

TWA1

THE RUINS

A MAZTICA ADVENTURE FOR
FOUR LEVEL 5-7 PLAYERS



THE RUINS

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TABLE OF CONTENTS

MAZTICA ALIVE!	1
INTRODUCTION	1
BACKGROUND	1
THE RUIN	1
THE PLANT	2
CLEARING MAP	2
THE GREEN FOLK	3
EZCOCHITLI	3
OVERVIEW	4
CHARACTER HOOK	4
CIPACTLI	4
EKOLID	4
GENERAL FEATURES	5
1. THE GREEN FOLK BOY	5
2. THE RUIN CLEARING	6
FEATURES OF THE PYRAMID	7
EVENTS WHILE TRAPPED	8
3. UNDERGROUND PASSAGE	8
COPPER HAKUNA (FIGURINE OF WONDROUS POWER)	9

MAZTICA ALIVE!

The Maztica Alive Community is growing stronger every day, and this book is intended to lead it into the next “generation” of supplements from the community.

So far, the following can be found on the **Dungeon Masters Guild**.

- TWC1 *The Maztica Campaign Guide*
- TWC2 *Lopango – Land of the Sacred Sun*
- TWC3 *Claw and Sting – The Scorpionfolk of the Maztican Underdark*
- TWN1 *Azure Skies*
- TWC4 *Esmeralda – Island of Revolution and Supernatural Threats*
- TWM1 *Diamond Eyes – A True World Tale of Betrayal*
- TWM2 *Fangs and Feathers – A Book of Spells for the True World*
- TWM3 *The Grand History of the True World*

Each of these sourcebooks can be found at:

<http://www.dmsguild.com/product/171534/TWC1-The-Maztica-Campaign-Guide>

INTRODUCTION

TWCA1 The Ruins is based on the 2008 movie also known as *The Ruins*. It is a supernatural horror film directed by Carter Smith and it stars Jonathan Tucker, Shawn Ashmore, Jena Malone, Laura Ramsey, and Bella Sana. The movie itself is based on the novel of the same name by Scott Smith, who also wrote the screenplay.

This encounter is the first adventure scenario written for the Maztica Alive campaign, with the exception of “Dark Mound” found in **TWC1 The Maztican Campaign Guide**.

The adventure tries to recreate many of the events that occurred in the movie, though the setup is different, and the ordeal that the players will have to go through is only designed to last for one day of adventuring.

The adventure is ideally designed for four players who should be around 5th level. The

main encounter itself can easily be adjusted to accommodate higher level parties, though lower level parties will require some reworking of the main monster.

As it always is with magic, there are a number of ways that a party that is rich in magic could end up avoiding the encounter altogether. Flying magic in particular could end the adventure before it begins. Considering the party’s level, and the fact that the hook assumes that the party is traveling on foot through the jungle, this should not be a problem.

The creature in this adventure is exclusively Maztican and can be found in an upcoming supplement so for ease of reference, its basic statistics are provided. Those which are not provided can be found in the **Monster Manual**.

BACKGROUND

A cruel and sadistic plant, gargantuan in size and desperate to spread its evil to the jungles of the True World has long been trapped by the simplest of means.

THE RUIN

In the jungles south of the House of Tezca, there are ruins of a civilization that are a complete mystery to the tribal Green Folk who reside nearby. Though they have a similar structure to the grand pyramids of the northern nations, they tend to be smaller and have dissimilar markings. The ruins are ancient, and the Green Folk tend to keep their distance for fear of the evil that may lie within.

In one small ruin, a squat and square pyramid 80 feet on a side and 30 feet high, the evil that the Green Folk fear literally covers the ruins. An intelligent, carnivorous plant that appears to be nothing more than a common jungle creeper (with vibrant red flowers) covers practically the entire ruin. This creature is known in the tongue of the Green Folk as the *ezcohitli*, and they believe it is their sacred duty to keep it contained.

THE PLANT

The ezcocitli is of unknown origin, but it is possible that it is a result of evil magics left over from whatever ancient civilization once occupied the jungles of the Green Folk. It is a gargantuan plant, and can cover great amounts of surface area, but it generally remains flat on whatever surface it occupies. When attacking, its thorny vines snap outward from many different directions, slashing at anyone who stands within its confines.

Though the ezcocitli can move at a very slow pace, it is effectively trapped atop the ruins. The simple Green Folk, who are typically awed by the supernatural and strange, discovered an effective means of keeping the creature contained and not by the power of some awesome magic. Long ago, at the cost of many

lives, the Green Folk discovered that the ezcocitli could not cross earth that had been salted. Though it is not hurt by the mineral, it still avoids salt at all costs.

The ezcocitli has desires that are easy to determine. Other than the occasional animal that wanders (or lands) upon the pyramid steps, it has not fed well in months. The Green Folk repeat the salting of the earth every so often, but they never approach close enough to the creature for it to feed.

It also seeks to spread by infecting humans with its spawn. Only living, sentient beings are capable of carrying its live young within their bodies; wriggling larva-like vines that cannot be removed without strong magic. Eventually, these vines burst forth from the body, killing their host and seeking a place among the jungle creepers where they can grow unmolested.



THE GREEN FOLK

The Green Folk are an isolated people who know close to nothing of the arrival of the Amnians, the wars to the north, or even the Night of Wailing. When the skies changed from blue to a steel gray, they feared that the gods had become angry with them, and this drove them to even greater isolation and xenophobia.

The skies are blue again, something not even their greatest elders are old enough to remember, but the message is clear, the gods are pleased with their work.

The tribes of the Green Folk are not unified. Leaders are selected through common consensus and based on merit. Usually the wisest is chosen rather than the fiercest.

One tribe, led by a portly, but brave middle aged man, considers preventing the spread of the ezcocitli its sacred duty. It is utterly forbidden to set foot near the ruins, and only those who periodically salt the ground ever enter the clearing where it lies.

Like all Green Folk, this tribe is distrustful of strangers, particularly if the trespasser's skin color is unknown to them. As long as they are left alone, however, the tribe that protects the ruins is not immediately hostile. Those who have been warned to keep their distance from the

native's in these jungles should know better than to approach one.

EZCOCHITLI

Gargantuan plant, neutral evil

Armor Class 8

Hit Points 202 (15d20 + 45)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	11 (+0)	6 (-2)	1 (-5)

Skills Perception +4

Condition Immunities charmed, blinded, deafened

Senses blindsight 30 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 6 (2300 XP)

Amorphous.

The ezcocitli can move through a space as narrow as 1 inch wide without squeezing.

False Appearance.

While the ezcocitli remains motionless, it is indistinguishable from normal jungle foliage.

Spider Climb.

The ezcocitli can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Thorns.

All along the length of its vines, the ezcocitli has long, pronged thorns. Anyone who attempts to grab the vines with uncovered flesh takes 2 (1d4) piercing damage automatically.

Regeneration.

If the sun shines on at least part of a ezcocitli, it regenerates 10 hit points at the start of its turn. If the ezcocitli takes fire damage, the trait doesn't function at the start of its next turn. The ezcocitli dies only if it starts its turn with 0 hit points and doesn't regenerate.

Massive Area.

The ezcocitli occupies 2 feet for every hit point it has remaining. Much like a swarm, creatures may occupy this space as well. All creatures within the space are subject to two vines attacks. Creatures within 5 ft. of its area are also subject to a single attack.

Infection.

Whether it is from a vines attack or simply through the thorns of the ezcocitli, if a creature with blood suffers damage from it, they must make a DC 15 Constitution save or become infected with the ezcocitli's spores. In two days, the victim will start to notice vines wriggling underneath their skin. After three days, they will become incapacitated. After five days, they will be paralyzed, and after seven days they will die at which time a young single hit die ezcocitli will burst forth from its body and slowly seek out the nearest jungle. The disease is easily cured with magic, but attempting to remove the crawling vines any other way only injures the victim.

ACTIONS

Vines. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) slashing damage.

Multiattack. The ezcocitli can attack any creature that occupies its space twice, no matter how many creatures are in its space.

Horrible Mimicry. The ezcocitli can mimic babies crying, screaming, or other horrifying sounds. This forces all creatures occupying its space or within 30 ft. to run as fast as they can from the ezcocitli and behave as if frightened if they fail a DC 15 Wisdom save.

REACTIONS

Attack. For every 10 ft. a creature moves within an ezcocitli's space, it is subject to a single vines attack.

OVERVIEW

While traveling through the jungles that separate Maztica from Lopango, the players come upon a young green folk boy playing by a stream.

The boy stares at the players but does not respond to any of their questions. If the characters approach the boy, they are attacked by an ambush predator that resides within the stream.

By the time the players defeat the creature the boy has disappeared into the jungle, but they hear his screams coming from further into the wood. If the players follow the screams they come upon a clearing which contains a square ruin in the shape of a pyramid.

When the players set foot on the ruin, the boy emerges from the forest, followed by dozens of Green Folk who make it clear that the players are not allowed to leave and can only continue into the ruin.

After hourly events that should serve to rattle the players, the main villain, which is a malicious plant creature that covers a major portion of the ruin, finally attacks.

The party either fights back or flees from the plant, and during the battle some may have been infected by its spawn.

Considering the implied hostility of the Green Folk, the players must flee through the only egress available which is a shaft that passes deep through the pyramid and into a hidden tunnel which has guardians of its own.

The players may escape; exiting distantly into the jungle should they overcome all attackers.

CHARACTER HOOK

The adventure location is simple to apply almost anywhere and can be found while the characters are wandering through a jungle setting. This can occur anywhere, even outside of the True World setting if the DM desires.

The Ruins, however, is meant to be a short series of encounters that occur as the characters are traveling (for whatever reason) between Maztica and Lopango.

CIPACTLI

Large monstrosity, unaligned

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +6

Senses darkvision 30 ft., passive Perception 13

Languages -

Challenge 4 (1100 XP)

Ambush Predator. Cipactli have scales the color of swampy water and are extremely stealthy predators. As a result, they gain advantage on Dexterity (Stealth) checks made to hide when in this type of environment.

ACTIONS

Multiattack. Cipactli make three bite attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage.

EKOLID

Small fiend (demon), chaotic evil

Armor Class 14

Hit Points 58 (9d6 + 27)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	13 (+1)

Skills Acrobatics +6, Stealth +6

Damage Immunities poison, psychic

Damage Resistances acid, cold, lightning, fire, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1100 XP)

Madness Aura. Any creature that observes an ekolid must make a Charisma saving throw with a DC14 or suffer from a form of madness. The victim hallucinates about dozens of insects crawling on and under their skin causing them to suffer disadvantage on all attack rolls, saving throws and skill checks. The victim also cannot maintain or use Concentration for any spell. This spell is permanent until they receive a remove curse or similar magic. A successful save makes the creature immune to that particular ekolid's madness aura for 1 hour.

ACTIONS

Multiattack. An ekolid makes one bite and one stinger attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. On a successful hit, the victim must make a DC14 Constitution saving throw. On a fail, the ekolid implants one of its many larvae. At the start of its next turn, the larvae matures and bursts forth from the victim's skin causing 14 (4d6) necrotic damage. The new ekolid is tiny and takes a week to mature before it is gains its madness aura or attacks of its own.

GENERAL FEATURES

It is early in the morning when the characters first see the Green Folk boy and encounter the cipactli.

Light. Though it is early in the morning when the players begin this adventure encounter, the sun is already high enough in the sky to offer bright illumination. There will be a full 12 hours of light before nighttime and darkness.

The Jungle. The jungle is very densely packed in this area and characters can only move through it at 5 feet per turn. There are numerous well-traveled paths used both by jungle animals and the Green Folk, however.

The River. There is a seasonal stream where the characters have their first encounter. It does not get terribly deep, though there are frequent low waterfalls. Moving through the river is considered difficult terrain.

1. THE GREEN FOLK BOY

The characters' first encounter occurs as they come upon a small river and waterfall. The dense jungle clears out a bit here and near the waterfall, a young boy stands by the river with a pointed wooden stick; apparently using it to spear fish. When the players notice the boy, read the following.

The boy was staring intently into the water with a sharpened stick in hand. When he noticed your presence, he simply stopped and stared, with the stick being held in a non-aggressive manner. The boy was obviously shocked by your sudden appearance, but his stare has remained perfectly still, almost eerie in a way. He does not attempt to begin any sort of conversation, nor does he move to flee.



No matter how much they try to communicate, the boy will not respond to the characters. He is a Green Folk boy and speaks their unique language, but even if the language barrier is broken, the boy will not respond.

It is only when the party approaches the boy that something occurs.

As you approach the boy, you sense a stirring in the river near you. What you initially think is a large crocodile explodes from the water and tries to bite. As if the attack was not terrifying enough, you notice that the “crocodile” is attempting to bite from mouths that appear at every joint – elbows, knees and even its shoulders. This is no ordinary crocodile!

The characters have been attacked by a **cipactli** (p.4), an incredibly stealthy predator that may get the jump on the characters.* The encounter, however, should still remain relatively easy.

When the battle is over, the characters will notice that the boy has disappeared, but over the noise of the waterfall, they hear what sounds exactly like a young boy screaming off in the woods. If the characters search (no check necessary), they will find a poorly hidden path that leads in the general direction of the scream, which comes yet again, this time more desperate.

*Note that Kultakans consider this beast sacred and if the party consists of any native characters from Kultaka, that character will undoubtedly recognize the creature for what it is and would most likely insist that the party avoid harming it.

2. THE RUIN CLEARING

The ruin clearing is about a five minute walk from the river and every so often, the screams will repeat, sounding more desperate each time. DMs should note the increasing urgency in the tone to the players.

As the characters emerge into the clearing, read the following to the players.

The jungle path suddenly opens up into a huge

clearing with very little vegetation of its own. In the center of the clearing you see a squat, square ruin in the shape of a pyramid which is perhaps sixty to a hundred feet on a side. It is covered in jungle creepers which hide strange markings that you cannot make out from this distance. There are sets of stairs on all four sides of the ruin.

At this point it is imperative that nothing unusual is brought up about the **ezcochitli**, lest the attacks begin too early. It appears to be nothing more than ivy with occasional bright red flowers and it is in fact intermixed with other normal jungle vegetation. Though the **ezcochitli** typically covers 2 feet for every hit point, this one has grown to perfectly encompass the surface of the pyramid.

Though you cannot see the top of the pyramid from your angle, you do hear the scuffling sounds of movement and you hear one final, gurgling cry.

When the last character has set foot upon the ruin, read the following.

As the last of you sets foot on the pyramid, you hear a whistle from the nearby wood. From the darkness steps the Green Folk boy who you thought you were now attempting to rescue. A moment later, you realize that he is not alone. A portly middle-aged man steps out from behind him. Within moments, dozens of Green Folk emerge from both the path and the jungle itself. Most of the men who appear are armed with bows, and though they keep the bows low, they remain drawn.

The portly man begins to yell at you in the language of the Green Folk.

The Green Folk will absolutely not allow the characters to step off of the pyramid at this point. If the characters approach the edge, they have only the clearly drawn bows of thirty three Green Folk **scouts** (*Monster Manual* p.349) and one **veteran** (*Monster Manual* p.350, armed with a bow instead of a crossbow) to warn them

of their certain death should they continue. Stepping back up the pyramid allows the scouts to lower their weapons, and even without communication, the intent is obvious.

The portly man continues to yell in the Green Folk tongue. If they can understand him, he only repeats warnings to step back. He refuses to answer any questions, including inquiries into the Green Folk's intentions. The characters truly have no choice but to go to the top of the pyramid or remain where they stand.

At no point during the events of this adventure will the Green Folk leave, and they will stand guard through all hours. Women and children arrive soon after, bringing enough supplies to demonstrate to the players that the Green Folk are here to stay. They set up camp in a corner of the clearing.

FEATURES OF THE PYRAMID

The players have nothing to do but to explore the exterior of the pyramid at this point.

Vegetation. If the players focus on the vegetation, and use a Search action, they can make a DC 13 Intelligence (Nature) check to determine that there are a dozen different species of plant on the pyramid, all of which are some form of ivy or jungle creeper. Six species, one of which is the ezcochitli, have small thorns and cause 2 (1d4) piercing damage if they are handled. Roll 1d6 if the characters take damage to determine if the character inadvertently got injured by the ezcochitli, at which point you can refer to its *infection* ability. This occurs on a roll of 6 only. Certain precautions can be made to avoid the damage at the DM's discretion, but the ezcochitli can subtly make small movements that might foil them.

Markings. Underneath the brush, the pyramid is covered in ancient markings that have mostly faded over time. Some can be seen without removing the brush, but most is, and attempts to remove them subject a character to the vegetation. The following carvings are examples of what might be discovered, with 1-3 being plainly visible. Each could be used as future plot hooks or insight into the history of the civilization which created these pyramids (or

possibly even the ezcochitli. Roll 1d8 when brush is removed and consult the following table.

Roll	Carving
1	An erect, feathered crocodile swallowing a heart. DC 13 Intelligence (Nature) check reveals this is a Maztican Ahuizotl.
2	A parrot like creature trailing motes and stars behind it. DC 13 Intelligence (Nature) check reveals this is a corollax.
3	A cipactli, as encountered by the characters earlier.
4	An elaborate carving of a warrior being sacrificed. The removed heart is on fire.
5	Two intertwined serpents that span an entire side of the pyramid. One is smooth to the touch and the other grainy and segmented.
6	A gaping mouth of fanged teeth. Behind these, what initially appeared to be a second row of teeth is in fact a collection of buildings which forms a miniaturized town.
7	Jaguar headed humanoids with furry wings and clawed feet like those of an eagle.
8	Humans with elongated skulls and gossamer robes either joining or separating with the jaguar headed humanoids.

Trapdoor. A trapdoor leading into the tunnel area is in the center of the pyramid top. As long as the ezcochitli is alive, the trapdoor is extremely difficult to find despite its rather obvious location, and it requires a DC18 Wisdom (Perception) check to find. In addition, the character must be searching by removing the creepers, most of which will be the ezcochitli. If a character gets hurt by the thorns here, roll 1d6 as usual, but on a 4-6 it is caused by the ezcochitli.

EVENTS WHILE TRAPPED

The ezcochitli does not immediately attack the characters, perhaps because it likes to see its victims suffer before a kill. It is intelligent enough to know that unless they find the trapdoor, there is no way for the characters to escape.

If the characters have some form of travel magic that could quickly end this encounter, the DM has a number of options. Remember, the Green Folk fear the characters escaping because they do not want there to be even a small chance that the ezcochitli might spread. If they recognize a caster's intentions, or see flying magic in action, they will all train their bows on the offending caster. If a few warning shots don't deter the players, a volley of arrows might be unleashed. The ezcochitli should not attack yet, unless the encounter is otherwise certain to end. It will not let its prey go easily.

Reveal the following events to the players at a rate of about one per hour. The events should give the players clues as to the nature of their foe, until it is finally revealed in the sixth event. At this point it is time for the main battle, which could be deadly for the characters.

Event 1. A flock of birds fly into the clearing but make a sharp turn into the trees just before they come close to the ruin. Their avoidance of the area was obvious.

Event 2. Five Green Folk men and women with woven sacks full of something white and grainy approach closer to the pyramid than any others have come before. They pour the contents of the sacks in a circle which completely surrounds the pyramid.

Event 3. The sound of a baby crying comes from the other side of the pyramid. If the characters investigate, they find nothing.

Event 4. One of the characters catches movement at the corner of their eye. When the character looks it is just a rabbit rustling in the brush. A few moments later, the character hears a pitiful squeal and intense shaking in nearby bushes. If he or she investigates, the rabbit has disappeared.

Event 5. This event will lead to revelation of the main antagonist of the adventure. Read the following out loud to the players.

A small boy, younger even than the one at the river, somehow manages to slip past a few scouts who are apparently less focused on what is going on behind them than who is attempting to leave the pyramid.

The boy manages to grab a red flower from the very edge of the pyramid before the portly man notices him. The man starts yelling at the child, who can't possibly be more than 7 years of age. You recognize the tone. It is obvious that the boy is doomed as you are, though he does not have the sense to come to the top of the pyramid. What can only be his mother appears from the nearby camp and cries the boy's name aloud. The portly man holds her back and the boy cries out "mama" as he steps forward and presents his red flower. It is unclear which of the six arrows took the boy's life.

At this point the characters should be sufficiently horrified at what the Green Folk have done. Unfortunately, this is only the beginning of the horror. As the boy's body falls backward into the vegetation, vines rise up and start to entwine his corpse. The vines, obviously alive, begin to feed. All around them, the entire pyramid erupts in movement and the sounds of dozens of crying babies.

The battle with the **ezcochitli** has commenced. Make sure you are familiar with all of its powers. This is not a standard creature, and its abilities are quite unique. Despite the sounds of the crying babies, the ezcochitli is not using the magic behind its horrifying mimicry. It does not want its prey to run off to be killed where it cannot reach their corpses and feed.

3. UNDERGROUND PASSAGE

Once the ezcochitli is defeated, the vines quickly wither and die as do the red flowers. The remaining vegetation is no longer enough to cover the surface of the pyramid and each carving from page 7 can now be clearly seen.

The Green Folk do not relent in their quarantine of the characters unfortunately, because they do not know if there is spawn living in the bodies of one of the characters or

not. The portly man however, does give the characters somewhat of a respectful nod, and once the Green Folk realize the threat is forever dead, a bit of a cautious celebration occurs.

While the characters may not escape the way they came, another exit readily makes itself visible outside the watchful eyes of the Green Folk, who still won't cross the salt barrier. The trapdoor, long held in place by the ezcochitli's vines, has swung open. Handholds along the side of a stone wall lead into darkness that has not seen the light of day in ages.

The climb descends 60 feet; well below the base of the pyramid, and the characters will realize they are underground if a DC 12 Wisdom (Perception) check is made. The climb leads into a moderately sized chamber that smells of must and earth. The chamber is completely dark with the exception of the shaft of light from the surface that is disappearing slowly as the day turns to night. If the characters have a light source read them the following.

Your light illuminates an earthy chamber which can't be more than 30 feet on a side. To your right, you see what appears to be an irregular tunnel, three and a half feet high at the most. To your left there is a stone pedestal, upon which sits a copper statuette of some horse-like creature with wings. Sprinkled around the statuette on the pedestal are what can only be tiny blue gemstones.

From the earthen tunnel comes the growing sound of chittering, almost as if thousands of insects are headed this way.

This encounter is partially left to what the DM believes the characters can handle. The tunnel is not a natural part of the pyramid, but was actually dug by terrible insectoid demons known as ekolid. At the DM's discretion, one, two or (highly unlikely) three **ekolid** (p.4) emerge from the tunnel to fight the exhausted characters.

The reward for characters is in the gems and the statuette. There are 15 tiny, but perfectly cut sapphires worth 100 gp each. The statuette, however, detects as magical. With a DC 13 Intelligence (Nature) check, they can identify the winged creature as a hakuna; which is a True World native creature similar to a dragonne.

The statuette is a relic from the ancient builders of the ruin who could tame these beasts, and in essence the copper hakuna is a Figurine of Wondrous Power.

The characters may use the tunnel to crawl well beyond the confines of the clearing. The ekolid actually arrived in the chamber over a decade ago from the Underdark, and branching tunnels could lead upwards to the surface (a hidden cave far from the Green Folk) or down into the Underdark for further adventures. Where exactly did the ekolid come from? Are the rumors of scorpionfolk in the dark places of the world true? Who made the carvings on the ruin and what were they exactly of? All of these questions could lead to further adventures beyond The Ruins.

COPPER HAKUNA (FIGURINE OF WONDROUS POWER)

Wondrous item, rare

If you use an action to speak the command word and throw the copper hakuna on the ground within 60 feet of you, it becomes a living hakuna.* If the space where the hakuna would appear is occupied by other creatures or objects, or if there isn't enough space for the hakuna, the figurine doesn't become a hakuna.

The hakuna is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the hakuna defends itself but takes no other actions.

The hakuna can remain alive for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed. It reverts to a statuette early if it drops to 0 hit points or if you use an action to speak the command word again while touching it.

*Statistics for the hakuna can be found currently in the Maztican Bestiary by Leonaru, but will soon be found in a Maztica Alive update.

<http://www.dmsguild.com/product/176654/Maztica-Bestiary--Monsters-of-the-True-World>