
NEST BEYOND THE STARS



Nest Beyond the Stars

Rumours & Hooks

Master Ballard, scholar of ancient cultures and artefact hunter, is in need of a capable band of explorers. He wishes to venture into the *Suurat Jungle* in search of the *Quotaal Ziggurat*, thought to be a monument devoted to primordial reptile gods.

Missing Expedition

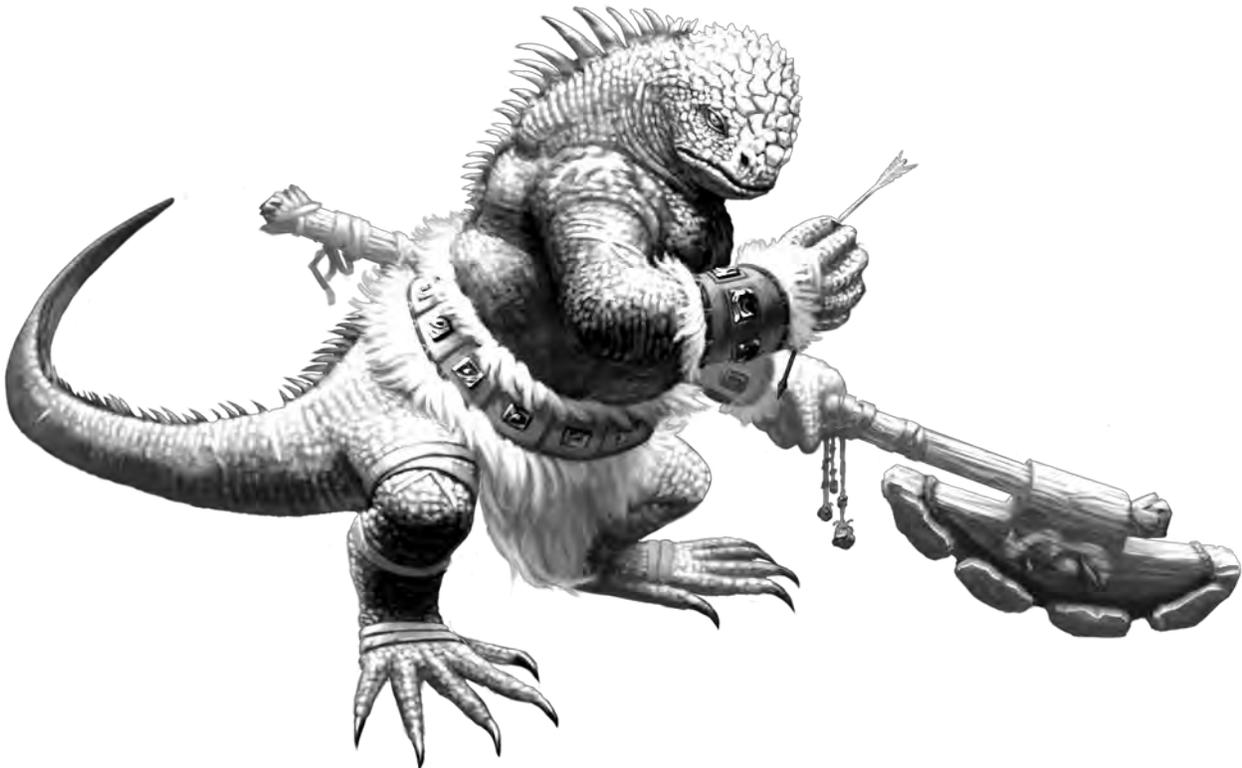
Early in the Second Age, before the world cooled and the *Scaled Ones* retreated to humid climes, reptiles reigned. For more than a thousand years, cold bloods ruled the “man monkeys”, enslaving them as labourers, playthings and gladiators, offering their souls to unblinking deities beyond the stars.

The *Quotaal Ziggurat* is one such edifice, dedicated to the scaled pantheon shared by

Serpentmen, *Iguaato* (lizardfolk), and other slithering creatures long forgotten by humankind.

Marcos Ballard (human male, 40s, long grey hair, pulls at ear when speaking) an anthropologist living in *Crow's Keep*, believes he has discovered the location of the ziggurat and wishes to recover any valuable artefacts that might remain. His first expedition crew departed two months ago but never returned (captured by Iguaato who worship at the site). Burdened by guilt, and unbridled curiosity, Ballard is more determined than ever to unearth Quotaal's secrets.

Ballard is willing to pay 300 gp (100 up front, 200 on completion) to be accompanied into the *Suurat Jungle* to locate and explore the ziggurat.



He is not prepared to send any more explorers to their deaths while he remains safe in the city archives, poring over faded maps.

In addition to the set fee, Ballard is prepared to offer the party a half share in any treasure, in recognition of the genuine danger of the expedition. His only caveat is that objects of special cultural significance must be returned to the city's *Antiquities Guild*.

Marcos Ballard, AC 14 (medium armour & shield), HD 1 (6 hp), Spear 1d6+1, 19: Marcos trips his target, S11 D10 C12 I14 P10 W15 Ch10, L8, Mv 30 ft. Advantage on jungle navigation related checks. Marcos may use his shield to negate a single directional attack (LFG p.66). Treat as a PC for death and injury purposes.

The party might become involved in this adventure by (i) accompanying Ballard on his quasi rescue expedition, (ii) discovering a map to the hidden ziggurat in a prior adventure, or (iii) stumbling across the site whilst exploring the jungle at large.

Jungle Trek Encounters

Reaching the ziggurat is at least seven days trek into the sweltering wilds of the *Suurat Jungle*. The tangled vegetation includes towering kapok and ficus trees, strangler figs, flowery aroids and thick, choking liana vines.

In the absence of recent animal trails, pathfinding is taxing and requires a cutting blade to make reasonable progress. The jungle is humid but generally well lit, the tree tops only partially shielding against the sun and nightly downpour. Mosquitoes and leeches are a constant plague.

Animal life is a cornucopia, with many species of birds, small mammals, apes and reptiles, including giant serpents, man eating monkeys and scorpions. Jaguars, tigers and their sabre tooth cousins also prowl here.

There is a 35% chance of an encounter every 12 hours. If an encounter occurs, roll 1d12.

1. A particularly thick cloud of mosquitoes descends on the party, biting at any exposed limbs or faces. A *Luck (Con)* save is required to avoid contracting *Black Retch* (with advantage if the PCs cover up as much as possible, use herbalist insect repellents, etc).

Black Retch: This deep belly illness causes disorientation and nausea within 1d6 hours, inflicting 2d4 Dex loss and disadvantage on balance related checks. Carriers cannot abide food or drink, and vomit up a foul, black coloured fluid every few hours. The sickness passes in 1d4 days. An apothecary with the right healing herbs halves the duration.

2. 5d6 vicious *Man Eating Monkeys* (LFG p.117) begin following the party, hooting and taunting them from the trees (throwing faeces, fruit, stones). They hope to draw large predators to the PCs, intending to scavenge the remains (PCs or predators; they'll eat either way).
3. A pair of *Sabretooth Tigers* (LFG p.127) are hiding within nearby scrub, waiting for an opportunity to pounce. One will attack the rear PC (or hireling etc) and run off with them. The other will try to hold up the party for a time, before also fleeing.

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4. An old 11 ft *Giant Trapdoor Spider* lives beneath the earth nearby. It hibernates between meals, allowing vines etc to regrow on its trapdoor lid (a Perc (Wilderness Lore) check notices the newer growth). It is presently awake, and very hungry.

Giant Trapdoor Spider, AC 15, HD 8+2, Bite 2d6 + poison, 19: the PC is thrust behind the monster, pushed into its cramped burrow (opposed Str or Dex check to squeeze back out), S19 D14 C14 I3 P10 W11 Ch4, L9, Mv 40 ft inc walls, ceilings etc. Poison causes paralysis in a random limb for 1d4 days (*Luck* (Con) save resists, apothecary check halves duration).

5. 5d6 four foot *Skinkrunners*, patrolling their patch of jungle. They are not necessarily hostile, but speak only the serpentmen tongue. They might be willing to trade for some rare healing jungle poultices.

Skinkrunner, AC 12, HD 1d6 hp, Spear 1d6+1, 19: the target is tripped by the Skinkrunner's tail, S9 D15 C8 I7 P12 W8 Ch10, L3, Mv 40 ft inc up walls. Amphibious.

6. The party ventures into a particularly thick area of jungle requiring many deviations and no visible landmarks. An Int (Wilderness Lore) check is required to avoid getting lost (lose one day's travel).
7. 5d6 *Flesh Eating Vines* (Midlands p.98) are growing here, sprouting curious yellow flowers with black tips. A Perc (Detection) test notices animals/birds seem to avoid the area.



8. This evening's nightly rain is extremely heavy and persists into the next day. The ground turns into a viscid ankle deep mire. Slogging through the mud requires a Con check to avoid losing 1 point of Con due to exhaustion. Alternatively the party might lose a day holed up somewhere till the rain abates.
9. Glow bugs linger around a dense thicket of flowering plants, where the skeletal remains of a long dead explorer can be seen (dug up by an animal, or mud washed away by recent rain). Searching the bones garners 1 x *Carry Loot*.
10. *Rufua*, a human female (Fighter 1) of the *Ebari* ("Moon Thorn") tribe is in trouble, fending off 1d6+3 hungry *Raptors*. She speaks only the local *Moon Thorn* dialect.

Raptor, AC 13, HD 3, Bite 1d10, 19: another Raptor suddenly leaps out of the jungle! S14 D14 C10 I3 P10 W10 Ch4, L6, Mv 60 ft. Raptors gain advantage on attack rolls when flanking with another raptor or humanoid master.

11. A war party of 3d10+30 cannibals (as *Bandit*, LFG p.114, spears, shortbows) are on the hunt for rival tribes to eat. The adventurers would do just as well, and have bonus loot, too.
12. 1d4+1 *Iguaato* exploring the outer regions, or patrolling grounds close to the ziggurat. They prefer to capture humans for sacrifice at Area 14, but will strike to kill if necessary.

The Ziggurat

The *Quotaal Ziggurat* is a small stepped pyramid, 50 ft high, 150 ft on a side, fashioned of crumbling, grey igneous rock mined from *Mount Rokan* (a volcanic peak in the north eastern jungle). All doorways are mirror like black stone, 10 ft wide double doors that swing inward, with bronze pull rings on the reverse (the doors are well balanced, and do not swing closed by themselves). The interior is generally lit by recessed candles or flickering torch sconces.

Built by human slaves in the distant past, the ziggurat is a debased shrine to the *Nest Beyond the Stars*, occupied by resident *Iguaato* clerics, occasional serpentmen pilgrims, and other more unique allies.

Iguaato, AC 14, HD 3, Bite 1d10+1 or weapon, 19: the *Iguaato* emits a nauseating stench (*Luck* (Con) save or lose 1d2 Str, S14 D8 C11 I8 P11 W10 Ch9, L6, Mv 30 ft inc up walls. May speak with reptiles.



Iguaato are bulky 7 ft reptile humanoids, with strong jaws, armoured scales, and spines running down their back. They are carrion feeders (including their own kind), leaving prey to rot before devouring it some days later. Iguaato may speak with other reptiles, and share an instinctive bond with serpentmen. They are forced into hibernation in cold climates.

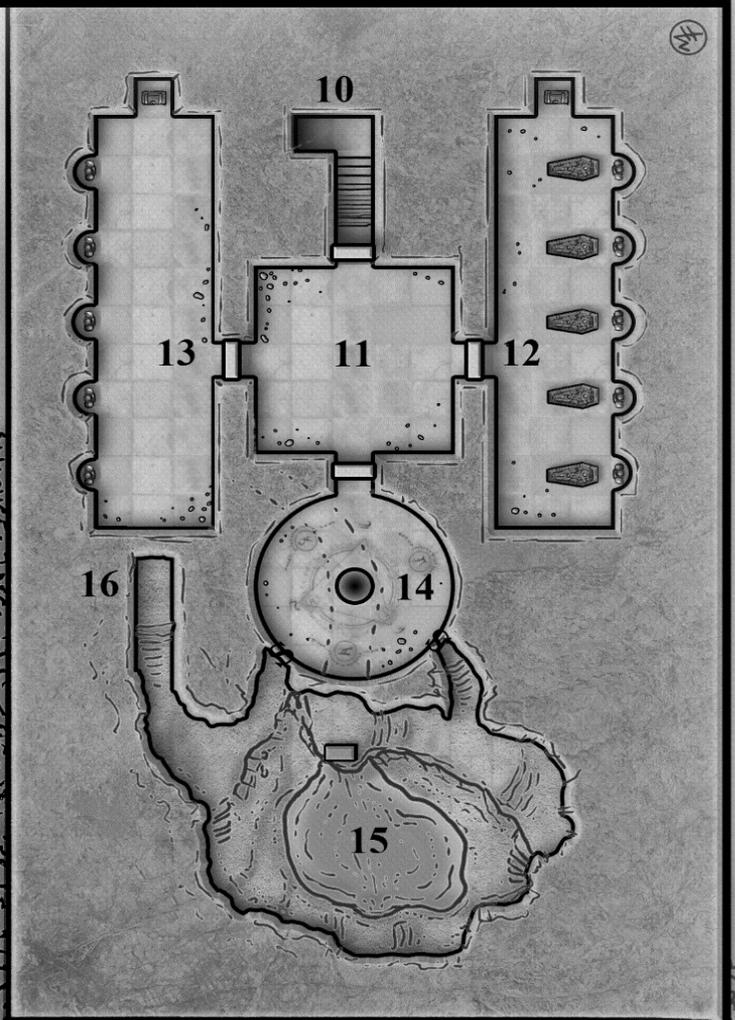
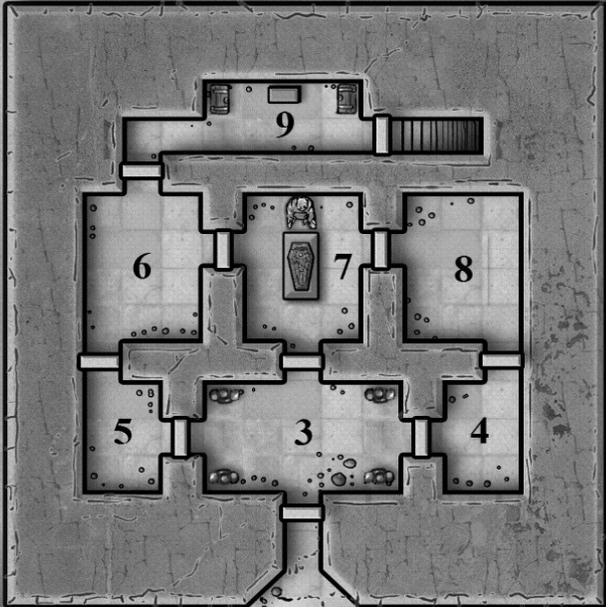
Ziggurat Encounters

Random encounters reflecting the daily routine of the inhabitants are provided below. There is a 25% chance of a random encounter every 15 minutes if the PCs are being stealthy.

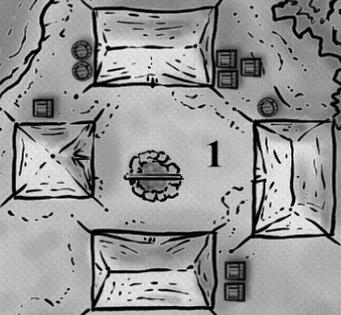
If the party is not being particularly quiet, increase the chance to 50%. If the party is very loud, they automatically draw attention from adjacent rooms and/or the chance increases to 90%. If an encounter occurs, roll 1d8:

1. A single *Iguaato* acolyte can be heard shuffling around the corner ahead, hissing to itself in deep contemplation of the *Crawling Host*.
2. Curious snorting, scraping and clinking noises can be heard nearby. A snaggle-toothed *Giant Crocodile (Tetzal, LFG p.103, a long time Iguaato pet)* is trying to pull open a door with its jaws (the doors do not swing close of their own accord). Tetzal is well loved; if killed and the body found, all hell will break loose in the ziggurat.
3. A prisoner from Area 8 (*Synderson*, if not yet found, else a tribesman) is being conveyed to Area 14 for sacrifice by 1d4 *Iguaato* novices. The prisoner is drugged and moaning loudly in an ecstatic state (forewarning of their approach).
4. A 10 yr old tribal slave boy referred to by the Iguaato as *Mah-Nuku* ("crap carter") is dragging a copper pot with faeces in it to the jungle to empty it. His tongue was removed at an early age and he is ritually scarred in multiple places. Mah-Nuku is deathly afraid of his cruel masters, but might be persuaded to draw the PCs a map of the complex if he thinks they can help him escape (he longs to escape back to his tribe, which he has only fleeting memories of, before being snatched away one night).
5. 1d4+2 *Iguaato* novices can be heard barking and hissing to each other in their reptilian tongue, about to turn the corner. They are in good spirits, with blood on their claws, having just finished a torture session with the prisoners in Area 4.
6. 1d3 hatchling *Iguaato* (only 1 ft tall), recently born in Area 16, are hiding from the adventurers somewhere nearby (they did not have time to scuttle away). A Perc (Det) contest vs Dex 8 is required to spot them. If unnoticed, they alert their closest kin.
7. 1d6+1 *Iguaato* acolytes are on their way from Area 13 to Area 8 to see the High Priestess (or vice versa). They are either well fed and content, lulled on jungle wine, or anxious about their impending meeting with their holy matron.
8. *Nebbuchek* (Area 5) or *High Priestess Veskaal* (Area 7) is about to appear from a nearby entryway, on their way to Area 14 for ritual duties (or back to Area 5 or 7, having completed such).

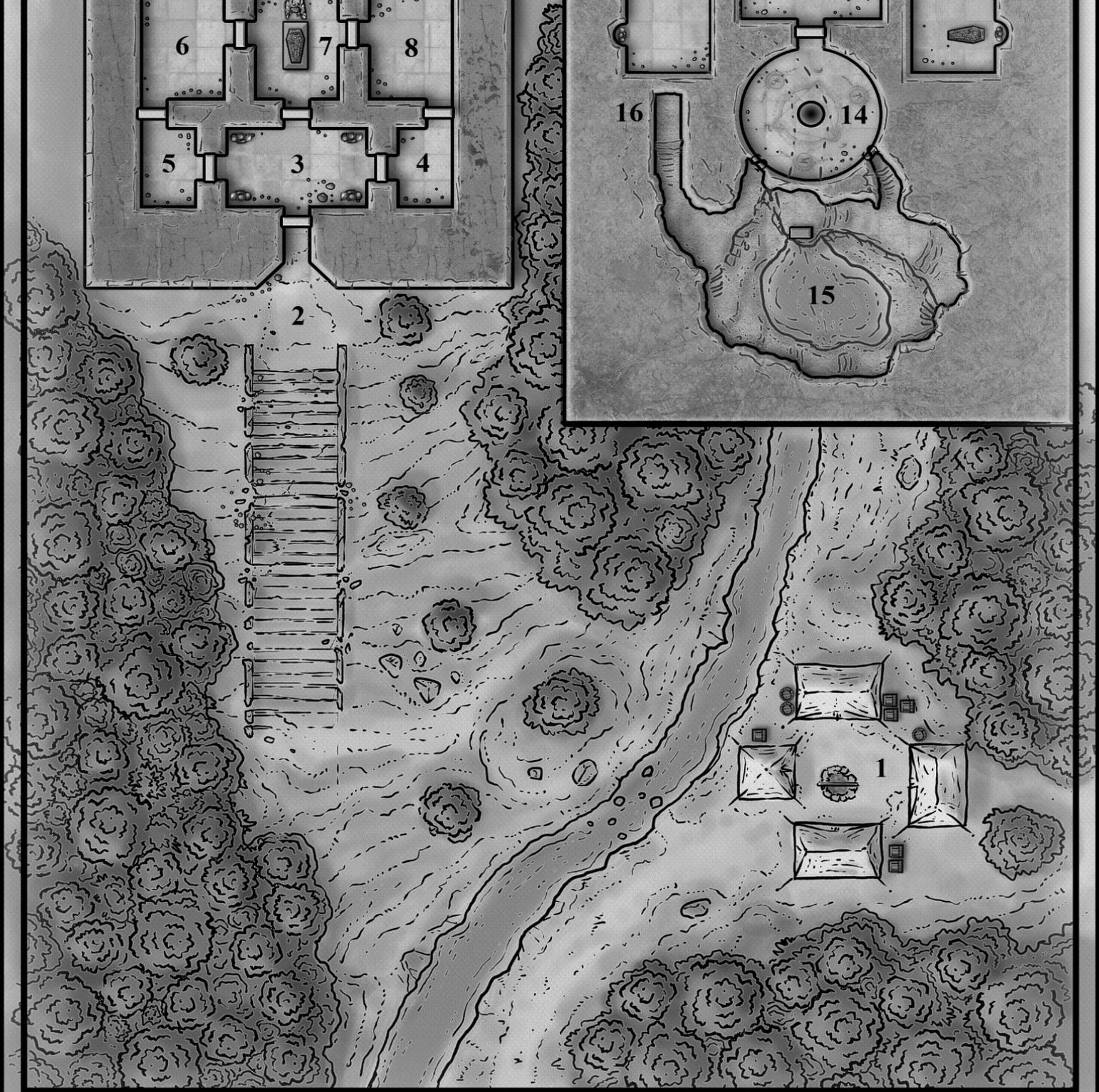
THE ZIGGURAT



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Area 1 – Abandoned Camp

Ballard's expedition made it as far as the foothills of the ziggurat before being attacked by Iguato. The four tents are marginally intact, stained and weather beaten, some with large tears.

Within each are bedrolls, backpacks, and other travel gear, bloodstained and broken. Tracks on the ground indicate bodies being dragged up the hill and grey stone steps, leading to the pyramid.

If the tents are thoroughly searched, roll 1d6 to determine what might be scavenged from each:

- i. 1 x Carry Loot.
- ii. A fire pot, still gripped by a half eaten porter's corpse.
- iii. A dropped lantern, half full of oil.
- iv. A small pouch of iron rations (1d4 days), mixed up in the remains of a bedroll.
- v. A fine compass (5d10+50 gp) with a lion motif, hidden in a sock.
- vi. A recently arrived *Iguato* pilgrim, quietly poking about inside one of the tents.

Area 2 – Ziggurat Entrance

The large double door entrance is at the base of the ziggurat, inscribed with serpent and lizard icons, shedding their skins as a gigantic hydra towers above them. The doors are heavy but unlocked (Str (Athletics) check at advantage to push open).

Tracks on the ground suggest bipedal and slithering reptiles entering and exiting the ziggurat, along with drag marks of the captives from Area 1.

Area 3 – Hall of Guardians

This 50 ft by 30 ft hall has a 20 ft ceiling, with faded black tiles on the walls and ceiling. A pink blue nebula, with multiple stardust tendrils, dominates the ceiling overhead (if it is a genuine star system, no human astronomer can identify it). A number of "stars" are in fact gemstones (1d6 x 100 gp worth if pried out).

In each corner of the chamber is a single *Reptile Golem* (bronze, dinosaur like humanoid in armour). The golems animate and attack, attempting to force out any humans that try to open the east, west or northern doors. The guardians cannot leave the ziggurat.

Reptile Golem, AC 15, HD 4, Claw 1d10+1, 19: special, S17 D8 C19 I- P10 W- Ch-, L7, Mv 30 ft. On a Nat 19, the target is grabbed and dragged towards the entry. Once within 10 ft, the target is hurled outside. The target cannot re-enter the ziggurat without making a *Luck* (Will) save (may attempt once per round).

Area 4 – Holding Cells

This 30 ft by 40 ft chamber houses 1d3 thuels (barbarians) and *Synderson* (Fighter 2, 3 hp, her head and body shaved in preparation for her coming sacrifice), trussed up with ropes or locked in manacles attached to the walls. Each of them is in a poor state: blooded, missing limbs or teeth, etc; clearly tortured and broken.

If freed (Dex (Traps & Locks) check for manacles, or cut ropes) they are not fit for fighting, but half of them can provide information about Areas 6, 7, 9 and 11, which they have passed through on their way to Area 14 for sickening blood rituals. *Synderson* has been broken by the experience, and just wants to escape, but is smart enough to know her best chance is with the PCs.

Area 5 – Waiting Room

This 20 by 30 ft chamber is used as a waiting room for visiting pilgrims or guests, until seen to by an Acolyte from Area 6. The walls are painted with a faded mural of reptile kin wading through swamp and jungle lands, raising skull lanterns to the night sky. Stone pews run around the western and southern walls. There is a 40% chance a visitor is in waiting when the PCs arrive at the ziggurat; if so roll 1d4:

1. 2d4 *Hraarsk Serpentmen* (LFG p.122) come to pay their respects.
2. 1d4 *Iguaato* with a recent hatchling, to be offered as a new initiate or alternatively sacrifice.
3. 1d4 *Ghouls* (LFG p.109) with a paralysed barbarian male in tow (a weekly tithe to the Iguaato, with whom they have a fragile neutrality agreement. The 2d10+5 member undead pack hunts in the region).
4. The blasphemous human exile *Nebbuchek* (Magic User 3), in league with the reptiles these many years. He has come to ask a favour of the High Priestess.

Area 6 – Acolytes' Chambers

1d4+2 *Iguaato* yellow robed acolytes live in this 20 ft by 30 ft room, sleeping in decorated nests of soft bracken. 7 ft prayer staves (kapok wood, carved in the *Serpentmen* tongue, which Iguaato speak) line the walls.

There is a 50% chance the acolytes are here, otherwise they are in Area 9 or Area 11/14 performing a daily ritual.

Searching the area reveals 2d4 vials of *Red Grin* (refined saliva from the highly rare *Crimson Horn Centipede*, one dose per vial. If imbibed *Luck* (Con) save or incapacitated with overwhelming ecstasy for 3d6 minutes, then lose 1d4 Con. Extremely addictive).

Area 7 – Oceltol's Sarcophagus

This 30 ft by 40 ft chamber contains a stone statue (an imposing, leering serpentwoman) and sarcophagus, housing the remains of *Oceltol*, the first Iguaato priest to be sacrificed in the ziggurat.

Oceltol's spirit lingers here still, drifting through the corridors, invisible to all, but perhaps perceived as an inexplicable chill, the slightest ripple across one's shadow, or a momentary blockage of the throat (as if choking).

Opening the sarcophagus requires a Strength (Athletics) check. Inside are powder like bones wrapped in decayed linen, clutching a blue scaled egg. The magical egg is 8 inches long, bound to the Veil from which it siphons power from time to time. If attuned to, the user's DDM tally starts at 4 instead of 1, but once per week they may spend an action to invoke a spell (determined randomly, 1d4 level, then 1d20; LFG p.62). The user knows which spell is available before invoking it.

Humans are forbidden from touching the stone coffin, and what remains of Oceltol's consciousness will be incensed if the sarcophagus is opened. Anyone claiming the egg experiences signs of his presence, up until midnight, at which point his ghost manifests to kill them and reclaim the relic! If the egg is abandoned before midnight, he does not appear (and the egg mysteriously vanishes).

Oceltol, Ghost, AC 12, HD 8, Touch 1d4 + special, 19: the target ages twice as much as usual, S- D15 C- I10 P13 W17 Ch3, L9, Mv 30 ft flying. *Incorporeal*. A ghost's awful caress instantly ages the target 3d10 years (no *Luck* save permitted) and requires a *Luck* (Will) save to resist suffering a serious madness. If a target is aged more than its expected lifespan, it dies a desiccated husk.

Area 8 – High Priestess' Chamber

High Priestess Veskaal's chamber is 30 ft by 40 ft, decorated with a 20 ft tapestry. The hanging depicts a nest of snakes, serpentmen and Iguato whipping or murdering Neanderthal humans, beneath a sky of glittering reptile eyes.

8 ft prayer staves topped with gold line a rack on the northern wall (1d6 x 100 gp). There is a 50% chance Veskaal is here, otherwise she is in Area 14 performing one of her daily rituals.

High Priestess Veskaal, AC 14, HD 5 (29 hp), Bite 1d10+1 and Sword 1d8+1, 19: Veskaal emits a nauseating stench (*Luck* (Con) save at disad or lose 1d4 Str, S14 D8 C11 I13 P11 W14 Ch13, L8, Mv 30 ft inc up walls. May speak with reptiles. Veskaal has Minor Exploit Protection and may cast the following spells up to three times per combat: *Cure Light Wounds*, *Magic Missile*, *Hideous Laughter*, *Levitate*, *Web*, *Invisibility*, *Slow*.

Veskaal is accompanied at all times by her unique pet, the 8 ft *Gorrhino*; a wicked joining of a saurian's armoured scales and a gorilla's rage, spawned from one of the sect's unholy rites.

Gorrhino, AC 15, HD 6+3, 2 x Fists 1d6+2 and Horn 2d4, 19: bear hug, S19 D12 C16 I3 P10 W15 Ch4, L8, Mv 30 ft. 10 ft reach. The *Gorrhino* flies into a rage when staggered, gaining *Off Turn*

Attacks. A hit with both fist attacks draws the victim into a crushing hug, forcing a roll on the *Injuries & Setbacks* table (a *Luck* (Con) save resists).

Searching this chamber garners 1 x Carry Loot and 1 x Valuables, as well as a *Spellstaff* (as random magic scroll, but in 8 ft prayer staff form).



Area 9 – Reading Alcove

This large reading nook includes a stone desk with wooden stools, and chests containing various tomes and scrolls in the Serpentmen tongue.

If examined by a PC, roll 1d12 to determine the most precious (1d6 x 10 gp) book they find (inferred from the illustrations, if not reading the words): (i) arcana, (ii) demons, (iii) torture and interrogation, (iv) humanoid flesh recipes, (v) curses, (vi) reptilian illnesses, (vii) astronomy, (viii) jungle herbalism, (ix) ziggurat history (x) expense accounts (xi) local human tribes (xii) random magical scroll.

Area 10 – Trapped Corridor

The stairs descending to the lower level are trapped. Standing on the step before the landing (50% chance) on the way down causes it to depress, shooting bolts from above the doorway to Area 9 down the corridor (+8 to hit, 2d8+2 dmg). Inspecting relevant areas allows a Perc (Detection) check to notice concealed dart holes above the door, or that the step is particularly clean (the residents don't step on it).

Area 11 – Worship Nave

This 50 ft square chamber is decorated with reptile symbols, hanging litany scrolls, and carved prayer poles. Wall murals depict a scaled worm crushing or devouring various humanoids and large beasts such as owlbeats, giant scorpions, horses, and so on.

3d6 *Iguaato* are worshipping here at any one time, hissing, swaying and fornicating amidst a haze of hallucinogenic incense (doesn't affect human). The worshippers' drug induced stupor requires them to make a Perc test to even notice the PCs, and imposes disadvantage on tests to see through any deception the party attempts.

Area 12 – Sarcophagi Tomb

This enormous 120 ft by 30 ft catacomb holds 5 ancient sarcophagi, flanked by grey statues of prehistoric reptilian gods (similar to the cover, but also depicting a colossal scaled worm, a hydra, a dual headed humanoid crocodile, and a nest of intertwined serpents cradling a star).

The sarcophagi contain the fragile bones of early *Iguaato* clerics, laden with sacred writings from the earliest reptilian epoch. The remains are being examined by *Yex'Vorsu*, a young *Razkarrt Serpentman*, convinced that the scriptures contain some hidden secret of the multiverse.

Like all serpentmen, *Yex* considers humans nothing more than ignorant man monkeys, worthy only of enslavement, torture and death.

Yex'Vorsu, *Young Razkarrt*, AC 15, HD 6, Bite 1d6 + Poison (*Luck* (Con) save or 1d6 and 1 Str loss), 19: the *Razkarrt* unleashes a potent charm effect, *Luck* (Will) save or *Confusion*, S10 D17 C12 I15 P14 W15 Ch14, L9, Mv 30 ft. *Yex* may spend an action to shift between human, noble and hybrid forms. He may cast the following spells up to four times per combat: *Detect Magic*, *Disguise Self*, *Shield*, *Wizard Lock*, *Phantasmal Force*, *Hypnotic Pattern*, *Lightning Bolt*.

If *Yex* is defeated, and the sarcophagi looted, up to 2 x Carry Loot, 2 x Valuables and 1 x Trinkets & Curios is located.

Area 13 – Gathering Chamber

This enormous 120 ft by 30 ft chamber has a 20 ft ceiling, where the occupants of the complex spend much of their free time when not attending to chores (or in the jungle). Sacred statues of past lizardkin clerics line the alcoves of the western wall, and the northern chest contains spoiling carrion (almost ready to eat). Small tables, chairs and sitting nests of bracken litter the area. Cooking pots hang above coal fires in the corners, fumes disappearing up narrow ventilation shafts that vent to the surface.

There are 3d6 *Iguaato* in here at any one time (acolytes, novices, pilgrims, etc), eating, socialising, carving their prayer staves, etc.

Area 14 – Inner Sanctum

This 50 ft diameter circle chamber has a 20 ft ceiling. The meticulously tiled floor is inscribed with arcane rune circles, at the centre of which is a bloodstained, basalt altar.

1d4 *Iguaato* acolytes (and *Veskaal*, if not already dealt with) are here sacrificing a *Skorn* (beastman) to the reptile gods via a gruesome ritual. If the High Priestess is present, she attempts to flee to Area 15 while her novices keep the PCs busy.

Using magic within 10 ft of the altar draws heightened attention from dark forces beyond the Veil: double the chance of a DDM effect (ie, double the character's DDM tally, and add 2 per spell instead of 1).

Concealed doors in the southern wall (Perc (Det) check to spot) lead to narrow natural passages, and the ziggurat's most assiduously kept secret: the Worm Pool.

Area 15 – Worm Pool

Twin natural passages descend steeply into an unlit, 90 ft by 60 ft underground cavern, with a 40 ft ceiling.

At the base of the cavern is a small, crudely fashioned altar (in the shape of a wide, flat, snake

like skull) cut from the surrounding stone, and a large 5 ft bronze gong (ringing the gong summons the worm).

A 40 ft wide pool is adjacent to the altar. The water is black and quietly rippling (it connects to the river adjacent to Area 1, and disappears deep underground). Lurking within is a colossal 80 ft *Scaled Worm* from the Second Age, covered in sharp spines.

The reptiles worship the worm as an “avatar” of the gods, leaving it sacrificed corpses to eat (left on the skull altar for the worm to devour at its leisure). The monster generally dwells in the underground deeps; the river outlets here are too narrow for it to pass through.

Scaled Worm, AC 18, HD 14 (82 hp), Bite 6d6, 19: special, S21 D10 C20 I3 P8 W15 Ch2, L14, Mv 90 ft slithering or swimming. *Minor Exploit Protection*. *Fire Breath* 10 ft wide line up to 180 ft long, 10d8 damage (*Luck* (Dex) save for half), recharge 30%. Swallows targets on Nat 19-20. 15 ft reach.



A swallowed target may attack the monster's guts with a small weapon such as a dagger, suffering 3d8 crushing and acidic damage on the monster's turn.

There is no treasure to be had in this area unless the worm is slain, in which case 1 x Carry Loot and 1 x Valuables may be found lodged in its innards, left over from centuries old meals.

Area 16 – Egg Nest

A nest of 3d6 Iguato eggs (worth 100 gp each to the right buyer) are half buried in fine earthen dunes, marked with finely inscribed runes (to receive the blessings of the acolytes, then collected by parents, or donated as novices or sacrifices).

Aftermath

Ballard will be over the moon if Synderson lives, and/or any cultural artifacts are retrieved from the ziggurat (in particular any prayer staves, or books/scrolls from Area 9). If Ballard is killed, the Antiquities Guild will press for an explanation as to how, which may impact on the party's reputation in certain circles.

If the present Iguato retinue are wiped out, others take their place over time, fortifying the complex to resist any further incursions. If this is somehow prevented, the Scaled Worm eventually burrows its way through one of the secret passages, and emerges from the ziggurat, looking for food.



CREDITS

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