

# BAAL DUMUZI

**Identity:** Timonius Zutkoff

**Side:** Evil

**Experience:** 120,000

**Age:** 55

**Powers:**

**Sex:** Male

**Level:** 15th

**Training:** +1 Damage with Ebony Whip of Ninkilim

**1. Heightened Charisma B: +16**

**2. Heightened Intelligence B: +20**

**3. Magical Spells:** Zutkoff knows the following spells.

**a. Bind Girtablullu Demon:** This spell allows the caster to place a Girtablullu (Scorpion-Man) Demon under his direct control. The spell lasts for 18 days (C/2). PR 6 per demon.

**b. Bind Utukku Demon:** This spell allows the caster to place an Utukku Demon under his direct control. The spell lasts for 36 days (C). PR 4 per demon.

**c. Cerulean Bolt of Power:** This spell allows the caster to fire blue bolts of eldritch energy at a target. Range 36" (C), attacks as Power Blast, does 1d20 damage, PR 2 per bolt.

**d. Ebony Whip of Ninkilim:** This spell creates a spectral ebony whip that is 3" long. Ninkilim is known as "Lord Rodent" and is a Babylonian god of vermin. This whip strikes as Paralysis Ray, is +4 to hit, and its icy cold touch saps 3d10 points of power from its target. Once cast, the spell remains in effect for 36 turns (C). PR 5.

**e. Gate of Irkalla:** This spell creates a 2" diameter silver-lined portal that opens directly to Irkalla, the Babylonian Underworld dimension. While the gate is open, movement to and from Irkalla is possible. This spell requires the fresh blood of five maidens arranged into a pentagram to work. It takes 20 minutes and 20 PR to cast. Once cast, the portal will remain open for a half hour! Should the maidens be removed from the pentagram, the portal will close instantly (even if the duration hasn't ended).

**f. Ghostly Armour:** This spell creates a shimmering, semi-transparent suit of armour that covers the caster. It has 80 ADR. Once cast, it remains for 15 turns (C/2). PR 5 to cast.

**g. Summon Girtablullu Demon:** This spell will summon a Girtablullu Demon from its home dimension of Irkalla, the Babylonian Underworld. This spell must be cast under a moon-lit sky for it to work. It takes 15 minutes and 15 PR to cast. A summoned Girtablullu demon is not under the control of the caster, a Bind Girtablullu Demon spell is needed for that. Generally, a summon demon will be hostile to the caster for they do not like being summoned by mere mortals.

**h. Summon Utukku Demon:** This spell will summon an Utukku Demon from its home dimension of Irkalla. This spell must be cast near a large body of water for it to work. It takes 10 minutes and 10 PR to cast. A summoned Utukku demon is not under the control of the caster, a Bind Utukku Demon spell is needed for that. Generally, a summon demon will be hostile to the caster for they do not like being summoned by mere mortals.

**i. Tentacles of the Deep:** This spell transforms the caster's arms into a mass of 3" long tentacles. This spell still allows the caster to cast spells while his arms are tentacles. These tentacles are +3 to hit and +6 damage in unarmed HTH combat. The spell lasts for 36" turns (C). PR 4 to cast.

**j. Whispers of the Mind:** This spell grants the caster the Telepathy power. The spell lasts for 36 turns (C). PR 2 to cast, plus additional PR depending on telepathy function.

**k. Wings of Pazuzu:** This spell grants the caster a pair of midnight black feathery wings that allow flight (as per the Wings power but without the bonus to Agility). Pazuzu is the Babylonian king of the demons of the wind. Ball Dumuzi can reach the maximum speed of 391" (89 mph). The spell lasts for 36 turns (C). PR 3 to cast.

**4. Special Weapon (Amulet of Mashu):** Zutkoff possesses an ancient Akkadian magical relic that allows the wearer to create a physical copy of himself. Mashu means 'twin' in the ancient Akkadian language. This copy of the wearer will have the same stats and powers as the original (this includes any spell that might be active but does not include the Amulet of Mashu). The copy is for all intents and purposes, the is the same as the original (except will glow with a faint magical aura if one can detect such things). The copy is under the direct control of the owner and they are in constant telepathic communication. The copy will remain active for 36 hours, after which it disappears. This magical artifact allows the wearer to literally be in two places at once. PR 5 to activate, none to maintain.

**Height:** 5' 10"  
**Basic Hits:** 4  
**Strength:** 12  
**Agility:** 17  
**Charisma:** 36  
**Hit Mod. (1.2) (1.8) (1.6) (1.7) = 5.8752**  
**Damage Mod.:** +4  
**Accuracy:** +2  
**Carrying Capacity:** 294 lbs.  
**Movement Rates:** 46" ground, 391" flight.  
**Det. Hidden:** 22%  
**Inventing Points:** 36.2

**To Hit (Unarmed HTH):** +2  
**To Hit (Cerulean Bolt/Power Blast):** +4  
**To Hit (Tentacle HTH):** +5  
**To Hit (Ebony Whip/Paralysis Ray):** +6

**Weight:** 182 lbs.  
**Agility Mod:** Nil  
**Endurance:** 17  
**Intelligence:** 32  
**Reactions from: Good:** -7    **Evil:** +7  
**Hit Points:** 24  
**Healing Rate:** 1.6  
**Power:** 78  
**Basic HTH Damage:** 1d6  
**Det. Danger:** 26%  
**Inventing (96%):** +10 additional spells.

**Damage (Unarmed HTH):** 1d6 + 4  
**Damage (Cerulean Bolt/Power Blast):** 1d20 + 4  
**Damage (Tentacle HTH):** 1d6 + 14  
**Damage (Ebony Whip/Paralysis Ray):** 3d10 + 7

**Knowledge Areas:** Education, Mysticism/Occult & Scholar (Ancient Mesopotamian Culture, History & Mythology)

**Origin and Background:** (American) Professor Timonius Zutkoff is a tenured professor of Ancient Mesopotamian Studies (which include the culture, history, and mythology of the region) at the Los Angeles Seaport College (LASC). He has published several books about his studies and is considered to be the top of his field. He is well loved by his students and faculty alike.

His everyday routine is just a facade to his real persona as Baal Dumuzi (Baal means "Lord"), high priest and leader of the 'Cult of the Deep.' This cult is dedicated to the primordial chaos goddess of Tiamat and their aim is to free her from her prison and allow her to physically enter the world once more.

Over the years, Professor Zutkoff has been able to acquire certain mystic scrolls that have informed him of the necessary spells and rituals that will free Tiamat. He has used his arcane knowledge to create the Cult of the Deep. His plans have taken a decade to set into motion but they are now ready to come into full fruition.

As Baal Dumuzi, he and his cult have kidnapped seven women for their foul purposes. He needs nine women in total, who he plans on sacrificing, to complete a spell. He has sent his disciple, Serakh, to locate and retrieve the remaining women needed. With help from the cult's members and summoned Utukku demons, the two remaining women were targeted for acquisition.

Baal Dumuzi and his Cult of the Deep were defeated by the New Champions. Baal Dumuzi was able to escape capture and even now, he plots his revenge against the New Champions.

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**Occupation:** Professor, cult leader

**Identity:** Secret

**Legal Status:** Citizen of the United States with no criminal record

**Former Aliases:** None

**Place of Birth:** Los Angeles

**Marital Status:** Single

**Known Relatives:** Unknown

**Group Affiliation:** Leader of the Cult of the Deep (dedicated to the worship of Tiamat)

**Base of Operations:** Los Angeles

**First Appearance:** n/a

**Hair:** Black with streaks of grey

**Eyes:** Dark Brown

**Training Bonuses:** (2) +1 Damage with Cerulean Bolt of Power/Power Blast; (3) +1 Agility; (4) +1 Damage with Ebony Whip of Ninkilim/Paralysis Ray; (5) +1 Endurance; (6) +1 Damage with Cerulean Bolt of Power/Power Blast; (7) +1 Agility; (8) +1 Damage with Ebony Whip of Ninkilim/Paralysis Ray; (9) +1 Intelligence; (10) +1 Damage with Cerulean Bolt of Power/Power Blast; (11) +1 Intelligence; (12) +1 Damage with Ebony Whip of Ninkilim/Paralysis Ray; (13) +1 Agility (14) +1 Damage with Cerulean Bolt of Power/Power Blast; (15) +1 Endurance.