

# THE ISLE OF FORGOTTEN GODS

A Mesoamerican adventure for characters of 3rd-5th level  
Compatible with B/X



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# The Isle of Forgotten Gods

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## Introduction

The people of this island were once watched over by old gods. The gods' high priest, a mortal man called Balam, was chosen to be their king. Under Balam, the humans lived in prosperity and expanded their kingdom across the island. As a symbol of thanks to the gods, a grand pyramid was built in their honor. However, the people eventually splintered into their own tribes, and the wars between them ended with the murder of Balam. As punishment, the gods sealed the pyramid and turned away from the people. Generations passed, and slowly the tribes forgot their old ways. The gods and their kingdom became nothing more than a hazy memory. The gods' powers have diminished and so the magic seal on the pyramid has broken, leaving all its ancient treasures ripe for the taking.

This module is designed for play using the Basic/Expert ruleset but could be used in similar old-school systems with minimal conversion. It is meant to be run with a party of 4-8 characters of 3rd to 5th level with a total level of about 25. The party should have spells and magic weapons at their disposal, and are encouraged to investigate their surroundings, practice caution, and retreat if necessary.

## Starting Out

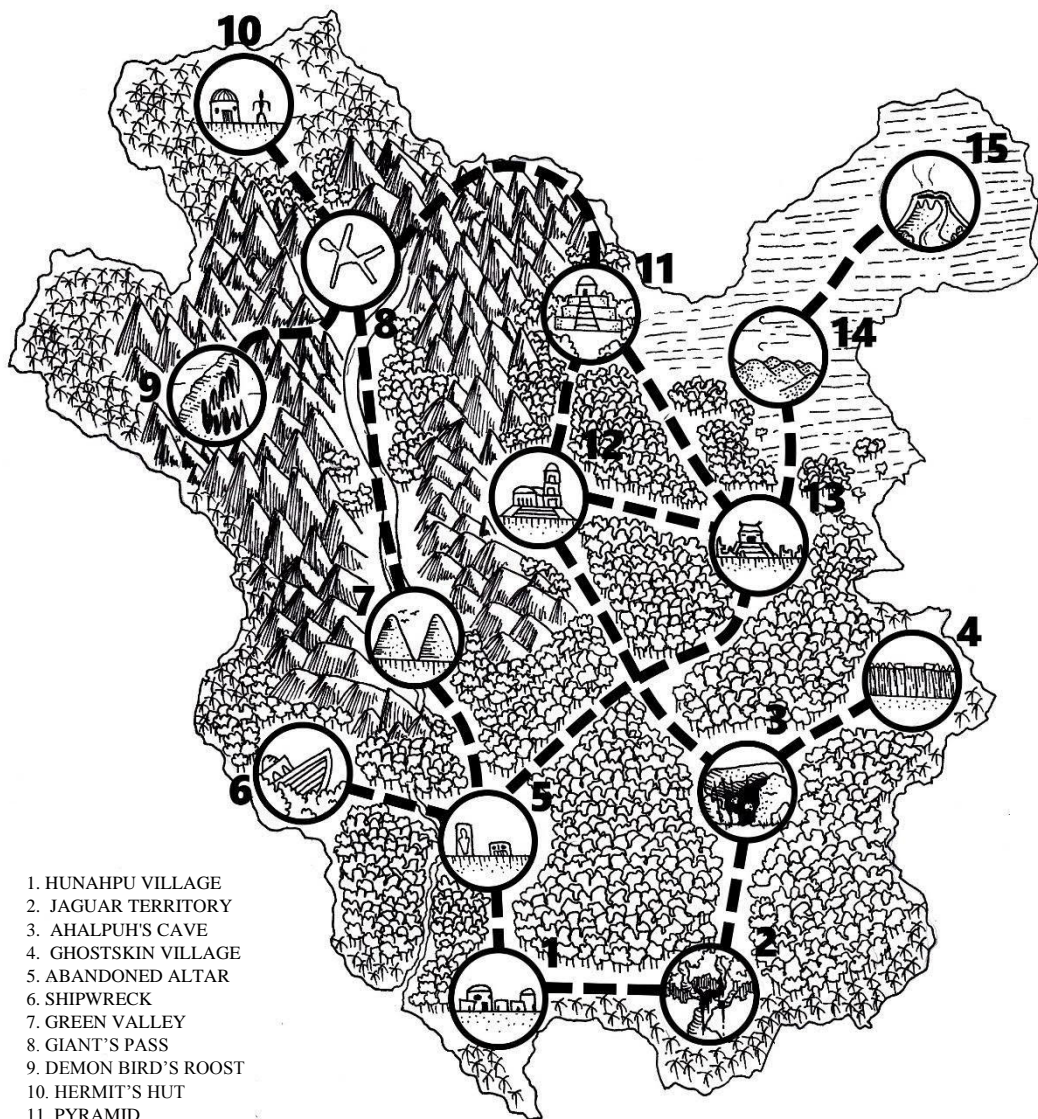
The party can arrive at the island by any means. They could have heard about the legend of the pyramid from sailors who trade with the Hunahpu tribe, wrecked their ship on the coast, or just decided to dock here for a while along their adventures. Regardless, they will begin in the Hunahpu Village, **Area 1**. The connecting lines between points represent the few parts of the island not utterly consumed by rainforest, whether they be manmade dirt paths or natural clearings. Travel between points takes **1 hour** unless otherwise stated.

### Rumors of the Hunahpu

Roll 1d12 for each character.

1. The birds around the shark-headed mountain are extremely aggressive. (True)
2. Don't climb too high up the trees. You'll turn into a monkey! (False)
3. Seek out Ahalpuh's cave if you want information, but be careful not to look at him. (True)
4. A world-ending monster was sealed inside the pyramid. (False)
5. The other tribe on the island is made up of vampires. (False)
6. The giants may look intimidating, but they are docile if left alone. (True)
7. The giant animals of the jungle are caused by a magical fungus that makes you double in size when eaten. (False)
8. Years ago, a strange flying object crash landed somewhere in the jungle. (True)
9. The Ghostskin tribesmen are frightened by magic. (True)
10. The ancient pyramid was built by otherworldly creatures. (False)
11. Obsidian weapons are good luck charms. (Partially true, they function like silver weapons against magical creatures)
12. Don't go to the old ruins. A pack of crazed frog men have holed up there. (True)

# POINTCRAWL MAP OF THE ISLE



1. HUNAHPU VILLAGE
2. JAGUAR TERRITORY
3. AHALPUH'S CAVE
4. GHOSTSKIN VILLAGE
5. ABANDONED ALTAR
6. SHIPWRECK
7. GREEN VALLEY
8. GIANT'S PASS
9. DEMON BIRD'S ROOST
10. HERMIT'S HUT
11. PYRAMID
12. PALACE
13. RUINS
14. VOLCANIC WASTES
15. VOLCANO

## Random Encounters

1 in 6 chance of a random encounter when travelling between points. Armor Class for monsters is descending, followed by the ascending Armor Class in parentheses.

### DAY

1. **1d4 Insect Swarms AC: 7 (13) HD: 1d4 hp MV: 10' (fly 20') ATK: 1 swarm DMG: 1d2 SV: NM M: 11**
2. **1 Giant AC: 5 (15) HD: 8 MV: 40' ATK: 1 fist DMG: 2d6 SV: F8 M: 7** - Only attacks if provoked. The Hunahpu believe they are the gods' first attempt at creating a race in their own image. They are carved from earth, with thick, gray-skinned bodies and heads blanketed in mats of fuzzy moss.
3. **1d2 Jaguars AC: 4 (16) HD: 4 MV: 70' ATK: 2 claws/1 bite DMG: 1d4/1d4/1d8 SV: F2 M: 8**
4. **1d2 Giant Iguanas AC: 5 (15) HD: 4 MV: 30' ATK: 1 bite DMG: 1d8 SV: F3 M: 6**
5. **2d4 Cueyatl AC: 7 (13) HD: 2 MV: 30' ATK: 1 barbed spear DMG: 1d8+1 SV: F2 M: 9** - See pg. 30. Dragging along 1d2 yoked and beaten humans.
6. **1d10 Ghostskin Hunters AC: 10 HD: 1 MV: 40' ATK: 1 weapon DMG: 1d6 SV: F1 M: 8** - Ghostskin hunters believe that most of the island is their own hunting grounds, and they do not tolerate trespassers. Especially foreign ones. They believe all magic to be the power of the gods, so whenever powerful magic is used against them, make a morale check.

## NIGHT

1. **1d4 Ahuizotls** AC: 13 HD: 2 MV: 50' ATK: 1 claw/1 bite DMG: 1d4/1d6 SV: F2 M: 8 Surprise on 1-3. Doglike monsters each with a single human hand at the end of its long tail. The creature's bloodshot eyes rest on a naked, leathery snout. The ahuizotls are clever and have the ability to mimic sounds, which they use to lure humans to their deaths.
2. **1d6 Mandrills** AC: 7 (13) HD: 1 MV: 40' ATK: 1 bite DMG: 1d4 SV: F1 M: 8
3. **2d4 Zombies** AC: 8 (12) HD: 2 MV: 40' ATK: 1 weapon DMG: 1d8 SV: F1 M: 12
4. **1d4 Strangler Vines** AC: 5 (15) HD: 3 MV: 10' ATK: 1 DMG: 1d8 + grab SV: F6 M: 12 Surprise on 1-4. A successful hit indicates the target has been entangled, taking another 1d8 damage each turn. Roll under STR to escape.
5. **1d3 Swarms of Vampire Bats** AC: 6 (14) HD: 1d4 MV: 60 (20) ATK: 1 DMG: 2 SV: NM M: 11
6. **1 Werejaguar** AC: 4 (16) HD: 4+1 MV: 60' ATK: 3 (2 claw/1 bite) DMG: 1d3/1d3/1d8 SV: F5 M: 9 - Only harmed by +1 or better magic weapons or obsidian. When encountered, a werejaguar has a 50% chance of losing control of itself and immediately attacking in a frenzy. Otherwise, they only attack if provoked.

**1. Hunahpu Village.** The village is the home of the Hunahpu tribe, the last remaining piece of the island-spanning empire that existed in the time of Balam the Great. The village is composed of compact clay houses with thatched rooves surrounded by a 20' mud brick wall. The houses are spaced to form several smaller neighborhoods surrounding the larger house of the tribe's shaman. The population is entirely human, many of whom make their livings as fishermen, maize farmers, and hunters.

Standard adventuring gear can be purchased here from foreign traders at double the normal price.

**2. Jaguar Territory.** Warm blood trickles down from the tree branches. Hanging amongst them are fresh kills: Monkeys, tapirs, snakes, and men, all arranged in a circle across the canopy. **1d4 jaguars** wait in the treetops, watching for trespassers. The jaguars can be reasoned with if a character can speak to them. They will accept offerings of food to leave the party unharmed.

**Jaguar AC: 4 (16) HD: 4 MV: 70' ATK: 2 claws/1 bite DMG: 1d4/1d4/1d8 SV: F2 ML: 8**

**3. Ahalpuh's Cave.** The cave is draped by brown, dying plants. The entrance is decorated with human skulls hanging from strings of sinew and reeks like death.

If the party approaches the cave with lit torches, the skulls begin to chatter: "Lights off!" If the party follows the rule, all they will see when they enter is a pair of glowing, jaundiced eyes scowling back at them from the shadowy corner of the cave.

**Ahalpuh** the pus demon is a grotesque creature, so much so that he hides in the darkness out of hate for his own appearance. Most of his body is a greenish heap dotted with almost-bursting pustules and scraggly black hairs; a mound of naked, wrinkled flesh dragged along by crooked arms. His face is swollen, and all of his orifices dribble slimy mucous.

Though Ahalpuh is horrific to look at, many come to him in search of information. He is an old demon who crawled up here from the underworld before man walked the island. Those who want to know something must never bring light into his home. In exchange for an answer to one question, he exacts a price of 1d4 hit points in blood. To extract the blood, Ahalpuh keeps a dingy old three-eyed skull with him to snap at his customers' wrists.

**Ahalpuh AC: 1 (19) HD: 8 MV: 20' ATK: 2 DMG: 1d8/1d8 SV: F8 ML: 11 -** Only harmed by magical weapons. Any creature that can see Ahalpuh's face is afflicted with a supernatural disease. They become sickened and dizzy, receiving a -3 penalty to attack rolls and armor class. If the disease remains, the character will develop severe symptoms such as vomiting, fever, and painful boils until they die in one week.



**4. Ghostskin Village.** The Ghostskin tribe's village is surrounded by a 10' log palisade. At the main gate, two tribesmen armed with javelins stand guard atop scaffolds. They will warn the party to leave unless they have business there (valuables or resources to trade, gifts, etc.). This place is inhabited by 50 civilians, 17 of which are capable warriors, as well as the tribe's shaman, a vampire called **Itzmiquiztli** (eets-mee-kist-lee). They will allow the party to enter their village any time they are not performing their ritual, but they will be defensive. The party should expect harsh looks and slammed doors as they pass by.

The guards can facilitate trade with the characters. Here, the party buy food, weapons, and other provisions from the Ghostskins with an equal trade.

The Ghostskin tribe enacts a nightly ritual to Camazotz the Death Bat in exchange for protection from the jungle's monsters. At dusk, they bring a human sacrifice to the altar before a bat-shaped totem to behead them and spill their blood into the totem to be absorbed. Then, they burn the body on a great pyre and use the white ashes to paint their skin.

At night, the village gate is sealed, but any guards are attending the ritual. If the party is caught inside the village at night, the Ghostskins will attempt to capture them as sacrifices. Unlike the other Ghostskins, Itzmiquiztli does not fear magic.

**Itzmiquiztli AC: 10 HD: 7 MV: 40' ATK: 1 claw DMG: 1d8 SV: F7 ML: 11** - Only harmed by magical weapons. Immune to charm effects. Can transform into a gaseous cloud or vampire bat once a day.

*Spells: cause light wounds, detect magic, resist fire, speak with animals, curse, cause serious wounds*

**Ghostskin Guards AC: 8 (12) HD: 2 MV: 40' ATK: 1 javelin or 1 war club DMG: 1d6+1/1d4+1 SV: F2 ML: 8**

**5. Abandoned Altar.** The pathway through the jungle comes to a fork, splitting before a small grove of thin white-barked trees. A stony gray shape can be seen within the crowd of tree trunks and drooping branches. A small clearing in the grove is home to a 3' altar of sun-bleached stone. The altar is a round stone sculpted into four monstrous faces with distended eyes and hooked fangs. Each wrinkle on the monsters' faces is a bloodstained channel, and the depression on the altar's head is caked with black scabs.

About ten feet away is an idol cut from a single slab of rock standing 12' tall. Twisting carvings surround the image of a man whose eyes are fixed on the altar.

A psychic pressure emanates from the altar. Clerics can feel its oppressive weight more so than other characters. A character that touches the altar feels a chill shoot through their body. Clerics who touch the altar will see a vision. Their sight soars over the jungle and in quick flashes they find themselves thrown into the dark depths of a building where four giant figures loom over them. After a moment of dreadful silence, the jaws of a jaguar strike out from the darkness and roar, ending the vision.

If the basin on the altar is filled with blood (1 HD worth), the statue will quake with power as the blood trickles into the ground. When the rumbling stops, the party will be **blessed** as per the spell. The offered blood does not have to be their own for this effect to be triggered.

**6. Shipwreck.** A wooden barge has landed in the treetops, tangled in a mess of branches and vines before it could hit the jungle floor. This is the vessel of Pontificus the Ambitious, a visionary mage who lived a generation ago and was famous for his over-the-top experiments rather than magical might. This particular contraption was meant to sail through the clouds and follow the sun to wherever it goes in the night. It failed. The wizard's skeleton lays at the helm with one wrist still fastened to the wheel.

Broken bits of astronomical and navigational tools are littered around the floor of the ship. Pieces of bronze telescopes, sextants, and compasses lay amongst the debris (50 gp) as well as bright purple quartz crystals the wizard kept as magical reagents (20 gp).

*The Captain's Log.* A book bound in scratched and beaten leather is underneath the wizard's desk in the cabin. At first glance, it seems to be full of

the same drawing of the cabin. However, if someone quickly flips through the pages, a drawing of Pontificus lurches into frame using the **Scepter of Jawahir** as a walking stick (See **Area 9**). Pontificus goes on to describe the first (and only) day of his expedition, until he is interrupted by a loud crash and a monstrous caw.

Characters can use the logbook to triangulate where the wizard's spellbook would be located under the cabin's wreckage. The spellbook is untouched after the first few pages, but contains the following 1st-level magic-user spells:

Minor Rejuvenation - The caster feels as though they just woke up from a good night's sleep.

Shroud of Winds - Weather effects have no bearing on the caster. For up to 1 hour, natural precipitation falls away from them as if they were surrounded by an invisible dome. Missile attacks against the caster are made with a -3 penalty.

Boil Water - Brings up to 2 liters of water to a rolling boil. Great for tea!

Sense Direction - The caster can immediately find True North.

Pontificus's Instant Feast - Incantations are haphazardly scribbled all over the page, with about eighty percent of it crossed out or blotted with ink. The remaining words make a semi-functional spell to change 1 ration's worth of food into another desired meal. Has a 1 in 4 chance to instead conjure a live animal or uprooted plant, depending on the desired dish. A meal feeds 4 people and heals 1 hp when eaten.

From atop the ship, steep gray cliffs can be seen further down the beach to the north. The jagged, rocky peak of a tall mountain is standing out from deeper inland.

**7. Green Valley.** The mountain range is bisected by a swollen river. The riverbank is gripped tightly by old-growth trees that stretch over the mountains; their twisting roots blanketed with thick, spongy peat. The peak of the highest mountain is visible from inside the valley to the west. The mountain ascends into a jagged gray spike with a cave that resembles the open mouth of a shark. Colorful specks zip in and out of the cave -- parrots.

If the players make no effort to move slowly or conceal their valuables, they will be spotted by the demon bird's parrot lackeys. **1d4 swarms** of them swoop in and attempt to steal any valuables they can to bring them back to their master.

**Parrot Swarm AC: 7 (13) HD: 1 MV: 5' (fly 60') ATK: 1 swarm DMG: 1d4 SV: F1 ML: 10** - On a hit, a random item is stolen from the target.

**8. Giant's Pass.** The path winds through a division in a cluster of titanic gray crags. This split causes the mountain peaks to form the outline of a man. Under the shade of their towering cliffs, the mountains create their own self-contained ecosystem. Hanging vines, mosses, ferns, and numerous fungi of dazzling colors. While still extraordinary to look at during the day, at night they bathe the mountain pass in an aurora of blues and violets.

The cliffs themselves look to have been shaped into row after row of huge faces. They are not carved, but weathered down as if by some natural happenstance. The mountains act as a sort of incubation chamber for the stone giants of the island. When they reach the end of their lives, they journey here, where they are absorbed into the rock before being shaped into new giants.

There is a **25% chance** that a giant will be here melding into the stone.

**9. Demon Bird's Roost.** Seven Macaw, known as the "demon bird" by the humans of the island, hoards his treasure here. Seven Macaw is a giant parrot, about three times the size of a man and decorated from head to talons in only the most gaudy jewelry. Each morning he emerges from his lair to posture with his wings outstretched before the dawn, and his gold shines like a second sun. Seven Macaw believes himself to be the strongest, smartest, and most beautiful creature in the world, and no-one would ever tell him otherwise. He will never willingly give up any of his treasures, but it is quite easy to get him distracted talking about himself.

The demon bird wears the **Scepter of Jawahir** as the centerpiece of his headdress, which he utilizes in combat. The scepter has 20 charges that can be expended to conjure a cyclone of slicing wind in a 10 ft. cone, dealing 3d6 damage and forcing those caught in the blast to save or be blown away.

The jewelry the bird wears is worth 5000 gp in total.

The cave is a great vantage point to view much of the jungle. The remains of a sprawling stone city lie to the east. There are huge mountain plateaus to the northwest that form the shape of a man. Further south what appears to be a destroyed wooden ship caught in the treetops.

**Seven Macaw** AC: 4 (16) HD: 7 MV: 10' (fly 90') ATK: 2 claws/1 bite DMG: 1d6/1d6/2d8 SV: F4 ML: 8 SA: Scepter of Jawahir



**10. Hermit's Hut.** A humble mud brick hut sits in a manmade clearing by the sea. Its owner is **Aapo**, a hairless giant of a man dressed in a loincloth. A demon placed a powerful curse on the old hero, and moonlight reveals its true nature: he has no skin. Aapo is forced to lure travelers in to bathe in their blood. Though he hates himself for doing this, it is the only thing that soothes the constant agony of his exposed muscles.

What the party encounters here depends on the time:

**Day** - Aapo is outside going about his day and invites the party to sit with him. If they make friends with him, he will urge the party to stay the night with him. If they accept, he will make them a meal of delicious roasted fish (heals 1 hp) all the while regaling them with stories of his exploits in his days as a hero. Once their guard is down at night, he will ambush them.

**Night** - Aapo is inside his house pouring the blood of a slaughtered boar over himself. If he detects their approach, Aapo will attempt to ambush the party, succeeding on a 1-4.

Aapo keeps his old suit of **armor** (100 gp) along with a **jade pendant** (10 gp) hung on the wall of his hut. He can no longer wear them himself due to the pain. The armor is a full body suit of braided cotton made to look like a jaguar skin, head and all. AC as +1 leather armor and allows the wearer to speak with felines.

**Aapo AC: 8 (12) HD: 5 MV: 40' ATK: 2 weapon DMG: 1d6/1d6 SV: F5 ML: 11-** wields Chakmool.

**Chakmool** - a magical +1 flat club with obsidian teeth. When wielded in combat, its teeth grow and multiply. For each round of combat after the first, Chakmool gains an additional +1. It returns to normal when the combat encounter ends.

**11. Pyramid.** See pg. 15.

**12. Palace Ruins.** See pg. 31.

**13. Ruins.** The skeletons of old buildings sit silently amidst mounds of debris arranged like a ring cairn around where the city once stood. A sturdy but scarred temple looms over the destruction. Inside the temple, the walls bear inscriptions of old myths.

If a character spends significant time studying the inscriptions, they can learn to understand the ancient tongue of the island. During the night, ghostly white owls come here to perch on the stacks of rubble. If an owl is approached, it quickly lifts off and fades away. Otherwise, the area is empty.

**14. Volcanic Wastes.** The verdant beaches of the isle are interrupted here by barren waves of rippling, ropy, cooled lava. The only sound ever heard here is that of the occasional heavy wind.

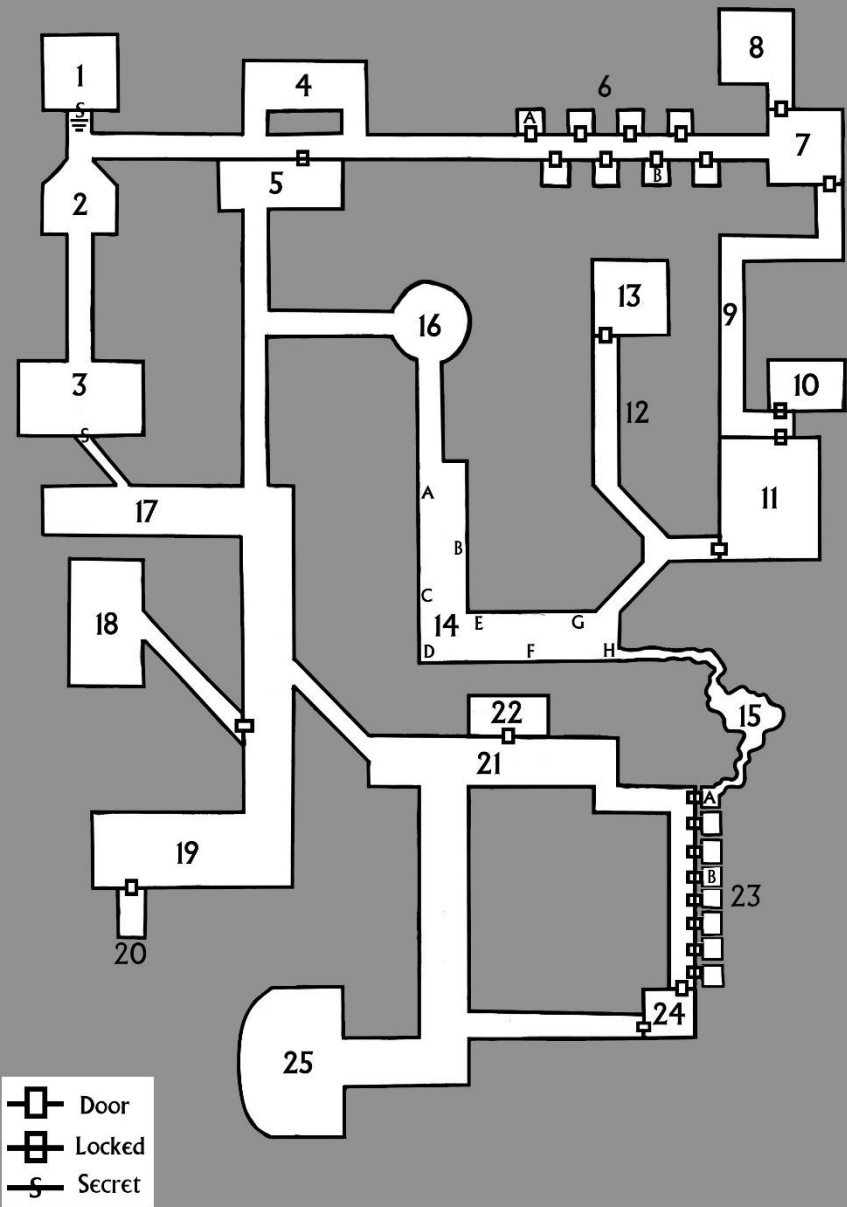
This area is deserted. Movement rates are halved when traversing the wastes.

**15. Volcano.** The gaping caldera of the volcano is a bleeding rocky blemish on the jungle. Thin lava streams trickle from the pool inside its mouth, and sizzling tongues of flame pop from the plants close by.

One lava stream has an irregular dam-like pile blocking its flow. Inside it are 5 fist-sized oval bloodstones. The bloodstones are rather soft on the outside and remain warm to the touch even after they are removed from the stream. A magic-user or other educated character of INT 14 or more will know that in truth, the bloodstones are a clutch of **fire serpent eggs** (worth 400 gp each to a magic-user). If the party takes the eggs with them, their next wandering monster encounter will be a pair of very angry fire serpents.

**Fire Serpent AC: 6 (14) HD: 2 MV: 20' ATK: 1 bite DMG: 1d6 SV: F4 ML: 12 -** Immune to fire. Contact with the serpent ignites flammable objects.

Dungeon 1: Pyramid





**Background:** The pyramid has spent generations closed off from the islanders by a divine spell. The absence of the gods has transformed the priests, prisoners, and honored dead into undead horrors. They, along with the beasts and magical constructs of the past are now slaves of the pyramid that live only to guard its treasures.

**General Features:** The stairs of the great stone pyramid rise up its nine stepped terraces to a height of 200'. The entire structure is built from cracked, mossy limestone.

## WANDERING MONSTERS

1 in 6 chance every turn

1. **1d4 Giant Pale Spiders AC: 8 (12) HD: 2 MV: 40' ATK: 1 bite DMG: 1d8 SV: F2 ML: 7** – Milky white and translucent. Killing one releases a spray of venom in a 5 ft radius. Save vs. dragon breath or take 1d6 damage.
2. **1d6 Giant Bullet Ants AC: 9 (11) HD: 1/2 MV: 20' ATK: 1 bite DMG: 1d4 + poison SV: F1 ML: 9** – On a hit, save vs poison or become incapacitated by the stinging bite for a day, moving at half speed and becoming unable to perform strenuous tasks.
3. **1d8 Zombies AC: 8 (12) HD: 2 MV: 40' ATK: 1 claw DMG: 1d8 SV: F1 ML: 12** – Desiccated skin cracks and rips as they move. Yellow light shines from their eye sockets.
4. **1d4 Priestly Ghosts AC: 4 (16) HD: 3 MV: 40' ATK: 1 touch DMG: 1d6 + aging SV: F2 ML: 12** – Wandering the pyramid muttering unintelligible prayers. Only harmed by magic and obsidian. A hit ages the target by 1d20 years.

**1. Temple.** The exhausting staircase of the pyramid leads to an ancient chamber decorated with sculpted stucco. In the middle of the room is a statue, rather basic in comparison to the work on the walls. It is shaped like a reclining man in warrior's dress, positioned as if to hold a bowl in its lap. There is a groove around the statue's neck revealing that the head can be turned like a knob, opening a **secret door** to a staircase descending into the pyramid.

The walls depict different stories: The gods creating men from bones, a shining hero competing with demons in a ball game, and a skeletal god heralded by ghostly owls beckoning souls to the underworld.

**2. The Gargoyle.** Toward the front of this antechamber is a 10ft. tall gargoyle, placed here to guard the inner pyramid. Its muscular humanoid body stands straight and intimidating, and its face, like a roaring mandrill's, stares down at the entrance. The gargoyle will suspect the party to be intruders if they do not resemble the priests. They can trick it into letting them through with a show of clerical magic, or just a very convincing act. Though he has very keen eyesight, the gargoyle is rather gullible. He can see through magical illusions, and anyone who would dare try to fool him in such a way deserves death. He never goes too far from his post, even to pursue intruders.

**Gargoyle AC: 5 (15) HD: 4 MV: 40' ATK: 2 claws DMG: 1d6/1d6 SV: F6 ML: 12** - Only harmed by magical weapons. Truesight.

**3. Quetzalcoatl Shrine.** A coiling feathered serpent has been sculpted over the back wall of the room. It bares its fangs over a dry ceremonial font which itself looks like many snakes wrapping around each other. A rotten wooden cabinet against the right-hand wall contains four crystalline bottles (125 gp each) used to store holy water from the shrine. Only two of them contain holy water.

One of the fangs in the giant snake head is a lever, which sputters out enough thick algae-infested water from the serpent's mouth to fill the font. Once empty, the snake's mouth opens into a small tunnel that characters can crawl through into **Area 17**.

If a character drinks from the font, they must make a save vs. poison or become sickened (-2 to attack rolls for 3d10 hours).

**4. Infirmary.** 3 woven palm bedrolls lay in rows on the floor at each side of the room. The one furthest back on the left-hand wall is occupied by an ancient skeleton swaddled in a sheet stained by its decay. A wide table is against the wall alongside six wooden boxes. A thick "book" made from tied together sheets of plant fiber lies open next to a mortar and pestle. The boxes store jars of preserved herbal ingredients.

A character who reads from the book can learn to mix potions of healing and potions of poison using the ingredients here. There are enough materials to create 3 potions total.

**5. Embalming Room.** The door to this room is sealed with a flimsy, rusted lock (+25% to pick). The bodies of two priests lie in contorted heaps amongst shattered glass jars and solidified piles of organs. The walls are plastered with dry splatters of their blood, and the whole room stinks of formaldehyde. An open stone coffin sits open in the middle of the room atop a metal frame, prepared to be carried off to a burial site. The possessions of whoever was meant to rest in the coffin are still inside. The valuable trinkets and jewelry are worth 200 gp and include an obsidian amulet with an engraving of a bat-headed man (A cleric will know the amulet is an unholy symbol).

The priests' pallid skins are pulled tightly over their bones - desiccated **vampire spawn**. After ages of being sealed inside the room they have gone dormant, but still cling to unlife. If a character touches one of the bodies, it springs up to attack.

One of the vampires wears a **Ring of Turning** made from two bits of silver wound together to form the band around a mottled blue and green azurite stone. If worn by a cleric, they Turn Undead as if they were 1 level higher.

**Vampire Spawn AC: 5 (15) HD: 4 MV: 30' ATK: 1 claw or 1 bite DMG: 1d6 claw, 1d4 bite + energy drain SV: F4 ML: 12** - Immune to charm effects. Turns as a vampire.

**6. Dormitory.** A massive cloud of undulating fog floats on the ceiling over the dormitories emitting a constant, quiet murmur. The shapes of human faces shove themselves out from the gray mass only to be stretched back into formless mists. The cloying mists reduce the maximum hit points of a character by 1 for each round spent here. It can be temporarily dispersed by a strong gust of wind or by being turned (as a ghoul), reforming itself in 1 round.

The rooms themselves all share a similar set of furnishings. Each has a more comfortable variety of palm bedroll, each with its own cushion that looks to

have been meticulously stitched with its own pattern. Shelves filled with piles of paper fragments and dried up inkwells sit against the walls.

A - This room has a locked coffer on the shelf containing a ***potion of clairvoyance*** (a glowing, reflective liquid in which one can see hazy images of random locations), two jade ear spools (30 gp), and a set of jasper prayer beads (50 gp)

B - A glass case rests on a stone pedestal in the corner. Inside the case is a fingerbone with black striations across its length. Upon closer inspection, the striations are actually extremely small writing. The fingerbone acts as a scroll with the following clerical spells: *protection from evil, bless, remove curse*

**7. Slime Overgrowth.** A **giant red slime** has enveloped the ceiling in its throbbing veins. It peels itself off to attack the party once they are all inside.

Once the slime has moved to attack, a crumbling idol near the eastern wall is revealed. The idol is a sculpture of the upper body of a blue-skinned man wearing a helmet made to look like a hummingbird, **Huitzilopochtli** (wee-tsee-loh-poch'-tlee), god of the sun.

**Red Slime AC: always hit HD: 6 MV: 10' ATK: 1 DMG: special SV: F2 M: 12**

– On a hit or if attacked in melee, there is a 1-in-4 chance that the slime's pseudopod latches onto a limb and begins to squeeze. The victim will take 1d8 damage per round unless the pseudopod is cut off (8+ damage in one hit) or shocked by electricity.

**8. High Priest's Quarters.** A bed of velvety cushions sits in pristine condition. A sheet of parchment has been stretched over a board, still waiting to be written on. Everything in this room seems to have been left untouched by the passage of time.

A shiny leather footlocker in the corner holds four sets of colorful silk robes (30 gp each), a pair of silver-studded sandals (50 gp), and an orb of turquoise engraved with fluttering hummingbirds (800 gp) which grants +3 to saves against petrification.

**9. Mouths of Mictlan.** The corridor is painted with frescoes depicting the horrors of the Hunahpu underworld. Men are shown being devoured by giant scorpions and jaguars, thrown into razor-filled pits, and trapped in absolute darkness as they lose their minds.

At various points, there are six demons painted into the foreground, with 1' diameter heads jutting out of the wall as stucco sculptures with wide open mouths. The corridor ends with a set of locked doors leading to **Areas 10 & 11**.

At the middle of the corridor is a hidden pressure plate. If triggered, the characters can hear it click into place, but nothing visibly occurs. The pressure plate causes thin tubes inside the demonic mouths to begin filling the hall with a colorless, odorless poison gas. As the gas fills the hall it causes any lit torches to dim, giving off weak red light. The poison deals **1d6 damage every round for 6 rounds** (no save), after which the pressure plate resets.

If a character presses their ear against a wall, they will be able to hear the quiet whistle of the gas being pumped in through the demons' mouths. Destroying the mouths will only cause the gas to leak in faster (+1 damage for each destroyed mouth), but the leak can be stopped by blocking the tubes.

**10. The Fool's Treasures.** The locked wooden door of this room has nine splintering puncture marks. They are equally spaced apart and convex, suggesting that something inside the room caused them. When the door is opened, it triggers a trap. A set of thick, spiked reeds swings down from the ceiling and through the threshold. The character opening the door must save vs. death or take **1d6 damage**.

Gold inlays have been meticulously placed in every groove on the walls so that the room constantly glitters. The art that covers each available surface is seemingly experimental, with no interconnecting story or theme. Sculptures of faces, animals, and buildings interspersed with brightly colored wall frescoes and oddly shaped pottery.

Set into alcoves are other peculiar treasures: A gigantic, labyrinthine hunk of bismuth, a shimmering obsidian blade in a stone, and a crystal ball in a golden stand.

**Bismuth** - The giant piece of bismuth is actually a confused mimic. The colors on the "bismuth" shift across it as the mimic tries to decide on the form it wants to take. If the mimic is killed, it reveals an exquisite golden vase that it was sitting on. The vase is truly made from worthless metal and just painted gold.

**Mimic AC: 5 (15) HD: 7 MV: 10' ATK: 1 DMG: 3d4 SV: F7 M: 10** - Covered in sticky slime. If a character touches it, they must roll under their STR to break free. The mimic automatically hits anyone stuck to it.

**Obsidian Blade** - Roll under STR to pull it free. The obsidian blade is cursed. Whenever a character attempts to attack with the blade, it disappears from their hand, teleporting back to the stone.

**Crystal Ball** - Anyone who looks into this crystal ball will see a false vision of the future. The stand is mundane and worth 60 gp.

### Visions

1. You see your party fighting a gigantic, fire-breathing bat monster.
2. A trap is about to activate that will lock the door and flood the room. The only way to deactivate it is to press a hidden button on the chunk of bismuth.
3. Bandits have followed you into the pyramid! They'll be waiting to ambush you right outside the door.
4. Once you leave this room, all the treasure you take from here turns to dust.

The figurines and pottery are worth a total of **20 gp**.

**11. Armory.** The entrance to this area seems to have once been a natural crack in the earth, sanded down and carved to look like the gaping mouth of a monster. Through the threshold, battered antique weapons are mounted on the walls with a blanket of dust over them. Most are beyond usability, aside from a rack of obsidian-tipped arrows (5d10 in total).

Further ahead, two wooden mannequins dressed in cotton armor in a circular subsection of the room. The left one is dressed in bright blue feathers and wears a helmet resembling an eagle's head. He is posed in a statuesque, perfect stance poised to hurl a spear. His opponent is dressed in black armor

and wears a coyote's head. He is low to the ground raising one hand with a shield above his head, readying an obsidian-toothed club in his other. The walls around them are decorated with murals that illustrate the brutal life of a warrior.

If either mannequin is touched, their armor and wooden bodies fuse together as they are transformed into living beastmen with the abilities of their respective animals. Upon death, the warriors return to lifeless mannequins and their armor and weapons can be freely taken. The weapons and shield are nonmagical.

**Eagle Armor** - AC as chain +1, grants +2 to saving throws to see through illusions

**Coyote Armor** - AC as plate +1, wearer can let out a frightening howl once a day, duplicating the effects of a *cause fear* spell

**Eagle Warrior** AC: 5 (15) HD: 4 MV: 30' (fly 60') ATK: 2 claws/1 spear DMG: 1d6/1d6/1d8+1 SV: F4 ML: 12

**Coyote Warrior** AC: 4 (16) HD: 4+1 MV: 30' ATK: 1 handaxe/1 bite DMG: 1d6/1d6/2d4 SV: F4 ML: 12

**12. Hall of Masks.** Mounted on the right wall of the corridor is a row of 10 golden, jewel-encrusted masks. On the left wall is a mosaic made from large square tiles depicting the pyramid basking in the sunrise.

The masks are actually made of iron, and in some spots their gold paint has chipped. Anyone trying to remove a mask will only be able to pull it out about an inch until it locks into place and mechanical noises sound from inside the walls. The tiles directly opposite of each mask are panels that slide away to reveal mechanized blowguns. The blowguns have +1 to hit and deal 1d6 damage.

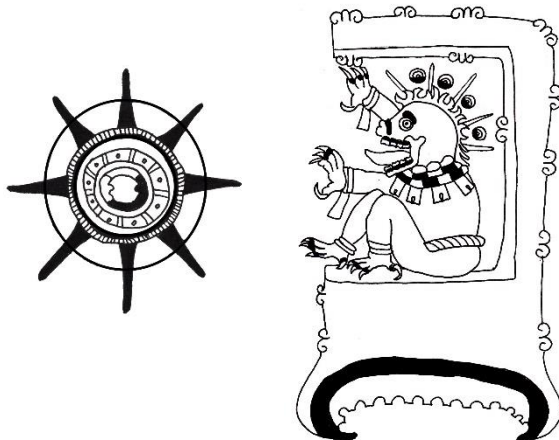
**13. Throne of Kinich Ahau.** Torchlight causes this room to light up in a brilliant flash. The walls are lined with row after row of obsidian mirrors arranged to best reflect and multiply light. The room itself is cylindrical with a 20' high golden ceiling carved to look like a stylized sun. A plump red cushion

sits on a golden pedestal opposite the entrance, holding a mummified corpse. The corpse is sat in the lotus position with a golden disk nestled in its lap.

The golden disk in the mummy's lap is 12 inches in diameter and is engraved with the image of the sun god over the great city of the island (1000 gp). If the disk is disturbed, a voice cries out: "Your hands are unfit to carry the sun!"

The ghost of the warrior-priest **Kinich Ahau** (kee-neech ah-hauw) will appear. His eyes shine with beams of sunlight and ethereal smoke washes over his spectral form. Quick glimpses reveal the powerful body he had in life.

**Kinich Ahau AC: 5 (15) HD: 4 MV: ATK: 1 touch DMG: 1d6 + energy drain (1 level) SV: F4 M: 12** - Only harmed by magic weapons and obsidian. Immune to charm effects. Turns as a wraith.



**14. Priests' Tomb.** The square room's floor has a small stair up to a raised floor that runs along its edge. Set on the higher level are open sarcophagi containing the mummified remains of 8 priests. They are posed with dignity, dressed in priestly garments of fur and feathers. Time has caused some of their heads to droop to one side, their jaws to slack, and dust to drape over them.

A. Holds a canopic jar with a jade stopper shaped like a snake's head (100 gp). The organs inside have turned to dust.



- B. An **obsidian headed spear +2** is tucked under its arms. Animates as a **zombie** when touched.
- C. If disturbed, a **swarm of venomous spiders** spews out from its mouth.
- D. Tightly gripping a golden rod symbolizing nobility (200 gp). The only way to get it is to break the hand off.
- E. Nothing of value.
- F. Has jade inlays on its teeth (50 gp total). Must be pried out with a knife or other small tool.
- G. Nothing of value.
- H. Conceals a hidden tunnel leading to **Area 15**.

**Zombie AC: 8 (12) HD: 2 MV: 30' ATK: 1 spear DMG: 1d6+2 SV: F1 ML: 12**

**Swarm of Venomous Spiders AC: 4 (16) HD: 1d4 MV: 10' ATK: 1 swarm DMG: 1 + paralysis SV: NM ML: 7** - On a hit, save vs. paralysis at +3 or be paralyzed for 1 turn.

**15. Vampire's Cave.** Four skeletons have been stolen from their graves and propped up against the inside of the cave. Hundreds upon hundreds of small tally marks have been scratched into the stone walls. A gaunt, gray-skinned, nude man is clinging to a shadowy corner of the ceiling like a lizard.

This is the haunt of the vampire **Tecocoa**. Tecocoa was once an evil priest of Camazotz, but centuries as a prisoner has taken its toll on his psyche. In conversation he often pauses to argue with the silent skeletons. Tecocoa puts up a friendly façade to lure the party into a false sense of security, acting weaker than he is. He will tell them anything they want to know about the layout of the pyramid, but as soon as the opportunity arises, he will attempt to feed on one of the PCs. If Tecocoa is attacked in his lair, he animates the skeletons to fight by his side.

**Tecocoa AC: 18 (2) HD: 9 MV: 40' (fly 60') ATK: 1 DMG: 1d10 + energy drain (1 level) SV: F9 ML: 11** - Only harmed by magical weapons. Immune to charm effects. A character killed by Tecocoa rises as a vampire spawn after 3 days. If brought to 0 hit points, Tecocoa becomes gaseous and returns to the coffin in **Area 5**.

**Skeleton AC: 10 HD: 1 MV: 40' ATK: 1 claw DMG: 1d4 SV: F1 ML: 12** - Each skeleton wears a burial mask made of jade with rubies for eyes worth 500 gp each.

**16. Divination Chamber.** In the middle of the room is a cylindrical stone device with a crystal sphere slotted into it. Circular mirrors are placed into recesses in the walls, and the ceiling itself is obsidian polished to mirror-shine. Reliefs around the room show the sorcerer god **Tezcatlipoca** (tes-kaht-li-poh-kah) teaching humans magic and methods of divination.

Touching the device opens an oculus, letting a beam of sunlight strike the crystal and bounce to the mirrors, creating a starry night sky on the ceiling. The mirrors move to reorder the stars into a specific constellation for each PC that touches the device. By interpreting their star sign using the wall reliefs, the PC can gain one of the following benefits or penalties:

1. **Feathered Serpent** – The gods watch over you. For the next day, your AC increases by 2.
2. **Monkey** – Danger is near, but you will be wary. Automatically succeed one saving throw of your choice.
3. **Ocelot** – You will strike true against your enemies. Automatically hit 3 attacks.
4. **Owl** – You will be saved at the cost of another. The next attack to miss you automatically hits your nearest ally.
5. **Eagle** – Your will find the strength you need within yourself. Choose 1 attack you make to deal max damage.
6. **Dog** – Your sacrifice will save another. When an attack hits one of your allies, you can choose to take the hit for them.
7. **Bat** – Your luck will run out at a crucial moment. Automatically fail your next saving throw.
8. **Crocodile** – You will be wounded. The next attack to hit you deals max damage.
9. **Scorpion** – You will face hardship. Your AC worsens by 2 for a day.
10. **Skull** – Death looms over you. Monsters prioritize targeting you.

**17. Noble Crypt.** Eleven sarcophagi are set into alcoves along the sides of the chamber. All but one of them have been opened and emptied with their lids broken to pieces on the floor. One of the alcoves is left unoccupied.

Sarcophagus C is the only one left closed and holds the body of a decorated holy warrior. The corpse is so well preserved that it could be mistaken for a sleeping man. It wears a gold medallion set with six emeralds (3000 gp) that, if removed, causes the corpse to rapidly decay down to a skeleton and release a foul miasma into the air. Anyone within 5' of the sarcophagus must save vs. poison or become ill (-1 to all rolls for 3d6 hours).

The sarcophagus also contains a **longbow**, a quiver with **10 golden arrows** (normal damage + create radiant wounds in evil creatures that deal 1d4 damage per round), and the magical sword *Chaac*

**Chaac** - A +2 short sword made from copper that causes its wielder's hair to stand on end. Damage dealt by the sword is treated as lightning damage. Chaac gains an additional +1 against opponents wearing metal. On a hit, such a target must save vs. paralysis or convulse for 1 round from the shock.

**18. Vault.** The door to this room is made from heavy stone made to look like the walls but hangs a few inches ajar. A thick length of rope is bound to the door other side and pulled taut, preventing it from opening further.

If the door is wrenched open a **trap** is triggered. Simply cutting the rope or somehow untying it from the opposite side of the door disables the trap.

On the other side of the door, the rope is tied to a pair of stone chocks used to hold a 7' tall gorgon statue in place on a set of rails. If the chocks are pulled away, the gorgon rolls to the end of its track and releases a cloud of green gas out the door in a 10' cone (save vs. petrification at +1). A character can use a bladed weapon to pry apart the gorgon's metal plates to find a ***bladder of petrifying gas*** (10' cone, save vs. petrification to resist, 3 uses) amongst its primitive machinery.

Past the trap is a short hallway that transitions into a wide-open room. Golden treasures placed on shelves like a museum with **4 golden warriors** standing between them.

The warriors are sculpted into peak physical specifications but are subtly decorated with the artistic flair found in the murals and tapestries in the pyramid. Their movements are accompanied by the sound of groaning metal. The warriors can also utilize the weapons and magical items found in the treasure vault.

**Treasure:**

Animal figurines varying in size and quality (25 total worth 50 gp - 500 gp)

Circlet shaped like two twisting snakes (400 gp)

Drinking horns (400 gp worth)

Plates and bowls (1000 gp worth)

Painted vases (13 total worth 100 gp each)

Scepter topped with a grasping hand (1000 gp)

Mask with jade inlays (3000 gp)

Various jewels (30 total)

**Wand of Solar Flares** (20 charges) - Made from meteoric metal and glows at the tip. Generates a concentrated stream of twisting flame that deals 6d6 damage and arcs between targets 5' apart.

**Prismatic Longsword** - Heavy, unwieldy, and glints dazzling colors when it catches light. Requires two hands and 14 STR to wield, 2d8 damage, non-magical.

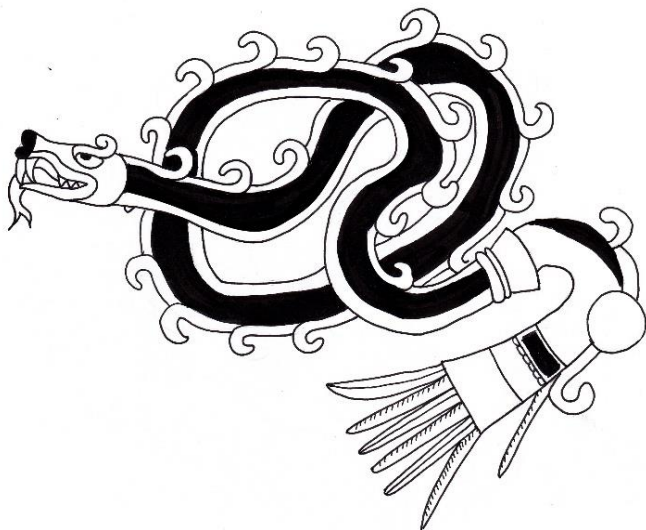
**Still-Beating Heart** - Sealed inside one of the golden warriors. Warm, bloody, radiates dim red light. Any living creature that touches it is compelled to eat it. Once eaten, it increases a random ability score by 2.

**Golden Warriors AC: 19 (1) HD: 5 MV: 30' ATK: 1 DMG: 1d8 or by weapon SV: F5 ML: 12**

**19. Hall of Ages.** This expansive cave has a 30' high ceiling. Three rows of ten 8' tall square limestone pillars take up much of the space. A giant, awe-inspiring statue of a couatl stands behind them at the west end of the room, twisted around itself in mesmerizing shapes like a dancer's ribbon.

The pillars are arranged left-to-right by age, oldest to youngest. Each pillar has one sculpted face: The first row are mythological scenes, the second are the deeds of kings, and the last are pastimes of the common people.

A heavy black door is built into the south wall. If the characters come within 5' of it, a *magic mouth* spell on the couatl statue activates. The statue's head will turn to face the characters and moves as it speaks in Common: "If you seek the greatest treasure of this place, it lies through there. Beyond the gate is a trial. Succeed and you will be greatly rewarded."



**20. Black Gate.** The gate slowly and loudly creaks open into a black void. Once inside, the doors close shut, leaving the characters in almost complete darkness. A small point of light shines in the distance. A multitude of constant whispers come from out of the darkness, just quiet enough that they cannot be understood.

Each round spent in the void, all characters temporarily lose 1 point of STR.

As they move through the room, the point of light expands into a spotlight shining over a 10' obsidian skull with wide, fishlike eyes and bright white teeth. Before it lies an obsidian dagger. As the characters approach the skull, the cacophonous whispers join together to repeat: "Sacrifice! Sacrifice! Sacrifice!"

If they decided to sacrifice a party member to the skull, they regain any lost STR and the darkness disperses, revealing this to be a dead end corridor completely bare aside from the skull. The "exit" is actually just the entrance. If they refuse, the room shakes as the skull's jaws cracks open. A rushing stream of darkness pours out of its mouth, splitting to form **6 shadow snakes**. Once the shadows are defeated, the illusion disappears.

**Shadow Snake AC: 13 (7) HD: 2 MV: 30' ATK: 1 bite DMG: 1d6 + STR loss SV: F2 ML: 12** - Like crude oil condensed into a man-sized serpent. A hit drains 1 point of STR. STR loss lasts 8 turns, and a character reduced to 0 STR dies.

**21. Memorial of Sacrifices.** Two rows of old wooden racks hold a total of ninety-nine jawless skulls on their rungs. A grand tapestry hangs on the wall depicting owls leading a throng of peasant men into the sky (480 gp). 8 mummified owls are placed around the room, eyes wide as if they are keeping watch.

**22. Bloodletting Altar.** The room is dominated by a stucco statue with two moonstones (300 gp each) for eyes of **Mictlantecuhctli** (Meekt-lahn-teh-kutlee), the skeletal god of the underworld. **Three undead priests** kneel before the statue with their heads down. The one in the middle wears an elaborate headdress of eagle feathers. The walls of this room are decorated with murals: ritual bloodletting as offerings to the god.

Each of the priests wears a small obsidian mirror on a gold chain around their neck (150 gp each).

Approaching the statue makes a character feel uneasy, as though they are being watched. Anyone that steals the eyes from the statue is **cursed**. Their eyes turn pitch black and they are blinded for 1d10 hours.

The priests' attempt to re-enact a bloodletting ritual when the party approaches them. One of them will cast *hold person* on a character to keep them still while the priest in the headdress uses the *Tooth of Camazotz* to stab them and collect the blood as an offering.

**Undead Priest AC: 8 (12) HD: 2 MV: 40' ATK: 1 dagger DMG: 1d4 SV: F2 ML: 12**

Spells: *cause light wounds, hold person, resist fire*

**Tooth of Camazotz** - A magical obsidian dagger with an exaggerated crescent blade. When an attack with this weapon deals maximum damage, it cuts a deep wound in the target that gushes blood, dealing 1d6 additional damage.

**23. Prison.** Each cell has been roughly carved out of this hallway and covered with thick wooden bars. The stench of death is strong here, evidenced by fat flies and other insects buzzing around puddles of decayed flesh. A faint, woeful weeping echoes through the cells.

**A.** This cell has a tunnel in the wall that leads to **Area 15**.

**B.** A skeleton is huddled in the corner of the cell. It has its hands clasped together with an amulet's chain wrapped around them. The metal pieces have rusted and broken apart with time, but it is set with a beautiful sparkling opal (700 gp).

**24. Storage.** This small room is crowded with almost man-sized clay urns. The urns are filled with pulque, a viscous, white alcohol. There are shelves stocked with drinking bowls on the wall next to the urns.

**25. Idols of the Creators.** This 30' x 30' room looks to be the oldest of them all. The stonework on the walls and ceiling are stained blue-green from water damage and in some places seamlessly blends into natural rock. Twin formations of 32 terracotta soldiers leave only a 6' walkway through the middle of the room. The statues are weathered and bits of them have chipped off and broken on the floor, exposing their yellowed bones and coagulated entrails.

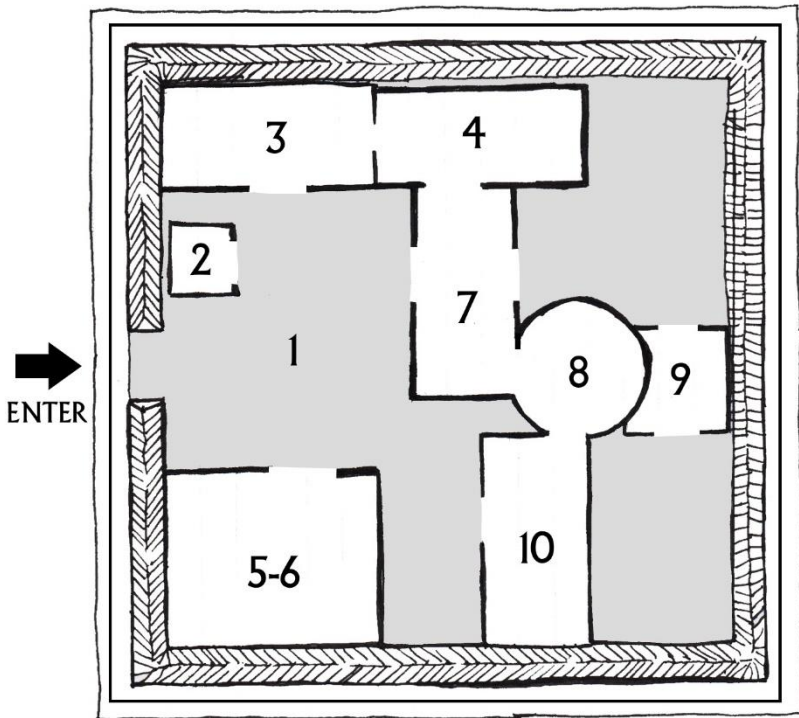
Five statues stand around a stone altar that holds three cinnabar tablets. The four central sculptures are a skull-headed god, a feathered warrior with a serpent's head and green skin, an older man with a snake for a foot, and a blue skinned warrior with a turquoise snake wreathed in flames wrapped around his wrist. The final, largest statue is a gigantic jaguar watching over the room like a guardian sphinx.

The jaguar is made entirely from dark greenstone with polished jade disks for eyes. If a character approaches to take the tablets, the jaguar rumbles to life. Standing up, the jaguar is 18' tall. Though made in the square, geometric style of the ancient islanders, it moves with the fluidity of a real jaguar. The jaguar will break through stonework to pursue its targets.

The cinnabar tablets are covered in hieroglyphs and worth 10,000 gp each. The hieroglyphs tell the story of the Hunahpu creation myth.

**Giant Stone Jaguar AC: 21 (-1) HD: 9 MV: 30' ATK: 2 claws/1 bite DMG: 1d8/1d8/3d8 SV: F7 ML: 12 - Only harmed by magical weapons.**

## Dungeon 2: Palace



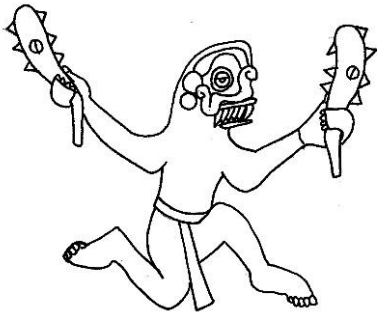
**Background:** Once the palace of one of the Hunahpu king, these ruins have been taken over by the Cueyatl, a tribe of murderous frog men. They arm themselves with grisly spiked weapons and sinister magic. Two dozen of them currently inhabit the palace, three of which are witch doctors.

**General Features:** A 10-meter high stepped platform rises to meet the palace walls, which are built with strange interlocking geometric patterns reminiscent of a puzzle box. The buildings within the walls are made from painted red limestone decorated with stucco sculptures, lattice roof-combs, and weathered down murals. The outer portions of the palace have been reduced to piles of rubble while the architecture left standing is choked by leafy jungle vines.



**Cueyatl Death Magic.** The cueyatl witch doctors practice a unique variety of magic, generally involving the organs and bones of people they kill. Each cueyatl witch doctor is equipped with their own *shrunk head*. The head gives the shrinker power over the spirit of the victim, allowing them to call forth that spirit to do their bidding. The spirit is essentially an incorporeal copy of the living person. They retain all of their abilities, are only damaged by magic weapons, and are controlled in the same way as a conjured creature.

A magic-user who takes three days to study a shrunk head can learn how to craft their own. The magician must remove the flesh from a corpse's head, boil it in a magic potion, and sew its eyes and mouth shut. Once this is done, the magic-user must save vs. spells to bind the spirit to the head. If they fail the save, a bit of their own soul is ripped away, **permanently decreasing their CON by 1 and aging them by 13 years.**



## WANDERING MONSTERS

1 in 6 chance each turn

1. **1 Giant Salamander** AC: 5 (15) HD: 3 MV: 40' ATK: 1 DMG: 1d8 SV: F2 ML: 8
2. **1d3 Cueyatl** AC: 7 (13) HD: 1+1 MV: 40' ATK: 1 barbed spear DMG: 1d8+1 SV: F2 ML: 8
3. **1d2 Giant Dragonflies** AC: 4 (16) HD: 1 MV: 60' ATK: 1 bite DMG: 1d6 SV: F1 ML: 7
4. **1d6 Skeletons** AC: 8 (12) HD: 1 MV: 30' ATK: 1 claw DMG: 1d4 SV: F1 ML: 12

**1. Courtyard.** The wide floor is filled with scattered chunks of stonework and rubble. A **cueyatl** guard and its **giant salamander** mount slither around the wreckage on patrol.

**Cueyatl AC: 7 (13) HD: 1+1 MV: 40' ATK: 1 barbed spear DMG: 1d8+1 SV: F2 ML: 8**

**Giant Salamander AC: 5 (15) HD: 3 MV: 40' ATK: 1 DMG: 1d8 SV: F2 ML: 8**

**2. Stable.** The frame of a building held together with jumbles of destroyed masonry. A pair of **giant salamanders** are tied to the remains of pillars with thick vines. When the PCs arrive, they will be occupied fighting over a bleeding, headless human corpse.

**Giant Salamander AC: 5 (15) HD: 3 MV: 40' ATK: 1 DMG: 1d6 SV: F2 ML: 8**

**3. Saunas.** This corbel-roofed building is marked by the Hunahpu characters meaning "sweat-house". Heavy, wet, putrid air floats out of the open threshold. **1d6 cueyatls** wallow in the muck here, sleeping. The cueyatls have converted the sauna into a dwelling for their kind by coating the floors in a thick layer of mud and slime (movement speed halved for non-cueyatl). They create steam from a pot of hot rocks using their own bodily fluids.

**Cueyatl AC: 7 (13) HD: 1+1 MV: 40' ATK: 1 serrated war club DMG: 1d6+1 SV: F2 ML: 8**

**4. Saunas.** This building is identical to Area 3.

**5. Temple of the Jaguar.** A beautiful bas-relief looms over the unassuming temple; a carving of a king seated on a jaguar. A **cueyatl witch doctor** is in the room boiling a shrunken head in a pot over a small fire. Otherwise, the place has been cleared of all wealth and furnishings, replaced with a work of cueyatl design. Animal hide pages ripped from holy books are tacked onto the walls and rearranged into nonsensical patterns that the witch seems to understand.

A slab in the flooring in front of the carving on the wall has holes bored into it. The slab can be moved with a combined STR of 35, revealing a hidden underground staircase leading to **Area 6**.

**Cueyatl Witch Doctor** AC: 7 (13) HD: 1+1 MV: 30' ATK: 1 stingray spine DMG: 1d4+1 SV: F3 ML: 8 SA: **shrunk head** (tribal warrior AC: 10 HD: 5 MV: 30' ATK: 1 spear DMG: 1d8+1 SV: F3 ML: 12)

Spells: *shield, magic missile, mirror image, web*

**6. Tomb of Balam the Great.** A staircase hewn out of the earth descends into a cramped, cold, corbel-roofed tomb. Slender stalactites hang down from the ceiling like drippings from a candle. Nine stucco attendants in low relief march across the walls toward the centerpiece of this room, a massive carved sarcophagus. The sarcophagus lid is about 4 meters long and in perfect condition. It shows the descent of a king into the gaping mouth of the underworld.

Upon opening the sarcophagus, a cloud of powdered cinnabar is released into the air. Anyone within 5' of the sarcophagus must save vs. poison at +3 or die. The body inside is well preserved and dressed heavily in jade accessories: A burial mask (2100 gp), nine necklaces (200 gp each), ear flares (100 gp), two bracelets (150 gp), and a bulbous ring on each finger (100 gp each).

**7. Flooded Residence.** The room has been transformed into a miniature swamp. Its furnishings and elegant statues have been destroyed. Most notably, the sculpted face on the west wall that allowed water to flow into the bath was broken by the cueyatl to keep water flowing in. **1d4 giant dragonflies** stand on the bits of wreckage that pierce the water's surface.

If they search through the underwater debris, the players can find the two egg-sized emeralds (500 gp each) that were used as the sculpture's eyes.

**Giant Dragonfly** AC: 4 (16) HD: 1 MV: 60' ATK: 1 DMG: 1d6 SV: F1 ML: 7

**8. Observatory.** A staircase spirals up the four stories of this tower, 25 meters high. A **cueyatl witch doctor** is supposed to be keeping watch on the top floor.

Instead, it is enthralled with a shrunken human head that it is decorating with bits of feathers and bones.

**Cueyatl Witch Doctor** AC: 7 (13) HD: 1+1 MV: 30' ATK: 1 stingray spine DMG: 1d4+1 SV: F3 ML: 8

**SA: shrunken head** (tribal warrior AC: 10 HD: 5 MV: 30' ATK: 1 spear DMG: 1d8+1 SV: F3 ML: 12)

Spells: *light, detect magic, levitate*

**9. Nursery.** A pile of corpses festers underneath this stone pavilion. Their stomachs are cut open, and swarms of cueyatl tadpoles wriggle and gnaw on their insides.

**10. White House.** Unlike the rest of the more palatial buildings, this one is painted white and looks like a stone replica of the average Hunahpu adobe hut. A high-backed limestone throne sits in front of a colorful mural painted on the wall behind it. The mural depicts the many great deeds of the king who once lived here, such as the construction of the city and several dubious illustrations of the king slaying grotesque giant monsters.

A bloated, black cueyatl sits slumped on the throne like a corpse. A half-dead snake is tied around the cueyatl's neck, it is trapped inside its own shed skin and exhaustedly wriggles trying to free itself. If the comatose cueyatl is attacked, it cannot defend itself, but it will psychically alert all the remaining cueyats. If the snake around the cueyatl's neck is freed, a flash of divine light changes it back to its true form, a bright blue coatl called **Xiuhtecuhtli** (shu-teh-ku-tlee). Xiuhtecuhtli will thank the party for freeing him, and gift each of them one of his feathers before flying off into the heavens.

A *coatl feather* can be expended to gain 1000 exp or to increase a random ability score by 1. After one use, the feather is destroyed.

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