

TWA6

The Relic



A Maztica Side Trek
Adventure for Four Level 4-5
Characters



THE RELIC

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MAZTICA ALIVE!

The Maztica Alive Community continues to produce supplements and adventures for the “True World” continents of Maztica, Lopango, Anchorome and Katashaka.

Well over a dozen books by a number of authors create a consistent story collectively known as the Maztica Alive Campaign. All Maztica Alive products can be found in the DMsGuild at:

<http://www.dmsguild.com/product/171534/TWC-1-The-Maztica-Campaign-Guide>

INTRODUCTION

TWA6 The Relic is a short, site based adventure that gained its inspiration from the 1997 movie also known as *The Relic*. It is a supernatural horror film directed by Peter Hyams and it stars Penelope Ann Miller, Tom Sizemore and Linda Hunt. The movie itself is based on the novel of the same name by Douglas Preston and Lincoln Child.

The adventure utilizes the creature featured in the movie (known there as a kothoga but here altered to kothoggo) and tries to recreate events and the sense of horror that occurred in the movie. The setup is different however, and the ordeal that the players will have to go through is only designed to last for one session of adventuring.

The adventure is ideally designed for four players who should be around 5th level. The main battle is a CR7 encounter.

The creature in this adventure is exclusively Maztican and can be found in **TWC7 True World Bestiary III**, but is provided for easy reference.

The adventure could also be used as a sequel to the 2016 adventure **TWA1 The Ruins**, also based on a horror movie and set in the same region of Maztica.

BACKGROUND

Of all the nations and peoples of the True World, the Green Folk still remain the most distrustful and outwardly hostile towards outsiders, particularly the light skinned folk of mainland Faerun. Most are content to remain hidden in the southern jungles as long as they are left alone, but others would actively seek to bring harm to the outside world.

A century ago, one of the tribes ignored cultural taboos and entered ruins once forbidden. In those ruins they found a way to defeat the light-skinned invaders and return to their lives.

This new weapon was a ritual of unknown origin, coupled with a mushroom-like spore that grows only in the forbidden ruins. With the ritual and red spores, they have learned to transform a man or woman into the dreaded kothoggo.

The kothoggo is a creature whose lifespan is remarkably short – but in that short time it can decimate entire villages.

When a human consumes the spores from the ruins and the ritual is performed he or she slowly begins to change and in five days becomes the kothoggo. The creature loses almost all semblance of its humanity but does not need to kill as long as it is fed with the rare mushroom that spawned it. When the tribe stopped feeding the creature it sought out the closest source of the compounds found in the mushroom – which can only be found elsewhere in part of the human brain.

Knowing this, the Green Folk tribe eradicated a settlement of Cordell’s men who set themselves up to plunder the region of its resources. Now, over a century later, the settlement has remained as ruins, but the Green Folk returned to occupy the surrounding area. Unfortunately, an exile, shunned because of his experimentation with dark forces has performed the ritual on an unwitting simpleton, and the kothoggo has come again.

This is the scenario that the PCs stumble upon when they find the Green Folk village, its multitude of headless corpses, and notice an entrance in the nearby rock face.

The village itself is small and poor. It perhaps could have been occupied by a half dozen families of hunters and gatherers. The most notable feature is the sheer rock wall behind the village. A door leading into the wall lies to the side, crushed by some tremendous pressure.

Room 1. Fifteen headless bodies are strewn about the main entrance. Despite the heat outside the room feels uncomfortably cold. This is because one of the dead has become an undead **wraith** and inhabits the room, desperate to snuff out whatever life it can find. In life, he was a cruel torturer who made pacts with dark forces that have no place in the True World, and his current condition is the end result of those pacts. The wraith rises from among the bodies, dark and wispy. Similar to the corpses, the wraith is missing its head.

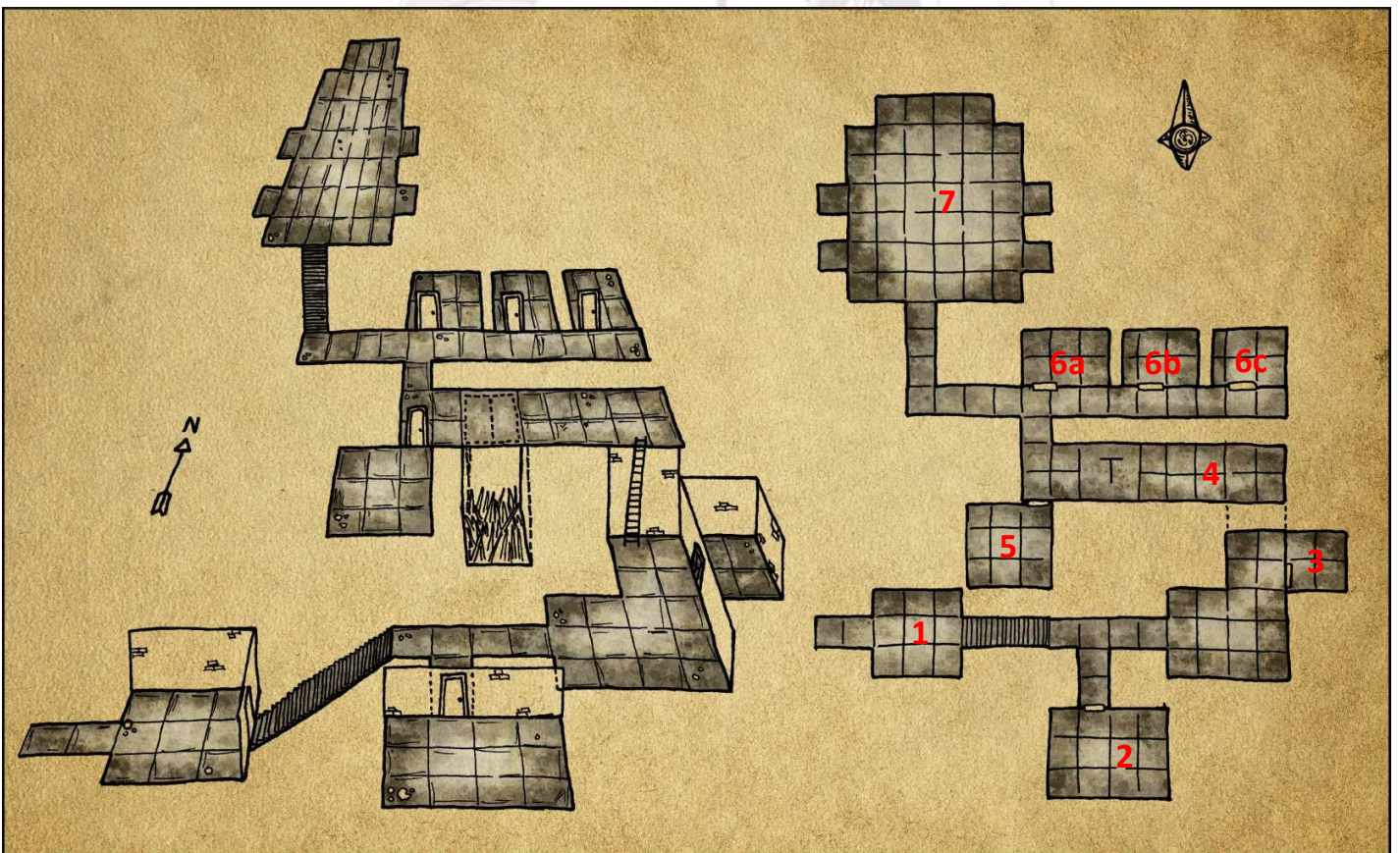
Room 2. The door to this room is locked but easily forced open with a DC 12 Strength (Athletics) check as the lock is badly rusted. The kothoggo ignored the door to move further

into the complex and has not since returned.

Inside the PCs will find what was once a small barracks for guards that would have defended the complex for Cordell's missionaries from rebelling natives. A few rusted weapons can be found that have not held up well in the humid jungle climate. One longsword gleams brightly amidst the rot, however. That is because it is a +2 *longsword*, a true rarity in these lands.

Room 3. This door is unlocked but warded with a magical trap that blasts cold in a 10 foot cone and does 11 (2d10) cold damage to any that open the door. Along with the blast of cold, an audible "whoosh" can be heard as the room's vacuum seal is broken. A DC 15 Intelligence (Investigation) check discovers the trap and a DC 15 Dexterity (Sleight of Hand) check can remove it (a failure sets it off and opens the door).

Inside, there appears to be a small library. Its old books and scrolls have held up remarkably well due to the room's vacuum seal. The books tell the history of Amn, up to and including



Cordell's subjugation of Nexal and the True World. In addition, there is a *manual of stone golems*. The resident wizard was going to use it to construct a powerful guardian before the Amnians were all slain by the first kothoggo.

Room 4. A 15 ft. ladder leads to a hallway whose walls are gouged by the kothoggo's claws. The marks are on both the walls and the ceiling - it doesn't seem that the creature stayed on the ground at any point.

About 30 feet into the hallway, there is a large spiked pit trap. If a PC walks across it and fails a Dexterity saving throw, the floor drops out beneath them resulting in 5 (1d10) bludgeoning damage from the fall in addition to 13 (3d8) piercing damage from the spiked floor. The spikes used to be poisoned as well, but the poison has since worn off.

Room 5. The door to this room is locked and rusted, but it is not as fragile as the one found leading into Room 2. A Strength (Athletics) check of 20 can break it, but it is better picked with a DC 14 Dexterity (Sleight of Hand) check.

This room was once the abode of a high priest of Helm. Candles and holy symbols of Helm still remain in the room from over a century ago. One of the candles is a lawful neutral *candle of invocation* in a golden holder worth 50 gp. There is also a loose stone (DC 15 Wisdom (Perception) to notice, where the past resident hid 25 gold quills (125 gp) he stole from the natives.

Room 6. These are the bedrooms of other former residents of the structure. Not much remains as they fled and took their belongings when the first kothoggo attacked a century ago, but it is obvious that 6a and 6b were the residences of wizards and 6c was of some type of warrior. The walls are covered in once beautiful tapestries that are now moldy and worm eaten. Some sort of leak in the ceiling has put 6a in the worst condition, and 5 **violet fungus** have sprung up from the rot.

Room 7. This is where the kothoggo has chosen to lair. A statue of helm stands at the northern end of the hallway and has had its head removed, likely by the bite of the kothoggo. If

the kothoggo is caught unaware, the PCs catch it with its long prehensile tongue deep in the eye socket of a severed head.

There is a gold offering plate (75 gp) in front of the headless statue that has a variety of small gemstones (one small ruby, two topazes, an emerald and three sapphires each worth 50 gp). If the PCs replace the head on the statue, it magically fuses to its original position and the PCs each gain inspiration. If they simply take the loot and don't replace the statue head, Helm curses them to suffer disadvantage on their next saving throw or skill check.

FURTHER ADVENTURES

The Relic could easily be expanded. The Green Folk exile could still be at large inhabiting the ruins where the spores were first found. Also, the village did not consist of only the 15 (headless) humans found at the entrance. Where are the survivors?

KOTHOGGO

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages -

Challenge 7 (2900 XP)

ACTIONS

Multiattack. The Kothoggo makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the Kothoggo can attack only the grappled creature and will attempt to behead the creature on its next attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Behead. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 64 (11d10+4) slashing damage. If this damage reduces the target to 0 hit points, the kothoggo kills the creature by beheading it. This attack may only be used on a creature that is grappled by the kothoggo or otherwise incapacitated.