

MZA3

BLOOD OFFERING



A Maztican Adventure for Levels 6-7

BLOOD OFFERING

In the depths of the jungle the last thing you might expect to find is a tavern. This tavern has all the entertainment, food and personalities that you might find in the eastern lands of Faerûn. While on most days, the tavern serves its purpose, occasionally its owners get a bit hungry themselves.

BACKGROUND

A deadly and beautiful type of Maztican vampire known as a cihuateteo has come up with a rather clever way to keep her and her spawn fed.

THE DARK MASTER

When Kukul first created mankind he lavished upon these first men and women great gifts – as did all of the gods.

One in particular was favored above all others and his name was Camazotz. Camazotz initially was the pride of the gods. Zaltec in particular was impressed by the First Man, to whom Camazotz had pledged his eternal servitude. But like any child to whom too much is given too easily, Camazotz became spoiled and sought the one thing he had not yet been given – divinity.

After a time, Camazotz no longer sacrificed his enemies to the Eater of Hearts, but rather he forced his many priests to perform their sacred rites in his name only. Camazotz would feast not only on the hearts of his enemies during these foul ceremonies; he would drink their blood.

It did not take long for Camazotz to lose the favor of his greedy deity. Zaltec himself smote the mortal on the steps of a grand temple which Camazotz had dedicated entirely to himself.

Zaltec's former lover, a spurned and jealous demoness known as Itzapaplotl, took the body of the would-be-divine human and decided to use it to embarrass her former lover. She returned the body to life, but whether it was by design or by accident, he did not return unchanged. When Camazotz awakened he felt a great thirst for the lifeblood of not just his enemies, but of all men.

Camazotz killed hundreds before the gods once again took notice. This time, the deific brothers Azul, Plutoq and Tezca brought an elemental cataclysm upon the entire city which Camazotz had built in his own honor. Tezca first sent his xiuhcouatl to set the outlying jungle in a great blaze and all of the city's terrified residents became trapped within the circle of fire. When the rains came, the inhabitants believed Azul had answered their prayers to curb the fires of his enthusiastic brother; but the rains did not stop for many days. This made it easier for the stony god Plutoq to move a full mountain of earth in a great mudslide which buried the city. Thousands died that night, suffocating in hundreds of feet of unrelenting mudflow.

Camazotz was not heard from again for centuries, but slowly the undying vampire dug himself out once again into the True World night and he has haunted the dark corners of Maztica ever since.

THE CONCUBINE

Camazotz is not without desires beyond feasting on blood, and over the years he has taken a number of concubines to whom he has shared at least a portion of his "gift."

These female vampires are known as cihuateteo and throughout the long centuries, Camazotz has created dozens.

These creatures need to feed on the blood of mortals like their master, but unlike normal vampires they are capable of giving birth to awful spawn which are under their command and that of the dark master Camazotz.

Yolyamanitzin, whose name means "just and tender," may not be the first of Camazotz's cihuateteo, but she is certainly his favored. Yolyamanitzin has given birth to a half dozen hungry spawn over the years. They have stayed by her side; often sucking blood from her breast like a newborn child would take a mother's milk. Her spawn seemed forever hungry and Yolyamanitzin needed to find a way to provide for them, or she too would go hungry.

THE TRESPASSERS

When the mysterious light skinned men from a strange land came to the True World, both mortal and immortal took notice.

Yolyamanitzin wondered if they were truly men at all, and she longed to feed upon the creatures whose skin was even paler than her own.

It was not long, in the understanding of an immortal at least, before some of these trespassers simply wandered into the clutches of the cihuateteo and her spawn.

Yolyamanitzin and her children fed on three of the men and discovered that they tasted even sweeter than the mortals she had known for ages, yet something stayed her from devouring the fourth so quickly.

Perhaps they were all simply sated for the moment, or perhaps it was curiosity, but she allowed the pale human to survive for some time in her company.

She frequently fed on the human, but more often, she compelled him to tell her of his homeland. For many years she kept the pale faced man hidden in her lair far out of the reach of her spawn and she continued to listen to his tales. The vampire even learned the harsh tongue of the human who called himself "Amnian."

Eventually she forgot all about Amnian and the fragile mortal died of neglect, but what she had already learned proved invaluable to her dilemma.

Yolyamanitzin took particular interest in what Amnian used to call a "tavern." When talking about a tavern, she saw longing in Amnian's eyes that few other topics elicited. It was apparently some type of meeting ground where men known as "adventurers" traded stories and shared a meal. Amnian also described different forms of entertainment that would often accompany the meals. The clever cihuateteo believed this was something she could use to her advantage.

THE RUSE

Not long after the trespassers came to Maztica, the god Qotal returned from an age old exile and battled his brother Zaltec. The titanic battle caused earthquakes and other natural disasters elsewhere in Maztica and one of these earthquakes struck the ancient mud and earth that hid Camazotz's city; whose forgotten name is Chacobben.

An ancient temple to Zaltec atop a still hidden pyramid was exposed by the loosened earth and unstable lands threaten to uncover greater parts of the city in the near future.

As Camazotz's favored, Yolyamanitzin claimed the exposed temple as a lair for her and her spawn. She needed only overcome a weakling tribe of werejaguars that had occupied the jungle outside the ruins in order to occupy her new demesne.

Once there, she remembered Amnian's lessons and transformed Zaltec's temple into a "tavern." Deciding to hide in plain sight, the cihuateteo has named her tavern "Blood Offerings," and she runs it much like any of the pale-skinned folk might in their homeland.

As she had hoped, mortals now come to her and she no longer has travel far to hunt. Her spawn are well fed and no longer need to feed from her. The ruse is flawless and most of the time, she even runs the tavern as if it were just a simple meeting place.

Amnian would be proud.

RUNNING THE ADVENTURE

This adventure is designed for four characters of levels 6-7. It can be adjusted for higher levels by adding to the number of vampire spawn and werejaguars.

The most challenging encounter is a straightforward battle with a CR9 creature.

All monsters in this book can be found in the Monster Manual or **MZS1 Monsters of Maztica**, which is a free supplement found on DMsGuild. Monsters from these books are indicated in **bold** lettering.

There are also references to **MZC1 The Maztica Campaign Guide** found within, which is also a free item on DMsGuild.

ADVENTURE OVERVIEW

The adventure begins when the adventurers travel to the Blood Offering Tavern in order to sample its exotic entertainment, discover what happened to a young woman's betrothed, or meet a mysterious trader in order to complete a deal he made with a well-known smuggler.

The adventurers are exposed to the tavern's "entertainment" which becomes increasingly perverse as the evening goes on. Eventually, only the adventurers and a few others are left before the doors are slammed shut and a few vampire spawn appear to feed.

The adventurers can deal with the spawn at this point, but an entire tribe of werejaguars bar escape from the only entrance. The only way for the players to exit "safely" is by going further into the tavern, which is itself, only one of the top layers of an ancient pyramid that goes much deeper.

Eventually, after a number of encounters and battles, the party will reach the cihuateteo and hopefully overcome her before escaping through a hidden passage.

ADVENTURE HOOKS

The following adventure hooks can be useful to attract either native Maztican or foreign born adventurers to the Blood Offering Tavern where the adventure begins. Each of these events could occur in a city that is located relatively close to Chacobben, but it works best using Tulom-Itzi, the capital city of Far Payit. Choose the one that best suits the motivations of your players, and read the boxed text out loud depending on your choice.

EXCITING NEW ENTERTAINMENT!

This hook is designed for players who are simply looking for adventure. Taverns were not established in Maztica until Cordell arrived in 1361 DR, but they do occasionally arise, and the adventuring type would do well to establish themselves in this type of rumor mill.

Though still exceedingly rare in the True World, the coming of the Faerûnians brought the concept of taverns and fest halls to at least the more cosmopolitan cities of Maztica.

Tulom-Itzi clings strongly to the old ways, however and none can be found within the city bounds.

The elders would never allow such an establishment to exist within the city itself, but word has it that one can be found somewhat off the beaten path in the nearby jungles. Being only a short trip away, the tavern might be a good place to meet other like-minded individuals.

THE MISSING HUNTER

Heroic players or those who desire a sizable reward might be attracted to this hook. The betrothed of a wealthy orphan has gone missing when he set off to find the Blood Offering Tavern. This hunter, whose name is Huemoc, noticed that people had gone missing in the region and he believes it has something to do with the legends of the region.

A woman approaches you and identifies herself as Eztli, the only child and orphan of a well-known jaguar knight who died defending Tulom-Itzi from a star demon raid.

"Please, I worry for Huemoc. He is a proud man and though he is very strong, his bravery has gotten him into trouble in the past. He seeks out this 'tavern' in the jungle and is convinced that something is amiss; possibly something to do with the legends of jaguars-that-walk-as-men. Many other hunters have gone missing over the years and never returned, I do not want this to happen to my love as well! Can you find him? I can pay you well!

As the only child of a jaguar knight, Eztli is indeed rich. She could easily part with 100 gold quills (500 gp).

Eztli is beside herself with grief and hopefully, the players do not try to take advantage of her. She will not give a single quill until Huemoc is either safely returned, or they bring back proof of his demise.

SMUGGLER OF HEARTS

The last hook is more appropriate for shadier or greedier characters that need tangible wealth to motivate their “heroism.” This hook is not appropriate for primarily good parties.

Hishna magic, while well regarded for serving the people of Maztica as a valuable tool, undoubtedly has some dark origins. Apparently, there is hishna magic that requires the actual hearts of men to gain power.

Sacrifice is thoroughly outlawed in Tulom-Itzi and a smuggler named Tlacaelel knows that outlawing a thing does not simply make the demand disappear.

Tlacaelel knows of a tavern in the woods where the nightly “entertainment” is said to include actual human sacrifice. If he could somehow get his hands on the remains, he could make a fortune – and as his emissaries, you would too.

Tlacaelel does not now any additional information about the tavern or what actually occurs there. Though completely unscrupulous, he certainly is a risk taker, and is willing to give the players a bag full of uncut jade and turquoise (worth 1,000 gp) simply for them to broker a deal with whomever owns the tavern.

THE BLOOD OFFERING TAVERN

Though the nearby jungles are occupied by a tribe of werejaguar, they are under the cihuateteo’s thrall and worship Camazotz as a deity. They do not interfere with those who seek out the tavern.

The tavern itself lies at the end of a well-worn path in the jungle and there are numerous markers pointing in its direction which are written in a number of languages.

When the players finally arrive, read the following description.

The path opens up into a small clearing and standing in front of you is no doubt the tavern you have heard so much about.

Your first impression is one of revulsion at the pastiche of Maztican artwork that adorns the building. Images of the gods, well known legends, and even the coming of Cordell are painted haphazardly all about the front side of the building. A path of mounted torches leads the way to a thick wooden door – the only entrance in sight.

There is also a rather large and unkempt shirtless man who stands in front of the door, eying you warily.

The sounds of festivities and music emanate from the building.

The man at the door is a **werejaguar** “bouncer” named Chicahua who welcomes visitors and eventually seals the door when the vampire spawn begin to feed.

He does not let visitors tarry for long outside, and becomes increasingly hostile if the players try to go behind the tavern.

The tavern itself is the topmost portion of a buried ancient pyramid that is half exposed on the rear end of the building. The jungle growth near the tavern is particularly thick and it takes a DC 15 Wisdom (Perception) check to even notice that there is a cliff behind the tavern. If the players search the “artwork,” they can also make a DC 13 Wisdom (Perception) check to see that behind the paintings, there are actual carvings that are far more expertly done, though they are quite worn.

Chicahua will not allow the players to tarry for long and will encourage them to enter. At first he will invite them calmly, perhaps even offering “a free glass of octal” to each player. If the players become too curious his patience runs out and he whistles a call that summons two **werejaguar** allies in jaguar form. At this point battle is inevitable.

Should the players kill the werejaguars they may explore the area without fear of further attacks for the moment. There is an actual temple atop the tavern which is obscured by the jungle and the angle of vision. If the players want to get to it, it requires they climb the side of the tavern (no check necessary, there are sufficient footholds).

The temple has been converted to a kitchen of sorts where food is prepared and drinks are stored for the tavern. A hatch leads to a small wooden stairway that leads to the upper right corner of Area 1 in the tavern. Other than hanging tapir and barrels of fermenting octal, there is nothing of value in the old temple.

GENERAL FEATURES

The tavern is kept clean by werejaguar servants and there is no indication of the slaughters that occur regularly.

The vampires do not feed nightly, nor are the ritual sacrifices performed often, so on a typical evening the tavern is exactly what it claims to be.

Ceilings, Walls and Doors. Each floor of the pyramid is 15 feet high. Walls are at least 10 ft thick and there are no doors below the tavern.

Light. Yolyamanitzin has used *continual flame* to illuminate the tavern. Other levels are kept in complete darkness except where indicated in room descriptions.

Sounds. The tavern itself is raucous and wild and the whole floor is permeated with the sounds of conversation and music.

When the main show occurs, however, the place goes silent, and the vampire spawn demand silence for their “performance.”

The lower levels have many feet of solid stone between them and the tavern, so the only sounds on these levels are made by their inhabitants.

1. THE TAVERN

In the early evening hours, there are upwards of 30 folk eating and drinking in the Blood Offering Tavern.

Typical fare are glasses of a Maztican drink known as octal (see **MZC1 The Maztica Campaign Guide**) and food specials includes a delicious roast tapir.

A bar blocks the entire upper right portion of the tavern and behind the bar a wooden stairwell leads upstairs to the tavern’s kitchen.



It is important to remember that the vampires do not feed every day and if they were to do so, they would certainly have been discovered long ago.

Yolyamanitzin's ruse has lasted for some time now and she is careful to control the appetites of her spawn. On a typical day, the Blood Offering tavern is exactly what it claims to be, and it could be used as a source of rumors for adventure long before the players actually run afoul of the vampires. This is particularly useful if the players are a bit underpowered and require additional experience.

Some of the rumors that can be heard in the tavern include the following, among whatever other bits the DM would like to include.

The Jaguars-Who-Walk-As-Men. This is a popular topic of discussion for the tavern's occupants. The werejaguar who are involved with Blood Offering have been in this part of the jungles for many generations and sightings or run-ins with the creatures have occurred in the past.

Discussion of this topic causes the ears of the bar staff to perk up, but they will not act on or contribute to the conversation.

The Great Worms. The Itzas have long known of the subterranean network of tunnels and caves that permeate the porous limestone upon which Far Payit stands.

Creatures have rarely ventured from these caverns in the past and they have not been considered much of a threat as long as they were not entered by the foolish.

Recently, however, enormous worms have emerged from the caves and killed and eaten many who venture too close. Their appearance is said to be reminiscent of the Star Worm H'Calos; who was slain well over a century ago.

The Fountain. Relations with the Little Folk of the jungles has improved in recent years, but there is no quarter given when it comes to the legendary *Fountain of the Gods*. Located deep in the mountains, it is said to impart great power on those who partake of its waters.

Unfortunately, a community of hundreds of the Little Folk guard the only pass to the Fountain and in turn, a half dozen jaguar lords guard the fountain itself.

Music emanates from the theater throughout the day. It is traditional Itza music usually, but on some days, Faerûnian bards are hired as a specialty when the tavern is expecting non-native visitors.

As the evening passes on, the musicians (who are normal humans) are dismissed by the werejaguar staff, and the late evening entertainment begins. There are usually only 5-10 patrons left at this time. For information on the late night entertainment, see Area

The staff, including bartenders, servers and cooks are all normal **werejaguars**, 5 in total. They exit through the staircase to the kitchen when the tavern "closes."

2. THE THEATER

A stone altar adorns the rear of this room on a stage that is set two feet off the tavern floor. Hired musicians occupy this room until they are released for the evening, but tables and chairs are brought in if the main bar area becomes too crowded. Chairs are also brought in by the staff just as the entertainment is about to begin.

An extremely well hidden trigger behind the altar opens a stone panel in the floor at the northwest corner of the room. A Wisdom (Perception) DC 19 is required to spot the trigger if players search.

When you believe the players are ready to truly ready to start the adventure, read them the following out loud.

The bartender makes a last call and a woman steps out from the theater to announce that the evening's real entertainment will begin momentarily.

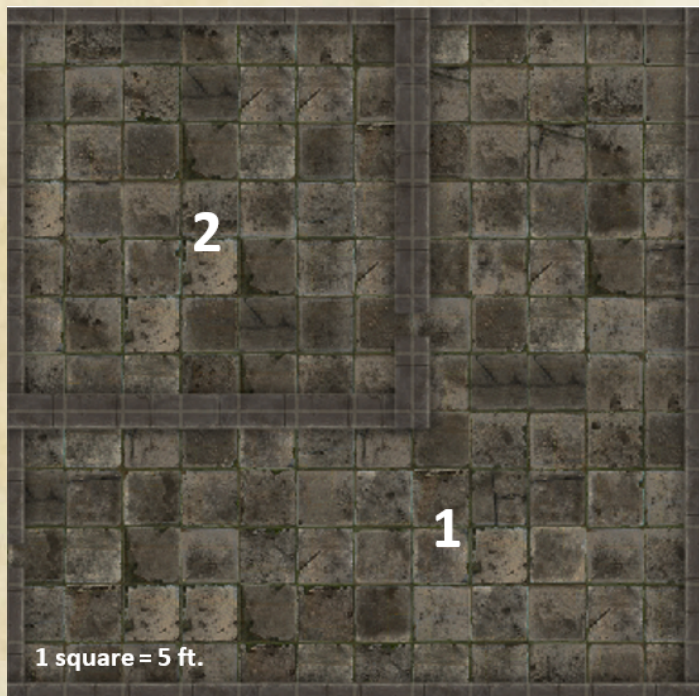
The woman is stunningly beautiful. She wears only minimal clothing obviously designed to entice along with a magnificent plumed headdress. There are only three others here with you left in the bar for the evening, but she eyes one of the males hungrily.

The tavern staff starts to exit the tavern as they close up the kitchen for the evening. Inside the theater you notice a scene that has already been prepared for the night's entertainment.

A stone altar rests on a raised dais and a man dressed in traditional hishna garb stands behind it holding a wickedly curved obsidian dagger. To his left stands a well-built, half naked man who has the same feral, yet tamed look that you noticed in the tavern staff.

The hishna priest speaks: "At the dawn of mankind, Kukul failed in forging a suitable worshiper on three separate occasions until he realized that in order to give life, blood must flow. He cut from his own body, and from his divine flesh, mankind was born. Sacrifice is indeed where the power of life lies, so we give to the gods in order that they maintain their sacred duties."

At this point the feral man steps forward and claims, "I accept my fate, but I only give of myself to the True Lord." With that the feral man lays across the table.



Depending on the player's sensibilities, the battle might indeed begin at this point in time. Sacrifice however, particularly when offered willingly, is sometimes still an accepted practice in Maztica, and the players might in fact be used to it. It is outlawed in Tulom-Itzi however, and generally frowned upon by all Itzas.

If the players attempt to stop the sacrifice, they not only have to deal with the two **vampire spawn**, the intended sacrifice will also rise to defend his executioner. The feral man, like the tavern staff, is another **werejaguar**.

The other patrons of the bar are mostly men from Tulom-Itzi. There are 9 in total, all **commoners**.

The commoners will become aggravated by any interference in the night's festivities, but they will not get involved in battle.

Watching the actual sacrifice occur might be difficult for the players, particularly for foreign characters. If the DM wishes, he may describe the "performance" as he sees fit, but the adventure itself assumes that the players have interfered.

When the players intercede, read the following.

You have seen pretty much all you can stand to see and your displeasure is quickly noted by the beautiful female.

"Do you seek to deny True God his sustenance? Perhaps you do not understand that his will is not meant for mortals such as yourselves to be questioned!

The crowd boos and jeers at you as she continues. "Perhaps we err in offering you the honor in witnessing our greatest offering...the *Blood Offering!*"

With her last word, you hear the doors shut and lock back inside the tavern. The woman hisses and her mouth reveals previously hidden dagger-like fangs as she tears in to the nearest patron. The poor man's neck opens and blood covers her face as the hishna-garbed priest jumps onto yet another patron.

Even the once-intended sacrifice stands and changes forms into that of a feral jaguar and pounces in your direction.

Roll initiative as normal, but give the werejaguar advantage on the roll unless the players expected this attack. The vampire spawn roll normally as they have just attacked two of the commoners.

The door to the outside has been bolted with a large wooden plank, and it would take a successful Strength (Athletics) check with DC 18 to force open.

The general sense of the battle is one of pure chaos. The remaining patrons (two were killed almost instantly) are in a state of pure panic, trying to find a way out of the resulting carnage. After the first attack, the vampires turn their attentions towards the PCs.

Players should be careful when using area spells, as there will always be at least one patron within 10 feet of a vampire spawn.

The female vampire spawn fights until she is destroyed, but the hishna garbed vampire is a known coward who runs down the hidden staircase to his "mother."

If the battle turns against the vampires and the werejaguar, he will flip the trigger that opens the stone paneling and attempt to flee. He will scream as he attempts to flee calling for mother repeatedly.

Whether or not the vampire escapes, the echoes of his calls have traveled well into the depths of the pyramid despite its thick walls, and mother has awakened.

The PCs may evacuate the tavern at this point if they so choose; or they might continue into the dark depths of the pyramid. Chicahua stands outside the tavern and he has brought twenty other **werejaguar** to prevent anyone from leaving. They stand roughly in an arc outside the door, half in jaguar form and the other in hybrid form. Only Chicahua remains in his human form.

The remaining commoners represent another problem, and are best left within the tavern until the bottom levels are cleared out. It will be nearly impossible (Disadvantage on all Dexterity (Stealth) checks) to bring them along as they are panicked and useless in a battle.

PYRAMID TOP LEVEL

A steep staircase leads downwards into the dark chambers of the pyramid. If the characters lack a light source for whatever reason, the various continual flame torches found throughout the tavern can be taken off the walls and used.

A foul smell wafts from the dark stairwell below and the staircase continues downwards for 30 feet.

TOP LEVEL, ROOM 1

The source of the foul smell becomes obvious the moment the characters make it down the stairs. The base of the staircase is littered with dozens of corpses. The vampire spawn simply dump the bodies down the staircase when they finish feeding at the end of an evening.

Though it is gruesome work, the party could search the bodies and find a total of 600 gp worth of cocoa beans, chunks of rough turquoise, and some small gemstones. There is no metal of any sort present on the bodies (characters may notice this if they make a successful Wisdom (Insight) check with a DC of 13).

The bodies obviously show the marks of the vampire feedings, and unfortunately, Huemoc's body (the *Missing Hunter*) can be found here.

If the players make too much noise they may start to feel a slight tug on any metallic items that they might hold. This is because the **lodestone ooze** found in Room 3 has become aware of their presence and within a turn, it will enter the room and attack.

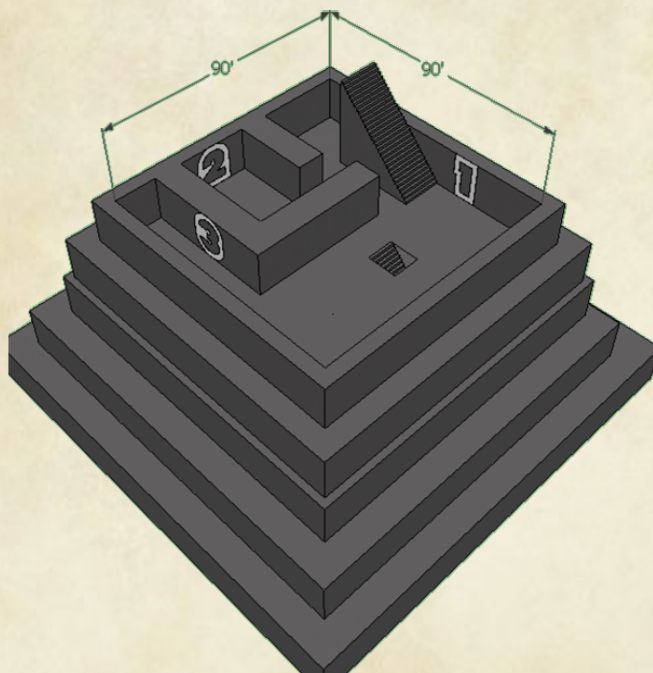
There is a staircase downwards in the middle of the floor here in addition to the one heading up into the tavern.

TOP LEVEL, ROOM 2

Two sarcophagi sit side by side in this room. If the male vampire spawn manages to escape pursuit he will head here and rouse another **vampire spawn** that sleeps beside his own sarcophagus. The two vampire spawn will make a final stand here.

After the players finish their third turn of battle, the lodestone ooze from Room 3 will enter the fray.

The vampire spawn have carry nothing metallic, and therefore are not of interest to the ooze.



PYRAMID TOP LEVEL

The second vampire spawn's sarcophagus has a hidden latch which reveals a small compartment in its base which requires a Wisdom (Investigation) check with a DC 14 to find. In it, the players can find some treasure that the vampire spawn have collected.

A heavy featherwoven pouch contains 5 pieces of jade that are worth 120 gp each, an obsidian jeweled dagger worth 400 gp and a pair of rings which are actually *Kiltzi's rings of eternal love* (see **MZC1 The Maztica Campaign Guide**).

TOP LEVEL, ROOM 3

The **lodestone ooze** remains in this room until it detects movement elsewhere on the level (usually bodies being tossed down the staircase from the tavern).

The vampire spawn and the ooze mutually leave each other be, and Yolyamantzin understands that the creature is an effective guardian. It is not permitted on other levels, however.

PYRAMID MIDDLE LEVEL

A similar staircase heads down from Level 1 to Level 2, and the stench clears a bit halfway down the staircase.

This level is the primary resting place for the remaining vampire spawn and once the PCs arrive on the landing and look around, they should quickly become aware of just how strange the relationship is between the vampire spawn and their cihuateteo mother.

MIDDLE LEVEL, ROOM 1

When the PCs reach the bottom of the staircase, read the following.

When you reach the landing and your light hits the walls, you see the last thing you ever would have expected in this setting.

The walls are painted with scenes of rainbows and caricatures of young children playing in a bright and sunny meadow with hares and other small creatures.

There are finer details that you can't quite make out from the landing.

The cihuateteo is undoubtedly an evil creature, but it is certainly a tragic being as well. Having died during childbirth, and denied paradise by the evil of the First Vampire, it is difficult not to sympathize.

Cihuateteo hold onto their motherly instincts and Yolyamanitzin certainly loves her spawn. She also thinks of them eternally as young children – the children that she had been denied during life. She painted the walls of this room in order to turn it into some form of “play room” for her spawn.

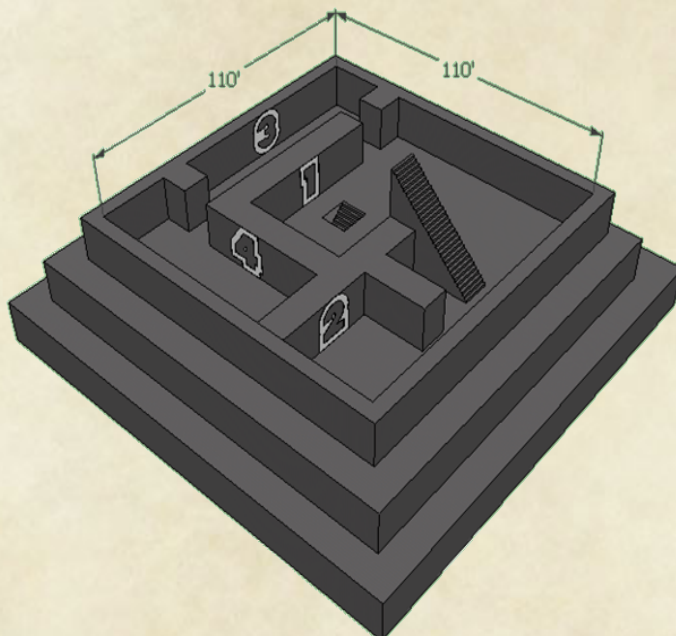
If the PCs get closer to the walls and inspect further, they will notice there are subtle horrors painted among the scenes of beauty. The children are not playing with animals, but rather torturing them and their fangs show prominently from up close.

There is nothing else of note in the room except for yet another staircase leading downwards to Yolyamanitzin's lair.

MIDDLE LEVEL, ROOM 2

The childrens' “pet” remains chained and asleep in this room. A **hakuna** remains chained in the chamber. It was taken in by one of the vampire spawn when it was young and has lived its entire adult life within these walls. It is not well treated, and is terribly violent. If the PCs attempt to slay it from a distance, it will hide itself around a corner, keeping itself out of sight.

It would be an act of mercy to slay the poor creature, seeing as its wings are hopelessly crippled and it has developed an abject fear (agoraphobia) of the world outside of this chamber.



PYRAMID MIDDLE LEVEL

MIDDLE LEVEL, ROOM 3

This hallway contains more paintings like the ones in Room 1, but depictions of “mother” are present as well.

If the PCs do not walk in a precise pattern, they trigger a trap designed to injure the party and awaken the sleeping vampire spawn in Room 4.

Walking on the stone slabs causes jets of fire to spew from hidden holes along the side walls. The PCs must make a DC 16 Dexterity (Acrobatics) check. If they fail they take 22 (4d10) fire damage and only take half if successful.

Once the traps go off, they also hear the sounds of sliding sarcophagi lids coming from Room 4. At the end of their next turn, the remaining three **vampire spawn** enter from Room 4.

The fire trap needs to be manually reset by one of the pyramid’s residents and it does not fire again if the PCs remain in the room, even if the battle with the vampire spawn occurs here.

MIDDLE LEVEL, ROOM 4

Read the following when the players enter the vampire spawn “bedroom.”

When you enter the chamber you immediately recognize the same smell of death that permeated the upper level of the pyramid.

Besides the three open sarcophagi, you also notice a large stone dais and bowl. In the bowl you notice what can only be human hearts. They are all remarkably fresh even though a veritable cloud of black flies swarms around the gruesome scene.

Depending on how quickly the PCs evacuated Room 3, they may encounter the remaining vampire spawn here.

This time, the sarcophagi do not contain any treasure, but the stone bowl itself is magical. It keeps fresh any food item that is placed within it indefinitely. Should the PCs be of the unscrupulous sort, the bowl should satisfy Tlacaclael from the *Smuggler of Hearts* hook.

He will add an additional 100 gold quills (500 gp) if the players manage to bring the hearts to him as well.

PYRAMID LOWER LEVEL

Halfway down the staircase, the characters will hear a gentle whimper in the darkness.

Yolyamanitzin is sometimes cursed with memories of the life she once had, and she is prone to long bouts of melancholy. Her spawn know to steer clear of her during these moments.

Yolyamanitzin resides in Room 2, and she is aware of the PCs presence, but she will choose to stay in her chamber.

LOWER LEVEL, ROOM 1

Read the following text to players whose characters look around after reaching the bottom of the steps.

While the floor above was darkly reminiscent of the life of a young mother, the paintings and markings on the walls here remind you more of a young woman in love. Depictions are of a semi-nude woman lying wistfully on a bed of plumage and in one case even holding hands with a dark figure that you cannot quite make out.

You may have been fooled into believing there was a sweetness to the paintings in the nursery above, but the macabre nature of the actual hearts painted all over the wall make their dark nature obvious.

The whimpering you heard on the way down the staircase has subsided.

The dark figure in the painting is of Yolyamanitzin’s “husband” Camazotz and the female figure is of course herself. Getting closer will show some details that the characters would otherwise not be able to see.

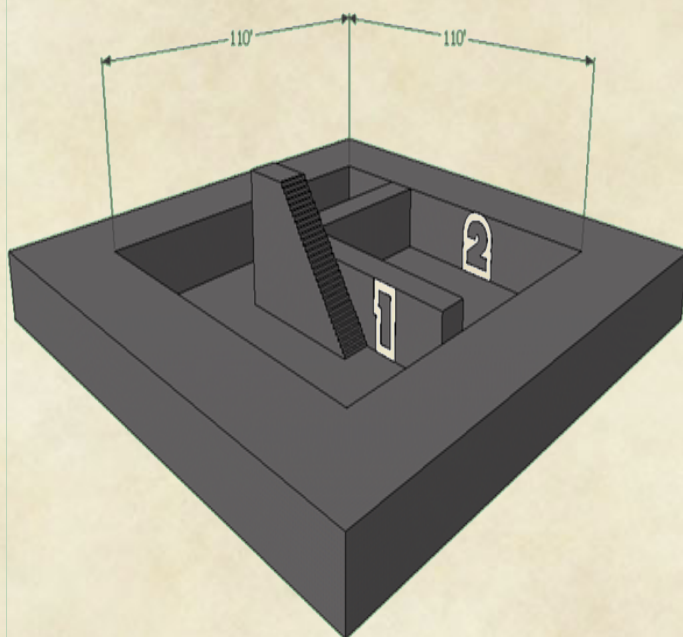
Camazotz may indeed be interesting to the characters and if there are native born characters in the party, allow them to make a DC 14 Intelligence (History) or Intelligence (Religion) check to recall stories of the First Man and First Vampire.

LOWER LEVEL, ROOM 2

This is Yolyamanitzin, the **cihuateteo** and favored wife of Camazotz’s lair. She sits quietly awaiting either her doom, or that of the intruders who have destroyed her precious family.

A tattooed, nude woman sits in the center of what you could only describe as a nest in almost a fetal position. She has the belly of a woman who is with child, but she is undoubtedly the same as the undead spawn you have already encountered.

It seems as if you have finally met “mother.”



PYRAMID LOWER LEVEL

The battle with the cihuateteo is as straightforward as one may get. She was able to feel the destruction of her children and is obviously infuriated.

The cihuateteo desires her own destruction as well and she will fight with reckless abandon. Occasionally during battle, she will hiss phrases about how “father with come for you all,” but she otherwise remains silent.

Yolyamanitzin's nest contains seven pieces of jewelry that is worth a total of 6,250 gp. She also holds a single featherwoven doll in the shape of a female child.

It is dirty and crudely made, but it is all that she had to remind her of the life she was meant to have.

When the cihuateteo is destroyed, she will leave behind part of her spirit within the doll itself as a gift to those who released her.

THE DOLL OF YOLYAMANITZIN

Wondrous item, legendary (requires attunement)

The Doll of Yolyamanitzin is a gift left to the one who released the spirit of the tragic mother Yolyamanitzin to find her final reward.

Once per week, as a reaction, an attuned owner may call upon the mother's spirit when they fail a saving throw and may choose to succeed instead.

The attuned owner of the doll may cast a single *wish* spell. Once used, the doll forever loses all of its magic.

Only the characters who actually released Yolyamanitzin or their heirs may attune to the doll.

FURTHER ADVENTURES

Chacobben has only begun to reveal its secrets and each year, more of the city will become exposed. Camazotz hopes to reclaim his city and fill it with his spawn, birthed through the dozens of cihuateteo he has as his betrothed throughout the land of Maztica.

The cihuateteo are truly tragic creatures and good aligned PCs might seek out others to put to rest as they become aware of their presence.

"Hunters" should beware, however as the First Vampire is sure to take notice and Yolyamanitzin's destruction will have already angered him greatly.



MOTHER MUST FEED HER CHILDREN...

In an ancient city punished long ago for the hubris of its founder, an ancient evil has risen to the surface.

A mother and her children have opened a tavern, one of the first of its kind in the True World. The tavern offers delights and entertainment seen rarely in Maztica, but its guests are not the only ones who must be fed.

Blood Offering is the third adventure for the True World campaign setting for Maztica.

The adventure is inspired by the movie From Dusk 'til Dawn directed by Robert Rodriguez and written by Quentin Tarantino and the book Obsidian Butterfly by Laurell K. Hamilton. The adventure also relies heavily on a creature from Aztec mythology known as the cihuateteo.

The First Man known as Camazotz, once favored by the gods and later cast down to become the First Vampire has only been heard of in legend. His city, buried long ago is reappearing one piece at a time.

Camazotz does exist, and has taken many wives. These creatures, known as the cihuateteo are female vampires who actually give birth to their spawn. His favored wife has developed quite a clever ruse to feed her young!

CREDITS

AUTHOR

Jon Hild

COVER ART

Jennifer Mealing

<http://jennifermealing.deviantart.com/>

INTERIOR ARTIST

Ricardo Franco

<http://ricardoaf franco.deviantart.com/>

CARTOGRAPHY

Phillip Wallace

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.