselves are haunted by the shades of the temple virgins who were sacrificed to the kingpriest in ages past.
- In the northwestern quadrant of the city stands the **Temple of a Thousand Gods** (Area E, EL 7-12), where a multitude of strange and abhorrent gods was once worshipped, such as bestial Baal-Zag, the vulture-god Yaazotsh, and Kthan the Faceless God. Near the temple is a **Sacred Lake** (Area D, EL 10) whose murky waters surround a central island-shrine devoted to the primordial slime-god Ub-Xathla. The temple and the lake are ringed by the **Temple Gardens** (Area D, EL 6), once well-tended by priests but now a chaotic tangle of dangerous and corrupted plants and fungi.
- East of the ziggurat is the **Great Bazaar**, a spacious square once frequented by the merchants and traders of Ibnath. Three massive, ominous obelisks stand in the center of the marketplace. These are the **Purple Obelisks of Yhakkoth** (Area J, EL variable).
- The **Priests' District** lies due south of the temple gardens. Legions of skeletal priests (huecuva) dressed in tattered clerical robes roam the halls and courts of this district, enacting a mockery of their former sacred duties.
- Other sections of the city, such as the **Artisans' District** and the **Foreign District** lack the monumental architecture found elsewhere in the city, being characterized by two- or three-story, flat-roofed buildings. Predators and carrion eaters sometimes scavenge in these areas.
- South of the city walls are the remains of a great **Caravanserai** (Area A, EL 4). It is now the haunt of lizards and jackals, including a large pack of jackalweres who serve the god Baal-Zag.
- Outside the city's eastern gate are the **Slum Areas** (Area B, EL 5). Desert ghouls lair in this sprawling maze of mud-brick ruins during the day, seeking refuge from the sweltering sun.
- Some distance to the northwest stands an ancient **Altar of the Vulture-God** (Area C, EL 13), now the lair of a vroek demon who pretends to be an avatar of the charnel god Yaazotsh.

WANDERING MONSTERS

Roll on the following table to determine the nature of wandering monsters. Check once each day and each night. An encounter occurs on a roll of 1-3 on 1d20. Roll 1d20 to find the type of encounter.

1-2.	3d6 normal rats
3-4.	1 large monstrous spider (day) or 3d10 bats (night)
5-6.	1d4+1 ghosts
7-8.	1d6 ghouls and 25% chance of 1 ghoul (see Area B for statistics)
9-10.	1 large monstrous scorpion
11-12.	1 giant lizard
13-14.	1 desert cobra (use large viper stats)
15-16.	1d6+1 ghoul-stirges (see Area C for statistics) and 50% chance of 1d3 harpies
17-18.	1d3+1 jackalwere rogues (see Area A for statistics)
19.	A sandstorm (day) or 1 spectre (night)
20.	1 Kalabite wizard (level 1d4+4) with 2d6 Yhakkor (see the monster appendix for statistics)

Sandstorm: See the Desert Survival chapter for details regarding the effects of a sandstorm.

Adjust the encounter table as appropriate. For example, if the party has defeated the Children of Baal-Zag in Area A, another appropriate encounter should be substituted for the jackalweres.

A. CARAVANSERAI RUINS (EL 9)

From their size and shape, these buildings obviously once served as a great caravanserai. The dome of the large central building is cracked, and the camel-stables have crumbled into a maze of pits; some with roofs, and some without. Red desert sand has blown into every crack and crevasse, half-concealing many of the former entrances.

The ruins of the caravanserai outside the city gates are currently occupied by a pack of **jackalweres** (see the *Tome of Horrors* by Necromancer Games and the Appendix of this book), known as the Children of Baal-

Zag. They are under the leadership of the jackalwere cleric **Ninziduk**. See Chapter Two for more information about the god Baal-Zag.

Jackalweres are therianthropes, that is, animals who can transform themselves into humans or hybrid monsters. They are akin to lycanthropes in that they are shapechangers, but therianthropes do not carry or induce lycanthropy.

Ninziduk has grey, mottled fur and yellow, feral eyes. He and his kin hail from the black marshes of Nammatt to the far south, where clans of jackalweres live in crude, skull-adorned huts and dark caves, among lizards and giant insects. Ninziduk and his small band of followers were banished and driven into the scorching desert after a power struggle with the warrior-chieftains of the marsh tribes.

The band of jackalweres discovered the ruins of Ibnath and the shrine to Baal-Zag (see Area E1-13 of the Temple). Ninziduk is full of ambition and plans to use the relics known as the *Teeth of Baal-Zag* to first claim leadership of the jackalwere clans of the south, and then march against the human cities on the fertile plains to the west. But Ninziduk has not yet dared to defile the idol of his own god, and has commanded his cronies to search the city ruins for the rumored tenth gem-tooth (see Chapter Two), so far in vain.

Meanwhile, Ninziduk has hatched a plan to kidnap human women from caravans passing through the desert, and mate with them to produce more monstrous offspring. In fact, the jackalweres have already captured a handful of young women from the nomad clan of Saram. These are kept in a sand-filled pit below the caravanserai ruins.

Ninziduk, male jackalwere Bbn2/Clr4 (hybrid form): CR 8; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 2d12+6 plus 4d8+12; hp 68; Init +6; Spd 50 ft.; AC 20 (+3 studded leather, +2 *ring of protection*, +2 Dex, +3 natural), touch 12, flat-footed 18; BAB/Grp +7/+9; Atk +10 melee (1d6+3 plus 1d6 fire, +1 *flaming scimitar*, 18-20/x2) or +11 melee (1d6+2, bite); Full Atk +10/+5 melee (1d6+3 plus 1d6 fire, +1 *flaming scimitar*, 18-20/x2) and +5 melee (1d6+1, bite); SA rage (1/day, duration 8 rounds), rebuke undead (5/day), spells, *sleep* gaze (range 30 ft., sleep for 9 minutes, caster level 6th); SQ fast movement, uncanny dodge, scent, damage reduction (5/magic), darkvision (60 ft.), change shape (jackal, humanoid, or hybrid); AL CE; SV Fort +10, Ref +5, Will +7; Str 15, Dex 14, Con 16, Int 14, Wis 17, Cha 14.

Skills: Climb +7, Concentration +10, Intimidate +7, Jump +7, Knowledge (religion) +3, Listen +8, Spellcraft +9, Survival +8. **Feats:** Blind-Fight, Expertise, Extend Spell, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite).

Cleric Spells Prepared (5/4/3; base DC 13 + spell level): 0—*create water* (x2), *detect magic*, *guidance*, *resistance*;

1st—*bane*, *cause fear*, *endure elements*, *magic weapon*;
2nd—*aid*, *death knell*, *hold person*.

Domain Spells (Animal, Destruction): 1st—*inflict light wounds*; 2nd—*hold animal*.

Possessions: +1 *flaming scimitar*, +2 *ring of protection*, *minor cloak of displacement*, studded leather armor, divine scroll of *invisibility purge*, *prayer* and *dispel magic* (caster level 5th), small golden bell (worth 50 gp), malachite scepter (worth 600 gp).

The Children of Baal-Zag, male jackalwere Rog3 (10) (hybrid form): CR 5; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 3d6+6; hp 33; Init +2; Spd 40 ft.; AC 18 (+2 Dex, +3 natural, +3 studded leather armor), touch 12, flat-footed 16; BAB/Grp +4/+5; Atk +6 melee (1d6+1, bite) or +5 melee (1d8+1, longsword) or +6 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+2d6), sleep gaze (range 30 feet, 6 minutes, caster level 6th); SQ trap sense (+1), trapfinding, evasion, scent, damage reduction (5/magic), darkvision (60 ft.), change shape (jackal, humanoid, or hybrid); AL CE; SV Fort +6, Ref +8, Will +6; Str 13, Dex 15, Con 15, Int 12, Wis 14, Cha 14.

Skills: Balance +8, Disguise +8, Climb +7, Escape Artist +8, Hide +6, Jump +4, Listen +14, Move Silently +6, Search +14, Spot +14, Tumble +8. **Feats:** Combat Reflexes, Blind-Fight, Power Attack, Point Blank Shot, Weapon Focus (bite).

Possessions: Studded leather armor, longsword, short bow, 30 arrows, *potion of blur*, 30 gp.

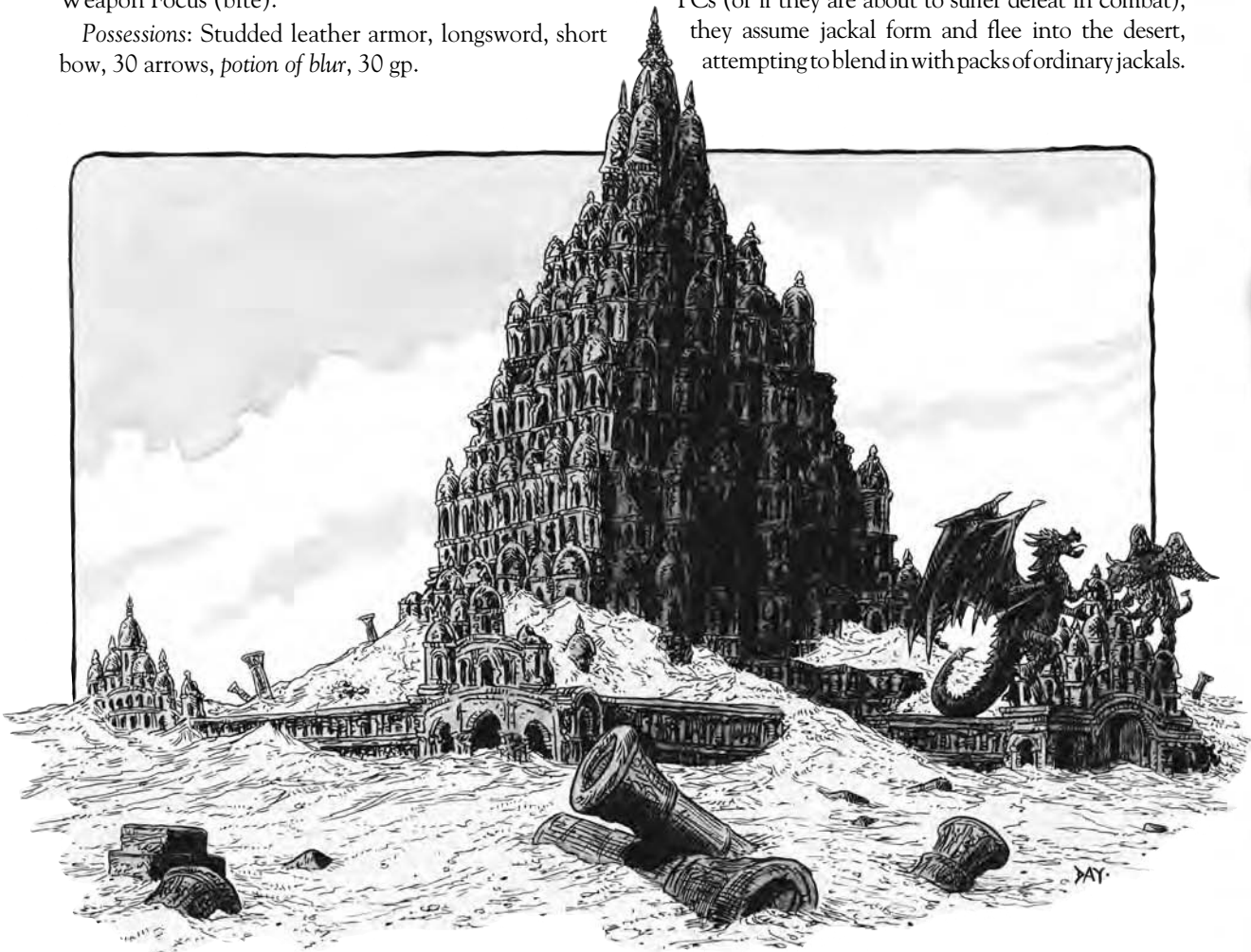
Male Jackalwere Rog2 (12) CR 4; SZ S/M; HD 4d8+8 plus 2d6+4; hp 42 each; Init +3; Spd 40 ft. as jackal; 30 ft. as humanoid or hybrid; AC 17 (as jackal), touch 14, flat-footed 14; 16 (as hybrid), touch 13, flat-footed 13; 15 (as humanoid), touch 13, flat-footed 12; BAB/Grapple +4/+1 (jackal), or +5/+6 (humanoid); Atk +1 melee (1d4+1, bite) as jackal; Atk +6 melee (1d6+1, scimitar, crit 18-20) as humanoid or hybrid; Full Atk +1 melee (1d4+1, bite) as jackal; Atk +6 melee (1d6+1, scimitar, crit 18-20) as humanoid; Atk +6 melee (1d6+1, scimitar, crit 18-20) or +6 melee (1d4+1, bite) as hybrid; SA sleep gaze, sneak attack; SQ alternate form, darkvision 60 ft., DR 15/magic, low-light vision, trapfinding, evasion; AL CE; SV Fort +6, Ref +10, Will +3; Str 13, Dex 16, Con 15, Int 11, Wis 12, Cha 14.

Skills: (28) Bluff +6, Disguise +7, Listen +8, Sense Motive +6, Spot +8. **Feats:** Alertness, Dodge, Mobility.

Possessions: loincloth, scimitar, 1d6 gp each.

Development: From their hidden lairs in the caravan-serai, it is likely that the jackalweres spot the player characters as they enter the gates of Ibnath. The Children of Baal-Zag follow the PCs around the city, using their Hide and Move Silently skills to remain unseen. They report back to their leader Ninziduk, who orders an attack upon the party when the PCs seem suitably weakened, such as right before or during resting.

If the jackalweres are in danger of being spotted by the PCs (or if they are about to suffer defeat in combat), they assume jackal form and flee into the desert, attempting to blend in with packs of ordinary jackals.



THE DIVINE TABLET OF NINKI

The *divine tablet of Ninki* radiates moderate conjuration magic and is covered with cuneiform writing; a successful Decipher Script check (DC 20) reveals its mode of operation. It is a one-shot item that functions akin to a scroll and is usable by any spellcaster. The magic is released when the clay tablet is broken; this summons a **lammasu** (see the MM) that is bound to perform any one task for good- or neutrally-aligned creatures. It does not tolerate evil creatures and attacks them on sight.

B. SLUM AREAS (EL10)

A sprawling cluster of decrepit mud-brick buildings is located just southeast of the city's outer walls. It appears deserted during the day, but at night packs of **ghouls** and **gholles** (see *Necropolis* by *Necromancer Games* and the Appendix of this book) crawl forth from their hiding-places in the maze-like slums. A *gholle* is a large, lumbering species of ghoul, more akin to a gorilla than a man, with hyena-like jaws and glaring bestial eyes.

Treasure: Before the fall of Ibnath, a petty thief from the slums managed to steal a sacred clay tablet, the *divine tablet of Ninki*, from the subterranean vaults of the great temple. The thief was later slain by simple thugs who didn't realize the tablet's true worth, so it ended up among the rubble of the slums. It is currently located in a dark cellar inhabited by a pack of 13 **ghouls** commanded by 2 **gholles**.

Gholles (2): CR 8; SZ L Undead; HD 10d12; hp 65; Init +2; Spd 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; BAB/Grp +5/+10; Atk +11 melee (1d6+5, claw); Full Atk +11 melee (1d6+5 [x2], claws) and +9 melee (1d8+2, bite); SA create spawn (1d4 days, rises as free-willed gholle), improved grab, paralyzing gaze (30-ft., Will DC 18, 1d6 minutes), rake (1d6+2), stench (10-ft., Fort DC 18, sickened for 1d6+7 minutes); SQ damage reduction (10/cold iron), darkvision (60 ft.), regeneration (5), SR 16, +4 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +9; Str 21, Dex 15, Con —, Int 13, Wis 15, Cha 17.

Skills: Climb +13, Escape Artist +10, Hide +12, Jump +13, Listen +10, Move Silently +9, Search +9, Spot +10. **Feats:** Cleave, Multiattack, Power Attack, Weapon Focus (claw).

Ghouls (13): CR 1; AC 14, hp 13 each; see the MM for details.

C. THE ALTAR OF THE VULTURE-GOD (EL 13+)

A timeworn path leads from the eastern city gate of Ibnath and into the desert. Located half a mile from the city walls is a huge winged stone idol from elder times, half-buried by russet sand. This was once a place used by the priests of Yaazotsh, the Vulture-God. Mute, feather-cloaked, vulture-masked priests roamed the city, claiming the corpses of those who were too poor to pay for a tomb funeral.

On the carrion altars of Yaazotsh, the dead were consumed by black clouds of vultures. Despite these sinister rites, the vulture-masked priests were seen as beneficent, for the complete consumption of the bodies prevented their rise as undead (or so it was claimed).

When the city of Ibnath was abandoned by its inhabitants, the priests of Yaazotsh disappeared as well, though primitive placation of the vulture-god exists to this day among the Sons of Saram.

Decades passed, and the huge winged idol was buried in sand, until the desert ghouls came, attracted by the ancient stench of carrion, and unearthed the grisly altars beneath the idol. In their zealous search for buried flesh, the ghouls activated certain symbols on the altars and unwittingly summoned a **vrock** demon. The ghouls mistakenly believed the vrock to be an avatar of Yaazotsh itself, and the demon enjoys this ruse. The vrock's true name is Yaanash, and it has attracted several vile aerial creatures to its service and "worship", including a flock of **ghoul-stirges** (see the *Tome of Horrors* by *Necromancer Games* and the Appendix of this book) and **harpies**.

Treasure: Buried under heaps of bones, sand and dirt near the altar-stone (Search DC 30, and make a separate check for each item) is a large silver serving tray (worth 80 gp), a gold lion comb with a jade eye (worth 300 gp), and a gnarled *rod of withering* tipped with a carved vulture's head. Note that the buried rod cannot be found using *detect magic*, since that spell is blocked by 3 or more feet of dirt.

Yaanash, Male Vrock Demon: CR 9; AC 22, hp 115; see the MM for details.

Ghoul-Stirges (1d4+4): CR 3; SZ M Undead; HD 4d12; hp 26; Init +3; Spd 20 ft., fly 50 ft. (average); AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; BAB/Grp +2/+2; Atk +5 melee (1d6 plus paralysis, bite); SA blood drain (1d4 Con damage), paralysis (1d6+2 minutes, Fort DC 13); SQ undead traits; AL CE; SV Fort +1, Ref +4, Will +6; Str 10, Dex 17, Con —, Int 6, Wis 14, Cha 12.

Skills: Hide +7, Listen +9, Spot +9. **Feats:** Alertness, Weapon Finesse.

Harpies (1d6+6): CR 4; AC 13, hp 31 each; see the MM for details.

Development: These creatures are a menace to all who dwell in and around the city. Under the leadership of the vrock Yaanash, the ghoul-stirges and the harpies take advantage of their flight ability to attack victims anywhere by swooping down on them, or take to the skies and flee if necessary. If facing defeat near the Altar of the Vulture-God, these aerial creatures seek refuge in the Zagros mountains to the northeast.

D. THE TEMPLE GARDENS AND THE SACRED LAKE

THE TEMPLE GARDENS (EL 6)

The gardens surrounding the Temple of a Thousand Gods used to be well-tended by the priests of Ibnath, but since the fall of the city it has grown into a veritable jungle of twisted carnivorous plants. The overgrown temple garden is a maze of tangled brush where movement is reduced to half (this penalty does not apply to the garden's plant inhabitants).

Roll on the random encounter table below whenever the player characters venture through the temple gardens (such as when they approach the Temple of a Thousand Gods). The player characters might be tempted to set the entire garden on fire; if this happens, all creatures within the garden with non-zero Speed scores (primarily shambling mounds) emerge to attack *en masse*. They offer no mercy.

THE SACRED LAKE (EL 13)

What appears to have been an artificial lake in ages past, perhaps used in sacred rituals involving the worship of water-beings, is now nothing more than a fetid swamp, its murky waters ringed by foul-smelling weed. Tiny water lizards and toads can be seen near the bog's slimy edges. In the middle of the swamp-lake is a small island, upon which stands a simple stone building that appears to be some sort of shrine.

This was indeed a sacred lake representing the primeval waters from which, according to certain priests of Ibnath, all of creation originated. It was used by the temple priests to worship Tiamat and Dagon, as well as other abominable divinities associated with water.

A huge **frogheemoth** (see the *Tome of Horrors* by *Necromancer Games*) currently dwells in the swamp-lake. Whether this aberration was worshipped as a god in ancient Ibnath, or is simply a degenerate frog that has grown to immense size, remains a matter of scholarly speculation; the near-mindless creature attempts to eat anyone approaching the lake or the island-shrine. It hides below the surface of the murky water (where it gains a +10 circumstance bonus to its Hide skill) and

TEMPLE GARDENS RANDOM ENCOUNTERS

Roll 1d20 to determine the nature of random encounters.

1–3.	1d3+1 Assassin Vines
4–6.	1 Tendriculos
7–10.	1 Shambling Mound
11–13.	1d6+5 Tri-Flower Fronds (see the <i>Tome of Horrors</i> by <i>Necromancer Games</i>)
14–15.	1 Scythe Tree (see the <i>Tome of Horrors</i> by <i>Necromancer Games</i>)
16–20.	No Encounter

attempts to catch prey that moves upon the lake waters or near the weed-choked shore.

Frogheemoth: CR 13; SZ H Aberration; HD 16d8+83; hp 155; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; BAB/Grp +12/+24; Atk +14 melee (1d6+4, tentacle); Full Atk tentacles +14 melee (1d6+4 [x4], tentacles) and +12 melee (1d6+2, tongue) and +12 melee (4d6+2, bite); Space/Reach 10 ft./10 ft.; SA improved grab, swallow whole; SQ darkvision (60 ft.), electricity vulnerability, resistance to fire 10; AL N; SV Fort +10, Ref +6, Will +11; Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11.

Skills: Hide +2*, Listen +9, Spot +9, Swim +17. **Feats:** Alertness, Cleave, Multiattack, Power Attack, Skill Focus (Hide), Toughness.

THE SHRINE OF UB-XATHLA (EL VARIABLE)

A simple, square stone building that seems hewn from a single monolithic block of stone dominates the small island in the middle of the sacred lake. Its walls are unadorned, and a well-trodden path leads from the island-shore up to an open, arched doorway in the northern wall of the shrine. Inside the building is an unlit square room, 30 feet by 30 feet, with large flagstones of the same unadorned grey stone. The shrine is *unhallowed*, with a permanent associated *bane* spell.

A milky white crystal, egg-shaped, rests on a raised pedestal in the center of the chamber. The room is otherwise empty, except for a **gray ooze** that lurks near the pedestal, using its camouflage ability to appear as nothing more than a section of damp stone (Spot check DC 15 to detect). It attempts to strike and devour any living creature.

Gray Ooze: CR 4; AC 5; hp 31; see the MM for details.

The Crystal: The milky white gem on the pedestal radiates strong alteration magic. A creature that examines the crystal (Spot DC 13) notices that swirling shapes

can be seen inside the gem. When the gem is taken outside the shrine chamber, it turns a dull grey and the swirling shapes disappear. Its magic functions only inside a properly dedicated shrine.

The gem is a device sacred to Ub-Xathla, a god of primeval slime, believed by some degenerate priests to be the source of all creation (this claim is contested by the clerics of Tiamat, and other deities, of course). The crystal can be used to view the past. By making a successful Concentration check (DC 12) and peering into the crystal, the reality surrounding the viewer disappears in a swirl of colors, and the viewer appears to become a creature of the past, re-living its experiences. A successful Spellcraft (DC 30) check allows a character to understand the purpose of the gem and how to use it.

The crystal-gazer can actually be trapped in the past if he gazes too far into bygone ages. Each round spent gazing into the crystal takes the viewer one step further into the past (although the crystal-gazer appears to be in each epoch for several minutes). When the crystal-gazer wishes to stop peering into the gem, he must make a

successful Will save (DC 10 + 1 for each round spent gazing into the gem), or become trapped in the past. Note that this is not time-travel as such; the crystal-viewer actually becomes a creature of the past, and has no recollection of his future life, skills or abilities. His present-day body disintegrates into a pool of putrid ooze, forever lost.

Refer to the table below left to determine the scenes experienced by the crystal-gazer.

F. THE PALACE OF THE KINGPRIEST

North of the Great Ziggurat stands the sprawling, many-columned Palace of the Kingpriest. It was the seat of the wordly government of Ibnath, as opposed to the ecclesiastic rule of the Hierophants who held court in the ziggurat.

The Kingpriest Arukurshu dwelled in the palace for most of Ibnath's history. His personal armed guards, the Lion Guard, were quartered in the barracks behind the palace. To ensure a loyal and powerful guard force, the kingpriest secretly turned some of the Lion Guards into vampires and vampire spawn.

After Arukurshu fled from the city, the Hierophants sought to make sure that the servants and Lion Guard members loyal to Arukurshu were neutralized. The servants and guards of the kingpriest were summoned to the palace and sealed within. Then, using the *Book of the Aeons*, the Hierophants cast a powerful ritual of stasis upon the entire palace, causing all within to fall into enchanted slumber.

Development: The gates of the palace have remained unbroken to this day, and the servants in stasis inside have not grown a day older. However, if the palace gates are broken and the palace is entered, the servants and guards awaken from the enchanted sleep. They have no knowledge of the passage of centuries of time, and act as if the city of Ibnath was still in its prime. Should any of these targets of the Hierophants' ritual exit the palace, however, the effects of delayed aging are upon them and they turn to withered mummies in seconds, then crumble to dust and blown into oblivion by the howling desert wind (see Continuous Effects, below). Note that this does *not* affect the creatures within the palace that are undead, since undead are immune to aging. Treat this effect as a spell cast by a 20th-level caster.

GAZING INTO THE PAST

Each round spent gazing into the crystal takes the viewer one step further into the past. The DM might adjust the table to reflect the various prehistoric eras of his own campaign.

1. At the dawn of the antediluvian age, the character is a king among the people founding the first human cities.
2. Before civilization, the character is a shaman performing crude animal sacrifices in cave-temples.
3. The character is one of the cavemen fleeing southwards from an approaching ice age, hunting woolly mammoths and saber-toothed tigers.
4. As an ape-like beast without the knowledge of fire, the character roams primeval forests.
5. The character is a small rodent running from larger, scaled predators.
6. As a winged lizard, the character soars above endless jungles and steaming fens below.
7. The character is a great dinosaur, witnessing the flaming trail and impact of a meteorite, and the eternal dusk that follows it.
8. As a serpent-man with a serpentine body and humanoid torso, the character bows before great snake-idols in strange cities of black basalt.
9. The character is a small eel-like creature crawling through the mud.
10. The character is a blind and mindless amoeba swimming in a sea of slime.

1. ENTRANCE COLONNADE (EL 5)

Twenty colossal marble columns line the palace entrance. These pillars are carved with images of mailed warriors wielding spears and swords and longbows. Behind the columns, to the east, is an entrance that leads to the visitors' suites and the servants' quarters. To the west, a similar entrance



leads to the outer court and the barracks of the palace guards. These large outer doors are of stone and measure 10 by 15 feet.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break (DC 28); Open Lock (DC 30).

Upon each of the doors is an intricately carved stone seal bearing archaic cuneiform writing. The seals radiate moderate abjuration magic. A successful Decipher Script check (DC 25) allows a character to interpret this as a message saying “*The swords of vengeance and a thousand curses are upon he who passeth through the gates which are forbidden*”. The seals are special warding glyphs, placed by the Hierophants, designed to keep trespassers from breaking the stasis spell affecting the entire palace. Each glyph resets itself after one day.

Greater Glyph of Warding Seals: CR 5; triggers a *slay living* spell (Fortitude DC 20 or die, 3d6+16 points of damage on successful save); Search (DC 31); Disable Device (DC 31); Dispel (DC 27). Special: If discharged, the glyph resets itself after one day.

The walls of the narrow corridors beyond the sealed doors are hung with rich silken tapestries depicting men and women of different races, apparent by the differences in skin color, cultural

costumes, weapons and hairstyles. There are pictures of black warriors wearing loincloths of leopard-skin and wooden spears, turbaned elephant-riders wearing tiger-skin cloaks, hawk-faced priests with serpent-crowns and white kilts, yellow-skinned, robed mystics with slanted eyes, and so on.

At regular intervals, in between the tapestries, are rows of stuffed heads and the grinning skulls of beasts from far-away lands. These include yellow-skinned tigers, tusked elephants, white-furred bears, great black apes, hairy yaks, and so on.

2. SERVANTS' QUARTERS

The palace servants are crammed together in miserable, filthy rooms in the east wing of the palace. There are two large halls here; one for men and the other for women. The servants dress in simple linen clothing, and sleep on braided reed mattresses on the floor here when they are not called to duty elsewhere in the palace. Many of these servants are descendants of prisoners of war from Yhakkoth, who despise their new masters. As such, the servants may be willing to provide the PCs with information on the layout and inhabitants of the palace if they are treated well.

THE PALACE OF THE KINGPRIEST RANDOM ENCOUNTERS

Difficulty Level: 8+.

Entrances: Through the palace gates at Area 1.

Exits: None.

Wandering Monsters: Check once every 10 minutes on 1d20:

1-5.	1d4+1 palace servants (see Area 2 for statistics)
6-10.	2d6 palace guards (see Area 3 for statistics)
11-12.	1d3 harem girls (Com1), with 50% chance of 2 palace eunuchs (see Area 15 for statistics)
13-14.	1 Lion Guard (see Area 9 for statistics)
15-20.	No encounter.

Shielding: No form of teleportation, astral or ethereal travel is possible into or out of the palace.

Detections: As long as the palace gates remain unbroken, the entire building radiates strong enchantment magic. This aura disappears as soon as the seals on the gates at Area 1 are broken.

Continuous Effects: All within the palace are subject to a special stasis spell. If the main gates are broken, creatures within the palace awaken and act normally. As soon as such creatures exit the palace, they suffer centuries of rapid aging in mere seconds. Note that this also applies to any item or material brought out of the palace, which is not resistant to the effects of aging (such as cloth, tapestries, food, wood, and so on).

Standard Features: The palace floors and walls are of polished marble. Corridors are 10 feet wide and tall unless indicated otherwise. Burning oil lamps of bronze line the walls at regular intervals. Standard doors are made of bronze-reinforced wood (2 in. thick; Hardness 5; hp 20; Break DC 18), if described as locked, add Open Lock (DC 25).

These servants never fight and PCs should be penalized for behaving offensively towards them.

Palace Servants, Male and Female Human Com1 (50 total): CR 1/4; SZ M; HD 1d4+1; hp 3; Init +1; Spd 30 ft; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +0/+1; Atk +1 melee (1d3+1, unarmed strike); AL N; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 13.

Skills: Craft (any one) +4, Handle Animal +5, Listen +4, Profession (any one) +4. **Feats:** Endurance, Run.

Possessions: Simple clothes, sandals.

3. BARRACKS (EL VARIABLE)

Each of these three large halls and their adjoining side chambers are occupied by the palace guards. The halls are furnished in simple fashion, but are clean and well kept. The palace guards wear polished silver helmets and white and green kilts beneath their leather armor.

At any one time, 3d6 **palace guards** are here, the rest being on guard duty elsewhere in the palace. The guards are suspicious of anyone they do not recognize as authority figures. If in doubt, they report to their commander, the vizier Yahar (see Area 11). If combat breaks out, they try to sound the alarm and summon one or more Lion Guards from Area 9.

Palace Guards, Male Human War3 (3-18): CR 2; SZ M; HD 3d8+3; hp 16; Init +1; Spd 30 ft; AC 15 (+3 studded leather, +1 small wooden shield, +1 Dex), touch 11, flat-footed 14; BAB/Grp +3/+5; Atk +5 melee (1d8+2, longsword, 19-20/x2) or +6 melee (1d8+2, shortspear, crit x3) or +5 ranged (1d8, shortspear, crit x3, range 20 ft.); AL N; SV Fort +4, Ref +4, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +6, Jump +8. **Feats:** Alertness, Lightning Reflexes, Weapon Focus (shortspear).

Possessions: Shortspear, longsword, studded leather armor, small wooden shield, polished silver helmet (worth 40 gp), white and green tunic, sandals.

4. VISITORS' SUITES (EL VARIABLE)

These suites, reserved for visiting dignitaries and nobles, are furnished in relative luxury, with chairs whose backs are carved with lion motifs, and tables of polished cedarwood set with dishes and bowls containing food and fruits, as well as decanters of bronze filled with crimson wine.

Any of the non-player characters described below can either be encountered in the Inner Court (Area 12), or here in their personal chambers. Refer to Area 12 for NPC statistics not listed here.

Area 4A is currently the abode of **princess Anath of Zhaol**. In her lavish four-room suite are 10 **slave-girls** (Com1). Hidden in a secret compartment in her bedchamber (Search DC 30) is a divine scroll of *lesser planar ally* and *sending* (caster level 8), as well as a pouch of ten perfect white

pearls (worth 100 gp each) and a small clay image of the fire-demon Moloch.

Area 4B is the residence of the deposed barbarian-prince **Yagrush of Hamgatana**. It has simple furnishings compared to the other suites. Its main points of interest include its supply of twelve large amphorae of fine wine (worth 250 gp each), and a weapon rack that includes a selection of exotic weaponry, such as a spiked chain, an Assyrian double axe, a masterwork two-bladed sword, and composite longbow (+4 Strength bonus).

Area 4C serves as a luxurious prison for the necromancer **Yam-Baal-Ah**, a wizard captured during the defeat of Yhakkoth. Unfortunately, the wizard is unable to enjoy his opulent surroundings, for he has been subject to a *binding* spell (metamorphosis variant). His body is in gaseous form inside a glass jar, while the necromancer's head and face is visible and capable of speech. The wizard's true form is that of a lean and gaunt old man. Should the PCs get past the guardians outside the doors (see below), Yam-Baal-Ah attempts to negotiate his release by offering information and assistance to the PCs. The necromancer was present at the battle of the Sea of Bones (although that name for the place developed later) and was the one who mummified the corpse of the archwizard Yaod after the battle. Yam-Baal-Ah has also come to realize that the kingpriest Arukurshu is actually a vampire that conceals his desire for blood from the city's inhabitants through fertility rites performed in the name of Tammuz.

Yam-Baal-Ah, Male Human Wiz12: CR 12; SZ M; HD 12d4; hp 30; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +6/+5; Atk -1 melee (1d3-1, unarmed strike); Full Atk -1/-6 melee (1d3-1, unarmed strike); SA spells; SQ summon familiar; AL NE; SV Fort +4, Ref +6, Will +13; Str 9, Dex 15, Con 11, Int 17, Wis 16, Cha 9.

Skills: Craft (alchemy) +20, Concentration +15, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (undead) +18, Spellcraft +18. **Feats:** Craft Wondrous Item, Empower Spell, Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Craft [alchemy]), Spell Penetration, Spell Focus (necromancy), Still Spell.

Wizard Spells Prepared (4/5/5/3/3/2; base DC 13 + spell level): None. Yam-Baal-Ah must rest to regain spells after being released from the *binding* spell that holds him captured. The DM should decide what spells he has written in his spellbooks.

Note: The entrance to Yam-Baal-Ah's prison is guarded by 2 **Lion Guards** (see Area 9 for statistics).

Area 4D is occupied by **Kothar-U-Khassis**, a Khemitian wizard-priest. His chambers are decorated with painted tapestries depicting the beast-headed Khemitian gods. Spread out on a cedarwood desk are several papyrus scrolls containing dark litanies praising

Set, the serpent-god. In a locked (Open Lock DC 30) and *fire-trapped* (1d4+7 points of damage) drawer is an ivory scrollcase that contains a fragile and ancient map of a mountainous, jungle-covered area (this is actually a rather unprecise map that hints at the existence of a lost city of Set in the uplands to the south of Khemit).

5. OUTER COURT (EL VARIABLE)

This is a vast open courtyard, flanked on all four sides by rows of green-blue lapis lazuli columns. The walls behind the columns are carved and painted with hunting scenes of the king and his entourage in chariots; the king is shown killing lions with his bare hands. On some smaller carvings the king can even be seen (Spot DC 15) to drink the blood of slain lions from golden cups.

Presently in the courtyard is a crowd of courtiers, servants and entertainers. The latter include animal-trainers with trained monkeys, dancing bears, and exotic animals such as snow leopards in cages, small monkeys and colorful peacocks; painted courtesans (both male and female); gaunt fakirs from the land of Hind; a troupe of Asian-featured acrobats from some unknown sunrise land; robed astrologers offering horoscopes and forecasts of things to come; and naked dancers leaping and cavorting to the sound of musicians with cymbals, drums, lyres and flutes.

Development: This motley crowd is a typical sampling of characters attracted to the court of the kingpriest, who in his long years of rule grew bored of such trite entertainment and sought to indulge in other, more demented pleasures. When the player characters enter the courtyard the people in the crowd assume them to be petitioners or mercenaries seeking the attention of the kingpriest. Any of the characters described below might approach the PCs and exchange gossip, barter items, or inquire into their business with the kingpriest Arukurshu. The DM should roleplay these scenes, bearing in mind that these NPCs are wholly ignorant of the centuries that have passed since the fall of Ibnath.

Snow Leopard: CR 2; AC 15, hp 19; use the leopard stats in the MM.

Personality/Description: This exotic beast could break out of its cage and cause havoc in the courtyard. The PCs might rescue innocent bystanders from being mauled, but if they slay the rare snow leopard, they gain the enmity of its owner, the barbarian prince Yagrush (see Area 12).

Fakirs of Hind, Male Human Rog4 (3): CR4; SZ M; HD 4d6+4; hp 18; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB +3/+4; Atk +6 melee (1d4+1, masterwork kukri, 18-20/x2); SA sneak attack (+2d6); SQ evasion, un-

canny dodge, trapfinding, trap sense (+1); AL N; SV Fort +4, Ref +7, Will +3; Str 12, Dex 17, Con 13, Int 12, Wis 13, Cha 14.

Skills: Climb +8, Disable Device +8, Escape Artist +10, Intimidate +9, Move Silently +10, Perform +9, Spot +8, Swim +8, Use Magic Device +9, Use Rope +10. **Feats:** Exotic Weapon Proficiency (kukri), Great Fortitude, Weapon Finesse (kukri).

Possessions: Masterwork kukri, cotton loincloth, green turban, torches, blunt swords, wooden beggar's bowl.

Personality/Description: These fakirs are gaunt and skinny, their flesh marked by purple scars of countless self-inflicted stabs. They wear simple green turbans and loincloths, and perform shows with swords and torches in return for food or coins.

Eastern Acrobats, male and female human Mnk3 (6): CR 3; SZ M; HD 3d8+9; hp 22; Init +4; Spd 40 ft.; AC 16 (+2 Wis, +4 Dex), touch 16, flat-footed 12; BAB/Grp +2/+4; Atk +4 melee (1d6+2, unarmed strike), or +2/+2 melee (1d6+2, flurry of blows); SA flurry of blows, unarmed strike; SQ evasion, fast movement, still mind; AL N; SV Fort +6, Ref +7, Will +5; Str 14, Dex 18, Con 16, Int 10, Wis 14, Cha 11.

Skills: Balance +10, Climb +8, Escape Artist +10, Jump +8, Tumble +10. **Feats:** Combat Reflexes, Deflect Arrows (b), Dodge, Mobility, Stunning Fist (b).

Possessions: Silken jacket and trousers, sandals, various pieces of jade jewelry (worth 100 gp per acrobat).

Personality/Description: This group of monk-acrobats has travelled into the lands of the twin rivers from a land far to the east. Honor is very important to them and they take deadly offense if they are somehow insulted (such as someone questioning their acrobatic and martial arts skills). They are otherwise quite silent and respectful towards others.

Kalmari the Court Astrologer, male human Wiz5: CR 5; SZ M; HD 5d4+5; hp 17; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +2/Grp +1; Atk +1 melee (1d6-1, quarterstaff); SA spells; SQ summon familiar; AL N; SV Fort +2, Ref +4, Will +6; Str 8, Dex 13, Con 13, Int 15, Wis 14, Cha 15.

Wizard Spells Prepared (4/4/3/1; base DC 12 + spell level): 0—arcane mark, dancing lights, prestidigitation, read magic; 1st—animate rope, comprehend languages, grease, identify; 2nd—detect thoughts, extended mage armor, Tashaa's hideous laughter; 3rd—clairaudience/clairvoyance.

Skills: Concentration +9, Craft (alchemy) +10, Knowledge (astrology) +10, Knowledge (the

planes) +10, Spellcraft +10. **Feats:** Dodge, Extend Spell, Lightning Reflexes, Run, Scribe Scroll.

Possessions: Quarterstaff, robes embroidered with star patterns, pointed hat, arcane scroll of *tongues*, locate object and nondetection (caster level 5), pouch of three gems (worth 50 gp each), wooden arm-prosthesis.

Personality/Description: Kalmari is an eccentric, middle-aged wizard who calls himself a court astrologer and masquerades as such by wearing star-embroidered robes and a pointy hat. He used to make a living as a jester in the courts of Babylon, but after an episode which he is loath to talk about (said to involve several harem girls), he had his left arm cut off and he was banished from that city. Kalmari turned to a life as a charlatan, casting horoscopes for rich individuals and nobles (using detect thoughts to divine what his patrons really want to hear).

Naked Dancers and Musicians, male and female human Exp1 (12): CR 1/2; SZ M; HD 1d6+1; hp 4; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +0/+0; Atk +0 melee (1d3, unarmed strike); AL N; SV Fort +1, Ref +2, Will +2; Str 11, Dex 14, Con 12, Int 12, Wis 11, Cha 15.

Skills: Gather Information +6, Knowledge (local) +5, Listen +4, Move Silently +6, Open Lock +6, Perform +6 (dance), Perform +6 (mime), Perform (lyre) +6, Perform (limerick) +6, Sleight of Hand +6, Spot +4. **Feats:** Endurance, Run.

Personality/Description: These artists are high in demand for their ability to entertain even the most jaded of nobles. The musicians play flutes, cymbals, drums and harps, while the naked dancers leap and move with seductive grace.

6. ADMINISTRATIVE OFFICES

These soberly-decorated rooms are used by palace administrators and courtiers. The chambers contain hundreds of cuneiform tablets, as well as sets of weights, writing implements and simple abacuses. Side chambers include workshops, storage areas, and bathrooms.

7. STOREROOMS

This large palace wing contains a number of chambers used to store various palace supplies and equipment. The chambers are filled with wooden boxes, chests, barrels and clay jars containing everything from blankets and clothing, candles, chalk, lamp oil, and lengths of rope, to sacks of grain, torches and wine-skins. The northernmost rooms, closest to the palace kitchen (Area 8) contain large quantities of grain, dried

meat and vegetable oil. Within reasonable limits (and subject to DM approval, of course), almost everything on the equipment table in the PHB can be found here, but remember that most organic items crumble to dust when taken outside the palace.

8. PALACE KITCHEN

Banquets and great feasts are prepared in this large kitchen. It is filled with kitchen equipment, dishes and clay vessels, and bustles with **4d4 palace servants** (see Area 2 for statistics).

Treasure: On tables and shelves are amphorae with wines from far-off lands (200 wine jars worth, on average, 25 gp each), exotic fruits and berries (worth 500 gp total, but subject to decay once taken out of the palace), and meals cooked in exotic spices from Ubar (10 large bags of spices worth 250 gp each). Hidden in a cupboard (Search DC 20) are *potions of bull's strength*, *cure light wounds* and *endurance*.

9. BANQUET HALL (EL 14)

Outside the southern doors of this hall, facing the Inner Courtyard (Area 5), stand a pair of massive winged bulls carved in stone. These are **shedu-golems** (see the monster appendix), placed here to protect the palace from intruders of all kinds. The command words to control these golems are known to the Lion Guards (see below), vizier Yahar (see Area 11), as well as the kingpriest Arukurshu. The constructs are only employed in combat when the palace guards are faced with clearly superior foes.

Shedu-Golems (2): CR 12; SZ H Construct; HD 16d10+40; hp 128; Init -1; Spd 30 ft./Fly 60 ft.; AC 27 (-2 size, -1 Dex, +20 natural), touch 7, flat-footed 27; BAB/Grp +12/+29; Atk +19 melee (2d6+9, gore); Full Atk +19 melee (2d6+9, gore), and +14 melee (2d6+4 [x2], hooves); Space/Reach 15 ft./15 ft.; SA fear aura, holy smite, trample 2d8+9; SQ construct traits, damage reduction (20/adamantine), immunity to magic, true seeing; AL N; SV Fort +5, Ref +4, Will +5; Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1.

All doors leading into and out of this large hall are massive black iron doors engraved with the image of an armored, bearded man, wearing a tall, conical crown and wielding a sickle sword in each hand.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 35.

The large chamber between the outer and inner courts is used for entertaining guests. Here, the kingpriest holds banquets and hosts other large gatherings for his courtiers and visiting foreign

leaders. It is also where secret debaucheries are held by the vampire-king at night, closely guarded by his vampiric Lion Guards.

The walls of the chamber, decorated with scenes of Arukurshu and his life, are inscribed with the following verses of praise for the kingpriest:

I, Arukurshu the Warlord, enslaved people from many nations to build Ibnath, the city beloved of the gods.

I, Arukurshu the Kingpriest, constructed a great palace of gold, silver, bronze, alabaster, ivory, cedar and pine for my royal residence.

I, Arukurshu, Prince of all High Priests, gathered all the gods into my city and offered them sacrifices and gifts.

I, Arukurshu the Shepherd, took a new Sacred Wife every thirteen moons, and the daughters of Ishtar wept for me as I died and was born again.

The banquet hall is always guarded by 2 **Lion Guards**, garbed in mailed armor and lion-hide cloaks. They refuse to let anyone pass through to the Inner Court (Area 12) and the areas beyond unless they bear the seal of Arukurshu's vizier, Yahar (see Area 11). Note that these guards have been turned into vampires by Arukurshu, and must therefore avoid the sunlight of the courtyard (if necessary, they send the shedu-golems against intruders in the courtyard during the day).

Lion Guards, male human vampire Ftr5 (2): CR 7; SZ M Undead; HD 5d12; hp 32; Init +7; Spd 30 ft.; AC 23 (+3 Dex, +6 natural, +4 masterwork chain shirt), touch 13, flat-footed 20; BAB +5/+11; Atk +11 melee (1d6+6 plus energy drain, slam) or +13 melee (1d10+11, masterwork bastard sword) or +9 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); Full Atk +11 melee (1d6+6 plus energy drain, slam) or +13 melee (1d10+11, masterwork bastard sword) or +9 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); SA charm (Will DC 13 negates), energy drain (2 levels, Fort DC 13), blood drain, children of the night, create spawn; SQ darkvision (60 ft.), damage reduction (10/silver and magic), cold and electricity resistance (10), gaseous form, spider climb, alternate form, fast healing (5), vampire weaknesses, undead traits; AL CE; SV Fort +5, Ref +6, Will +4; Str 22, Dex 17, Con —, Int 12, Wis 16, Cha 12.

Skills: Bluff +9, Climb +10, Hide +10, Listen +17, Move Silently +11, Ride +11, Search +9, Sense Motive +11, Spot +17. **Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Re-

flexes, Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork chain shirt, masterwork bastard sword, masterwork shortbow, quiver with 30 arrows, *potion of haste*.

10. SHRINE TO TAMMUZ AND ISHTAR (EL 9)

This large, many-columned sanctum is dimly illuminated by a large bronze brazier. A heavy odor of incense hangs in the air. Behind the brazier, to the right, stands a large black ebony statue of Tammuz, a handsome man grasping a flail in one hand and a sickle in the other hand. The statue's eyes are set with two large crimson red rubies (worth 5,000 gp each). To the left of Tammuz stands a white ivory statue of the naked goddess Ishtar, her navel set with a fist-sized brilliant green emerald (worth 5,000 gp). Both statues are 15 feet tall.

If a character burns a small sacrifice (worth at least 10 gp) in the brazier and dedicates it to Tammuz, that character always benefits maximally from healing spells; that is, healing spells always cure the maximum number of hit points possible. This effect lasts until the next sunrise.

If a similar sacrifice is made and dedicated to Ishtar, the character's melee weapons always cause maximum damage on a successful hit (for example, a longsword always causes 8 points of damage). This effect lasts until the next sunset.

However, if a character sacrifices to both deities, both benefits are lost, and the character does not benefit from any more sacrifices made until the next full moon.

If anyone attempts to steal the gems set into the statues, a **scorpion-demon** (see the *Tome of Horrors* by **Necromancer Games** and the Monster Appendix in this book) appears to punish the transgressor. It targets the first creature to touch any of the gems, and fights until slain.

Gharros Demon (Scorpion Demon): CR 9; SZ L Outsider [Chaotic, Evil, Extraplanar]; HD 9d8+27; hp 67; Init +1; Spd 30 ft.; AC 27 (–1 size, +1 Dex, +17 natural), touch 10, flat-footed 26; BAB/Grp +9/+17; Atk +12 melee (1d10+4, large battleaxe, crit x3); Full Atk +12 melee (1d10+4, large battleaxe, crit x3) and 2 tail stings +10 melee (1d6+2 plus poison); SA spell-like abilities, poison, summon demons; SQ damage reduction (10/cold iron and good), SR 22, demon traits, outsider traits, darkvision (60 ft.); AL CE; SV Fort +9, Ref +7, Will +8; Str 19, Dex 12, Con 16, Int 12, Wis 14, Cha 14.

Skills: Climb +15, Concentration +12, Jump +15, Listen +21, Move Silently +10, Search +11, Sense Motive +11, Spot +21. *Feats:* Cleave, Great Cleave, Multiattack, Power Attack.

11. VIZIER'S SUITE

This spacious chamber is the personal abode of the vizier **Yahar** (see Area 12 for statistics), the kingpriest's second-in-command and steward of the royal palace.

The room is richly furnished with cedarwood furniture, silken wall hangings and finely sculpted statues of warriors and animals. On a stand against the northern wall stands a display of an ancient bronze breastplate, still in usable condition. On a large table are several flagons filled with fine wine (11 flagons worth 100 gp each). Among the flasks on the table is a small bottle containing *oil of timelessness*. A small chest (Hardness 5; hp 1; Break DC 17) hidden under a large bed (Search DC 15) contains a golden anklet in the shape of a satyr (worth 350 gp) and several half-rotted petals from a lotus flower.

12. INNER COURT (EL VARIABLE)

The flagstones of this large, rectangular hall are of well-worn black onyx. Four pillars of dark green malachite flank a great throne of polished ivory in the center of the room. This is the fabled Ivory Throne of the Kingpriest of Ibnath. The plastered walls of the throne room are painted with grisly war scenes, showing what must obviously be the kingslaying enemies to his left and right on the battlefield. Other motifs include the king receiving tribute and gifts from peoples of many foreign lands, judging by their strange clothing and hairstyles.

This is where the kingpriest received important guests and held his audiences. The throne room is presently filled with several emissaries who are awaiting the arrival of the kingpriest.

Development: This is a great opportunity for roleplaying. Like the crowd in the courtyard (Area 5), these NPCs are ignorant of the fate of Arukurshu and indeed the fate of Ibnath itself, and they are doomed to perish if they exit the palace (although they do not know this, of course, and neither are the PCs likely to know it). The NPCs spend their waiting time interrogating the newcomers. All seek to use the PCs to further their own purposes. Use the description of each NPC (see below) to determine their reaction if combat breaks out.

Yahar, male human Ftr10: CR 10; SZ M; HD 10d10+20; hp 75; Init +2; Spd 30 ft.; AC 17 (+3 studded leather, +2 Dex, +2 *cloak of the bat*), touch 12, flat-footed 15; BAB/Grp +10/+15; Atk +14 melee (1d8+7, heavy mace, 19–20/x2); Full Atk +14/+9 melee (1d8+7, heavy mace, 19–20/x2) and +13/+8 melee (1d6+5, short sword, 19–20/x2); AL LN; SV Fort +9, Ref +5, Will +5; Str 20, Dex 15, Con 14, Int 13, Wis 14, Cha 14.

Skills: Climb +18, Handle Animal +15, Jump +18, Ride +15. *Feats:* Ambidexterity, Combat

Reflexes, Expertise, Improved Disarm, Improved Trip, Power Attack, Improved Critical (heavy mace), Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: Studded leather armor, iron-shod rod of office with golden lion's head (functions as a heavy mace, worth 500 gp), short sword, gold-trimmed dark blue robes (a *cloak of the bat*), four golden signet rings set with black opals (worth 250 gp each), gold amulet bearing the royal seal of Ibnath (worth 1,000 gp).

Personality/Description: Yahar is the kingpriest's Vizier and lord high steward of the palace. He is utterly loyal to Arukurshu, though he has not yet been turned into a vampire himself. He knows of the kingpriest's vampirism and often arranges the practicalities around Arukurshu's debaucheries.

The Vizier dresses in voluminous gold-trimmed robes (actually a *cloak of the bat* given to him by Arukurshu), wears several golden rings and wields an iron-shod staff of office topped with a golden lion's head. He is bald and sports a tiny goatee.

In combat, Yahar prefers a two-handed style with his rod of office and a short sword. If severely wounded, he attempts to withdraw to a dimly illuminated chamber where he can use his cloak to polymorph into a bat and fly off (he might also do this to frighten opponents into thinking that he is a real vampire).

Kothar-U-Khassis, male Khemitian Wiz5/Clr6 of Set: CR 11; SZ M; HD 6d8+12 plus 5d4+10; hp 61; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 *mage armor*), touch 12, flat-footed 14; BAB/Grp +6/+9; Atk +11 melee (1d8+4, *rod of the viper* [+1 heavy mace]); Full Atk +11/+6 melee (1d8+4, *rod of the viper* [+1 heavy mace]); SA rebuke undead (9/day), spells, smite (1/day, +4 to attack and +6 to damage); SQ summon familiar; AL LE; SV Fort +8, Ref +7, Will +12; Str 16, Dex 14, Con 15, Int 14, Wis 17, Cha 15.

Skills: Concentration +16, Craft (alchemy) +13, Heal +6, Knowledge (arcana) +16, Knowledge (religion) +16, Spellcraft +16. **Feats:** Dodge, Extend Spell, Extra Turning, Lightning Reflexes, Mobility, Scribe Scroll, Weapon Focus (heavy mace).

Cleric Spells Prepared (5/4/4/3; base DC 13 + spell level): 0—*create water*, *detect magic*, *detect poison*, *light*, *resistance*; 1st—*bane*, *cause fear*, *doom*, *sanctuary*; 2nd—*bull's strength*, *hold person* (x2), *silence*; 3rd—*bestow curse*, *magic vestment*, *prayer*.

Domain Spells (Destruction, Knowledge): 1st—*inflict light wounds*; 2nd—*detect thoughts*; 3rd—*contagion*.

Wizard Spells Prepared (4/4/3/1; base DC 12 + spell level): 0—*daze*, *disrupt undead*, *mage hand*, *ray of frost*; 1st—*burning hands*, *charm person*, *mage*

armor, *magic missile*; 2nd—*flaming sphere*, *resist elements*, *summon swarm*; 3rd—*lightning bolt*.

Possessions: *Rod of the viper*, *sandals of speed*, divine scroll of *invisibility purge* and *dispel magic* (caster level 6), arcane scroll of *lightning bolt* and *summon monster III* (caster level 5), golden serpent-crown (worth 400 gp), gold bracers (worth 150 gp), pouch with two small rubies (worth 500 gp each), set of papyrus scrolls (spellbook), linen kilt with crocodile-skin belt (worth 50 gp).

Personality/Description: Khothar-U-Khassis is a mage-priest of Set from the serpent-haunted lands of Khemit to the west. He is tan, hawk-faced, and wears a golden serpent-crown. His clothing consists of a plain white kilt and a pair of golden bracers. Khothar-U-Khassis has travelled to the kingpriest's court to find sponsors for a slave-trading expedition into Nubia (the real goal of the expedition is to find a jungle-lost city of Set).

The mage-priest has always precast *mage armor*. If he expects combat, he casts *magic vestment* upon his clothes to gain a +2 enhancement bonus to AC. In combat, he uses his *sandals of speed*, to gain a +4 haste bonus to AC, and the Dodge feat to gain an additional +1 AC bonus against a selected opponent. He targets his most powerful wizard spells upon hostile spellcasters, and then wades into melee with his serpent-rod.

Yagrush, male human Bbn11: CR 11; SZ M; HD 11d12+44; hp 115; Init +3; Spd 30 ft.; AC 20 (+2 *breastplate*, +3 Dex); BAB/Grp +11/+16; Atk +18 melee (1d12+9, +2 *greataxe*, 19–20/x3); Full Atk +18/+13/+8 melee (1d12+9, +2 *greataxe*, 19–20/x3) or +16/+11/+6 melee (2d4+5, *falchion*, 18–20/x2); SA greater rage (4/day, duration 9 rounds); SQ fast movement, illiteracy, improved uncanny dodge, trap sense (+3), damage reduction (3/—); AL NE; SV Fort +11, Ref +6, Will +6; Str 20, Dex 16, Con 18, Int 14, Wis 13, Cha 16.

Skills: Climb +21, Handle Animal +17, Intimidate +17, Jump +19, Listen +15, Ride +17, Survival +15. **Feats:** Cleave, Combat Reflexes, Iron Will, Improved Critical (*greataxe*), Power Attack.

Possessions: +2 *greataxe*, +2 *breastplate*, gem-studded falchion (worth 600 gp), *potion of haste*, *potion of aid*, gold signet ring bearing the royal seal of Hamgatana (worth 1,000 gp), golden circlet inset with several yellow topazes (worth 1,000 gp), fur-trimmed cloak embroidered with a crouching chimera (worth 250 gp).

Personality/Description: Powerful and cruel, Yagrush was formerly a prince of the eastern city-state Hamgatana. He was deposed in a bloody revolt, and has travelled west seeking refuge in various city-states, seeking to gain support to reclaim his principedom. He claims to have the secret allegiance of 1,000 charioteers back in his homeland, and promises great rewards to those who would

help him back on the throne that is “rightfully his”. He might seek to hire the PCs as mercenaries if they seem suited to the job.

The barbarian prince is heavily muscled, with face and arms scarred from years of constant battle. His pate is clean-shaven, except for a long, black ponytail that hangs down his back. People that have gazed into Yagrush’s narrow, yellow eyes liken them to those of a panther. He wears a finely carved bronze breastplate, baggy silken trousers and warriors’ sandals.

If combat breaks out in the courtroom, Yagrush sides with the palace guards in an attempt to impress and gain the goodwill of the kingpriest of Ibnath. His tactics are simple but effective; he enters a rage and goes after the weakest-looking opponent, attempting to slay as many weak foes as possible, hopefully leaving an impressive body count behind.

Anath, female human Ari2/Cleric of Moloch: CR 9; SZ M; HD 10d8+20; hp 65; Init +8; Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; BAB/Grp +7/+8; Atk +9 melee (1d4+1, masterwork dagger, 19–20/x2); Full Atk +9/+4 melee (1d4+1, masterwork dagger, 19–20/x2) or +12/+7 ranged (1d4+1, masterwork daggers, 19–20/x2, range 10 ft.); SA rebuke undead or fire creatures (7/day), spells; SQ cast evil spells at +1 caster level; AL NE; SV Fort +8, Ref +8, Will +13; Str 13, Dex 18, Con 15, Int 17, Wis 19, Cha 18.

Skills: Bluff +14, Concentration +15, Diplomacy +17, Forgery +13, Heal +13, Knowledge (history) +13, Knowledge (religion) +16, Sense Motive +14, Spellcraft +16. **Feats:** Dodge, Improved Initiative, Lightning Reflexes, Still Spell, Spell Penetration.

Cleric Spells Prepared (6/5/4/4/3; base DC 14 + spell level): 0—*create water*, *cure minor wounds* (x3), *guidance*, *resistance*; 1st—*command* (x2), *divine favor*, *doom*, *sanctuary*; 2nd—*death knell*, *hold person* (x2), *undetectable alignment*; 3rd—*bestow curse*, *invisibility purge*, *magic vestment*, *prayer*; 4th—*death ward*, *greater magic weapon*, *poison*.

Domain Spells (Fire, Evil): 1st—*burning hands*; 2nd—*desecrate*; 3rd—*magic circle against good*.

Possessions: Four masterwork daggers, one dose of *dust of disappearance*, *necklace of fireballs* (type V), *bracers of armor* +3, *divine scroll of dismissal* and *lesser planar ally* (caster level 8), *potion of love*, pair of small electrum earrings in the shape of a hawk (worth 100 gp each), white silk loincloth, sandals.

Anath is a royal princess of the opulent realm Zhaol who secretly worships the fire-god Moloch. Voluptuous and vain, she uses her guile and charm to manipulate men to do her bidding. She is presently in Ibnath as ransom for a peace treaty between Ibnath and Zhaol, but plans to leave one of her servant girls in disguise in the city and flee back through the desert to Zhaol. If the PCs can be *charmed* or seduced into helping her escape, so much the better. She conceals her evil nature using *undetectable alignment* spells.

Anath is truly beautiful; her skin is whiter than milk and her hair is the color of living gold with the flame of the sun caught in it. Men whisper that the supple beauty of her body would shame the goddess Ishtar. Few know the secrets of her black heart and the atrocities she has committed, such as sacrificing infants on the fiery altars of Moloch. She dresses in scanty clothes of silk and velvet.

Quadish-Amrar, male human Ari4/Rog4: CR 7; SZ M; HD 4d8+8 plus 4d6+8; hp 48; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +6/+6; Atk +10 melee (1d4+1 plus poison, +1 *dagger*, 19–20/x2) or +6 melee (1d6, short sword, 19–20/x2) or +10 ranged (1d4+1 plus poison, +1 *dagger*, 19–20/x2) or +9 ranged (1d2, whip); Full Atk +10/+5 melee (1d4+1 plus poison, +1 *dagger*, 19–20/x2) or +6/+1 melee (1d6, short sword, 19–20/x2) or +10/+5 ranged (1d4+1 plus poison, +1 *dagger*, 19–20/x2, range 10 ft.) or +9/+4 ranged (1d2, whip); SA sneak attack (+2d6), poisoned dagger (wyvern poison, Fort DC 17, 2d6/2d6 Con); SQ evasion, uncanny dodge, trapfinding, trap sense (+1); AL N; SV Fort +6, Ref +8, Will +8; Str 11, Dex 17, Con 14, Int 12, Wis 15, Cha 9.

Skills: Appraise +14, Bluff +6, Disguise +4, Escape Artist +8, Forgery +7, Hide +14, Intimidate +10, Move Silently +14, Sleight of Hand +5, Use Magic Device +10. **Feats:** Great Fortitude, Skill Focus (Appraise), Skill Focus (Bluff), Weapon Finesse.

Possessions: +1 *dagger*, *wand of hold person* (15 charges), short sword, whip, various herbal drugs (worth 1,000 gp total), a dose of black lotus extract, two doses of wyvern poison, rich merchant’s clothes (worth 75 gp), silken pouch of assorted gems (worth 4,000 gp total), 200 gp.

Personality/Description: Quadish-Amrar is a merchant-prince, caravan-master and slavelord of Kathpatuka. He is a man noted for his depraved and degenerate tastes, particularly his abuse of his female slaves and his flagrant use of dangerous drugs. He has brought one of his caravans to Ibnath, hoping to sell several girls procured from the far-off slave markets of Tyre and Yauna for inclusion in the kingpriest’s harem.

Quadish-Amrar has a long, drooping moustache and a curly beard. He is well-fed and rather obese, but surprisingly agile for a man of his bulk. Many men have died by underestimating the capabilities of this man who is as dangerous as a cobra when he is pressed into a corner.

The slavelord would rather avoid combat and seeks to flee at first opportunity. If flight is impossible, he may temporarily side with the PCs if they appear to be the strongest party. He offers much gold and wealth if the PCs protect him and/or spare his life, as appropriate.

13. KING’S SUITE

Entry to this chamber is barred by a massive black iron door (similar to the one at Area 9), engraved with images of a crowned and robed king who grasps a sickle sword in one hand and a lotus blossom in the other.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

The personal chamber of the kingpriest is lavishly furnished, with thick rugs and woven carpets, wall hangings, and soft chairs, couches and cushions. Amphorae filled with wine and dishes of sweetmeats abound. Against one wall is a large bronze brazier that continually burns and gives off a fragrant, exotic scent into the air. Golden serving pieces and goblets carved with lion designs (worth 4,000 gp total) and an alabaster box filled with gems (20 red garnets worth 100 gp each) are in plain sight.

In the center of the room stands a statue dressed with a suit of armor engraved with Arukurshu's lion insignia (this is a *breastplate of command*). Three exquisite weapons hang on the eastern wall. These include a +1 *unholy greataxe*, a masterwork bastard sword, and a composite longbow (+4 Str bonus).

Dressing Room: Used by the kingpriest and his courtiers and servants in the preparation of great ceremonies, this chamber between the throne room and the kingpriest's private chambers contains wardrobes filled with several rich state costumes and uniforms, such as gold-lined white robes and purple cloaks (worth 1,000 gp total).

Bedchamber: The kingpriest's sleeping chamber is separated from the main chamber to the east by thin veils of purple silk. The room is dominated by a large, lavish bed, with carved gargoyle heads on all four posts and piled with silvery furs (five winter wolf furs, worth 250 gp each). In a wooden wardrobe are seven bejeweled silk robes in different colors – black, brown, gray, green, red, yellow and white (worth 50 gp each).

Hiding behind the veils are 3 **vampire spawn** concubines of Arukurshu. These comely females are naked except for golden necklaces with pendants carved in the shape of sphinxes with eyes of amber (worth 200 gp each). They spy on the player characters through the curtain and attempt to attack with surprise.

Arukurshu's Concubines, female human Vampire Spawn (3): CR 4; hp 26; see Area 15.

14. TREASURY (EL 5)

The door to this room is locked and trapped with a *greater glyph of warding*.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

Greater Glyph of Warding: CR 5; triggers a *summon monster VI* spell that summons a **red sla'ad** (see the **MM**); Search (DC 31); Disable Device (DC 31); Dispel (DC 27).

This vault contains a small treasure trove, the personal wealth of the kingpriest. In reality, the degenerate excesses and debaucheries of Arukurshu's rule have almost ruined the kingpriest's court. Still, there is treasure to be found here. Twelve treasure chests (Hardness 5; hp 15; Break DC 23; Open Lock DC 30) each contain 1,000 gp

worth of gold and bronze necklaces, bracelets and brooches. Two large yellow silk pouches are filled with pearl earrings, copper anklets and silver rings (each pouch contains 1,500 gp worth of such minor jewelry).

On a granite dais near the western wall are the following items: a golden sceptre topped with a lion's head (worth 1,500 gp), a black crown that grants a +4 enhancement bonus to Strength when worn but compels the wearer to slay a sentient creature at least once per day, two gold signet rings bearing the royal seals of Ibnath (worth 2,000 gp each), and a *rod of rulership* that can only be used by a character who is both Lawful Good and exceptionally pure of heart (as determined by the DM).

15. HAREM (EL 11)

The kingpriest enjoyed the company of his many concubines in this opulent chamber, whose furnishings include silken couches and rich golden tapestries with erotic motifs. Circular ivory tables are set with vials and decanters filled with crimson liquids (a sampling reveals some to be filled with wine, others with blood). Cupboards and cabinets along the walls are filled with luxurious garments, perfumes and cosmetics. Thin wisps of smoke rise from small bronze braziers, and the air smells of sweet incense mingled with lotus drugs and perfume.

Presently in the harem is a group of 9 **female vampire spawn**, who hide among and pose as several *charmed* mortal women. The latter are mostly recruited from the priesthoods of Ibnath.

Arukurshu's Concubines, Female Human Vampire Spawn (9): CR 4; AC 15, hp 29 each; see the **MM** for details.

Charmed Priestess-Concubines, female human Clr4 (4): CR 4; SZ M; HD 4d8+8; hp 26; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +3/+4; Atk +6 melee (1d4+1, masterwork dagger, 19–20/x2) or +8 ranged (1d4, masterwork dagger, 19–20/x2, range 10 ft.); SA spells, turn undead (6/day), smite (1/day, +4 to attack and +4 to damage); SQ protective ward (1/day, grant +4 resistance bonus on target's next saving throw, duration 1 hour or until used); AL N; SV Fort +6, Ref +4, Will +6; Str 13, Dex 16, Con 14, Int 12, Wis 15, Cha 16.

Skills: Concentration +9, Heal +9, Knowledge +8 (religion), Spellcraft +8. **Feats:** Dodge, Extend Spell, Weapon Focus (dagger).

Cleric Spells Prepared (5/4/3; base DC 13 + spell level): 0—*cure minor wounds* (x2), *detect poison*, *guidance*, *purify food and drink*; 1st—*bless*, *cause fear*, *doom*, *endure elements*; 2nd—*cure moderate wounds*, *hold person*, *silence*.

Domain Spells (Destruction, Protection): 1st—*sanctuary*; 2nd—*shield other*.

Possessions: Masterwork dagger, white clerical robes, holy symbol of Ishtar.

The harem is guarded by ebony-skinned eunuchs from the far south, swathed in loincloths of scarlet silk, wielding great falchion swords. Due to their training and indoctrination from an early age, they are immune to mind-affecting effects. However, note that as ex-barbarians they have turned Lawful and lost their ability to rage.

Palace Eunuchs, male human Bbn1/Ftr4 (4): CR 5; SZ M; HD 1d12+2 plus 4d10+8; hp 38; Init +7; Spd 40 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grap +5/+8; Atk +10 melee (2d4+5, masterwork falchion, 18–20/x2) or +8 melee (1d4+3, dagger, 19–20/x2) or +8 ranged (1d4, dagger, 19–20/x2, range 10 ft.); SQ fast movement, immune to mind-affecting effects; AL LE; SV Fort +8, Ref +6, Will +2; Str 16, Dex 17, Con 14, Int 12, Wis 12, Cha 14.

Skills: Climb +7, Intimidate +6, Handle Animal +4, Jump +10, Listen +5, Ride +11, Swim +7, Survival +5. **Feats:** Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: Masterwork falchion, dagger, purple loincloth, sandals.

Development: When the player characters enter the harem, the eunuch guards advance upon them, but the concubines command the guards to stand aside. As the females begin to interrogate the PCs, they attempt to use their *charm* abilities to neutralize and then energy drain their victims. If combat breaks out, the eunuch guards protect the concubines while they retreat to heal using their fast healing. The *charmed* priestesses use their cleric spells to protect and heal the vampire spawn and the guards.

Treasure: Among the treasure here are the various items of clothing (worth 5,000 gp total), perfumes and cosmetics (worth 2,000 gp total), and the golden tapestries (6 tapestries worth 500 gp each). Concealed under a couch (Search DC 20) is a locked chest (Hardness 5; hp 15; Break DC 23; Open Lock DC 25) that contains a *potion of cure serious wounds*, a *cloak of charisma* (+4), two doses of black lotus extract (worth 2,500 gp each), and a small bag filled with 19 pink pearls (worth 100 gp each) as well as a *pearl of the sirines*.

H. THE AVENUE OF BROKEN COLUMNS (EL 7)

A broad avenue runs south from the Great Ziggurat to the northern gates of the Tombs of the Sacred Wives. This ceremonial pathway was once lined by massive marble columns, all of which are now broken

or toppled. All are half-buried by mounds of rust-red sand.

This area is now the haunt of a **Gargantuan sand spider** that hides beneath the sand and seizes unwary trespassers. Sand spiders are hunters and cannot produce webs.

Sand Spider, Gargantuan: CR 8; AC 19, hp 104; see the MM for details on Gargantuan spiders.

I. TOMBS OF THE SACRED WIVES

For centuries, each New Year was celebrated in Ibnath with the *akitu*-festival. During this week-long ritual, statues of the gods were brought out from the temples and into the streets, and as the priests walked in solemn processions, the common people enjoyed drunken revelry and orgiastic feasts in honor of the gods. Each year, a virgin was selected from among the priestesses of Ishtar to sleep with the kingpriest atop the Great Ziggurat, thus reenacting on earth the Sacred Marriage between the goddess Ishtar and the fertility god Tammuz. After this brief moment of glory, the priestess was ritually sacrificed and entombed within the graveyard south of the ziggurat. This traumatic treatment has turned many of these Sacred Wives into undead creatures.

The graveyard is surrounded by a mud-brick wall, 20 feet tall, carved and painted with garish scenes from the *akitu*-festival. A wide bronze gate apparently once stood to the north, but nothing remains of it now. Statues in the shape of winged minotaurs and grinning demons are placed along irregular intervals atop the walls (these are actually guardian **gargoyles**). Inside the walls are the ruins of many square tombs. Six of these tombs are still standing.

STANDARD TOMB FEATURES

The basic layout of the tombs are quite similar (refer to the tomb map). The entrance to each tomb is guarded by 2 **gargoyles**. These guardians attack anyone who attempt to breach the tombs. If combat ensues, the other gargoyles in the area arrive in 1d4+2 rounds.

Gargoyles (18 total): CR 4; AC 16, hp 37 each; see the MM for details.

The doors to each tomb is of stone, carved with an image of the goddess Ishtar, apparent to anyone with a successful Knowledge (religion) check (DC 12).

Stone Door: 4 in. thick; Hardness 8; hp 60; Break (DC 28).

The tombs are unlit. The interior walls of each tomb are inscribed with various religious texts relating to the Sacred Marriage. A successful Decipher Script (DC 20)

For the king, for the lord,
When I shall have washed myself,
When I shall have washed myself for the
shepherd, Arukurshu,
When I shall have adorned my body,
When I shall have put amber on my face,
When I shall have put mascara on my eyes,
When the lord who sleeps with the pure Ishtar,
Shall have made love to me on the bed,
Then I in turn shall show my love for the lord;
I shall fix for him a good destiny,
I shall fix for him as destiny
To be the shepherd of the land.

check allows a character to recognize this verse repeated on the walls of all tombs:

THE TOMBS

The contents of each of the six tombs that have not yet crumbled are as follows.

1. EMPTY TOMB

The door to this tomb is broken. The tomb has been looted in ages past and is completely

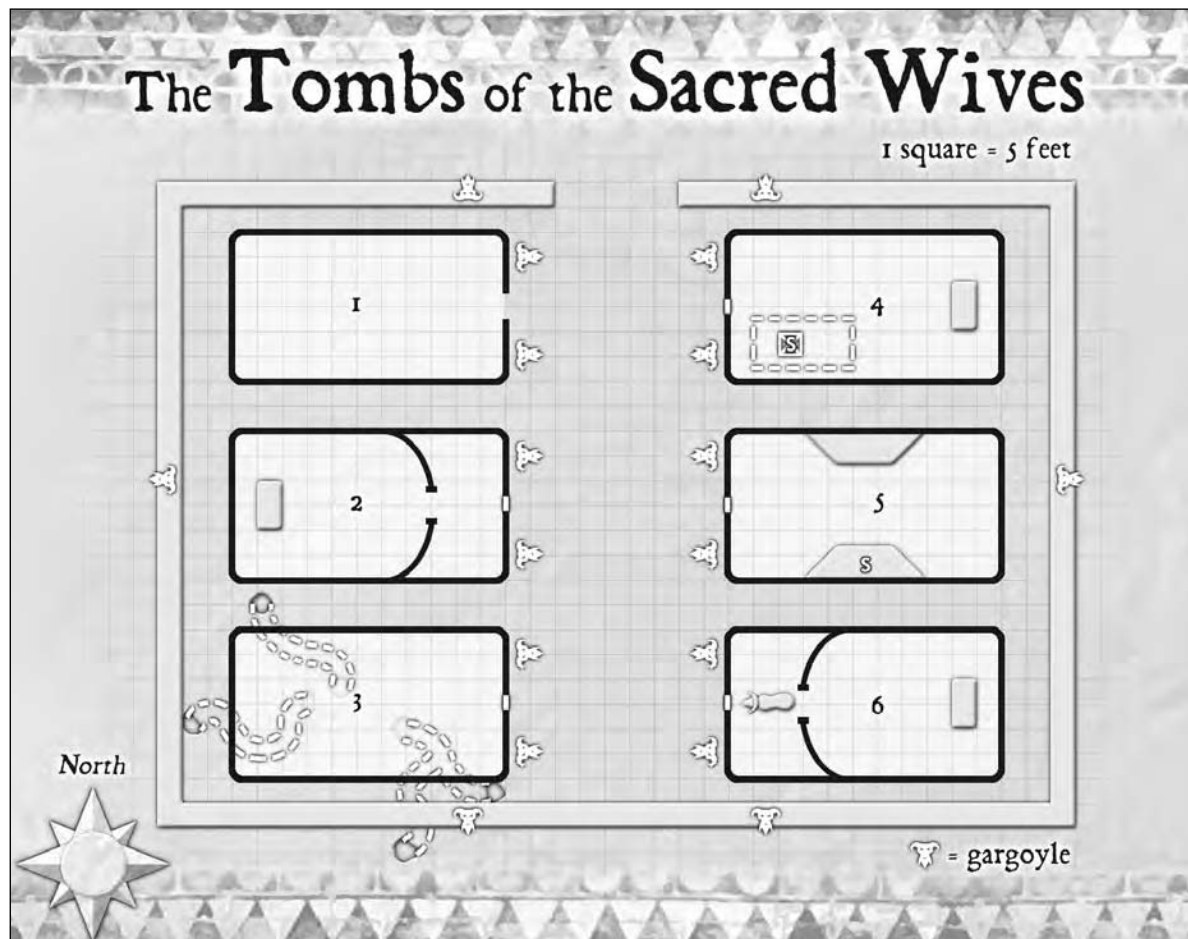
empty except for much sand and dust. Its interior walls feature religious texts and paintings of pastoral scenes.

2. TOMB OF ZAKITI (EL 7)

This tomb contains a raised stone slab whereon rest the remains of a female. The skeleton is dressed with rich ornaments, including two finger-rings of gold (worth 250 gp each), a waistband of gold (worth 100 gp), six breast ornaments of ivory (worth 50 gp each), three outer garments of linen (worth 35 gp each), a silver mother-figurine (worth 200 gp), and two loincloths (worth 25 gp each).

The spirit of the tomb's inhabitant, a beautiful priestess of Ishtar by the name of Zakiti, now a **groaning spirit** (see the *Tome of Horrors* by *Necromancer Games* and the Appendix in this book), lurks in the tomb's antechamber. She is bound to her tomb and is happy to take her revenge on intruders. If the player characters are not immediately threatening and seek to parley with her, she might cease her attacks and reveal how she was "married" to the kingpriest Arukurshu. She can gain eternal rest only if Arukurshu is destroyed.

Zakiti, Groaning Spirit: CR 7; SZ M Undead [Incorporeal]; HD 7d12; hp 45; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 deflection), touch 17, flat-



footed 14; BAB/Grap +3/—; Atk +6 melee (1d8 plus Str drain, incorporeal touch); SA chill touch (Fort DC 17, 1 Str drain), fear aura (Will DC 17, flee 1d6+4 rounds), keening (1/night, Will DC 19, *wail of the banshee*, on successful save take 3d6+7 damage); SQ darkvision (60 ft.), immunity to cold, immunity to electricity, incorporeal traits, +4 turn resistance, sense living, SR 20, undead traits, unnatural aura, vulnerability (*dispel evil* deals 1d6 per caster level, max 10d6); AL CE; SV Fort +2, Ref +5, Will +8; Str —, Dex 17, Con —, Int 16, Wis 16, Cha 18.

Skills: Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15. **Feats:** Ability Focus (keening), Alertness (b), Blind-Fight, Improved Initiative.

3. ANKHEG LAIR (EL 5)

A **huge ankheg** has dug several tunnels in the ground beneath this tomb. An entrance to one of these tunnels may be found with a successful Search check (DC 20). The floor and stone slabs of the tomb are covered with broken pottery and rubble, as well as broken tomb furniture. There is nothing of value here.

Huge Ankheg: CR 5; SZ H Magical Beast; HD 9d10+45; hp 94; Init -1; Spd 30 ft., burrow 20 ft.; AC 19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 19; BAB/Grap +9/+26; Atk +16 melee (2d6+13 plus 1d4 acid, bite); SA improved grab, spit acid; SQ darkvision (60 ft.), low-light vision, tremorsense (60 ft.); AL N; SV Fort +11, Ref +5, Will +6; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills: Climb +14, Listen +6, Spot +3. **Feats:** Alertness, Iron Will, Power Attack, Toughness.

4. TOMB WITH SECRET SHRINE

This tomb contains a skeleton whose ornaments includes nineteen fruit-shaped beads of gold (worth 30 gp each), two breast ornaments of gold (worth 75 gp each), two ear-rings of silver (worth 40 gp each), six cylinder seals (worth 25 gp each), two skirts (worth 15 gp each), and three outer garments of linen (worth 35 gp each).

The tomb has a secret, lower chamber accessible through a shaft concealed under a flagstone (Search DC 24). The shaft descends 20 feet before it ends in a square chamber, 10 feet by 20 feet. In the southern end of this chamber stands a small obsidian statue of Marduk. The statue wears an elaborate golden headband (actually a *major circlet of blasting*).

5. CORPSE-FILLED TOMB (EL 7)

This elaborate tomb is empty. It was intended for the priestess Nikhartha, who was discovered to

be a vampire and imprisoned within a lesser ziggurat in the desert. Set into an alcove in the eastern wall is a clay tablet with cuneiform writing describing the background history of this empty tomb (Decipher Script DC 20).

A number of Nikharta's servants suffered death by poison here; the floor is littered with several normal skeletons as well as **9 male ghouls** whose simple clothing is now rotted and disintegrated. 1d4+1 rounds after the tomb is opened, the ghouls rise and attack. Their movement causes the now-poisonous tomb-dust to whirl up with effects similar to a *cloudkill* spell affecting all air-breathing creatures within the tomb.

Behind a secret door to the south (Search DC 30) is a small chamber intended for the coffin itself. The room is completely empty except for a small golden signet ring (worth 300 gp) engraved with the image of a stepped ziggurat and, on the inside of the ring, the words "*harsag zalazag*". This is the passphrase used to bypass the *forbiddance* spell warding the Hall of the Hierophants (see Area G14).

Ghouls (9): CR 1; AC 14, hp 13 each; see the MM for details.

6. BULL-GUARDED TOMB

The sixth tomb has an antechamber dominated by a large statue of a bull. If the tomb door is breached, this statue, actually a **gorgon** placed in suspended animation, comes to life and attacks intruders, while the tomb's inhabitant, the **groaning spirit** Kuraya, another sacrificed priestess of Ishtar, appears from behind to seal their doom. Note that the gorgon is not immune to the groaning spirit's wail.

In the tomb itself is a raised slab with Kuraya's skeleton. It wears two silver rings (worth 75 gp each), two breast ornaments of bronze (worth 100 gp each), a gem-studded loincloth with a golden waistband (worth 500 gp), an electrum tiara set with a black opal (worth 1,000 gp), and a jeweled brooch which is actually a *brooch of shielding* with 45 charges left. The skeleton clutches an ivory staff tipped with a silver disc (a *wand of cure light wounds* with 20 charges remaining).

Gorgon: CR 8; AC 20, hp 85; see the MM for details.

Kuraya, Groaning Spirit: CR 7; hp 45; see Area 2.

J. THE PURPLE OBELISKS OF YHAKKOTH

Dominating the market square of the bazaar area in the eastern part of the city are three massive obelisks from the city of Yhakkoth. Each obelisk is roughly 60 feet tall, seeming to pierce the azure skies above Ilnath. About 10 feet by 10 feet at their base, the obelisks narrow slightly

along their length, becoming half the initial width and breadth at the apex. Each is cut from a single piece of a strange purple stone, and carved with arcane sigils, glyphs and images along its entire length. The obelisks radiate strong conjuration, evocation and necromantic magic.

The obelisks are trophies of war brought back to Ibnath when the armies of that city went to holy war against Yhakkoth, a city of sorcerers in the land of Elam to the east. Yhakkoth was razed to the ground and obliterated, except for these three obelisks that were hauled back to Ibnath. See the description of the Sea of Bones for more about the background history of the obelisks.

THE KALABITE RITUAL OF RESURRECTION (SPECIAL EVENT)

The veiled wizards of Kalab wander the Red Waste, while the withered mummy of the arch-necromancer Yaod is guarded in secret desert caverns. The wizards prepare to resurrect the archwizard when the stars are right.

It is suggested that this event takes place late in the campaign, when the PCs have reached relatively high levels. The Kalabites come to the ruins of Ibnath in force, bringing the mummy of Yaod with them. They set up camp in the city near the obelisks, bringing silken tents and pavilions, and then prepare and perform the resurrection ritual.

The DM should adjust the number of opponents as appropriate, making sure that this is a real challenge for the PCs, but the following setup is a suggested guideline: The three wizards **Khasim** (with his owl familiar **Kah-Nu**), **Yarima the Red Witch**, and **Khoraj**; **6 lesser wizards of Kalab**, **20 warrior-mercenaries**, **20 skeletons**, and **40 Yhakkor**. The animated skeletons and Yhakkor are deployed in a circular fashion along the edges of the bazaar, commanded by the lesser wizards, while the mercenaries serve as bodyguards for the powerful wizards performing the ritual itself. While the ritual is prepared (see below), the mummy of Yaod is kept within a well-guarded silken tent, or in the basement of a nearby ruin, depending on the perceived danger in the area. Kah-Nu the owl is frequently employed by Khasim to scout for enemies from the air.

Refer to the chapter describing the Brotherhood of Kalab for details on the background, personalities and goals of the Kalabite wizards.

Since centuries have passed since Yaod's death and mummification, even *true resurrection* spells are useless, but using the power of the obelisks, summoned demons, and blood sacrifice at a time when the stars in the night sky are aligned in favorable positions, the wizards hope to be able to bring their mummified archwizard back to life. The chance of a successful ritual is determined by a roll of 1d20 against DC 28, modified by the following factors (see table below).

Naturally, the wizards of Kalab seek to have as many as possible of these factors in place before they attempt the ritual. They also bring as many of their servants (including animated skeletons, Yhakkor, and mercenaries) as possible into the city to guard against those who would seek to interfere with the ritual (such as the PCs, Arukurshu, and the awakened Hierophants). The ritual itself is an intricate affair taking a full week to prepare and a night and a day to perform. If the ritual fails, use the table on page 120 to determine the outcome.

The statistics below are for a newly-resurrected Yaod; he lacks most of his former equipment and must rest to memorize spells (using the spells inscribed on the Purple Obelisks as his spellbook if no other spellbooks are available). If Yaod is encountered before he has a chance to regain spells, reduce his Challenge Rating by 10.

Yaod, Male Human Wiz18: CR 18; SZ M; HD 18d4+36; hp 81; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; BAB/Grp +9/+10; Atk +10 melee (1d6+1, quarterstaff) or +10 ranged (1d4+1, dagger, 19–20/x2, range 10 ft.); Full Atk +10/+5 melee (1d6+1, quarterstaff) or +10/+5 melee (1d4+1, dagger, 19–20/x2) or +9/+4 ranged (1d4+1, dagger, 19–20/x2, range 10 ft.); SA spells; SQ summon familiar; AL NE; SV Fort +8, Ref +8, Will +14; Str 13, Dex 10, Con 14, Int 20, Wis 16, Cha 16.

Description

Modifier

Ritual is performed in the vicinity of the Purple Obelisks of Yhakkoth	+8
Ritual performed during the longest night of the year	+1
The <i>Sickle Sword of Naalfesh</i> is used as a focus during the ritual	+4
The <i>Book of Aeons</i> is used during the ritual	+6
Blood sacrifice	+1 per sentient creature of 6HD or more (max +4)
Ritual is performed in the presence of summoned and bound evil outsider of at least 9HD	+2 (non-cumulative)

Roll fails by	Result of failed ritual
1-3	Ritual can be re-attempted when the stars are re-aligned (2d20 months later)
4-6	The corpse is only partly resurrected and rises as a regular mummy (with no spellcasting ability)
7+	The corpse crumbles to dust and is forever lost

Skills : Concentration +23, Craft (alchemy) +26, Knowledge (arcana) +26, Knowledge (history) +26, Knowledge (the planes) +26, Knowledge (religion) +26, Knowledge (necromancy) +26, Spellcraft +26. **Feats:** Combat Casting, Spell Penetration, Spell Focus (Necromancy), Extend Spell, Maximize Spell, Quicken Spell, Craft Wondrous Item, Lightning Reflexes, Brew Potion, Craft Magic Arms And Armor, Scribe Scroll, Leadership.

Wizard Spells Prepared (4/6/5/5/5/5/4/3/3/2; base DC 15 + spell level, base DC 16 + spell level for necromancy spells): None (after being resurrected – must rest to memorize spells).

Possessions: Dagger, quarterstaff, tattered white robes, *ring of spell storing*, *greater*, with *dimension door* and *circle of death* currently stored (caster level 18), *ring of wizardry III*.

Personality/Description: As the former archwizard of Yhakkoth, a city of necromancers, Yaod is supremely arrogant and power-mad. If resurrected, he immediately begins to plot his re-ascension to power. To this end, he seeks to restore his old lieutenant, the lord Naalfesh, whose soul is imprisoned within the enchanted sickle sword that bears his name. If Yaod comes in the possession of the *Book of Aeons*, he might even attempt to raise up the city of Yhakkoth from oblivion.

CHAPTER THIRTEEN: TEMPLE OF A THOUSAND GODS

INTRODUCTION

Not only was the worship of foreign gods tolerated in the city of Ibnath, but a grand temple was built there to worship all known gods within its incense-shrouded walls. Thus, the swollen brass idols of the great gods Tiamat, Anu, Marduk and Ishtar were worshipped side by side with such weird and unfathomable deities as Ub-Xathla, Nhakhramat of the Emerald Flame, Yaazotsh the charnel god, the mother-goddess Shupnikkurat, and Kthan the Faceless God.

Temple servants and priests who were less than human served some of these strange and alien gods, and their rites were sinister and abominable. Yet Ibnath was a city ruled by priests, and the Hierophants turned a blind eye to such activities as long as they were confined to dark and subterranean shrines, far from the eyes of the common people.

The city of Ibnath is not entirely deserted, for some of these shrines are still operated by inhuman servants and deathless beings.

GROUND LEVEL

The Temple is an immense, rectangular building of cyclopean stonework, its outer areas near overgrown by a tangled mass of plants and creeping vines (see the description of Area D, the Temple Gardens).

1. THE COURT OF THE HIGH GODS

A broad stairway, 30 feet wide, is flanked by ominous marble statues of mythological beasts such as winged bulls, sphinxes, chimerae, and beast-headed giants. The stairway opens up upon a vast court dominated by a great

Difficulty Level: 7–10.

Entrances: The temple itself is aboveground. The entrance to the subterranean levels is through Area 1–3.

Exits: N/A.

Wandering Monsters: Check once every hour on 1d20:

1–2.	1d4+1 ghasts
3–4.	1d6 ghouls and 25% chance of 1 gholle
5.	3d6 normal rats
6.	1 desert cobra
7.	1d4+1 large monstrous scorpions
8–20.	No encounter

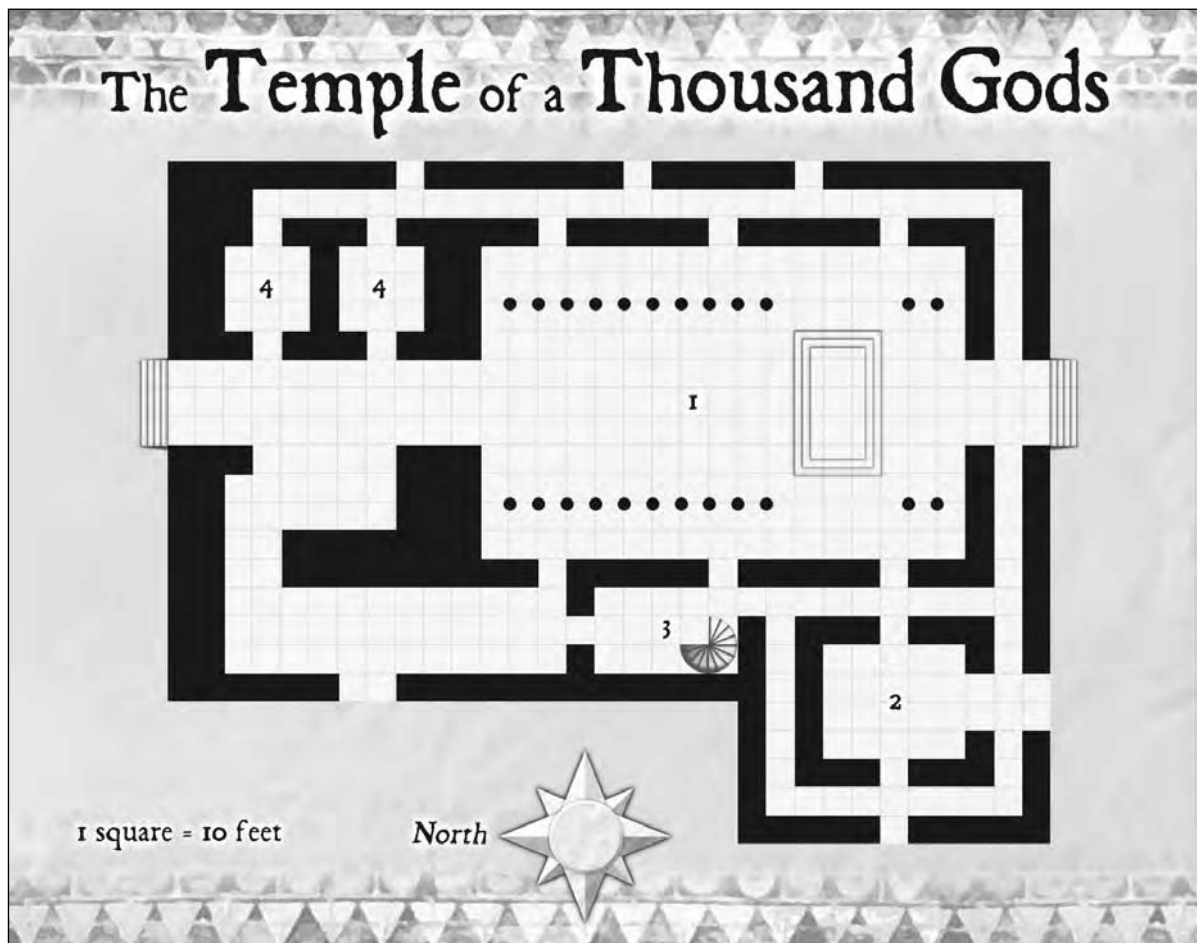
Standard Features: Dungeon corridors are 5 feet wide and 10 feet tall unless indicated otherwise. Empty bronze sconces line the walls at regular intervals. Standard doors are made of bronze-reinforced wood (2 in. thick; Hardness 5; hp 20; Break DC 18), if described as locked, add Open Lock (DC 20).

altar to the south, close to the arched passageway. Two rows of tall statues flank the walls to the east and west.

The altar: The great altar stands upon a dais of white marble. The altar-stone itself is a massive block of dark green malachite, stained in places with many-hued spots and blotches. It is covered with religious texts such as prayers and hymns to the gods, inscribed using archaic cuneiform writing. A successful Decipher Script (DC 20) check allows a character to recognize prayers to the gods Marduk, Anu, Ishtar and Tammuz, among others.

The statues: Twenty-four statues flank the walls of the court, twelve to each side. These are images of the major divinities once worshipped in Ibnath. Not all are entirely human. From north to south, east to west, the statues are images of the following deities. The DC listed in parenthesis after each god's name is the difficulty of the Knowledge (religion) check required to recognize each of the statues.

1. **Phanomog**, Goddess of the Hidden Wisdom (DC 18). A leering, three-eyed female figure grasps a set of clay tablets carved with arcane sigils.
2. **Othabbhon**, the Guardian of the Gates (DC 18). This statue of a robed, horse-headed humanoid clutches a golden rod in one hand, and a strange bronze key in the other.
3. **Dagon**, the God of the Deep (DC 12). Webbed hands and feet are apparent on this statue of a merman that wields a wicked-looking trident.
4. **Gathualu**, the God of the Mountains (DC 16). Obviously portraying a giant, this large statue is carved with unsmiling features. It is a god worshipped among the wild tribesmen of the Zagros mountains.
5. **Baal-Zag**, the Howler in Darkness (DC 16). This monstrosously carved image is hideous to behold, depicting a heavily muscled humanoid with long black talons and the head of a snarling beast, a curious cross between a jackal and a wolf.
6. **Lza-Phar** the Blind One (DC 20). A god of the monks of the far east.
7. **Ea**, the God of Wisdom and Magic (DC 14). The statue of Ea holds strange instruments of primitive astrology in his hands.
8. **Nhakhramat** of the Emerald Flame (DC 20). This is an alabaster statue of a shapely, four-armed woman surrounded by a carved halo of flames. She holds an ornate oil lamp in each of her hands.
9. **Aklathu**, the Misshapen (DC 14). This is a small statue depicting a stunted, deformed dwarf with slightly retarded facial features. Aklathu is known to crave offerings, or he brings ill fortune.
10. **Shupnikkurat**, the Mother of the Endless Spawn (DC 16). This statue is simply a mass of eyes, mouths and other orifices, carved from a smooth black stone. The statue appears to be covered with slime.
11. **Anu**, the Father and King of the Gods (DC 12). His statue is that of an old, bearded man, wearing loose fitting garments.
12. **Marduk**, the General of Law (DC 12). The image of Marduk is in the fashion of a young man with a



beard, wearing a short kilt, and a horned helmet. He is armed with a dagger, bow and mace.

13. **Sstha**, the Bone Serpent (DC 16). This statue is carved from bone and appears as a skeletal naga with a death's head. Many sorcerers worship it.
14. **Kingu**, the General of Chaos (DC 14). The statue of Kingu is an image of a young, bearded man, armed with a bow and sword.
15. **Yaazotsh**, the Eater of the Dead (DC 18). A great bronze sculpture of a vulture-headed humanoid with massive outstretched wings.
16. **Kthan**, the Faceless God (DC 14). This statue depicts a humanoid shape whose facial features are wholly obscured by its hooded robe. Its garments likewise mysteriously hide its hands and feet.
17. **Urshothotha**, the Great Lizard (DC 16). A great effigy carved from a weird green stone, depicting a great lizard with a gaping mouth.
18. **K'hutha**, the Void Between the Stars (DC 20). A god of astral and dream travel, K'hutha's idol is that of a great tentacled kraken.
19. **Nergal**, the God of Plague (DC 12). Nergal's statue is that of a mature man wearing a kilt, a helmet, and carrying two lion-headed staves.
20. **Rligothas**, the Consuming Swarm (DC 20). This idol is a composite of carved worms, maggots, beetles, locusts and other crawling insects.
21. **Sin**, the Moon (DC 12). This carved representation of Sin is in the shape of an old man with a long black beard, garbed in a robe decorated with moon sigils.
22. **Pazuzu**, the Lord of Evil Winds (DC 12). A winged demon whose face is a mass of entrails; his attention is said to bring certain death.
23. **Ishtar**, the Goddess of Love and War (DC 12). A well-known fertility goddess with certain dark aspects, this statue of Ishtar features swollen breasts and broad hips. It appears to have been adorned with flowers in ages past.
24. **Tammuz**, the God of Fertility and Rebirth (DC 12). The statue is of a handsome young man, wearing a kilt.

2. LESSER COURT

Used by the priests of lesser gods for their ceremonies, this courtyard is much smaller than the Court of the High Gods (Area 1–1). It features a lesser altar, mottled with verdigris, decorated with various religious paraphernalia, such as small lamps, broken bowls and rusted vessels. All are essentially worthless.

3. GREAT STAIRS

This spiral stairway winds its way down to the first subterranean level of the temple (see Area 2–1).

4. VESTRIES (EL VARIABLE)

These small chambers served as vestries where the priests prepared their ceremonies. All that is left in these rooms are tattered clerical vestments, crumbled blocks of incense, and small figurines of gods.

Treasure: A character that makes a successful Search check (DC 20) finds a block of *incense of obsession* (50%) or a small figurine of a toad inset with tiny gem eyes (50%, 100 gp value).

For each vestry, there is a 1 in 5 chance on 1d20 that **1d4+1 ghasts** are present. These former priests wear tattered robes and try to appear as humans of flesh and blood, thus attempting to avoid attack (and clerical turning attempts) as they approach their victims.

Ghasts (1d4+1): CR 3; AC 17, hp 29 each; see the MM for details.

DUNGEON LEVEL ONE

1. HALL OF STRANGE DIVINITIES

The great stairs on the ground level lead down to this large subterranean hall. Its plastered walls are carved and painted with images of every imaginable god and demon: Humanoid, bestial, amorphous, and formless bodies; winged, webbed, scaled and tentacled creatures; wearing crowns and jewelry and armor and weapons of weird and foreign designs. The paintings also cover the floor and ceiling of the hall.

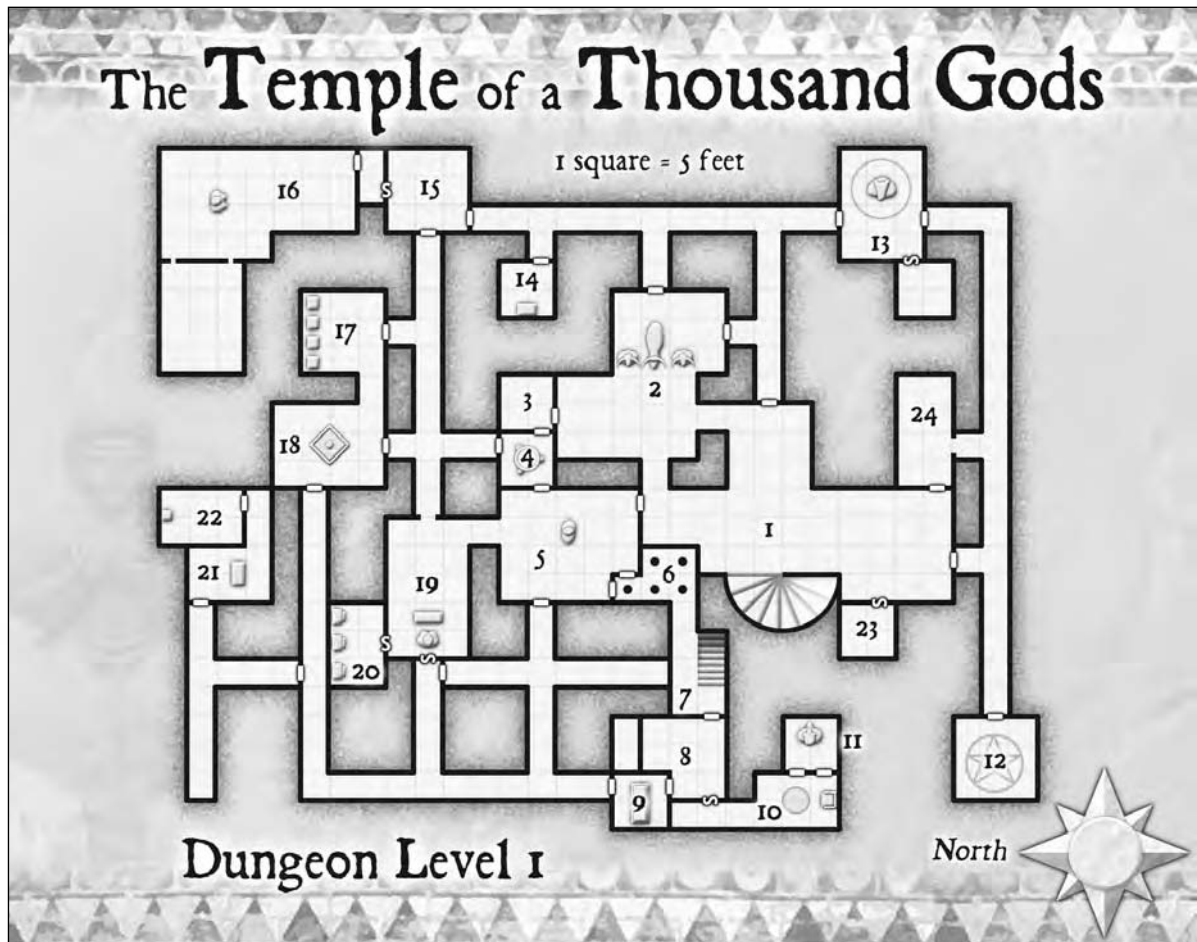
2. SHRINE TO ANU (EL 9)

The grey walls of this rather large chamber are decorated with the tattered remains of once-rich tapestries depicting the sacrifice of sacred white bulls by red-robed priests. A marble statue of a great bull stands to the east. It is flanked by two tall statues of bull-headed humans that grasp greataxes decorated with gold and silver filigree (worth 200 gp each).

One of these bull-headed statues is an **obsidian minotaur** (see the *Tome of Horrors* by **Necromancer Games**), a kind of golem created by the priests of Anu. The golem animates and attacks anyone that defiles this shrine. It drops its axe as it attacks.

Obsidian Minotaur: CR 9; SZ L Construct; HD 12d10+30; hp 96; Init +0; Spd 20 ft.; AC 25 (–1 size, +16 natural), touch 9, flat-footed 25; BAB/Grp +9/+19; Atk +8 melee (2d8+6 plus 1d6 fire, claw); Full Atk +8 melee (2d8+6 plus 1d6 fire [x2], claws); SA breath weapon (1d4+1 rounds, cloud of gas lasts 1 round, Fort DC 16 or 1d4 Dex damage), burn (1d6 fire); SQ construct traits, damage reduction (10/adamantine), darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +4, Will +4; Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1.

Skills: —. **Feats:** —.



Special: Due to the beneficent nature of the god Anu, healing spells cast by good-aligned creatures in this room are always at maximum efficiency (so, for example, a *cure light wounds* spell always cures 8 points of damage + 1 point per caster level).

3. VESTRY (EL 7)

A small room formerly used by clerics of Anu; various trappings of priestcraft such as woolen robes, blocks of incense, and ceremonial daggers are strewn on the floor and among several broken wooden chests. Lurking here are **4 ghosts** who attack immediately.

Ghosts (4): CR 3; AC 17, hp 29 each; see the MM for details.

4. SACRIFICE CHAMBER

This room smells of burnt offerings. A large bronze bowl stands on a clawed tripod in the center of the chamber. It radiates moderate necromantic magic.

Special: If the bowl is filled with the blood of a dying or recently dead creature, and a weapon is quenched in the blood, the weapon causes damage that does not heal normally and is only curable with magic (such as *cure* spells). The enchantment on the weapon lasts for six hours, and only one weapon can be so enchanted by the blood of a single creature.

5. SHRINE TO TAMMUZ (EL 6)

This great hall is dominated by a tall warrior-statue crafted from an unknown, green-grey stone or metal. The statue depicts a bearded man, clad in armor with lion heraldry, who grasps a sword in one hand and a flail in the other. If the statue is studied very carefully (Spot DC 20), certain unsettling features can be detected, such as small fangs and the suggestion of talons instead of fingernails. The vampire-kingpriest Arukurshu had the statue crafted in his own image by the finest artisans of Ibnath, but was careful not to reveal too much of his true nature.

On a roll of 1–6 on 1d20, a **gallu-demon** (see the monster appendix) appears in this chamber.

Gallu-Demon: CR 6; SZ L Outsider [Chaotic, Evil, Extraplanar]; HD 7d8+28; hp 59; Init +4; Spd 30 ft.; AC 20 (–1 size, +11 natural), touch 9, flat-footed 20; BAB/Grp +7/+17; Atk +12 melee (1d6+6, claw); Full Atk +12 melee (1d6+6 [x2], claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA improved grab; SQ alter shape, demon qualities, dimension door, plane shift, darkvision (60 ft.), outsider traits; AL CE; SV Fort +9, Ref +7, Will +7; Str 22, Dex 11, Con 18, Int 12, Wis 14, Cha 16.

Skills: Bluff +13, Concentration +14, Diplomacy +7, Disguise +13, Hide +6, Intimidate +15, Listen +12, Move Silently +10, Sense Motive +14, Sleight of Hand +2, Spot +12. **Feats:** Improved Initiative, Lightning Reflexes, Power Attack.

Tactics: The gallu-demon attempts to grab a victim and *dimension door* away. Creatures grabbed thus are transported to Level 2, Area 26.

6. PILLAR CHAMBER (EL 6)

Five pillars of lapis lazuli line the walls of this room. They are decorated with carvings of great fanged serpents entwining the pillars. Careful examination of the second pillar (Search DC 18) reveals that the mouth of the carved serpent appears to be a secret compartment. If something (such as a hand, sword, or spear, for example) is inserted into this opening, the mouth slams shut, causing damage to and holding the inserted item fast (note that a hand can't be pulled free and must probably be amputated). At the same time, the carved serpents coiling around the other four pillars come to life as **4 medium-sized constrictor snakes**. They concentrate their attacks on the creature that triggered the trap.

Serpent Mouth Trap: CR 5; no attack roll required (6d6 and held fast; items [only] can be pulled free with a successful Strength check [DC 20]); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 25).

Medium Constrictor Snakes (4): CR 2; AC 15, hp 19 each; see the MM for details.

7. IVORY STEPS

A stairway carved from a strange green stone descends to dungeon level two, Area 1.

8. THE SECRETS OF THE FISH-MEN (EL 10)

On the walls of this antechamber are paintings of what appear to be fish-men, with webbed hands and feet and bulbous, staring eyes. Cleverly concealed among the paintings (Spot DC 25) is a sentence carved in arcane cuneiform script (Decipher Script DC 20) that reads "*Blessed is the Master, for he is the-one-who-howls-in-the-abys*". This is a secret phrase that can be used to summon a servitor of Dagon in Area 10.

A thorough examination (Search DC 22) reveals that the left eye of a carved fish-man on the western wall can be pressed to reveal the secret chambers beyond (see Area 10 and 11). Touching the eye, however, also releases a deadly cloud of poison.

Poison Gas Trap: CR 10; no attack roll necessary (releases burnt othur fumes in 10 feet radius, inhaled DC 18, damage 1 permanent Con/3d6 Con); Search (DC 21); Disable Device (DC 21).

9. SHADOWY CRYPT (EL VARIABLE)

The doors to this crypt are locked. The crypt is dimly lit by a glowing red sphere (enchanted with *continual flame*) that hangs suspended from the ceiling on a metal chain. Murky shadows flit about an intricately carved stone sarcophagus in the center of the chamber. Leering skull designs feature prominently among the carvings.

Treasure: Scattered around the sarcophagus are several broken clay vessels that seem to have contained various powders and herbs. These are all but lost to decay, except for a dose of *dust of illusion* that can be salvaged from the broken pottery (Search DC 25).

A long-dead Hierophant, the death priest Harpaga, a servant of Nergal, rests in the sarcophagus. He has been mummified and rises to defend his grave if it is disturbed. A *greater glyph of warding* is the first line of defense, however. If the glyph is discharged, Harpaga breaks out of his sarcophagus on the following round.

Greater Glyph of Warding Trap: CR 5; inflicts *harm* upon target (140 hp damage, Fort DC 19 for half damage); Search (DC 31); Disable Device (DC 31); Dispel (DC 21).

Harpaga, Male Mummy: CR 5; AC 20, hp 55; see the MM for details on the mummy.

Possessions: *ring of spell storing*, *greater*, containing the spells *finger of death* and *haste*, cast at 14th level.

Tactics: Harpaga can be a dangerous opponent if the *harm* trap has affected a member of the party. In the same round as the glyph is discharged, he uses *haste* from his ring and then breaks the lid of his sarcophagus. On the following round, he casts *finger of death* from the ring, targeting any character that looks like a spellcaster, and then attacks the victim of the *harm* spell with slam attacks.

Treasure: In the bottom of the coffin are **1d4 rot grubs** (see the *Tome of Horrors* by Necromancer Games) that crawled on the mummy of Harpaga. Strewn in the coffin are two small golden amulets (worth 100 gp each), a lapis-lazuli charm in the form of a snake (worth 150 gp), two bronze bracers (worth 50 gp each), a silver sceptre set with ivory (worth 400 gp), a divine scroll of *death ward* and *invisibility to undead* (caster level 7), and 1,300 gp in assorted gold and silver coins.

10. PURPLE THRONE (EL 11)

To the south stands a purple throne flanked by large candles in candleholders of ivory. In front of the throne is a circular pool in the floor, 5 feet in diameter, filled with an inky black liquid that is cold to the touch.

On the throne is written the following in cuneiform (Decipher Script DC 20): "*Be seated and utter the secret name of the Master, and you shall become the Master*". Anyone sitting on the throne and speaking the secret name of Dagon (see Area 2-8) can summon an aquatic

ROT GRUB HAZARD (CR 4)

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a DC 15 Spot check can be made to avoid them entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. Once this occurs, the victim may make a DC 15 Wisdom check. If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a DC 17 Fortitude save must be made. If failed, the victim sustains 2d6 points of Constitution damage. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, the grubs can be killed by applying flame to or by cutting open the affected skin. The flame or cutting does 2d6 points of damage to the victim. If a DC 15 Heal check is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.

version of a **hezrou** from the murky pool in front of the throne and demand one service or the answer to one question from it. The demon knows much about the temple and the city of Ibnath and its history. If someone sits on the throne for more than 2 rounds without speaking the correct command word, the demon still appears, but instantly attacks the creature seated on the throne.

Aquatic Hezrou: CR 11; AC 23, hp 138, swim 60 ft.; otherwise as per the hezrou in the MM.

Treasure: The purple throne can be moved (this requires a successful Strength check, DC 25). Hidden underneath the throne is a secret treasure cache; a 50 feet deep pit filled with water, at the bottom of which are the following items: A fire opal (worth 1300 gp), a ceremonial electrum dagger with a blue sapphire in the hilt (worth 1,000 gp), and a *wand of cure light wounds* with 40 charges remaining.

11. SHRINE TO DAGON

An iron statue of a fish-man, a 9-foot tall merman with long, stringy hair and a thin fin running down along its back, stands in this small square chamber. The room smells of rotten seaweed. Its walls are decorated with all manner of sea shells, including clam shells, snail shells, and mottled sea urchins – and from all come a strange, soft roaring sound like the sound of forgotten underground seas. On the floor are images of loathsome fish, octopi and crustaceans.

Treasure: The statue of Dagon wears a pair of *bracers of defence* +3.

12. PENTAGRAM

A large magic circle is carved into the floor of this square chamber. The pentagram *plane shifts* anyone stepping into the circle and remaining there for a full round to a random outer plane. Note that this is a one-way trip. A successful Spellcraft check (DC 25) allows a character to understand the pentagram's purpose, although the eventual destination remains a mystery, of course.

13. SHRINE TO BAAL-ZAG (EL 9)

Both the northern and the southern entrances to this shrine are barred by heavy bronze doors carved with images of leering demons. The doors have been enchanted with *divine lock* spells (see spell description in the Appendix) preventing the entry of anyone who are not worshippers of Baal-Zag.

Divine Locked Bronze Doors: 2 in. thick; Hardness 10; hp 60; Break DC 38.

The walls inside the shrine are of malachite and measure fully 40 feet from floor to ceiling. On a raised, 10 feet tall, circular platform in the center of the room looms a large stone idol of a leering jackal-demon, Baal-Zag. The idol is almost 30 feet tall. Huge bronze braziers flank the statue, but they are empty, for the shrine is illuminated by a dim green light that radiate from the gem-teeth of the idol (see below). In front of the statue stands a square, bloodstained altar with several brown clay urns; these contain the mummified hearts of various sacrificial victims.

Trap: The urns are very fragile, and even lifting them causes them to shatter, scattering a fine powder (treat as *dust of sneezing and choking*) in a 10-foot radius.

Treasure: The idol's massive mouth is set with nine glittering green gemstones shaped like fangs. These are the fabled *Jaws of Baal-Zag* (see Chapter Two). The gems radiate a weird, dim green light in a 30-foot radius. The gem-teeth have been fastened to the statue's mouth using *sovereign glue*, and this substance also coats the gems to prevent their theft. Anyone touching the gems becomes stuck to them (imagine an enterprising thief who climbs up the statue to retrieve the gems, gets stuck and dangles 40 feet above the floor).

Secret Chamber: A secret chamber exists to the west (Search DC 24). Several **jackalweres** hide here, waiting to leap out and attack trespassers to the shrine, although they are intelligent enough to delay their attacks until after intruders have experienced the various traps described above.

The Children of Baal-Zag, male jackalwere Rog3 (6): CR 5; hp 33; see the description of the caravanserai ruins (Area A) for detailed statistics.

14. ABANDONED SHRINE (EL 6)

This small shrine is abandoned and empty except for a black altar covered in cobwebs and dust. A patch of **yellow mold** rests beneath the dust on the altar and bursts forth with a cloud of poisonous spores if disturbed.

Yellow Mold: CR 6; affects all within 10 feet; Fort DC 15; initial damage 1d6 Constitution; secondary damage 2d6 Constitution. Fire destroys yellow mold, and sunlight renders it dormant.

15. CHAMBER OF THE RED SERPENTS (EL 2)

The northern wall of this room is painted with images of three giant red serpents. These images radiate faint abjuration magic and are actually part of a secret door mechanism. To open the secret door, all three images must be touched simultaneously (due to the size of the images, this requires at least two medium-sized creatures, assuming they have 5 foot reach). If only one or two images are touched, the door does not open, and the other images spit a potent venom on targets in front of the images.

Secret Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 28; Search DC 21.

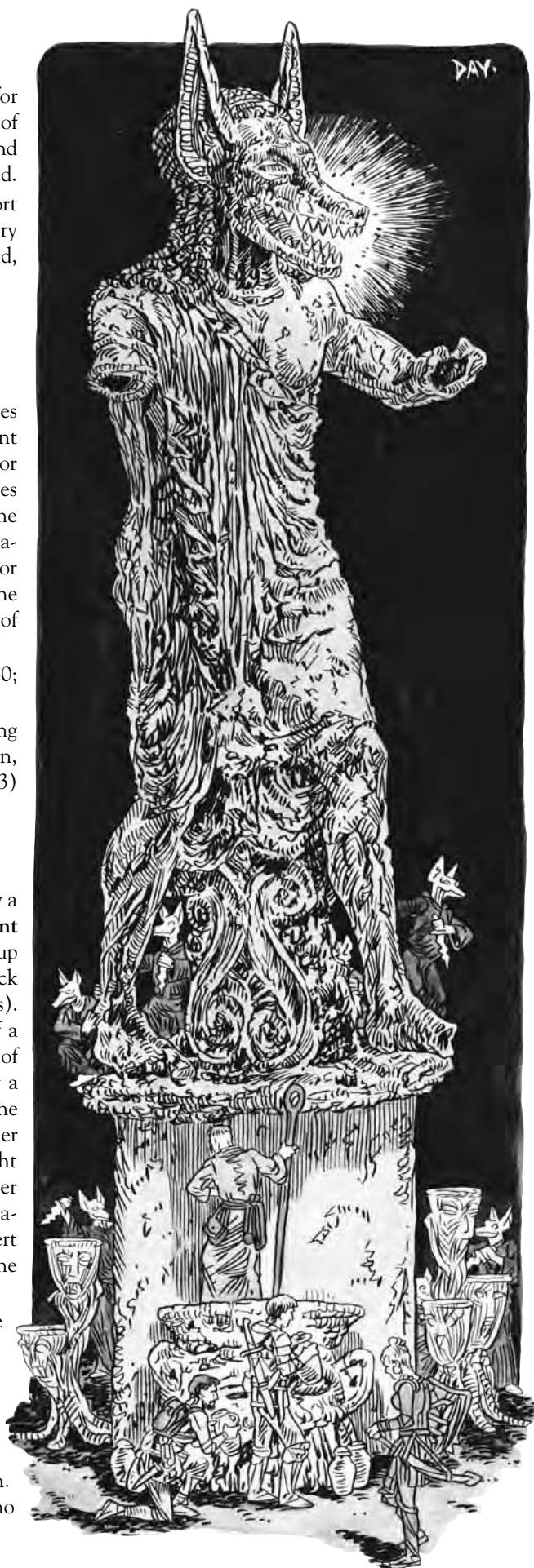
Spitting Serpent Trap: CR 2; 1-ft. wide, 15-ft. long stream of poison (Fort DC 18; initial damage 1d6 Con, secondary damage 1d6 Con); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 26).

16. THE SLEEPING SERPENT (EL 11)

This large chamber is divided into two portions by a wall (see below). The first portion is occupied by a **giant constrictor snake** that appears to be asleep (it wakes up immediately if damaged, otherwise make a Listen check at a -10 circumstance penalty for it to detect intruders). The snake is coiled around a large golden statue of a naked woman. This is actually the “petrified” form of Nannurta, a sorceress of Ilnath who was originally a member of the snake-cult of Sstha. She gained the enmity of the two nagas Nig and Ith, who turned her into a statue using a scroll of *flesh to stone*. If brought back to life, Nannurta is grateful and promises her rescuers great rewards if they escort her back to civilization. The nature of these rewards is up to the DM; desert ghouls have long since looted Nannurta’s house in the residential area of Ilnath.

Giant Constrictor Snake: CR 5; AC 15, hp 63; see the MM for details.

Secret Chamber: The chamber to the northwest is separated from the main chamber by a wall holed with several arrow slits and two concealed, circular openings (Search DC 20) that only small creatures (or creatures shaped like snakes) may crawl through. This is the lair of 2 **spirit nagas**, Nig and Ith, who observe intruders through the arrow slits.



Nig and Ith, Spirit Nagas (2): CR 9; AC 16, hp 76 each; see the MM for details.

Spells Known (Cast per Day: 6/6/6/4; base DC 14 + spell level): 0—*arcane mark, daze, detect magic, disrupt undead, light, ray of frost, resistance*; 1st—*cause fear, expeditious retreat, magic missile, shield, sleep*; 2nd—*mirror image, resist elements, see invisibility*; 3rd—*lightning bolt, vampiric touch*.

Development: The nagas observe intruders from their concealed chamber, gaining nine-tenths cover against opponents. After the party enters the room with the sleeping serpent, the nagas activate a lever that causes an iron portcullis to slam down in the southern end of that chamber. Nig and Ith prefer to let the giant serpent battle intruders, interfering only when the serpent seems to have lost more than half its hit points. The nagas use their charm gazes through the arrow slits if opponents are within range (note that their gaze is ineffective against opponents who have turned their backs to the nagas). Nig and Ith also cast spells through the arrow-slits (remember that only small creatures can enter their chamber).

Portcullis, Iron: 2 in. thick; Hardness 10; hp 60; Lift (DC 25); Break (DC 28).

Treasure: Nig wears a bronze tiara carved with an image of a scorpion (worth 400 gp). In two small, unlocked chests (Hardness 5; hp 1; Break DC 17) are 2,000 gp; a pouch of 50 white pearls (worth 20 gp each); and a *potion of vision*.

17. TREASURE OF THE GODS (EL VARIABLE)

Four locked ivory chests (hardness 5; hp 15; Break DC 23; Open Lock DC 25) have been placed along the northern wall of this chamber. The first chest contains 3,000 gp in mixed gold and silver coins. The second chest contains a divine scroll of *spell immunity* and *heal* (caster level 11). The third chest “releases” a **spectre** when opened; it is otherwise empty. The fourth chest contains a *periapt of proof against poison*.

Spectre: CR 7; AC 15, hp 45; see the MM for details.

18. COPPER FONT

In the middle of this room is a copper font carved with images of a female figure wielding a two-handed sword against scorpion-men. The water in the font radiates moderate necromantic magic. Washing oneself with the water bestows immunity to death magic (as per the *death ward* spell) for one hour. The font can be used up to three times per day.

19. SHRINE TO ISHTAR (EL 9)

The floor of this large, rectangular chamber is of polished white marble. The walls are covered with purple tapestries. An altar stands to the west, in front of

a large ivory statue of a full-bodied woman. Upon the altar rests an oil lamp (worth 30 gp), a bronze bowl (worth 200 gp), and a silver sceptre tipped with ivory (worth 450 gp). The room smells of scented herbs and incense.

This chamber was once a shrine dedicated to the worship of Ishtar. After the fall of Ibnath and the Hierophants, the shrine was desecrated and a **succubus** took up residence here with her **wight** servants. This demoness, named Nannaa, enjoys to masquerade as a priestess of Ishtar. It has been a long time since she has had any visitors (the sentient dwellers of the temple wisely avoid her), but, after all, the passing of time is of little concern to an immortal demon.

Nannaa (succubus): CR 7; AC 20, hp 33; see the MM for details.

Wights (4): CR 3; AC 15, hp 26 each; see the MM for details.

Development: The wights hide behind the tapestries, while Nannaa assumes the form of a beautiful, green-eyed, scantily clad priestess of Ishtar. She greets the party and claims to be the only remaining priestess of Ishtar left in Ibnath (the goddess has blessed her faithful servant with a very long lifespan, if anyone thinks to ask). The priestess offers to assist the player characters as best she can. In reality, the demoness attempts several vile ruses, such as offering potions of poison as healing potions, drugging the party with blue lotus incense (she and her undead servants are immune to poison and therefore immune to the fumes of the lotus), attempting to rape them to produce fiendish offspring, and so on. Nannaa avoids combat and uses telepathy to communicate with her wight servants.

20. SECRET CHAMBER

This secret chamber (Search DC 30) contains Nannaa’s personal belongings and treasure. There are several wardrobes containing silken robes, furs and jewelry (worth 4,000 gp in total); a pouch containing three doses of blue lotus powder; a small box with one dose of dark reaver powder; two vials containing water mixed with lich dust; and *potions of glibness* and *love*.

21. SHRINE TO YAAZOTSH (EL 5)

The vulture-masked priests of the charnel god Yaazotsh claimed the bodies of the dead of Ibnath, those who were too poor to pay for their own funerals, and brought them to these chambers for ritual preparation. Here, the corpses were left to rot until they could be offered up as sacrifice on the carrion altars of Yaazotsh.

The stone door to this chamber is barred. Its surface is covered with a large painting of a vulture with outspread wings.

Barred Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 30.

THE BLUE LOTUS

The blue lotus is a powerful drug cultivated in secret places of the far east, such as the near-mythic monasteries of mountainous Ong. In powder form, it can be ingested to produce deep trances and strange visions. If the powder is burned, it produces a near-invisible (Spot DC 28) poison smoke that causes unconsciousness unless a successful Fortitude save is made.

Blue Lotus Smoke: Inhaled Fortitude DC 19; no initial damage; secondary damage unconsciousness (duration 1d3 hours); price 200 gp.

The black walls of the shrine are carved with images of robed, vulture-headed men. A low, blood-stained stone table is covered with various dust-covered trinkets, bowls and what appear to be priestly rods of office (all these are worthless). A large stone idol in the shape of a vulture with a 10-foot wingspan hangs suspended from the ceiling. Due to decay, movement near the idol is sufficient to cause it to drop down upon unwary creatures below (treat this as a trap).

Falling Idol: CR 5; +15 melee (6d6); Search DC 20; Disable Device DC 25. Note: Can strike all characters in two adjacent squares.

22. SANCTUM (EL 7)

An unadorned stone door bars entry to this chamber. Its interior smells of exotic drugs and ointments. An undying servant of the cult of Yaazotsh, a vulture-headed **flesh golem**, guards the treasure here. Note that although the golem has tattered black wings, it is incapable of actual flight.

Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 28.

Flesh Golem: CR 7; AC 18, hp 45; see the MM for details.

Treasure: Placed on a bronze pedestal is a clay tablet inscribed with various mystical sigils and cuneiform script. This is a *tome of understanding* +3.

23. SECRET CHAMBER

A secret cache (Search DC 25) in the western wall contains two yellowed scrolls in a silver scrollcase (worth 150 gp). The first scroll is an arcane scroll with *hypnotism*, *contact other plane* and *legend lore* (caster level 11). The second scroll is a divine scroll of *prayer*, *poison* and *blasphemy* (caster level 13).

24. SHRINE TO NERGA (EL 9)

To the south is an ivory pillar carved with an image of Nergal, a skeletal figure carrying a sickle sword. Six **shadows** flit about the pillar.

Shadows (6): CR 3; AC 13, hp 19 each; see the MM for details.

DUNGEON LEVEL TWO

1. STAIRWAY (EL 8)

A broad flight of worn ivory stairs descend into this room from dungeon level one (Area 2–7). The archway to the east is carved with images of small winged demon statues. These are actually **gargoyles** guarding this entrance. The guardians attack anyone not speaking a secret pass phrase which was passed among the ancient priests, and is still known to the clerics that occupy this dungeon level (such as those in Areas 12–18).

Gargoyles (4): CR 4; AC 16, hp 37 each; see the MM for details.

2. TELEPORTER TRAP (EL 2)

A creature that passes through the doorway to this room without uttering the name of Kthan the Faceless God is transported as if by a *teleport* spell into Area 7. The trap can only teleport one creature per day, but resets itself 24 hours after being triggered. The DM should make the saving throws secretly for each player as he passes into the room.

Teleporter Trap: CR 2; affects first creature to pass through doorway, *teleports* creature to Area 3-7; Will save (DC 17) avoids; Search DC 30; Disable Device DC 30; Dispel DC 20.

3. WEIRD LABORATORY

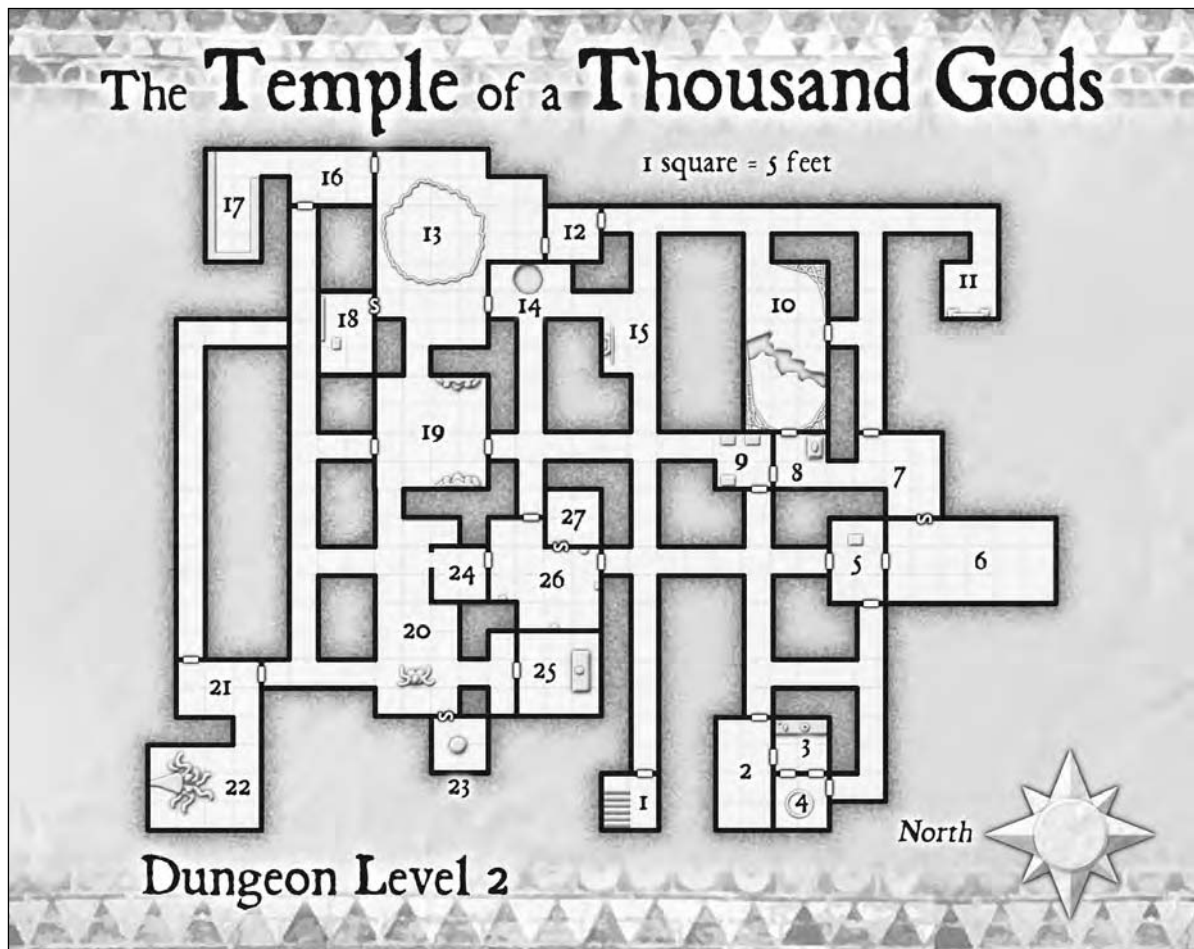
This small vault appears to be a laboratory. A stone table stands along the eastern wall. Several jars, flasks, bottles and potions are scattered on the table. Some are broken, others are intact.

Treasure: Among the items of interest here are 4 sunrods, a vial of alchemist's fire, a jar of bug repellent oil, a masterwork statuette of an onyx griffon (worth 250 gp), and a flask of red dragon blood (bearing the mystic label "Saggal-Utuanga").

In a secret compartment (Search DC 25) is an *iron flask* with a command word that has been lost to time. Roll randomly on the iron flask table in the DMG to determine the contents of the flask.

4. GOLDEN FONT (EL 4)

In the middle of the room is a medium-sized font filled with slightly murky water. Dozens of golden



coins can be seen to glitter faintly at the bottom of the font. This is actually a **mimic** posing as a fountain. A victim reaching into the “water” is held fast by the mimic’s adhesive, and allows the mimic to automatically grapple with its slam attack.

Mimic: CR 4; AC 15, hp 52; see the MM for details.

5. ANTECHAMBER (EL 7)

This room is the antechamber to the Temple of Fear (see Area 6 below). The chamber floor appears to be an intricate mosaic depicting various monsters, such as ghouls, serpents, spiders and a manticore; however, all creatures depicted are faceless. In the center of the room is a small treasure chest.

The floor is in reality a **trapper** (see the *Tome of Horrors* by Necromancer Games). It waits until a creature approaches the chest (actually the center of its body) and attacks by wrapping itself around its prey, squeezing and smothering it until either its victim or the trapper is dead.

Trapper: CR 7; SZ H Aberration; HD 12d8+51; hp 105; Init +5; Spd 10 ft.; AC 19 (–2 size, +1 size, +10 natural), touch 9, flat-footed 19; BAB/Grp

+9/+27; Atk +17 melee (1d8+15, buffet); Full Atk +17 melee (1d8+15, buffet); SA smother; SQ amorphous, damage reduction 10/slashing or piercing, darkvision 60 ft., resistance to cold 10, resistance to fire 10; AL —; SV Fort +8, Ref +5, Will +10; Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14.

Skills: Hide +11*, Listen +19, Move Silently +16, Spot +19. **Feats:** Alertness, Blind-Fight, Improved Initiative, Skill Focus (Hide), Toughness.

6. SHRINE TO KTHAN THE FACELESS GOD (EL VARIABLE)

This special area is also known as the Temple of Fear. It is cloaked in heavy illusions that cause the fears of those present to become reality.

The DM must prepare this encounter and tailor it to his player characters in order to run it successfully. The idea is that the room generates encounters based on the fears of the player characters. The chamber appears as a broad corridor whose opposite wall is obscured by mist, smoke or darkness, as appropriate. Darkvision or low-light vision does not pierce this illusion, although *true seeing* functions normally.

As creatures advance down the corridor they believe themselves to be moving, while in reality they are merely walking very slowly around the room. Treat this as a powerful mind-affecting compulsion (Will DC 35 negates). Then, the DM should introduce (illusionary) creatures and hazards based on the player characters' fears and expectations.

For example, mention that something might be moving within the darkness ahead. Then, as the player characters investigate, listen carefully as the players talk among each other, and have the source of the sound or movement be what the players believe it to be. Run combat as if the encounter was real, except that all lost health is restored if the characters successfully disbelieve the encounter. Continue with this ruse, introducing new illusionary doors, corridors, chambers and creatures beyond the first, until the player characters suspect the truth behind it all.

If the DM prefers a simpler encounter, then simply replace the guidelines above with a *weird* effect.

Weird Trap: CR 10; invokes a *weird* spell creating a *phantasmal killer* that attacks all who enter the room; Will save (DC 23) to disbelieve (if this save is failed, a Fortitude save [DC 23] must be made for each person who fails or that PC dies); Search (DC 34); Disarm (DC 34).

7. DOPPELGANGER PRIESTS (EL 9)

Kthan the Faceless God is a god of fear, illusions and deception. His cult consists of **doppelgangers** able to assume a variety of forms, so that no one can be sure who the god's priests really are.

This room is actually quite plain and unadorned, but a variant *permanent illusion* makes it possible for the doppelganger priests to manipulate the appearance of the room to suit their whims.

Doppelgangers (6): CR 3; AC 15, hp 22; see the MM for details.

Development: If any PCs appear here from the teleport trap in Area 3-2, the servants of Kthan attempt to subdue or kill the player character. One of the doppelgangers then assumes the form of their victim and attempts to infiltrate the party.

If several doppelgangers are encountered here, they take the forms of their opponents, using illusions to duplicate their clothing and equipment. A favorite tactic of the doppelgangers in this case is to create the illusion of a large mirror before they take the forms of their opponents, leading the PCs to believe that they have encountered a *mirror of opposition* (see the magic item description in the *DMG*).

Treasure: Hidden behind a false wall (Search DC 25) is an alcove with the following items: A pinch each of *dust of disappearance* and *illusion*, an arcane scroll of *illusory wall*, *permanent image* and *programmed image* (caster level 11), a *potion of vision*, and a silver *ring of mind shielding* set with a tiny image of a faceless humanoid.

8. LIVING ALTAR (EL 6)

Set atop a marble pedestal in this humble chamber is a small stone statue, about five feet tall, of the faceless god. Three large, glittering gems are arranged in a half-circle in front of the statue (the gems are actually near-worthless crystals worth 10 gp each).

The statue is a **stone roper** (see the *Tome of Horrors* by *Necromancer Games*). It waits until prey comes within range, and then attacks with its tentacles.

Stone Roper: CR 6; SZ M Magical Beast; HD 6d10+12; hp 45; Init +6; Spd 10 ft.; AC 22 (+2 Dex, +10 natural), touch 12, flat-footed 20; BAB/Grp +6/+8; Atk +9 ranged touch (drag, strand) or +8 melee (1d8+3, bite); Full Atk +9 ranged touch (drag [x6], strands) and +8 melee (1d8+3, bite); SA drag, strands, venom, weakness; SQ freeze, darkvision (60 ft.), low-light vision, *protection from arrows*, tremorsense (200 ft.); AL CE; SV Fort +7, Ref +7, Will +5; Str 14, Dex 15, Con 14, Int 12, Wis 16, Cha 12.

Skills: Climb +8, Hide +17*, Listen +12, Spot +12. **Feats:** Alertness, Improved Initiative, Weapon Focus (strand).

9. HUNGRY VESTRY (EL 8)

The doors of this room are of bronze-reinforced wood and locked. The interior room appears to be a vestry used by priests. Wardrobes and chests line the walls, while clerical vestments hang on wall pegs. A pair **mimics** cooperate with 3 **cloakers** in this room. They pose as mundane chests and cloaks and strike when the PCs least expect it.

Mimics (2): CR 4; hp 52 each; see the MM for details.

Cloakers (3): CR 5; AC 19, hp 45 each; see the MM for details.

10. SPIDER-SHRINE (EL 4)

All entrances to this shrine are sealed by heavy, non-descript bronze doors.

Bronze Doors: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

The chamber beyond appears long abandoned, with much dust on the cracked marble floor and heavy cobwebs covering all corners of the room. Several small stone statues of spider-like creatures are present, although some are toppled over and others are broken. A deep crack along the floor splits the chamber in two, as if a small earthquake had ravaged the room.

This was formerly a shrine dedicated to a nameless spider-god. 1d6 rounds after living creatures enter this room, an orb-like creature known as a **death weaver** (see the monster appendix) levitates into view from the crack in the floor. It uses its powers to stun and devour helpless victims.

Death Weaver: CR 4; SZ S Aberration; HD 4d8+3; hp 21; Init +3; Spd fly 20 ft. (4 squares); AC 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15; BAB/Grp +3/-3; Atk +7 melee (1d2-2, tentacle); SA paralyzing song, devour; SQ radiance, web, SR 20, darkvision

(60 ft.); AL NE; SV Fort +1, Ref +4, Will +6; Str 7, Dex 17, Con 10, Int 14, Wis 14, Cha 16.

Skills: Hide +14, Listen +11, Move Silently +10, Spot +11. **Feats:** Alertness, Toughness, Weapon Finesse.

11. MIST-FILLED ARCHWAY (EL 10)

On the west wall is an archway of lapis lazuli, inscribed with mystical symbols along its edges. The archway is filled with grey mist that is immune to *gust of wind* and similar spells. If viewed with *true seeing*, a web-filled maze is visible beyond the mist. This is actually a tiny demi-plane inhabited by a **bebilith** demon, which was worshipped as a spider-god. The priests used this archway to offer up living sacrifices to their deity. Any creature passing through the portal is instantly attacked by the spider-demon, who lurks in the mist patiently waiting for sacrifices.

Bebilith: CR 10; AC 22, hp 150; see the MM for details.

Tactics: The bebilith shoots its webs against its chosen target, and then attacks with poisoned bite and armor-piercing claws. Note that it cannot use its *plane shift* ability to exit the demiplane, and neither can it leave the chamber (thus entering the temple) by physical means.

12. ANTECHAMBER (EL 10)

This is the antechamber to Shupnikkurat's shrine (Area 13). Three clerics are here. Initially, the clerics of Shupnikkurat here attempt to pose as beneficent monks, with their abominable bodies concealed by robes and veils, and their minds cloaked by *undetectable alignment* spells. Through telepathic contact, they claim to be worshippers of the "mother goddess", and invite the PCs into the shrine itself (see Area 13).

Yellow-robed priests, male denizen of Ong Clr5 of Shupnikkurat (3): CR 7; SZ M Aberration; HD 2d8+2 plus 5d8+5; hp 38; Init +3; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +4/+5; Atk +6 melee (1d4+1, masterwork dagger, 19–20/x2) or +8 ranged (1d4, dagger, 19–20/x2, range 10 ft.) or +7 melee (1d4+1 and paralysis, tentacle); Full Atk +6 melee (1d4+1, masterwork dagger, 19–20/x2) or +8 ranged (1d4, dagger, 19–20/x2, range 10 ft.) or +7 melee (1d4+1 and paralysis [x3], tentacles); Reach 10 ft. (tentacles); SA rebuke undead (5/day), spells, tentacles, paralysis (1d6 minutes, Fort DC 14 negates), charming gaze (30 ft., Will DC 16 negates, caster level 6th), spell-like abilities; SQ regeneration (3), darkvision (60 ft.), telepathy; AL NE; SV Fort +5, Ref +2, Will +12; Str 12, Dex 16, Con 13, Int 15, Wis 16, Cha 15.

Skills: Concentration +6, Disguise +7, Heal +11, Intimidate +7, Knowledge (history) +10, Knowledge (religion) +6, Move Silently +5, Sense Motive +8, Spellcraft +7. **Feats:** Dodge, Extend Spell, Iron Will (b), Weapon Finesse.

Cleric Spells Prepared (5/4/3/2; base DC 13 + spell level): 0—*cure minor wounds* (x3), *detect magic*, *resistance*; 1st—*bane*,

doom, *sanctuary*, *shield of faith*; 2nd—*aid*, *silence*, *undetectable alignment*; 3rd—*dispel magic*, *prayer*.

Domain Spells (Evil, Plant): 1st—*entangle*; 2nd—*barkskin*; 3rd—*magic circle against good*.

Possessions: Masterwork dagger, yellow robes, divine scroll of *augury*, *desecrate* and *protection from elements* (caster level 5).

13. SHRINE TO SHUPNIKKURAT (EL 13+)

If the player characters agree to follow the clerics from Area 12 into this chamber, the clerics seal and lock the doors to the shrine after the PCs have entered. Otherwise, the doors are initially locked.

Bronze Doors: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

A heavy, yellow silken curtain hangs in a circular arrangement, 20 feet in diameter, from ceiling to floor, in the center of the shrine. The curtain hides the massive, slime-covered bulk of a **living monolith** (see the monster appendix) summoned by Ylang-Ylang, the archpriest of this shrine. The silken curtain has been heavily perfumed in a partly successful attempt to mask the monolith's hideous stench. Characters who succeed at a Wisdom check (DC 14) detect a certain faint, indeterminate odor that reeks slightly of corruption and decay.

Living Monolith: CR 13; SZ G Ooze; HD 28d10+168; hp 322; Init –2; Spd 0 ft. (immobile); AC 4 (–4 size, –2 Dex), touch 4, flat-footed 4; BAB/Grp +21/+44; Atk +28 melee (2d8+11, slam); Full Atk +28 melee (2d8+11 [x8], slams); SA acid, create spawn; SQ blindsight (60 ft.), regeneration (10), ooze traits; AL N; SV Fort +15, Ref +7, Will +4; Str 32, Dex 6, Con 23, Int —, Wis 1, Cha 1.

Skills: —.

Feats: —.

Development: The clerics aim to sacrifice the player characters to the living monolith. They summon Ylang-Ylang, their high priest, to this chamber if there is time, or if combat breaks out. They attempt to close and seal the shrine doors, and *charm* and/or *paralyze* the PCs. Then they unveil the abomination behind the silken curtains. When the monolith is disturbed, it begins to seep acid and breed **crawling offspring** (see the monster appendix).

14. SACRIFICIAL PIT (EL 4)

In the center of the room is a circular pit, 70 feet deep. It is filled with humanoid and animal skulls and bones, and smells of mephitic vapors. The clerics use the pit to deposit the bodies of sacrifices. At the bottom of the pit is +1 *greataxe*. However, anyone who climbs into the pit to retrieve it must face a large **otyugh** that survives upon carrion here. It initially hides beneath the mounds of bones in the pit.

Otyugh: CR 4; AC 17, hp 36; see the MM for details.

15. CHAMBER OF THE GONG

A large golden gong, covered with arcane runes and sigils, stands against the northern wall of this chamber. Next to the gong rests a silver-tipped baton. Using the baton to strike the gong deals 3d6 points of sonic damage to all within the room, except to the creature striking the gong.

Striking the gong also alerts everyone in Areas 12 to 19 to the presence of intruders. The priests of the temple (Areas 12 to 18) use the gong to warn their peers if they are being attacked.

16. TEMPLE GUARDIAN (EL 10)

This plain chamber is occupied by a **clay golem**, which defends the archpriest in Area 17. It attacks anyone (except Ylang-Ylang) attempting to enter Area 17.

Clay Golem: CR 10; AC 22, hp 90; see the MM for details.

17. ARCHPRIEST'S CHAMBERS (EL 14)

An opulent chamber, this is the abode of **Ylang-Ylang**, archpriest of Shupnikkurat. Soft rugs cover the floor, and purple tapestries embroidered with weird patterns hang on the walls. There is no bed, but a simple, tall wooden chair stands near the wall. Next to the chair is a wardrobe filled with gold-rimmed robes of silk (ten robes in various colors, worth 150 gp each).

The room is otherwise filled with the archpriest's extensive library. There are around 300 books, scrolls, cuneiform tablets and papyri, covering diverse subjects such as astrology, religion, history and arcana. Detailed chronologies of the history of the city of Ibnath can also be found here. Magical books include a *vacuous grimoire*.

While unquestionably evil (although not by his own standards), Ylang-Ylang is a very knowledgeable individual, and knows of the history of Ibnath, the war with Yhakkoth, the conflict between Arukurshu and the Hierophants, and the fate of the Hierophants.

Ylang-Ylang actually plans to leave the ruins of Ibnath with his inhuman cult, and infiltrate the priesthood of Ishtar in one of the major cities to the west. He thus seeks to avoid confrontation with a party that appears powerful, but is quite happy to sacrifice a lesser party to his goddess.

Ylang-Ylang, male denizen of Ong Clr12 of Shupnikkurat: CR 14; SZ M Aberration; HD 2d8+6 plus 12d8+36; hp 105; Init +3; Spd 30 ft.; AC 16 (+3 *ring of protection*, +3 Dex), touch 13, flat-footed 13; BAB/Grp +10/Grp +11; Atk +13 melee (1d6+3, +2 *keen unholy sickle*, 19–20/x2) or +13 melee (1d4+1 plus paralysis, tentacle); Full Atk +13/+8 melee (1d6+3, +2 *keen unholy sickle*, 19–20/x2) or +13 melee (1d4+1 and paralysis [x3], tentacles); Reach 10 ft. (tentacles); SA rebuke undead (5/day), spells, tentacles, paralysis (1d6 minutes, Fort DC 20 negates), charming gaze (30

ft., Will DC 22 negates, caster level 6th), spell-like abilities; SQ regeneration (3), darkvision (60 ft.), telepathy; AL NE; SV Fort +11, Ref +9, Will +18; Str 12, Dex 16, Con 16, Int 15, Wis 20, Cha 15.

Skills: Concentration +11, Disguise +7, Heal +20, Intimidate +7, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (religion) +7, Move Silently +5, Sense Motive +10, Spellcraft +7. **Feats:** Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (Enchantment), Weapon Finesse.

Cleric Spells Prepared (6/7/5/5/4/4/2; base DC 15 + spell level): 0—*cure minor wounds* (x3), *detect magic*, *guidance*, *light*; 1st—*cause fear*, *divine favor*, *doom*, *entropic shield*, *obscuring mist*, *protection from good*, *sanctuary*; 2nd—*aid*, *hold person* (x2), *silence*, *undetected alignment*; 3rd—*dispel magic*, *inflict serious wounds*, *invisibility purge*, *magic vestment*, *prayer*; 4th—*death ward*, *freedom of movement*, *poison*, *spell immunity*; 5th—*greater command*, *slay living*, *spell resistance*, *summon monster V*; 6th—*blade barrier*, *harm*.

Domain Spells (Earth, Plant): 1st—*entangle*; 2nd—*barkskin*; 3rd—*plant growth*; 4th—*command plants*; 5th—*wall of thorns*; 6th—*stoneskin*.

Possessions: +2 *keen unholy sickle*, +3 *ring of protection*, gold-trimmed yellow robes (worth 150 gp), divine scroll of *commune*, *scrying* and *word of recall* (caster level 12).

Tactics: Ylang-Ylang prefers to send his acolytes into combat, assisting them with spells and summoned servitors. He keeps his golem bodyguard close at all times. If possible, he precasts *spell immunity* (magic missile, lightning bolt, fireball), *spell resistance*, *invisibility purge* and *sanctuary* (in that order). If forced to flee, the archpriest uses his *word of recall* spell to transport him to the remote, mist-shrouded plateau of Ong, far away from the city of Ibnath.

18. SECRET TREASURE ROOM

The entrance to this room is hidden behind a sliding stone door (Search DC 25). It contains the temple treasure of the denizens of Ong.

Treasure: A +3 *falchion* hangs on the wall. A silver scrollcase (worth 50 gp) holds a yellowed arcane scroll of *globe of invulnerability*, *mirage arcana* and *mislead* (caster level 12). Inside a small chest (Hardness 5; hp 1; Break DC 17; Open Lock DC 25) are the following items: A *wand of magic missile* (11 charges, caster level 9), an *ivory goat* (of the Goat of Terror variety), and *potions of fire breath*, *glibness* and *cure moderate wounds*.

19. GRINNING DEMON FACES (EL VARIABLE)

This large chamber is the nexus between several of the temples on this dungeon level. The walls are carved with two huge, grinning demon faces, one on the east wall and

the other on the west wall. When creatures pass through this room, the demon faces introduce themselves with booming voices as Sarib (east) and Saram (west). The demon faces then inquire about the names and occupations of the player characters. The faces do not otherwise engage in conversation with the PCs.

If the player characters formally greet the demon faces and reply to their inquiries, nothing bad happens. If the PCs ignore or answer falsely (assume the demon faces can cast *discern lies* as a free action, Will DC 18 negates), they are cursed (as per a *bestow curse* spell, Will DC 17 negates) by the demon faces. Treat the demon faces as 12th-level clerics with Wis 18 for the purposes of spell DCs and removing the curses.

In addition to the regular means of removing the curses, destroying the demon faces can also negate the effects of a curse. The stone faces themselves are quite fragile (hardness 8; 60 hp), but their last line of defense is to utter a *power word kill* upon the first creature to damage them.

20. SHRINE TO NHAKHRAMAT OF THE EMERALD FLAME (EL 9)

Near the western wall of this irregularly shaped room stands an alabaster statue of a shapely, four-armed woman. The statue is surrounded by a flickering halo of emerald flames, providing illumination similar to a *continual flame* spell.

Treasure: The idol holds an ornate oil lamp in each of her four hands. The oil in each lamp is actually magical; the first lamp contains *oil of timelessness*, the second lamp contains what appears to be *oil of slipperiness* if detected for but which is actually poison (dark reaver powder in liquid form, see the **DMG**), while the third and fourth lamps contain liquid similar to *potions of vision* and *wisdom*, respectively.

Further, the four-armed statue wears a golden *ring of invisibility* (that, at the DM's option, functions only for worshippers of Nhakhramat) and three pearl necklaces (worth 250 gp each). There are 2 invisible stalkers that attack anyone who defile the statue protect the shrine's treasures.

Invisible Stalkers (2): CR 7; AC 17, hp 52 each; see the MM for details.

21. BLASPHEMOUS IMAGES (EL VARIABLE)

The walls are decorated with images of blasphemous, tentacled gods. Several **ghasts** guard this room.

Ghasts (2d6): CR 3; hp 29; see Area 4, above.

Treasure: Hidden within a secret cache in the wall (Search DC 25) is a divine scroll of *invisibility to animals*, *geas/quest* and *true seeing* (caster level 9). The cache is trapped with a poison gas trap.

Poison Gas Trap: CR 10; no attack roll necessary (releases burnt othur fumes in 10 feet radius, inhaled DC 18, damage 1 permanent Con/3d6 Con); Search (DC 21); Disable Device (DC 21).

22. DREAM SHRINE

The walls, floor and ceiling of this shrine are painted black and dotted with images of stars in imitation of the night sky. The central feature of the shrine is a large kraken-shaped idol, glittering as though dusted with diamonds, with eyes black as dead stars (these are in fact large black sapphires worth 5,000 gp each, but see below).

The chamber's temperature is well below freezing, and unprotected creatures must make Fortitude saving throws every 10 minutes (DC 15, +1 per previous check) or suffer 1d6 points of subdual damage. Characters wearing winter clothing need only check once per hour. Creatures who take subdual damage are treated as fatigued until the subdual damage is healed.

Anyone touching the idol finds it extremely cold and suffers 1d3 points of permanent Constitution drain. The jewel-eyes can easily be pried loose from the idol-statue, but anyone possessing one of the gems is plagued by a *nightmare* effect (as per the spell, no save) every time he or she attempts to rest, until the eyes are restored to the idol. However, a spellcaster that possesses one of these gems gains extra spells as if he were one level higher than his actual level (or +2 caster levels if in possession of both gems).

23. SMALL SHRINE

Hidden behind a secret door (Search DC 25) is a chamber that contains a bronze pillar carved with an image of Nergal.

Treasure: A worn, maggot-eaten divine scroll with *undetectable alignment*, *word of recall* and *miracle* (caster level 17) can be found in a secret cache within the pillar (Search DC 25).

24. ANTECHAMBER (EL 5)

The floor of this chamber is an intricate mosaic depicting unwary victims being snatched from the land of the living by demons and brought down to the underworld. Other images depict dreary feasts where skeletal kings of olden times eat mud and drink dust. The room is otherwise void of furniture or decoration.

A **minotaur zombie** armed with an archaic greataxe is the guardian of the door to the south (Area 26).

Door Guardian, Minotaur Zombie: CR 4; AC 16, hp 81; see the MM for details.

25. THE ANCIENT SKULL (EL 4)

The heavy door to this chamber is carved with an elaborate portrait of a tall and gaunt man wearing the

robes and apparel of a wizard, crowned by a gem-set circlet and grasping a necromancer's rod.

Bronze Doors: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

This chamber of the temple was constructed by a small and insignificant cult, probably intended as a jest more than an actual place of worship. The square room is decorated in the manner of a crypt, with tattered tapestries bearing the same wizard motif as seen on the door. Atop a slab of granite are a skull, a pile of dust, and a collection of bones. Several small gems (all false, painted glass and worthless) are inset into the skull's eye sockets and mouth. This is a **skulleton** (see the *Tome of Horrors* by *Necromancer Games* and the Monster Appendix in this book), a lesser undead creature created in imitation of a demilich. The room otherwise contains a small collection of various funerary items such as jars, boxes, ceremonial daggers, tomb statuary, and clay urns (all worthless).

When a living creature touches the skulleton, it rises 6 feet into the air and uses its dust attack (doing its best imitation of a demilich). It then moves in to bite with its gem-encrusted, diseased teeth.

Skulleton: CR 3; SZ T Undead; HD 4d12; hp 26; Init +0; Spd fly 10 ft. (perfect); AC 14 (+2 size, +2 natural), touch 12, flat-footed 14; BAB/Grp +2/–8; Atk +4 melee (1d3–2 plus disease, bite); Full Atk +4 melee (1d3–2 plus disease, bite); SA disease, dust; SQ darkvision (60 ft.), undead traits; AL —; SV Fort +1, Ref +1, Will +5; Str 6, Dex 10, Con –, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +8, Move Silently +6, Search +6, Spot +8. **Feats:** Alertness, Weapon Finesse.

26. UNDERWORLD COURT (EL 15)

This large, rectangular court chamber is a shrine devoted to Erishkigal, the Queen of the Underworld. It is occupied by seven crowned **bodaks**. These creatures are garbed in rich robes and wear golden rings in the

manner of advisors and councillors. Each sits on a throne of stone along the wall, passing “judgment” (unsurprisingly, the verdict is always death) upon those who enter the chamber or are brought here by galludemons (see Level 1, Area 6).

The floor of the court is of polished black marble. Large candles set into several tall, golden candleholders illuminate the chamber.

The Seven Judges of the Underworld, bodaks (7): CR 8; AC 20, hp 58 each; see the MM for details.

Possessions: Black crown (confers immunity to turning), grey robes covered with tiny gems (worth 500 gp), golden skull-ring (worth 150 gp).

Treasure: An alcove in the wall contains a *staff of power* (12 charges) and an ivory box with three crimson rubies (worth 5,000 gp each).

27. TRAPPED SECRET ROOM (EL 5)

The entrance to this room is hidden (Search DC 25) and protected with a *glyph of warding*. The room contains nothing of interest, save death.

Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 28; Open Lock DC 30.

Glyph of Warding Trap: CR 3; fire blast (3d8, Reflex DC 14 to all within 5 feet; Search (DC 28); Disable Device (DC 28); Dispel (DC 16).

The chamber beyond the door is bare and without interest, except for certain vague inscriptions along the walls. Anyone entering the eastern portion of the room triggers the re-sealing of the door to the west (characters next to the door get a Reflex save [DC 15] to determine which side of the door they want to be on when the door slams shut). Then, the room begins to fill with water.

Flooding Room Trap: CR 5; no attack roll necessary (see note below); Search (DC 20); Disable Device (DC 25). Note: Room floods in 4 rounds.

CHAPTER FOURTEEN: THE GREAT ZIGGURAT

INTRODUCTION

The Great Ziggurat was the seat of the Hierophants of Ibnath. While the Temple of a Thousand Gods was filled with the golden shrines and mad priests of many gods, the high priests of the most influential cults in the city were elevated to the status of Hierophants, who in turn bowed before the Kingpriest. There were thirteen such high priests, and when a position became vacant, the Kingpriest appointed another from the ranks of the priesthoods in the city.

The Hierophants were polytheists who did not worship a single god, but rather sought to placate the entire pantheon. In their view, the gods who ruled the different aspects of life must be appeased to ensure the prosperity of the city. In many ways, the philosophy of the Hierophants was akin to that of druids, adapted to civilization. Like druids, they accepted that which is cruel or horrific in nature, and their rituals frequently included sacrifice of sentient beings. Yet they were opposed to unnatural things, such as aberrations and undead.

Ironically, the Hierophants turned to black magic when they were faced with the might of the undying Arukurshu. Corrupted by its promise of power, the archpriests used eldritch rituals found in the *Book of Aeons* in an attempt to slay the vampire-kingpriest. However, the Hierophants brought about their own doom when they summoned an elder demon too powerful for them to control.

Atop the great ziggurat, on a moonless night, they called down an entity that the stone tablets named Yuthla-Nogg and described as a black wind

with a thousand eyes. The Hierophant Ulakhar led the ritual, grasping a sacred black jewel, an earthly representation of the hidden star Xoth. Failing to control the demon when it materialized in the air above the ziggurat, Ulakhar shrivelled and died at the demon's touch. Several other Hierophants died in vain attempts to banish the abomination.

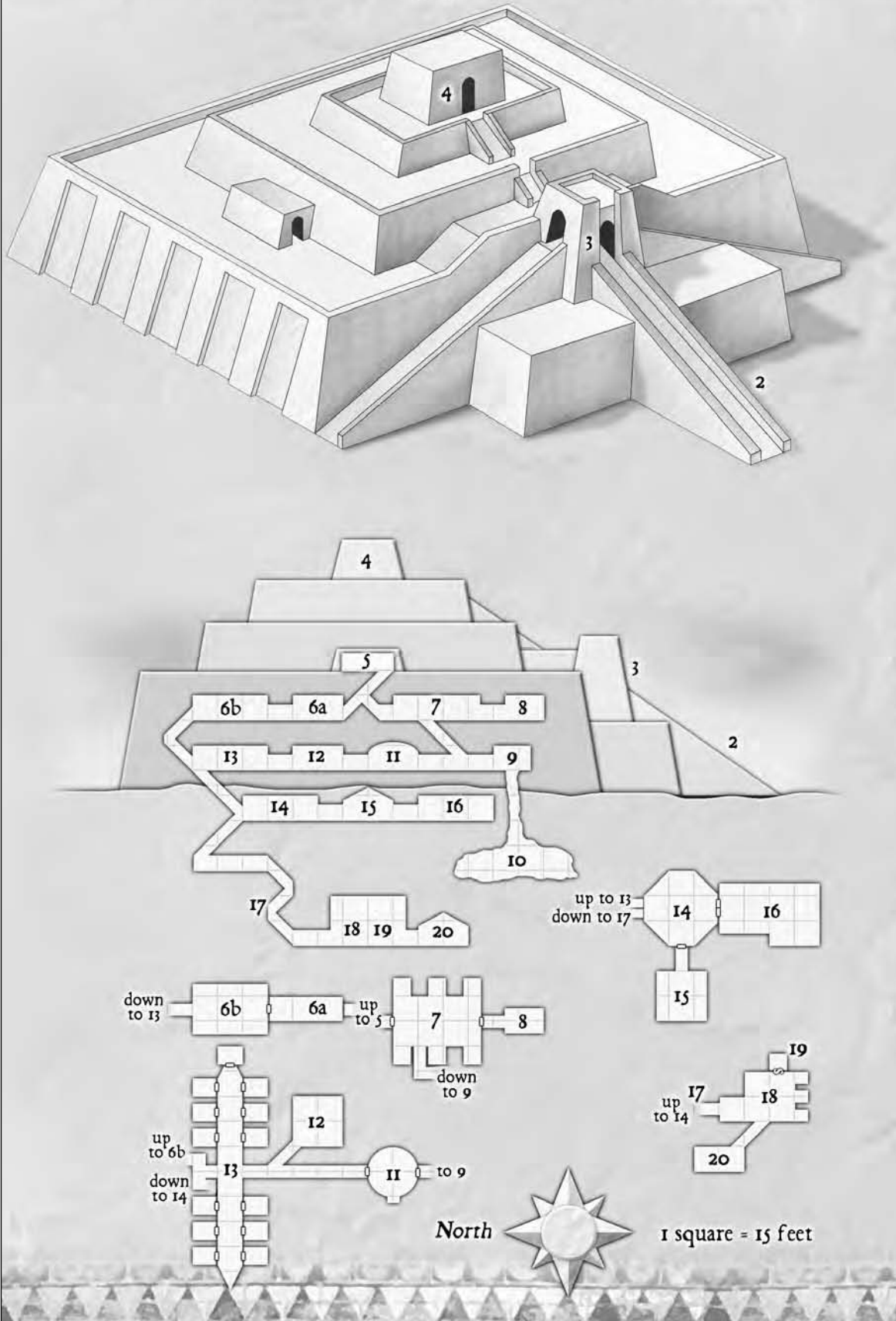
Retreating into the ziggurat, the surviving Hierophants Kalduk, Anukhar and Ishummar managed to place seals on the gatehouses that prevented the entry of the extraplanar entity. Thus the demon Yuthla-Nogg ravaged the city of Ibnath, while the remaining Hierophants escaped destruction. However, for the warding seals of the ziggurat to remain potent against the onslaught of the demon, the archpriests placed their own bodies into stasis, while the seals slowly leeched off their life-forces. To this day, the Hierophants remain trapped in their stasis tombs in the great ziggurat.

1. TEMPLE PLAZA AND VICTORY STELE

The large open square in front of the great ziggurat was used for priestly processions, such as that during the *akitu*-festival when the idols of the city's many gods were brought out into the streets, and a virgin was ritually married to the kingpriest atop the ziggurat, while the people of the city revelled with drunken abandon for days on end.

After the eastern city of Yhakkoth had been defeated by the armies of Ibnath, the Hierophants erected a stele commemorating the triumph in the northern section of the plaza, near the

The Great Ziggurat of Ibnath



Difficulty Level: 10+.

Entrances: The entrance to the interior of the great ziggurat itself is through the gatehouse in Area 5.

Exits: None.

Wandering Monsters: There are no wandering monsters inside the great ziggurat.

Shielding: The Court of the Hierophants (Area 14) and the Stasis Tombs (Area 18) are guarded by *forbiddance* spells that prevent entry by planar travel. The *primeval seal* placed on the doors of Area 5 prevent undead, outsiders and aberrations from entering the ziggurat.

Continuous Effects: A permanent *hallow* spell is in effect in the Great Ziggurat that triggers a *dispel magic* spell upon those who are not worshippers of the great gods of Ilnath when they enter the ziggurat. For the purposes of this effect, the "great gods of Ilnath" are Apsu, Tiamat, Anu, Marduk, Ishtar, Tammuz, Sin, Utu, Ea, Nergal, Erishkigal, Kingu, and Namtar.

Standard Features: Interior corridor areas are 10 feet wide and 10 feet tall unless indicated otherwise. Torches enchanted with *continual flame* are placed at regular intervals. Typical doors are made of heavy iron (2 in. thick; Hardness 10; hp 60; Break DC 28), if described as locked, add Open Lock (DC 30).

ziggurat. Known as the Stele of Victory, this large marble slab, 5 feet wide by 10 feet tall, is inscribed with archaic cuneiform writing and images of war and slaughter. Reading the text on the stele requires a successful Decipher Script check (DC 20). The translation reads:

We triumphed in battle
We pursued the heathens and impaled the savages
We tore down the walls and broke the gates
We sundered the towers and shattered the spires
We trampled the gardens and plundered the treasures
We banished the black-winged demons and fed the
necromancers to the lions
We burned the blasphemous scrolls and shattered the
eldritch tablets
We crushed the skulls of sorcerers under the chariots of
blessed Ilnath
We enslaved the unbelievers and toppled the purple obelisks
We left the city of wickedness in a heap of ruin
And erased the name of the black city from the annals of
history

2. GREAT STAIRWAY

A massive flight of age-worn and cracked stairs leads up from the plaza surrounding the ziggurat. The steps are smooth, from centuries of use and still more centuries of being polished by harsh desert winds.

If the PCs attempt to climb the sides of the ziggurat instead of using the stairway, treat the ziggurat walls as a rough brick surface (Climb DC 25).

The **green guardian gargoyles** from Area 3 attack anyone who approach either the shrine (Area 4) or the western gatehouse (Area 5), whether they are climbing, flying, or walking up the stairs.

3. THE PORTAL OF THE KINGPRIEST (EL 8)

Midway to the top of the ziggurat is a gatehouse covered with cuneiform inscriptions (Decipher Script DC 20) that proclaim this to be "*the abode of the great gods and their mightiest servants*".

The interior of the gatehouse is unlit and filled with shadows. In each corner of the chamber is a **green guardian gargoyle**, magically bound to defend the ziggurat, that attacks anyone not carrying a holy symbol of one of the great gods of Ilnath (as defined in the introduction to this chapter).

Green Guardian Gargoyles: CR 4; SZ M Magical Beast; HD 4d10+19; hp 41; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +4/+7; Atk +7 melee (1d4+3, claw); Full Atk +7 melee (1d4+3 [x2], claws) and +5 melee (1d6+1, bite) and +5 melee (1d6+1, gore); SA hold; SQ damage reduction (10/magic), darkvision (60 ft.), freeze, low-light vision; AL CE; SV Fort +8, Ref +6, Will +1; Str 17, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +7*, Listen +4, Spot +4. **Feats:** Multiattack, Toughness.

Tactics: If a gargoyle manages to paralyze an opponent, it flies out of the gatehouse using one of the four exits, and drops its victim on the ground outside. If possible, the gargoyle drops its victim into the Sacred Lake (Area D) to the west.

Treasure: The gargoyles are carved of a strange green stone and have two eyes of jet (worth 500 gp each). The eyes radiate magic and evil if detected for, and cause the gargoyles to reanimate in 1d8+2 days unless destroyed. Reanimated gargoyles always return to guard the great ziggurat.

4. THE BLACK SHRINE OF TAMMUZ

The square temple atop the ziggurat is plain and without ornamentation, carved from black stone resembling obsidian. Among the initiates, it was known as "the shrine of rebirth", where Arukurshu the kingpriest

secretly turned virgins into vampires and vampire spawn during the New Year festival. It was also where the Hierophants summoned the elder demon Yuthla-Nogg after Arukurshu had been banished from the city.

The stone door to the shrine has apparently been broken for centuries, and the arched doorway yawns open like the jaws of a foul monster. The crumbled pieces of the door are strewn near the entrance, along with sand and rubble blown here by the desert winds.

Enthroned Skeleton: Inside the shrine is a large stone slab of the same black stone as the building itself. Behind the slab, flanked by great braziers of antique workmanship, is a great stone throne, upon which sits a skeleton in tattered white robes. A successful Knowledge (religion) check (DC 12) allows a character to recognize the holy symbols of Marduk on the skeleton's moth-eaten robes. The bones are the remains of the Hierophant Ulakhar, who died here grasping the jet-black *Orb of Xoth* (see Chapter Two) used to summon the elder thing Yuthla-Nogg from a hidden star.

Ulakhar's soul was consumed by the formless cloud, but his vengeful, insane spirit remained in the sacred jewel he had employed in the summoning ritual. Ishtim, the son of the nomad chieftain Yahdu-Lim, ventured into this chamber and stole the orb from the skeleton, but was later possessed and driven mad by the spirit of Ulakhar (see the Sea of Bones chapter for more information).

The skeleton itself is nonmagical and harmless, but those who cast *Speak with Dead* upon the remains of Ulakhar can learn much about the last days of Ibnath (due to his alignment, the skeleton of Ulakhar gets a Will save to resist interrogation and saves as an 11th-level druid with Wis 16). The dead Hierophant also knows the layout and details of the chambers inside and beneath the ziggurat, and the secret hand gestures required to bypass the golem guardians in Areas 6A and 6B (although these gestures might be difficult to communicate through a *Speak with Dead* spell).

Interior Shrine Walls: The black interior walls of the shrine are painted with silver-colored stars and strange cosmic constellations. The plaza outside the shrine was used by the ancient stargazers in the past to survey the night skies, looking for hidden stars and undiscovered planets. With a successful Knowledge (astrology) check (DC 10) or Intelligence check (DC 15), a character recognizes the paintings on the interior shrine walls as those of the night sky above Ibnath centuries ago. With a second successful check (add +5 to DC of previous check), the character also detects several stars and planets in the paintings which are not commonly known in the present campaign age.

If the symbol of a planet or star is touched, roll 1d20. The character is instantly transported to the planet touched (1–5), or a creature is instantly summoned from that planet (6–20). The DM should adjust the nature of such planets and/or creatures to suit his campaign world, but if random determination is desired, use

RANDOM ALIEN ENCOUNTERS

Roll 1d20 to randomly determine the type of creature summoned from a distant planet.

- 1–4. Eye Tyrant
- 5–8. Chaos Beast
- 9–12. Decapus (see the *Tome of Horrors* by **Necromancer Games**)
- 13–16. Gibbering Moulder
- 17–20. DM's choice (aberration).

RANDOM PLANETS

Roll 1d20 to randomly determine the nature of the planet the PC is transported to:

- 1–3. Water-covered planet inhabited by gargantuan water serpents and tojanida.
- 4–5. Dark, airless world where air-breathing creatures soon expire.
- 6–10. Jungle planet inhabited by troglodytes and dinosaurs.
- 11–15. Ice planet inhabited by ice worms, remorhazes and yetis.
- 16–20. Blue, dust-covered waste devoid of life and nourishment.

the tables below. Note that transport through this method is one-way (unless the DM is kind and allows a transported PC to find a way to return to earth).

5. SEALED PORTAL (EL 3)

This gatehouse on the western side of the ziggurat permits entry into the depths of the stepped pyramid itself. The massive, locked door is of blackest iron, engraved with a large eldritch pentagram. The pentagram seems to have withstood the passage of time exceedingly well, much better than the door itself and the stone of the ziggurat surrounding it. This is a *primeval seal*, a potent ward against undead, aberrations and outsiders (see Chapter Two).

The door has lesser protections, as well. A permanent *glyph of warding* that resets itself after each discharge has kept the occasional animal and curious wanderers away for centuries (those that managed to slip past the green gargoyle guardians of the ziggurat, that is).

Permanent Glyph of Warding Trap: CR 3; fire blast (3d8, Reflex DC 14 for half) to all within 5 feet of the door; Search (DC 28); Disable Device (DC 28); Dispel (DC 30). *Note:* Resets itself after each discharge.

6A. ANTECHAMBER (EL 10)

This is a narrow corridor, 10 feet wide and 40 feet long, with plain and unadorned stone walls. A clay

golem guards the stone door to the great hall (Area 6B). Midway down the corridor is a **teleporter trap** that transports anyone failing a Fortitude save (DC 20) into the cavern beneath the sacrificial pit (Area 10). Both the golem and the trap can be bypassed safely by making a special hand gesture known to the Hierophants. A *legend lore* spell or bardic lore check (DC 35) can determine this gesture.

Teleporter Trap: CR 3; *teleports* a creature to Area 10 (Fort DC 20 negates); Search (DC 30); Disable Device (DC 30); Dispel (DC 20).

Clay Golem: CR 10; AC 22, hp 90; see the MM for details.

6B. GREAT HALL (EL 13)

The entrance to this great hall is sealed by a massive stone double door carved with an image of a *shedû*, the mighty winged bull of mythology.

Stone Door: 4 in. thick; Hardness 8; hp 60; Break (DC 28); Open Lock (DC 30).

The great, many-columned hall beyond the doors is guarded by **6 bronze skeletons** (except for being constructed of bronze, these are otherwise identical to lead skeletons – see the *Tome of Horrors* by Necromancer Games and the Monster Appendix). These are constructs created by the Hierophants to act as immortal, mindless servants and guardians. They appear as metal-coated skeletons and might be mistaken for undead. The eyesockets of each golem are set with glittering rubies (worth 500 gp each).

Initially, each skeleton stands motionless next to a column. They remain motionless until attacked, or until the PCs reach the middle of the room without making a special hand gesture. As the skeletons attack, an iron portcullis falls down next to the entrance door, sealing intruders within the hall.

The stone door in the other end of the hall is similar to the entrance door. It leads to a flight of stairs going downwards.

Bronze Skeletons (6): CR 8; SZ M Construct; HD 10d10+20; hp 75; Init +4; Spd 30 ft.; AC 28 (+4 Dex, +14 natural), touch 14, flat-footed 24; BAB/Grp +7/+13; Atk +13 melee (2d6+6, slam); Full Atk +13 melee (2d6+6 [x2], slams); SQ construct traits, blindsight (60 ft.), damage reduction 10/adamantine and bludgeoning, immunity to fire, immunity to cold, immunity to electricity, immunity to acid, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +7, Will +3; Str 22, Dex 18, Con —, Int —, Wis 10, Cha 1.

Skills: —. *Feats:* —.

Portcullis Trap: CR 2; +10 melee (3d6/x2 crit); Search (DC 20); Disable Device (DC 20). Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

Iron Portcullis: 2 in. thick; Hardness 10; hp 60; Lift DC 25; Break DC 28.

7. PRISON CELLS (EL 1/8)

This small dungeon section was used to house both special prisoners as well as animals that were to be sacrificed for divinatory purposes by the Hierophants. The chambers are thus a mix of prison cells and animal pens. They contain cracked bones, human and animal skulls and filth. The entire area is filled with unwholesome stench. Rusted chains and manacles hang from the damp and fungi-crusted walls.

One cell is of particular interest. It contains the skeletal remains of Gorma-Sar, a wizard of Yhakkoth who was captured when the armies of Ibnath razed that city of necromancers to the ground. Strangely enough, Gorma-Sar has not turned into an undead and his remains may be interrogated with *speak with dead* (if so, treat him as a neutral evil 10th-level wizard with Wis 12 for the purposes of saving against the spell). He knows, among other things, that the Hierophants stole several evil artifacts, including the *Book of Aeons* and the *Orb of Xoth*, from the necromancers of Yhakkoth before the city was destroyed.

A small, leech-like creature known as a **wizard's shackle** (see the *Tome of Horrors* by Necromancer Games) hides at the back of the dead wizard's cranium. If it senses nearby spellcasters, it crawls off the skull and bites, attaching to and draining spells from its victim. It injects an anesthetic when it bites, so a Spot check (DC 12) is required to notice the leech.

Wizard's Shackle: CR 1/8; SZ D Magical Beast; HD 1/2d10; hp 2; Init +0; Spd 5 ft.; AC 14 (+4 size), touch 14, flat-footed 14; BAB/Grp +1/–16 (+4 when attached); Atk +5 melee (1d2–5 plus spell drain, bite); Full Atk +5 melee (1d2–5 plus spell drain, bite); SA attach, spell drain; SQ arcanesense (30 ft.), blindsight (10 ft.), sealed mind; AL N; SV Fort +2, Ref +2, Will +0; Str 1, Dex 10, Con 11, Int 1, Wis 11, Cha 2.

Skills: Hide +15, Listen +1. *Feats:* Weapon Finesse.

8. TORTURE CHAMBER

This chamber contains various torture instruments, such as branding irons, thumbscrews, and a long, table-shaped rack. The wooden implements have long since rotted away, but the bronze and iron devices remain usable. A masterwork headsman's axe (greataxe) can be found with a successful Search check (DC 15).

9. SACRIFICE PIT (EL 4)

This is a small, square room with ageworn and cracked flagstones covered with mold. In the middle of the chamber is a circular pit of unknown depth, 20 feet in diameter, ringed with bloodstains. The pit shaft ends in a huge, unlit cavern 90 feet below (see Area 10).

A patch of **green slime** lurks in the ceiling, dropping down upon anyone remaining in this chamber for more than a few rounds.

Green Slime (CR 4): A single patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

10. CAVERN OF THE DEVOURER (EL 7)

This is a large, unlit natural cavern filled with jagged and moss-encrusted stalagmites and stalactites. The cavern floor is strewn with the bones and skulls of hundreds of creatures, both human and animal, thrown down into the grotto from the pit in Area 9 after being sacrificed.

All manner of insects and worms lived off the corpses thus deposited, but after a while, a **black pudding** found its way into the cavern and began to devour these lesser creatures.

Since Ibnath was abandoned, this ooze has been trapped in the cavern and nearby chambers (it can climb the walls and squeeze through the pit in Area 9 and reach the cells in Area 7, but it cannot breach the doors there or at Area 11). It is insanely hungry and eager to devour anything that it comes across.

Black Pudding: CR 7; AC 3, hp 115; see the MM for details.

11. SUMMONING CHAMBER

Both entrance doors to this room are of heavy iron (see introductory characteristics). The doors are carved with pentagrams and a pair of *greater glyphs of warding* as well.

Greater Glyph of Warding: CR 5; triggers a *bestow curse* spell (Will DC 19 to negate); Search (DC 31); Disable Device (DC 31); Dispel (DC 22).

The large, domed chamber beyond is circular in shape. A large summoning circle decorated with various arcane sigils is inlaid into the polished marble floor. This is a permanent summoning diagram that provides the standard bonuses (as described in the "Magic" chapter of the PHB) when attempting to call and trap creatures from other planes. A stone incense burner is located near the north wall.

Treasure: In an alcove in the south wall are the following items, recognizable by a Knowledge (arcana) check (DC 12) as materials useful in summoning rituals: A divine scroll of *dismissal*, *banishment* and *forbiddance* (caster level 13); a velvet pouch of 6 black opals (worth 500 gp each) and 3 black onyxes (worth 250 gp each);

a heavy bronze bowl (worth 35 gp) of sacred incense from fabled Ubar (worth 3,000 gp); 12 plain black candles; two large clay jars, decorated with paintings of demons, that contain 40 pounds of silver dust (worth 200 gp total); a small silver box (worth 50 gp) that contains a handful of dried white tomb larvae, a magically preserved demon heart, and 7 vrock feathers; and a clay pot filled with grave dirt.

12. INNER SANCTUM

The walls of this diamond-shaped chamber are covered with rich wall tapestries depicting beast-headed gods, winged bulls, and demons. The room is otherwise furnished with three ivory chairs in front of a square altar-stone. Placed on the altar are several items, including three large, sealed pottery jars and some jewelry (see below).

The inner corner of the chamber is concealed by a purple curtain emblazoned with symbols of the sun and the moon. Behind the curtain, on a raised pedestal whose legs are carved in the shape of dragon claws, is a *crystal ball*, a polished crystal sphere 6 inches in diameter. It was used by the Hierophants to scry upon remote locations.

Treasure: The tapestries are worth 1,000 gp, while the ivory chairs are worth 150 gp each. Two of the pottery jars on the altar are filled only with dust, while the third contains a nasty surprise. If the seal on the jar is removed, a swarm of tiny beetles pours out of the jar, moving with incredible speed to devour the nearest creature (likely the one who opened the jar). Treat this swarm as a variant of the *scarab of death*, requiring a Reflex save (DC 25) to avoid death by devouring. If the save is successful, the victim takes 3d6 points of damage, but the swarm scatters and disappears through tiny openings in the floor and walls.

The jewelry on the altar-stone includes a bronze anklet adorned with the likeness of a monstrous centipede (worth 80 gp) and a silver bracelet in the shape of a coiled serpent with small ruby eyes (worth 1,100 gp).

13. THIRTEEN CHAMBERS

This is a long, cross-shaped corridor with thirteen black doors along its walls. Each door leads to a square chamber. These were the personal chambers of the Hierophants. The plain iron door to each chamber is trapped by a *greater glyph of warding*. Determine the glyph effect on each door randomly from the following list using 1d8: *poison* (1), *circle of doom* (2), *flame strike* (3), *insect plague* (4), *slay living* (5), *greater dispelling* (6), *harm* (7), *summon monster VI* (8).

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

Greater Glyph of Warding Trap: CR 5; various effects (see above, saving throw [DC 19] for half damage

or to negate, depending on effect); Search (DC 31); Disable Device (DC 31); Dispel (DC 22).

Each chamber is similar, with spartan furnishings including a bed, some chairs, a table or desk, wardrobes filled with priestly garments, and chests and boxes filled with personal belongings. Shelves are filled with small libraries of clay tablets, papyri and scrolls, covering many topics but mostly concerned with religion and sacred texts. Statuettes and figurines of gods and deities feature prominently in all rooms.

Treasure: There is obviously much of value here. The DM should roll on the random treasure tables in the *DMG* to determine the exact contents of each room. Roll 2d6 to determine the initial Encounter Level for each chamber.

14. HIEROPHANTIC COURT

The great doors of this octagonal chamber are engraved with the image of a star ringed by thirteen sceptres. The large hall beyond is protected with a *forbiddance* spell (caster level 18) with the password phrase “*harzag zalazag*” (literally “the peak which emits the brilliance”). The phrase was known only to the Hierophants, but can also be found inscribed on a golden ring that currently rests in the empty tomb of Nikhhartha (see Area I5).

In the hall are thirteen great thrones of equal size, arranged in a semicircle. Huge bronze bowls filled with unlit coals stand in four of the room’s eight corners. The ceiling is painted to resemble the sky with sun, moon and star symbols, while the walls are

decorated with gold-coated images of shedu and winged gods. On closer inspection, the facial features of these figures closely resemble those of other depictions of the Hierophants (such as might be seen in the Palace of the Kingpriest, for example). In their conceit, the archpriests commissioned these images of themselves as gods. According to tradition, only gods or divine beings were depicted with wings. A character can come to this conclusion by making a successful Knowledge (religion) check (DC 15).

The Hierophants held conclave here, discussing matters of both spiritual and worldly importance. The kingpriest of Ibnath was never allowed this deep into the great ziggurat.

15. THE ZODIAC

The floor of this chamber features a large mosaic with a circular zodiac diagram, 30 feet in diameter. Faint traces of dried blood can be seen on the zodiac floor (Spot DC 15).

The zodiac consists of two circular bands. The first and outer band is divided into seven distinct areas carved with the image of a creature. The creatures are scorpion (1), camel (2), serpent (3), vulture (4), lion (5), bull (6), and fish (7).

The second and inner band is divided into three areas, carved with the following symbols: a tree (1), a skull (2), and a wheel (3).

The Hierophants used this chamber to perform important rituals and sacrifices, often casting powerful divinations or attempting to interpret omens by using the zodiac.

Inner band	Outer band	Result
Tree	Scorpion	Change alignment instantly.
Skull	Camel	Defeat the next monster you meet to gain one level.
Wheel	Serpent	You are imprisoned (see the <i>DMG</i>).
Tree	Vulture	–1 penalty to all saving throws henceforth.
Skull	Lion	Avoid any situation you choose . . . once.
Wheel	Bull	Enmity between you and an outsider.
Tree	Fish	Lose 10,000 experience points and you must spin the zodiac again.
Skull	Scorpion	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Wheel	Camel	Lose Intelligence (permanent drain). You may spin the zodiac again.
Tree	Serpent	Gain 10,000 XP or two more spins of the zodiac.
Skull	Vulture	Gain a major magic weapon.
Wheel	Lion	Gain the service of a 4th-level fighter.
Tree	Bull	You are granted 1d4 wishes.
Skull	Fish	One of your friends turns against you.
Wheel	Scorpion	Immediately lose all wealth and real property.
Tree	Camel	Defeat Death or be forever destroyed.
Skull	Serpent	Immediately gain a +2 inherent bonus to one ability.
Wheel	Vulture	Gain beneficial medium wondrous item and 50,000 XP.
Tree	Lion	All magic items you possess disappear permanently.
Skull	Bull	Know the answer to your next dilemma.
Wheel	Fish	Body functions, but soul is trapped elsewhere.

The zodiac also has another function: A creature can change its destiny (for better or for worse) by spinning the two wheels in opposite directions while standing to the true north of the circle. The result is similar to drawing a card from a *deck of many things* and depends on the resulting combination of glyphs (see the table below and refer to the DMG for detailed descriptions of the possible results). A creature can only use the zodiac in this manner once in its lifetime, unless the result indicates that the character can spin the zodiac wheel again.

To simulate the spinning of the zodiac, make two dice rolls using 1d3 and 1d8 (re-rolling 8's), then refer to the numbers listed with the symbols above to determine the resulting combination.

16. LIBRARY

This large room contains thousands of clay tablets and brick cylinders inscribed with cuneiform writing, collected by the Hierophants through the centuries.

The tablets contain the chronicles of the history of Ibnath, descriptions of religious rites (such as the annual *akitu*-festival), inventories of the city granaries and temple treasuries (including detailed lists of the gold and gems extracted from the mines below the Horns of Sinmesh), rosters of priests and priestesses, lists of sacrifices made to the gods (among these is a tablet that states that the kingpriest Arukurshu sacrificed 999 white bulls to the god Tammuz during a lunar eclipse), ancient prophecies, legends and myths, litanies, prayers, obscure maps, tales of monsters and pre-human races, and so on. Several wizard spellbooks in tablet form can be found here also, along with a *tome of clear thought* +4.

As a collection, the contents of this library is essentially priceless. It would require several years to study all tablets completely. Individual tablets can contain any subject the DM wishes, including future adventure hooks.

17. DEEP STAIRWAY

This 10 feet wide stairway zigzags its way down to Areas 18–20. Along the way, there are three landings; square chambers, 20 feet by 20 feet, where the stairs change direction.

18. STASIS TOMBS (EL 18+)

An archway carved with leering demon faces and winged dragons leads into this irregularly shaped chamber. The walls are 30 feet high. A *forbiddance* spell (caster level 18) protects the room from extradimensional travel as well as mun-

dane entry. The password phrase, known only to the Hierophants, is “*anzu-lamdudu*”. For low- and medium-level characters, one possible way to dispel the effect is to employ the power of the twelfth tablet of the *Book of Aeons* (see Chapter Two and the description of Dragonclaw Rock).

The room is illuminated by a small sphere that floats in the air in the middle of the chamber. The sphere sheds a soft purple light in a 60 foot radius, but is otherwise similar to an *everburning torch*. On the far side of the room is a raised dais, 10 feet high, surrounded by a curved flight of steps. Three humanoid shapes, garbed in rich, hooded robes, are visible atop the dais, reclining against the wall in circular alcoves. They rest as if in slumber, but they do not breathe and the bodies are cold to the touch.

The physical appearance of the Hierophants is quite similar, although their physique is partly concealed beneath their voluminous robes. All three are male, tall and gaunt like starved giants, with well-kept goatee beards and shaven pates.

Background: The three surviving Hierophants retreated here after the summoning of the elder demon Yuthla-Nogg went awry. They placed the *primeval seal* on the portals of the ziggurat (see Area 5) to keep out the thousand-eyed demon, empowering the seals with their own life-forces by the use of *sleep of power* spells (see Chapter Two). However, due to the hurried and desperate casting of these rituals, they were miscast and the Hierophants did not wake up from stasis after the demon disappeared, as they had intended.

The Stasis Tombs: The sleep of the Hierophants is similar to a *temporal stasis* spell. Body functions have ceased, and they have not grown older, although the three archpriests were all quite old at the height of their power. Unlike a *temporal stasis* spell, the bodies are vulnerable and can, for example, be slain with a successful coup de grace attack. If wounded or violently slapped, the bodies awaken.

There is nothing in particular that prevents the bodies from being removed from the chamber, or the looting of their worn or carried equipment. Nothing, except for an *invisible glabrezu* demon that the Hierophants bound and placed here as a final defense. If anyone approaches the dais, or attempts to harm or affect the slumbering bodies of the archpriests, the demon attacks, becoming visible as it attacks.

Glabrezu: CR 13; AC 27, hp 174; see the MM for details.

Tactics: The glabrezu eschews subtlety in favor of brute force. It attempts to gain surprise by attacking from invisibility. Due to the *forbiddance*

spell in effect in this chamber, it cannot summon other demons, and neither can it flee using teleportation spells. It prefers *mirror image*, *reverse gravity* and *power word, stun* spells. If slain, the demon dissolves into a pool of ooze.

The Hierophants: The Challenge Ratings and statistics given for the Hierophants below assume these NPCs are fully equipped, rested and prepared for combat. If they are slain or defeated while unprepared, such as when they are defenseless in their stasis tombs, little or no XP should be rewarded.

Development: Several developments are possible here. The PCs could either try to awaken the Hierophants, attempt to kill them, or both. The Hierophants are not evil, *per se*, though their dangerous dabbling with black magic caused the downfall of Ibnath. If attacked, the Hierophants defend themselves and attempt to negotiate and/or escape. If the PCs release the archpriests from their stasis tombs and are not initially hostile, the Hierophants are grateful for their release and reward the characters appropriately with wealth and gifts of lesser magical items.

After the initial confusion of being released from age-long slumber, the Hierophants attempt to get an overview of the current situation. Their eventual goal is to restore the greatness of Ibnath, and they might seek to use the PCs as willing or unwilling pawns in several adventures to this end. Possible missions include hunting down and slaying the ancient vampire Arukurshu, retrieving lost wealth from the disease-infested Mines of Sinmesh, convincing or forcing the desert nomads to return to a life as city-dwellers, finding out whether or not the elder demon Yuthla-Nogg is still a threat to the Hierophants, and preventing the Kalabite wizards from resurrecting the arch-necromancer Yaod.

On the other hand, if Arukurshu discovers a way to break the spells that exile him from the city and the seals that protect the ziggurat, he seeks to slay the Hierophants, restore his former servants, and enslave the desert nomads. See the Horns of Sinmesh chapter for more information about Arukurshu's plans and goals.

If any of the PCs carry the *Sickle Sword of Naalfesh* (see the Sea of Bones chapter), this is a great moment for the intelligent weapon to reveal its true nature. The sword seeks to dominate its wielder and slay the archpriests while they are defenseless, thus vanquishing the ancient foes of the Yhakkothian wizards.

Hierophant Kalduk, male human Clr10/Hie6: CR 16; SZ M; HD 16d8+32; hp 104; Init +5; Spd 30 ft; AC 16 (+1 Dex, *amulet of natural armor* +5), touch 11, flat-footed 15; BAB/Grp +12/+15; Atk

+16 melee (2d6+4, +1 *greatsword*, 17–20/x2); Full Atk +16/+11/+6 melee (2d6+4, +1 *greatsword*, 17–20/x2); SA spells, turn undead (5/day); SQ polytheism, sorcerous aptitude, portentous ritual, divine blessing; AL N; SV Fort +15, Ref +9, Will +18; Str 16, Dex 12, Con 14, Int 14, Wis 20, Cha 14.

Skills: Concentration +21, Heal +24, Knowledge (arcana) +21, Knowledge (religion) +21, Spellcraft +21, Use Magic Device +8. **Feats:** Combat Casting, Heighten Spell, Improved Critical (*greatsword*), Improved Initiative, Martial Weapon Proficiency (*greatsword*), Spell Penetration, Weapon Focus (*greatsword*).

Cleric Spells Prepared (6/7/6/6/5/5/3/3/2; base DC 15 + spell level): 0—*detect magic*; 1st—*invisibility to undead*, *sanctuary*, *shield of faith*; 2nd—*death knell*, *hold person* (x2), *zone of truth*; 3rd—*bestow curse*, *dispel magic*, *locate object*, *speak with dead*; 4th—*death ward*, *poison*, *tongues*; 5th—*greater command*, *insect plague*, *slay living*; 6th—*blade barrier*; 7th—*summon monster VII*; 8th—*earthquake*.

Notes: As a Hierophant, Kalduk does no longer gains bonus domain spells or domain abilities. Until he has rested, he has only a few remaining prepared spells available (as detailed above).

Possessions: +1 *greatsword of spell storing* (with *inflict serious wounds* [3d8+15] currently stored, caster level 16), *stone of good luck*, arcane scroll of *haste*, *minor globe of invulnerability* and *cloudkill* (caster level 9), *wand of dispel magic* (18 charges, caster level 16), holy symbol of Utu.

Personality/Description: An old man with surprising strength, Kalduk is the former high priest of Utu, the god of the fiery sun. Kalduk speaks in a low, rasping voice and prefers action to words. It was Kalduk who created the *gate* to the elemental plane of fire in the mines beneath the Horns of Sinmesh. He is devoted to the study of nature and elemental forces, and might seek to use summoned elementals to aid in the reconstruction of Ibnath.

Hierophant Anukhar, male human Drd5/Clr9/Hie2: CR 16; SZ M; HD 16d8+48; hp 120; Init +7; Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +12/+12; Atk +12 melee (1d10, heavy flail, 19–20/x2); Full Atk +12/+7/+2 melee (1d10, heavy flail, 19–20/x2); SA spells, turn undead (10/day); SQ animal companion, nature sense, resist mirages and illusions, trackless step, wild shape (1/day, natural animal from Small to Medium-size), desert survival, polytheism, sorcerous aptitude, damage reduction (5/+5, from *vestments of faith*), spell resistance (15, from *scarab of protection*); AL NG; SV Fort +16, Ref +9, Will +17; Str 10, Dex 16, Con 16, Int 13, Wis 19, Cha 16.

Skills: Concentration +15, Handle Animal +9, Heal +16, Knowledge (arcana) +13, Knowledge (nature) +7, Knowledge (religion) +14, Spellcraft +13, Survival +10. **Feats:** Combat Casting, Craft Wondrous Item, Extra Turning, Heighten Spell, Lightning Reflexes, Martial Weapon Proficiency (heavy flail), Scribe Scroll.

Cleric Spells Prepared (6/6/5/5/4/2/1; base DC 14 + spell level): 0—light, read magic; 1st—bless, cause fear, protection from evil; 2nd—endurance, remove paralysis, silence; 3rd—blindness/deafness, invisibility purge, prayer; 4th—cure critical wounds, giant vermin, poison; 5th—true seeing; 6th—heal.

Druid Spells Prepared (5/4/3/2; base DC 14 + spell level): 0—create water, cure minor wounds, resistance; 1st—faerie fire, obscuring mist; 2nd—heat metal, summon swarm; 3rd—meld into stone.

Notes: As a Hierophant, Anukhar does no longer gains bonus domain spells or domain abilities. Until he has rested, he has only a few remaining prepared spells available (as detailed above). Anukhar was originally a desert druid; therefore, at 2nd level, instead of Woodland Stride he gains the ability to survive for 1 day/druid level longer than normal before thirst affects him. At 4th level, a +4 bonus to Will saves against mirages and illusions replaces Resist Nature's Lure.

Possessions: Heavy flail, vestments of faith, scarab of protection, figurine of wondrous power (goat of travail), bead of force, silver amulet in the shape of a coiled serpent (worth 600 gp), holy symbol of Ishtar.

Personality/Description: As the former high priest of Ishtar, Anukhar has a special grudge against Arukurshu for his abuse of the priestesses of Ishtar during his long rule. He is thus likely to sponsor any attempts to find and destroy the ancient vampire for good. Anukhar likes to surround himself with luxury and beauty. He is himself stunningly handsome, although he has one physical defect; the index finger of his left hand is missing.

Hierophant Ishummar, male human Clr10/Hie2/Sor6: CR 18; SZ M; HD 12d8+12 plus 6d4+6; hp 87; Init +5; Spd 30 ft; AC 16 (+1 Dex, black robe of the archmagi), touch 11, flat-footed 15; BAB/Grp +13/+12; Atk +12 melee (1d4–1, masterwork dagger, 19–20/x2) or +14 ranged (1d4–1, masterwork dagger, 19–20/x2, range 10 ft.); Full Atk +12/+7/+2 melee (1d4–1, masterwork dagger, 19–20/x2), or +14/+9/+4 ranged (1d4–1, masterwork dagger, 19–20/x2, range 10 ft.); SA rebuke undead (5/day), spells; SQ summon familiar, polytheism, sorcerous aptitude, spell resistance (17, from black robe of the archmagi); AL NE; SV Fort +12, Ref +10, Will +18; Str 9, Dex 13, Con 12, Int 18, Wis 18, Cha 14.

Skills: Concentration +20, Craft (astrologer) +23, Diplomacy +15, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (religion) +17, Spellcraft +23. **Feats:** Brew Potion, Divination by Entrails, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Silent Spell, Spell Focus (evocation), Spell Penetration (bonus from black robe of the archmagi).

Cleric Spells Prepared (6/6/5/5/4/3/2; base DC 14 + spell level): 0—detect poison, purify food and drink, resistance; 1st—command, deathwatch, magic weapon; 2nd—aid, darkness, shatter; 3rd—animate dead, contagion, magic vestment; 4th—dismissal, divine power, poison; 5th—break enchantment, summon monster V; 6th—harm.

Sorcerer Spells Known (cast per day 6/7/6/3; base DC 10 + spell level): 0—arcane mark, daze, disrupt undead, ghost sound, mage hand, prestidigitation, ray of frost; 1st—burning hands, charm person, magic missile, silent image; 2nd—invisibility, levitate; 3rd—lightning bolt.

Notes: As a Hierophant, Ishummar does no longer gains bonus domain spells or domain abilities. Until he has rested, he has only a few remaining prepared divine spells available (as detailed above). He has also spent 1d3 of his available sorcerer spells per level, regained as normal if he has the chance to rest.

Possessions: Masterwork dagger, black robes of the archmagi, figurine of wondrous power (ebony fly), potion of cure serious wounds, potion of endurance, gold ring set with large ruby (worth 2,000 gp), sandals, holy symbol of Kingu.

Personality/Description: Ishummar was elevated to the rank of Hierophant from the priesthood of Kingu, the general of chaos. While technically evil-aligned, in practice Ishummar leans more toward neutrality than evil. The Hierophants realized that in order to achieve true balance, all viewpoints must have a voice. Ishummar is an ardent student of the arcane, and has few reservations against the use of powerful but dangerous magic to further his own ends. He is quite an individualist, but views the other Hierophants as useful companions.

19. SECRET VAULT (EL 5)

The vault is concealed by a secret sliding stone door (Search DC 35) and protected by a *greater glyph of warding*.

Greater Glyph of Warding Trap: CR 5; cold blast (10d8, Reflex DC 21 for half) to all within 5 feet; Search (DC 31); Disable Device (DC 31); Dispel (DC 31).

Within the small vault are 11 clay tablets, collectively known as the *Book of Aeons* (see Chapter

Two). The twelfth and final clay tablet, known as the *Tablet of Unbinding*, is missing from this collection (it is in the possession of the druidess Zadhi; see the description of Dragonclaw Rock).

20. ELDER TOMBS (EL 10)

A narrow, 5 feet wide, winding corridor leads from Area 18 into this catacomb, the resting-place of several elder Hierophants who died before doom came to Ilnath. The walls of the main tomb are covered with scenes of the underworld, a dreary realm where dead kings eat dust and bow before the queen of the netherworld.

Two large sarcophagi of green marble stand next to each other against the south wall. Lifting the heavy lids requires a successful Strength check (DC 18). Atop the lids are several figurines of servants intended to serve the dead in the spirit-world.

Inside the first sarcophagus is a yellowed skeleton covered in moth-eaten funerary wrappings. The skeleton grasps an ancient greatsword. This is the *sword of Marduk*, a +3 holy bane against undead greatsword.

The second sarcophagus contains a decayed corpse covered by a black funeral shroud. Crawling beneath the shroud are 6 burrowing grubs (see the *Tome of Horrors* by Necromancer Games). The corpse rests atop a black shield. This is the

shield of Nergal, a +3 shield that provides a continuous death ward to its wielder.

To the east of the main tomb is a corridor with several narrow alcoves. A patch of yellow mold grows on the floor. In each alcove stands an upright clay coffin inscribed with cuneiform writing that proclaims the names and titles of the deceased. The withered remains of these former high priests have been preserved as mummies. If one or more coffins are disturbed, the remaining mummies break out of their clay coffins in a single round to join the combat.

Yellow Mold (CR 6): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later — even by those who succeeded at the first save — to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Elder Hierophants, Human Mummies (7): CR 5; AC 20, hp 55 each; see the MM for details.

Treasure: Each mummy wears a talisman shaped like an animal's head (the animals are scorpion, serpent, vulture, lion, ape, jackal, and bull). The material value of each talisman 150 gp, but each talisman also allows its wearer to employ a *speak with animals* spell on animals of the appropriate type once per day.

APPENDIX A: NEW MONSTERS

This appendix contains new monsters used in the module.

DENIZEN OF ONG

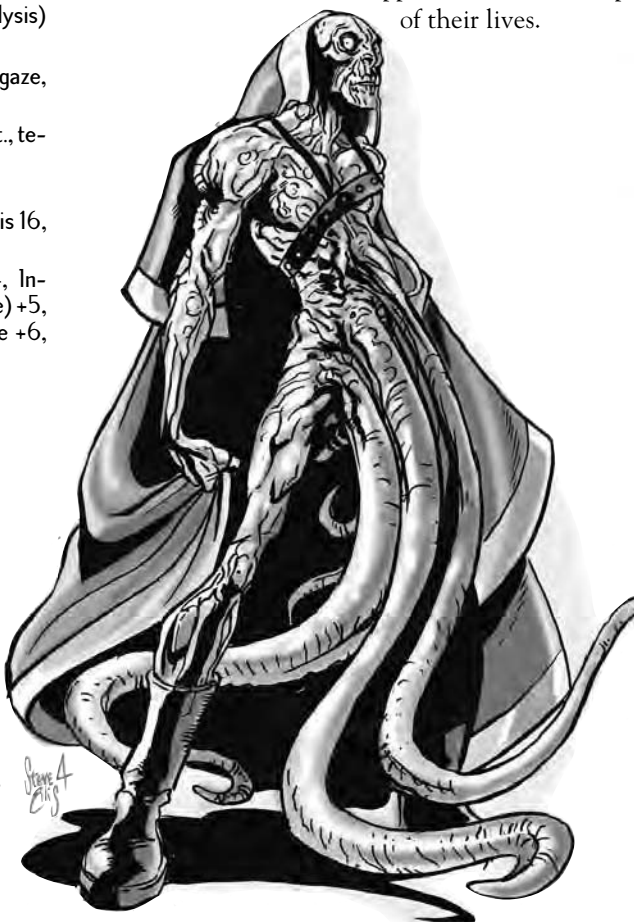
Medium Aberration

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple:	+1/+2
Attack:	By weapon +4 melee (weapon type) or +4 ranged (weapon type) or tentacle +4 melee (1d4+1 plus paralysis)
Full Attack:	By weapon +4 melee (weapon type) or +4 ranged (weapon type) or 3 tentacles +4 melee (1d4+1 plus paralysis)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacle)
Special Attacks:	Tentacles, paralysis, charming gaze, spell-like abilities
Special Qualities:	Regeneration 3, darkvision 60 ft., telepathy 100 ft.
Saves:	Fort +1, Ref +3, Will +8
Abilities:	Str 12, Dex 16, Con 13, Int 15, Wis 16, Cha 15
Skills:	Concentration +4, Disguise +4, Intimidate +5, Knowledge (any one) +5, Move Silently +6, Sense Motive +6, Spellcraft +5
Feats:	Iron Will (b), Weapon Finesse
Environment:	Underground
Organization:	Solitary, pair, or cult (5–20)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	—

A denizen of Ong appears as a tall and gaunt humanoid, usually dressed in voluminous robes to conceal its inhuman features, the most prominent of which are three long and slender tentacles, 10 feet long, that extend from its abdomen. The upper half of the face of a denizen of Ong appears human, except for a pair of bulging, lidless eyes, while the lower half of

the face is skinless, almost skeletal. Most denizens of Ong wear veils (often perfumed to mask a certain evil stench) or hooded robes in the company of men.

These strange humanoid creatures hail from the remote, mist-shrouded mountain areas of Ong, but often form secret enclaves in more civilized lands. Whether they are a race separate from humanity, or simply degenerate humans terribly warped from the worship of dark deities, is not known. The practice of religion appears to be a central part of their lives.



COMBAT

Denizens of Ong prefer to avoid melee, using their charm gaze and spell-like abilities, but if cornered they reveal their tentacles and attempt to paralyze foes.

Paralysis (Ex): Those hit by a denizen of Ong's tentacle attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d6 minutes. The save DC is Constitution-based.

Charming Gaze (Su): Anyone within 30 feet that looks into a denizen of Ong's eyes is affected by *charm person* (caster level 6th). A DC 13 Will save negates the effects. The save DC is Charisma-based.

Spell-like Abilities: At will—*mage hand*; 1/day—*hypnotism* (DC 13), *ray of enfeeblement* (DC 14). Caster level 2nd.

Regeneration (Ex): Denizens of Ong take normal damage from fire and acid. A denizen of Ong that loses a limb or body part (including its tentacles) can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies.

Telepathy (Su): Denizens of Ong can communicate telepathically with any creature within 100 feet that has a language.

DEATH WEAVER

Small Aberration

Hit Dice:	4d8+3 (21 hp)
Initiative:	+3
Speed:	Fly 20 ft. (4 squares) (perfect)
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+3/−3
Attack:	Tentacle +7 melee (1d2−2)
Full Attack:	Tentacle +7 melee (1d2−2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralyzing song, devour
Special Qualities:	Radiance, web, SR 20, darkvision 60 ft.
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 7, Dex 17, Con 10, Int 14, Wis 14, Cha 16
Skills:	Hide +14, Listen +11, Move Silently +10, Spot +11
Feats:	Alertness, Toughness (b), Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

The death weaver is an orb-like, levitating creature that lives underground and feeds by devouring creatures that fall prey to its paralyzing song. It appears as a small, fleshy, eyeless orb surrounded by a weirdly hued halo of light.

COMBAT

Opponents are usually warned of the death weaver's approach by the halo of light that constantly surrounds

the creature. This is seldom of any help, however, as the death weaver's paralyzing song accompanies the illumination.

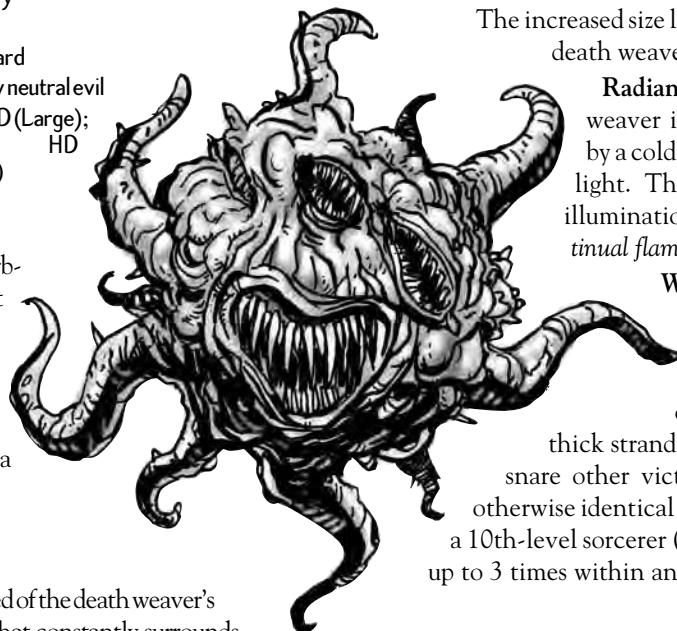
Paralyzing Song (Ex): The weird humming and oscillations of the death weaver can paralyze victims. Any creature within a 30 foot radius of a death weaver must succeed on a DC 15 Will save or be paralyzed. This is a sonic, mind-affecting charm that lasts as long as the death weaver continues to sing. If the creature successfully saves, it is immune to the death weaver's song for one day. Paralyzed victims are subject to the death weaver's devouring attack. The save DC is Charisma-based.

Devour (Ex): With a successful touch attack against a paralyzed foe, the death weaver can devour its victim. The attack deals 1d6 points of Constitution damage each round. At Constitution 0, the creature has been completely devoured and dies. A creature slain by this attack can only be raised by the casting of a *miracle*, *true resurrection*, or *wish*. After a death weaver has devoured a victim, it swells to Medium (−1 penalty to attack rolls and Armor Class, +4 bonus to Str and Con).

The increased size lasts for 1 hour, as the death weaver digests the victim.

Radiance (Su): The death weaver is always surrounded by a cold halo of weirdly hued light. This is similar to the illumination provided by a *continual flame* spell.

Web (Sp): After the death weaver devours a victim and increases in size, it can form a number of thick strands and attempt to ensnare other victims. This ability is otherwise identical to a *web* spell cast by a 10th-level sorcerer (save DC 15), usable up to 3 times within an hour.



LIVING MONOLITH

Gargantuan Ooze	
Hit Dice:	28d10+168 (322 hp)
Initiative:	-2
Speed:	0 ft.
Armor Class:	4 (-4 size, -2 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+21/+44
Attack:	Slams +28 melee (2d8+11)
Full Attack:	8 slams +28 melee (2d8+11)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Acid, create spawn
Special Qualities:	Blindsight 60 ft., regeneration 10, ooze traits
Saves:	Fort +15, Ref +7, Will +4
Abilities:	Str 32, Dex 6, Con 23, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	29–31 HD (Gargantuan); 32–56 HD (Colossal)
Level Adjustment:	—

The living monolith, sometimes called a monolith of fecundity, is an immobile pillar of amorphous flesh dripping with slime. Along its gigantic bulk are several gaping mouths and writhing pseudopods.

At irregular intervals its flesh breaks open and instantly regenerates as the living monolith spawns twisted offspring that crawl and slither away from its progenitor. Some of these spawn are instantly disintegrated by the acidic slime dripping from the monolith, or torn to pieces by pseudopods and ravenous mouths, but a few scuttle away and survive (see the Crawling Offspring monster entry).

This loathsome being is usually brought forth by the summoning spells of clerics who worship perverse fertility deities.

COMBAT

A living monolith trashes mindlessly at opponents with its pseudopods. When disturbed, it constantly seeps its acidic slime which is as likely to destroy its crawling offspring as inflicting damage on opponents.

Acid (Ex): The living monolith secretes a digestive acid that dissolves organic material and metal quickly but does not affect stone. Any melee hit deals acid damage. The living monolith's acidic touch deals 30 points of damage per round to wood or metal objects. The opponent's armor and

clothing dissolve and become useless immediately unless they succeed at DC 30 Reflex saves. The save DC is Constitution-based.

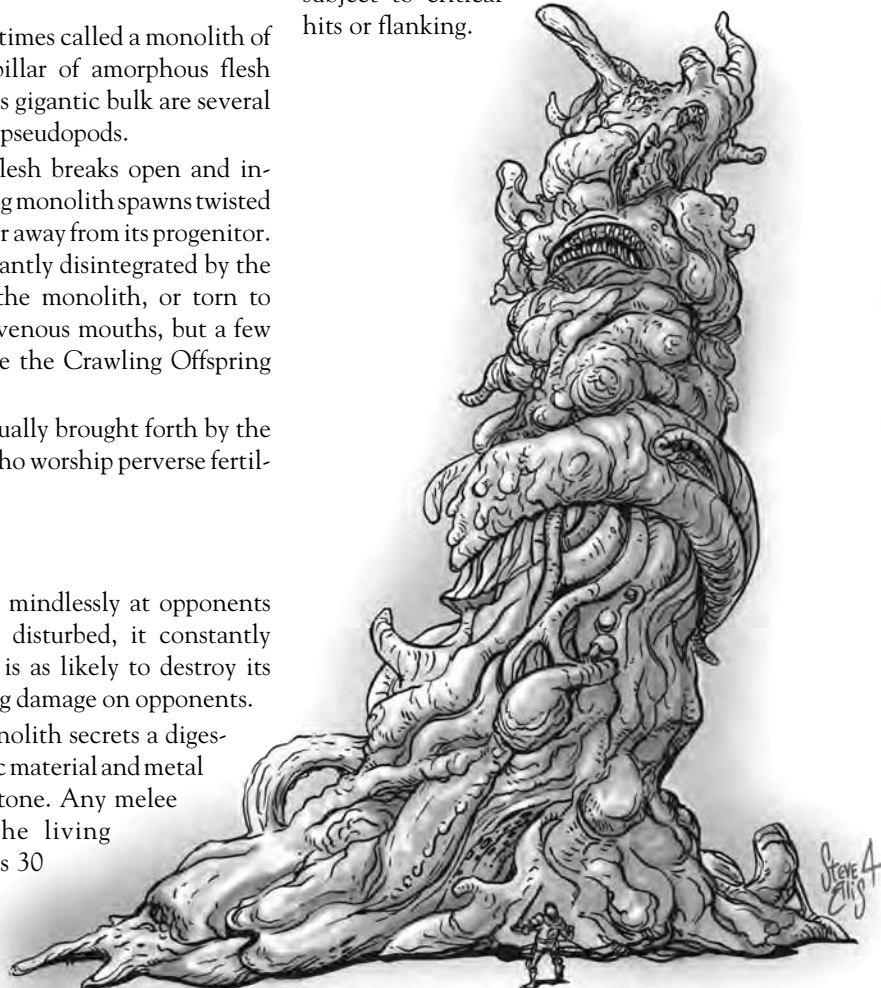
The living monolith's acidic touch deals 30 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal the damage.

Create Spawn (Ex): Each round of combat, the living monolith spawns 1d6 crawling offspring, but 1d6 of these are instantly destroyed by the monolith's acid, mouths or pseudopods.

Regeneration (Ex): Living monoliths take normal damage from fire.

Blindsight (Ex): A living monolith's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze Traits (Ex): Immune to all mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Blind, but has the blindsight ability with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immune to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.



CRAWLING OFFSPRING

Small Aberration

Hit Dice:	3d8+7 (22 hp)
Initiative:	+0
Speed:	20 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+2/+1
Attack:	Slam +6 melee (1d2+4)
Full Attack:	Slam +6 melee (1d2+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Varies (see text)
Special Qualities:	Blindsight, fast healing 2
Saves:	Fort +3, Ref +1, Will +3
Abilities:	Str 16, Dex 11, Con 14, Int 3, Wis 10, Cha 11
Skills:	Listen +5, Spot +5
Feats:	Alertness, Toughness
Environment:	Any land and underground
Organization:	Solitary, pair, or swarm (5–20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4–5 HD (Medium); 6–8 HD (Large)
Level Adjustment:	—

Crawling offspring are mindless creatures spawned from a living monolith. There is great variety in the form and appearance of the crawling offspring; such as bulging eyes, flapping wings, writhing tentacles, slime-covered pseudopods, and so on.

Most crawling offspring are destroyed and re-absorbed by the living monolith they were spawned from, but those few that escape wander or crawl mindlessly about seeking prey.

COMBAT

Being mindless, a crawling offspring simply attempts to devour the nearest living creature.

Each crawling offspring is unique; roll on the Crawling Offspring Features table to determine the special abilities of each crawling offspring.

Blindsight (Ex): A crawling offspring's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Fast Healing (Ex): A crawling offspring heals 2 hit points per round.

CRAWLING OFFSPRING FEATURES

Roll 1d6 to determine the crawling offspring's special feature.

1. Spit Acid
2. Rotting Touch
3. Tentacle Attack
4. Regeneration (10)
5. Winged Flight
6. No special feature

Spit Acid (Ex): Stream of acid 5 feet high, 5 feet wide, and 20 feet long; once per minute; damage 2d6; DC 11 Reflex save for half.

Rotting Touch (Ex): The touch of the crawling offspring's pseudopod deals 1d3 points of Constitution damage to living creatures.

Tentacle Attack (Ex): The crawling offspring has a clawed tentacle with 10 foot reach in addition to its pseudopod. It gains another melee attack at its full attack bonus, dealing 1d3+3 points of damage.

Regeneration (Ex): This replaces the creature's fast healing ability. Crawling offspring take normal damage from fire.

Winged Flight (Ex): The creature has slime-covered, leathery wings giving it a fly speed of 30 with average maneuverability.



GALLU-DEMON

Large Outsider (Chaotic, Evil, Extraplanar, Shapechanger)

Hit Dice:	7d8+28 (59 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+7/+17
Attack:	Claw +12 melee (1d6+6)
Full Attack:	2 claws +12 melee (1d6+6) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Alter shape, demon qualities, dimension door, plane shift, outsider traits, darkvision 60 ft.
Saves:	Fort +9, Ref +7, Will +7
Abilities:	Str 22, Dex 11, Con 18, Int 12, Wis 14, Cha 16
Skills:	Bluff +13, Concentration +14, Diplomacy +7, Disguise +13, Hide +6, Intimidate +15, Listen +12, Move Silently +10, Sense Motive +14, Sleight of Hand +2, Spot +12
Feats:	Improved Initiative, Lightning Reflexes, Power Attack
Environment:	Any land and underground
Organization:	Solitary, pair, or squad (4–12)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	8–16 HD (Huge); 17–21 HD (Gargantuan)
Level Adjustment:	—

Gallu-demons are Akkadian shape-shifting demons of the underworld. They are responsible for the abduction of mortals to the realm of death.

The true form of a gallu-demon is a large, faceless black humanoid with long, wicked talons. Their otherwise featureless faces have mouths filled with rows of razor-sharp teeth. Except when in disguise, they do not wear clothing or armor.

COMBAT

Gallu-demons attempt to snatch opponents and transport them to the nether spheres of the underworld, where other demons and undead lie waiting in ambush, eager to consume such hapless victims. The gallu-demon often uses its shape-altering power

to approach unsuspecting victims, or to perform special missions such as escorting mortals out of the underworld to claim another in their stead. It must reveal its true form to employ its improved grab ability.

Improved Grab (Ex): To use this ability, a gallu-demon must hit an opponent up to one size smaller with its claw attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its *plane shift* or *dimension door* ability.

Alter Shape (Su): A gallu-demon can assume any humanoid form, or revert to its own form, as a standard action. This ability is similar to the *alter self* spell cast by an 18th-level sorcerer, but the gallu-demon can remain in the new form indefinitely.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire and acid resistance 20; darkvision 60 ft.

Dimension Door (Su): At the gallu-demon's option, it can use *dimension door* to transport a held victim (who gets no saving throw) within the same plane, instead of its *plane shift* ability. It is otherwise similar to the spell of the same name.

Plane Shift (Su): This ability transports the gallu-demon and its victim (who gets no saving throw if he is held). It is otherwise similar to the spell of the same name.



EKIMMU

Medium Undead (Incorporeal)

Hit Dice:	5d12 (32 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12
Base Attack/Grapple:	+2/—
Attack:	Incorporeal touch +5 melee (1d4)
Full Attack:	Incorporeal touch +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralyzing howl, malevolence
Special Qualities:	Incorporeal traits, turn resistance +2, undead traits, unnatural aura
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +11, Intimidate +10, Listen +10, Search +10, Sense Motive +10, Spot +10
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative (b)
Environment:	Any and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	6–10 HD (Medium)
Level Adjustment:	—

An ekimmu is the evil ghost of one who has been denied entrance to the underworld and is doomed to wander the earth. It is greatly feared, for it attaches itself quite easily to virtually any living person regardless of whether that person has been acquainted with the dead one. Once it has possessed a living host, it is very difficult to exorcise.

The Ekimmu roams the earth, seeking victims to possess and using its hosts to bring misfortune and death to the living. Its howling in the night is often the only warning of its approach.

COMBAT

Malevolence (Su): Once per round, an ekimmu can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle, and the duration is permanent unless the ekimmu willingly leaves the target or is exorcised.

If the attack succeeds, the ekimmu's body vanishes into the opponent's body. The target can resist the attack with a successful DC 17 Will save. A creature that successfully saves is immune to that ekimmu's malevolence for one day. A *dispel evil* or *miracle* spell is required to exorcise the ekimmu. The save DC is Charisma-based.

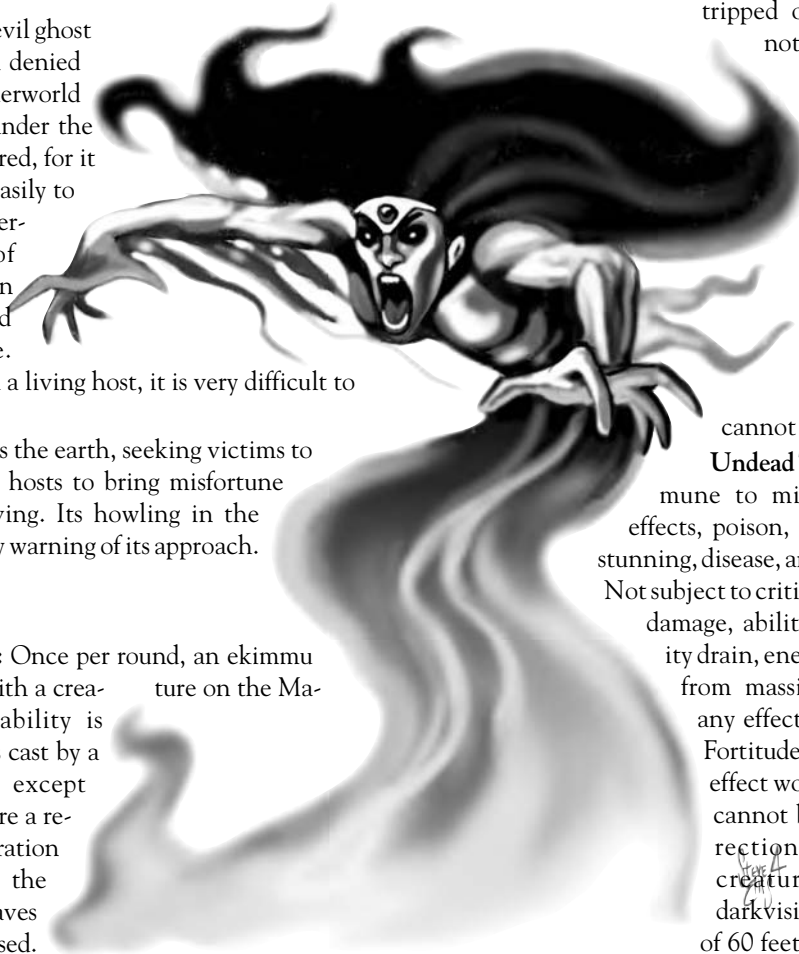
Paralyzing Howl (Su): At will, the ekimmu can let out a fearsome howl that paralyzes all within a 30 foot radius for 1d4+1 rounds unless they succeed on a DC 14 Will save. A creature that successfully saves is immune to that ekimmu's howl for one day. The save DC is Charisma-based.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an ekimmu at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Incorporeal Traits (Ex): Can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source (except positive energy, negative energy, and force effects such as magic missile); can pass through solid objects at will, and own attacks pass through armor; cannot make trip or grapple attacks and cannot be

tripped or grappled; do not set off traps triggered by weight; always moves silently and cannot be heard with Listen checks unless it wants to be; can move at full speed even when it cannot see.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and death effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, death from massive damage, or any effect that requires a Fortitude save (unless the effect works on objects); cannot be raised, resurrection works if the creature is willing; darkvision with a range of 60 feet.



GOLEM, SHEDU

Huge Construct

Hit Dice:	16d10+40 (128 hp)
Initiative:	–1
Speed:	30 ft. (6 squares), fly 60 ft. (average)
Armor Class:	27 (–2 size, –1 Dex, +20 natural), touch 7, flat-footed 27
Base Attack/Grapple:	+12/+29
Attack:	Gore +19 melee (2d6+9)
Full Attack:	Gore +19 melee (2d6+9), and 2 hooves +14 melee (2d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Fear aura, holy smite, trample 2d8+9
Special Qualities:	Construct traits, damage reduction 20/adamantine, immunity to magic, true seeing
Saves:	Fort +5, Ref +4, Will +5
Abilities:	Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	17–31 HD (Gargantuan); 32–48 HD (Colossal)
Level Adjustment:	—

Shedu-golems are huge, regal statues of winged bulls, typically placed at the entrances to temples and palaces to protect against evil demons and spirits. They are believed to contain bound elemental spirits. Lammasu are similar to shedu, but have the bodies of lions instead of bulls.

COMBAT

Fear Aura (Su): As a free action, a shedu-golem can create an aura of fear in a 10-foot radius. It is otherwise identical with *fear* cast by a 16th-level sorcerer (save DC 14). If the save is successful, that creature cannot be affected again by that shedu-golem's fear aura for one day. The save DC is Charisma-based.

Holy Smite (Sp): Once every 1d4 rounds, as a free action, the shedu-golem can release a *holy smite* burst against its enemies. This ability is otherwise similar to the spell as cast by a 16th-level cleric (save DC 14).

Trample (Ex): As a full-round action, a shedu-golem can move up to twice its speed and literally run over any

opponents at least one size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by the trampling shedu-golem is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a DC 27 Reflex save to take half damage. A trampling shedu-golem can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength-based.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Immunity to Magic (Ex): A shedu-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.



A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

True Seeing (Sp): The shedu-golem constantly benefits from a *true seeing* spell. The effect can be dispelled, but the shedu-golem can re-activate the effect as a free action. This ability is otherwise similar to the spell as cast by a 16th-level cleric.

CONSTRUCTION

A shedu-golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 18 Craft (sculpting) check or a DC 18 Craft (stonemasonry) check.

CL 14th; Craft Construct, *bless*, *fear*, *geas/quest*, *greater planar ally*, caster must be at least 16th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

YHAKKOR

Medium Monstrous Humanoid

Hit Dice:	3d8+12 (25 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+7
Attack:	Claw +8 melee (1d4+4)
Full Attack:	2 claws +8 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease, stench
Special Qualities:	Darkvision 60 ft., immunities, scent
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 19, Dex 13, Con 18, Int 6, Wis 10, Cha 9
Skills:	Hide +5, Listen +6*, Move Silently +5, Spot +2
Feats:	Stealthy, Weapon Focus (claw)
Environment:	Any land and underground
Organization:	Gang (2–5) or pack (5–20)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	4 HD (Large); 5–9 HD (Huge)
Level Adjustment:	+3

Yhakkor are half-bestial, stunted creatures; the result of foul necromantic rites merging the essences of ghouls with human slaves. They are named after their masters, the black wizards of Yhakkoth, who developed the techniques necessary to create these brutish servitors.

Yhakkor are slaving humanoid things, with feral eyes and elongated nail-claws. The rituals used in their creation have drained them of much intelligence, but greatly increased their strength. Yhakkor might easily be mistaken for ghouls, but they are not undead and have none of their weaknesses. They remember little of their former human lives.

COMBAT

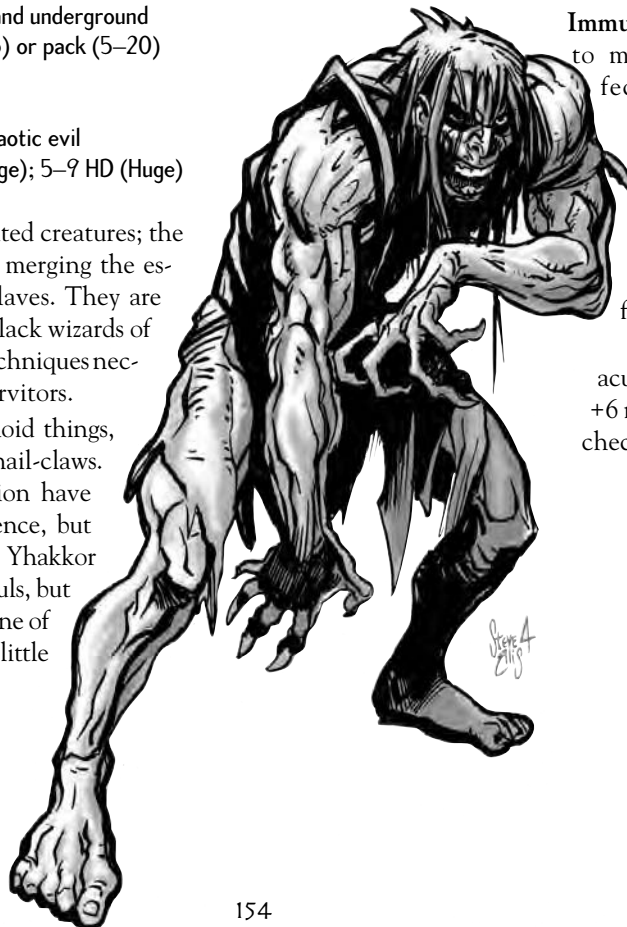
Due to their low intelligence, Yhakkor are usually assigned to simple guard duty or other menial tasks. A strong-minded individual, such as a wizard, is required to control their chaotic nature. In melee, Yhakkor gang up on a single opponent at a time and attempt to tear him to pieces.

Disease (Ex): Filth fever; injury (claw); DC 15 Fort save; incubation period 1d3 days; 1d3 Dexterity damage and 1d3 Constitution damage.

Stench (Ex): Yhakkor are surrounded by an aura of terrible stench. Those within 10 feet must succeed on a DC 15 Fortitude save or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves, and skill checks for 1d6+3 minutes. The save DC is Constitution based.

Immunities (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Yhakkor have acute hearing and gain a +6 racial bonus to Listen checks.



APPENDIX B:

REVISED

MONSTERS

The following monsters that appear in this book originally appeared in the *Tome of Horrors*. They have been updated and revised for use with the Revised Third Edition Rules. The versions below supersede those found in the *Tome of Horrors*.

DEMON, GHARROS (SCORPION DEMON)

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: ?d8+27 (67 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 27 (-1 size, +1 Dex, +17 natural), touch 10, flat-footed 26

Base Attack/Grapple:

+9/+17

Attack: Large battleaxe +12 melee (1d10+4)

Full Attack: Large battleaxe +12 melee (1d10+4) and 2 tail stings +10 melee (1d6+2 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, poison, summon demons

Special Qualities: Damage reduction 10/cold iron and good, SR 22, demon traits, outsider traits, darkvision 60 ft.

Saves: Fort +9, Ref +7, Will +8

Abilities: Str 19, Dex 12, Con 16, Int 12, Wis 14, Cha 14

Skills: Climb +15, Concentration +12, Jump +15, Listen +21, Move Silently +10, Search +11, Sense Motive +11, Spot +21

Feats: Cleave, Great Cleave, Multiattack, Power Attack

Environment: The Abyss

Organization: Solitary or pack (2-4)

Challenge Rating: 9

Treasure: Standard

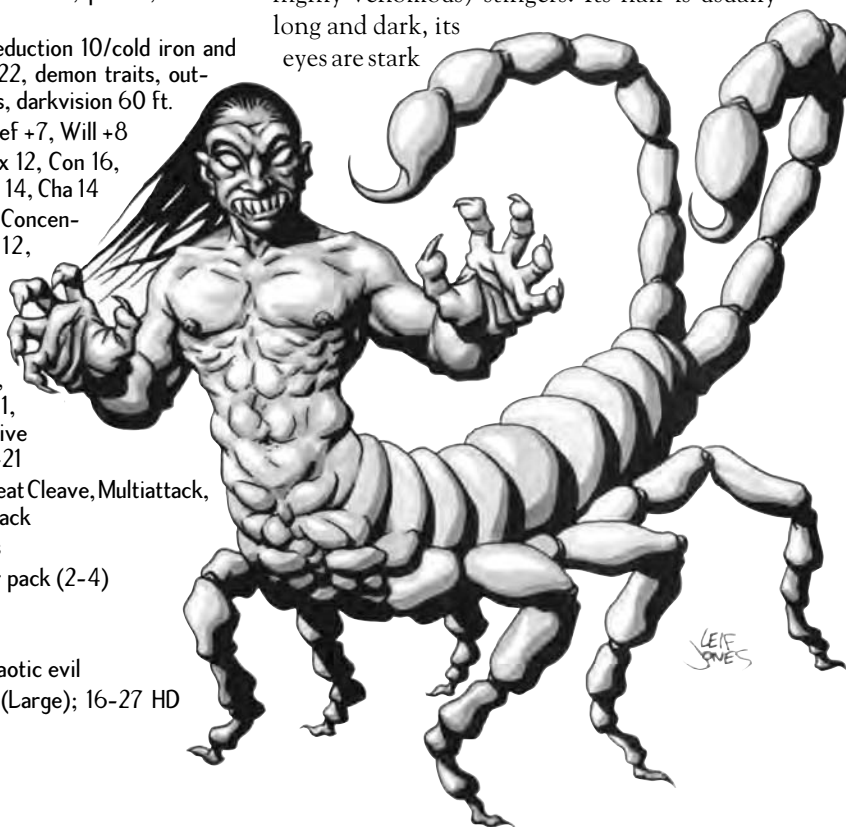
Alignment: Always chaotic evil

Advancement: 10-15 HD (Large); 16-27 HD (Huge)

Level Adjustment: —

A gharros looks like a cross between a large human and an even larger scorpion. They serve as guards, soldiers, shock troops (and even assassins sometimes) to some of the minor nobles and lesser demon lords of the Abyss. They hate all goodness and seek to destroy it at any opportunity through whatever means available

A gharros is about 8 feet tall and 10 feet long. Its upper torso is that of a greenish-silver human male while its lower torso is that of a large, reddish-brown scorpion whose tail splits into two separate (and highly venomous) stingers. Its hair is usually long and dark, its eyes are stark



white (or dull gray), and its mouth is wide and filled with sharpened teeth.

COMBAT

Gharros are very aggressive in battle and seek to kill the strongest opponent first. They wield their battleaxes in combat and sting with their deadly tails, all the while sprinkling the fight with their spell-like abilities. Unless ordered to do so, a gharros never takes prisoners in battle. They fight to the death (either their death or their opponent's).

Spell-Like Abilities: **At will**—*darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis*, and *greater teleport* (self plus 50 lbs. of object only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Poison (Ex): Tail sting, Fortitude save (DC 17); initial and secondary damage 1d6 Constitution.

Summon Demons (Sp): Once per day, a gharros can attempt to summon 2d10 dretches or another gharros with a 35% chance of success.

Demon Traits (Ex): Immune to electricity and poison; cold, fire, and acid resistance 10; can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits (Ex): Cannot be raised or resurrected, though a limited wish, wish, miracle, or true resurrection spell can restore it to life. Outsiders with the native subtype can be raised, reincarnated, or resurrected normally.

Skills: Gharros have a +8 racial bonus on Listen and Spot checks.

FROG, MONSTROUS

	GIANT	GIANT DIRE	KILLER
	Medium Animal	Large Animal	Small Animal
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	1d8+2 (6 hp)
Initiative:	+0	+1	+1
Speed:	20 ft. (4 squares), swim 30 ft.	30 ft. (6 squares) swim 40 ft.	10 ft. (2 squares) swim 30 ft.
Armor Class:	13 (+3 natural), touch 10, flat-footed 13	17 (–1 size, +1 Dex, +7 natural) touch 10, flat-footed 16	14 (+1 size, +1 Dex, +2 natural) touch 11, flat-footed 13
Base Attack/Grapple:	+1/+4	+3/+12	+0/–3
Attack:	Tongue +1 ranged (grapple) or bite +4 melee (1d8+3)	Tongue +0 ranged (grapple) or bite +7 melee (2d6+5)	Tongue +2 ranged (grapple) or bite +2 melee (1d6+1)
Full Attack:	Tongue +1 ranged (grapple) and bite –4 melee (1d8+3); or bite +4 melee (1d8+3)	Tongue +0 ranged (grapple) and bite +2 melee (2d6+5); or bite +7 melee (2d6+5)	Tongue +2 ranged (grapple) bite +2 melee (1d6+1) and 2 claws –2 melee (1d3)
Space/Reach:	5 ft./5 ft. (10 ft. with tongue)	10 ft./10 ft. (15 ft. with tongue)	5 ft./5 ft.
Special Attacks:	Improved grab, leap, rake 1d6+1, swallow whole	Improved grab, leap, rake 1d8+2 swallow whole	Improved grab, rake 1d3
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will –1	Fort +8, Ref +5, Will +0	Fort +4, Ref +3, Will –1
Abilities:	Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6	Str 20, Dex 13, Con 18, Int 2, Wis 9, Cha 6	Str 12, Dex 13, Con 14, Int 2, Wis 9, Cha 6
Skills:	Hide +7, Jump +7, Spot +1	Hide +5, Jump +9, Spot +2	Hide +11, Jump +5, Spot +1
Feats:	—	—	—
Environment:	Temperate or warm land and aquatic	Temperate or warm land and aquatic	Temperate or warm land, aquatic, and underground
Organization:	Solitary or pair	Solitary or pair	Pack (2–5), cluster (4–7), or swarm (3–18)
Challenge Rating:	2	4	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3–4 HD (Medium), 5–6 HD (Large)	5–7 HD (Large), 8–12 HD (Huge)	2 HD (Small) 3 HD (Medium)
Level Adjustment:	—	—	—

ABYSSAL DIRE

Large Outsider

(Extraplanar, Evil)

Hit Dice:	6d8+24 (54 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	18 (–1 size, +1 Dex, +7 natural) touch 10, flat-footed 17
Base Attack/Grapple:	+6/+15
Attack:	Tongue +7 ranged (grapple); or Bite +10 melee (2d6+5)
Full Attack:	Tongue +7 ranged (grapple) and bite +1 melee (2d6+5); or bite +10 melee (2d6+5)
Space/Reach:	10 ft./10 ft. (10 ft. with tongue)
Special Attacks:	Improved grab, leap, rake 1d8+2, smite good, swallow whole
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 10, resistance to fire 10, SR 12
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 20, Dex 13, Con 18, Int 5, Wis 12, Cha 10
Skills:	Hide +10, Jump +9, Listen +12, Move Silently +10, Search +6, Spot +12
Feats:	Alertness, Power Attack, Weapon Focus (tongue)
Environment:	The Plane of Slime
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Always evil (usually chaotic)
Advancement:	7–12 HD (Large); 13–18 HD (Huge)

Monstrous frogs are larger versions of normal frogs. All have razor-sharp teeth lining their mouths. The dire frog appears as a 10-foot long, feral amphibian with dark mottled skin and black splotches on its body. The Abyssal dire frog is about 12 feet long, blackish-green, and oozes slime from its body.

GIANT FROG

COMBAT

Giant frogs leap into combat using their charge attack. Those with the Improved Trip ability make a trip attack and use their rake attack if possible. Though giant frogs (the smallest variety) may flee or not attack opponents larger than themselves, the larger variety (dire, killer, and Abyssal) are ferocious and nearly mindless killing machines, attacking everything in sight that is not a frog or a tsathar.

Improved Grab (Ex): To use this ability, the monstrous frog must hit an opponent of up to one size smaller with its

POISONOUS

Diminutive Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	5 ft. (1 square)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+0/–15
Attack:	Bite +2 melee (1d2–3 plus poison)
Full Attack:	Bite +2 melee (1d2–3 plus poison)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4
Skills:	Hide +20, Jump +5, Listen +3, Spot +4
Feats:	Alertness
Environment:	Temperate or warm land, aquatic, or underground
Organization:	Pack (2–5), cluster (4–7), or swarm (3–18)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Tiny); 3 HD (Small)

tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and reels its opponent in and bites in the same round (gaining a +4 bonus to its attack roll to bite).

A monstrous frog's tongue can be attacked. (Damage dealt to the tongue is not dealt to the frog itself.) If successful, the frog does not attempt a grapple against that opponent for the remainder of the combat. A monstrous frog's tongue has an AC as follows:

Poison (Ex): Poisonous frogs secrete poison from their mouth and skin. A creature hit by or touching a poisonous frog must succeed on a DC 10 Fortitude save or take 1d6 points of Strength damage. One minute later another Fortitude save (same DC) must be made to avoid another 1d6 points of temporary Strength damage.

Rake (Ex): Monstrous frogs that leap on an opponent can make two rake attacks (at full attack bonus). Damage is listed in the statistics block.

Monstrous Frog	Tongue Armor Class
Giant	13
Giant Dire	15
Killer	15
Abyssal Dire	15

Smite Good (Su): Once per day, an abyssal dire frog can make a normal attack against a good foe to deal additional damage equal to its total HD. If the attack misses or the frog hits a non-good opponent, the smite is still used up for the day.

Swallow Whole (Ex): A monstrous frog can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d4 points of crushing damage plus 2 points of acid damage per round from the frog's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the stomach (AC 11, giant frog; AC 13, dire or abyssal frog). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A giant frog's interior can hold 2 Tiny, 8 Diminutive or 32 Fine opponents.

A dire or abyssal frog's interior can hold 2 Small, 8 Tiny, or 32 Diminutive or smaller opponents.

Leap (Ex): All types of giant frogs (except killer and poisonous frogs) can leap and make a single attack in the same round (treat this as a charge attack).

Skills: Due to their coloration, monstrous frogs have a +4 racial bonus on Hide checks. Monstrous frogs have a +4 racial bonus on Jump checks (and can use either their Strength modifier or Dexterity modifier on Jump checks).

KILLER FROGS

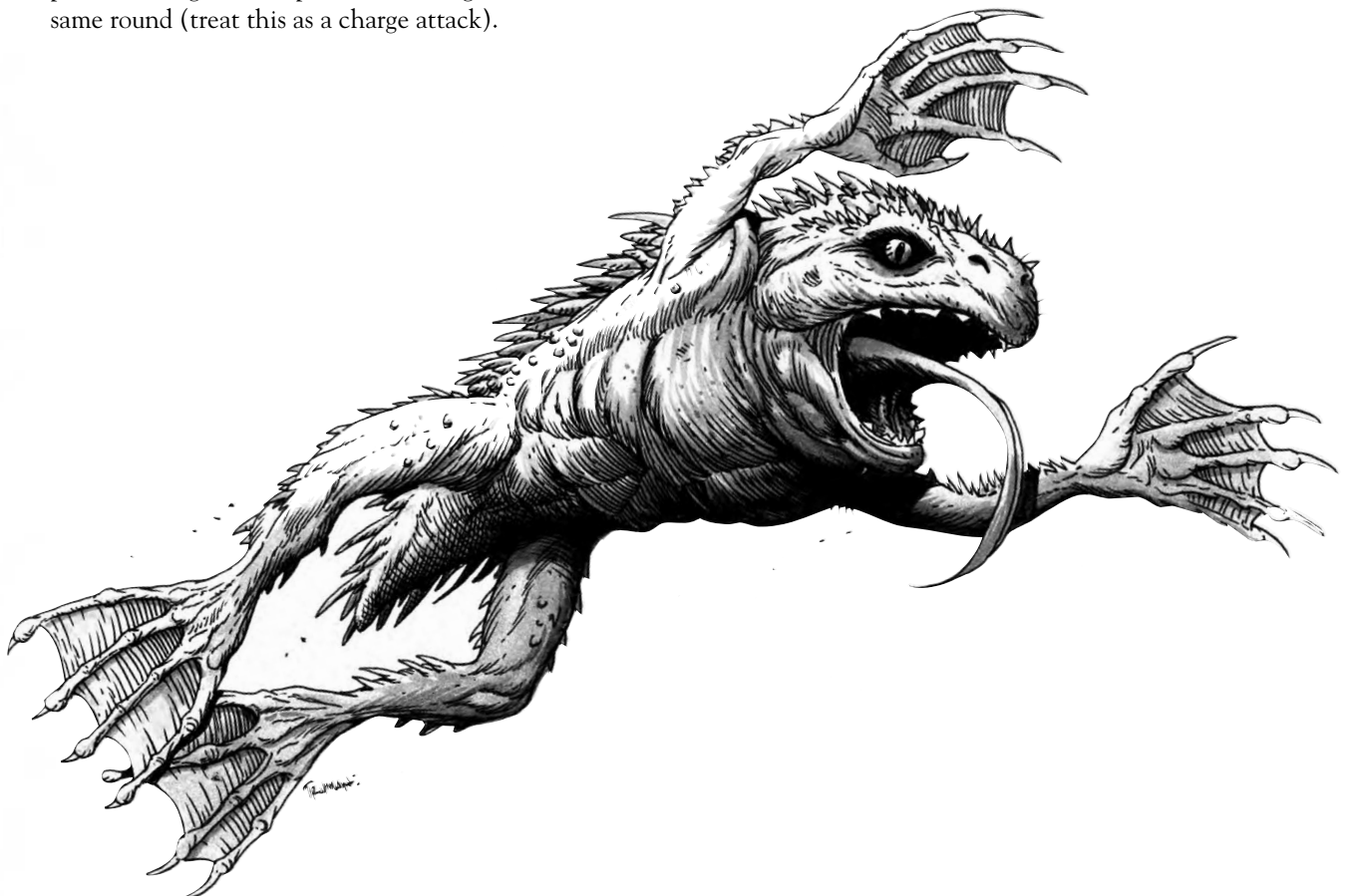
Killer frogs are similar to their dire cousins, except that they stand partially erect and use their front claws as well as their bite. Killer frogs are created by an evil mutation of dire frogs through a practice thought to be known only to the worshipers of Tsathogga. Killer frogs, being more humanoid in appearance, do not have adhesive tongues.

ABYSSAL DIRE FROGS

They come from the Plane of Slime and are wholly evil. They have a demonic aspect to them, with a spiny and usually poisonous hide. Their red eyes flicker with demonic intelligence. They speak Abyssal—the language of demons.

POISONOUS FROGS

A poisonous frog appears as a normal frog with black stripes on its hind legs. This frog is very poisonous and anyone contacting them risks being poisoned.



FROGHEMOTH

Huge Aberration

Hit Dice:	16d8+83 (155 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+12/+24
Attack:	Tentacle +14 melee (1d6+4)
Full Attack:	4 tentacles +14 melee (1d6+4) and tongue +12 melee (1d6+2) and bite +12 melee (4d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., electricity vulnerability, resistance to fire 10
Saves:	Fort +10, Ref +6, Will +11
Abilities:	Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11
Skills:	Hide +2*, Listen +9, Spot +9, Swim +17
Feats:	Alertness, Cleave, Multiattack, Power Attack, Skill Focus (Hide), Toughness
Environment:	Temperate marsh
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement:	17–30 HD (Huge); 31–48 HD (Gargantuan)
Level Adjustment:	—

The froghemoth is a weird aberration that swells in marshes and swamps. It appears as a huge frog-like creature with 4 large tentacles in place of its front legs, a 10-foot long tongue, and a single, retractable eyestalk on top of its head. Its underbelly is yellow, its body is green, and its tentacles and upper legs are mottled green.

COMBAT

The froghemoth attacks using its tentacles and tongue to grab opponents. Grabbed opponents are shoved into the froghemoth's mouth.

Improved Grab (Ex): To use this ability, a froghemoth must hit with its tongue attack. It can then attempt to 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 attempt to swallow the foe the following round.

Swallow Whole (Ex): A froghemoth can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+4 points of crushing damage plus 8 points of acid damage per round from the froghemoth's digestive juices. A swallowed creature can climb out of the froghemoth's stomach with a successful grapple check. This returns it to the froghemoth's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light piercing or slashing weapon to deal 20 points of damage to the froghemoth's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

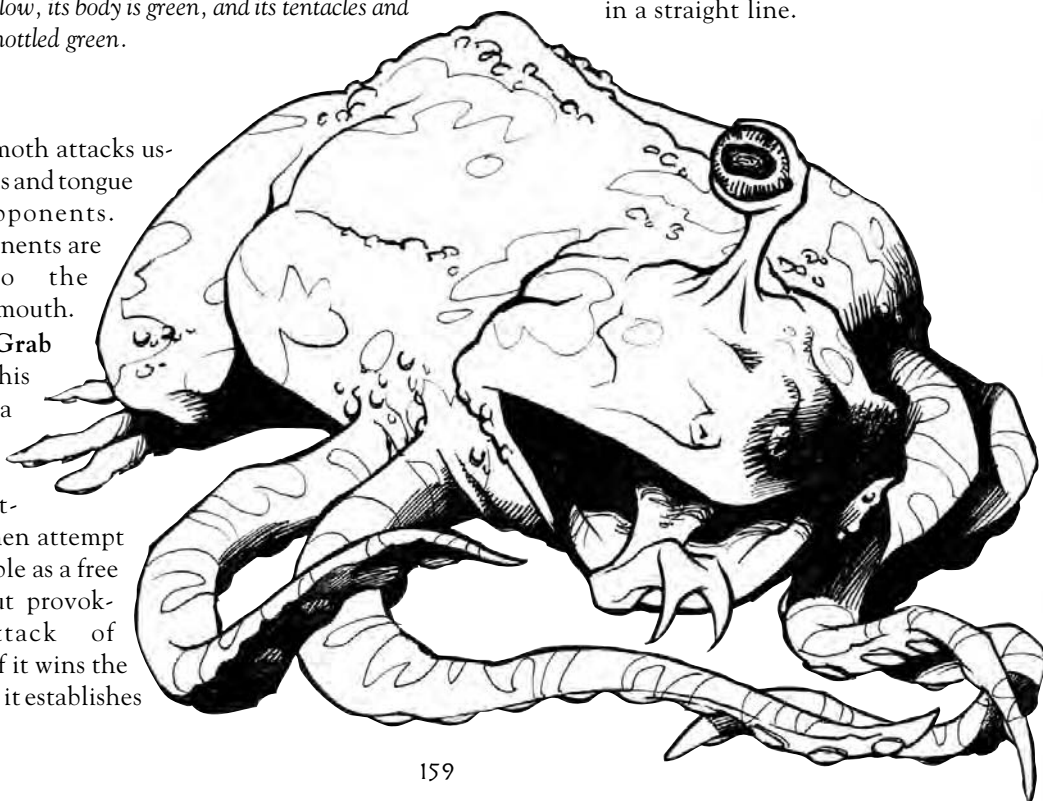
A Huge froghemoth's stomach can hold 2 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

Electricity Vulnerability (Ex): The froghemoth takes no damage from electricity effects, but is instead *slowed* for one round.

Skills: A froghemoth has a +4 racial bonus on Listen and Spot checks.

*Due to its coloration, a froghemoth has a +4 bonus on Hide checks in its natural environment.

A froghemoth 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.



GARGOYLE

FOUR-ARMED GARGOYLE

Medium Magical Beast
(Earth)

Hit Dice: 4d10+19 (41 hp)
Initiative: +2
Speed: 40 ft. (8 squares), fly 60 ft. (average)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +4/+6
Attack: Claw +6 melee (1d4+2)
Full Attack: 4 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Damage reduction 10/magic, Darkvision 60 ft., freeze, low-light vision, reanimation
Saves: Fort +8, Ref +6, Will +1
Abilities: Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Skills: Hide +7*, Listen +4, Spot +4
Feats: Multiattack, Toughness
Environment: Any
Organization: Solitary, pair, or wing (5–16)

Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: —

With the exceptions noted below, each of the gargoyle varieties above resembles the standard gargoyle (see the MM).

FOUR-ARMED GARGOYLE

The four-armed gargoyle has four long arms, each ending in a sharp talon. It otherwise resembles a normal gargoyle.

GREEN GUARDIAN

The gargoyle is carved of a strange green stone and has two eyes of jet (500 gp each). The eyes radiate magic and evil if detected. Green guardians speak Common and Terran.

GREEN GUARDIAN

Medium Magical Beast
(Earth)

Hit Dice: 4d10+19 (41 hp)
Initiative: +2
Speed: 40 ft. (8 squares), fly 60 ft. (average)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +4/+7
Attack: Claw +7 melee (1d4+3)
Full Attack: 2 claws +7 melee (1d4+3) and bite +5 melee (1d6+1) and gore +5 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Hold
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., freeze, low-light vision
Saves: Fort +8, Ref +6, Will +1
Abilities: Str 17, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Skills: Hide +7*, Listen +4, Spot +4
Feats: Multiattack, Toughness
Environment: Any
Organization: Solitary, pair, or wing (5–16)

Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: —

MARGOYLE

Medium Magical Beast
(Earth)

Hit Dice: 6d10+27 (54 hp)
Initiative: +2
Speed: 40 ft. (8 squares), fly 60 ft. (average)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple: +6/+9
Attack: Claw +9 melee (1d6+3)
Full Attack: 2 claws +9 melee (1d6+3) and bite +7 melee (1d6+1) and gore +7 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., freeze, low-light vision
Saves: Fort +9, Ref +7, Will +3
Abilities: Str 17, Dex 15, Con 19, Int 8, Wis 12, Cha 8
Skills: Hide +9*, Listen +5, Spot +5
Feats: Multiattack, Power Attack
Environment: Any
Organization: Solitary, pair, or wing

(1–2, plus 4–6 gargoyles)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment: —



Reanimation (Ex): Green guardians automatically reanimate in 1d8+2 days unless the eye gems are crushed and disenchanting with both *dispel magic* and *remove curse*.

Hold (Sp): If a green guardian gargoyle hits an opponent with both claw attacks, that opponent must succeed on a DC 16 Fortitude save or be *held* for 4 rounds as if by a *hold person* spell (caster level 6th). Unlike the *hold person* spell, a held creature does not receive a new save each round to break the effects. The save DC is Constitution-based.

MARGOYLE

A margoyle is a slightly larger version of the standard gargoyle. It is meaner, more evil, and deadlier than the normal gargoyle. Margoyle are most often encountered in subterranean regions and often have a pack of gar-

goyles with them. In such cases, the margoyle is looked upon as the master or leader of the group.

Margoyle speak Common and Terran.

COMBAT

Gargoyle either remain still and then suddenly attack, or they dive into their prey. Green guardians attempt to *hold* their victims and then fly off with them. A group of margoyle and/or gargoyle works in unison to bring down its opponents.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyle have a +2 racial bonus on Hide, Listen, and Spot checks. *Against a background of stone, the Hide bonus increases to +8.

GHOLLE

Large Undead

Hit Dice:	10d12 (65 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+5/+10
Attack:	Claw +11 melee (1d6+5)
Full Attack:	2 claws +11 melee (1d6+5) and bite +9 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Create spawn, improved grab, paralyzing gaze, rake 1d6+2, stench
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., regeneration 5, SR 16, +4 turn resistance, undead traits
Saves:	Fort +3, Ref +5, Will +9
Abilities:	Str 21, Dex 15, Con —, Int 13, Wis 15, Cha 17
Skills:	Climb +13, Escape Artist +10, Hide +12, Jump +13, Listen +10, Move Silently +9, Search +7, Spot +10
Feats:	Cleave, Multiattack, Power Attack, Weapon Focus (claw)
Environment:	Any
Organization:	Solitary, gang (2–4), or troupe (7–12)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Large); 16–20 HD (Huge)
Level Adjustment:	—

These vile things often dwell in packs, often including ghulaz (q.v.) and/or once-human ghouls. Naturally, their favorite food is carrion and human corpses, but a fresh one will do if they can't wait for "aging."

These creatures stand about 12 feet tall and have clawed hands and feet of animal nature despite their

human-like fingers and toes. Their skull is also humanoid in shape, albeit more akin to that of a gorilla. It is elongated, with massive hyena-like jaws, glaring bestial eyes, and hyena-like ears.



COMBAT

Gholles attack any living creature on sight, usually attempting to catch would-be prey by surprise.

Create Spawn (Su): In most cases, a gholle devours the flesh of one it kills. A creature not devoured rises in 1d4 days as a gholle. Spawn are not under command of the one that killed it. Gholles do not retain any of the abilities they had in life.

Improved Grab (Ex): To use this ability, a gholle must hit a creature up to its size with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can rake.

Paralyzing Gaze (Su): Paralysis for 1d6 minutes, 30 feet; DC 18 Will save negates. Elves are not immune to the paralyzing gaze of a gholle. The save DC is Charisma-based.

Rake (Ex): If it gets a hold, a gholle can make two rake attacks with its feet (+11 melee) for 1d6+2 points of damage each.

Stench (Ex): The stench of death and corruption surrounds the rotting form of a gholle. Living creatures within 10 feet must succeed on a DC 18 Fortitude save

or be sickened for 1d6+7 minutes. A creature that successfully saves cannot be affected again by the same gholle's stench for one day. A *delay poison* or *neutralize poison* spell removes the effects from a sickened creature. Creatures within immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throw. The save DC is Charisma-based.

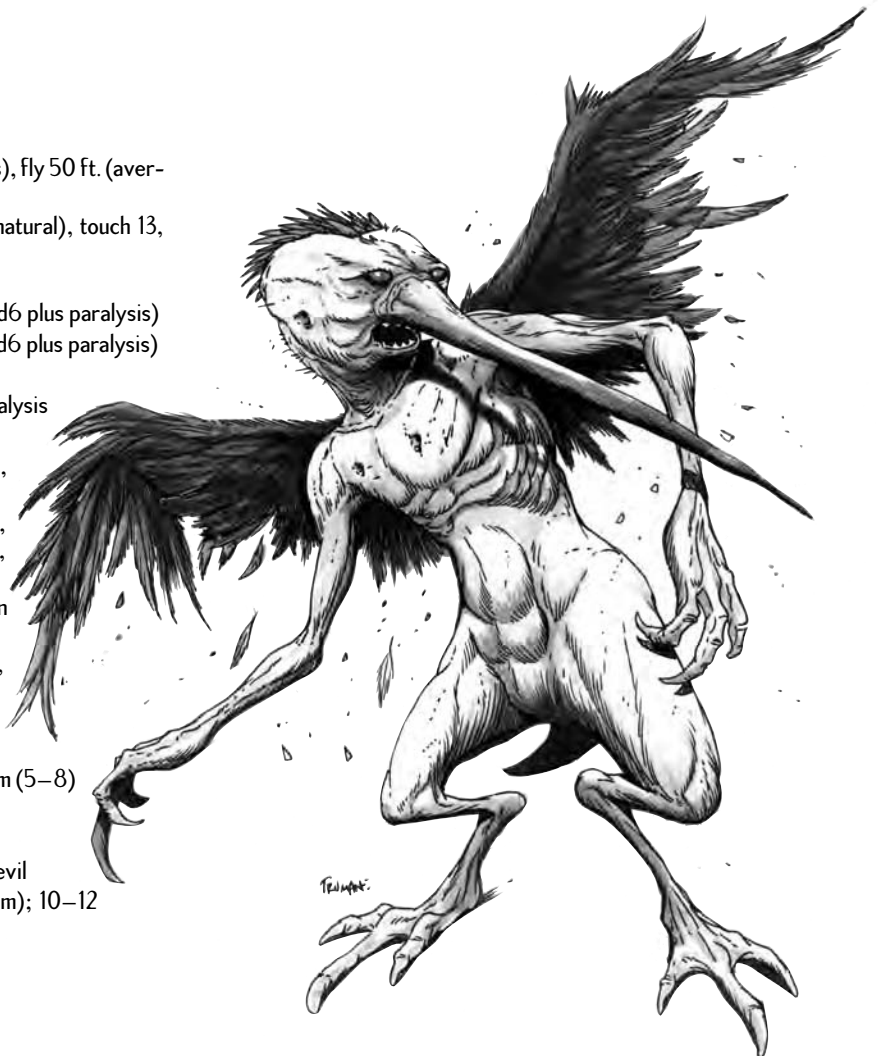
Regeneration (Ex): Fire and acid deal normal damage to a gholle. If a gholle loses a limb or body part, the lost portion regrows in 3d6 minutes. A gholle can reattach the severed member immediately by holding it to the stump.

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.

GHOUL-STIRGE

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 50 ft. (average)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Bite +5 melee (1d6 plus paralysis)
Full Attack:	Bite +5 melee (1d6 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, paralysis
Special Qualities:	Undead traits
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 10, Dex 17, Con —, Int 6, Wis 14, Cha 12
Skills:	Hide +7, Listen +9, Spot +9
Feat:	Alertness, Weapon Finesse
Environment:	Temperate and warm forest
Organization:	Solitary or swarm (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—



A ghou-stirge resembles a large stirge with rotting flesh and broken wings. The origin of the ghou-stirge has been lost, but it is believed to be the result of a failed magical experiment. A ghou-stirge is 5 feet long, with large leathery wings. Its gray skin is rotted and drawn tight across its bones. Its eyes burn with a crimson fire.

COMBAT

A ghou-stirge attacks by swooping down on its opponent and attempting to paralyze its prey. Paralyzed creatures are then drained of blood.

Blood Drain (Ex): A ghou-stirge can drain blood from a living creature by making a successful grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution damage each round the pin is maintained. Once the ghou-stirge has dealt 4 points, it flies

off to digest its meal. The ghou-stirge uses this attack against paralyzed foes; rarely, does it use it against a non-paralyzed creature.

Paralysis (Ex): Those hit by a ghou-stirge's bite attack must succeed on a DC 13 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Charisma-based.

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.

GROANING SPIRIT

Medium Undead (Incorporeal)

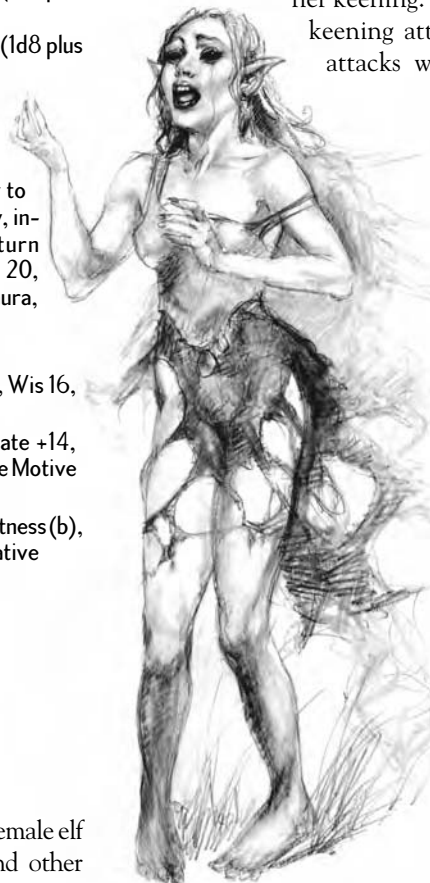
Hit Dice:	7d12 (45 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d8 plus Str drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus Str drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Chill touch, fear aura, keening
Special Qualities:	Darkvision 60 ft., immunity to cold, immunity to electricity, incorporeal traits, +4 turn resistance, sense living, SR 20, undead traits, unnatural aura, vulnerability
Saves:	Fort +2, Ref +5, Will +8
Abilities:	Str —, Dex 17, Con —, Int 16, Wis 16, Cha 18
Skills:	Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15
Feats:	Ability Focus (keening), Alertness (b), Blind-Fight, Improved Initiative
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–21 HD (Medium)
Level Adjustment:	—

destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. Her eyes burn with a crimson flame.

COMBAT

A groaning spirit's primary attack is her keening. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal touch.

Chill Touch (Su): Damage caused by the groaning spirit's touch attack is considered negative energy and afflicts the target with a chilling cold. Any creature touched must make a successful DC 17 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead (except other groaning spirits) they touch must make a successful DC 17 Will save or flee in fear for 2d6 rounds.



The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to

Fear Aura (Su): Anyone viewing a groaning spirit must make a successful DC 17 Will save or flee in terror for 1d6+4 rounds. Whether or not the save is successful, a creature is immune to the fear aura of that groaning spirit for one day.

Keening (Su): Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 19 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage.

Incorporeal Traits (Ex): Can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source (except positive energy, negative energy, and force effects such as *magic missile*); can pass through solid objects at will, and own attacks pass through armor; cannot make trip or grapple attacks and cannot be tripped or grappled; do not set off traps triggered by weight; always moves silently and cannot be heard with Listen checks unless it wants to be; can move at full speed even when it cannot see.

Sense Living (Su): A groaning spirit can sense all living creatures up to 5 miles away.

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a groaning spirit at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Vulnerability (Ex): A *dispel evil* deals 1d6 points of damage per caster level (maximum 10d6) to a groaning spirit.

OBSIDIAN MINOTAUR

Large Construct

Hit Dice:	12d10+30 (96 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	25 (–1 size, +16 natural), touch 9, flat-footed 25
Base Attack/Grapple:	+9/+19
Attack:	Claw +8 melee (2d8+6 plus 1d6 fire)
Full Attack:	2 claws +8 melee (2d8+6 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon, burn
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13–18 HD (Large); 19–36 HD (Huge)
Level Adjustment:	—

or consequence. The obsidian minotaur is a 12-foot minotaur of black obsidian. Its hands end in large, slightly oversized claws, and its feet are splayed hooves. Small pinpoints of bluish light can be seen in its eyes.



The obsidian minotaur is often employed by spellcasters as a guardian or killer and can be found performing such tasks. When employed as an assassin, the obsidian minotaur is quite effective, first striking fear into the heart of its opponent and then slaying it with no thought

COMBAT

As a guardian, the obsidian minotaur activates when trespassers enter an area it is programmed to protect. As an assassin, it actively hunts down the targeted victim. The creature attacks with its powerful claws, slashing and ripping its opponent's flesh. Against powerful foes, it employs its breath weapon.

Breath Weapon (Su): As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-foot cube and lasts for 1 round before dispersing. Any creature caught in or entering the cloud must succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage. The save DC is Constitution-based.

Burn (Ex): The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must succeed on a DC 16 Reflex save or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite and armor becomes searing hot. The save DC is Constitution-based.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to any effect that requires a Fortitude save (unless

it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Immunity to Magic (Ex): An obsidian minotaur 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.

A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its hit points.

A *stone to flesh* spell does not actually change the obsidian minotaur's structure but negates its damage reduction and immunity to magic for 1 full round.

CONSTRUCTION

The obsidian minotaur is constructed from a large block of black obsidian worth at least 3,000 gp.

Assembling the body requires a successful Craft (sculpting or masonry) check (DC 18).

CL 16th; Craft Construct (see the Appendix in the MM), burning hands, cat's grace, geas/quest, limited wish, caster must be at least 16th level; Price 53,000 gp; Cost 29,000 gp + 2,000 XP.

PIERCER (CR 1/4 HAZARD)

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer must make a Spot check (DC 20) to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a Reflex save (DC 15) to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers move 5 feet per round). A piercer on the

ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe. Their acid deals 1d6 points of acid damage.

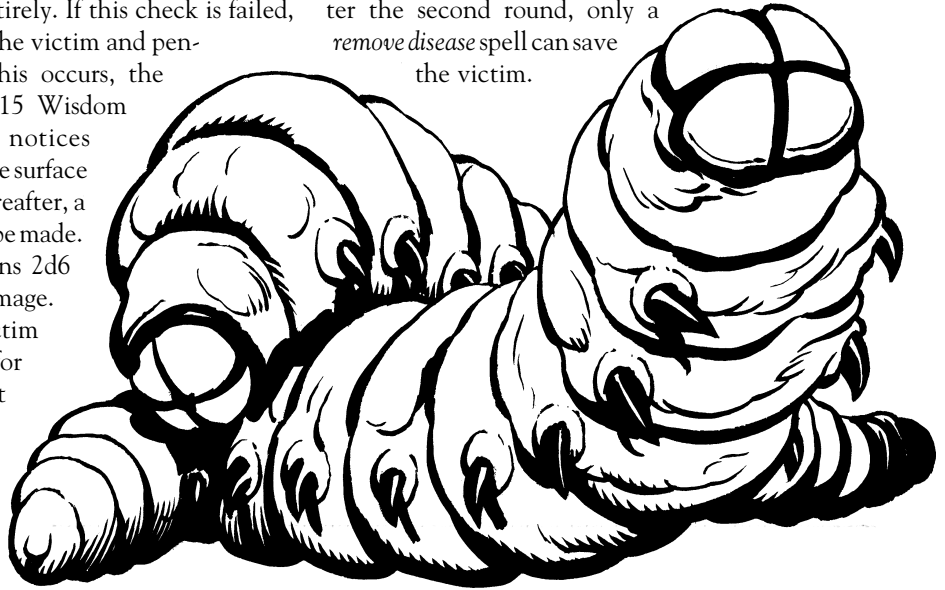
Those of 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.



ROT GRUB HAZARD (CR 4)

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a DC 15 Spot check can be made to avoid them entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. Once this occurs, the victim may make a DC 15 Wisdom check. If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a DC 17 Fortitude save must be made. If failed, the victim sustains 2d6 points of Constitution damage. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, the grubs can be killed by applying flame to or by cutting open the affected skin.

The flame or cutting does 2d6 points of damage to the victim. If a DC 15 Heal check is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.



SKELETON, LEAD

Medium Construct

Hit Dice: 10d10+20 (75 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 28 (+4 Dex, +14 natural), touch 14, flat-footed 24

Base Attack/Grapple: +7/+13
Attack: Slam +13 melee (2d6+6)
Full Attack: 2 slams +13 melee (2d6+6)
Space/Reach: 5 ft./5 ft.

Special Attacks: —
Special Qualities: Construct traits, blindsight (60 ft.), damage reduction 10/adamantine and bludgeoning, immunity to fire, immunity to cold, immunity to electricity, immunity to acid, immunity to magic, low-light vision

Saves: Fort +3, Ref +7, Will +3
Abilities: Str 22, Dex 18, Con —, Int —, Wis 10, Cha 1

Skills: —
Feats: —
Environment: Any
Organization: Solitary or group (2–6)
Challenge Rating: 8
Treasure: No coins; double goods (gems only); no items

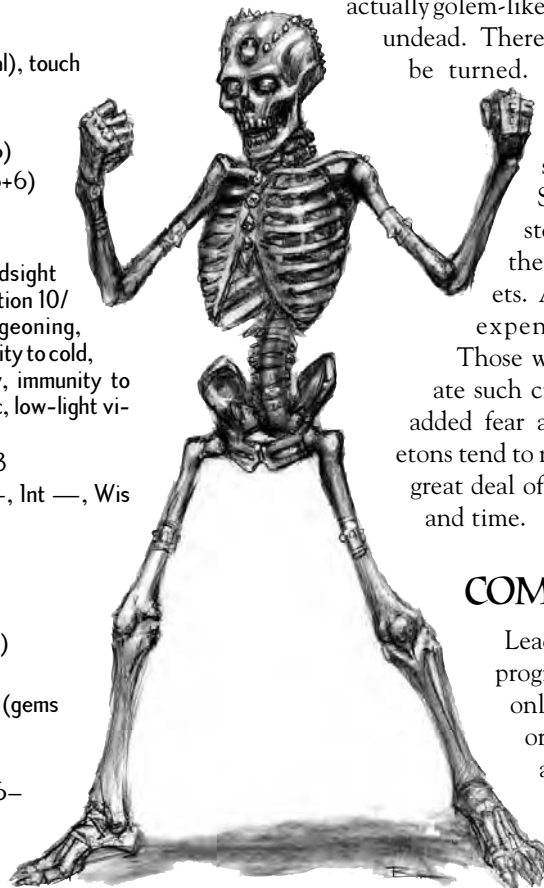
Alignment: Always neutral
Advancement: 11–15 HD (Medium); 16–30 HD (Large)

Level Adjustment: —

Lead skeletons appear simply to be skeletons coated with metal. Despite their outward appearance, they are actually golem-like constructs and not undead. Therefore, they cannot be turned.

Lead skeletons appear as 6-foot tall skeletons constructed of metal. Some have gemstones encrusted in the body and eye sockets. A lead skeleton is expensive to create.

Those who choose to create such creatures prefer the added fear and awe the skeletons tend to receive, and have a great deal of additional wealth and time.



COMBAT

Lead skeletons can be programmed to attack only certain creatures or be programmed to accept certain passwords or types of clothing. More complex pro-

gramming tends to fail. While lead skeletons might not have the same abilities as other golems, their immunities and speed make them extraordinarily dangerous. They use their fists to inflict powerful slam attacks and attack a single target at a time until it is dead.

Blindsight (Ex): Lead skeletons have no eyes. They “see” their opponents by emitting high-frequency sounds, inaudible to all other creatures, that allow them to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the lead skeleton.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Immunity to Magic (Ex): A lead skeleton 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.

A magical attack that deals sonic damage slows a lead skeleton (as the *slow* spell) for 2d4 rounds, with no saving throw.

CONSTRUCTION

Bones from a full humanoid skeleton are carefully sheathed in an alloy of lead and iron and rejoined with iron or steel hinges. The total cost of the body must be at least 3,000 gp. An elemental spirit is summoned during the creation and bound to the body.

Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20).

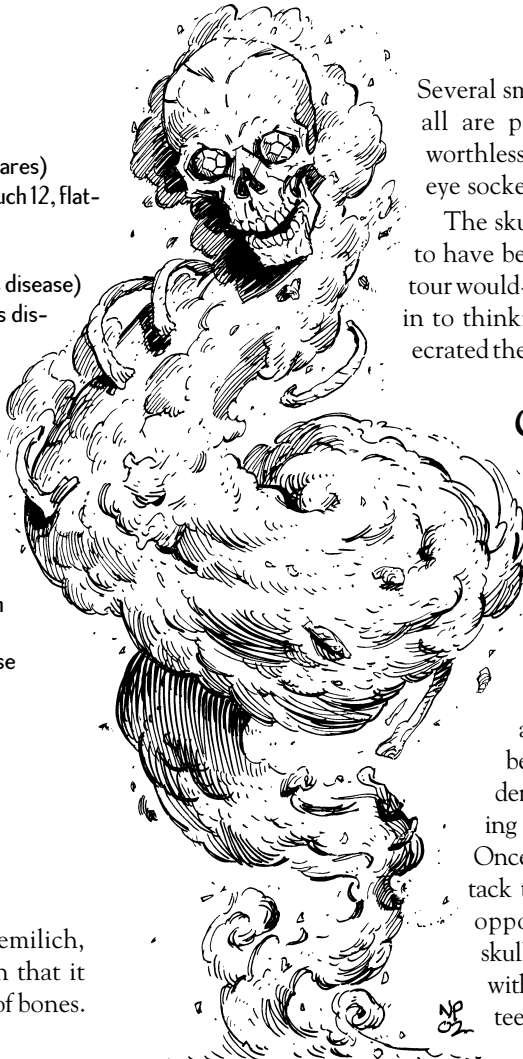
CL 16th; Craft Construct (see the MM Appendix), *geas/quest*, *limited wish*, *polymorph any object*, *resist energy* (fire, cold, electricity, acid). To bind the elemental spirit, the creator must summon and confine an elemental using any of the *planar binding* spells; Price 48,000 gp; Cost 27,000 gp + 1,800 XP.

SKULLETON

Tiny Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+0
Speed:	Fly 10 ft. (perfect) (2 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/–8
Attack:	Bite +4 melee (1d3–2 plus disease)
Full Attack:	Bite +4 melee (1d3–2 plus disease)
Space/Reach:	2–1/2 ft./0 ft.
Special Attacks:	Disease, dust
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +1, Will +5
Abilities:	Str 6, Dex 10, Con —, Int 10, Wis 12, Cha 10
Skills:	Hide +6, Listen +8, Move Silently +6, Search +6, Spot +8
Feats:	Alertness, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Any evil
Advancement:	5–12 HD (Tiny)
Level Adjustment:	—

Believed to have been created by a lich or demilich, the skulleton resembles the latter creature in that it appears as a skull, pile of dust, and collection of bones.



Several small gems (false—all are painted glass and worthless) are inset in its eye sockets and mouth.

The skulleton is thought to have been created to detour would-be tomb plunders in to thinking they had desecrated the lair of a demilich.

COMBAT

The skulleton lies in wait for its prey. When a living creature touches a skulleton, it rises 6 feet in the air and uses its dust attack (doing its best imitation of a demilich, even pivoting to face its foes). Once it uses its dust attack to incapacitate its opponents, the skulleton moves to bite with its gem-encrusted teeth.

Disease (Ex): Filth fever—bite, Fortitude DC 12, incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution (see Disease, in the DMG). The save DC is Charisma-based.

Dust (Ex): The skulleton can use its crumbled remains to attack any creature that comes within 10 feet. The skulleton billows forth the dust in a 10-foot cloud that affects any creature caught within it as though by a *stinking cloud* unless the creature makes a successful DC 12 Fortitude save. A creature that fails its save acts as if affected by *stinking cloud* for 6 rounds. The dust cloud remains for 2 rounds before dispersing and the skulleton can use this ability twice per day. The save DC is Charisma-based.

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, dis-

ease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.

CREATION OF A SKULLETON

The ingredients required to create this creature are the skull of a humanoid, a few humanoid bones (they need not be from the same humanoid the skull came from), and a large quantity of dust.

Once the bones, dust, and skull are acquired, the creator must be at least 9th level and able to cast arcane spells. Completing the formula requires the successful casting of *animate dead*, *contagion*, *fly*, and *stinking cloud*.

STONE ROPER

Medium Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	+6
Speed:	10 ft. (2 squares)
Armor Class:	22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple:	+6/+8
Attack:	Strand +7 ranged touch (drag) or bite +8 melee (1d8+3)
Full Attack:	6 strands +7 ranged touch (drag) and bite +8 melee (1d8+3)
Space/Reach:	5 ft./5 ft. (50 ft. with strand)
Special Attacks:	Drag, strands, venom, weakness
Special Qualities:	Freeze, darkvision 60 ft., low-light vision, <i>protection from arrows</i> , tremorsense 200 ft.
Saves:	Fort +7, Ref +7, Will +5
Abilities:	Str 14, Dex 15, Con 14, Int 12, Wis 16, Cha 12
Skills:	Climb +8, Hide +17*, Listen +12, Spot +12
Feats:	Alertness, Improved Initiative, Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	10% coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	—

The stone roper is a distant relative of the roper and is often mistaken for a small stone statue about 5 feet high and 2 feet in diameter.

The stone roper is a vaguely cone-shaped creature with six tentacles and a large, gaping mouth filled with serrated teeth. The stone roper is usually mottled gray

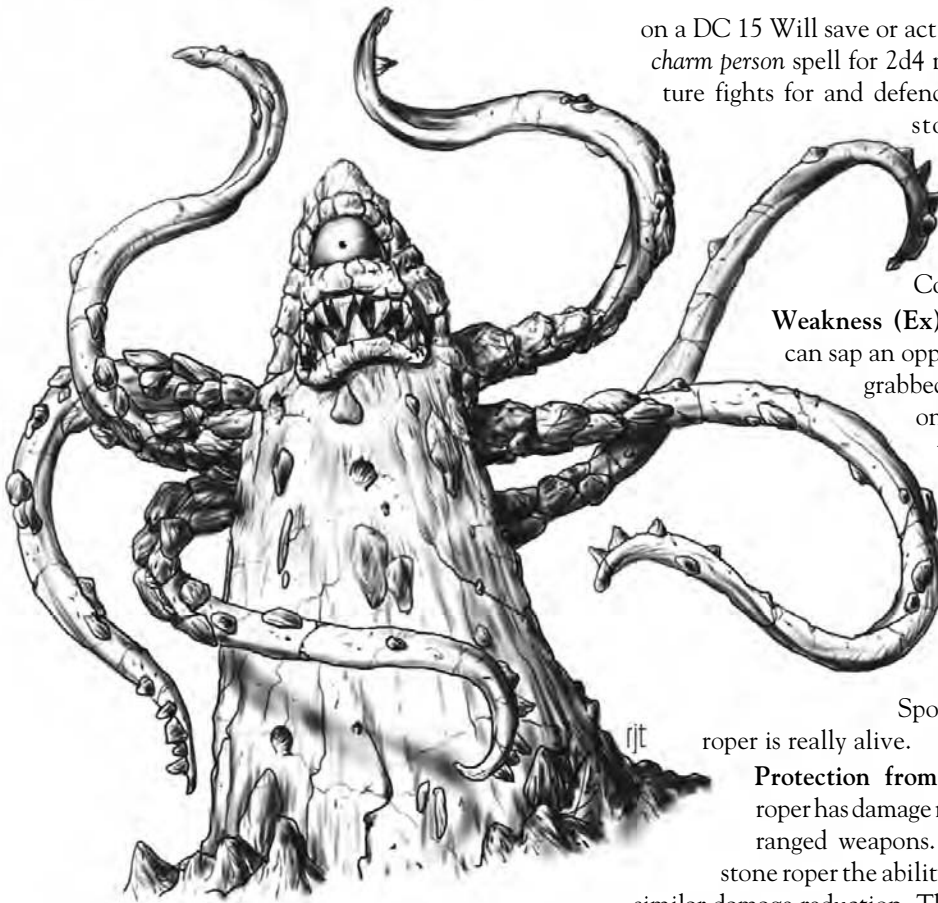
and brown like stone and has a rocklike body. If a stone roper is killed and cut open, its treasure will be found inside the gizzard.

COMBAT

Most encounters with a stone roper begin when it fires its strong, sticky strands. A stone roper attacks anything that comes within 50 feet by suddenly shooting out its tentacle strands. It prefers to attack two victims at once, each with three strands. The first two victims successfully attacked are injected with the stone roper's venom. If the venom fails, the stone roper continues to hold the creatures and the weakness will take effect next round.

Drag (Ex): If a stone roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 19 Escape Artist check or a DC 15 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A stone roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a stone roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the stone roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a stone roper.

Strands (Ex): Most encounters with a stone roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike



up to 50 feet away (no range increment). If a strand is severed, the stone roper can extrude a new one on its next turn as a free action.

Venom (Ex): Twice per day, the stone roper can secrete venom from each of its strands. A creature hit by a strand must succeed on a DC 15 Fortitude save or be paralyzed. A paralyzed creature appears to have been turned to stone (DC 20 Spot check or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed

on a DC 15 Will save or act as if under the effects of a *charm person* spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a *confusion* spell for 1d6+2 rounds. The save DCs are Constitution-based.

Weakness (Ex): A stone roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 15 Fortitude save or take 2d6 points of Strength damage. The save DC is Constitution-based.

Freeze (Ex): A stone roper can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the stone roper is really alive.

Protection from Arrows (Su): A stone roper has damage reduction 10/magic against ranged weapons. This does not grant the stone roper the ability to damage creatures with similar damage reduction. This ability is similar to the *protection from arrows* spell, but only works for the stone roper, cannot be negated or dispelled, and prevents an unlimited amount of damage (i.e., it does not go away like the spell does).

Tremorsense (Ex): A stone roper can automatically detect the location of anything within 200 feet that is in contact with the ground.

Skills: *Stone ropers receive a +8 racial bonus to Hide checks in stony or icy areas.

THERIANTHROPE

Therianthropes (or anthromorphs) are animals that can assume a human or hybrid form (the latter combining traits of both their human and animal forms). They are akin to lycanthropes (in that they are shapechangers), but therianthropes are not lycanthropes and do not carry or induce lycanthropy. All therianthropes in human form have slightly feral characteristics. Examples of therianthropes are jackalweres, wolfweres, foxweres, and so on.

CREATING A THERIANTHROPE

"Therianthrope" is an inherited template that can be added to any normal non-dire animal of Small or larger size that has at least 1 Hit Die (referred to hereafter as the "base creature").

A therianthrope uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to magical beast and it gains the "shapechanger" subtype. Same as the base creature. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Speed: Same as the base creature in animal form. In human or hybrid form the creature has a land speed of 30 feet if it is Medium or larger size or 20 feet per round if it is Small or smaller size.

Armor Class: The base creature's natural armor increases by +3. It retains this bonus regardless of its form.

Attack: Same as the base creature in animal and hybrid form. Natural attacks are lost when the creature

is in human form. The creature can use and manipulate melee and ranged weapons in hybrid or human form.

Damage: Same as the base creature in animal or hybrid form. Natural attacks are lost when the creature is in human form.

Special Attacks: A therianthrope retains all the special attacks of the base creature regardless of its form (unless noted otherwise) and gains one of the following special attacks. Each special attack can be used in any form (unless noted otherwise). Additionally, for every 3 HD the base creature has, it gains one additional special attack. Alternately, the creature can add +1 to the save DC of a current special attack in lieu of taking an additional special attack (at every 3 HD).

Note that a therianthrope can only possess a single gaze attack. Saving throws have a DC of $10 + \frac{1}{2}$ the therianthrope's HD + the therianthrope's Charisma modifier, unless noted otherwise.

Weakness Gaze (Su): Any creature within 30 feet that meets the creature's gaze suffers $1d4+1$ points of Strength or Dexterity damage (the ability damage type is chosen when the therianthrope is created and can never be changed). A successful Fortitude save negates the damage. This ability can be used twice per day and one more time per day per 3 HD of the therianthrope. A therianthrope is immune to its own weakness gaze and the weakness gaze of other therianthropes.

Sickness Gaze (Su): Any creature within 30 feet that meets the creature's gaze is sickened for a number of minutes equal to the therianthrope's HD. Creatures that successfully save cannot be affected by that therianthrope's gaze for one day. A delay poison or neutralize poison spell removes the effects from the sickened creature. Creatures that are immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw. A therianthrope is immune to its own sickness gaze and the sickness gaze of other therianthropes.

Sleep Gaze (Su): Any creature within 30 feet that meets the creature's gaze falls asleep

for a number of minutes equal to the creature's HD if it fails a Will save. A therianthrope is immune to its own sleep gaze and the sleep gaze of other therianthropes.

Lethargy (Su): By speaking or singing, the therianthrope can *slow* all creatures within 60 feet that hear it if they fail a Will save. The *slow* effects last $1d4$ rounds + 1 round per HD of the therianthrope (thus, a 5 HD therianthrope can *slow* opponents for $1d4+5$ rounds). This is a sonic, mind-affecting effect. Whether or not the save is successful, an affected creature is immune to that therianthrope's lethargy for one day. A therianthrope is immune to its own lethargy gaze and the lethargy gaze of other therianthropes.

Fear (Su): This special attack can only be taken by therianthropes of Medium or larger size. This special attack cannot be taken if the therianthrope has the fear special attack (see below).

When in animal or hybrid form, the therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, and so forth), emit fear in a 200-foot spread (+10 feet per HD of the creature). All creatures that hear this sound must succeed on a Will save or become panicked for $2d4$ rounds. This is a sonic, mind-affecting fear effect. Whether the save is successful or not, an affected creature is immune

to that therianthrope's fear for one day. A therianthrope is immune to its own fear effect and the fear effect of other therianthropes.

Ability Damage (Su): This special attack can only be taken by therianthropes of Medium or larger size. This special attack cannot be taken if the therianthrope has the fear special attack (see above).

When in animal or hybrid form, the therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, and the like), deal $1d4+1$ points of Intelligence, Wisdom, or Charisma damage to creatures within 30 feet that hear it (+10 feet per two HD of the creature). The ability damage type is chosen when the therianthrope is created and can never be changed. This ability can be used twice per day and then one addi-



tional time per day per 3 HD of the therianthrope.

A successful Will save negates the ability damage. This is a sonic, mind-affecting effect. Whether the save is successful or not, an affected creature is immune to that therianthrope's ability damage attack for one day. A therianthrope is immune to its own ability damage effect and the ability damage effect of other therianthropes.

Silence (Su): The therianthrope can create *silence* as a standard action in a 20-foot radius around its form. This ability replicates the spell of the same name (caster level equals the therianthrope's HD).

Special Qualities: A therianthrope retains all the special qualities of the base creature and gains those listed below.

Change Shape (Su): A therianthrope can shift form as a standard action as though using the *polymorph self* spell. All therianthropes can also assume a human form (appearing as a normal human with somewhat feral features) or a hybrid form with prehensile hands and animalistic features. Human or hybrid form has a size equal to that of the base creature (i.e., a Small therianthrope assumes a human or hybrid of Small size). Upon assuming either form, the therianthrope regains hit points as if having rested for one day. A slain therianthrope reverts to its animal form, although it remains dead. Separated body parts retain their human or hybrid form.

When a therianthrope shifts into animal form from human or hybrid form, any equipment (including magical items)

shift with it and is absorbed into its animal form. Magic items do not function while in this form. When a therianthrope shifts back into human or hybrid form, equipment (including magic items) returns to normal form and function normally.

Damage Reduction (Ex): A therianthrope has damage reduction 5/magic. It retains this special quality regardless of its form.

Darkvision (Ex): A therianthrope gains darkvision to a range of 60 feet. It retains this special quality regardless of its form.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Con +2, Int 10 + 1d4, Wis +0 (minimum 10), Cha 10 + 1d4.

Skills: Therianthropes have a +4 racial bonus on Listen, Search, and Spot checks. Otherwise same as the base creature. In animal form, therianthropes have a +10 racial bonus to Disguise checks (as they are nearly indistinguishable from a normal animal of their type).

Feats: A therianthrope gains Simple Weapon Proficiency, Light Armor Proficiency, and Medium Armor Proficiency (usable when in human or hybrid form).

Environment: Same as the base creature.

Organization: Solitary, pair, gang (2–5), or sometimes troupe (1–2, plus 4–10 normal animals of its type).

Challenge Rating: Up to 5 HD, same as the base creature +1; 5 or more HD, same as the base creature +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.



TRAPPER

Huge Aberration

Hit Dice:	12d8+51 (105 hp)
Initiative:	+5
Speed:	10 ft. (2 squares)
Armor Class:	19 (-2 size, +1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+27
Attack:	Buffet +17 melee (1d8+15)
Full Attack:	Buffet +17 melee (1d8+15)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Smother
Special Qualities:	Amorphous, damage reduction 10/slashing or piercing, darkvision 60 ft., resistance to cold 10, resistance to fire 10
Saves:	Fort +8, Ref +5, Will +10
Abilities:	Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14
Skills:	Hide +11*, Listen +19, Move Silently +16, Spot +19
Feats:	Alertness, Blind-Fight, Improved Initiative, Skill Focus (Hide), Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13–22 HD (Huge); 23–36 HD (Gargantuan)
Level Adjustment:	—

The trapper is thought to be a distant relative of the lurker above (see that entry). Unlike its cousin, however, the trapper mimics the floor of a building, dungeon, or other structure. By manipulating its body structure while covering the floor, it can form a box that resembles a small trunk or chest.

COMBAT

Trappers wait until their prey is almost centered on their body (usually near the trunk or chest they form to lure prey in) before they strike. A trapper attacks by folding and wrapping its body around its prey and smothering and squeezing until either it or its opponent is dead.

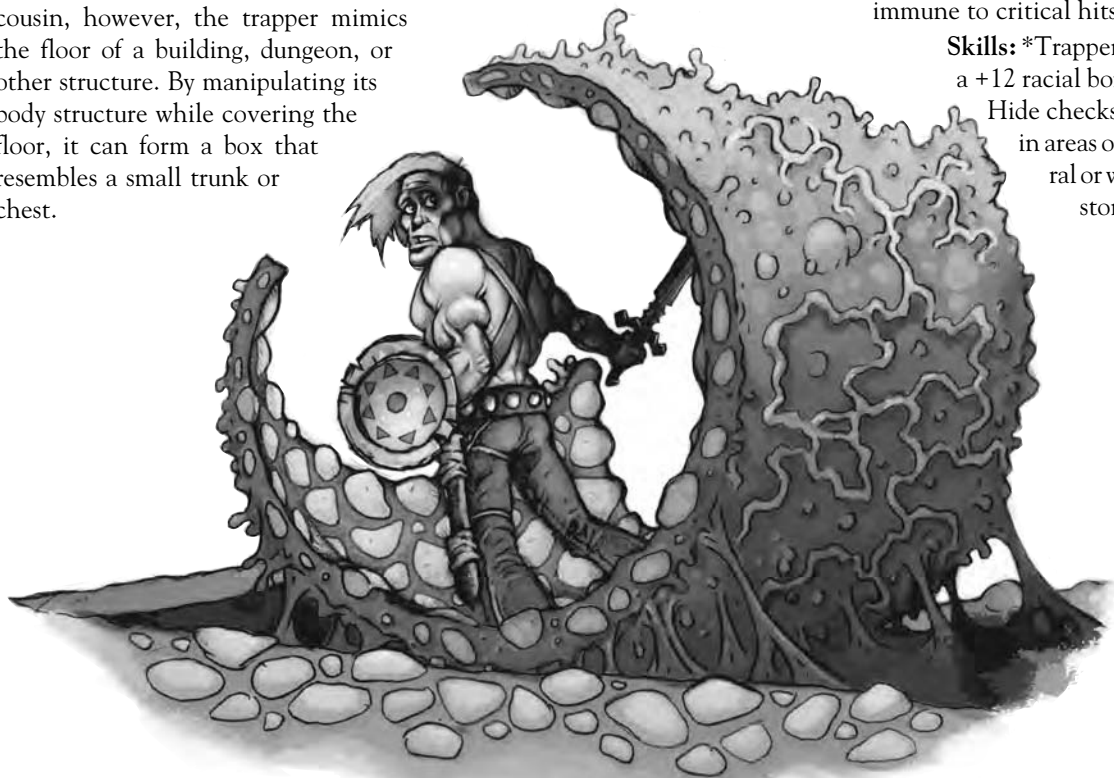
Smother (Ex): A trapper can try to wrap a creature up to one size smaller than itself in its body as a standard action. The trapper attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Additionally, the opponent must hold its breath or begin to suffocate. A grabbed opponent can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Attacks that hit an engulfing trapper deal half their damage to the monster and half to the trapped victim.

Amorphous (Ex): Trappers have no clear front or back and therefore cannot be flanked. They are likewise immune to critical hits.

Skills: *Trappers have a +12 racial bonus on Hide checks when in areas of natural or worked stone.



WIZARD'S SHACKLE

Diminutive Magical Beast

Hit Dice:	1/2d10 (2 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	14 (+4 size), touch 14, flat-footed 14
Base Attack/Grapple:	+1/−16 (+4 when attached)
Attack:	Bite +5 melee (1d2−5 plus spell drain)
Full Attack:	Bite +5 melee (1d2−5 plus spell drain)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Attach, spell drain
Special Qualities:	Arcanesense 30 ft., blindsight 10 ft., sealed mind
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 10, Con 11, Int 1, Wis 11, Cha 2
Skills:	Hide +15, Listen +1
Feats:	Weapon Finesse
Environment:	Any
Organization:	Colony (2–5) or swarm (6–11)
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The wizard's shackle is a 6-inch long, leech-like creature. Though it is small in size, it is greatly feared by spellcasters, for its bite drains arcane magic from a caster's mind. In some rare instances, evil spellcasters have harvested these monsters and set them loose in an enemy spellcaster's tower or laboratory. The wizard's shackle is gray-green in color, 6 inches long, and resembles a leech.

COMBAT

A wizard's shackle attacks from ambush. It favors hiding on ledges, bookshelves, doors, and other such places where it can drop on spellcasters that pass underneath it. A wizard's shackle injects an anesthetic when it bites, so it is possible that its bite goes unnoticed (DC 12 Intelligence check to notice).

Attach (Ex): If a wizard's shackle hits with a bite attack, it latches onto the opponent's body. An attached wizard's shackle is effectively grappling its prey. The wizard's shackle loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Wizard's shackles have a +20 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached wizard's shackle can be struck with a weapon or grappled itself. To remove an attached wizard's shackle through grappling, the opponent must achieve a pin against the wizard's shackle.

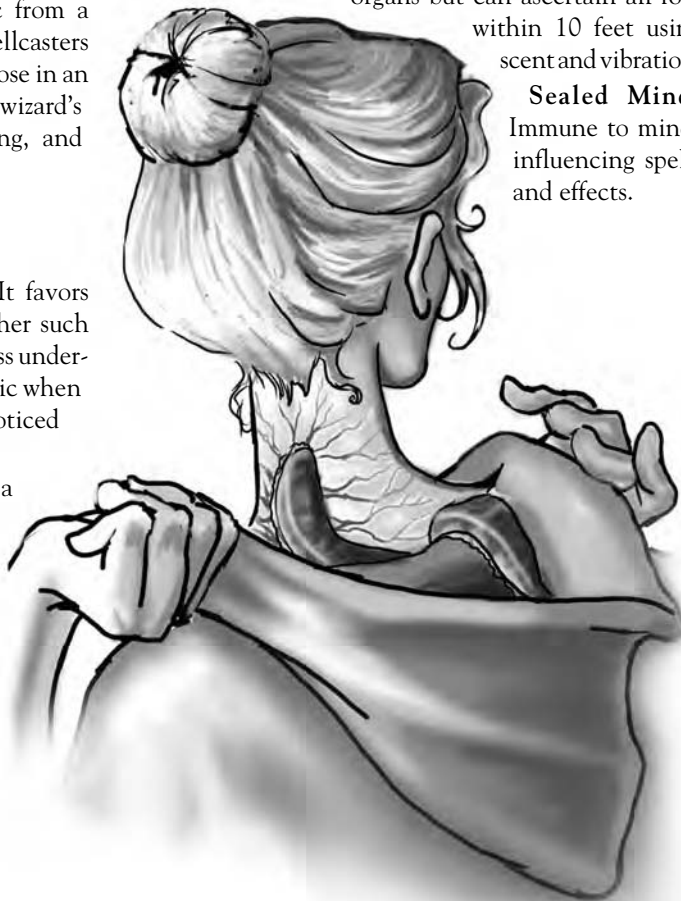
Spell Drain (Su): A wizard's shackle drains spells when attached to an arcane spellcaster. Each round the wizard's shackle remains attached, it drains 1d6 levels of prepared spells or unused slots, beginning with the highest level spell or slot available. For example, on a roll of 4 against a 5th-level wizard, a wizard's shackle drains four levels of prepared spells. The wizard currently has one 3rd-level spell, two 2nd-level spells, and three 1st-level spells prepared. The wizard's shackle drains the 3rd-level spell and one of the 1st-level spells (determined randomly).

A creature drained of spells or slots can attempt a DC 12 Intelligence check with a +2 bonus to notice that something is wrong (though unless he searches his body, he might still overlook the wizard's shackle). Once a wizard's shackle has drained at least 4 spell levels, it detaches and crawls away to digest its meal. Lost spells can be relearned normally.

Arcanesense (Su): A wizard's shackle can automatically detect the location of any arcane spellcaster within 30 feet. This functions as a *detect evil* spell but there is no chance the wizard's shackle is stunned and it is not blocked by stone, lead, or other material.

Blindsight (Ex): Wizard's shackles have no visual organs but can ascertain all foes within 10 feet using scent and vibration.

Sealed Mind: Immune to mind-influencing spells and effects.



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