

**TWO-HOUR TALES  
OF ADVENTURE!**



# **ZIGGURAT OF THE MEGA-MAXIDEN**



**A level 2 DCC  
Quick Crawl**

# ZIGGURAT OF THE MEGA-MAIDEN

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"UNCHAINED" GM JIM MEYERS

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## INTRODUCTION

This is a what now? An experimental Speed Metal Dungeon? Yes, yes, it is. The idea came to me while listening to, shockingly, heavy metal. Specifically, Iron Maiden and Megadeth, hence the title and content. So, what's it all about?

## BACKSTORY

The PCs have been on the path of The Cult of the Mega-Maiden. The Cult seeks to bring the Demon Seed of Deth to the Iron Ziggurat of the Mega-Maiden. There they hope to perform the Ultimate Ritual and fulfill the Prophecy. This will break open the Demon Seed and bring the Wrathchild into the world with the Mega-Maiden acting as surrogate mother. We begin in medias res, in the middle of the plot. This gives Judges various options to drop this into an existing campaign with some minor set up, make this the culmination of previous adventures, or just run this as a speedy one-shot.

## THE QUEST

The PCs stand at the foot of the Iron Ziggurat of the Mega-Maiden and it is 2 minutes to midnight. They have 20 rounds to get to the top of it or the ritual will be completed and the Wrathchild will gain entrance to the world bringing death and destruction of unimaginable proportions.

### INITIATIVE:

**Roll for PCs at the very beginning. Roll for enemies as encountered keeping same PC initiative throughout the adventure.**

## 1. THE BRIDGE

*Four acolytes chop at the ropes of the bridge across the chasm which forms a barrier around the ziggurat. If they succeed, all is lost! The chasm spans 30' at its narrowest and its bottom is lost in darkness below. Lightning strikes the top of the ziggurat, the ritual is nearing completion! Time is running out!*

The Iron Ziggurat rises 50'. Strange clouds swirl above it. Visible from here, atop the structure, is the Demon Seed, an enormous ball of chaotic color and energy. If the prophecy is true, when it opens at midnight, a mighty demon spawn, the Wrathchild, will enter the world to enslave or destroy.

**Acolytes (4):** Init +0; ATK +0 handaxe (melee); 1d6 Dmg; AC 10, HP 8 (1d10+2); SV Ref +0 Fort +0 Will +1; Spell, see Strategy

The players start 60' from where the Acolytes are chopping through the bridge ropes with handaxes. They must get to them in time. It will take 10 good chops to break enough ropes that the bridge collapses into the chasm, STR DC 12 each strike.

**Strategy** - The first round all 4 will attack the ropes. After they hack at the rope, two Acolytes will move to engage so the other 2 may continue chopping. They are all zealots who will gladly give their lives for the Cult. They fight to the death and take any opportunity to kill an enemy. When the first two acolytes fall to the PCs, the third will attempt to cast *Kiss of the Mega-Maiden* on the 4th who moves forward to engage.

Effects of the spell end when the caster is killed. Subtract the number of rounds for this battle from 20, that is the number of rounds the PCs have left to get to the top of the ziggurat.

**Target: 5 Rounds (15 rounds left as PCs head for stairs)**

### **KISS OF THE MEGA-MAIDEN (1ST LEVEL CLERIC SPELL) RANGE: 30' DURATION: VARIES SAVE: WILL VS SPELL CHECK DC**

ROLL	CAST ON SELF	CAST ON ALLY	CAST ON ENEMY
1-11	Failure. Lose 1d4HP for troubling the Mega-Maiden with your problems. Increase Disapproval by 1.		
12-15	The Mega-Maiden's gaze lingers. Your blood sings with bloodlust, +1 to all damage rolls, 1 round.	The Mega-Maiden's gaze lingers on your ally. They are emboldened with +1 to attack rolls, 1 round.	The Mega-Maiden's gaze burns into the flesh of one enemy, weakening them. -1 to ATK & Dmg for 1 rd.
16-20	The Mega-Maiden's lips brush your hand, your blood burns giving you +2 to ATK for 1d3 rds.	The Mega-Maiden's lips brush their hand, giving them +2 Dmg for 1d3 rds.	The Mega-Maiden scoffs. The enemy receives -2 to ATK for 1d3 rds.
21-25	The Mega-Maiden's hand touches your shoulder. Gain +3 AC for 1d4+1 rds.	The Mega-Maiden's hand lingers on their arm. They gain +3 STR for 1d4+1 rds.	The Mega-Maiden paralyzes their main hand. They drop anything they were holding, cannot attack with it for 1d4 rds.
26+	The Mega-Maiden kisses your cheek. Gain +3 on all rolls for 1d4+2 rds. (-3 on Luck rolls).	The Mega-Maiden kisses their cheek. They gain +4 to all ability scores for 1d4+1 rds.	The Mega-Maiden kisses the enemy's lips stealing -4 from 1d3 ability scores for 1d4+1 rds.





## 2. THE FIRST LEVEL

Subtract one round to run up the stairs to the first level of the ziggurat.

*At the top of the first flight of stairs are two warriors in spiked metal armor. They are blocking the stairs to the second level with longswords drawn and look ready to fight to the death.*

They will intermingle spells with their sword attacks. When the PCs reach the top of the stairs one will cast a spell, the other takes up a defensive position. Watching them fight is like watching heavily armored dancers who wield death with every turn.

**Maidenights (2):** Init +2; ATK +2 longswords (melee); 1d8+2 Dmg; AC 15, HP see below; SV Ref +2 Fort +2 Will +2; Spells below

### Ability

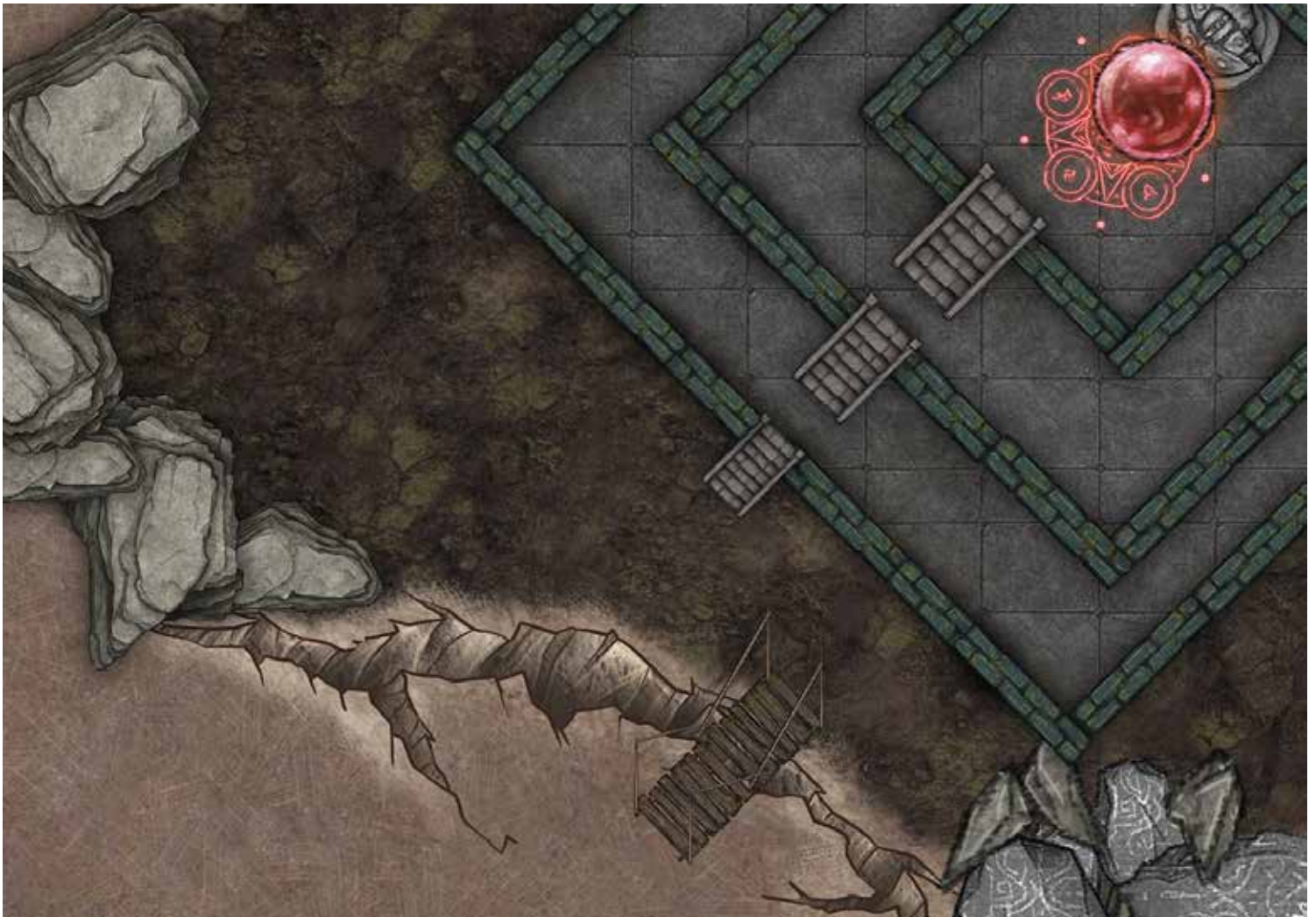
**Maiden Defense** – While fighting beside their bonded partner each Maidenight gains +2 AC (AC 15). They will attempt to stay shoulder-to-shoulder or back-to-back in order to get this bonus.

**Unholy Bond** – The Maidenights share a pool of 45 HP between them through a blood magic ritual. They can shift HP from one to the other freely on their turn during combat. However, if a blow would knock one unconscious, they cannot use this ability to prevent that. They can give or take HP from their partner on their turn.

**Shared Spells (each spell 1/day for the bonded pair):** Kiss of the Mega-Maiden (above), Paralysis, Word of Command

**Strategy** – The defensive Maidenight will take 15 HP. The one that casts the spell will start with 10 HP. One will try to cast a spell each round to minimize oncoming enemies. The first-round caster uses Kiss of the Mega-Maiden. Second round is Paralysis and Word of Command is third. After the initial set up of one defending and one casting it does not matter which one chooses to cast the spells. When enemies close to melee range they will try to stay next to each other for the Maiden Defense bonus and will balance HP across them via Unholy Bond.

**Target: 5 rounds (9 remaining as PCs head for the stairs)**



### 3. THE SECOND LEVEL

Subtract one round to run up the stairs to the second level of the ziggurat. (Target: 8 rounds left)

*You come upon a thin man in a tailored outfit. He stands facing the top of the ziggurat with arms raised. When he senses your presence, he turns to face you. His eyes and ears are covered in metal slag. His ear lobes are melted lumps while the rest of his head is just bone as if the flesh had been burned off. Links of a chain are woven through his face and clamp his jaw shut tight but the ends jingle as he raises a bony hand and waggles a finger as if to say that you will not proceed. In his other hand he holds a two-foot metal shaft with long curved blades at right angles. He begins to whirl it over his head until it is a blur of sight and sound.*

**Concubinator of the Mega-Maiden, Victoricus Chainface:** Init +3; ATK +3 scythe-blades (melee); 1d6+3 Dmg; ATK +2 chain-scythe (ranged, 10'); 1d6+2 damage, DC 13 AGI or be entangled; AC 16, HP 65; SV Ref +3 Fort +3 Will +4; d24 Action Die; Move 50'

**Multiattack.** Victoricus can make an attack with each Scythe-blade using a d24 action die for both attacks.

**Chain-Scythe.** The metal haft of the dual bladed weapon separates into two pieces connected by a 10' chain. One blade can be swung overhead and thrown to injure and entangle an enemy. On a ranged attack hit, the target takes damage and must succeed a DC 14 AGI check or be wrapped in the chain. Victoricus can then either pull them to him (opposed STR check) or move to melee range and attack with an additional +2.

When attacking in this fashion Victoricus only has one attack per round until the target is unentangled. If the entangled target falls unconscious, Victoricus must make an AGI DC 14 (d20+3) to yank the chain free before they fall to the ground. If he does not, he will disconnect the blade in his hand from the chain and fight with fist and blade until he can retrieve the other blade. Each blade has a quick release from the chain. (Similar to a Japanese Kasurigama)

**Strategy** – Victoricus is extremely quick and deadly. He will seek to eliminate the most well-armored enemy first with a multiattack. Second, he will seek to entangle a spellcaster and try to take them out with a quick strike. He is deadliest when he has both blades in hand and so will try to unentangle the chain for 1 round. If that fails, he will use the quick release to regain use of both blades next round. This prevents him from using the entangling attack again as the chain is left on the dead enemy.

**Target: 5 rounds (3 remaining)**

### 4. THE DEMON SEED

After running up two more sets of stairs (subtract 2 rounds, Target: 1 round til midnight) the PCs arrive at the top of the ziggurat.

*Arriving at the top of the Ziggurat, you see the Demon Seed is a 20' diameter sphere of swirling black, reds and purples. Looking too long threatens to drive one mad. Rising up behind the Demon Seed is a massive statue of the Mega-Maiden, its doors open as if gestating the Wrathchild. The top of the Demon Seed stretches and grows as if something is about to burst forth. Smoke pours forth from cracks in it and the ground shakes with a low rumble.*

### The Soundtrack (used in playtesting)

- |  |  |
|--|--|
| 1. The Duke Nukem theme, by Megadeth   | 6. Creeping Death - Metallica            |
| 2. 2 Minutes to Midnight - Iron Maiden | 7. 99 Ways to Die - Megadeth             |
| 3. Ride the Lightning - Metallica      | 8. Set the World Afire - Megadeth        |
| 4. Holy Wars - Megadeth                | 9. The Number of the Beast - Iron Maiden |
| 5. The Trooper - Iron Maiden           | 10. Run to the Hills - Iron Maiden       |





## IF THE PCs ARRIVE IN TIME:

*On the ground is a massive magic circle with large candles, arcane symbols, and five Iron Priestesses of the Mega-Maiden chanting in unison. Their metal plated robes shining with arcane power, they seem mere seconds from the ritual's end! The Wrathchild will be born into the world soon!*

Disrupting the ritual is as easy as slaying a priestess. For each one it draws out the ritual another 2 rounds giving the PCs time to prevent its completion.

**Iron Priestess (5):** Init +1; ATK +1 ritual dagger (melee); 1d5+1 Dmg; AC 11, HP 10; SV Ref +0 Fort +1 Will +2; Move 30'.

**Strategy** – The Iron Priestesses are intent on finishing the ritual at all costs. Each round they are hit by a PC they make a DC 13 INT check to determine if they will fight or continue the ritual. Succeeding means they turn to fight, failing means they continue with the ritual up to and including giving their life for the cause.

Each time an Iron Priestess is killed add 2 rounds to the round counter to show that the ritual requires more time to be completed.

If all Iron Priestesses are killed or abandon the ritual, the spell's power begins to dwindle and the Demon Seed begins to shrink back to its 2' diameter inert form. Each round without a priestess performing the ritual adds 2 rounds to the ritual completion, if one survives to complete the ritual or reinforcements arrive.

The PCs have 3 rounds past midnight to kill the Iron Priestesses. Then 2 pairs of Maidenights will arrive to investigate what happened. They were in the Ziggurat with instructions to bring 30 prisoners up for the Wrathchild to feed on when the ritual reached its climax. Not hearing the roar of the Wrathchild tipped them off that something went wrong.

The Demon Seed will begin to cool down over time and become inert. It will lose volume until it is roughly two feet in diameter. At that point it looks like a large geode completely covered in archaic runes that are unreadable (an ancient mingling of Chaos and Demonic).

## IF THE PCs ARRIVE AT OR AFTER MIDNIGHT:

*On the ground is a massive magic circle with large candles, arcane symbols, and five priestesses of the Mega-Maiden chanting in unison. Their metal-plated robes shine with arcane power, then they stop chanting and drop their arms to their sides. The top of the Demon Seed Explodes and two massive red hands tear it asunder as a 15' tall, white-haired humanoid with desiccated red skin steps forth. The ground shakes as it roars in rage, the Wrathchild is here!*

The Wrathchild has arrived and immediately begins slaying every living being in sight regardless of allegiance. It starts with the nearest Iron Priestesses.

**The Emaciated Wrathchild:** Init +5; ATK +5 Flaming Massive Greatsword (one-handed, 10' reach); 1d12+6 and 1d5 fire damage; ATK +4 Hellfire (ranged 60', every other round); 1d12+4 (explosive fire damage) AGI DC 15 for half damage; AC 16; HP 75 (10d10+50); d24 Action die; SV Ref +4 Fort +6 Will +5; Move 60'; STR 23, AGI 20, STA 16, PER 10, INT 14, LUCK 12.

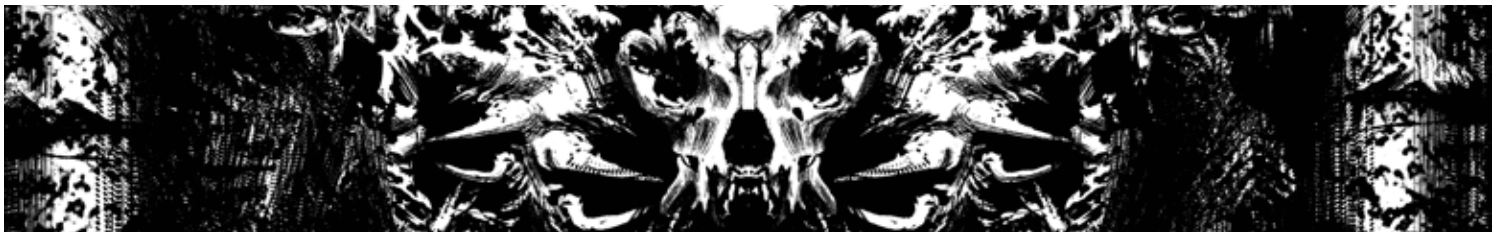
### Abilities

**Multiattack.** The Emaciated Wrathchild can make two attacks per round with his Flaming Greatsword along with one attack every other round of Hellfire.

**Hellfire.** The Emaciated Wrathchild can manifest Hellfire in his empty hand. He can attack with this by hurling it as a ranged attack +4 every other round.

**Strategy** – The Wrathchild needs to consume living beings in order to feed his new physical presence. As soon as he manifests in the world he begins killing and consuming the life essence of the Iron Priestesses that performed the ritual (some thanks, eh?). Then he turns his eye to whatever he sees, most likely the PCs. Within the Ziggurat itself is a room full of prisoners that are there for this very purpose. Once the battle has begun, anytime the Wrathchild kills someone he consumes their life force and regenerates HP equal to their max HP. He also gains 1 point of Luck per every 5 people he kills and consumes. He is indiscriminate in his killing as all people of this plane are but tiny morsels to be consumed. He will swing his blade 2x each round and toss Hellfire every other round.

At midnight, four Maidenights arrive at the top of the Ziggurat trailing 30 poor souls that are but fodder for the Wrathchild.



**PC strategy tips** – F-ing run! No, seriously, if you can't call forth your gods this very moment, get the hell out of there or you are dead. No way will a group of puny Level 2's be able to do much against this monstrosity, even if there are eight of you. Go forth, assemble an army. In fact, assemble several armies, or all the armies! This is a world-ending event here. The longer you put off telling the world, the stronger this thing is going to become, and the more people are going to die.

#### **WRAPPING UP THE ADVENTURE**

**Treasure:** YES! However, that is left to the Judge's discretion and a complete scouring of the Ziggurat. However, those massive braziers on top look to be made of copper, like 15gp each. But, should the PCs dawdle too long in the temple of the Mega-Maiden there will surely be hell to pay.

In fact, if you happen to have a map of the internals of a ziggurat or other temple, now would be the time to whip it out and get the PCs a Dungeon Crawl! Populate it with the Acolytes, Maidenights, Priestesses you find in this adventure. Perhaps a High Priestess or two (higher-level Deth Clerics), maybe some

other zealous believers. Of course, having foiled the prophecy and perhaps destroyed her Concubinator, the Mega-Maiden will turn an eye toward this plane of existence soon to find those that denied her and take her revenge...

#### **FURTHER ADVENTURES!**

**IF** the Wrathchild arrived and the PCs fled and survived, then they should indeed endeavor to raise a massive army of all the races and set them on a path toward destroying the Wrathchild. It will take the might of a handful or more nations and their best warriors, mages and Clerics. Get moving!

**IF** the Wrathchild was prevented from entering the world, then something needs to be done with the Demon Seed so that this does not occur again. There's tell of an ancient temple in Tuboluk that might be able to hold just such an object and keep it from falling into the wrong hands again...

#### **XP**

For this adventure, award 5XP for surviving. Each PC gets an additional 3XP if they stopped the Wrathchild from entering the world.







**ACOLYTE**



**MAIDENIGHT**



**VICTORICUS**



**IRON PRIESTESS**



**EMACIATED WRATHCHILD**



## IRON PRIESTESS

**Iron Priestess (5):** Init +1; ATK +1 ritual dagger (melee); 1d5+1 Dmg; AC 9, HP 8; SV Ref +0 Fort +1 Will +2; Move 30'.

**Strategy** – The Iron Priestesses are intent on finishing the ritual at all costs. Each round they are hit by a PC they make a DC 13 INT check to determine if they will fight or continue the ritual. Succeeding means they turn to fight, failing means they continue with the ritual up to and including giving their life for the cause.

Each time an Iron Priestess is killed add 2 rounds to the round counter to show that the ritual requires more time to be completed.

If all Iron Priestesses are killed or abandon the ritual, the spell's power begins to dwindle and the Demon Seed begins to shrink back to its 2' diameter inert form. Each round without a priestess performing the ritual adds 2 rounds to the ritual completion, if one survives to complete the ritual or reinforcements arrive.

## Maidenights

**Maidenights (2):** Init +2; ATK +2 longswords (melee); 1d8+2 Dmg; AC 13, HP see below; SV Ref +2 Fort +2 Will +2; Spells below

**Maiden Defense** – While fighting beside their bonded partner each Maidenight gains +2 AC (AC 15). They will attempt to stay shoulder-to-shoulder or back-to-back in order to get this bonus.

**Unholy Bond** – The Maidenights share a pool of 25 HP between them through a blood magic ritual. They can shift HP from one to the other freely on their turn during combat. However, if a blow would knock one unconscious, they cannot use this ability to prevent that. They can give or take HP from their partner on their turn.

**Shared Spells (each spell 1/day for the bonded pair):** Kiss of the Mega-Maiden (above), Paralysis, Word of Command

**Strategy** – The defensive Maidenight will take 15 HP. The one that casts the spell will start with 10 HP. One will try to cast a spell each round to minimize enemies converging. The first-round caster uses Kiss of the Mega-Maiden. Second round will be Paralysis and Word of Command is third. After the initial set up of one defending and one casting it does not matter which one chooses to cast the spells. When enemies close to melee range they will try to stay next to each other for the Maiden Defense bonus and will balance HP across them via Unholy Bond.

## KISS OF THE MEGA-MAIDEN (SPELL)

Effects of the spell end when the caster is killed.

KISS OF THE MEGA-MAIDEN (1ST LEVEL CLERIC SPELL) RANGE 30' DURATION: VARIES SAVE: WILL VS SPELL CHECK DC				
ROLL	CAST ON SELF	CAST ON ALLY	CAST ON ENEMY	
1-11	Failure. Lose 1d4HP for troubling the Mega-Maiden with your problems. Increase Disapproval by 1.			
12-15	The Mega-Maiden's gaze lingers. Your blood sings with bloodlust, +1 to all damage rolls, 1 round.	The Mega-Maiden's gaze lingers on your ally. They are emboldened with +1 to attack rolls, 1 round.	The Mega-Maiden's gaze burns into the flesh of one enemy, weakening them. -1 to ATK & Dmg for 1 rd.	
16-20	The Mega-Maiden's lips brush your hand, your blood burns giving you +2 to ATK for 1d3 rds.	The Mega-Maiden's lips brush their hand, giving them +2 Dmg for 1d3 rds.	The Mega-Maiden scoffs. The enemy receives -2 to ATK for 1d3 rds.	
21-25	The Mega-Maiden's hand touches your shoulder. Gain +3 AC for 1d4+1 rds.	The Mega-Maiden's hand lingers on their arm. They gain +3 STR for 1d4+1 rds.	The Mega-Maiden paralyzes their main hand. They drop anything they were holding, cannot attack with it for 1d4 rds.	
26+	The Mega-Maiden kisses your cheek. Gain +3 on all rolls for 1d4+2 rds. (-3 on Luck rolls).	The Mega-Maiden kisses their cheek. They gain +4 to all ability scores for 1d4+1 rds.	The Mega-Maiden kisses the enemy's lips stealing -4 from 1d3 ability scores for 1d4+1 rds.	

### Victoricus Chainface

**Concubinator of the Mega-Maiden, Victoricus Chainface:** Init +3; ATK +3 scythe-blades (melee); 1d6+3 Dmg; ATK +2 chain-scythe (ranged, 10'); 1d6+2 damage, DC 13 AGI or be entangled; AC 14, HP 25; SV Ref +3 Fort +3 Will +4; d24 Action Die; Move 50'

**Multiattack.** Victoricus can make an attack with each Scythe-blade using a d24 action die for both attacks.

**Chain-Scythe.** The metal haft of the dual bladed weapon separates into two pieces connected by a 10' chain. One blade can be swung overhead and thrown to injure and entangle an enemy. On a ranged attack hit, the target takes damage and must succeed a DC 14 AGI check or be wrapped in the chain. Victoricus can then either pull them to him (opposed STR check) or move to melee range and attack with an additional +2.

When attacking in this fashion Victoricus only has one attack per round until the target is unentangled. If the entangled target falls unconscious, Victoricus must make an AGI DC 14 (d20+3) to yank the chain free before they fall to the ground. If he does not, he will disconnect the blade in his hand from the chain and fight with fist and blade until he can retrieve the other blade. Each blade has a quick release from the chain. (Similar to a Japanese Kasurigama)

**Strategy** – Victoricus is extremely quick and deadly. He will seek to eliminate the most well-armored enemy first with a multiattack. Second, he will seek to entangle a spellcaster and try to take them out with a quick strike. He is deadliest when he has both blades in hand and so will try to unentangle the chain for 1 round. If that fails, he will use the quick release to regain use of both blades next round. This prevents him from using the entangling attack again as the chain is left on the dead enemy.

### ACOLYTES

**Acolytes (4):** Init +0; ATK +0 handaxe (melee); 1d6 Dmg; AC 10, HP 6 (1d8+2); SV Ref +0 Fort +0 Will +1; Spell, see Strategy

**Strategy** - The first round all 4 will attack the ropes. After they hack at the rope, two Acolytes will move to engage so the other 2 may continue hacking away. They are all zealots who will gladly give their lives for the Cult. They fight to the death and take any opportunity to kill an enemy. If/when the first two acolytes fall to the PCs, the third will attempt to cast *Kiss of the Mega-Maiden* while the 4th continues to work on the bridge.

### The Emaciated Wrathchild

**The Emaciated Wrathchild:** Init +5; ATK +5 Flaming Massive Greatsword (one-handed, 10' reach); 1d12+6 and 1d5 fire damage; ATK +4 Hellfire (ranged 50/100, every other round); 1d12+4 (explosive fire damage) AGI DC 15 for half damage; AC 16; HP 75 (10d10+50); d24 Action die; SV Ref +4 Fort +6 Will +5; Move 60'; STR 23, AGI 20, STA 16, PER 10, INT 14, LUCK 12.

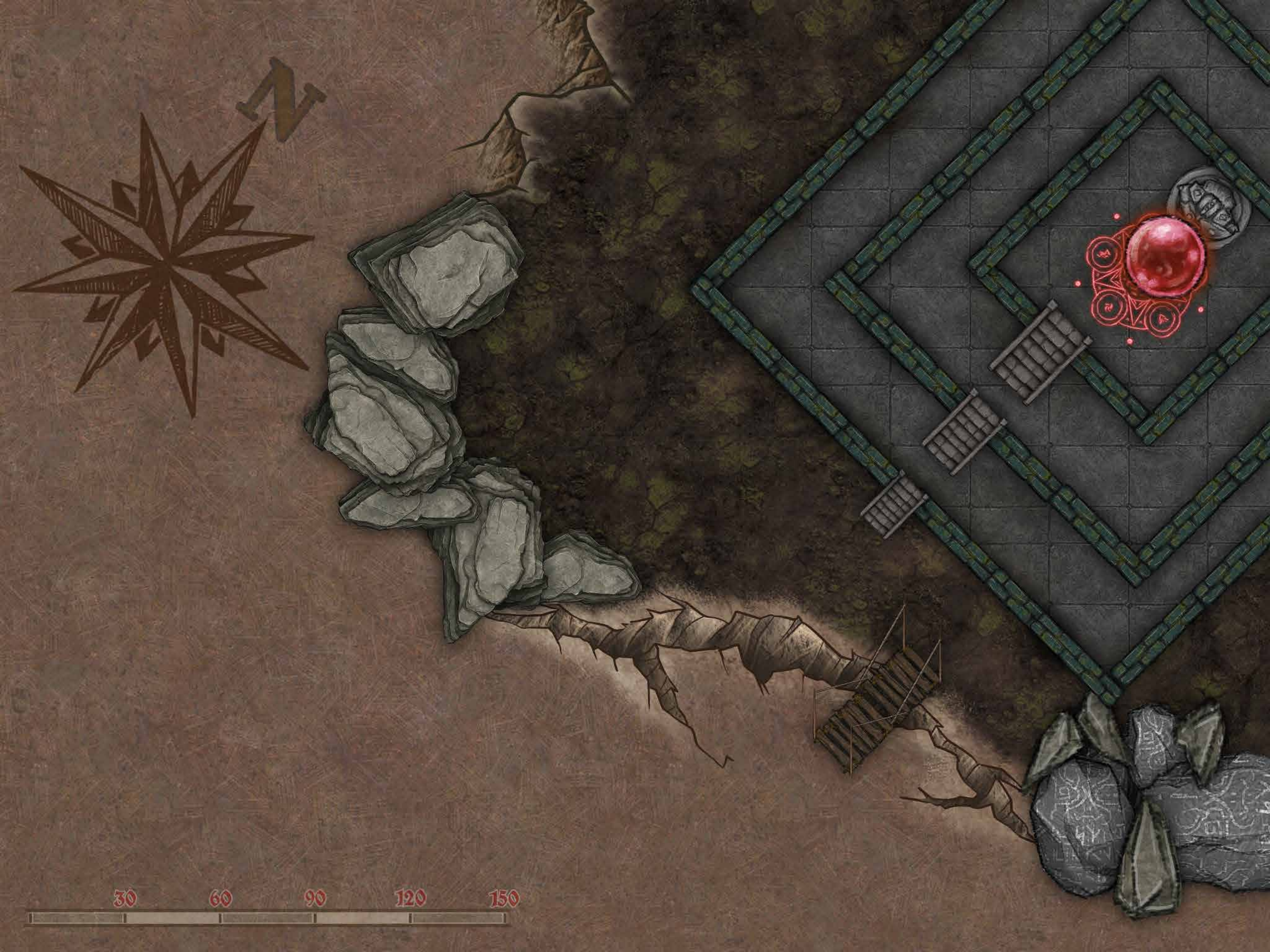
**Multiattack.** The Emaciated Wrathchild can make two attacks per round with his Flaming Greatsword along with one attack every other round of Hellfire.

**Hellfire.** The Emaciated Wrathchild can manifest Hellfire in his empty hand. He can attack with this by hurling it as a ranged attack +4 every other round.

**Strategy** – The Wrathchild needs to consume living beings in order to feed his new physical presence. As soon as he manifests in the world he begins killing and consuming the life essence of the Iron Priestesses that performed the ritual (some thanks, eh?). Then he turns his eye to whatever he sees, most likely the PCs. Within the Ziggurat itself is a room full of prisoners that are there for this very purpose. Once the battle has begun, anytime the Wrathchild kills someone he consumes their life force and regenerates HP equal to their max HP. He also gains 1 point of Luck per every 5 people he kills and consumes. He is indiscriminate in his killing as all people of this plane are but tiny morsels to be consumed. He will swing his blade 2x each round and toss Hellfire every other round.

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