

DNH2

Fifth Edition
Fantasy

Part Two of the
Haunting of Hastur Series

The Buried Zikurat

by L. Kevin Watson
Illustration and Map Book



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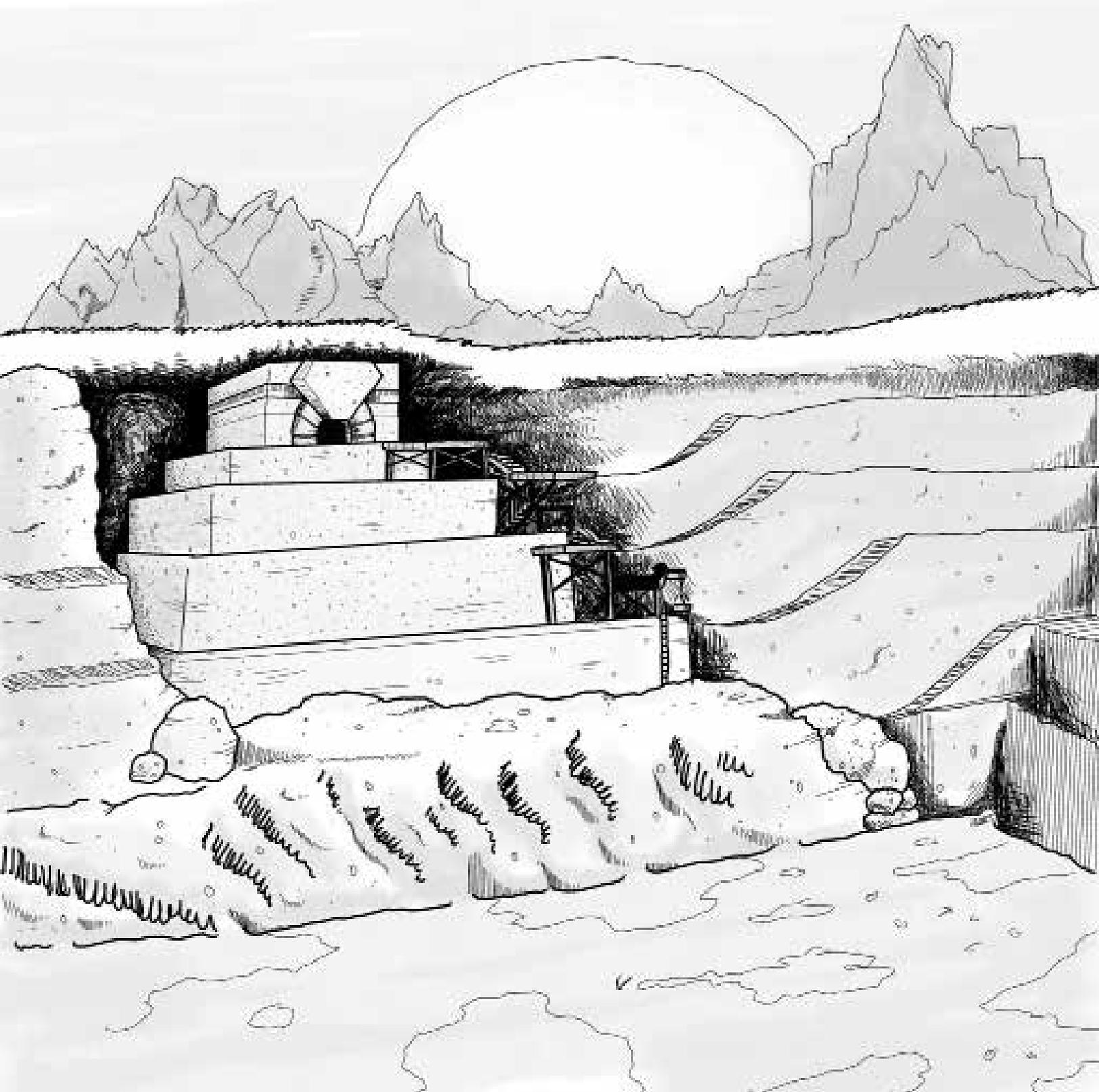


Discovering the Zikurat, by Rick Hershey.

This cover piece depicts an artist rendition of the party first encountering the Trading Nexus from the floor of the pit mine.



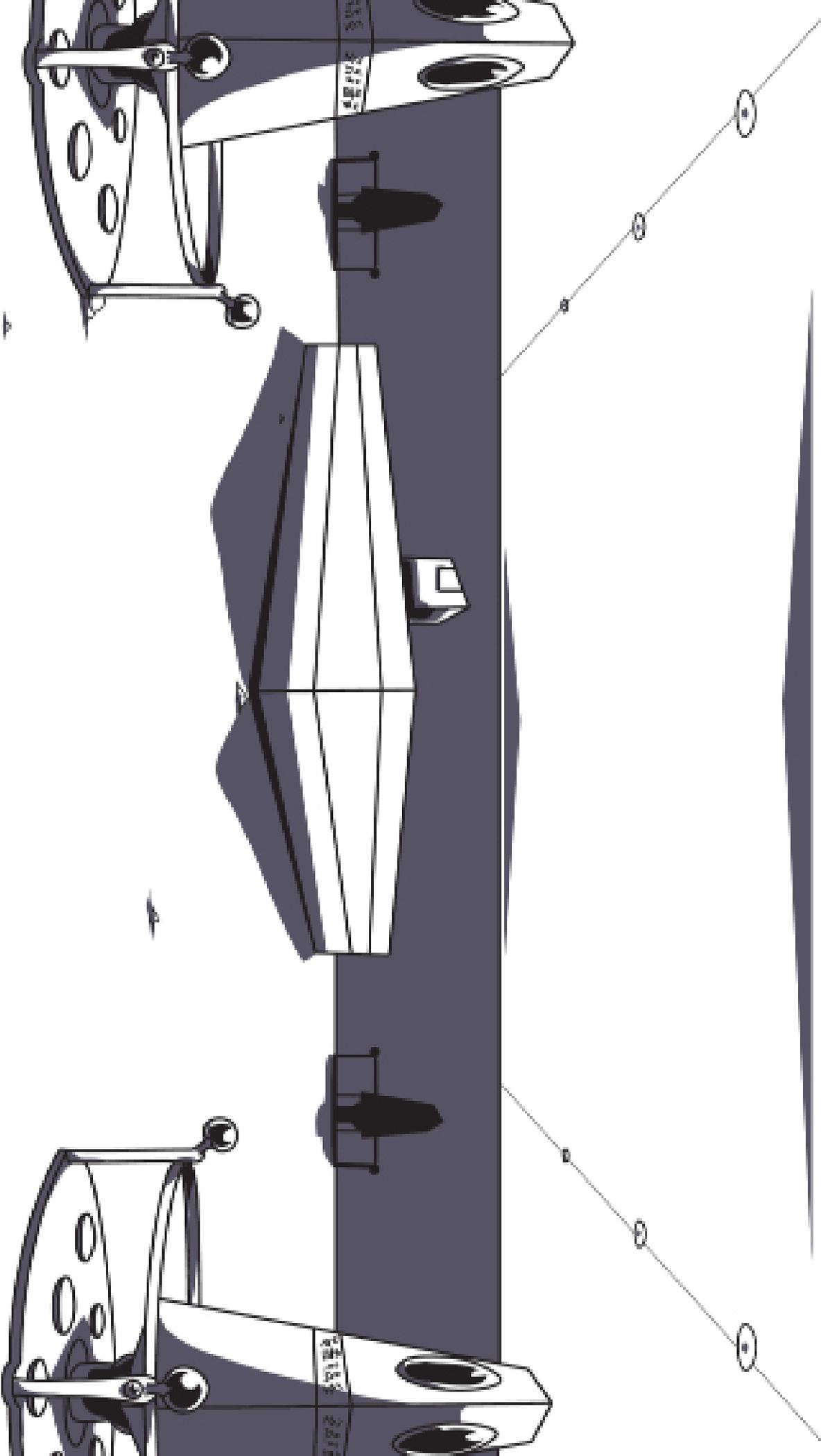
Sherin Po-Thole's Final Mission by Adam Schmidt



Artist Rendering of the Zikurat by Z. Mann Zilla



Formene Administrator's Abandoned Office by Adam Schmidt



Surface Trading Floor by Jeremy Coff



Exploring Ancient Art by Z. Mann Zilla



A Magic Puzzle Attacks! by Z. Mann Zilla

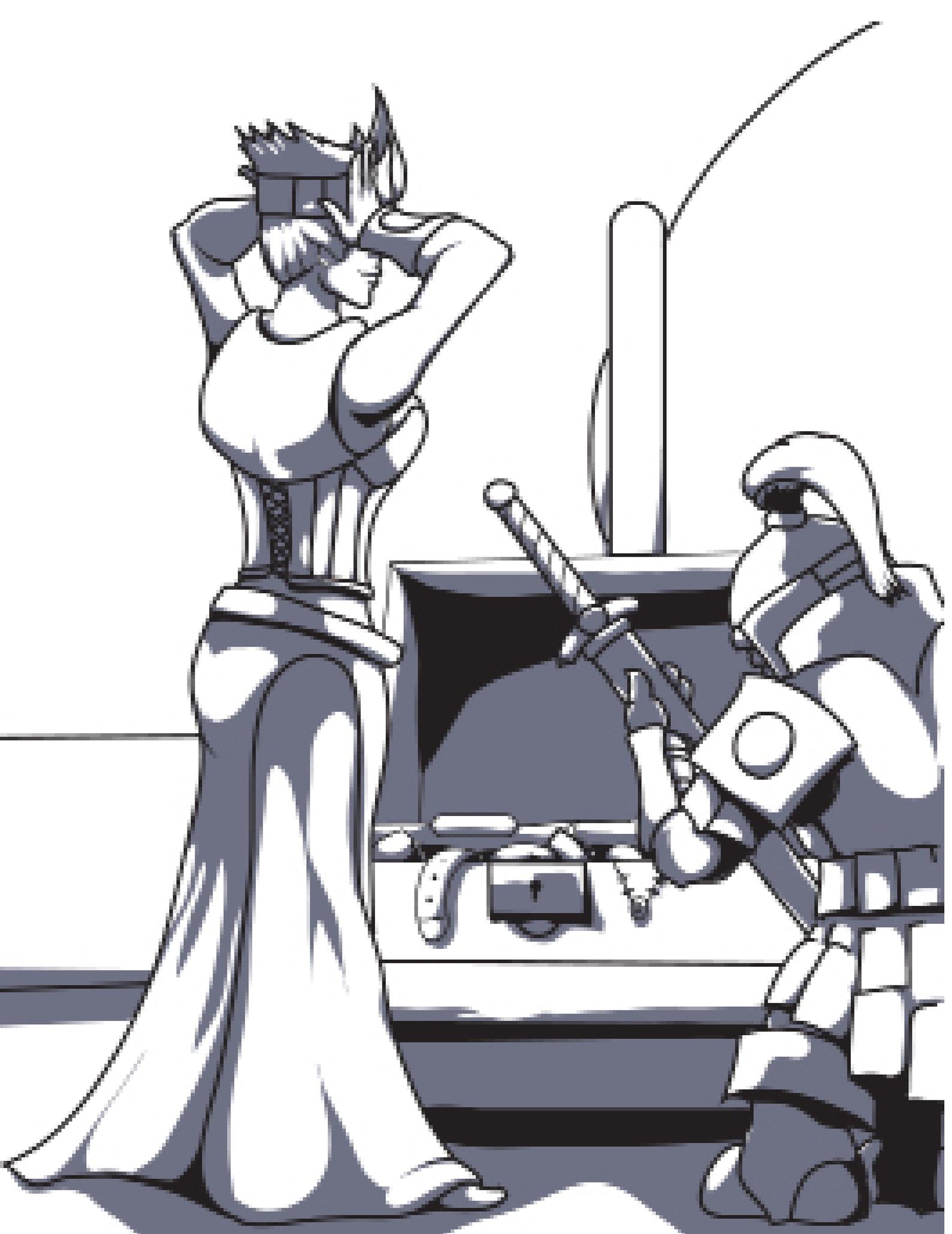


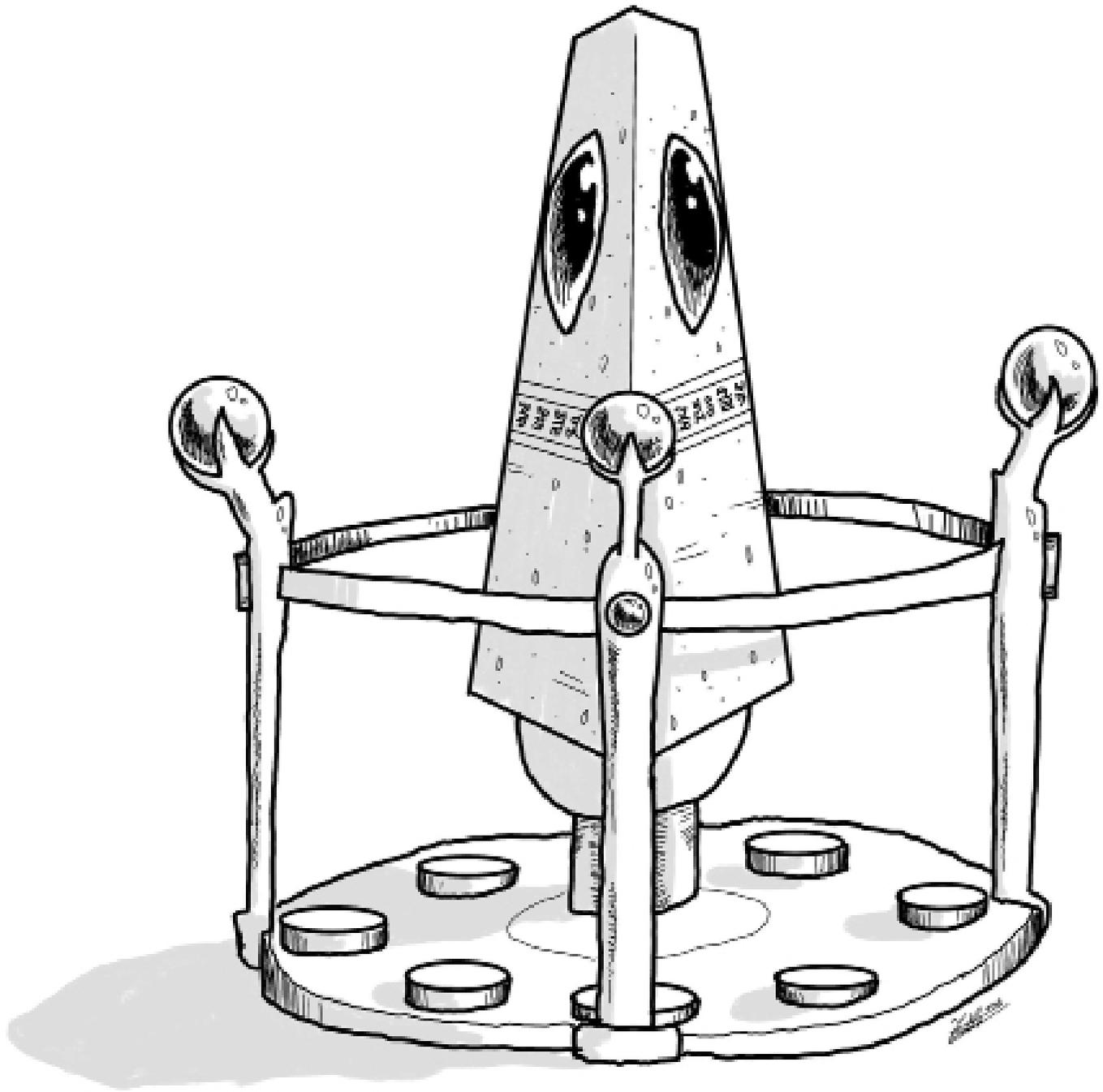
Sage Hager, Expert on the First Age of Man by Adam Schmidt



Gennifer and Her Children by Adam Schmidt







Close-up of a Teleportation Pylon from the Surface Trading Floor by Z. Mann Zilla



Surface Level 4 - Administrator's Office

The eight maps of the Nexus are presented in the order the party is expected to encounter them.
 After these maps are the side and top-down view



Surface Level 3 - Trade Support Offices



Surface Level 2 - Trade Offices



Surface Level 1 - Trading Floor



Formene Level 1 - Trading Floor



Formene Level 2 - Trade Offices



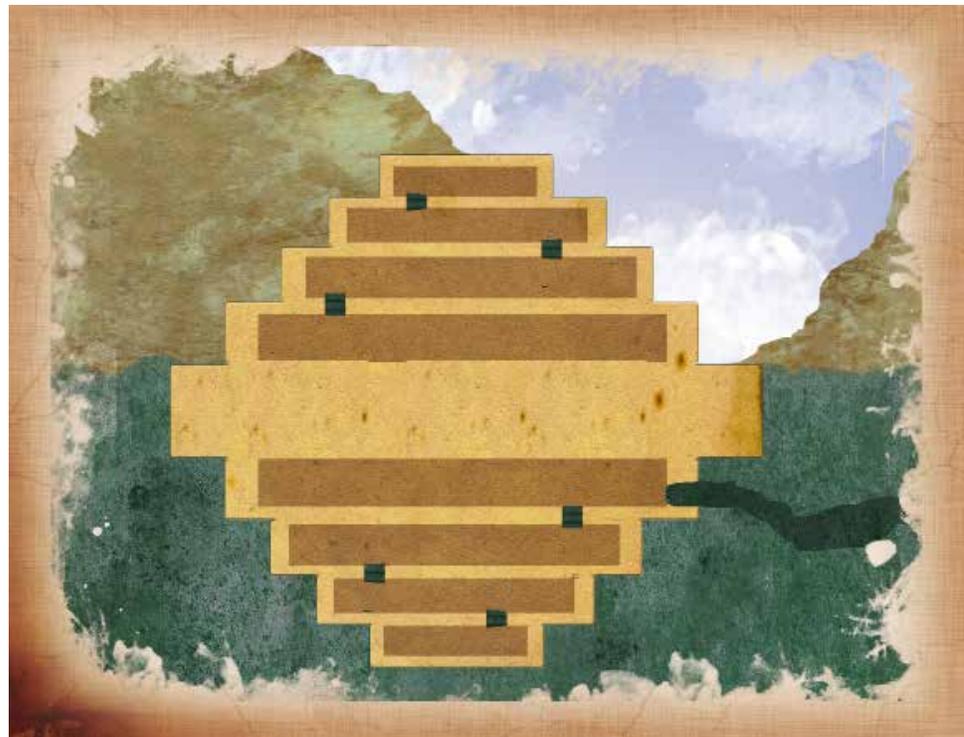
Formene Level 3 - Trade Support Offices

Formene Level 4 - Administrator's Office

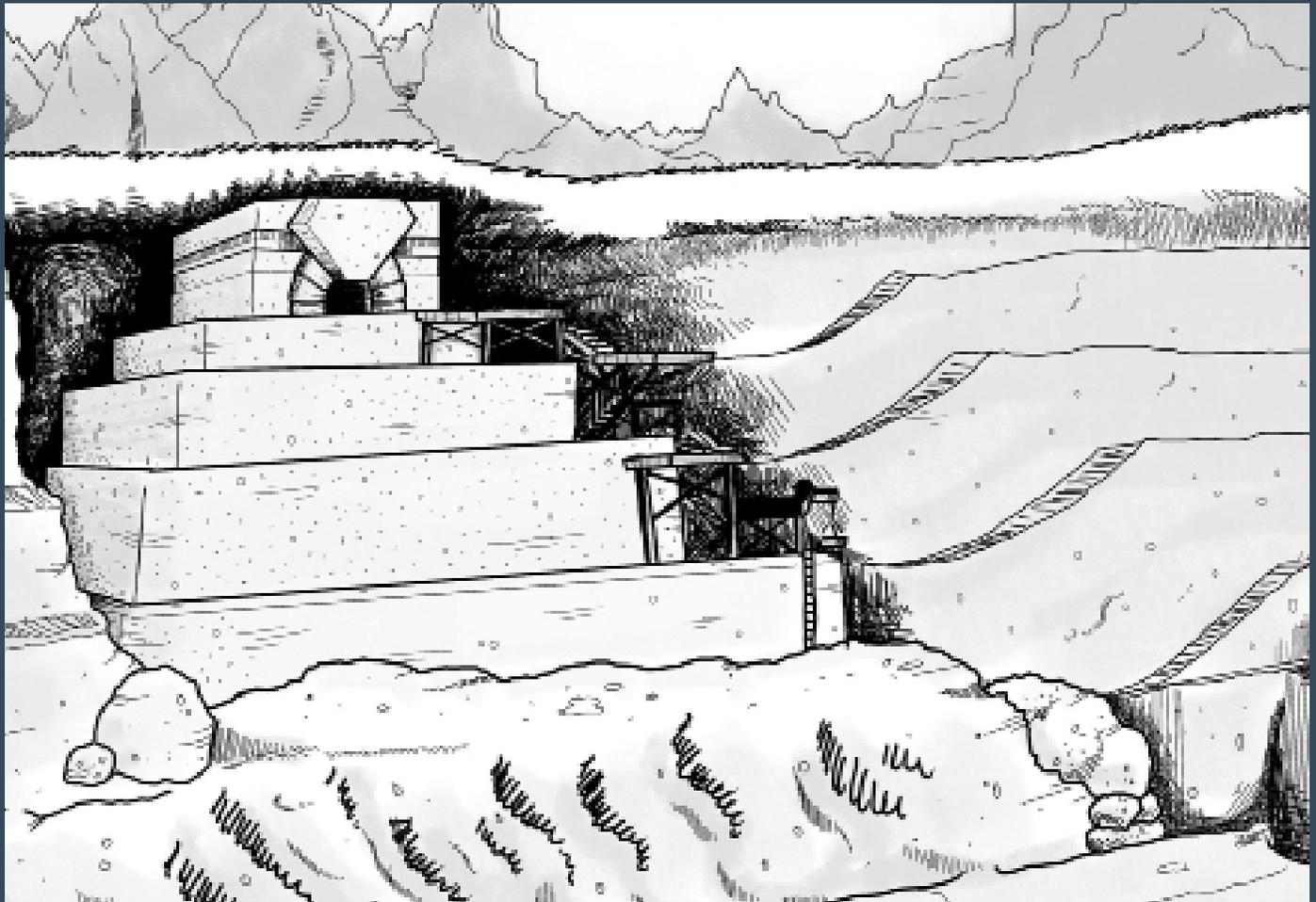




Top-Down View of the Pit Showing the Zikurat



Side View of the Zikurat



The clay mining operation at Caford has discovered a large step pyramid, or zukurat. This imposing structure was buried completely in the clay sheet they have been mining for decades to make brick and other ceramic products. The local miners see what they think is an obvious entrance, but cannot get past the slab of stone. A call for aid is sent to the capital city of Meawold, and the party is sent to investigate.

Could this be one of the Nexuses that traded goods from the subterranean Land of Night to the surface world?

Places where treasures of the subterranean kingdoms, like mithril weapons, were traded for surface goods. Bastions of trade that were lost during the fall of the First Age of Man. Why has it been dormant for almost two millennia? What lies within? Is it a threat to Caford, or the Kingdom of Meawold as a whole?

If they can get inside, the party will have to navigate millennia old magic locks and security sentinels to find answers to these questions and more within The Buried Zukurat.

This document does not contain stock art or maps. It is a supporting publication for adventure

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