



TOWER OF THE ASCENDANTS: THE HEXED CRADLE

A portal hidden on the fourth level of the Tower of the Ascendants leads to what remains of Eä's Cradle, the hallowed site of humanity's creation. The Triumvirate - Ka'aire, Golgothan, and Myrris - have annexed this place; however, if the PCs find the *primeval clay* and the *breath of the Hydra*, they might recreate the first human woman, who remembers a secret crucial to defeating the Triumvirate.

A. HECATOMB

Vast flooded chamber dominated by an inverted ziggurat. Plot of maize crops wilts atop the structure. One hundred sacrificed catoblepas. Tattered banners bearing the symbols of the Triumvirate. Lightning. Pair of **conjoined ruin elementals** and their **dust druidess mummy** caller. To descend: find, decipher, and arrange the seven *tablets of the human creation myth* before the acid rainfall scours them away.

B. AQUIFER

Hydraic flail snail sphinx lord poses a riddle in Supernal to the PCs. Protects *copper battery* buried in wet sand, which needs to be recharged. Drinking from the ten-headed hydra fountain has one of ten random effects. Well leads down to one of the other dungeons in this contest, flooded with hydra bile.

C. USURPED IDOLS

Clay idols depicting the first man and child toppled beneath a trapped statue of Myrris the Inverse (polymorphing cloudkill breath). *Scroll of clay to flesh* returns one of the idols to life; child knows power word to enter lamia's vault, man knows prayer of fertilization.

D. PRIMORDIAL CRATER

Crater filled with the primordial ooze from which humanity's essence was first cultivated. Pregnant **four-armed half-bodak succubus**, Ravager of the Crypt tattooed on her forehead. She insists that the PCs have either come to profess their love for her or be sacrificed to her. Succubus guards *horn of the slaughtering tribe* and knows the secret to forming a *primordial gelatinous ziggurat* servant from the ooze.

E. ALTAR OF THE CREATOR-GODDESS

Briar-choked temple to the creator-goddess of humanity. Congregation of **hasted skeletons covered in green slime** facing a **three-headed skull lord primarch of the Triumvirate**. Stained-glass window depicting a hydra with ten heads (the rest have other numbers of heads) conceals a secret alcove containing a *copper key*. *Lightning rod* on the cursed altar used to attract lightning in room A to recharge the *copper battery*. Speak prayer of fertilization to receive the *tarrasque egg*. Skull lord carries one-time use *ring of duplication* (duplicates a one-time use magic item, cannot duplicate itself).

F. LAMIA'S VAULT

Magically sealed. Shattered scrying mirror outside door, when reassembled, bears sigil of Myrris and shows contents of the vault including clay statue of a **couatl-born lamia**. Legend states the first human child knows the power word to access this vault. Filled with scattered copper pieces and poison potions. **Elder displacer mimics**. Use *ring of duplication* on *scroll of clay to flesh*, use duplicate scroll to return the lamia to life - she attacks the party but, if mortally wounded or persuaded the PCs seek to defeat the Triumvirate, reveals true vault (room H) nearby.

G. INERT COLOSSUS

Massive double doors, too big to be opened by PCs. Domed frescoes depicting a ten-headed hydra breathing the essence of humanity into dozens of clay jars while the creator-goddess looks on. Monuments of cane sugar defaced with symbols of the Triumvirate, crawling with mosquitos. **Inert human colossus** stands before doors. Insert charged-up *copper battery* to activate colossus; active colossus opens doors. Dump primordial ooze from room D into only basin bearing the image of a ten-headed hydra to spawn one-time use *scroll of clay to flesh*.

H. TERRACOTTA VISAGE

Large stone clay face in the wall behind secret door known only to the clay lamia. Secret door requires *copper key*. Breathe into the open mouth of the clay face to reveal a secret cache containing a hoard of iron bars, rubies, potions, runes, the *hammer and gauntlets of the civilization-father*, and the bottled *breath of the Hydra*. Manipulating the face in any other way including taking the gem-eyes triggers an aging breath gas trap (ages target 10d12 years).

I. MORTAL KILN

Dozens of jars of *primeval clay* standing atop floating decapitated titan heads above a churning maw of magma. Ten-headed hydra monument of hardened magma breathes soulfire in random directions at random intervals. Ashes of cremated gods billow in noxious **living cloudkills**. Four **giant rolling balls of slime-covered writhing nude bodies** bounce around the area, led by a **hand of famine and drought** bearing the standard of Ka'aire, Breath of Ruin. Jars can be brought to the fiery maw and combined with the *breath of the Hydra* and burnt to create new humans or recreate any dead human.