

1. Unbeknownst to the hordes of Tiamat and Bahamut and the dwarves of Gho, the River Styx (DMG, pg.58) surfaces and flows through the caverns that surround the swallowed temple. The river is guarded by an annizu devil (MTP, pg.164), but it only attacks if the players disturb the waters in some way. The dark maroon water has flooded into the temple itself, losing potency as it flows away from its source. Most of the water in the temple itself is not dangerous. A survivor can be found here. He remembers nothing about himself or this place, and he cannot speak.

2. The pillars in this room are carved to look like spiraling dragons, and at one time, the walls were covered in depictions of Tiamat in all her glory. The intrusive water and lack of upkeep have destroyed most of the art in this temple.

3. & 4. Room 3 is a waiting area for those wishing to pray at the Statue of Tiamat in area 4. 3 is at a lower level than 4 so that the statue looks imposing to those waiting. Written above the arch at the top of the stairs is an inscription in draconic that reads: Kneel Before Your Queen. If the players head up the stairs and do not immediately kneel, the statue will attack. Until it moves, it is indistinguishable from a normal statue.

5. This is a storage room used for ritualistic items, most of hich have been destroyed by water and time. With a successful DC 15 Investigation Check, the players can find a Driftglobe (DMG, pg.166). They can also discover a trap door that leads to a secret passage under this room that has been completely flooded. The passage leads to room 8.

6. This room is dedicated to the champions of Tiamat and connects directly to room 7, the Gathering Hall, via a sweeping staircase. Statues of the champions are set into the walls, the most notable being a large statue of a red dragonborn- History Check to know that this is Arkhan the Cruel. Each of the statues and alcoves holds treasure at the DM's discretion. However, if this room is looted, the combat in area 7 cannot be avoided.

7. This room was used for large gatherings and worship and is set higher than areas 6 and 8. The capitals of the columns branch off into the five heads of Tiamat, each adorned with jeweled eyes. Atop the raised platform on the western wall is a Red Abishai (MTP, pg.160) who has been waiting for the party. He has been sent to reclaim the ancient temple that the dwarves have defiled. If the players looted area 6, the abishai will say, "It is unwise to loot the treasures of my queen..." and diplomacy will be impossible. In the center of the room are the burnt remains of the miners and rescue party that were sacrificed to Tiamat. A significantly deteriorated door made of bronze is at the bottom of the stairs leading to area 8.

8. There is no obvious way to open the door. A bust of Tiamat protrudes from the door with the central head open, baring its fangs. Draconic blood is required to open the door. If none of the adventurers are draconic in nature, they can use blood taken from the abishai in 7. The players can make an Investigation Check to find blood residue in the open mouth, or they can cast Identify.

This room was a meeting area for the high ranking officials of the Cult of Tiamat. The players see an epic fresco depicting Tiamat and her forces defeating Bahamut on the mountain top. Two of Tiamat's heads are turned skyward, unleashing breath weapons. An Investigation Check can turn up a large obsidian statue of Tiamat as loot.

On the eastern side of the room, there is another bronze door that looks identical to the backside of the first. Both doors have rotating symbols of Tiamat that are currently on different settings. To unlock the doors from the inside, both doors must have the symbols rotated into the same position. Around the door, water is seeping in, and the players can make a Perception, Arcana, or Nature Check to realize that the water on the other side of this door looks different than the water pooling on the floor.

9. Touching the water in the first two columns in the room results in an Intelligence save of 10, the second two columns are 12, and any further puts the save at 15. This room has been completely destroyed, but the players will notice a box sitting on a stone pedestal in the southeast of the room. The box gleams and seems to be untouched. It is an Infernal Puzzle Box (BGDIA, pg.224). There are reliefs on either side of the lock depicting a dragon claw and a drop of blood. To open the box, a drop of ancient dragon blood must be shed into the lock and one of its claws used as a key. What is in the box is up to the discretion of the DM.

A grand temple to the dragon goddess Tiamat was erected on an isolated mountain peak. Its existence was a closely guarded secret. Word of the shrine reached devotees of Bahamut who staged an attack. The forces of the Platinum Dragon converged on the temple, slaughtering all within. A great earthquake summoned by Bahamut ripped a void into the mountain, swallowing the temple whole, leaving no trace on the surface except a shattered mountain peak.

A mining party from a dwarven city accidentally uncovered the temple during their operations. Both the original mining party and the subsequent rescue party have not been seen since they entered. The mining operation was put on hold, and word of a curse has begun to spread around the city. Your party must enter the temple, find the truth of what happened to the lost dwarves, and uncover what lurks within the Crumbling Temple.



STATUE OF TIAMAT  
*Large construct, Lawful Evil*

Armor Class 15 (natural armor)  
Hit Points 200 (15d20 + 50)  
Speed 5 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	16 (+3)	10 (+0)	24 (+7)

Saving Throws Str +14, Con +11, Cha +12  
Skills Arcana +8, History +8, Perception +10, Religion +13  
Damage Resistances acid, cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks  
Condition Immunities exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned  
Senses darkvision 120 ft., truesight 120 ft., passive Perception 20  
Languages Draconic  
Challenge 15 (13,000 XP)

Magic Resistance. Advantage on saves against spells and magical effects.

ACTIONS

*Bite (1x per turn).* Melee: +11 to hit, 10 ft., 2010 +9 piercing.  
*Claw (2x per turn).* Melee: +11 to hit, 10 ft., 206 +9 slashing.

REACTIONS

*5 Heads Are Better.* The statue can take 1 reaction per turn instead of one reaction per round.

LEGENDARY ACTIONS

The monster can take 3 legendary actions.

*Bite or Claw Attack (Costs 1).* One bite or claw attack.  
**Black Head: Acid (Costs 2).** 60-ft line, 5 feet wide. DC 15 Dex save, taking 8d6 acid damage, half on a success.  
**Blue Head: Lightning (Costs 2).** 60-foot line 5 ft wide. DC 15 Dex save, taking 7d10 lightning damage, half on a success.  
**Green Head: Poison (Costs 2).** 30-ft cone. DC 15 Con save, taking 10d6 poison damage, half on a success.  
**Red Head: Fire (Costs 2).** 30-ft cone. DC 15 Dex save, taking 12d6 fire damage, half on a success.  
**White Head: Cold (Costs 2).** 30-ft cone. DC 15 Dex save, taking 8d6 cold damage, or half on a save.