

TWA3

BLOOD OFFERING



A MAZTICAN ADVENTURE FOR LEVELS 6-7



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I really need to thank the writers of the movie *Dusk ‘til Dawn* and the book *Obsidian Butterfly*, by Laurell K. Hamilton. Both served as inspiration and if you really want to get into the mood for this adventure, I highly recommend both!

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MAZTICA ALIVE!

In the 1990 Maztica Boxed Set, the name “Maztica Alive” was given to the game book designed solely for the dungeon master. In 2010, when a name was needed to represent the legion of remaining fans and the community that they were slowly forming, there was in truth no name that could have been more appropriate. Fittingly, this community began exactly two decades after the introduction of Maztica. “Maztica Alive!” therefore, has come to represent a growing community of game enthusiasts who are determined to see Maztica survive in each new game incarnation. Currently, the group is most active in the Yahoo Group of the same name. To join the group, simply follow the link provided:

<https://groups.yahoo.com/neo/groups/MazticaAlive/info>

Also, discussions are actively growing in the community known as The Piazza:

<http://thepiazza.org.uk/bb/index.php>

Though the intention of this netbook is to draw in new fans, the group itself is always looking for new authors, artists and contributors. Please feel free to join us at either site and participate in the conversation. Perhaps your material will shape the events in countless future campaigns for future fans!

WHAT IS IN THIS BOOK?

In this book you will find a dark adventure with horror themes and frequent references to sacrifice. A DM most certainly would want to read it through to see if it is appropriate for their intended players.

The Background section describes the nature of the antagonist and her cruel ruse, while the “Character Hooks” can be used to get both native born or foreign characters involved in the adventure.

In “Concluding the Adventure,” the DM will be given some leads into future adventures and the players may decide whether or not to take on a far greater evil.

INTRODUCTION

This book is the third adventure published for the True World setting of Maztica. It is recommended that four characters of no lower than 6th level begin the adventure. Other parties are possible with slight alterations to the encounters, but it should be noted that the cihuateteo (the final encounter) is a CR 9 creature and will require a talented group to defeat.

The adventure is set in Maztica (specifically in the jungle nation of Far Payit) but it could be easily converted. There is a significant amount of lore in the adventure’s background section however, and if set in Maztica, the adventure could lead to an entire campaign against a far greater threat.

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 first made the gods proud, particularly Zaltec, to whom he 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 instead. 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 that of simply 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 teats 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 white 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. The vampire even learned the harsh tongue of the human who called himself “Amnian.”

Eventually she forgot all about Amnian and the fragile mortal certainly died of neglect, but what she had already learned proved invaluable to her recent 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 the True World, the god Qotal returned from an age old exile and battled his brother Zalteco. 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 Zalteco atop a still hidden pyramid was exposed by the loosened earth first 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 claim her new demesne.

Once there, she remembered Amnian’s lessons and transformed Zalteco’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 sometimes she even runs the tavern as if legitimately.

Amnian would be proud.

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 try to enter the tavern from its only entrance. The only way for the players to escape 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 Faerunians 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. Adventurers such as yourselves are not common here in the True World, and perhaps this could lead to your next grand adventure!

THE MISSING HUNTER

Heroic players or those who desire a sizeable 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) per player, but allow them to suggest an amount first. 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 Tlacaoel knows that outlawing a thing does not simply make the demand disappear.

Tlacaoel 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 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.

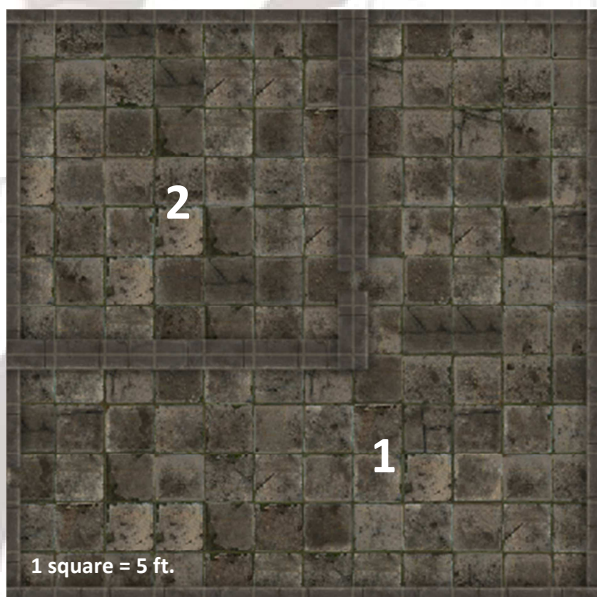


Chicahua will not allow the players to tarry for long and will encourage them to enter. At first he will invite them calmly, perhaps even offering “a free glass of octal” to each player. If the players become too curious his patience runs out and he whistles a call that summons two **werejaguar** allies 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 Strength 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 slaughter that has occurred. 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. BLOOD OFFERING TAVERN

In the early evening hours, there are upwards of 30 folk eating and drinking in the tavern. Typical fare are glasses of a Maztican drink known as octal (see **TWC1 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 Jaguar-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 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, Faerunian 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 2*.

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. 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 20 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 check with a score of 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 and "mommas boy." 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 in a variety of forms.

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 LEVEL 1

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.

LEVEL 1 – ROOM 1

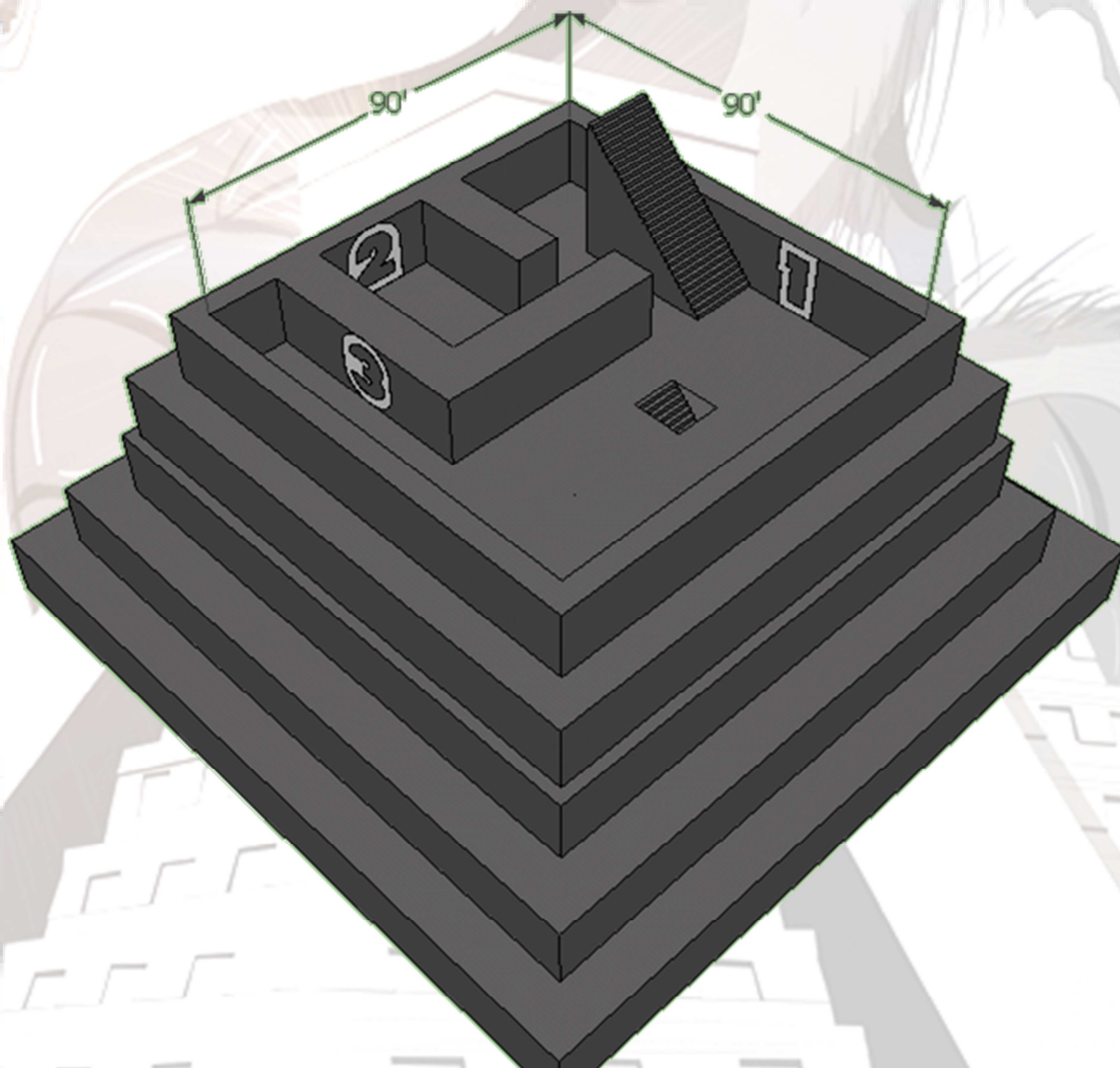
The source of the foul smell becomes obvious the moment the characters make it down the stairs. The base of the staircase is littered with dozens of corpses. The vampire spawn simply dump the bodies down the staircase when they finish feeding at the end of an evening. Though it is gruesome work, the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



LEVEL 1 – 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.

The second vampire spawn's sarcophagus has a hidden latch which reveals a small compartment in its base (Wisdom (Investigation) 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 single ring which is actually one of *Kiltzi's ring of eternal love* (see *TWC1 The Maztica Campaign Guide*).

LEVEL 1 – ROOM 3

The lodestone ooze remains in this area 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 LEVEL 2

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.

LEVEL 2 – 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 hare 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 eternally thinks of them 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 children.

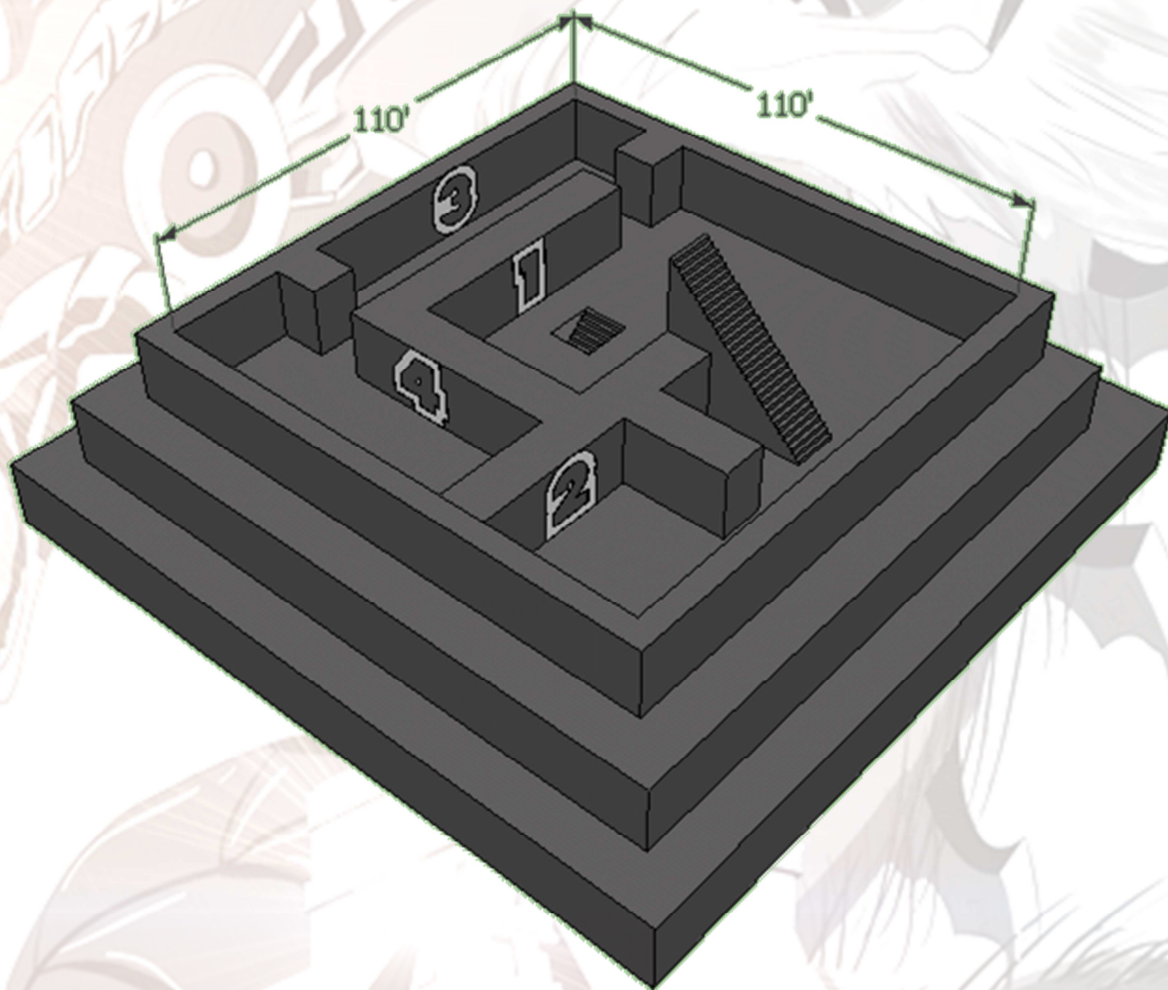
If the PCs get closer to the walls and inspect further, they will notice there are subtle horrors painted among the scenes of beauty. The children are not playing with animals, but rather torturing them and their fangs show prominently from up close.

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

LEVEL 2 – 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.



LEVEL 2 – 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 DC16 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 3 **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.

LEVEL 2 – 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 slightly 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 Tlacaelel 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 LEVEL 3

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

LEVEL 3 – 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 12 Intelligence (History) or Intelligence (Religion) check to recall stories of the First Man.

LEVEL 3 – 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.”

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 11,000 gp. She also holds a single rwoven 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

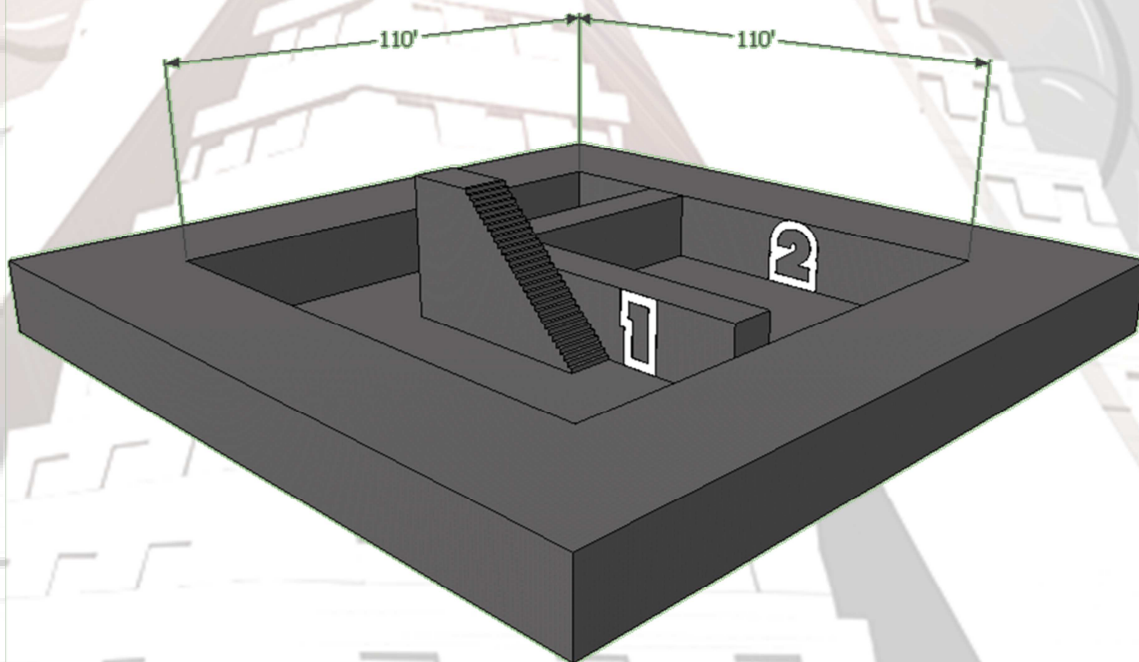
Wondrous item, legendary (requires attunement)

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.



NEW MONSTERS

CIHUATETEO

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +6, Cha +6

Skills Perception +6, History +6

Damage Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages Common, Abyssal

Challenge 9 (5000 XP)

Mother's Love. If a cihuateteo witnesses one of her spawn get injured, she gains advantage on all attacks for her next turn.

ACTIONS

Multiattack. The cihuateteo makes two attacks, only one of which can be its bite.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage. Plus 27 (6d8) necrotic damage.

HAKUNA

Large monstrosity, true neutral

Armor Class 16 (natural armor)

Hit Points

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	7 (-2)	13 (+1)	10 (+0)

Saving Throws Dex +5, Con +6, Wis +4

Skills Perception +4

Senses passive Perception 14

Languages Draconic, Sphinx

Challenge 7 (2900 XP)

ACTIONS

Multiattack. The hakuna makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

Weakening Breath (Recharge 5-6). The hakuna exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WEREJAGUAR

Medium humanoid (human, shapeshifter), lawful evil

Armor Class 12

Hit Points 91 (14d8 + 28)

Speed 30 ft. (40 ft. in jaguar form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Stealth +4

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't obsidian

Senses darkvision 60 ft. passive Perception 12

Languages Common

Challenge 3 (700 XP)

Shapeshifter. The werejaguar can use its action to polymorph into a jaguar-humanoid hybrid or into a jaguar, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing And Smell. The werejaguar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Jaguar Or Hybrid Form Only). If the werejaguar moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the werejaguar can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The werejaguar makes two melee weapon attacks, of which no more than one can be a bite attack.

Bite (Jaguar Or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werejaguar lycanthropy.

Claw (Jaguar Or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Tepoztōpilli. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

*Credit to the Maztican Bestiary by Leonaru for Hakuna and Werejaguar.