

MYTHMAGICA™

The Hinkypunk Ziggurat

**Module 2 in The Scourge of Chestnut Series
for use with Mythmagica Beta 11.0**

**A Mythmagica™ Adventure
for 4 to 6 Characters of Levels 3 to 10**

by Whitson John Kirk III

05/27/2023



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The Hinkypunk Ziggurat

Warning

This module contains an adventure for the Mythmagica Role-Playing Game. Read no further unless you are the Overlord (Game Master), as the following pages contain information only intended for that role. If you are not the Overlord and continue reading, you will spoil much of the potential fun.

Introduction

A Mesopotamian demi-goddess, named Ishara-Uttu, seeks to attain full-blown godhood status. Toward that end, her followers work to build a ziggurat in the heart of Hinkypunk Swamp, deep within the heart of Celtic lands. They near its completion, and will dedicate it soon. If successful, the Mesopotamian gods stand to gain a strong foothold in the area, greatly expanding their power-base. Ishara-Uttu expects such an accomplishment to bolster her reputation with the Mesopotamian gods, gaining her the full god-hood she craves. At the very least, she hopes to impress Tiamat, her mother, whom she knows to keep a watchful eye on such matters. No word of the ziggurat has yet reached the Celtic pagans who dominate the surrounding lands. Needless to say, if anyone told them about the construction project, they would strongly oppose its completion.

Conventions

Normal text, like this, denotes background information to give you, the Overlord, a better view of the scenario.

Boxed text, like this, is intended for you to read aloud to the players.

Italicized text, like this, are instructions intended for you to carry out.

Picking the Difficulty Level

For flexibility, this module provides four Difficulty Levels of monster stats: Easy for Avatars of Levels 3-4, Moderate for Levels 5-6, Hard for Levels 7-8, and Extreme for Levels 9-10. Monster stats for each of these Difficulty Levels are provided at the end of the module. If, after playing the

adventure for a while, you find that the group is having a particularly difficult or easy time, feel free to switch to a different Difficulty Level appropriately.

In the module, we use the term “Comparable” to refer to a Level equal to the upper range of the chosen Difficulty Level (4 for Easy, 6 for Moderate, 8 for Hard, and 10 for Extreme). The term “Superior” refers to a Level 2 higher than Comparable, and the term “Inferior” refers to one 2 lower. So, a Superior Level at a Moderate Difficulty would be 8.

Sometimes, a Threshold is given as a Comparable, Superior, or Inferior Threshold. When this is done, it refers to a value equal to 10 plus the corresponding Level. So, a Superior Threshold at a Moderate Difficulty would be 10 + 8, or 18.

Ciphers

There are a number of places in this module where the Avatars will encounter arcane glyphs in various scripts, such as Cuneiform Script, Occult Script, and others. They act as simple puzzles that provide clues in a fun way that helps bring to life the cultural context of the story. You are encouraged to hand out these ciphers to the players, so that they can have the fun of deciphering them, using the various cipher tables found in [The Codex of Cultures](#) and [The Oculus of Occultism](#).

Background of Hinkypunk Swamp

In an ancient battle between Catholic and Occult forces, an earthquake devastated the town of Tortworth, killing most of its occupants. It also caused the town to sink several dozen feet. This depression slowly filled with water and transformed the area into a swamp over time. It came to be known by the locals as Hinkypunk Swamp, in reference to the various sprites that inhabit the area.

Only the town’s hilltops remained above the waterline, each forming an island in the vast marsh. St. George’s Abbey is situated on one of these islands. The ruins of Tortworth Palace was located on another.

The remainder of Tortworth is mostly submerged. Its ruins were eventually occupied by various aquatic humanoids, primarily bolotniks and frogmen. This grew into a thriving

The Hinkypunk Ziggurat

community of its own, albeit one that remained isolated from those of the nearest human community, Chestnut, which lies several dozen miles to the south.

Unfortunately, a scourge has infested the swamp, whose origin comes from the Lohengrin Estate, a haunted mansion that is upstream from the marsh. (The Lohengrin Estate is fully detailed in the sibling module [The Lohengrin Haunting](#)). What you need to know about the scourge to run this module is that a leech demoness, named Amashilama, is demonically possessing the Lohengrin mansion and is giving birth to an endless stream of minor demons, known as larvae. Individually, a larva demon is of almost no consequence. But, over time, countless larvae trickled forth from this unholy edifice, infested the nearby stream, and are causing a wide-spread Curse of Abomination to the areas surrounding the downstream waterways. (See [The Rules Reference](#) for more information on the Curse of Abomination.)

The larvae latch onto whatever humanoids they encounter. Once attached, they cause their hosts to develop physical characteristics of snakes, spiders, or the occasional scorpion, and bend their wills into the service of Ishara-Uttu¹, a Mesopotamian demigoddess served by their progenitor, Amashilama.

The high quality stone of the Tortworth palace attracted the attention of Nirah, a serpent demon in service to Ishara-Uttu (and acting as the primary villain in this module). Tasked with building a temple for Ishara-Uttu, Nirah realized that he could repurpose the palace's stone to create a ziggurat dedicated to his master. He possessed an Amphiptere dragon inhabiting the nearby Blue River, and took up residence in a cave within the swamp as a base of operations.

Unfortunately, the scourge infecting Hinkypunk Swamp has impacted the swamp's community. It has disfigured several of its occupants physically, and transformed them into willing servants of Ishara-Uttu. They became cult leaders that have brainwashed and enslaved the rest of the Frogmen and Bolotniks that make up the town. This same scourge is still working its way downstream, and has just begun its work on the townsfolk of Chestnut.

The ziggurat is almost done. However, the palace stone ran out just prior to completion of its final, third tier. The cult decided to investigate a nearby mine to determine if it could provide the stone they needed. So, they sent a group of local bandits to check it out. The bandits were led by Gurdig

Kromatar, who had been earlier infected by the scourge and subsequently brought into the cult, along with his entire cadre, Gurdig's Gang. Their investigation showed that, while the mine has rich silver ore, and promises a good income for the cult, its stone is otherwise of too low quality for their construction purposes. ([The Silver Spoon Mine](#) is fully detailed in the prequel to this module.)

So, Nirah has set his sights on the nearest source of the high quality stone Ishara-Uttu demands: the nearby St. George Abbey. Although in ruins, St. George Cathedral was initially avoided as a source of stone, as it sits on consecrated ground and is occupied by a very stubborn gargoyle. But, as the only remaining viable source of stone, the cult had little choice. They sent Ichthibod, the highest ranking Bolotnik leader, along with a group of Frogmen to the abbey to obtain the stone they need.

Initially, Ichthibod offered Friar Andrews a considerable sum of money to take what they need from the ruins. (The Friar is the abbey's only occupant other than the gargoyle.) Needless to say, the Friar refused. So, the cult decided to take the stone by force. Both the Friar and the abbey's guardian gargoyle, Sir Byron Drake, fended off groups of Frogmen trying to haul off some of the loose stone blocks from the ruins.

Unbeknownst to the Friar and Gargoyle, their defense was greatly aided by the fact that the abbey sits on sanctified ground. As such, the cult's demonically possessed leaders were prevented from entering it. So, the defenders only had the weaker combatants to contend with. But, the cult knows that the Catholic forces cannot hold out indefinitely.

After fending off several ever increasingly serious attacks, the Friar finally decided he needed to find out where they were coming from, and set out to investigate. He was captured and hasn't been heard from since he left a month ago. The cult has kept him prisoner until the ziggurat is completed to serve as its first human sacrifice, which will establish a [Zone of Ascendancy](#) in the surrounding lands. (See [The Overlord's Omnibus](#) for details.)

The only other potential nearby source of high quality stone is the Lohengrin Mansion (described in the sibling module [The Lohengrin Haunting](#)). Nirah is in a heated argument with Amashilama to be allowed to take stone from the mansion, arguing that Ishara-Uttu's needs outweigh Amashilama petty sentimentality for the place. But, the leech demoness has flatly refused to cooperate. Amashilama insists that the mansion's hard-earned haunting is what has weakened the barrier between the astral and physical realms, allowing the larvae to invade the countryside. So, it's not worth the risk.

1 In this campaign, we created our own hybrid demoness out of the Mesopotamian demons Ishara and Uttu to serve our story needs, incorporating aspects of both into a single entity.

Although you can potentially put the ziggurat and its surrounding swamp anywhere you want, the module is written to locate it in the wilderness about 50 miles north of the town of Chestnut, which is detailed in its own supplements, [The Player's Guide to the Town of Chestnut](#) and [The Overlord's Guide to the Town of Chestnut](#). This module is related to [The Silver Spoon Mine](#) module (most likely its sequel), which puts the swamp another 30 miles north of that module, which is also situated on the Blue River.

Rumors in Town

The following are various rumors that the Avatars may encounter in town:

- “A lot of folks are acting a bit off these days. It’s not any one thing. But, they’re acting odd, you know? A lot of folks are giving each other knowing nods. And, a lot more folks have taken up swimming.”
- “That blasted boat of the dead was seen on the lake again last night. They say it was surrounded by swans, a sure sign of the banshee.”
- “It’s a dark day. They found Farmer Hargrove’s body on the road about a mile North of town. He was pretty beat up. His wagon and team are nowhere to be seen.”
- “They say a demon haunts a ruined cathedral in Hinkypunk Swamp.” *This rumor refers to Byron Drake, the gargoyle that guards St. George Abbey.*
- “Some folks have taken down ill. They think it might be the King’s Evil. But, nobody knows for sure.” *Its not. Swabby Fyke and several others encouraged people to go swimming at the Fish Fry. Many did, and many of those were possessed with the larval offspring of Amishalama (a leech demoness that makes her primary appearance in [The Lohengrin Haunting](#) module). Amashilama is recruiting cult members to worship the Mesopotamian demoness she serves, Ishara-Uttu. The possessed people are slowly gaining spider characteristics, starting with painless black spots from which thick hairs slowly grow.*
- “That banshee boat was on the lake again. I got more details about it. They say the swans were

attached to it by gossamer chains of silver that glittered in the moonlight. The ghostly devils pulled the vessel up the Blue River. And, they say it contained the specter of a knight!”

The Trip to Hinkypunk Swamp

It is recommended that the trip to the swamp be handled as a Wilderness Challenge with a Difficulty Threshold of 20 and a Challenge Countdown of 5. (See [The Overlord's Omnibus](#) for details on Wilderness Challenges.) If the group starts out their adventure from either the town of Chestnut or The Silver Spoon Mine, there are essentially two ways to head toward the swamp: either boating up the Blue River, or traveling on the Blue River Road that (mostly) runs alongside it. If the group decides to do the former, start them out with a [Fresh Water Wilderness](#) challenge. If the later, start them out with a [Wilderness Road](#) challenge. At some point during the trip, you should transition to a [Swamp Wilderness](#) challenge. (Needless to say, the Blue River Road does not go through the swamp, so the group will have to abandon the road at some point.)

The stats for a number of creatures that may be encountered on the trip are provided in the Creature Examples section at the end of this module under the headings of Wilderness Creatures.

Once the group gets to Hinkypunk Swamp, have them run across St. George Abbey before encountering the ziggurat. This will provide them with some additional background information concerning the adventure, and give them a potential sanctuary should they require extensive rest during the adventure.

St. George Abbey

In its heyday, St George Abbey was the cultural center of Tortworth. It consisted of a modest Catholic church with beautiful stain-glass windows and a small, modest monastery. It was famous for two relics: An icon of St. George and the Spear of St. George. The icon consisted of a gilded painting on three wooden panels depicting St. George slaying a dragon. This icon was placed behind the church's alter and served as its main focal point. The spear was only brought out on special occasions, and drew many pilgrims to Tortworth, who hoped to catch a glimpse of the famed weapon that St. George used to overthrow evil. In so doing, many hoped for a miracle to cure themselves or their loved ones of whatever ailments they might suffer.

Along with the rest of Tortworth, the abbey was devastated centuries ago due to a feud between the Inquisitors of the Catholic church and The Mysterium of Hecate, a secret society of occultists. The Inquisitors were on a mission to wipe occultism and all its practitioners out of existence, and the occultists took exception to that goal.

Byron Drake, the gargoyle that still guards the abbey, was here when it happened, although the passing years have made the details fuzzy in his mind. He clearly remembers losing his fellow gargoyle guardians on that dreadful day. Since then, Byron has defended the abbey mostly on his own. About a decade ago, though, Byron encountered and befriended Friar Andrews, who has kept him company ever since and has helped in doing what they can to restore the abbey to its former glory.

The nearby Ishara-Uttu cult has run out of high quality stone in building their new ziggurat, and are in desperate need for more to finish it. As such, the cult leaders have set their sights on the abbey's stone.

The abbey and its surrounding grounds are sanctified as holy ground, though. Because of this, the island on which the abbey sits has been protected from the demonic scourge that has infected most of the swamp. For the same reason, the demonically possessed cult leaders of the ziggurat are unable to set foot on the island.

The cult has tried to take the stone they need by force. But, have had to content themselves with attacking forces comprised of unpossessed Frogmen and Bolotnik cult members. To date, they have sent only a few small groups to attack, in order to probe the abbey's defenses. However, they were quite surprised at the level of resistance they encountered in Sir Byron Drake, the abbey's guardian gargoyle. So, the cult is currently planning a much larger full

scale assault with all the forces they can muster. At the moment, they are waiting for the return of some outlying forces before they begin their main assault (including Gurdig Kromatar and his gang, which were introduced in the prequel to this module, [The Silver Spoon Mine](#)). The cult is getting impatient, though, and won't wait too long if the outlying forces fail to show.

Night Attack

If the party ends up staying overnight at the abbey, you have a good opportunity to foreshadow what the party will encounter at the ziggurat. Have the cult forces attack with a dozen or so Inferior Frogmen, led by Ichthibod, the Bolotnik occultist. While the Frogmen attack, Ichthibod will remain standing waist-deep in the water, ready to submerge and escape at a moment's notice. He will use his Wand of Lightning, if possible, to attack Byron Drake. In this encounter, save Ichthibod's Guts Points to help ensure his escape.

Abbey Major Characters

This section contains the major movers and shakers of the various conflicts comprising the adventure. Since each of these major characters is important enough to be named, each of them has their own Guts pool to draw upon when needed.

Friar Andrews

Friar Andrews is a human Mystic, trained as a Catholic Friar, that tends to the grounds of St. George's Abbey.

About a month ago, the Friar went to investigate the source of the attacks on the abbey, and was captured. The cult leaders recognized that demonically possessing him would be pointless, since that would prevent him from returning to the abbey. So, they decided to hold him as a human sacrifice for the ziggurat's opening ceremonies.

Race: Human Male

Classes: Friar

Gifts: [First Aid](#), [Reading and Writing Gothic Script](#), [Speaking an Archaic Language \(Latin\)](#), [Taunting](#)

Skills: [Bloodletting](#), [Concocting Herbal Balms](#), [Foraging](#), [Gardening](#), [Herb Lore](#), [Herbal Remedy](#), [Woodland Wisdom](#), [Wielding Quarterstaves](#)

Traits: My needs are few

Mystic Disciplines: Asceticism, Sanctity

Mystic Powers: Mental Agility, Magic Prescience, Pyrokinesis, Spiritual Injection, Telekinesis

When encountered, he will act as if he lives at the abbey alone, without stretching the truth too far. Similarly, he will refrain from mentioning the name of Byron Drake, but will be inquisitive of anyone that asks about him. He won't deny that he knows Byron, but will be vague concerning him.

Friar Andrews' Quarterstaff

Friar Andrews' staff is non-magical, but is 8th Quality Level. It delivers an additional +2 damage when it strikes (value of 322 s.oz.).

Sir Byron Drake

Sir Byron Drake is a Mystic Knight gargoyle in charge of the defense of St. George's Abbey. His primary concern is for the protection of its holy grounds.

In his younger years, Sir Drake was a human citizen of Avalon devoted to the Catholic faith. Because of his zeal, he was granted the miracle of becoming a guardian of the church as an ageless gargoyle. He's not sure how old he is, but has seen the passing of at least a couple of centuries. He remembers the abbey in its glory days before Tortworth was laid waste by the Mysterium of Hecate, a faction of dark occultists. At that time, the abbey was guarded by half a dozen gargoyles. But, Byron is the only one remaining.

Sir Drake has committed his life to defending the abbey, and is fanatically devoted to this purpose. Otherwise, Byron is fairly laid back and spends the vast majority of his time perched on top of the cathedral walls watching out for threats.

Sir Drake is duty-bound to remain on the grounds of the abbey, but will welcome visitors hospitably, as long as they show due respect for the abbey.

Nevertheless, Byron is extremely concerned about Friar Andrews' welfare, whom he considers to be a good friend. He will beseech any visitors to do what they can to determine his fate, and help him, if needed.

Race: Gargoyle

Classes: Squire, Knight Errant, Knight, Gallant, Mystic Knight

Gifts: Reading and Writing Gothic Script, Taunting

Skills: Etiquette, History, Maneuvering, Philosophy, Strong-Arming, Wielding Medium Longsword

Traits: Duty bound to diligently guard St. George Abbey. Dedicated to restoring St. George Abbey to its former glory. Follows the Arthurian Code.

Durabilities: Immune to Bleeding, Blight, Cold, Dehydration, Frost, Internal, Petrifying, Rotting, Sunlight, and Toxic Damage.

Highly Sensitive to Sonic Damage.

Immune to Captivation and Enervation Setback.

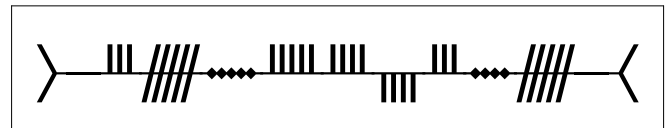
Mystic Disciplines: Revelation, Sanctity, Temperance

Mystic Powers: Bless Holy Water, Blind Sight, Defiance, Empathy, Magic Prescience, Magic Repulsion, Mental Fortitude, Mental Strength, Mental Toughness, Mental Perception, Precognition, Psychometry, Read Thoughts, Spiritual Injection, Spiritual Sustenance, Verve

Sir Byron Drake's Longsword

Byron's Medium Longsword is magical, is 10th Quality Level, and delivers an additional + 2 Damage when it strikes (value of 29745 s.oz.).

Anyone who can read Oghamic text can tell that the runes, shown below, simply say "Trickster."



Anyone wielding it temporarily gains the Maneuvering skill at 10th skill rank.

St. George Abbey Grounds



This section contains various descriptions of the abbey's grounds.

You see the ruins of an ancient abbey in the middle of a small island: an apparent oasis within the swamp. It is surrounded by a few scattered trees. The abbey's primary feature is the ruins of a church laid out in the form of a cross, which is missing its roof. All that remains are its outer walls, which are

20 feet tall in most places. The walls at the four extremities of the cross rise to triangular peaks above the rest to heights of 40 feet at their apexes.

A building is attached to the southern side of the church ruins, which is far less grandiose, but which is in good repair. This annex has a Spanish style architecture.

A.G.1: West View

There are three broad steps leading up to a large opening in the west-most wall of the church. It is apparent the opening was once host to a pair of grand double doors, but they are missing now. You can see into the church beyond, which is lit by sun/moon light streaming in from above. What you can see of it is a wide open empty space punctuated by stone columns.

Immediately to the south of the church, you see a simple 10 foot tall wall which spans the distance to the southern annex. The wall forms a courtyard with the church to the north, and the Spanish-style annex to the east and south. There is a modest double door in the middle of the wall, and a chimney on the outer wall of the annex.

A.G.2: South View

You see a building of Spanish architecture. Its roof is flat in the center, but is surrounded by angled sections of brick-red ceramic tiles. Most of this part of the abbey is a single story tall. But, it rises to two stories in a small section in its middle. There are a number of shuttered windows and doors around the building's perimeter. All of them on the ground level are closed. But, the shutters on the small upper level are open.

Behind and towering above the building is the ruin of the aforementioned church. Regularly spaced along the length of the church's main body are lovely stain-glass windows, of which you can currently see only the upper portions.

To the south-east of the abbey is a corral surrounded by a low wooden fence. One of its gates is partly open. There are half a dozen goats and a handful of sheep wandering the grounds and feeding on the vegetation. There are also chickens sparsely scattered throughout the area pecking at the ground.

All of the shutters on the ground level are latched, and the doors are closed and locked. There are two doors on the southern wall, both on the western part of the building. These lead into the abbey's Kitchen (A.1.5) and Dining Hall (A.1.6). The locks on the doors can be picked with a successful Opening Locks roll against a Threshold of 18.

The shutters on the upper level are open to let in light to the abbey's Foyer (A.1.3). The Foyer is actually on the ground level as well, but has a high ceiling. So, any entry through the upper windows would require the intruders to drop down 10 feet to the Foyer's floor.

A.G.4: East View

There is a round protrusion extending from the east-most wall of the church topped by a half-dome. It is about 10 feet wide and is 30 feet tall from the ground to the apex.

Immediately to the south of the church is a low wooden fence spanning the distance to the southern Spanish-style annex. The fence is about three feet tall and cordons off a small vegetable garden planted between the buildings.

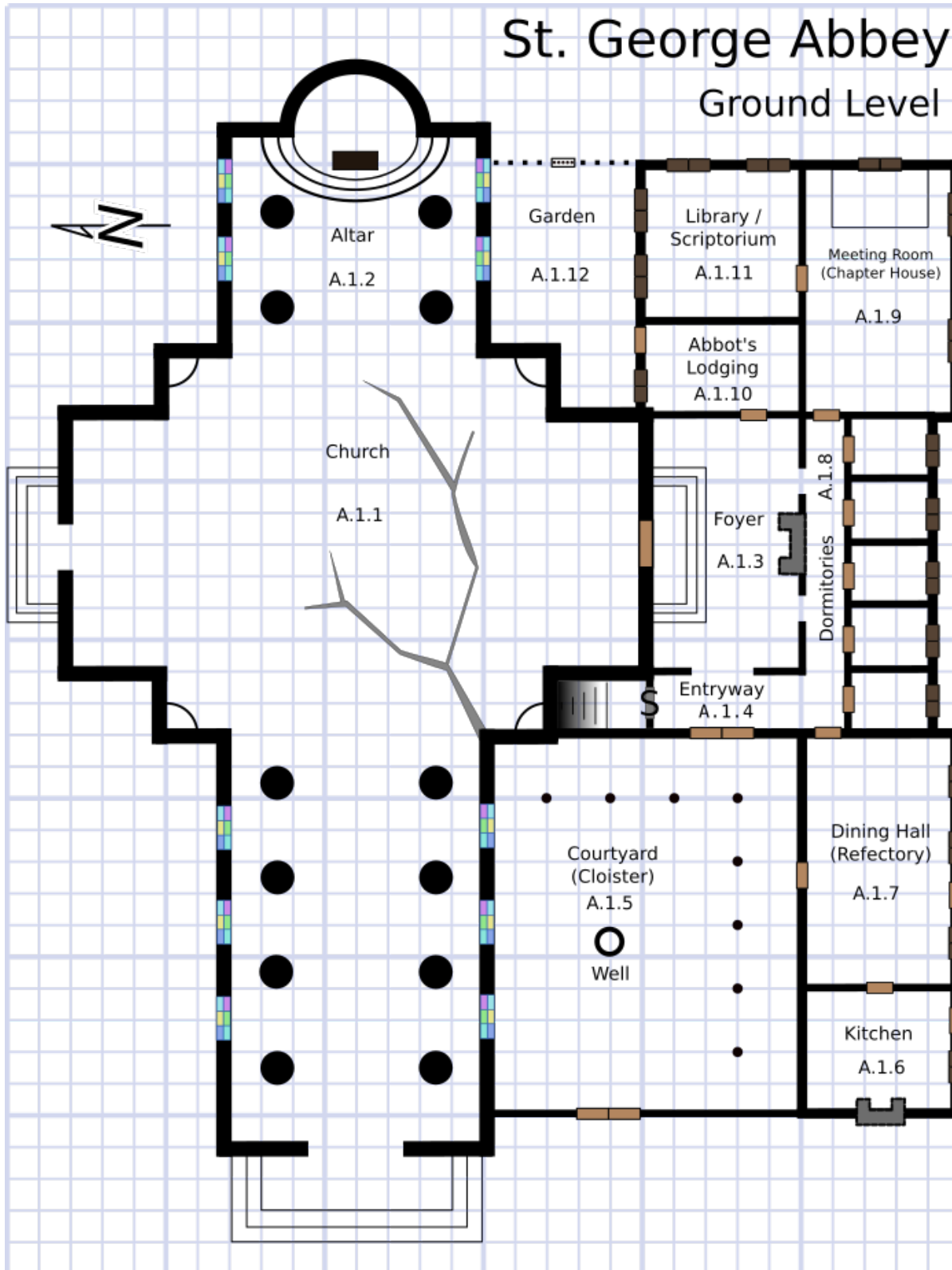
The garden is described under A.1.11.

A.G.6: North View

There are three steps leading up to an open doorway in the middle of the church's northern wing, but its door is missing. About all you can see within the church is a wide open space with a stone floor.

Beautiful stain-glass windows are regularly spaced along the length of the church's main body.

St. George Abbey Level 1 (Ground Level)



St. George Abbey Level 1 (Ground Level)

This section contains descriptions of the abbey's ground level.

A.1.1: Church

This area was obviously once a vast, magnificent church sanctuary. It is now an empty shell, though, as its ceiling is open to the sky above. The area is laid out mostly in an east / west direction, and is roughly in the shape of a cross, with thick travertine walls.

There are large stone columns placed at regular intervals along its length, obviously intended to support a roof that is no longer there. Between these pillars are lovely stain-glass windows, which project splashes of color onto the columns and floor from the sun/moon light streaming in through them.

At the east end of the church, there are three curved steps leading up to an altar.

The interior corners of the room's cross-like layout have recesses. There are platforms within the recesses about 10 feet above the ground with statues on them.

There are open doorways on the extreme north and west walls, and an actual closed door on the extreme south wall.

Finally, there is a large crack in the floor, starting at one of the sanctuary's interior corners, and radiating into the cross's center.

Anyone making a Perception Check against a Threshold of 15 will notice that the floor appears to have been recently swept.

The door in the south wall is locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8). However, anyone doing so will irritate Byron Drake. He won't attack them yet, but will clandestinely follow the intruders into the annex with his sword drawn if they enter uninvited. If it looks like combat is necessary, he will try to draw them outside, where he can take wing, if necessary.

If the players inspect the crack:

The crack is no more than a few inches across along most of its length, although it widens to as much as a foot in places. Someone appears to have done their best to patch it with various pieces of broken stone and mortar.

The crack occurred when the ceiling caved in due to a devastating earthquake that struck Tortworth centuries ago. The earthquake was the result of a feud between the Inquisitors of the Catholic church and a secret society of occultists.

The repairs were performed many years ago by Byron Drake.

If the players take a good look at the statues on the platforms:

The statues all face toward the center of the sanctuary. Starting with the north-east corner and going clockwise around the room, the statues are: a knight driving a spear into a coiled dragon at his feet that he is pinning down with one foot; a winged devil bending down on one knee; a winged angel holding a staff topped with a cross in his right hand, and a mirror with an "X" embossed on it in his left; and a winged angel holding a sword in his right hand and a shield with a cross embossed on it in his left.

There are glyphs carved into the edges of the platforms beneath each of the statues.

The statue of the devil in the south-east corner is actually Sir Byron Drake, the abbey's gargoyle guardian. His sword lies on the floor of the platform, out of sight to anyone standing on the sanctuary floor below. The other statues are ordinary sculptures depicting St. George killing a dragon, the Archangel Gabriel (holding the cross-tipped staff), and the Archangel Michael (holding the sword).

Anyone that can read Gothic Script can decrypt the glyphs.

The ones under Saint George say "Saint George":

SAINT GEORGE

The glyphs under the angel Gabriel say “Archangel Gabriel”:

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The glyphs under the angel Michael say “Archangel Michael”:

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The glyphs under the gargoyle (Sir Byron Drake) say “Saint Mary”:

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Needless to say, the statue that used to stand on this platform was that of the Virgin Mary. But, it fell off and was dashed to pieces when the earthquake devastated the church. Sir Drake uses the platform now as a convenient outpost.

As a stone gargoyle, Byron Drake has the ability to remain perfectly motionless for indefinite periods of time, and he will do so in order to observe the intruders. He takes his guardianship of the abbey very seriously, and will tolerate no disrespect to it or its contents. Further, due to the intermittent attacks on the abbey from the ziggurat, he is doubly suspicious of any visitors. Even so, he will bide his time to determine the Avatars’ intentions.

If the Avatars are respectful of the abbey, after a time Byron will reveal his presence in order to ask about his friend, Friar Andrews, whom he is deeply concerned about. The Friar left the abbey a few weeks ago to determine the origin of the attacks on the abbey. But, the Friar hasn’t returned and Byron is duty-bound to remain on the abbey grounds. Byron would be extremely grateful for any information about the Friar, and will offer what he can to ensure Andrews’ safe return. At the very least, he will offer the group food and comfortable beds to sleep in if they need rest. Further, he will provide each of them with a vial of Holy Water (QL 8), if they so desire. (See [The Codex of Cultures](#) for details.)

If the party agrees to help, and safely returns Friar Andrews to the abbey:

If the party rescues Friar Andrews from the ziggurat, and returns him to the abbey alive, each character in the party should receive a flat Objective Reward of 1024 XP. This reward is in addition to whatever other XP they otherwise earned from doing so.

A.1.2 Altar

There is a grand alcove in the western wall of the sanctuary, which is topped with a half dome. At the base of the alcove is a dais, to which three rounded stairs ascend. At the front of the dais is a table fashioned from polished white marble, in the center of which stands a simple wooden cross.

A.1.3 Foyer

This is a large, empty room with a 20 foot high ceiling. On the west, south, and east walls, 10 feet above the floor, are shuttered windows, which open inward, and which are currently open.

In the middle of the north wall, there are three broad steps leading up to a heavy wooden door. Directly opposite this door is a large fireplace. There are logs sitting in the fireplace, but they are not lit.

There are passageways on either side of the fireplace, and a wide passageway on the west wall.

A long pole with a hook on its end leans against the wall in the northeast corner of the room, and a pile of split logs sits in a bin on the floor in the southwest corner.

The doors in the north and east walls are locked. A successful Opening Locks roll against a Threshold of 18 opens either one.

The long hooked pole is used to open and close the window shutters.

A.1.4 Entryway

There is a simple bas relief sculpture of a cross carved into the northern wall of this entryway.

There is a secret door on the north wall of this entryway, which only requires a firm push to open. The door swings inward and to the side. Closing it requires gripping the cross and pulling the door closed.

A.1.5 Courtyard (Cloister)

This is a wide courtyard with a well in its center. It is enclosed by the church to its north, the Spanish-style annex to its east and south, and a simple wall to its west. The brick-tiled roof of the annex hangs over the courtyard. It is held up by columns and forms a shady arcade next to the annex to the south and east.

The west double doors are locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8). The other doors are closed, but unlocked.

There is a bucket with a 20 foot rope tied to it next to the well. The well has fresh water whose surface lies 15 feet below ground level.

A.1.6 Kitchen

This is a kitchen. There is an unlit fireplace on the south wall in which a cast iron kettle hangs, multiple shelves on the wall next to it holding myriad dried goods.

Along the north wall of the room is a long narrow table. Various pots, pans, knives, and other utensils hang on the wall behind it. There is also a heavy chopping block with a meat cleaver stuck in its surface beneath a shuttered window near the fireplace on the south wall.

The door on the east wall is unlocked. The door on the south wall is locked with a sliding bolt. It can be easily opened from the inside, but can't be picked from the outside. The door has no lock otherwise.

A.1.7 Dining Hall (Refectory)

This is clearly a dining hall. There are three tables in the room with benches on either side of them. Each table is ten feet long and 5 feet wide. They are parallel to one another, and are aligned in a north/south direction.

The door on the south wall is locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8). The other doors are closed, but unlocked.

A.1.8 Dormitories

The rooms along this hallway are all dormitories, which were formerly used by the monks that lived here centuries ago. Friar Andrews has re-equipped each of them with a single bed, in order to show hospitality to any visitors that might happen along. (Which, in the middle of a swamp out in the wilderness, are few and far between.) He hopes to attract new followers to Catholicism with his welcoming attitude, and to eventually restore the monastery to its former glory.

None of the doors are locked. Each has a sliding bolt, which can be easily manipulated from within the room.

A.1.9 Meeting Room (Chapter House)

This is a meeting room. There is a raised dais on the east wall with a wooden table and a couple of chairs on it. The rest of the room is filled with several rows of benches.

The door on the north wall is locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8). The other door is closed, but unlocked.

A.1.10 Abbot's Lodging

This is apparently a combination of bedroom and workshop. There is a single bed, in the southeast corner of the room and a chest sitting on the floor in the middle of the south wall.

Along the west wall is a long narrow table with a wooden chair next to it. The table is abutted up against the north wall, and is positioned under a shuttered window. There are multiple stacks of glass panes sitting on the table, of various colors and shapes. In addition, the table has several glass cutting tools lined up neatly on top of it.

A key chain hangs on a hook above the table next to the western door.

The door on the north wall is locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8). The other door has a sliding bolt that can be manipulated from within the room, but which is currently unlocked.

The key chain holds the keys to all the doors in the abbey.

The chest is unlocked, and contains a few human-sized hooded robes made of rough brown cloth.

The glass workshop is where Friar Andrews performs maintenance on the church's stain-glass windows, when needed. The glass panes and tools are all Quality Level 8.

A.1.11 Library / Scriptorium

This is apparently a library. There are many shelves lining the west and south walls, on which rest a great many books and scrolls. There is a round wooden table in the middle of the room surrounded by chairs, which has many more books stacked on it as well. There is also an angled writing desk and chair in the northeast corner of the room.

The door is locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8).

The books and scrolls in the room primarily deal with the Catholic faith. Most are written in Latin, using Gothic Script. There is a Bible, featured prominently on the central table. In addition, there are several books and scrolls of prayers and sermons, and a number of hymnals. There are also some Gnostic writings as well, including the Gospel of Mary and the Gospel of Judas.

The writing desk contains a modest supply of parchment, and several ink bottles and quills.

Treasure:

The books and scrolls in the room are worth around 200,000 s.oz in total. Although, it would take two or three wagon loads to cart them all away.

A.1.12 Garden

This is a vegetable garden, host to onions, carrots, squash, and many other varieties. It looks rather untended of late, though, as a number of weeds have cropped up throughout it.

The garden is tucked away within a gap between the church to the north and west sides, and the annex to the south. The area is enclosed by a fence on its east side, with a gate in its middle.

There is also a long 20 foot tall ladder lying on the ground next to the church.

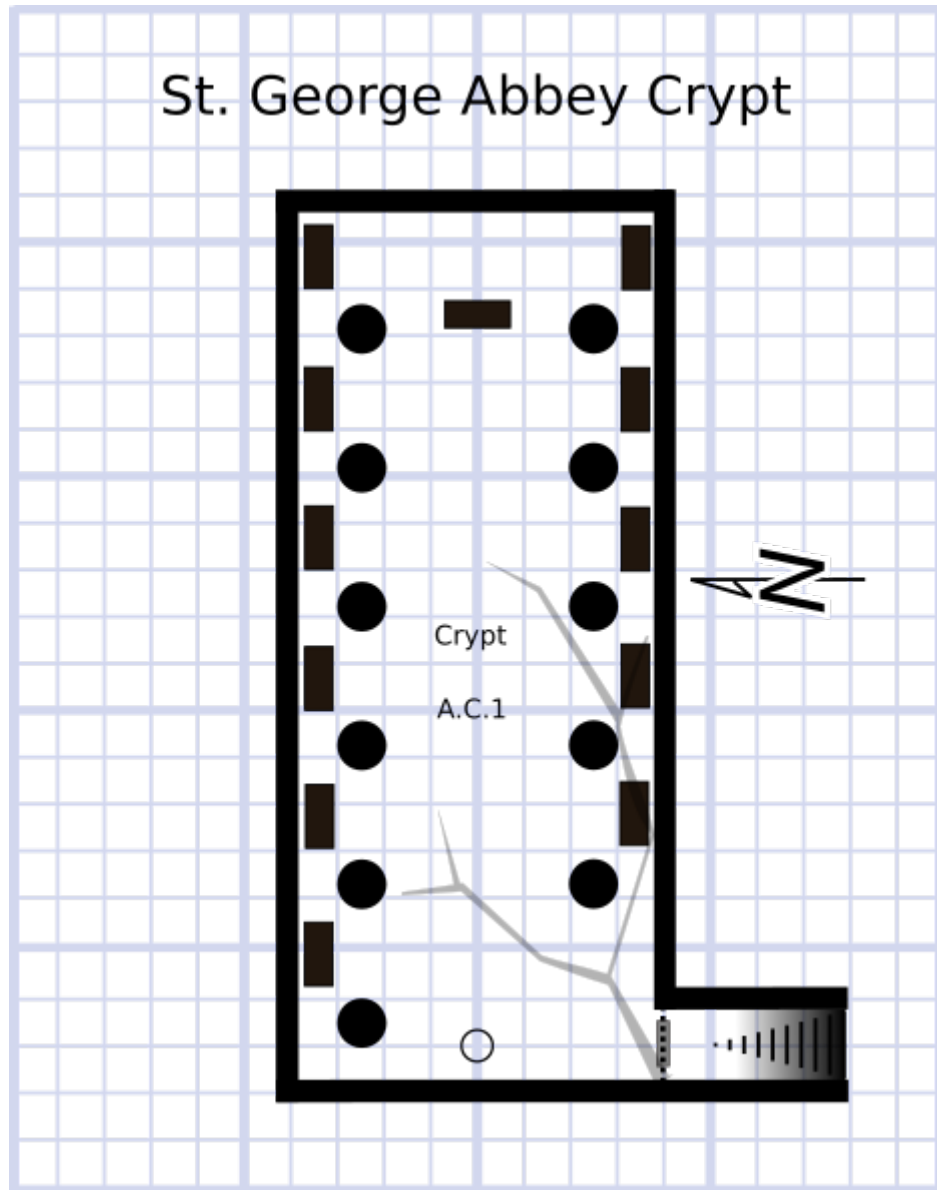
There are two stain-glass windows on the church wall to the north, and three shuttered windows on the annex to the south. There is also a door leading into the annex.

The gate has no lock, and can be easily opened.

The door on the annex wall is locked. A successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8). It leads into the Abbot's Lodging (A.1.9).

Friar Andrews uses the ladder to perform maintenance on the stain-glass windows in the church, when needed.

St. George Abbey Crypt (A.C)



St. George Abbey Crypt (A.C)

This section describes the abbey's crypt.

A.C.1 Crypt

This is a crypt. There are thick stone columns regularly spaced along the length of the room near the north and south walls. Between and behind the columns are stone sarcophagi. At the far end of the room, one sarcophagus stands apart from the others. It is made from white marble and has a sculpture of an armored knight lying in repose on its lid; a marble spear lies by his side.

Behind this sarcophagus on the eastern wall is a gilded icon. It is a painting of a knight impaling a serpentine dragon with his spear as he holds the beast down with one foot. Beneath the icon hangs a spear, resting on two golden pegs.

In the middle of the west wall is a white pedestal and basin, filled with water. It is about three feet tall. A cross is carved into the pedestal, and glyphs are carved along the edge of the basin. A small silver ladle rests upon the basin's edge.

Finally, there is a large crack in the ceiling, starting next to the crypt's entrance and radiating into its center.

The gate leading into this room is locked. Sir Byron Drake holds the only key. A successful Opening Locks roll against a Threshold of 22 opens the lock (QL 12).

The white marble basin and pedestal are a single piece of sculpted stone, which is magical. The basin contains an amount of Holy Water (QL 8) equal to 8 vials. Anyone that can read Gothic Script can decrypt the glyphs along its edge as saying, "Bless me with thy holy waters, O Lord".

BLĒSS MĒ YIΨ ΨΘ HΩΛΘ
YATEPΣ, Q ΛΩPΣ

Anyone placing their hands on the edge of the basin and speaking these words will trigger the basin to draw 9 Setback from them. Several minutes later an amount of Holy Water equal to a single vial will appear in the basin (see [The Codex of Cultures](#) for details). The basin may be used any number of times, as long as the character triggering it has

sufficient Fate Points to provide it with the required magical energy.

All of the sarcophagi hold the remains of honored Templar knights, who died in service to the Catholic church. The sarcophagi along the walls are all simple and nondescript, although various names are carved into their surfaces using Gothic Script.

The white marble sarcophagus at the end of the room holds the remains of St. George himself. The painting is a revered icon depicting St. George killing a dragon. The spear behind the sarcophagus is one of the spears he wielded. The icon, spear, and remains of St. George are all considered to be holy relics of the church. Sir Byron Drake would consider the theft of any of them to be the gravest of offenses. Ensuring their safe return would be the only reason he would leave the abbey grounds. He won't have any reservations about anyone taking Holy Water from the basin, though.

The silver ladle is non-magical. It is worth 25 s.oz.

The crack in the ceiling corresponds to the one in the church floor, and traces the same path.

If the players inspect the white marble sarcophagus closely:

There are glyphs carved into the front of the sarcophagus.

Anyone that can read Gothic Script can decipher them as simply saying, "Saint George":

SAINT GEORGE

If the players inspect the spear closely:

The Spear of St. George

The spear is simple, but exceptionally well crafted. Its only adornments are writings engraved on its point.

The spear of St. George is magical, and is 12th Quality Level. It delivers an additional +3 damage when it strikes (value of 41983 s.o.z.).

Further, when its wielder says the command phrase, “I am a child of light”, the spear casts the Mystic spell Enervating Halo on its wielder. Thereafter, it draws 2 Setback from its wielder every Round until they drop it, fall in battle, or say the command phrase, “I fear no evil”. These command phrases are engraved on the spear’s point, one on each side, as shown below. Anyone that can read Gothic script can decipher them:

I AM A CHILD OF LIGHT

I FEAR NO EVIL

The Ziggurat of Ishara-Uttu

Ishara-Utta is a demigoddess, currently residing in the Astral Plane. She has a couple of eidolons, Amashilama and Nirah, who serve her. Amashilama is a leech demoness, who is a major character in [The Lohengrin Haunting](#), a sibling module to this one. Nirah is a serpent demon, who was given the task of building a ziggurat temple to Ishara-Uttu, with the goal of pushing the demigoddess further in the direction toward full godhood.

When Nirah encountered the old abandoned Tortworth palace isolated on its own island in Hinkypunk Swamp, he realized it provided an expedient opportunity to carry out his instructions. The palace provided an ample source of stone blocks from which to build Ishara-Uttu's temple. Further, the surrounding waters were inhabited by an abundance of Frogmen and Bolotnik, which could be exploited for their labor. As such, Nirah is the infernal force behind the construction of the ziggurat in Hinkypunk Swamp.

Ziggurat Defense Strategy

The ziggurat's occupants have a plan in place to draw the forces of any frontal attack to the base of the stairs of the ziggurat's Main Passage (Z.2.1) and hold them there as long as possible. That way, the defenders can call for forces from all parts of the temple, and have a number of vantage points from which to attack.

Note that the demon Nirah will not come to anyone's assistance here. Rather, he will allow the ziggurat's defenses to soften up any intruders before engaging them in the main Sanctuary (Room Z.1.10). If available, Davicina and Ichthibod will come to the ziggurat's defense in this room, but won't fight to the death here. Rather, they will try to escape. Davicina will join Nirah for their final defense of the ziggurat within the main Sanctuary, if possible. Ichthibod will flee into the swamp, taking the gamble that the intruders will kill Nirah and eliminate any consequences he might otherwise suffer from the demon's vengeance for his cowardice.

When Davicina and/or Ichthibod learn of any attack, they will send an underling out one of the underwater passages in the temple's dungeons to call for Bolotnik and Frogmen reinforcements from the surrounding submerged town of Tortworth. It will take 5 to 10 minutes before anyone starts showing up from there, so they are unlikely to participate in this room's battle. But, small groups of unorganized Bolotniks and Frogmen (all Inferior Mooks) will start

trickling in periodically thereafter to cause the Avatars an occasional distraction. (Any Frogmen within these groups will be of Small size.)

If the defenses overwhelm the intruders, any survivors will be taken captive and imprisoned in the cell in the Upper Foyer (Z.2.16). They will be held with the intent that they will be sacrificed at the temple's consecration, along with Friar Andrews. The bodies of any slain characters (or anyone mistakenly taken for dead) will be unceremoniously dumped into the surrounding swamp.

If the party defeats the ziggurat's defenses:

If the party defeats Nirah and the rest of the ziggurat's defenses, each character in the party should receive a flat Objective Reward of 1024 Experience Points (XP) This reward is in addition to whatever other XP they otherwise earned from doing so.

Ziggurat Major Characters

This section contains the major movers and shakers of the various conflicts comprising the adventure. Since each of these major characters is important enough to be named, each of them has their own Guts pool to draw upon when needed.

Davicina

You see a centaur-like creature that is a mix of a human female and scorpion. She has the head, upper torso, and arms of a human. Her lower extremities are those of a scorpion, including eight spindly legs and a long stinger tail that arches up over her head.

She wears a silk mantlet over her upper torso, and a golden medallion hangs down from her neck. Her left arm appears to be fashioned from pure silver, and she carries an ebony staff carved in the form of a hooded cobra.

Davicina is a human pagan priestess who was inflicted with the Curse of Abomination, as were many of the other denizens of Tortworth. Rather than taking on spider or snake-like characteristics, though, Davicina's lower extremities transformed into the body, legs, and tail of a scorpion. As such, she has a centaur-like appearance, except she has scorpion characteristics rather than equine. In essence, she has the form of a Ta-Bitjet (see [Monsters of the](#)

Mediterranean for details). Further, Davicina lost her left arm at the elbow in a battle long ago. She has replaced it with a magical silver prosthesis.

Davicina used to be a Celtic priestess in service to the Tuatha de Dannan. But, after she was cursed, Davicina converted to the Mesopotamian mythos, following the Faction of the Forces of Chaos. She is now a personal servant of the lesser demon Nirah, who is, in turn, subservient to Ishara-Uttu, a daughter of Tiamat.

She carries a key ring with several keys on it that open various locks throughout the ziggurat.

Race: Ta-Bitjet (MoM)

Classes: Bowman, Sectarian, Wise Woman, Iconoclast

Gifts: Heat Sense; Night Vision

Traits: Will defend the Ziggurat with her life.

Pagan Spell Categories: Divination, Nature, Pandemonium, Ritual, Wrath

Pagan Spells: Babble, Chiding Torment, Cruel Flame Tongue, Dire Castigating Fire, Dire Blazing Fury, Dire Blisters, Dire Stinging Swarm, Flaming Retribution, Greater Frailty, Heighten Perception, Importune, Lull to Sleep, Obscuring Swarm, Rotting Touch, Staff to Serpent.

Strategy:

If Davicina finds herself in combat without a front line, she will transform her magical staff into a cobra to defend herself. She will then augment her defenses with a Dire Stinging Swarm, if appropriate and then start using her bow and heavy hitting offensive spells.

If she has a viable front-line, Davicina will put up a Dire Castigating Fire that her front line can use to their advantage, and then try to weaken the opposition with Greater Frailty before using her bow and big offensive spells (Flaming Retribution, Dire Blazing Fury, etc.).

If she has prep time before a battle, Davicina will buff her front line (and herself) with Cruel Flame Tongue and/or Rotting Touch, as appropriate.

Davicina prefers retreat to direct melee combat. She will defend herself with her scorpion stinger in the main Sanctuary only in the most desperate situation as a last resort.

Equipment:

Gorgoneion Amulet

This is a magical agate cameo brooch on which is carved the face of a woman whose hair is comprised of snakes. The amulet is Quality Level 10, and is charmed with the spell Consecrate Gorgoneion, as described in The Codex of Cultures (value of 10561 s.oz.).

Mantlet of Heighten Perception

This magical silk mantlet (half-length mantle) gives its wearer the benefit of the Pagan spell Heighten Perception (value of 4040 s.oz.).

Medallion Necklace

A non-magical golden medallion engraved with an image of a spider sitting in the middle of a web. It is 9th Quality Level (value of 4095 s.oz.).

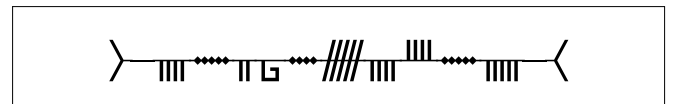
Potion of Breathe Water

This magical potion was procured from the Font of Nirah (room Z.1.8). It loses its potency if taken away from the ziggurat. As such, it has no monetary value.

Prosthetic Arm

Davicina's left arm is a prosthetic of 8th Quality Level (value of 14321 s.oz.). It casts Heighten Natural Ward on its user when they speak the command word, "Silverskin".

The command phrase is engraved on the back of the hand. Anyone that can read Ogham Script can decipher it:

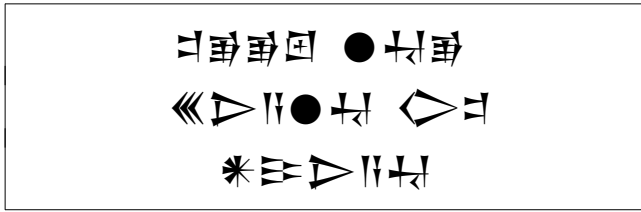


Quarterstaff of Staff to Serpent

Davicina's staff is carved from ebony in the shape of a hooded cobra. It is Quality Level 8 and delivers an additional +2 damage when it strikes.

The staff is magical. It casts the Pagan spell Staff to Serpent on itself when its user speaks the command phrase "Feel the wrath of Nirah!" and throws it to the ground. The resulting Small Cobra is under the user's control. It is a Limited-Use item with 5 uses left.

The command phrase is engraved along its length with the following glyphs. Anyone that can read Cuneiform Script can decipher them:



Bow of Dire Blazing Bolts

Davicina's bow is a magical 8th Quality Level Bow of Dire Blazing Bolts, as described in The Wicked Workshop (value of 7064 s.oz.).

Ruby Ring

A non-magical ruby ring of 10th Quality Level (value of 812 s.oz.).

Ichthibod

Ichthibod is a Bolotnik Illusionist serving in the Ishara-Uttu cult under Davicina. He lives in an old abandoned tower of Hinkypunk Swamp. He is the most powerful and revered Bolotnik in the region. Being a Bolotnik, Ichthibod is a blend between fish and man. But, he has an illusion that gives him the appearance of a human man, and presents himself as a human wizard carrying a staff (actually a trident).

He generally has a Tiny Gleaming Red Spider under his control, summoned using his Book of Minions. It generally sits on his shoulder, but is sometimes commanded to skitter away when he wants to skulk around unnoticed.

C/G/Q Level: 8/8/8

Race: Bolotnik (CC&NN)

Gifts: Concealing Undersize Items, Magic Sense, Reading and Writing Cuneiform, Taunting

Skills: Disguising, Picking Pockets, Sleight of Hand, Wields Medium Quarterstaff

Traits: Will save his own skin over all other considerations.

Catch Phrases: "It's a trap!"

Occult Skills: Hearing Lore, Legerdemain, Maleficium, Mind Lore, Pentacle Lore, Smell Lore, Taste Lore, Touch Lore, Vision Lore

Occult Spells: Invoke Dire Slumber, Invoke Dire Emotional Siphon, Charm Item with Triggered Apparition, Charm Item with Triggered Voice, Devise a Few Phantasmal Boulders, Devise Large Dire Phantasm, Devise Apt Sidestep, Devise Phantasmal Weapon, **Place Ample Fog Figment**, Devise Phantasmal Mook, Pitch Large Static Figment, Pitch Great Flat Static Figment, **Disguise Creature**, **Disguise Voice**, Emblazon Large Pentagram, Procure Cruel Tormenting Touch, Provide Pain Numbing, **Flaunt Great Aura of Dire Fascination**, Invoke Fell Torment

Strategy:

If Ichthibod finds himself in a combat situation without a front line to protect him, he'll create one by using his Book of Minions. Note that he can spend Guts points on the Conflict Rolls of all minions he conjures. And, he can conjure more than one, if needed.

If Ichthibod has preparation time, he will cast either Pitch Great Flat Static Figment or Pitch Large Static Figment to create the illusion of a wall, stone column, or other structure in which he can hide, if necessary.

Equipment:

Agate Broach

This is a magical broach of Quality Level 8 (value of 4322 s.oz.). When worn, the broach gives its wearer an Edge on all Conflict Rolls against Poison.

Armlet of Armour

This is a magical armlet of Quality Level 8 (value of 6580 s.oz.). While worn, it grants its wearer a Ward of 4 against physical blows (but does not stack with armor).

Book of Minions

This is a magical book of Quality Level 8 (value of 14321 s.oz.). When opened, the book draws 5 Setback from the user and conjures one of the following creatures at random under their control (as a Mook): Medium Constrictor Snake, Medium Scorpion, Medium Spindly Spider, Medium Leech, Tiny Gleaming Red Spider.

Trident

It is Medium-sized and is non-magical, but is 8th Quality Level (value of 5160 s.oz.).

Wand of Lightning

Ichthibod's wand is Quality Level 8 (value of 4322 s.oz.).

When an occultist points the magical wand and says "Kazap!", the wand draws 7 Setback from its user and casts the occult spell Invoke Grim Lightning Bolt. The command word is engraved along its length with the following glyphs. Anyone that can read Occult Script can decipher them:

**Nirah**

Nirah is a lesser serpent demon in service to the Mesopotamian demigoddess Ishara-Uttu. His normal demonic form is that of a Small Cobra. But, he is currently possessing an Amphiptere dragon so that he can remain in the mortal realm for an extended period. The Amphiptere is essentially a serpent with wings. It is Medium-sized, up to foot thick, and around 10 feet long.

If Nirah's host body is slain or otherwise defeated, the demon will be visibly driven out of the body. Nirah will then do his best to escape to possess another creature or object. Some possibilities are: the serpent sculpture in the Sanctuary (Z.1.9), the bronze bull in the Lower Foyer (Z.1.1), or any of the remaining Bolotniks, Frogmen, or Sprites in the ziggurat. He may even try to possess Friar Andrews in desperation as a last-ditch effort.

If Nirah is slain outside of a host, he will be driven back into the Astral Realm for a year or more, and will more than likely suffer horrific torture by Ishara-Uttu for his humiliating failure. He will do whatever he can to prevent that from happening, short of abandoning the ziggurat altogether, which would involve incomparably more severe punishments.

Race: Demon, possessing an Amphiptere dragon

Gifts: Aquatic Combat, Magic Sense, Night Vision

Pagan spells: Grim Bestial Abomination, Possess Object, Possess Living Creature.

Demonic Form Characteristics

You see a small-sized cobra, with glistening black scales and red glowing eyes. A blackish aura emanates from its body.

Durabilities: Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Bleeding, Metaphysical, and Petrifying Effects.

Fun Facts: When in Demonic Form, Nirah's bite injects a Deadly Killing Toxin. Further, its touch acts as the Occult spell Manifest Dire Tormenting Touch.

Amphiptere Characteristics

You see a medium-sized serpentine dragon. It lacks legs, but has leathery wings and red glowing eyes.

Durabilities: Immune to Blight, Metaphysical, Sunlight, and Toxic Effects. The Amphiptere is also Immune to Captivation and Enervation Effects. Finally, it is Immune to all Poisons. Finally, it is Resistant to Magic. All spells affecting it have their spell ranks cut in half.

Fun Facts: If a large party attacks an Amphiptere, it usually bellows a mighty roar to frighten off some of its attackers. This works as the Occult spell Invoke Epic Fell Roar.

Nirah's Constriction attack works as the skill Grappling, which he uses at a skill rank equal to his Quality Level. (The stated Attack Bonus and Damage only apply to the initial Grabbing Attack. From there, it proceeds as described under the Grappling skill.)

Nirah's bite is poisonous. Anyone bitten must make An Avoidance Roll with Toughness adjustments against a Threshold of 10 plus its Level. Failure indicates they are affected by a Strong Killing Venom.

Nirah is quite at home in the water, and possesses the Gift of Aquatic Combat.

The Ziggurat Defenses

As it is not a military structure, the Ziggurat is not as defensible as a castle. But, it provides a good view of the surrounding area and has few entrances and no windows. Therefore, it is relatively easy to defend. Players usually approach the Ziggurat in one of two ways:

- 1) Enter it clandestinely, and attempt to take out its forces piecemeal.
- 2) Perform an all-out assault.

If they take the first approach, then you should scatter the encounters as written in the various room descriptions until a situation arises where the overall forces are alerted to their presence. If the players use the tactic of a head-long assault, though, a large battle is likely to ensue on the exterior of the Ziggurat, or in the rooms in the upper levels with exterior doors (Z.3.1 and Z.2.1).

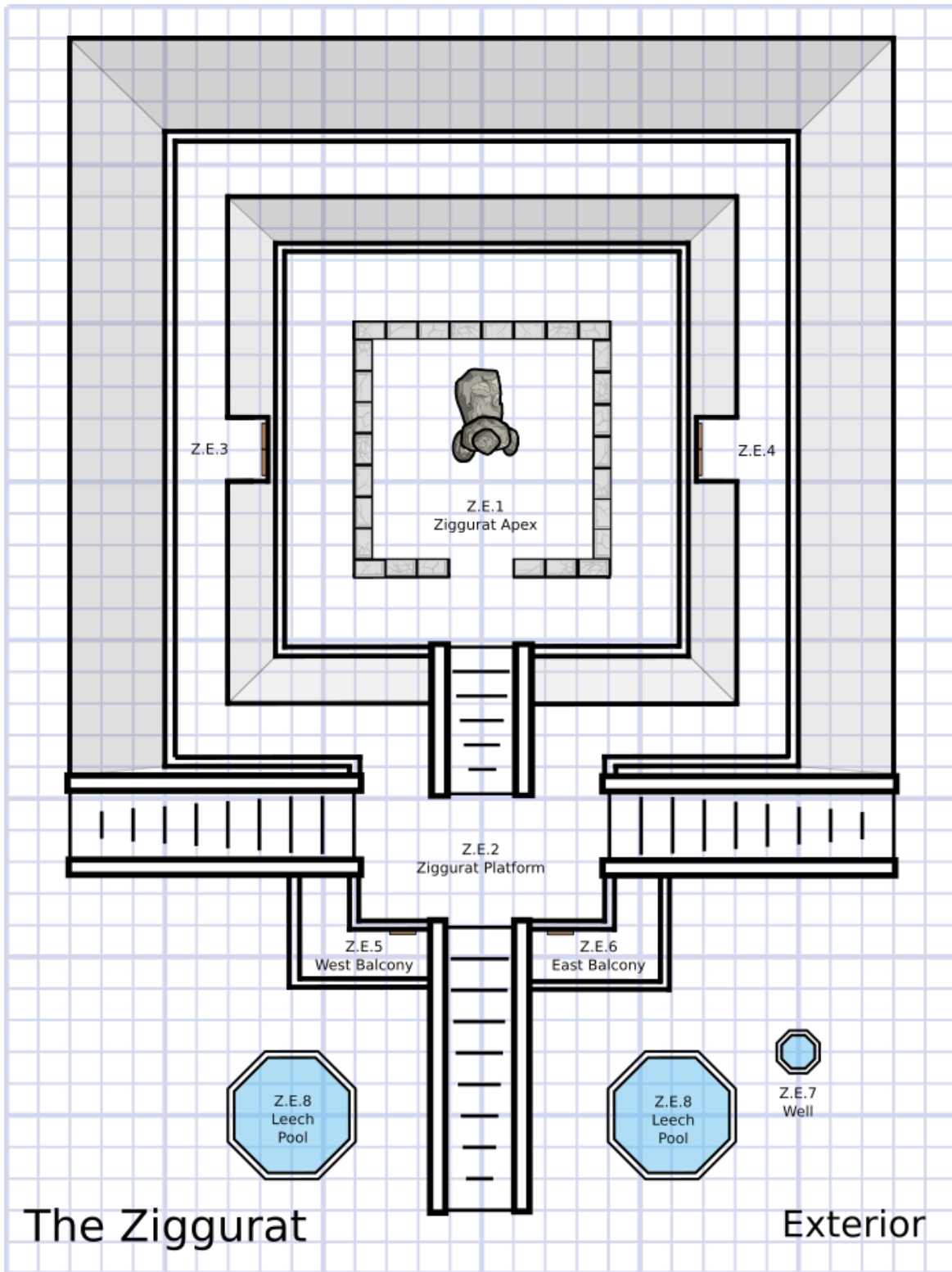
In either case, whatever forces remain will marshal themselves and organize into a reasonably cohesive defense within a matter of minutes. The defenders will separate themselves into three waves. If none of their forces have been eliminated prior to the battle, there will be about a dozen Medium Frogmen, a dozen Comparable Bolotniks, and three Comparable Grindophidians available for the fight.

The first wave will consist of Medium Frogmen wielding spears, and led by Ichthibod. If the battle takes place outside, then this wave will also include some large Frogs as well (up to 3). This first wave is trained to respond quickly to any threats. They will use the Frogmen ability of jumping large distances to ascend or descend the ziggurat's exterior levels without the need to detour around the building to use its southern stairs. While the Frogmen engage, Ichthibod will use his wand to take out any foes attacking at range. This wave is intended primarily as a delaying tactic to slow down any invaders while the more formidable second wave prepares itself. Needless to say, if the battle turns against them, Ichthibod will try to escape and join the second wave.

The second wave will consist of Comparable Bolotniks wielding tridents, one Frogman Pagan Priest, one Bolotnik Pagan Priest, and Davicina. Davicina, the Pagan Priests, and possibly Ichthibod, will use spells to take out range opponents as quickly as possible. When the tide of battle turns against them, Davicina and Ichthibod will try to escape to join the third wave.

The third wave consists of Nirah, and any survivors of the second wave. Nirah will initially roar in an attempt to divide the opposing forces, but will thereafter engage directly in melee.

Ziggurat Exterior



Ziggurat Exterior

This section contains descriptions of the (above-ground) exterior of the ziggurat, and various nearby locations.

You see an immense ziggurat, in the form of a great tiered pyramid fashioned from gleaming limestone. The lowest level is about twenty feet tall. Its walls slope inward like those of a pyramid on the west, north, and east side, but are vertical on the south side. The base of the walls of the second level are inset about ten feet from the first level, are all inward sloping, and are ten feet tall. The walls of the third tier are inset another ten feet from the second tier. This third level appears to still be under construction, its walls currently rising to a height of only a few feet.

A platform extends out from the top of the first tier. Three broad staircases rise up to this platform from the south, east, and west. The east and west staircases run along the ziggurat's south wall, while the south staircase juts boldly out into the southern grounds. A single fourth staircase leads up from the center of this platform to the top of the second tier.

Balconies extend out below this platform, on either side of the southern staircase. There are doors providing access to the balconies on the southern walls below the upper platform. You also see large double doors in alcoves on the east and west sides of the second tier.

On either side of the ziggurat's central staircase are octagonal pools of water.

There is also an octagonal well to the south-east of the ziggurat.

Four Inferior Frogmen are tending the pools on the southern grounds. The pools are filled with myriad leeches. Periodically, one of the frogmen will lower a bucket into the well to draw out water and dump it in one of them.

The grounds of the entire island are being patrolled by three Frogmen patrols, each of which consists of three Medium Frogmen, and one Comparable Large Frog. A fourth patrol of three Comparable Bolotniks is stationed on the top of the first tier keeping watch over the whole island. Their primary concern is fending off an expected attack from the gargoyle of St. George Abbey (Sir Byron Drake), with whom the cult

is at odds. They are unaware that the gargoyle is duty bound to remain at the abbey.

Z.E.1: Ziggurat Apex

You stand at the apex of the ziggurat, with a magnificent view of the surrounding marsh. The ziggurat itself gleams in the sun/moon-light. You see the ruins of an old abbey on another island to the south-west.

This level of the ziggurat is apparently still under construction. The limestone blocks making up its walls have only begun to be laid, some of which have surfaces that look old and weathered, with portions that have been re-worked to look new. The walls currently reach a height of only a few feet. Mallets and chisels are haphazardly strewn about.

A large rough-hewn marble slab dominates the center of the area. It is obviously an unfinished sculpture, but its final form is not obvious. The front of the sculpture looks vaguely humanoid, but the rear portion is large and indistinct. The overall impression is centaur-like.

If the characters somehow made it to this point without having sounded an alarm, a crew of three Inferior Bolotniks will be working the stone with mallets and chisels. They are overseen by a Comparable Bolotnik foreman.

If the characters are at the apex at night:

Off in the distance, near the south-east shore of the island, you see an eerie light on the water. An ethereal boat, in the shape of a swan, glides across the water's surface without causing the slightest ripple. A ghostly man stands at its aft, with his hand on the rudder, steering it toward the swamp's north-east inlet. A woman and two children, equally insubstantial, sit in the middle of the boat. After a moment, the shadowy apparition fades.

The boat is foreshadowing of [The Lohengrin Haunting](#), a related module that can be a potential prequel or sequel to this one. The boat's occupants are four of the main characters of that module: Godfrey, Ida, Elsa, and Elias Lohengrin. It also serves as a subtle indication that the party must go upstream from the ziggurat to find the mansion

mentioned in Davicina's letters (found in the Handouts section of this module).

Z.E.2: Ziggurat Platform

You stand on a platform jutting out from the second level. The platform and the entire second tier is surrounded by a low parapet. The platform overlooks the gardens to the south of the ziggurat. A broad staircase leads up from here to the third tier. Equally broad staircases lead down from here to the ground on the east, west, and south. The platform also overlooks balconies ten feet below this level to the south-east and south-west, and an octagonal well to the south-east.

Unless the patrol was previously alerted to the party's presence, it is likely that at least one Comparable Bolotnik guard will be stationed here, armed with a trident. If given the chance, he will call out to alert the other guards of the intruders.

Z.E.3: West Entrance

An alcove contains a pair of imposing wooden double doors. An image of men being massacred by giant scorpions is carved into their surfaces.

The doors are usually unlocked, but may be barred from the inside.

Z.E.4: East Entrance

There is a pair of large wooden double doors standing in an alcove. An image of men being devoured by giant snakes is carved into their surfaces.

The doors are usually unlocked, but may be barred from the inside.

Z.E.5: West Balcony

This is an "L" shaped balcony enclosed in a low parapet. It overlooks the ziggurat's west pool. There is a wooden door on the south wall leading into the ziggurat's interior.

The door leads to the Main Passage (Z.2.1). It is usually kept locked. Its lock (QL 6) can be picked with a successful Opening Locks roll, against a Threshold of 16.

Z.E.6: East Balcony

This is an "L" shaped balcony enclosed in a low parapet. It overlooks a well and the ziggurat's east pool. There is a wooden door on the south wall leading into the ziggurat's interior.

The door leads to the Main Passage (Z.2.1). It is usually kept locked. Its lock (QL 6) can be picked with a successful Opening Locks roll, against a Threshold of 16.

Z.E.7: Well

This is a simple open-hole well fashioned from freshly cut limestone. Its walls are about two feet tall, and laid out in an octagonal shape. A wooden bucket lies on the ground next to it, which is attached to a 20 foot long rope.

In anyone looks down the well:

You hear the faint repetitive reverberations of the croaking of frogs echoing up the well. The water level is about 15 feet below ground. There are copper coins glistening in the water on the well's bottom, which is about 5 feet below the water's surface.

Anyone making a Perception Check against a Threshold of 10 will notice that there is about a 5-foot gap between the bottom of the limestone walls and the water's surface.

The well leads into the Well Room (Z.D.11) in the dungeons beneath the ziggurat.

Z.E.8: Leech Pool

This is an octagonal pool of murky water. Its limestone walls are a couple of feet tall.

Anyone studying the water closely will see tiny vague shadows moving about in its depths. The pools are filled with leeches. There are three Inferior Mook Frogmen tending the pools, whose primary responsibility is keeping the leeches healthy and well fed. If attacked, the frogmen will forego attacking with weapons. Instead, they will try to maneuver their opponents into the pools (as per the Maneuvering skill, which they use at a rank equal to their Levels).

The pools are only about 5 feet deep. But, each pool contains a Comparable Leech Swarm (of 3 batches each). The swarm will immediately attack anyone falling into the pool. If an attack is successful, the Leeches will latch on and continue attacking their target even if they leave the pool, although each such target is thereafter subject only to the single Swarm Batch of leeches that cling to them directly.² Otherwise, the leeches will not venture out of the water.

2 Swarms must normally remain a contiguous whole. But, we're making an exception here due to the special circumstances.

Ziggurat Dungeon



Ziggurat Dungeon (Z.D)

The water in most areas of the dungeon is 5 feet deep, unless otherwise specified. Any character lacking the gift of Aquatic Combat suffers from a Drawback when participating in melee while standing in the water.

In all rooms of the Dungeon Level, except those that are completely submerged:

Periodic low croaking noises are intermixed with the sound of water dripping. These echo off the walls and reverberate throughout the area.

The area is dimly lit by the dull red light of tiny glowing spiders clinging to the ceiling, which dart away from you as you approach. Their reflections dance across the surface of the rippling water.

The spiders are Inferior Mook Gleaming Red Spiders (as described in [Celtic Creatures and Nordic Nightmares](#)). They are prevalent everywhere in the lower levels, except in the rooms that are completely submerged.. These spiders tend to space themselves out to better compete for mates. So, there are usually at least one or two in any room or hallway. They will not attack unless provoked.

Due to all the echos, it is not possible to determine the direction from which the croaking sounds originate.

The water is fresh and clear throughout the dungeon. But, because of the way the area is lit, the water appears black and opaque to anyone above its surface. No character can see what lies beneath the waterline unless they submerge.

Z.D.1 Short Hallway

This short narrow passage has been directly carved from bedrock, and is flooded with 5 feet of water. It's ceiling is arched, rising in the center to about 3 feet above the waterline. There is a narrow staircase leading up to the west from the hallway's northern end, and two narrow passages leading west and south from its southern end, which are also flooded.

The staircase leads up to the Lower Foyer (Z.1.1) on the first level.

Z.D.2 Gate

A gate spans across the passage here. You see a natural cavern beyond it to the south.

The gate is locked. Its key is held by Davacina. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

Z.D.3 Ichthibod's Quarters

This room has been directly carved from bedrock. It's ceiling is 5 feet above the waterline.

This room is the living quarters for Ichthibod, the Bolotnik mage. The southern wall is illusory. If anyone touches it, their hand will pass through it.

If the characters submerge and search the room:

There is a large basket made of woven reeds lying on its side in the north-west corner. The basket is completely submerged, about three feet tall, and resembles a flattened igloo.

The basket serves as a cozy bedding enclosure for Ichthibod.

If anyone searches under the water behind the illusory wall:

There is a heavy iron chest in the south-east corner.

Treasure:

The chest (marked with an "a" on the map) contains lidded ceramic jars and a brass coffer.

The chest and coffer are both locked. Their keys are held by Ichthibod. Their locks can be opened on a successful Opening Locks roll against a Threshold of 20.

The coffer contains 500 gold coins.

One of the jars is actually a magical Container of Capacity (described below). The rest of the jars contain various types of pickled food of interest to a Bolotnik: worms, flies, beetles, and frog eggs. These have no value of any significance.

Container of Capacity

One of the jars is actually a magical Container of Capacity (as described in The Wicked Workshop). It is about 7 inches in diameter on the outside. But, it is 2 ½ feet in diameter on the inside. It holds a rather weighty leather scroll case containing scrolls of all of the Illusionist spells up to 8th level. The jar is ceramic with a metal latch that holds the lid in place. When latched, the jar is watertight (value of 4010 s.oz.).

Z.D.4 Bolotnik Barracks

This room has been directly carved from bedrock. It's ceiling is 5 feet above the waterline. Narrow passages with arched ceilings exit from the center of the east and west walls.

If the characters submerge and search the room:

There are a dozen large baskets made of woven reeds lying on their sides. Half are in the northern part of the room, while the other half are to the south. The baskets are completely submerged, about three feet tall, and resemble flattened igloos.

The baskets serve as bedding enclosures for the dozen Comparable Bolotniks that sleep here. Unless they have been called away, at least half of them will be elsewhere patrolling or performing other duties. (Note that the barracks only house Bolotnik soldiers. The Bolotnik crafters scattered through the Ziggurat only work there. They actually live in the surrounding submerged town with their families.)

Turtle Rattle

In one of the baskets is a non-magical rattle fashioned from a turtle shell. Treat it as a Percussion Instrument having a Quality Level of 6 (value of 58 s.oz.).

Z.D.5 Frogmen Barracks

This room has been directly carved from bedrock. It's ceiling is 5 feet above the waterline. Clay is piled up along the west wall of the room, rising about a foot above the waterline, and extending about 10 feet into the room. There are a dozen man-sized woven reed mats spaced evenly on top of this make-shift shoreline, along with a scattering of tiny bullfrogs.

Two narrow passages with arched ceilings lead out from each of the north-east and south-east corners of the room. One passage leads due north, one leads due south, and the remaining two lead east.

This room acts as a barracks for 12 Medium Frogmen, at least half of which will always be elsewhere patrolling or attending to their other duties. The mats act as their bedding when they want to rest out of the water. (Note that the barracks only house Frogmen soldiers. The Frogmen crafters commute to the Ziggurat every day. They live in the surrounding submerged town with their families.)

The tiny frogs are harmless and will bound into the water and swim away if approached.

Unless the Frogmen quartered in this room have been called away or killed:

The room is filled with the low monotonous droning sound of bullfrogs. There are half a dozen frogmen lounging on the western clay bank.

The Frogmen will not attack physically unless directly attacked. However, the low periodic croaking acts as the Musical Score Lullaby Theme, which is essentially sung by a chorus of 6 Frogmen. (Treat this as a Group Conflict Roll, which imposes two Drawbacks on any rolls made to resist its effects. Their rank in Lullaby Theme equals their Level. See The Character Compendium for details.)

If a fight ensues, the Bolotnik and Frogmen priests (of rooms Z.D.6 and Z.D.7, respectively) will join the fray as soon as they are aware of it. The Frogman priest is immune to the song of the other frogmen. The Bolotnik priest isn't, but will fight while entirely submerged, and will be immune to its effects as long as this is the case.

Treasure:

If the mats are searched, a variety of glass marbles and a total of 27 s.oz. are hidden underneath them.

Z.D.6 Bolotnik Priest Quarters

This room has been directly carved from bedrock. It's ceiling is 3 feet above the waterline.

This room is the living quarters for an Inferior Bolotnik pagan Sectarian under Davicina's tutelage.

If the characters submerge and search the room:

There is a heavy iron chest in the south-east corner of the room, and a large basket made of woven reeds lying on its side in the north-west corner. The basket is completely submerged, about three feet tall, and resembles a flattened igloo.

The chest is locked. Its key is held by the Bolotnik priestess living here, in a pouch she carries. But, the lock can be opened on a successful Opening Locks roll against a Threshold of 18.

The basket serves as bedding enclosure for the Bolotnik that resides here.

Treasure:

The chest contains lidded clay pots and two high-quality instruments (described below). The pots contain various types of pickled food of interest to a Bolotnik: worms, flies, beetles, and frog eggs. The food and pots have no value of any significance.

Conch Shell Horn

A conch shell of exceptional craftsmanship that has been fashioned into a horn. Although it is made of shell, treat it as a Brass Instrument of Quality Level 12 (value of 1884 s.oz.).

Oyster Shell Castanets

Castanets fashioned from oyster shells. Treat them as a Percussion Instrument of Quality Level 10 (value of 373 s.oz.).

Z.D.7 Frogman Priest Quarters

This room has been directly carved from bedrock. It's ceiling is 5 feet above the waterline. There is a mound of clay piled up in the south-east corner that rises to a height of about a foot above the waterline.

This room is the living quarters of an Inferior Frogman pagan Sectarian under Davicina's tutelage. This frogman handles the large frog in the Dungeon Entry Hall (Z.D.8). He has a key on a chain around his neck to the gate in that room, and is responsible for opening it for any cultists needing to pass through.

The clay mound provides the Frogman that lives here with a place to rest out of the water when he chooses to do so.

If the characters submerge and search the room:

There is a wooden chest in the north-west corner of the room.

The chest is locked. Its key is held by the Frogman priest. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

Treasure:

The chest contains clay pots of pickled food and 7 coffer (described below). The pots contain various types of pickled food of interest to a Frogman: flies, beetles, and fish eggs. The food has no value.

Coffers of Marbles

The coffer are filled with glass marbles of various sizes. All total, there are around 1,000 marbles, of Quality Level 0 (value of 6 s.oz.).

Z.D.8 Dungeon Entry Hall

This room has been directly carved from bedrock. It's ceiling is 5 feet above the waterline. In the center of the room, you see a pair of large bulbous frog eyes poking above the water's surface.

There is a narrow passage in the north-west corner leading due north and a wide passage in the middle of the southern wall. A large gate spans across the southern passage.

The eyes are those of a Comparable Large Frog, which will attack any intruders unless the Frogman of room Z.D.7 commands it otherwise.

The gate is locked. Its key is held by the Frogman priest. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

Z.D.9 Nirah's Lair

This is a natural cave filled with water. The cave has a single entrance to the south. There is a large octagonal hole in the ceiling, about 20 feet across, through which flickering golden light illuminates the cave. The sides of the hole are comprised of travertine blocks, in stark contrast to cave's otherwise the natural stone. The ceiling of the cave varies anywhere from 5 to 10 feet in height above the water.

Directly underneath the opening is a sizable pile of golden treasure, comprised of goblets, plates, figurines, and coins.

This is the primary lair of the serpent demon Nirah. If the ziggurat has not already been alerted to the intruders, Nirah will be likely be coiled around the treasure pile, sleeping. Otherwise, Nirah will be awake, and will patrol the cave area for trespassers until Davicina or Ichthibod call for his assistance.

The opening in the ceiling leads to the ziggurat's Sanctuary (Z.1.9).

Treasure:

The treasure pile contains sundry gold items, mostly in the form of goblets, plates, statuettes, and jewelry, but also quite a collection of coins. In total, it is 2,500 oz of gold (equivalent to about 160,000 silver oz, or about 156 pounds of gold). It was extracted periodically from the aquatic

citizens of Tortworth to assuage Nirah's easily triggered temper.

Z.D.10 East Lair Entry

This is a natural cavern filled with water. It is illuminated by dim red light emitted by a few tiny glowing spiders clinging to the ceiling, which varies anywhere from 2 to 10 feet above the water's surface.

There is a clay embankment along the east wall of the cavern, on which a few bullfrogs lounge.

The cavern has three exits. There is a gate across the northern passage, which leads to a straight hallway of worked stone carved from the bedrock. The ceiling of this passage is arched, and rises to a height of about 3 feet above the water's surface.

The water in this room is 5 feet deep.

The gate is locked. Its key is held by Davicina. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

The bullfrogs are harmless, and will jump into the water and swim away if approached.

There is an unarmed Inferior Frogman named Grenouille in the room, who periodically cries out to get the attention of any cult members wandering through the dungeon halls to the north. Grenouille didn't appreciate the abusive treatment all the cult members are subjected to, and he complained. So, he was thrown down into Nirah's Lair (Z.D.9) from the Sanctuary Balcony (Z.2.17) a day or two ago as a sacrifice to Ishara-Uttu, and a warning to others. Nirah wasn't really peckish at the time, though. So, the Frogman has been begging to be let out ever since, as he knows it is only a matter of time before the monster in these caves gets hungry and seeks him out.

As a show of good faith, Grenouille will warn the party about the skeletons in the cavern to the south-west (Z.D.12). He will also tell them that there is a monstrous beast that dwells in these dark caves. (Grenouille doesn't know that Nirah is actually a dragon possessed by a demon, only that there is something seriously scary down here to be avoided at all costs.) He will also inform the party that there is an underwater passage in the far south-west of the dungeon that leads out to the surrounding submerged town, where most of the cult's congregation dwells. If the party could manage to get him through the gate blocking his escape through that passage, Grenouille would be forever in their debt.

Z.D.11 Well Room

This is a natural cave filled with water. The cave has a single entrance to the north-west.

There is a hole in the ceiling in the south-east end of the room, about 5 feet across. The ceiling of the cave varies anywhere from 2 to 5 feet in height above the water.

Directly underneath the opening lie scattered coins glimmering in the light under the water's surface.

There are clay banks in the northern and south-west parts of the room, rising to about a foot above the waterline. About a half dozen tiny bullfrogs are scattered across their surface.

The bullfrogs are harmless, and will jump into the water and swim away if approached.

If the characters inspect the opening in the ceiling:

The sides of the hole are comprised of cut travertine blocks, in stark contrast to the cave's otherwise the natural stone. It opens to the sky above, about 15 feet above the waterline.

Treasure:

If collected, there are 127 copper coins and 23 silver coins scattered under the opening.

Z.D.12 Scattered Bones

This is a natural cave filled with water. It is illuminated by a dim red light emitted by a few tiny glowing spiders clinging to the ceiling, which varies anywhere from 2 to 10 feet above the water's surface.

The cave has passages to the north and east.

The water in this room is anywhere from 5 to 10 feet deep, with the deepest area being in the center and toward the south and west passages.

This room serves as Nirah's garbage heap for the living sacrifices periodically thrown down to him from the Sanctuary above his lair. Once he is through gnawing the bones, he deposits the refuse here. They are comprised entirely of Bolotnik and Frogmen skeletons.

Six of the skeletons have been possessed by larvae demons, which will animate and attack anyone entering the area other than Nirah. Technically, they aren't undead. Rather, they are demonically possessed objects. But, that's splitting hairs, as there is little difference from a practical standpoint. Treat them as Inferior Mook Shambling Skeletons wielding clubs (thigh bones). (See [The Tome of Terrors](#) for the description of Shambling Skeletons.)

If anyone ducks their head under the water to inspect the room:

There are gnawed bones littered about the cave floor. You don't see any human skulls. But human-sized fish and frog skulls are scattered throughout.

The floor of the room slopes downward to the south-west. You see two completely submerged passages to the west and south.

Z.D.13 Submerged Cavern

This room is a natural cavern that is completely submerged. There are exits to the north-east and the north-west.

There is nothing of interest in the room.

Z.D.14 West Lair Entry

This room is a natural cavern that is completely submerged. There are three exits to the room, although the west passage has a gate across it.

The gate is locked. Its key is held by Davicina. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

There is nothing else of interest in the room.

Z.D.15 Dungeon Entry Passage

The walls and ceiling of this wide passage are those of a natural stone cave. The ceiling is about 5 feet above the waterline on its north-eastern end, but slowly descends to meet the waterline in the south-west.

There is a gate across the passage on its north end.

The gate is locked. Its key is held by the Inferior Frogman priest of room Z.D.7. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

The passage continues to the south, but is completely submerged at that point.

Z.D.16 Fork

The natural cave passage forks here, and is completely submerged. The passage continues to the north, to the south-west, and to the south-east, although there is a gate across the south-east passage.

The gate is locked. Its key is held by Davicina. The lock can be opened on a successful Opening Locks roll against a Threshold of 18.

Z.D.17 Long Passage

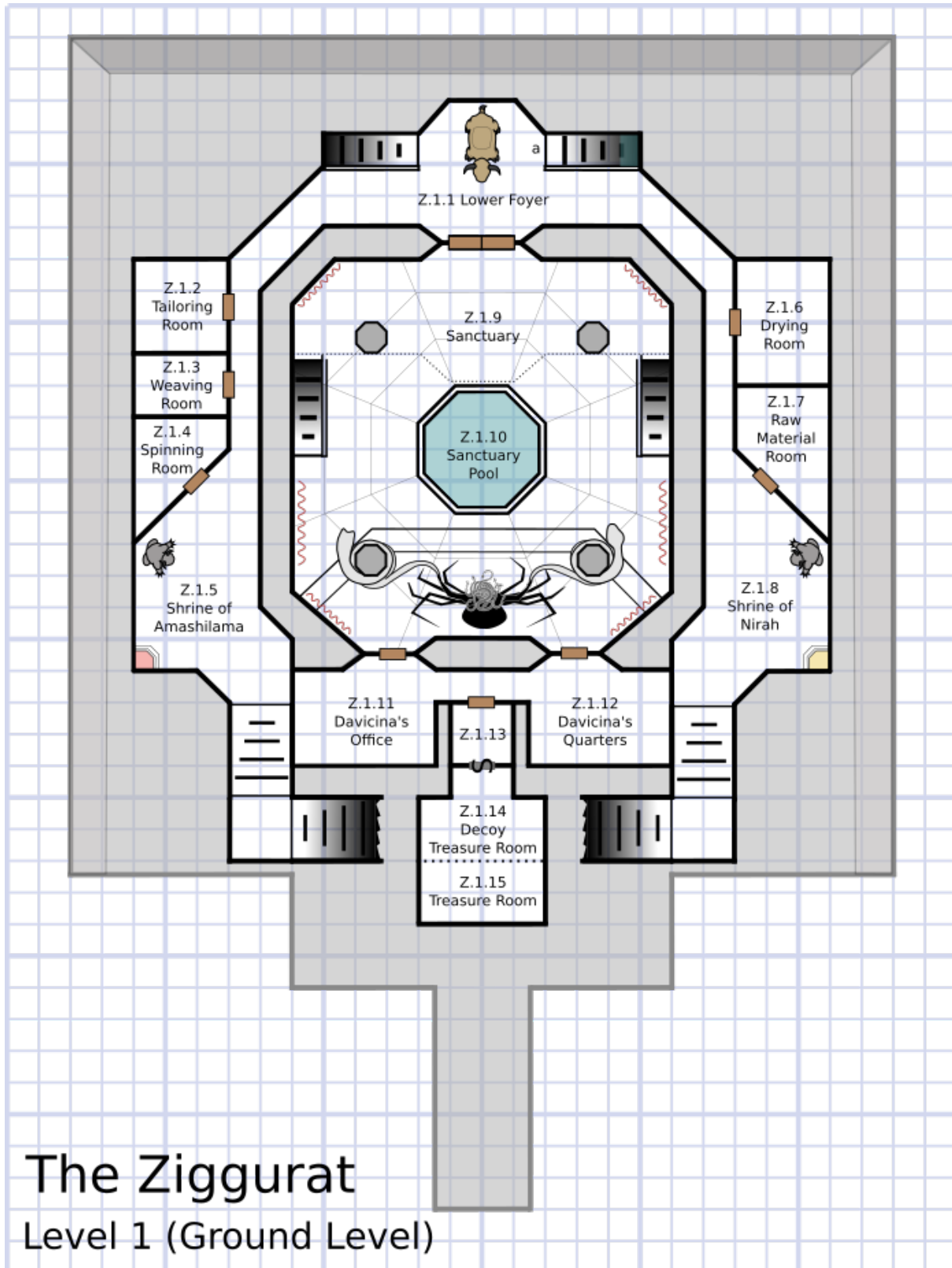
This wide natural cave passage is completely submerged, and winds its way in a roughly east/west direction for about 100 feet.

The jagged icon on the map indicates the passage continues for a ways. The western end of the passage leads to a natural cave entrance beneath the surface of the water off the shore of the ziggurat's island. It is used by many of the cult members to gain access to the ziggurat from the surrounding town (through the gate in the Dungeon Entry Hall (Z.D.8).

If the alarm of an intrusion into the ziggurat was recently sounded, it is likely that there will be several Inferior Mook Frogmen and/or Bolotnik cult members encountered here, either rushing to defend the temple or fleeing from danger.

Otherwise, there will be a 50% chance that 1 or 2 Inferior Mook Frogmen or Bolotniks will be leisurely passing through.

Ziggurat Level 1 (Ground Level)



The Ziggurat
Level 1 (Ground Level)

Ziggurat Level 1 (Ground Level)

Z.1.1: Lower Foyer

This room acts as a junction for several passages that meet here. Wide hallways lead both east and west. There is a narrow staircase leading up just to the north of the west passage, and a narrow staircase leading down immediately to the north of the east passage. In the middle of the south wall is a slight recess containing a pair of large double-doors. Carved into their surface is a bas-relief image of a spider situated in the center of a spider-web.

There is a large angular alcove in the center of the north wall, and a large bronze sculpture of a bull in front of it, which extends into the middle of the room facing the double doors. Tendrils of steam rise from its nostrils. Below the sculpture's belly is a fire pit, whose flames illuminate the room.

The bull, and well as the floor, walls, and doors of this room are all splattered with splotches of pinks, pale blues, yellows, violets, greens, and other myriad colors.

There is a wooden bucket lying on the floor in the north-east corner of the alcove.

The staircase leading up goes to the Upper Foyer (Z.2.16) on the second level. The staircase leading down goes to the dungeon level (Z.D.1).

The bronze bull is an elaborate pressurized boiling kettle, in which the sticky coating of the raw spider webbing (stored in room Z.1.7) is boiled off. Colored dye is usually added to the boiling water to give the webbing the desired color. The cleaned and dyed raw silk is then moved to the Drying Room (Z.1.6) for storage prior to spinning (in room Z.1.4).

Part of the religious ritual associated with boiling the raw spider silk is flinging a few splatterings of the colored water around the room whenever the silk is removed from the bull. This is done to honor Ishara-Uttu, goddess of weaving, and explains the colored splotches throughout the room.

The fire pit beneath the bronze bull contains magical fire that burns continually. (It is a Dire Castigating Fire spell that has been made Enduring.)

Four Inferior Spunkie sprites are assigned the task of tending to the boiling kettle, as its heat has no effect on them. It is their job to ensure it has plenty of water, which they satisfy

by taking the bucket down the stairs to the flooded dungeons. If the Spunkies have warning of intruders, they will hide within the flames of the fire pit beneath the bull, using their Guise of Fire Eldritch ability to become essentially invisible while they do so. If the party becomes engaged in a battle in the Sanctuary (room Z.1.10), the Sprites will pull the fire opal chain to release a cone of steam, when a good opportunity presents itself.

If the party looks down the staircase (marked 'a' on the map):

The staircase is straight, long, and narrow, and you can see that the level below is at least partially flooded with water. You hear the faint repetitive reverberations of the croaking of frogs echoing up the staircase.

The surface of the water is about 15 feet below this level.

If the party examines the floor closely:

You see a number of footprints in the colored splotches, consisting of both human-sized webbed feet and teensy human feet.

A successful Tracking roll against a Threshold of 10 will determine that the most recent footprints are those of tiny humans that lead into the fire pit under the bull. (These were made by the Spunkies the last time they entered the flames.)

If the party examines the bronze bull closely:

You see a brilliant fire opal hanging down from a bronze chain below the bull's neck. Its back has a rectangular plate on its top that is held down with latches. You hear a light gurgling sound from within the sculpture.

The gurgling sound is from the boiling water it contains.

If the fire opal chain is pulled:

The chain from which the fire opal hangs is attached to a relief valve. If the chain is pulled, the bull will belch forth a cone of steam through its nostrils.

Treat the steam as if it were the Occult spell Invoke Large Cone of Grim Steam cast at 8th spell rank directly in front of the bull.

If the doors to the Sanctuary are open, the cone will extend 5 feet beyond the doors. Otherwise, the steam will fill the southern half of this room.

Once activated, it will take a full 5 minutes for steam to build up sufficiently to release another cone, unless the Spunkies collectively make the effort to overheat the boiling water themselves through their Eldritch Fiery Touch abilities. In that case, it will take them three rounds to build up another head of steam.

In the unlikely event that the party handles a battle in the Sanctuary far too easily:

At your discretion (and assuming that the big final battle actually occurs in the Sanctuary), once the demon Nirah is driven from his host dragon’s body, you could have him possess this sculpture to continue his attack. Hopefully, this will transform what would otherwise be an anticlimax into an exciting finale. In that case, treat it as a Superior Bronze Bull (described in Monsters of the Mediterranean), with the caveat that it breathes steam rather than fire. (Beware, though, Bronze Bulls are exceptionally potent. You should only do this as a fall-back if the party truly handled the climax with disappointing ease.)

Treasure:

The fire opal hanging from the bronze bull’s neck is worth 5,000 s.oz. It is non-magical.

Z.1.2: Tailoring Room

The door to this room is locked. Rumble Threadspin (described in room Z.1.4) has its key. Although, a successful Opening Locks roll against a Threshold of 18 opens the lock (QL 8).

This room is clearly a tailor’s workshop.

In the south-west and north-west corners of the room are padded tailoring mannequins, ranging from human size down to doll-size. Between these, in the middle of the west wall, is a high-backed wicker chair. A tiny cage hangs on a hook above the chair, which holds a tiny glowing spider giving off a dull red light that illuminates the room.

There is a long table next to the door on the southern wall, on which lie measuring tapes, scissors, a pin cushion containing a multitude of pins and needles, a number of thread spools of myriad colors. and a partially used bolt of white silk.

Finally, a rack holding a multitude of silk garments lies along the north wall.

When not otherwise engaged in spinning, Rumble Threadspin (described in room Z.1.4) spends the majority of his work time here.

Treasure:

The rack of clothes is a veritable clothing shop in terms of variety and sizes. It holds cloaks, shawls, scarves, blouses, pants, robes, undergarments, and a plethora of other articles tailored to fit humanoids of any size ranging from sprites to humans. All of the garments are made of silk. Some of the finer specimens are embroidered with intricate designs. They are of Quality Level 8, and have a total value of 20,000 s.oz., although it would take a wagon to transport them all.

The bolt of silk is partially used. It is Medium-sized and is worth 400 s.oz.

Z.1.3: Weaving Room

The majority of this room is occupied up by a large weaving loom, taking up the entire west wall. Above it are several bobbins of red silk thread feeding down into the loom’s mechanism. The loom is being worked to produce a luxurious red silk cloth by a trio of tiny winged humans.

The three tiny humans are Comparable Pillywiggin Sprites. They may be Surprised normally. When they notice the intrusion, they will stop what they are doing and react belligerently for being disturbed. They will take to the air, flit over to the trespassers, and try to loosen the fasteners of the pants of anyone wearing them using their Unbind Eldritch skill. If successful, the garments will fall around the intruders’ feet, hindering their movements as described in the Unbind description. Whether this works or not, the Sprites will then proceed to use their Impish Pinch Eldritch skill to pinch the poor soul(s) mercilessly.

Treasure:

At the base of the loom is half of a Medium-sized bolt of red silk of Quality Level 8. It is worth 380 s.oz.

Z.1.4: Spinning Room

This room is trapezoidal in shape, with the southern wall being at a sharp angle to the others.

All along the west wall are shelves holding countless bobbins of colorful thread.

In the center of the room is a dwarf-sized man with a bent back and a crooked nose. He sits on a short wicker stool next to a spinning wheel. A set of keys hangs from his belt. A wicker basket lies by his side on the floor. It is full of a fluffy material similar to cotton or wool dyed brilliant red. The man is working the wheel's pedal with his foot, is slowly drawing the fluffy material out of the basket with his hands, and is feeding it into the wheel's spinning bobbin.

In the center of the back wall of the room is a tiny cage hanging on a hook containing a tiny glowing spider.

The man is a Comparable Dwarfish Troll named Rumble Threadspin. He is skilled in the crafts of Weaving and Tailoring, and oversees all of the cult's weaving activities. As he is so intent on his work, he has a Drawback when rolling Surprise. He will not instigate any attack, but he carries scissors on his belt with which he will defend himself if necessary (treat as a dagger). The keys Rumble possesses fit the locks to the doors of all the workshop rooms dealing with weaving and tailoring in the ziggurat.

Treasure:

The silk thread on the bobbins is Quality Level 8. All total, it is worth 2,000 s.o.z. But, it is rather bulky, and would fill three Medium-sized crates.

Z.1.5: The Shrine of Amashilama

This majority of this room is roughly shaped as a trapezoid, as its northern wall lies at a 45 degree angle from the east and west walls. A broad stairway leads up from the south-west corner of the room, and a hallway leads north from the room's north-east corner. There is also a door on the angled northern wall. A small bronze cage containing a glowing red spider hangs on a hook in the center of the west wall, illuminating the room with dim reddish light.

A stone statue of a demonic dog sits in the north-west corner of the room.

An angular basin made of red marble with black specks throughout it is built into the walls of the south-east corner. It is about 3 feet across and has

a single rounded step leading up to it, appropriate for kneeling. Behind and above this basin is a sculpture of a leech rearing up with its maw gaping open.

A bas-relief pattern of intertwined leeches is carved into the travertine walls of the room, as if woven together into a fabric.

This room is a shrine dedicated to Amashilama, the demonic main villain of the sibling module, [The Lohengrin Haunting](#). Amashilama is a servant of Ishara-Uttu, as is Nirah, the main villain of this module.

The spider hanging in the cage is an Inferior Mook Tiny Gleaming Red Spider. It is currently well fed, and will not attack unless provoked. The cage may be easily removed from the hook and carried as a light source, if desired.

If the characters inspect the stone dog:

The statue is basically that of a canine sitting on its haunches, but has horns on its head like those of a bull, and large claws on its feet. Its mouth hangs open, displaying fangs like those of a viper. It has a collar around its neck made of black silk, from which hangs a large teardrop-shaped ruby. Glyphs are embroidered on the collar in gold thread.

If the characters inspect the dog's collar:

The glyphs on the collar are cuneiform. They appear as follows:



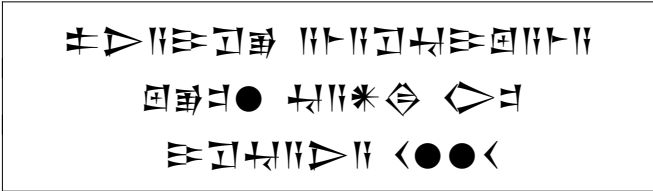
If anyone touches the dog or its collar:

The statue is demonically possessed, and will immediately attack anyone impudent enough as to disturb it. It will not leave its post in this room unless given a direct order by Nirah himself. Treat it as a Superior Grotesque Canine .

If the characters inspect the stone basin:

You notice that cuneiform glyphs are carved into the rim of the basin.

The cuneiform glyphs appear as follows:



Anyone that can read cuneiform can translate the text as “Praise Amashilama, left hand of Ishara-Uttu”. This is a command phrase that will activate the font, which is magical.

If one of the characters touches the stone basin and speaks the command phrase:

A pint of blood-red liquid trickles out of the leech’s maw and into the basin.

The character triggering the font automatically sustains 4 Setback.

The liquid is a single dose of a magical potion (Quality Level 8), which imbues its imbiber with the Pagan Pandemonium spell Rotting Touch for a single day. The liquid may be placed in a vial or other container for use later without harming it. However, it will evaporate after a day passes or if taken out of the ziggurat.

The font may be used any number of times, as long as the character triggering it has sufficient Fate Points to provide it with the required magical energy.

Treasure:

The ruby on the dog’s collar is worth 5,000 s.oz.

Z.1.6: Drying Room

This is a rectangular room with a single door in the middle of its west wall. Its walls are lined with shelves containing baskets containing a light fluffy material similar to cotton or wool. The material is dyed with brilliant yellows, reds, blues, violets, and other other colors. Colored water drips from a few of the baskets, making vivid puddles on the floor.

In the center of the room is a fire pit whose flames provide illumination. The room itself is quite hot, being akin to a sauna.

The floor is covered with a rainbow assortment of webbed footprints.

The baskets contain dyed spider silk which has been cleansed of its stickiness (by being boiled in the bronze bull of room Z.1.1). So, the silk can be easily handled without any danger of it clinging to anything. The contents of the baskets are in various stages of dryness, from sopping wet to completely dry.

The fire pit contains magical fire that burns continually. (It is a Dire Castigating Fire spell that has been made Enduring by Davicina.)

The webbed footprints continue to and from the hallway toward the Lower Foyer (Z.1.1).

Z.1.7: Raw Material Room

This room is apparently a storage room. Rows of baskets line the walls, which are filled with a white fluffy material similar to cotton or wool. The material in one of the baskets is lit from within by a reddish glow.

You see myriad minuscule black spiders clinging to various surfaces of the room, on the baskets, walls, and ceiling.

In the center of the back wall of the room is a tiny empty cage hanging on a hook.

The baskets are filled with bundles of raw spider webs. This material is used to fashion high quality luxurious silk cloth the cult is producing as a form of worship to Ishara-Uttu. The raw material was produced by various spiders found in a cursed mansion that is upstream from Hinkypunk Swamp, which is detailed in the sibling module The Lohengrin Haunting.

Most of the minuscule black spiders in the room are harmless ordinary spiders that will just skitter away if attacked. Six of them, though, are actually Inferior Pixies (Sprites) that have transformed themselves into Wee-size tarantulas using their Eldritch shape-shifting abilities.

The red light emitted from the single glowing basket is due to a Tiny Inferior Gleaming Red Spider. This glowing arachnid was originally held in the cage on the wall, and used to illuminate the room. The Pixies put it deep within one of the baskets as a practical joke. They hope to trick one of the Frogmen or Bolotniks to dig it out without thinking. This would undoubtedly cause the unfortunate character to get all tangled up in the webbing. Needless to say, the Pixies would find this hilarious. Of course, they would be even more delighted if one of the Avatars did so instead. Cult

members or not, Pixies will be Pixies. So, the Pixies will remain hidden in spider form until one of the Avatars either gets tangled up in the webbing, or they all leave.

If one of the characters touches the material in one of the baskets:

The woolly material is sticky and clings to you. As soon as you notice this puzzling fact, you hear high-pitched laughter, and the buzzing of insect wings as half a dozen tiny sprites seemingly appear out of nowhere.

The webbing in the basket will automatically cling to the character who willingly touched it. If the character pulls away, the sticky morass of webbing will be partly pulled out of the basket with them. Treat this as if it were the occult spell Generate Large Morass of Dire Web cast at a spell rank of 8, with the caveat that each bushel contains a Medium-sized morass.

At this point, the Pixies will have gleefully transformed back into their normal Pixie form. They will collectively grab the basket the character touched, lift it into the air as a group, and dump it over the ensnared intruder’s head as they giggle with mirth. They will then flutter away, scattering every which way, to gather an audience to which they can show off their handiwork.

2.1.8: The Shrine of Nirah

This majority of this room is roughly shaped as a trapezoid, as its northern wall lies at a 45 degree angle from the east and west walls. A broad stairway leads up from the south-east corner of the room, and a hallway leads north from the room’s north-west corner. There is also a door on the angled northern wall. A small bronze cage containing a glowing red spider hangs on a hook in the center of the east wall, illuminating the room with dim reddish light.

A stone statue of a demonic dog sits in the north-east corner of the room.

An angular basin made of black marble with red specks throughout it is built into the walls of the south-east corner. It is about 3 feet across and has a single rounded step leading up to it, appropriate for kneeling. Behind and above this basin is a sculpture of a cobra rearing up with its mouth gaping open, fashioned from the same stone.

A bas-relief pattern of intertwined snakes is carved into the travertine walls of the room, as if woven together into a fabric.

This room is a shrine dedicated to Nirah, the demonic main villain of this module.

The spider hanging in the cage is an Inferior Mook Tiny Gleaming Red Spider. It is currently well fed, and will not attack unless provoked. The cage may be easily removed from the hook and carried as a light source, if desired.

If the characters inspect the stone dog:

The statue is basically that of a canine sitting on its haunches, but has horns on its head like those of a bull, and large claws on its feet. Its mouth hangs open, displaying fangs like those of a viper. It has a collar around its neck made of red silk, from which hangs a large faceted teardrop amber gemstone. Glyphs are embroidered on the collar using golden thread.

If the characters inspect the dog’s collar:

The glyphs on the collar are cuneiform. They appear as follows:



If anyone touches the dog or its collar:

The statue is demonically possessed, and will immediately attack anyone impudent enough as to disturb it. It will not leave its post in this room unless given a direct order by Nirah himself. Treat it as a Superior Grotesque Canine.

If the characters inspect the stone basin:

You notice that cuneiform glyphs are carved into the rim of the basin.

The cuneiform glyphs appear as follows:



Anyone that can read cuneiform can translate the text as “Praise Nirah, right hand of Ishara-Uttu”. This is a command phrase that will activate the font, which is magical.

If one of the characters touches the stone basin and speaks the command phrase:

A pint of amber liquid trickles out of the serpent's mouth and into the basin.

The character triggering the font automatically sustains 4 Setback.

The liquid is a single dose of a magical potion (Quality Level 8), which imbues its imbiber with the Pagan Nature spell Breathe Water for a single day. The liquid may be placed in a vial or other container for use later without harming it. However, it will evaporate after a day passes or if taken out of the ziggurat.

The font may be used any number of times, as long as the character triggering it has sufficient Fate Points to provide it with the required magical energy.

Treasure:

The amber gemstone on the dog's collar is a topaz worth 5,000 s.oz.

Z.1.9: Sanctuary

You have entered a grand sanctuary, with a roughly square shape, with truncated corners. The ceiling is 20 feet tall, except for the area below a balcony section in the northern part of the room, which is 10 feet tall. Narrow staircases lead up to the balcony level on both the east and west walls.

There are four five-foot wide octagonal pillars in the room, each of which are offset 10 feet from the room's walls.

Intricately embroidered silk banners of spiders, snakes, scorpions, and leeches hang from ceiling to floor on the walls of the truncated corners, and at the southern ends of the east and west walls.

In the center of the sanctuary is an octagonal opening in the floor, 20 feet across, surrounded by a two-foot tall parapet. On each of the corners of the low octagonal parapet sits a small obsidian pot holding a torch-like flame.

Embedded in the floor, and surrounding and radiating outward from the octagonal opening are fine silvery lines glittering in the light and tracing out a spiderweb-like pattern.

In front of the south wall on a raised dais, also flickering in the torchlight, is a magnificent 15-foot tall sculpture of a creature that is both woman and spider. She has the torso, arms, and head of a human female, with the lower extremities of a great bulbous spider. Her hair is comprised of a mass of writhing vipers, seemingly frozen in marble. Her arms extend outward, and in each hand she holds the tail of a serpentine creature. From the right hand extends a great cobra, while a huge leech extends from her left. The snake sculpture coils around the south-east pillar while that of the leech coils around the south-west one.

You can see doorways behind and to either side of the central statue, and a set of double doors in the center of the north wall.

Each of the obsidian torch pots has a spider engraved on its surface. Each is only a few inches across and give off no heat. So, they may be easily carried, if desired. They are magically charmed with the pagan Ritual spell Consecrate Luminary (see The Codex of Cultures for details).

Davicina, will make her last stand here in defending the ziggurat. She will not retreat or flee, as doing so would earn punishments from Ishara-Uttu herself that would be far worse than death. Ichthibod's faith is not so strong, though, and he has a strong sense of self-preservation. He will try to flee if things start looking bad.

Davicina and Ichthibod will try to defend the ziggurat without Nirah's help at first. But, if the battle is going poorly, they will call for Nirah's help.

If Nirah is brought into the fray:

You hear a splash and the flapping of wings echoing up from the central pit. A few seconds later, you see a black snake with leathery wings quickly rise up from below and hover mid-air, with water cascading from its glistening scales. Its body is about a foot thick at its widest point, and is ten feet long. But, its eyes are its most riveting feature to draw your attention. They are unusually large for a creature of its size, being the size of grapefruit, and are glowing a fiery red. These blazing orbs are surrounded by rings of large black scales, encircling them like reptilian flower petals.

The serpent hisses as it scans the room and glimpses you, suddenly turning its gaze toward you while it continues rising. The dragon pauses momentarily, assessing its options with thoughtful consideration, and then emits an angry piercing scream, revealing the fact that it has two tongues, the longer of which is barbed.

The dragon is Nirah, a demon possessing an Amphiptere dragon. (See [Celtic Creatures and Nordic Nightmares](#) for a description of Amphiptere.) Despite the fact that it is ten feet long, the dragon is considered Medium-size, as it is thin and lithe.

Nirah's scream acts as the Occult spell [Invoke Epic Fell Roar](#). (See [The Oculus of Occultism](#) for details.)

Z.1.10: Sanctuary Pool

There is water in the bottom of this octagonal opening, whose surface is about 15 feet below the floor's level. The hole has the appearance of a cistern used to store water, but if so, it is oddly placed.

The water level is about 15 feet below the Sanctuary's floor level. Anyone inspecting the water will automatically notice the glint of gold below the water's surface in a substantial pile in its center. As such, it is easy to see that the water is only about 5 feet deep. Further, the travertine walls extend down only about 5 feet, leaving a 10-foot gap between the bottom of the walls and the water's surface. The opening leads Nirah's primary lair (Z.D.9) in the caves beneath the ziggurat.

Z.1.11: Davicina's Office

This room is apparently an office. There is a high drawing table in the middle of the west wall and a wooden table with a couple of chairs in the center of the room. Drawings and other papers are haphazardly scattered over both.

On top of the drawing table is an ink bottle and quill along with various papers. The drawing table also contains a locked drawer, for which Davicina has the key. It can be opened with a successful Opening Locks roll against a Threshold of 18. The drawer contains:

- Blank parchment, and several unused quills and ink bottles.
- Preliminary plans for draining the surrounding swamp once the ziggurat's construction is complete.
- Two letters, which are provided in the handout section for you to give to the players (designated as Z.1.11.a and Z.1.11.b).

If the characters examine the scattered papers:

The papers consist of:

- Various schedules, manifests, sketches, and building diagrams dealing with the ziggurat's construction.
- Battle plans for a mass assault on the nearby St. George Abbey, utilizing all of the Frogmen and Bolotnik cult members, except for a few key craftsmen needed to finish the ziggurat.

Z.1.12: Davicina's Quarters

There is a large pile of luxurious silk pillows lying on the floor in the south-east corner of this room, and a wardrobe in the middle of the west wall.

There is a recessed door in the north wall of this room, and a hallway in the northern extreme of the west wall.

This is Davicina's bedroom.

The wardrobe is unlocked. It contains a small collection of frilly hats: one with a big poofy feather, one covered in lace, and one conical hat that's tall and pointed with a long veil hanging from its tip. The hats hint at Davicina's feminine

side. She is well-prepared to attend all those balls that scorpion women are so rarely invited to.

Z.1.13: Davicina's Closet

There are lines of hooks on the east and west walls of this room, from which a number of silk blouses of various colors hang.

Attached to the middle of the south wall is a full-length mirror.

This is Davicina's closet. The mirror is actually a secret door leading to the Decoy Treasure Room (Z.1.14). It can be opened merely by pulling on its frame.

Z.1.14: Decoy Treasure Room

There are shelves on the east and west walls of this room, which are filled with a multitude of colorful silk bolts. There is a wooden chest on the floor in the middle of the south wall.

The entire back wall is a magical illusory figment created by Ichthibod, and made permanent by Davicina. It cannot be disbelieved. But, it is magical, and anyone attempting to touch the wall will have their hand pass right through it.

Treasure:

There are a total of 73 bolts of silk of various colors on the shelves of this room.

Each is a Medium-size bolt, which is about 5 feet long, a foot wide, and 6 inches tall. Each consists of a 50 foot length of rolled-up silk cloth and weighs 5 pounds. Each bolt is worth 760 s.oz. All of the silk is Quality Level 8.

The chest is unlocked. It contains 7 bags, each of which contains 500 silver pieces.

Silk Bolts

There are a total of 73 bolts of silk of various colors on the shelves of this room. Each is a Medium-size bolt, which is about 5 feet long, a foot wide, and 6 inches tall. Each consists of a 50 foot length of rolled-up silk cloth, weighs 5 pounds., and is worth 161 s.oz. All of the silk is Quality Level 8.

Z.1.15: Treasure Room

There are hooks on the south wall of this room, from which hang various garments. In the middle of the east wall is a large iron chest. A staff leans against the wall in the south-west corner.

The garments in the room are all made of spider silk. They were were fashioned by cult, and enchanted by Davicina.

Some of the other items were taken as spoils of war after any number of violent clashes with outsiders. The rest were gathered from new recruits as they joined the cult, who were required to sacrifice all of their worldly possessions to prove their devotion to the cause. The cult plans on eventually selling them to continue funding their construction. (But, the cult's main problem isn't money. Rather, it's obtaining and transporting high quality heavy stone blocks into the middle of a swamp deep in the wilderness so they can finish constructing the ziggurat.)

The room contains the following treasures:

Along the South Wall

Hanging along the south wall are the following items:

Hat of Cognizance

Whenever anyone dons this magical silk hat, they (and their entire party) gains an Edge on all Surprise rolls (value of 4020 s.oz.).

Chest

The chest is locked. The key to it is in Davicina's possession. But, a successful Opening Locks rolls against a Threshold of 18 opens the lock (QL 8). The chest contains the following items:

Locked Brass Coffe

The coffe contains the following magical concoctions, as described in The Oculus of Occultism: Antidote Tonic (value of 2090 s.oz.), Grand Healing Elixir (x2) (value of 3380 s.oz. each), Itching Powder (value of 2090 s.oz.), Pain Numbing Ointment (value of 2090 s.oz.). All of these are Quality Level 8.

Two Leather Pouches

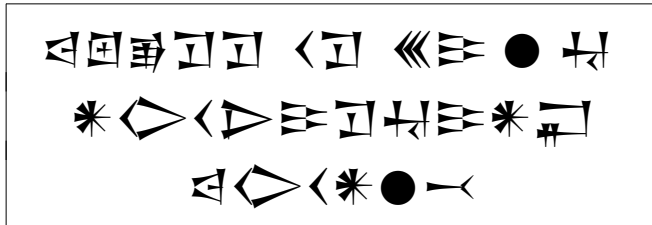
Each contains 200 gold pieces.

Basket of Cornucopia

This magical wicker container is described in detail in The Wicked Workshop. When its possessor speaks its command phrase, the basket draws 6 Setback from its user. It then conjures enough food to provide a single meal for 4

Medium-sized creatures. It is shaped in the form of a curved wicker horn with a thick red silk shoulder strap, and is 8th Quality Level (value of 4322 s.oz.).

The basket’s command phrase is embroidered in black silk glyphs along the strap’s length. Anyone that can read Cuneiform Script can decipher them as saying “Bless us with Nourishing Bounty”:



Mace of Banishment

This magical mace is a Dire Unworldly Brand, as described in The Wicked Workshop. (QL 12 - value of 6580 s.oz.).

The weapon casts Offer Dire Unworldly Brand when its wielder speaks its command phrase, which is carved into its length. Anyone that can read Gothic Script can decipher the glyphs as saying, “Banish Ye to Oblivion”:

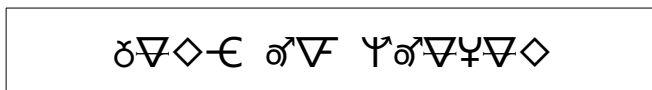


Ring of Skeletal Form

This magical ring is described in detail in The Wicked Workshop. It is made of gold sculpted into the shape of a human skull, with black-opal eyes. When put on, the ring siphons 6 Setback from its wearer, and causes their flesh to melt away, as per the Occult spell Shift Momentarily into Skeletal Form. Their flesh returns either when the ring is removed or 8 minutes pass, whichever comes first. It is 8th Quality Level (value of 4161 s.oz.).

Wand of Ectoplasmic Drain

This magical wand is described under Wand of Ectoplasmic Drain in The Wicked Workshop. It is made from the finger bones of a large humanoid, and is 9th Quality Level (value of 6912 s.oz.). The wand’s command phrase is engraved along its length. Anyone that can read Occult Script can decipher them as saying “Rest in Pieces”:



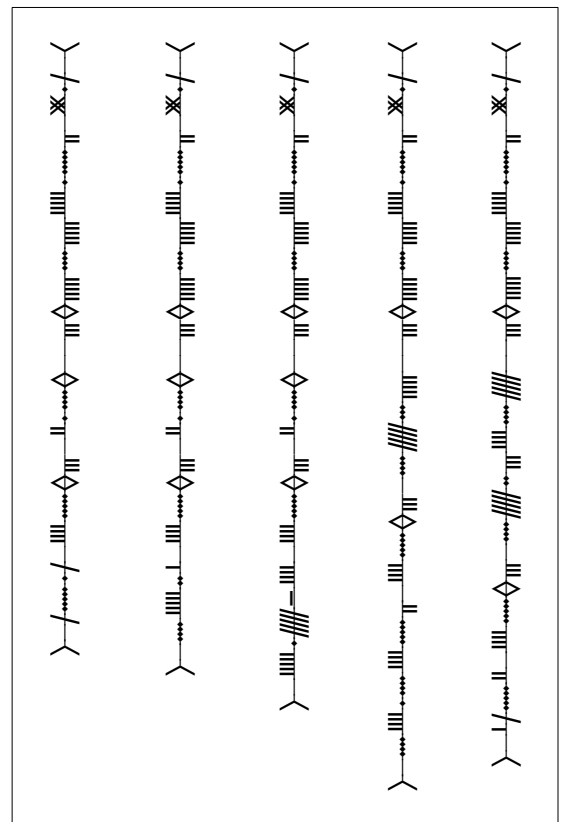
South-West Corner

The following items are leaning against the wall in the south-west corner:

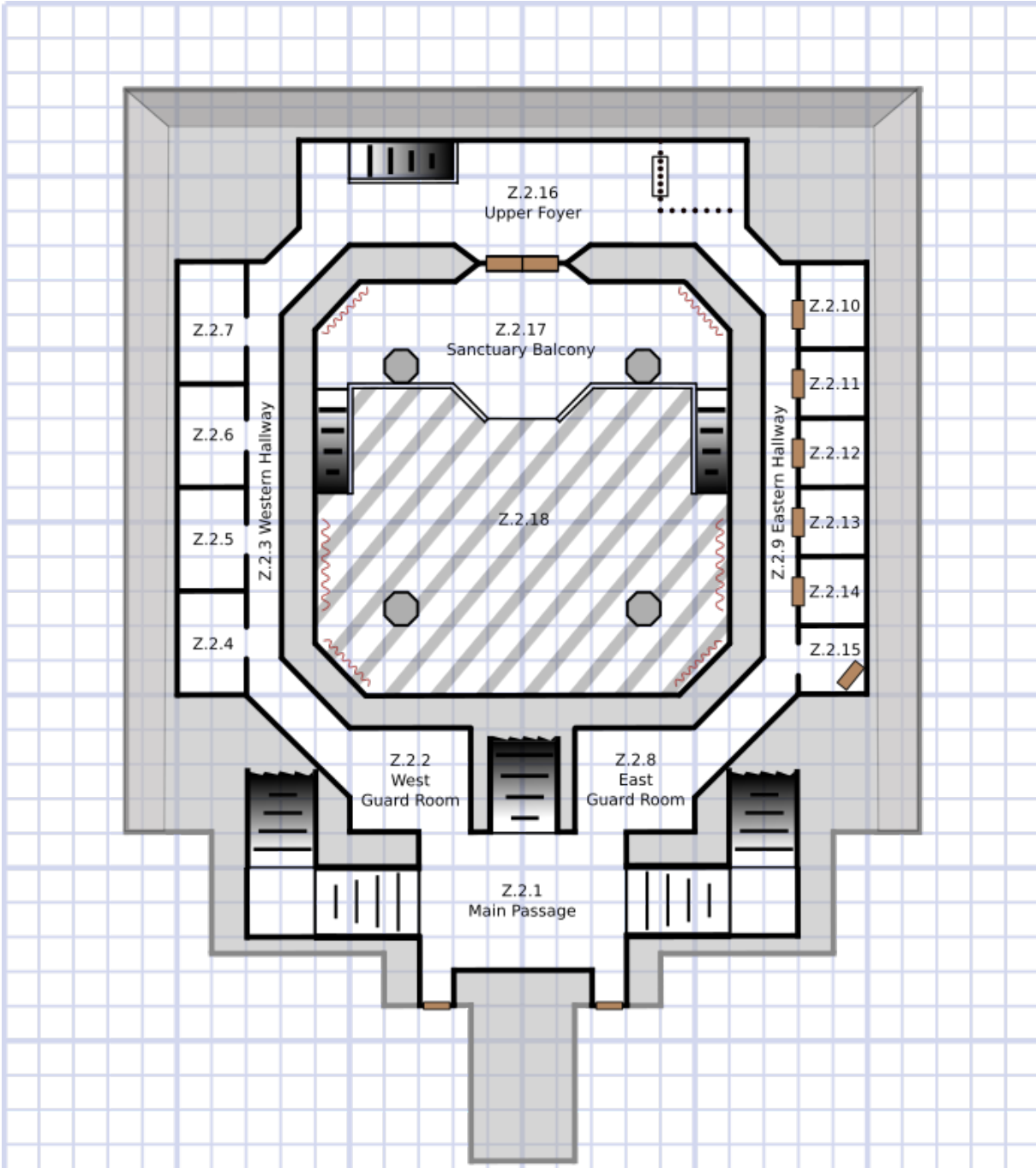
Staff: The staff leaning against the wall is a Limited-Use Staff of Remedy (QL 13), as described in The Wicked Workshop. It has the following command phrases along with their respective powers (as per the pagan Healing spells):

- “May Diancecht heal this maim.”: casts Heal Maiming. This power has 2 uses left.
- “May Diancecht heal this bone.”: casts Heal Bone. This power has 3 uses left
- “May Diancecht heal this sprain.”: casts Heal Sprain. This power has 3 uses left.
- “May Diancecht cure this disease.”: casts Panacea. This power has 2 uses left.
- “May Diancecht restore this limb.”: casts Restore Limb. This power has 1 use left.

The command phrases are carved into the staff along lines that spiral along its length. Anyone that can read Ogham Script can decipher the glyphs:



Ziggurat Level 2



The Ziggurat

Level 2

Ziggurat Level 2

Z.2.1: Main Passage

This room appears to be an intersection point of a number of passages to various parts of the edifice. There is a broad staircase that leads up in the middle of the north wall; two broad staircases leading down on the east and west walls, passages to rooms on the same level in the north-east and north-west corners, and alcoves with doors in them on the east and west ends of the south wall.

Three medium-sized baskets sit on the floor along the south wall.

This room provides easy access to all three levels of the ziggurat. The doors in the alcoves on the south wall lead out to the exterior balconies (Z.E.5 and Z.E.6).

One Comparable Grindophidian is stationed here, tasked with guarding the ziggurat. He leads two other Comparable Grindophidians in the adjacent rooms Z.2.2 and Z.2.7. (A Grindophidian is a custom monster specifically designed for this module. It is a demonically possessed Grindylow under a Curse of Abomination. The curse has physically transformed their lower extremities into snake tails. They have the same basic form as Dracaena, but their heads, torsos, and arms have the superficial appearance of Grindylows rather than humans. - See the Monsters of the Mediterranean for a write-up of Dracaena) The three Grindophidians each have a potion obtained from the Shrine of Amashilama (room Z.1.5), which imbues them with the spell Rotting Touch when drunk.

There are three Inferior Swarm Batches of Poisonous Snakes in the baskets along the south wall of the room (one Swarm Batch per basket).

Strategy:

When he first becomes aware of intruders, the Grindophidian stationed in the Main Passage will first make sure the Grindophidians in the adjacent rooms are also alerted. He will then knock over the baskets to release the snakes. (Knocking over a basket takes a single Action.) The released snakes will form into a single swarm, which is under the lead Grindophidian's control (one of the perks of being a Grindophidian is the ability to control snakes). He will command the swarm to pass through any opposition's front line and attack their back ranks, if possible.

Before engaging in melee combat, each of the Grindophidians will drink their potions, and try to grapple

and constrict the front-line opponents. (They are hoping their potions will give them a significant advantage in this regard.) Note that the lead Grindophidian also has a belt that casts Exalt Brawling on him (described in the room's Treasure section), which gives him an Edge when Grappling.

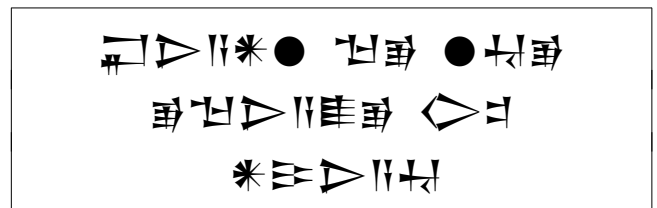
If any of the workers of the upper level escaped down the stairs due to intruders, the Grindophidian stationed in this room will send them on down one of the side staircases to alert the rest of the temple. They will try to hold the line here until reinforcements arrive. Otherwise, the lead Grindophidian will send one of his subordinates to sound the alarm. (In this case, they will be gone for 3 Rounds before returning.) Once the alarm is sounded, it will take another 3 Rounds before reinforcements start showing up. Most of these will be comprised of Inferior Bolotnik craftsmen and Inferior Mook Frogmen laborers working in various parts of the ziggurat.

Treasure:

The lead Grindophidian has a Belt of Brawling:

Belt of Brawling

The Belt of Brawling is a wide leather belt with a broad brass buckle having a Quality Level of 8 (value of 4322 s.oz.). The belt is made from scaly reptilian leather, and the buckle is engraved with the image of a web with a spider in its center. When its wearer speaks the command phrase, "Grant me the Embrace of Nirah!", the belt draws 4 Setback from its wearer and casts the pagan Battle spell Exalt Brawling on them. The command phrase is engraved across the buckle's inner surface with the following glyphs. Anyone that can read Cuneiform Script can decipher them:



Z.2.2: West Guard Room

This room is mostly empty, save for a wooden plank lying across a couple of stools in its center. A chisel, mallet, and several pieces of white chalk lie on the make-shift workbench.

There is chalk sketch of a coiled leech, rearing up much like a cobra on the northern wall. Chisel marks on the wall indicate work on carving a bas-relief sculpture here has just begun. Beneath it, the floor is sprinkled with dust and stone chips.

Passages lead out from the north-west and south-east corners of the room.

A Comparable Grindophidian sentry will be stationed here in the north-east corner of the room unless he has been called away to defend the ziggurat elsewhere. He is under the command of the lead Grindophidian standing guard in the Main Passage (Z.2.1).

The workbench is that of a Comparable Bolotnik Stonemason that has recently been working on a bas-relief carving of Amashilama in the northern wall. He has keys to all the doors of the eastern rooms on this level. He will be here sculpting unless an alarm concerning trespassers has been raised. In that case, he will try to run to one of the eastern rooms and lock the door.

Z.2.3: Western Hallway

There are four open doorways positioned at regular intervals on the western wall of this long hallway. None of them have doors.

Passages lead out from the north and south ends of the hall.

The northern half of the hallway's eastern wall has a pattern of interwoven leeches sketched in white chalk on its stone surface, giving the impression of a textile.

There is nothing of note here.

Z.2.4-7: Empty Rooms

These rooms are empty, save for some scattered tools.

There is nothing else of interest in any of these rooms.

Z.2.8: East Guard Room

This room is empty of furnishings. A finely polished bas-relief sculpture of a coiled rearing cobra, with a flaring hood, is carved into the surface of the northern wall.

There are passages leading out from the north-east and south-west corners of the room.

A Comparable Grindophidian sentry will be stationed here in the north-west corner of the room unless he has been called away to defend the ziggurat elsewhere. He is under the command of the lead Grinophidian standing guard in the Main Passage (Z.2.1).

Z.2.9: Eastern Hallway

There are six open doorways positioned at regular intervals on the eastern wall of this long hallway. Passages lead out from the north and south ends of the hall.

The hallway's western wall has a pattern of interwoven snakes carved into its stone surface, giving the impression of a textile.

There is nothing of note here.

Z.2.10: Friar Andrew's Belongings

This room is empty, except for a quarterstaff leaning against the wall in the north-east corner and a burlap sack haphazardly thrown on the floor next to it.

The door to this room is locked. The Bolotnik working in the West Guard Room (Z.2.2) has the key. Although, a successful Open Locks roll against a Threshold of 18 opens the lock (QL 8).

The items are the possessions of Friar Andrews, held captive in the cell in the Upper Foyer (Z.2.11). The staff is high quality, and is fully detailed in Friar Andrews' description in the Major Characters section. The burlap sack contains rosary beads, a wooden cross, a pouch containing dry rations, and a small wineskin containing common wine.

Z.2.11-15: More Empty Rooms

These rooms are empty, save for some mallets and chisels lying on an occasional workbench. The floors of these rooms are covered in dust and bits of stone.

The doors to the rooms Z.2.11-15 all have locks, but will be unlocked unless some of the workmen flee from intruders to hide in one of them.

Anyone inspecting the doorway to room Z.2.15 will easily see that the hinges for the door have been installed, but the door itself has not yet been hung. Its door is leaning in the room's south-east corner.

There is nothing else of interest in any of these rooms.

A few Inferior Bolotnik Stoneworkers are making finishing touches to these rooms. Unless an alarm has been sounded warning of intruders, they will be working in this area. Otherwise, they will try to flee down a stairway to the flooded dungeon, and escape through one of the outer passages from there, if possible. The workmen will not attack unless directly ordered to do so by a cult leader, but will defend themselves with their mallets (hammers), if necessary.

Z.2.16: Upper Foyer

This is a long narrow room, running west to east. It has a pair of recessed double doors on the south wall, a staircase leading down in the north-west corner, and passages in the south-west and south-east corners.

The eastern half of the room's southern wall has a pattern of interwoven snakes carved into its stone surface, giving the impression of a woven basket or textile. The western half of the same wall has a similar pattern of interwoven leeches sketched in white chalk on its stone surface. Some chisel marks on the wall and stone chips on the floor immediately west of the double doors indicate that work has begun on transforming the chalk outline into a bas-relief sculpture.

In the north-east corner of the room is a cell comprised of metal bars. There is a man lying on the floor in the cell dressed in a filthy brown robe, apparently asleep.

This is the foyer leading into the Sanctuary Balcony (Z.2.11). The stairs lead down to the Lower Foyer (Z.3.1).

The cell door is locked, but may be picked with a successful Opening Locks roll against a Threshold of 18. The bars are made of bronze, and are fashioned in the form of leeches and serpents coiled around each other.

If the Avatars question the man in the cell:

The man is Friar Andrews, who was captured about a month ago when he came to investigate where the attacks on St. George Abbey were coming from.

If released, he will be very grateful to his rescuers. If you feel the party needs some extra firepower, the Friar will be eager to help them however he can. On the other hand, if you feel the group has things under control, they will find Friar Andrews in a state too weak to fight, and he will require a week to recover from his imprisonment. In either case, he will be happy to reveal the following information:

- He personally lives at the nearby St. George Abbey and was captured about a month ago.
- The people building the ziggurat mostly come from the surrounding swamp.

- They comprise a newly risen Pagan cult following a minor Mesopotamian deity (which Friar Andrews considers to be a demonic servant of Satan.)
- They are holding him as a human sacrifice for when the temple is completed and consecrated.
- He overheard a half-scorpion / half-woman demon (Davicina) talking with a fish-man (Ichthibod) about running out of stone, and that their requests to take it from some mansion to the north have been repeatedly rebuffed, as it is apparently too important for some unknown reason. (The mansion in question is the main house described in the sibling module [The Lohengrin Haunting](#).)

Z.2.17: Sanctuary Balcony

This is a balcony level overlooking an expansive pagan sanctuary. The center of the balcony area extends a short distance into the center of the room. There is a railing running along most of its length, except for the end of this extension.

Silk banners hang in the north-east and north-west corners of the balcony. These are decorated with intricate embroidered patterns incorporating spiders, snakes, scorpions, and leeches.

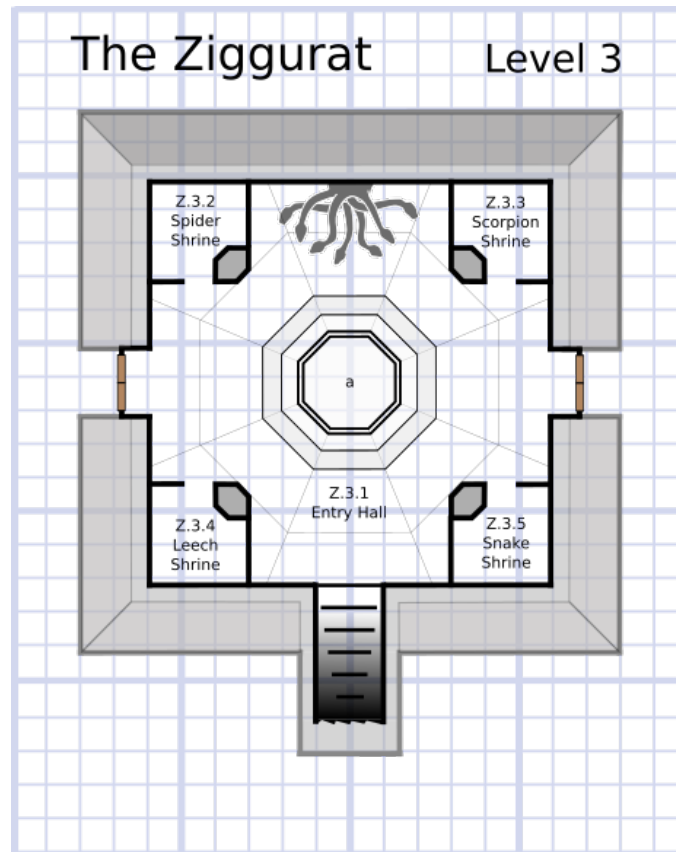
There are narrow staircases running along the east and west walls, which lead to the sanctuary below.

The balcony's extension exists primarily to enable living sacrifices to be easily flung into the pool in the sanctuary below.

Z.2.18: Sanctuary

This is the upper open area of the ziggurat's sanctuary (Z.1.9), which the balcony to the north (Z.2.17) overlooks.

Ziggurat Level 3



Z.3.1: Entry Hall

You have entered a great hall, roughly in the shape of a large plus sign. Double doors provide entry on the west-most and east-most walls, and a broad stairway leads down from the south-most wall.

There are four other passages leading into small chambers on the northern and southern walls.

Extending out from the north-most wall is a rough cut marble statue of what appears to be a many-headed serpent, or possibly a dragon.

In the center of the room is a low octagonal enclosure with a parapet that is 2 feet in height. The enclosure sits in the middle of an octagonal dais with two steps. The flagstones of the floor are shaped and laid out in a way as to suggest a spiderweb radiating out from this dais.

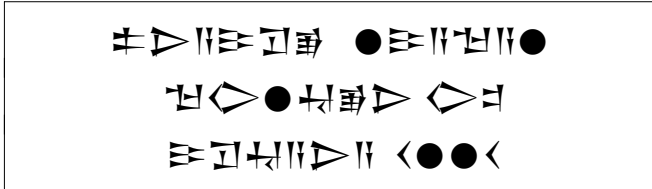
Various tools, primarily hammers and chisels, are lying haphazardly on the lip of the enclosure and the stairs surrounding it. There is also an unrolled scroll lying next to a scroll case on the stair nearest the north sculpture. The scroll is held down flat by a few marble fragments.

This is the ziggurat's entry hall. Unless they have already been alerted, there will be 5 Inferior Bolotnik sculptors hammering away on various stone working projects.

As the sculptors are making quite a lot of noise, and their attentions are tightly focused on their tasks at hand, they have an additional Drawback on Surprise. When they become aware of intruders, the sculptors will call out for help to the guards down the stairs in room Z.2.1. If attacked, the sculptors will fight using their mallets (treat them as Small Hammers).

If the characters inspect the scroll:

The scroll is provided in the Handout Section for you to give to the players. It depicts a crude drawing of Tiamat, the primal dragon of Mesopotamian mythology, along with some cuneiform text (as shown below).



Anyone that can read cuneiform can translate the text as “Praise Tiamat, mother of Ishara-Uttu”.

The scroll was provided by Davicina to the foreman to guide him on what the north sculpture should look like upon completion, along with the inscription that should go on the wall above it. The sculptor can’t actually read cuneiform, and has no idea what it actually says. He’s just planning on carving the glyphs to look exactly like they do in the drawing.

The octagonal enclosure is two feet deep, and only contains a few inches of common sand. It is intended to be a viper pit that helps to inspire a mixture of awe and anxiety in those entering the ziggurat. At this point, though, the pit is empty due to all the work being performed on this level. The snakes that are destined to inhabit the pit are currently being held in baskets in room Z.2.1 at the base of the stairs leading down to Level 2.

Z.3.2: Spider Shrine

This room is empty, except for a block of black marble in the center of the northern wall. The block is roughly cubical, but its corners have been cut away, and the floor around the block is scattered with black dust and marble debris. There are various perspectives of a spider sketched in white chalk on the block’s sides: a view from above on its upper surface, a frontal view in the front, and side views on its sides.

This chamber is destined to be a shrine to Ishara-Uttu’s spider aspect. The sketches are in preparation for the block being carved into a spider statue.

Z.3.3: Scorpion Shrine

This room is empty, except for a cubical block of rough red marble in the center of the northern wall. The block is roughly cubical, but its corners have been cut away, and the floor around the block is scattered with red dust and marble debris. There are various perspectives of a scorpion sketched in white chalk on its sides: a frontal view in the front, a view from above on its upper surface, and side views on its sides.

This chamber is destined to be a shrine to Ishara-Uttu’s scorpion aspect. The sketches are in preparation for the block being carved into a scorpion statue.

Z.3.4: Leech Shrine

This room is empty, except for a cubical block of red marble in the center of the southern wall. There is an image of a coiled leech sketched on its front, rearing up much like a snake. The two sides have partial sketches of the leech. Several pieces of white chalk sit on top of the block.

This chamber is destined to be a shrine to Amashilama, the leech demoness servant of Ishara-Uttu. The sketches are in preparation for the block being carved into a leech statue.

Z.3.5: Snake Shrine

This room is empty, except for a finely carved black marble statue of a rearing cobra in the center of the southern wall.

This chamber is a shrine to Nirah, the cobra demon servant of Ishara-Uttu, who serves as the primary driving force behind the ziggurat’s construction, and whose lair is in its dungeon.

Continuing the Adventure

The Lohengrin Haunting is a module intended as a sibling to this one. It works as a prequel, but is most often used as a sequel to this one. In that module, the demoness Amashilama acts as the primary villain, in the service of Ishara-Uttu.

Even if Ishara-Uttu's forces in Hinkypunk Swamp are overthrown, Amashilama will see an opportunity to gain great favor in her master's eyes. As such, the demoness will do her utmost to see that the ziggurat is completed and dedicated to her patron demi-goddess. Even if her efforts are unsuccessful, there will still remain a nearly complete Mesopotamian ziggurat in the heart of Celtic lands. This fact cannot go unchallenged by the Celtic pantheons, and cannot go unnoticed by the other Mesopotamian gods. If nothing else, it will attract the attentions of both Tiamat and Enki, who will send their own excursions to promote their interests by completing its construction. Needless to say, these excursion will clash with one another, as well as the Celts, as they all vie for supremacy in the area.

The Avatars will undoubtedly earn notoriety from their adventure, and be well known as having experience with the ziggurat. As such, they will likely be sought out by all parties for what secrets they might know about the place. Needless to say, the opposition won't appreciate their enemies getting the upper hand from any such potential alliance, and the Avatars could easily be caught in the resulting fireworks.

Creature Examples

The following pages provide four Difficulty Levels of monster stats: Easy, Moderate, Hard, and Extreme. Easy is intended for parties of Levels 3 and 4; Moderate is intended for parties of Levels 5 through 6; Hard is intended for parties of Levels 7 through 8; and Extreme is intended for parties of Levels 9 through 10. (Feel free to move from one block of stats to the other as play progresses, especially if you find the level of challenge to be inappropriate for your group.)

Easy Difficulty (Levels 3-4)**Wilderness Creatures****Swamp Stock Creatures**Crayfish, Comparable (Level 4)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN=6;ST=2;AG=-2;CR=4;PC=-2;HT=-3;IN=-8

HP=64; FP=20; Ward=3; SP=35 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+8 | 8 | 22 | 22

Eel, Comparable (Level 4)

Man-size eel. Limit the encounter to two at a time.

TN=4;ST=1;AG=-1;CR=2;PC=0;HT=-1;IN=-8

HP=49; FP=29; Ward=2; SP=30; Ref=ToT

Att | Dam | Def | Stab: bite=+8 | 6 | 21 | 22

Otter, Comparable (Level 4)

Man-size otter. Limit the encounter to two at a time.

TN=1;ST=5;AG=-2;CR=1;PC=0;HT=-2;IN=-6

HP=54; FP=26; Ward=1; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 10 | 17 | 19

Slug, Inferior (Level 2)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN=-3;ST=-5;AG=1;CR=0;PC=-2;HT=-2;IN=-8

HP=16; FP=22; Ward=0; SP=10; Ref=ToT

Att | Dam | Def | Stab: bite=+2 | 2 | 14 | 11

Snake, Large Constrictor (Level 4)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN=5;ST=6;AG=-4;CR=-1;PC=0;HT=-1;IN=-8

HP=83; FP=29; Ward=2; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: constriction=+10 | 4 (dam) + 5 (setback) | 19 | 23

Tick, Inferior (Level 2)

Small blood-sucking arachnid. Limit an encounter to no more than 5 at a time.

TN=2;ST=0;AG=-3;CR=6;PC=0;HT=-2;IN=-8

HP=38; FP=26; Ward=1; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+3 | 3 | 15 | 18

Woodland Stock CreaturesBear Cub (Level 0)

Bear cub accompanying Mamma Bear.

TN=0;ST=-5;AG=5;CR=-1;PC=1;HT=-1;IN=-6

HP=1; FP=1; Ward=0; SP=30; Ref=ToT

Bear, Mamma (Level 4)

Large angry black bear accompanied by two cubs. An encounter should consist of no more than one Mamma Bear at a time.

TN=5;ST=9;AG=-6;CR=-5;PC=1;HT=-1;IN=-6

HP=108; FP=32; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+11 | 17 | 17 | 24

Bee Swarm (Level 2)

A bee hive hanging from a branch surrounded by a swarm of angry honey bees. An encounter should consist of no more than 5 swarm batches. (The stats are for a single batch.)

TN=5;ST=5;AG=-2;CR=-4;PC=0;HT=-1;IN=-8

HP=76; FP=29; Ward=2; SP=45 / 45 / 25; Ref=ToT

Att | Dam | Def | Stab: sting=+9 | 8 +poison | 19 | 21

Wild Boar (Level 4)

Medium territorial swine with long tusks. An encounter should consist of no more than one at a time.

TN=4;ST=3;AG=-2;CR=-2;PC=-1;HT=1;IN=-6

HP=59; FP=32; Ward=2; SP=50 / 40; Ref=ToT

Att | Dam | Def | Stab: gore=+9 | 9 | 20 | 21

St. George Abbey Major CharactersFriar Andrews (Level 4)

Human wielding staff. When wielding his high quality staff, he delivers an additional +2 Damage.

TN=1; ST=1; AG=0; CR=0; PC=1; HT=1; IN=0

HP=38; FP=38; Ward=1; SP=35; Ref=ToT

Att | Dam | Def | Stab: staff=+9 | 5 | 21 | 22

Sir Byron Drake (Level 6)

Gargoyle wielding longsword. When wielding his magical longsword, Byron delivers an additional +2 Damage.

TN=4; ST=0; AG=-3; CR=0; PC=2; HT=2; IN=1

HP=45; FP=45; Ward=2; SP=30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+7 | 6 | 21 | 26

Ziggurat Creatures***Ziggurat Major Characters***Davicina (Level 6)

Ta-Bitjet using Bow or Sting. Her stings deliver a Typical Killing Venom.

Pagan Spells: Babble, Chiding Torment, Cruel Flame Tongue, Dire Castigating Fire, Dire Blazing Fury, Dire Blisters, Dire Stinging Swarm, Flaming Retribution, Greater Frailty, Heighten Perception, Importune, Lull to Sleep, Obscuring Swarm, Rotting Touch, Staff to Serpent.

TN=2; ST=0; AG=0; CR=-1; PC=2; HT=2; IN=1

HP=38; FP=45; Ward=1; SP=45 / 25; Ref=MoM

Att | Dam | Def | Stab: bow=+11 | 5 | 18 | 20; or sting=+10 | 3 +poison | 22 | 24

This creature is Immune to Beatific, Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Sedating, Sunshining, and Toxic Effects.

Ichthibod (Level 6)

Bolotnik Occultist wielding Parrying Dagger.

Occult Spells: Devise a Few Phantasmal Boulders, Devise Apt Sidestep, Devise Large Dire Phantasm, Devise Phantasmal Mook, Disguise Creature, Disguise Voice, Invoke Dire Emotional Siphon, Invoke Dire Slumber, Invoke Fell Torment, Place Ample Fog Figment, Pitch Large Static Figment, Pitch Great Flat Static Figment, Procure Cruel Tormenting Touch.

TN=2; ST=1; AG=0; CR=2; PC=1; HT=0; IN=0

HP=41; FP=34; Ward=1; SP=65 / 25 / 35; Ref=CC&NN

Att | Dam | Def | Stab: parrying dagger=+11 | 4 | 23 | 24

Nirah (Level 6)

Pagan spells: Grim Bestial Abomination, Possess Object, Possess Living Creature.

While possessing a Medium Amphiptere:

First three bites bite deliver a Strong Killing Venom.

TN=6; ST=4; AG=3; CR=2; PC=4; HT=-2; IN=0

HP=76; FP=38; Ward=3; SP=55 / 65 / 55; Ref=CC&NN

Att | Dam | Def | Stab: bite/wing buffet=+17 | 11 +poison | 29 | 30

Native Form of Small Demonic Cobra

Bites deliver a Deadly Killing Venom.

TN=0; ST=-7; AG=10; CR=4; PC=2; HT=-2; IN=0

HP=17; FP=32; Ward=0; SP=40 / 40; Ref=MoM

Att | Dam | Def | Stab: bite=+13 | 1 +poison | 30 | 22

Rumple Threadspin (Level 4)

Dwarfish Troll wielding Small Scissors.

TN=0; ST=0; AG=1; CR=2; PC=1; HT=-3; IN=3

HP=32; FP=26; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+11 | 2 | 17 | 17

Ziggurat Stock CreaturesBolotnik, Comparable (Level 4)

TN=1; ST=1; AG=-1; CR=2; PC=1; HT=0; IN=0

HP=38; FP=34; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+6 | 5 | 19 | 21

Bolotnik Crafter (Level 4)

TN=1; ST=1; AG=-1; CR=2; PC=1; HT=0; IN=0

HP=38; FP=34; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: hammer=+6 | 6 | 18 | 20

Bolotnik, Inferior (Level 2)

TN=0; ST=1; AG=-1; CR=2; PC=0; HT=0; IN=0

HP=35; FP=32; Ward=0; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: iaculum=+5 | 4 (setback) | 15 | 16

The Hinkypunk Ziggurat

Bolotnik, Pagan Priest (Level 4)

Pagan spells: Babble, Chiding Torment, Double Vision,
Frailty, Rotting Touch, Staff to Serpent, Tempting Target.

TN=0; ST=0; AG=-2; CR=3; PC=1; HT=0; IN=2

HP=32; FP=34; Ward=0; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+4 | 4 | 17 | 20

Frog, Comparable Large (Level 4)

TN=4; ST=4; AG=-4; CR=-1; PC=3; HT=-1; IN=-8

HP=64; FP=38; Ward=2; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: tongue=+8 | 11 (setback) | 18 | 25

Frog, Inferior Tiny Mook (Level 4)

TN=-2; ST=-14; AG=14; CR=5; PC=3; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=65 / 25 / 35; Ref=ToT

Frogman, Medium (Level 4)

Wielding spear.

TN=1; ST=1; AG=-1; CR=0; PC=3; HT=3; IN=-3

HP=38; FP=53; Ward=1; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: spear=+8 | 4 | 18 | 22

Frogman, Pagan Priest (Level 4)

Wielding spear. Pagan spells: Babble, Chiding Torment,
Rotting Touch, Staff to Serpent

TN=0; ST=1; AG=-1; CR=0; PC=2; HT=3; IN=-1

HP=35; FP=49; Ward=0; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: spear=+8 | 4 | 17 | 20

Frogman, Small Mook (Level 2)

TN=-2; ST=-5; AG=5; CR=2; PC=2; HT=3; IN=-3

HP=1; FP=1; Ward=0; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: spear=+7 | 2 | 18 | 15

Grindophidian (Level 4)

Grindylovs cursed to having serpentine lower extremities.
(Treat as Dracaena.) They attack with constriction

TN=5; ST=1; AG=-3; CR=0; PC=1; HT=0; IN=0

HP=54; FP=34; Ward=2; SP=30; Ref=MoM

Att | Dam | Def | Stab: constriction=+6 | 3 (dam) +
4 (setback) | 20 | 24

Grotesque Canine, Superior (Level 6)

TN=5; ST=0; AG=-2; CR=-3; PC=4; HT=0; IN=-5

HP=49; FP=45; Ward=2; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: bite=+8 | 5 | 23 | 29

Snake Swarm Batch, Poisonous (Level 4)

A swarm batch of poisonous snakes.

TN=6; ST=0; AG=-1; CR=2; PC=0; HT=-2; IN=-8

HP=54; FP=26; Ward=3; SP=30 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+7 | 3 +poison | 23 | 24

Spider, Gleaming Red Mook (Level 2)

Bite delivers a Weak Paralyzing Venom.

TN=-4; ST=-12; AG=15; CR=5; PC=0; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=45 / 25; Ref=CC&NN

Att | Dam | Def | Stab: bite=+9 | 1 +poison | 27 | 12

Sprite, Comparable (Level 4)

Using Impish Pinch or Fiery Touch

TN=-3; ST=-13; AG=13; CR=2; PC=3; HT=2; IN=0

HP=8; FP=49; Ward=0; SP=35 / 45; Ref=CC&NN

Att | Dam | Def | Stab: touch=+13 | special | 28 | 18

Sprite, Inferior (Level 2)

Using Impish Pinch or Fiery Touch.

TN=-4; ST=-13; AG=13; CR=2; PC=2; HT=2; IN=0

HP=1; FP=1; Ward=0; SP=35 / 45; Ref=CC&NN

Att | Dam | Def | Stab: touch=+10 | special | 25 | 14

Moderate Difficulty (Levels 5-6)**Wilderness Creatures****Swamp Stock Creatures**Crayfish, Comparable (Level 6)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN=7;ST=3;AG=-2;CR=4;PC=-2;HT=-3;IN=-8

HP=76; FP=20; Ward=3; SP=40 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+11 | 9 | 25 | 25

Eel, Comparable (Level 6)

Man-size eel. Limit the encounter to two at a time.

TN=5;ST=2;AG=-1;CR=2;PC=0;HT=-1;IN=-8

HP=59; FP=29; Ward=2; SP=30; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 7 | 24 | 25

Otter, Comparable (Level 6)

Man-size otter. Limit the encounter to two at a time.

TN=2;ST=5;AG=-2;CR=1;PC=0;HT=-1;IN=-6

HP=59; FP=29; Ward=1; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+13 | 10 | 20 | 22

Slug, Inferior (Level 4)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN=-2;ST=-5;AG=2;CR=0;PC=-2;HT=-2;IN=-8

HP=17; FP=22; Ward=0; SP=10; Ref=ToT

Att | Dam | Def | Stab: bite=+5 | 2 | 18 | 14

Snake, Large Constrictor (Level 6)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN=6;ST=7;AG=-4;CR=-1;PC=0;HT=-1;IN=-8

HP=99; FP=29; Ward=3; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: constriction=+13 | 4 (dam) + 5 (setback) | 22 | 26

Tick, Inferior (Level 4)

Small blood-sucking arachnid. Limit an encounter to no more than 5 at a time.

TN=2;ST=1;AG=-2;CR=6;PC=0;HT=-2;IN=-8

HP=41; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+7 | 4 | 18 | 20

Woodland Stock CreaturesBear Cub (Level 0)

Bear cub accompanying Mamma Bear.

TN=0;ST=-5;AG=5;CR=-1;PC=1;HT=-1;IN=-6

HP=1; FP=1; Ward=0; SP=30; Ref=ToT

Bear, Mamma (Level 6)

Large angry black bear accompanied by two cubs. An encounter should consist of no more than one Mamma Bear at a time.

TN=5;ST=10;AG=-5;CR=-5;PC=1;HT=-1;IN=-6

HP=117; FP=32; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+15 | 18 | 20 | 26

Bee Swarm (Level 4)

A bee hive hanging from a branch surrounded by a swarm of angry honey bees. An encounter should consist of no more than 5 swarm batches. (The stats are for a single batch.)

TN=5;ST=7;AG=-2;CR=-4;PC=0;HT=-1;IN=-8

HP=91; FP=29; Ward=2; SP=50 / 50 / 30; Ref=ToT

Att | Dam | Def | Stab: sting=+13 | 10 +poison | 21 | 23

Wild Boar (Level 6)

Medium territorial swine with long tusks. An encounter should consist of no more than one at a time.

TN=5;ST=3;AG=-1;CR=-2;PC=-1;HT=1;IN=-6

HP=64; FP=32; Ward=2; SP=50 / 40; Ref=ToT

Att | Dam | Def | Stab: gore=+12 | 9 | 24 | 24

St. George Abbey Major CharactersFriar Andrews (Level 6)

Human wielding staff. When wielding his high quality staff, he delivers an additional +2 Damage.

TN=2; ST=1; AG=1; CR=0; PC=1; HT=1; IN=0

HP=41; FP=38; Ward=1; SP=35; Ref=ToT

Att | Dam | Def | Stab: staff=+12 | 5 | 25 | 25

Sir Byron Drake (Level 8)

Gargoyle wielding longsword. When wielding his magical longsword, Byron delivers an additional +2 Damage.

TN=5; ST=0; AG=-2; CR=0; PC=2; HT=2; IN=1

HP=49; FP=45; Ward=2; SP=30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+10 | 6 | 25 | 29

Ziggurat Creatures**Ziggurat Major Characters**Davicina (Level 8)

Ta-Bitjet using Bow or Sting. Her stings deliver a Typical Killing Venom.

Pagan Spells: Babble, Chiding Torment, Cruel Flame Tongue, Dire Castigating Fire, Dire Blazing Fury, Dire Blisters, Dire Stinging Swarm, Flaming Retribution, Greater Frailty, Heighten Perception, Importune, Lull to Sleep, Obscuring Swarm, Rotting Touch, Staff to Serpent.

TN=2; ST=0; AG=0; CR=0; PC=2; HT=2; IN=2

HP=38; FP=45; Ward=1; SP=45 / 25; Ref=MoM

Att | Dam | Def | Stab: bow=+14 | 5 | 20 | 22; or sting=+12 | 3 +poison | 24 | 26

This creature is Immune to Beatific, Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Sedating, Sunshining, and Toxic Effects.

Ichthibod (Level 8)

Bolotnik Occultist wielding Parrying Dagger.

Occult Spells: Devise a Few Phantasmal Boulders, Devise Apt Sidestep, Devise Large Dire Phantasm, Devise Phantasmal Mook, Disguise Creature, Disguise Voice, Invoke Dire Emotional Siphon, Invoke Dire Slumber, Invoke Fell Torment, Place Ample Fog Figment, Pitch Large Static Figment, Pitch Great Flat Static Figment, Procure Cruel Tormenting Touch.

TN=2; ST=2; AG=0; CR=2; PC=2; HT=0; IN=0

HP=45; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: parrying dagger=+14 | 5 | 25 | 27

Nirah (Level 8)

Pagan spells: Grim Bestial Abomination, Possess Object, Possess Living Creature.

While possessing a Medium Amphiptere:

First three bites bite deliver a Strong Killing Venom.

TN=6; ST=5; AG=3; CR=2; PC=4; HT=-1; IN=0

HP=83; FP=41; Ward=3; SP=60 / 70 / 60; Ref=CC&NN

Att | Dam | Def | Stab: bite/wing buffet=+20 | 12 +poison | 31 | 32

Native Form of Small Demonic Cobra

Bites deliver a Deadly Killing Venom.

TN=1; ST=-7; AG=10; CR=4; PC=3; HT=-2; IN=0

HP=19; FP=34; Ward=1; SP=40 / 40; Ref=MoM

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 33 | 26

Rumple Threadspin (Level 6)

Dwarfish Troll wielding Small Scissors.

TN=1; ST=0; AG=2; CR=2; PC=1; HT=-3; IN=3

HP=35; FP=26; Ward=1; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+14 | 2 | 21 | 20

Ziggurat Stock CreaturesBolotnik, Comparable (Level 6)

TN=2; ST=1; AG=0; CR=2; PC=1; HT=0; IN=0

HP=41; FP=34; Ward=1; SP=65 / 25 / 35; Ref=CC&NN

Att | Dam | Def | Stab: trident=+9 | 5 | 23 | 24

Bolotnik Crafter (Level 6)

TN=2; ST=1; AG=0; CR=2; PC=1; HT=0; IN=0

HP=41; FP=34; Ward=1; SP=65 / 25 / 35; Ref=CC&NN

Att | Dam | Def | Stab: hammer=+9 | 6 | 22 | 23

Bolotnik, Inferior (Level 4)

TN=1; ST=1; AG=-1; CR=2; PC=1; HT=0; IN=0

HP=38; FP=34; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: iaculum=+7 | 4 (setback) | 18 | 20

Bolotnik, Pagan Priest (Level 6)

Pagan spells: Babble, Chiding Torment, Double Vision,
Frailty, Rotting Touch, Staff to Serpent, Tempting Target.

TN=2; ST=0; AG=-2; CR=3; PC=1; HT=0; IN=2

HP=38; FP=34; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+6 | 4 | 21 | 24

Frog, Comparable Large (Level 6)

TN=4; ST=4; AG=-4; CR=0; PC=3; HT=-1; IN=-7

HP=64; FP=38; Ward=2; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: tongue=+10 | 11 (setback) | 20 | 27

Frog, Inferior Tiny Mook (Level 6)

TN=-2; ST=-14; AG=14; CR=6; PC=3; HT=-1; IN=-7

HP=1; FP=1; Ward=0; SP=65 / 25 / 35; Ref=ToT

Frogman, Medium (Level 6)

Wielding spear.

TN=2; ST=1; AG=0; CR=0; PC=3; HT=3; IN=-3

HP=41; FP=53; Ward=1; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: spear=+11 | 4 | 22 | 25

Frogman, Pagan Priest (Level 6)

Pagan spells: Babble, Chiding Torment, Rotting Touch,
Staff to Serpent

TN=0; ST=2; AG=-1; CR=0; PC=2; HT=4; IN=-1

HP=38; FP=53; Ward=0; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: spear=+11 | 5 | 19 | 22

Frogman, Small Mook (Level 4)

TN=-1; ST=-5; AG=5; CR=2; PC=3; HT=3; IN=-3

HP=1; FP=1; Ward=0; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: spear=+9 | 2 | 21 | 19

Grindophidian (Level 6)

Grindyfolds cursed to having serpentine lower extremities.
(Treat as Dracaena.) They attack with constriction

TN=6; ST=1; AG=-2; CR=0; PC=1; HT=0; IN=0

HP=59; FP=34; Ward=3; SP=30; Ref=MoM

Att | Dam | Def | Stab: constriction=+9 | 3 (dam) +
4 (setback) | 24 | 27

Grotesque Canine, Superior (Level 8)

TN=6; ST=0; AG=-1; CR=-3; PC=4; HT=0; IN=-5

HP=54; FP=45; Ward=3; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: bite=+11 | 5 | 27 | 32

Snake Swarm Batch, Poisonous (Level 6)

A swarm batch of poisonous snakes.

TN=6; ST=1; AG=0; CR=2; PC=0; HT=-2; IN=-8

HP=59; FP=26; Ward=3; SP=30 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 4 +poison | 26 | 26

Spider, Gleaming Red Mook (Level 4)

Bite delivers a Weak Paralyzing Venom.

TN=-3; ST=-12; AG=15; CR=5; PC=1; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+11 | 1 +poison | 30 | 16

Sprite, Comparable (Level 6)

Using Impish Pinch or Fiery Touch

TN=-2; ST=-13; AG=14; CR=2; PC=3; HT=2; IN=0

HP=9; FP=49; Ward=0; SP=40 / 50; Ref=CC&NN

Att | Dam | Def | Stab: touch=+15 | special | 32 | 21

Sprite, Inferior (Level 4)

Using Impish Pinch or Fiery Touch.

TN=-3; ST=-13; AG=13; CR=2; PC=3; HT=2; IN=0

HP=1; FP=1; Ward=0; SP=35 / 45; Ref=CC&NN

Att | Dam | Def | Stab: touch=+13 | special | 28 | 18

Hard Difficulty (Levels 7-8)**Wilderness Creatures****Swamp Stock Creatures**Crayfish, Comparable (Level 8)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN=7;ST=3;AG=-1;CR=4;PC=-1;HT=-3;IN=-8

HP=76; FP=22; Ward=3; SP=40 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+14 | 9 | 28 | 28

Eel, Comparable (Level 8)

Man-size eel. Limit the encounter to two at a time.

TN=5;ST=3;AG=-1;CR=2;PC=0;HT=-1;IN=-7

HP=64; FP=29; Ward=2; SP=35; Ref=ToT

Att | Dam | Def | Stab: bite=+14 | 8 | 26 | 27

Otter, Comparable (Level 8)

Man-size otter. Limit the encounter to two at a time.

TN=2;ST=5;AG=-2;CR=3;PC=0;HT=-1;IN=-6

HP=59; FP=29; Ward=1; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 10 | 22 | 24

Slug, Inferior (Level 6)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN=-1;ST=-4;AG=2;CR=0;PC=-2;HT=-2;IN=-8

HP=21; FP=22; Ward=0; SP=15; Ref=ToT

Att | Dam | Def | Stab: bite=+8 | 2 | 21 | 17

Snake, Large Constrictor (Level 8)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN=6;ST=8;AG=-4;CR=-1;PC=1;HT=-1;IN=-8

HP=108; FP=32; Ward=3; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: constriction=+16 | 4 (dam) + 5 (setback) | 24 | 29

Tick, Inferior (Level 6)

Small blood-sucking arachnid. Limit an encounter to no more than 5 at a time.

TN=2;ST=1;AG=-2;CR=6;PC=2;HT=-2;IN=-8

HP=41; FP=32; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+9 | 4 | 20 | 24

Woodland Stock CreaturesBear Cub (Level 0)

Bear cub accompanying Mamma Bear.

TN=0;ST=-5;AG=5;CR=-1;PC=1;HT=-1;IN=-6

HP=1; FP=1; Ward=0; SP=30; Ref=ToT

Bear, Mamma (Level 8)

Large angry black bear accompanied by two cubs. An encounter should consist of no more than one Mamma Bear at a time.

TN=5;ST=10;AG=-4;CR=-5;PC=1;HT=-1;IN=-5

HP=117; FP=32; Ward=2; SP=45; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+18 | 18 | 23 | 28

Bee Swarm (Level 6)

A bee hive hanging from a branch surrounded by a swarm of angry honey bees. An encounter should consist of no more than 5 swarm batches. (The stats are for a single batch.)

TN=5;ST=7;AG=-1;CR=-4;PC=1;HT=-1;IN=-8

HP=91; FP=32; Ward=2; SP=55 / 55 / 35; Ref=ToT

Att | Dam | Def | Stab: sting=+16 | 10 +poison | 24 | 26

Wild Boar (Level 8)

Medium territorial swine with long tusks. An encounter should consist of no more than one at a time.

TN=5;ST=4;AG=-1;CR=-2;PC=-1;HT=1;IN=-5

HP=70; FP=32; Ward=2; SP=55 / 45; Ref=ToT

Att | Dam | Def | Stab: gore=+15 | 10 | 26 | 26

St. George Abbey Major CharactersFriar Andrews (Level 8)

Human wielding staff. When wielding his high quality staff, he delivers an additional +2 Damage.

TN=2; ST=2; AG=1; CR=0; PC=1; HT=1; IN=1

HP=45; FP=38; Ward=1; SP=40; Ref=ToT

Att | Dam | Def | Stab: staff=+15 | 6 | 27 | 27

Sir Byron Drake (Level 10)

Gargoyle wielding longsword. When wielding his magical longsword, Byron delivers an additional +2 Damage.

TN=6; ST=1; AG=-2; CR=0; PC=2; HT=2; IN=1

HP=59; FP=45; Ward=3; SP=30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+13 | 7 | 28 | 32

Ziggurat Creatures**Ziggurat Major Characters**Davicina (Level 10)

Ta-Bitjet using Bow or Sting. Her stings deliver a Typical Killing Venom.

Pagan Spells: Babble, Chiding Torment, Cruel Flame Tongue, Dire Castigating Fire, Dire Blazing Fury, Dire Blisters, Dire Stinging Swarm, Flaming Retribution, Greater Frailty, Heighten Perception, Importune, Lull to Sleep, Obscuring Swarm, Rotting Touch, Staff to Serpent.

TN=2; ST=0; AG=1; CR=0; PC=3; HT=2; IN=2

HP=38; FP=49; Ward=1; SP=50 / 30; Ref=MoM

Att | Dam | Def | Stab: bow=+17 | 5 | 23 | 25; or sting=+15 | 3 +poison | 27 | 29

This creature is Immune to Beatific, Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Sedating, Sunshining, and Toxic Effects.

Ichthibod (Level 10)

Bolotnik Occultist wielding Parrying Dagger.

Occult Spells: Devise a Few Phantasmal Boulders, Devise Apt Sidestep, Devise Large Dire Phantasm, Devise Phantasmal Mook, Disguise Creature, Disguise Voice, Invoke Dire Emotional Siphon, Invoke Dire Slumber, Invoke Fell Torment, Place Ample Fog Figment, Pitch Large Static Figment, Pitch Great Flat Static Figment, Procure Cruel Tormenting Touch.

TN=2; ST=3; AG=1; CR=2; PC=2; HT=0; IN=0

HP=49; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: parrying dagger=+18 | 6 | 28 | 29

Nirah (Level 10)

Pagan spells: Grim Bestial Abomination, Possess Object, Possess Living Creature.

While possessing a Medium Amphiptere:

First three bites bite deliver a Strong Killing Venom.

TN=6; ST=6; AG=4; CR=2; PC=4; HT=-1; IN=0

HP=91; FP=41; Ward=3; SP=65 / 75 / 65; Ref=CC&NN

Att | Dam | Def | Stab: bite/wing buffet=+24 | 13 +poison | 34 | 34

Native Form of Small Demonic Cobra

Bites deliver a Deadly Killing Venom.

TN=1; ST=-7; AG=11; CR=4; PC=4; HT=-2; IN=0

HP=19; FP=38; Ward=1; SP=50 / 50; Ref=MoM

Att | Dam | Def | Stab: bite=+18 | 1 +poison | 36 | 29

Rumple Threadspin (Level 8)

Dwarfish Troll wielding Small Scissors.

TN=1; ST=1; AG=2; CR=2; PC=2; HT=-3; IN=3

HP=38; FP=29; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+17 | 3 | 23 | 23

Ziggurat Stock CreaturesBolotnik, Comparable (Level 8)

TN=2; ST=2; AG=0; CR=2; PC=2; HT=0; IN=0

HP=45; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: trident=+12 | 6 | 25 | 27

Bolotnik Crafter (Level 8)

TN=2; ST=2; AG=0; CR=2; PC=2; HT=0; IN=0

HP=45; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: hammer=+12 | 7 | 24 | 26

Bolotnik, Inferior (Level 6)

TN=2; ST=1; AG=0; CR=2; PC=1; HT=0; IN=0

HP=41; FP=34; Ward=1; SP=65 / 25 / 35; Ref=CC&NN

Att | Dam | Def | Stab: iaculum=+10 | 4 (setback) | 22 | 23

The Hinkypunk Ziggurat

Bolotnik, Pagan Priest (Level 8)

Pagan spells: Babble, Chiding Torment, Double Vision,
Frailty, Rotting Touch, Staff to Serpent, Tempting Target.

TN=2; ST=0; AG=-2; CR=4; PC=2; HT=0; IN=2

HP=38; FP=38; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+8 | 4 | 23 | 27

Frog, Comparable Large (Level 8)

TN=4; ST=5; AG=-4; CR=0; PC=3; HT=-1; IN=-6

HP=70; FP=38; Ward=2; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: tongue=+13 | 11 (setback) | 22 | 29

Frog, Inferior Tiny Mook (Level 8)

TN=-2; ST=-13; AG=14; CR=6; PC=3; HT=-1; IN=-6

HP=1; FP=1; Ward=0; SP=70 / 30 / 40; Ref=ToT

Frogman, Medium (Level 8)

Wielding spear.

TN=2; ST=2; AG=0; CR=0; PC=4; HT=3; IN=-3

HP=45; FP=58; Ward=1; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: spear=+14 | 5 | 24 | 28

Frogman, Pagan Priest (Level 8)

Pagan spells: Babble, Chiding Torment, Rotting Touch,
Staff to Serpent

TN=0; ST=2; AG=0; CR=0; PC=2; HT=4; IN=0

HP=38; FP=53; Ward=0; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: spear=+14 | 5 | 22 | 24

Frogman, Small Mook (Level 6)

TN=0; ST=-5; AG=6; CR=2; PC=3; HT=3; IN=-3

HP=1; FP=1; Ward=0; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: spear=+12 | 2 | 25 | 22

Grindophidian (Level 8)

Grindylovs cursed to having serpentine lower extremities.
(Treat as Dracaena.) They attack with constriction

TN=6; ST=2; AG=-2; CR=0; PC=2; HT=0; IN=0

HP=64; FP=38; Ward=3; SP=35; Ref=MoM

Att | Dam | Def | Stab: constriction=+12 | 3 (dam) +

4 (setback) | 26 | 30

Grotesque Canine, Superior (Level 10)

TN=7; ST=0; AG=-1; CR=-3; PC=5; HT=0; IN=-5

HP=59; FP=49; Ward=3; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: bite=+13 | 5 | 30 | 36

Snake Swarm Batch, Poisonous (Level 8)

A swarm batch of poisonous snakes.

TN=6; ST=1; AG=1; CR=2; PC=1; HT=-2; IN=-8

HP=59; FP=29; Ward=3; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+14 | 4 +poison | 29 | 29

Spider, Gleaming Red Mook (Level 6)

Bite delivers a Weak Paralyzing Venom.

TN=-3; ST=-12; AG=16; CR=6; PC=1; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+14 | 1 +poison | 33 | 18

Sprite, Comparable (Level 8)

Using Impish Pinch or Fiery Touch

TN=-2; ST=-12; AG=14; CR=2; PC=4; HT=2; IN=0

HP=10; FP=53; Ward=0; SP=40 / 50; Ref=CC&NN

Att | Dam | Def | Stab: touch=+18 | special | 34 | 24

Sprite, Inferior (Level 6)

Using Impish Pinch or Fiery Touch.

TN=-2; ST=-13; AG=14; CR=2; PC=3; HT=2; IN=0

HP=1; FP=1; Ward=0; SP=40 / 50; Ref=CC&NN

Att | Dam | Def | Stab: touch=+15 | special | 32 | 21

Extreme Difficulty (Levels 9-10)**Wilderness Creatures****Swamp Stock Creatures**Crayfish, Comparable (Level 10)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN= 7; ST= 4; AG= -1; CR= 4; PC= -1; HT= -3; IN= -8

HP=83; FP=22; Ward=3; SP=45 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+17 | 10 | 30 | 30

Eel, Comparable (Level 10)

Man-size eel. Limit the encounter to two at a time.

TN= 5; ST= 3; AG= 1; CR= 2; PC= 0; HT= -1; IN= -7

HP=64; FP=29; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 8 | 30 | 29

Otter, Comparable (Level 10)

Man-size otter. Limit the encounter to two at a time.

TN= 2; ST= 5; AG= -1; CR= 3; PC= 1; HT= -1; IN= -6

HP=59; FP=32; Ward=1; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 10 | 25 | 27

Slug, Inferior (Level 8)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN= -1; ST= -4; AG= 3; CR= 0; PC= -1; HT= -2; IN= -8

HP=21; FP=24; Ward=0; SP=15; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 2 | 24 | 20

Snake, Large Constrictor (Level 10)

Large snake that wraps around its prey and squeezes the life out of them. Limit encounters to one at a time.

TN= 7; ST= 8; AG= -4; CR= -1; PC= 1; HT= 0; IN= -8

HP=117; FP=34; Ward=3; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: constriction=+18 | 4 (dam) + 5 (setback) | 27 | 32

Tick, Inferior (Level 8)

Small blood-sucking arachnid. Limit an encounter to no more than 5 at a time.

TN= 3; ST= 2; AG= -2; CR= 6; PC= 2; HT= -2; IN= -8

HP=49; FP=32; Ward=1; SP=45 / 25; Ref=ToT

Att | Dam | Def | Stab: mandibles=+12 | 5 | 23 | 27

Woodland Stock CreaturesBear Cub (Level 0)

Bear cub accompanying Mamma Bear.

TN= 0; ST= -5; AG= 5; CR= -1; PC= 1; HT= -1; IN= -6

HP=1; FP=1; Ward=0; SP=30; Ref=ToT

Bear, Mamma (Level 10)

Large angry black bear accompanied by two cubs. An encounter should consist of no more than one Mamma Bear at a time.

TN= 6; ST= 10; AG= -4; CR= -5; PC= 2; HT= -1; IN= -5

HP=128; FP=34; Ward=3; SP=50; Ref=ToT

Att | Dam | Def | Stab: bite/claw=+20 | 18 | 26 | 32

Bee Swarm (Level 8)

A bee hive hanging from a branch surrounded by a swarm of angry honey bees. An encounter should consist of no more than 5 swarm batches. (The stats are for a single batch.)

TN= 5; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8

HP=99; FP=32; Ward=2; SP=60 / 60 / 40; Ref=ToT

Att | Dam | Def | Stab: sting=+19 | 11 +poison | 26 | 28

Wild Boar (Level 10)

Medium territorial swine with long tusks. An encounter should consist of no more than one at a time.

TN= 5; ST= 5; AG= 0; CR= -2; PC= -1; HT= 1; IN= -5

HP=76; FP=32; Ward=2; SP=60 / 50; Ref=ToT

Att | Dam | Def | Stab: gore=+19 | 11 | 29 | 28

St. George Abbey Major CharactersFriar Andrews (Level 10)

Human wielding staff. When wielding his high quality staff, he delivers an additional +2 Damage.

TN= 2; ST= 3; AG= 2; CR= 0; PC= 1; HT= 1; IN= 1

HP=49; FP=38; Ward=1; SP=40; Ref=ToT

Att | Dam | Def | Stab: staff=+19 | 7 | 30 | 29

Sir Byron Drake (Level 12)

Gargoyle wielding longsword. When wielding his magical longsword, Byron delivers an additional +2 Damage.

TN= 6; ST= 2; AG= -2; CR= 0; PC= 2; HT= 2; IN= 2

HP=64; FP=45; Ward=3; SP=35 / 45; Ref=CC&NN

Att | Dam | Def | Stab: longsword=+16 | 8 | 30 | 34

Ziggurat Creatures**Ziggurat Major Characters**Davicina (Level 12)

Ta-Bitjet using Bow or Sting. Her stings deliver a Typical Killing Venom.

Pagan Spells: Babble, Chiding Torment, Cruel Flame Tongue, Dire Castigating Fire, Dire Blazing Fury, Dire Blisters, Dire Stinging Swarm, Flaming Retribution, Greater Frailty, Heighten Perception, Importune, Lull to Sleep, Obscuring Swarm, Rotting Touch, Staff to Serpent.

TN= 2; ST= 1; AG= 2; CR= 0; PC= 3; HT= 2; IN= 2

HP=41; FP=49; Ward=1; SP=50 / 30; Ref=MoM

Att | Dam | Def | Stab: bow=+19 | 5 | 26 | 27; or sting=+19 | 4 +poison | 30 | 31

This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quietening, Righteous, Sedating, Sunshining, and Toxic Effects.

Ichthibod (Level 12)

Bolotnik Occultist wielding Parrying Dagger.

Occult Spells: Devise a Few Phantasmal Boulders, Devise Apt Sidestep, Devise Large Dire Phantasm, Devise Phantasmal Mook, Disguise Creature, Disguise Voice, Invoke Dire Emotional Siphon, Invoke Dire Slumber, Invoke Fell Torment, Place Ample Fog Figment, Pitch Large Static Figment, Pitch Great Flat Static Figment, Procure Cruel Tormenting Touch.

TN= 2; ST= 3; AG= 1; CR= 3; PC= 2; HT= 1; IN= 0

HP=49; FP=41; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: parrying dagger=+20 | 6 | 30 | 31

Nirah (Level 12)

Pagan spells: Grim Bestial Abomination, Possess Object, Possess Living Creature.

While possessing a Medium Amphiptere:

First three bites bite deliver a Strong Killing Venom.

TN= 6; ST= 6; AG= 4; CR= 3; PC= 5; HT= -1; IN= 0

HP=91; FP=45; Ward=3; SP=70 / 80 / 70; Ref=CC&NN

Att | Dam | Def | Stab: bite/wing buffet=+26 | 13 +poison | 36 | 37

Native Form of Small Demonic Cobra

Bites deliver a Deadly Killing Venom.

TN= 1; ST= -5; AG= 11; CR= 4; PC= 4; HT= -2; IN= 0

HP=23; FP=38; Ward=1; SP=55 / 55; Ref=MoM

Att | Dam | Def | Stab: bite=+22 | 1 +poison | 38 | 31

Rumple Threadspin (Level 10)

Dwarfish Troll wielding Small Scissors.

TN= 1; ST= 2; AG= 3; CR= 2; PC= 2; HT= -3; IN= 3

HP=41; FP=29; Ward=1; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+21 | 4 | 26 | 25

Ziggurat Stock CreaturesBolotnik, Comparable (Level 10)

TN= 2; ST= 3; AG= 1; CR= 2; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: trident=+16 | 7 | 28 | 29

Bolotnik Crafter (Level 10)

TN= 2; ST= 3; AG= 1; CR= 2; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: hammer=+16 | 8 | 27 | 28

Bolotnik, Inferior (Level 8)

TN= 2; ST= 2; AG= 0; CR= 2; PC= 2; HT= 0; IN= 0

HP=45; FP=38; Ward=1; SP=70 / 30 / 40; Ref=CC&NN

Att | Dam | Def | Stab: iaculum=+13 | 7 (setback) | 24 | 26

Bolotnik, Pagan Priest (Level 10)

Pagan spells: Babble , Chiding Torment , Double Vision , Frailty , Rotting Touch , Staff to Serpent , Tempting Target .

TN= 2; ST= 0; AG= -2; CR= 5; PC= 2; HT= 1; IN= 2

HP=38; FP=41; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+10 | 4 | 25 | 29

Frog, Comparable Large (Level 10)

TN= 5; ST= 5; AG= -4; CR= 0; PC= 4; HT= -1; IN= -6

HP=76; FP=41; Ward=2; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: tongue=+15 | 11 (setback) | 25 | 33

Frog, Inferior Tiny Mook (Level 10)

TN= -1; ST= -13; AG=14; CR=6; PC=4; HT= -1; IN= -6

HP=1; FP=1; Ward=0; SP=70 / 30 / 40; Ref=ToT

Frogman, Medium (Level 10)

Wielding spear.

TN= 2; ST= 3; AG= 1; CR= 0; PC= 4; HT= 3; IN= -3

HP=49; FP=58; Ward=1; SP=80 / 40 / 50; Ref=ToT

Att | Dam | Def | Stab: spear=+18 | 6 | 27 | 30

Frogman, Pagan Priest (Level 10)

Pagan spells: Babble , Chiding Torment , Rotting Touch , Staff to Serpent

TN= 0; ST= 3; AG= 1; CR= 0; PC= 2; HT= 4; IN= 0

HP=41; FP=53; Ward=0; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: spear=+18 | 6 | 25 | 26

Frogman, Small Mook (Level 8)

TN= 0; ST= -4; AG= 6; CR= 2; PC= 4; HT= 3; IN= -3

HP=1; FP=1; Ward=0; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: spear=+15 | 2 | 27 | 25

Grindophidian (Level 10)

Grindylows cursed to having serpentine lower extremities. (Treat as Dracaena.) They attack with constriction

TN= 6; ST= 3; AG= -1; CR= 0; PC= 2; HT= 0; IN= 0

HP=70; FP=38; Ward=3; SP=40; Ref=MoM

Att | Dam | Def | Stab: constriction=+16 | 3 (dam) + 4 (setback) | 29 | 32

Grotesque Canine, Superior (Level 12)

TN= 7; ST= 1; AG= -1; CR= -3; PC= 5; HT= 1; IN= -5

HP=64; FP=53; Ward=3; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: bite=+16 | 6 | 32 | 38

Snake Swarm Batch, Poisonous (Level 10)

A swarm batch of poisonous snakes.

TN= 7; ST= 1; AG= 1; CR= 2; PC= 2; HT= -2; IN= -8

HP=64; FP=32; Ward=3; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+16 | 4 +poison | 32 | 33

Spider, Gleaming Red Mook (Level 8)

Bite delivers a Weak Paralyzing Venom.

TN= -3; ST= -12; AG=16; CR=8; PC=1; HT= -1; IN= -8

HP=1; FP=1; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+16 | 1 +poison | 35 | 20

Sprite, Comparable (Level 10)

Using Impish Pinch or Fiery Touch

TN= -2; ST= -11; AG= 15; CR= 2; PC= 4; HT= 2; IN= 0

HP=10; FP=53; Ward=0; SP=50 / 60; Ref=CC&NN

Att | Dam | Def | Stab: touch=+20 | special | 37 | 26

Sprite, Inferior (Level 8)

Using Impish Pinch or Fiery Touch.

TN= -2; ST= -12; AG= 14; CR= 2; PC= 4; HT= 2; IN= 0

HP=1; FP=1; Ward=0; SP=40 / 50; Ref=CC&NN

Att | Dam | Def | Stab: touch=+18 | special | 34 | 24

Ziggurat Handouts

Z.1.11.a Handout

Davicina,

Amashilama wants to congratulate Nirah on finding the perfect spot to build our new prized ziggurat: smack-dab in the middle of a swamp! Brilliant! She would never have thought of that!

Yes, of course, the abandoned palace provides a convenient source of high-quality stone. But, really?

You do realize that Ishara-Uttu is a goddess of weaving? Right? Did it occur to you that the fish-men and frog-men you're so eager to exploit DON'T WEAR CLOTHES! The goddess must be sooooo pleased.

Omarosa

Z.1.11.b Handout

Davicina,

For the last time, Amashilama wants it understood that if you so much as take a pebble from the mansion, she'll come down stream herself to clarify things to you personally! I surely don't have to explain to you how important its connection to the Astral Realm is! Do I? We CANNOT mess that up!!!

Amashilama has troubles of her own to deal with. She doesn't need to add Nirah's on top of them.

Get your damned stone elsewhere, and shut up about it!

Omarosa

Z.3.1 Handout

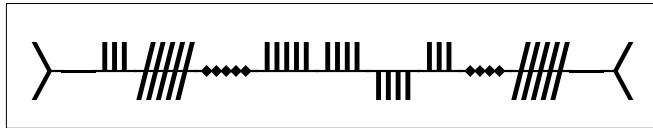


Ciphers

The various ciphers found throughout the module are repeated here, so that you can easily print or copy these pages, cut out the illustrations, and hand them out to the players.

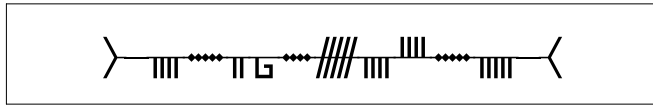
Sir Byron Drake

Longsword

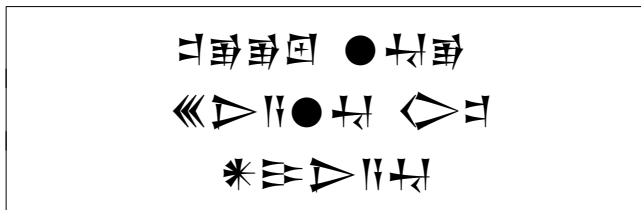


Davicina

Prosthetic Arm

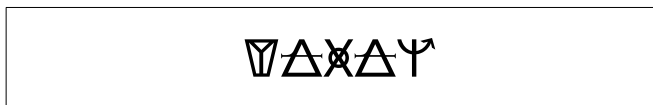


Quarterstaff



Ichthibod

Wand



A.1.1

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ՏՆԻՆՏ ՄՆՐԹ

A.C.1

BLASS ME ՎԻՍ ՎՅ ԻՉԼԹ
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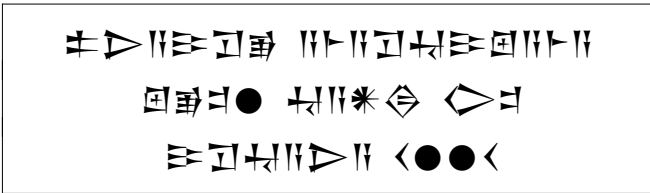
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Z.1.5

Collar



Basin

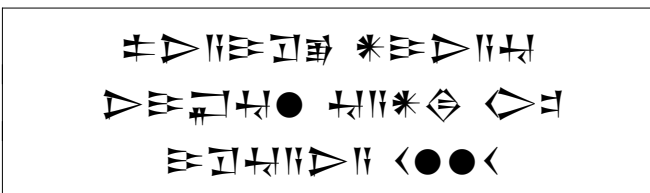


Z.1.8

Collar

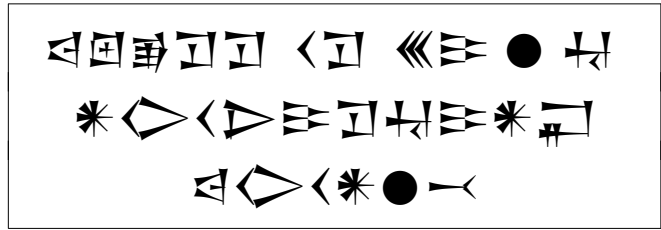


Basin



Z.1.15

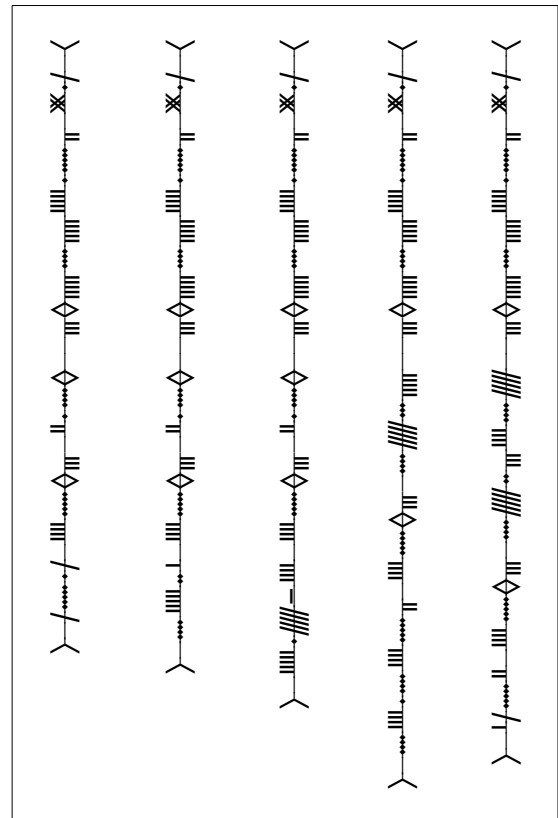
Basket



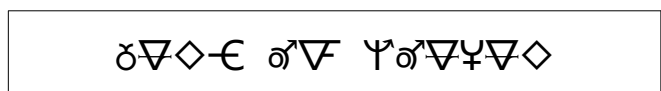
Mace



Staff

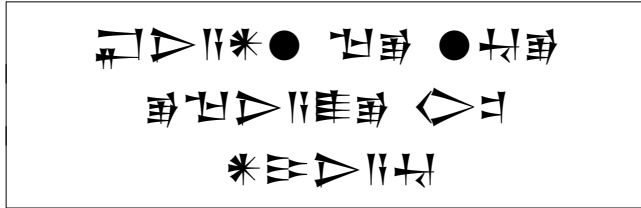


Wand



Z.2.1

Belt



Additional Resources

Name List

The following names are provided as a convenience to draw upon, should the need arise.

Bolotnik Names

Benthos, Caster, Conchia, Coral, Creb, Dorsa, Finny, Gilly, Orca, Pearl, Ray, Scallop, Shoal, Snood, Urchin

Frogman Names:

Barker, Bubbles, Bounder, Bully, Cricket, Croaker, Gecko, Goose, Hippo, Hopper, Jumper, Leaper, Newt, Pigeon, Polly, Slugstalker, Springer, Swatter, Tad, Wog