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FOURTH EDITION



## THE HIDDEN SHRINE



AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 4-6



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# THE HIDDEN SHRINE

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 4-6

## \* FOR GAMEMASTER'S EYES ONLY \*

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The Hidden Shrine is based on the AD&D adventure Hidden Shrine of Tamoachan by Harold Johnson and Jeff R. Leason.

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

## Player Warning

The information contained hereafter is for GameMaster's eyes only. If you are a player and viewing this, you should realize that if your GameMaster finds out, you will most likely not survive his wrath and the carnage that follows.

## Module Background

This adventure was originally used as the official HackMaster tournament dungeon at Garycon '79 and later revamped for the HackMaster Tournament of Champions '03. GMs wishing to expand upon the ruins of the shrine will find it very helpful to use the Gawds and Demigawds book for background on the Gawds mentioned herein.

## TOURNAMENT BACKGROUND

Your party is lost! You should never have abandoned the ship and struck out into the marshes, but your pursuers were closing on your trail, and it seemed the only way. Stumbling onward through the fens, your party makes for higher ground ahead. As you cross a ridge, the sun sinks below the horizon and night comes. Breathless, all of you drop to the ground, and you try to catch your wind with the welcomed rest. Somewhere behind you comes the sound of distant shouts. Scrambling back to your feet, you force your way further into the brush, past great carved stones which lie overturned on the ground. A full moon rises, sending moonbeams and ghostly shadows to flicker through the branches. Ahead in the woods a light glows and seems to beckon - perhaps a shelter for the night. Though thorns tear and impede your progress you reach the source of illumination at last. Before you stands a clearing. There is an ancient ruin - a worn and overgrown pyramid fiis the courtyard, shining in the moonlight, seeming almost brighter than the moon itself. A refuge, perhaps. Tomorrow with the coming of daylight, the party may explore, but tonight you must have rest. The night passes uneventfully, as the distant shouts of your pursuers echo further and further away.

The sun rises, and after hasty counsel and preparation the party gathers up their equipment and starts towards the pyramid, which reminds you much more of a temple than a tomb. You tread carefully across cracked and overgrown flagstones, stepping over fallen and shattered pillars, pushing aside vines and briars as you make your way across the courtyard. As the party approaches the temple the sound of crashing through the underbrush comes from behind you. Turning around, you glimpse man-sized reptilian humanoids bearing crossbows moving through the jungle edge towards the clearing. As you decide what to do, the earth shudders and gaps open beneath your feet and you are falling amidst the roar of collapsing masonry. Dust fills the air and the sunlight disappears as the darkness swallows you.

## NOTES FOR THE GM

Before the tournament begins let's review a few important GameMaster guidelines for the tournament:

1. The Game Must Go On!
2. YOU Are The GM! You are always right!

3. Let The Dice Fall Where They May.

4. Players do not score for interparty battles or NPCs they are not supposed to fight.

5. GMs should not spend more than a minute looking up rules. Make the call to the best of your ability or ask the head GM.

The hidden shrine is divided into 5 sections, each being used for a round of tournament play. Players who have played in previous rounds may continue using their character sheets (instead of starting with a fresh new one). However, GameMasters should check for item duplication and remove such conflicting items from the party, if groups become mixed or condensed in later rounds. If home characters are being allowed in the round, make sure that the character meets the current tournament guidelines.

Originally designed for tournament play, The Hidden Shrine is a test of the skill and common sense of players. Many of the encounters will not bother a party that does not perform certain actions. A party that acts foolishly, though, will pay the consequences for their deeds. In general, party size should be from 4 to 8 characters of 4th to 6th levels. The average level of the party should be 5th. It is recommended that the GameMaster read the adventure thoroughly several times before play starts, making notes in the margins where useful. Encounter descriptions are divided into boxed and unboxed sections. The boxed sections contain information that should be read to the players; the rest is information for the GameMasters. In most cases, the same players' description is used regardless of which direction the party enters from, but a very few cases require that special descriptions be read depending on the direction from which the party approaches the encounter area. The GameMaster should be aware of this and be careful to read the proper description. The player's descriptions are provided because many of the encounters require specific actions on the part of the group. Hints of what may be done are given in this text and the GameMaster should only provide vague information if questioned. Players are able to see the exact contents of a room unless noted. To aid in the description of the encounters, several areas have been keyed to illustrations in the back of this book. When the players enter such an area, the GameMaster should show them the appropriate illustration and read the description of what they see. The GameMaster may, of course, describe the encounter in his own terms, but care should be taken not to reveal information the players would not know, and thus unbalance the tournament. All involved will enjoy the adventure more if challenges are left for the players to solve.

The GameMaster may wish to allow the party safe spots within the shrine to rest up and heal between the five rounds. It may happen that a party may wish to leave and re-enter the ruins, perhaps several times. A cautious party may want to replenish their spells or obtain special equipment. A party may also decide to retreat upon encountering the poison gas. If this happens, the GM should restock some of the cleaned-out areas with new creatures. These monsters may have wandered in from the wilds or may have been sent by Camazotz, the bat-gawd to whom the temple is dedicated. Care should be taken to maintain the original balance.

In the ruins, unless otherwise specified, the hallways are commonly 10' wide and almost 20' high, although a few of the corridors are narrower. Secret passages are only 5' wide. The walls are constructed of blocks of unmortared stone covered by a layer of stucco. The ceilings are the same, supported by false corbel arches. Doors are made of beaten bronze or slabs of stone. All the doors are heavy and require force to open, but are not locked unless otherwise noted. Doors will swing into rooms unless otherwise noted. Rooms have ceilings between 20' and 40' high.

Due to the unstable condition of the ruins, certain spells are potentially disastrous. A Fireball (any type 3rd level and above) has a 75% chance of causing a collapse for a 30' radius around its point of detonation, doing an additional 3d10 points of damage to all within that area. This collapse blocks all exits and buries all items in the radius. Passages blocked in this manner take 1d4 hours to dig through. A Lightning Bolt (or similar spell) collapses the ceiling within 20' of the impact point. This causes 2d10 points of damage to those in range, but does not block passages. Another hazard of these

ruins is that the lower levels are filled with poisonous gas. This includes the rooms and passages from encounter areas #1 through #38 (rounds 1-3). A character will suffer 1-6 hit points of damage for every 30 minutes in **game time** spent in the gas (starting 30 minutes after they enter). A Neutralize Poison prevents damage for 30 minutes. A Slow Poison reduces damage to 1 point every 30 minutes for the duration of the spell. If the characters are still exposed to the gas when the spell ends, they will suffer the remaining damage accumulated from past turns. If a Haste spell is cast, an additional 3-4 points are taken each turn the spell operates. A Slow spell reduces the damage for the duration of the spell to be 1d6-3. The gas is a thick green color and affects flame, causing it to sputter and glow red, only a pale ember of itself. Any light source caused by fire has an effective range of only 10'. Also due to the thickness of the gas, infravision is reduced to 20'.

The gas may be cleared out of the ruins by opening the doors to area #39. Players need to be patient, however, as it takes one month for the lower levels to clear completely. If the doors are closed again, the lower chambers refill in 2 weeks. In some locations, characters may discover bottles of dried potions. Due to the unusual method by which these potions were made, it is possible to mix them with water or wine and restore them. Wine creates a full normal effect, but water shortens the duration to 1/3 (when applicable). If eaten dried, there is a 1 in 8 chance that each acts as a **Potion of Delusion** - if it does not, the powder has no effect at all.

In several instances, characters without percentage climbing abilities may wish to try to climb through the ruins. This should only be allowed if there are large and obvious foot and handholds to be used. Even so, there is always at least a 50% chance of falling on the crumbling stucco and stone. Slopes climbed by non-thief classes may never be greater than vertical. See page 131 in the GMG for more information on climbing. Unless otherwise specified assume all walls are smooth and slightly slippery (-30%).

## NOTES ON TOURNAMENT PLAY

The purpose of tournament play is to get out of the ruins (or to the end of your section) before time runs out. There are five different rounds, each of which can be run as a full four hour round in a tournament. The GameMaster should note the time at which play begins and halts play when the predetermined length of time has elapsed. Players should be informed of the approximate number of minutes remaining if they request it of the GameMaster, or he may take to reminding them of the time after each room. All actions, including movement, combat, and solving traps, should be measured in the real time it takes to play it out. The duration of spells and potions are equal in real time to that stated in the Player's Handbook and the GameMaster's Guide, unless otherwise noted. The purpose of the gas and placing an in game time limit is to prevent resting and wasting time by the players.

If the pre-generated characters are to be used, their traits should be described to the players, and then the players should be allowed to choose the character they wish to play. Before play begins players should be allowed about five minutes to study their character sheets and make any changes or preparations they desire. The players may utilize materials from the area in which the adventure is to begin, woods and ruins, to augment their listed supplies; for example, making crude torches which will burn for 1-4 turns, or picking up sling-sized stones. GM's discretion must be used as to what the players are allowed to do. Though the pre-generated characters should have already had spells chosen for them, players may wish to alter or substitute different spells. This is allowable but must be completed before play begins. The only spells available are those listed on the character sheets - however, arcane casters can substitute one spell for more of another of the same level.

The players may decide to dig through areas of the dungeon. Typically digging in any area for more than ten minutes without proper bracing results in cave-ins doing 1d6 points to each digger and potentially burying the characters alive. There is a 1 in 6 chance that each digger is buried by the rubble and suffers an additional 2d6 points of damage. Such characters can only be dug out by those on the outside, and it takes 10 minutes to do so. If die players wish to construct tunnels using the proper bracing, remind players of the

time needed to undergo such a task and the effect of the poison gas during that time, and that someone must have the Mining (or similar) skill.

## Wandering Monsters

These wandering monsters are **NOT USED FOR TOURNAMENT PLAY**. They may be included in the campaign adventure at the discretion of the GameMaster. These monsters are encountered 1 chance in 12, check each turn.

1. **5-50 Giant Rats** (HF 0, EP 9, Int 2-4, AL N, AC 7, MV 12", 6" swim, HD d4+8; HP Average 10, SZ S, #AT 1, D 1d6-2, SA Disease, SD Nil, Lang: Rat, Hon: Ave, ML 4, TOP 5, Crit BSL: DefAC -4, FF 13, HoB 6 p 114)
2. **1-8 Huge Bats** (HF 3, EP 270, Int 5-7, AL NE, AC 7, MV 3, 15 Fl (C), HD 4; HP Average 43, SZ S, #AT 1, D 1d2/1d4, SA Rabies, SD —3 to hit with missile weapon, Lang: Bat, Hon: Ave, ML 6, TOP 21, Crit BSL: DefAC 2, FF 4, HoB 1 p 53)
3. **3-12 Fire Beetles** (HF 0, EP 35, Int 0, AL N, AC 4, MV 12", HD 1+2; HP Average 36, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: Beetle, Hon: Ave, ML 12, TOP 13, Crit BSL: DefAC -1, FF n/a, HoB 1 p 67)
4. **3-24 Zombies, Common** (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2; HP Average 30, SZ M, #AT 1, D 1d8, SA Nil, SD Nil, Lang: Nil, Hon: Ave, ML 20, TOP n/a, Crit BSL: DefAC 0, FF n/a, HoB 8 p 124)
5. **1-6 Snakes, Venomous** (HF 2, EP 175, Int 1, AL N, AC 6, MV 15", HD 2+1; HP Average 32, SZ S, #AT 1, D 1, SA Poison, SD Nil, Lang: Snake, Hon: Ave, ML 8, TOP 16, Crit BSL: DefAC 0, FF 6, HoB 7 p 85)
6. **3-18 Killer Frogs** (HF 1, EP 35, Int 0, AL N, AC 8, MV 6", 12" swim, HD 1+4; HP Average 28, SZ S, #AT 3, D 1d4-2/1d4-2/2-5, SA Nil, SD Nil, Lang: Frog, Hon: Ave, ML 6, TOP 14, Crit BSL: DefAC 0, FF 9, HoB 3 p 40)

These wanderers are extra and are not found in any of the assigned rooms in the ruins. If an indicated monster in the text does not fit the situation in casual play, you may choose from the list above.

## PREGAME CHECKLIST FOR TOURNAMENT

- ☐ Has party order been established?
- ☐ Are all memorized spells listed?
- ☐ Are ALL dice, pencils, and supplies prepped?
- ☐ Who's the party leader? Has distribution of treasure and magical items been decided?

Don't let the players see the filled out score sheet! (Unless the GM wishes to hear never-ending whining.) But do let them know **how** the tournament will be scored, and on what basis they will be judged.

Ask the head GM or Tournament Coordinator if the players do something you're not sure how to handle. Other players at other tables may do the same unexpected thing, and the same opportunities should be provided to all tables.

## I. The VAULT of HISTORY

Breathing heavily, you find that the world has stopped tumbling and you now sit on cold, damp stone. The coughing and wheezing of your companions can be heard nearby, hidden in the darkness. To your back are rough rocks and broken earth. As you sit, the rumble and clatter of rocks diminishes to the occasional rattle of pebbles and the slush of sliding dirt.

Unless a light is made, the room should be described by what the characters touch only. A Light spell works normally, but any fire only vaguely glows red, a pale ember of itself, as a result of the poisonous gas present in the air. Light generated by a flame only illuminates a 10' radius. They are now under the effects of the poison gas, and someone in the party who makes an Intelligence check will notice this. Now that they have caught their breath, someone in the party knows and tells the others that the reptilian creatures are called Slaz'Stecks, and that they control portions of this jungle.

Once the players can see, read the following:

You see you are in a long narrow chamber filled with an eerie green mist. The cave-in appears to be completely blocking the one end of this chamber. At short intervals, small amounts of rubble and dirt continue spilling into the room. Several large stones appear to have wedged themselves tightly, closing the collapse. You are trapped.

In the wall at the other end is a stone door. In front of it stands a menacing looking Slaz'Steck stone statue holding a wooden staff with a metal loop at the end. It appears to be well-preserved. The two sidewalls appear to have six alcoves cut into them.

This staff is a key and may be separated from the figure without affecting it. In tournament play this key is used to open the door to the room. In a campaign adventure the key could be used to work a lock in the top of the mountain which allows the well to be opened. This could then be used to provide access to lower levels that the GM creates himself. The key is worth 2 gp.

Each alcove contains a diorama depicting some aspect of tribal life. The 6-foot high bas-relief figures in all of the displays appear to be made of stucco, realistically and brightly painted.

If the players examine any of the alcoves in detail, read the description below.

- This alcove contains a beautiful river scene display painted on the back wall. In it Slaz'Stecks are busy fishing with nets and creating a dugout.
- This recess portrays native Slaz'Stecks farming. They are planting coffee in some fields and harvesting coffee in others. What appears to be a cleric Slaz'Steck in ceremonial garb is blessing the fields.
- This niche portrays a temple upon a tiered pyramid. Native Slaz'Stecks are bringing small offerings of gold and jade. Before the temple stands a priest handling a constrictor snake. Around him stand three costumed warriors - one dressed as a winged serpent holding a spear; another dressed as a bear with razor claws; and the third repre-






senting a coyote with a torch. There are also several painted bas-reliefs of the gawds in the sky.

- This indent holds a scene of tribal warfare. All the figures depict Slaz'Steck warriors carrying spears, clubs, hand axes, or daggers. The warriors of one side are painted with black markings, while the warriors on the other side are done with red markings.
- This display is that of the creation of the world. All of the statuettes are stylized and obviously non-human. A gawd, adorned in green quetzal garb, is mixing ashes with blood to form sculptures of Slaz'Steck beings. Four towering figures painted red, black, blue, and white are standing about a fire committing suicide with their daggers. Two smaller figures are ringed by the four — the modest "Pimply One" is being consumed by the fire, while the braggart "Lord of Snails" cowers in fear.
- This hollow shows native Slaz'Stecks engaged in different crafts - weaving rugs and baskets, carving totems, making pots, grinding stones for weapons, and making clothes.

If any party member defiles or touches the paintings (including searching for secret doors in the alcoves), the Slaz'Steck figures depicted in the paintings come alive and attack. One stucco figure emerges out of each alcove painting and surprises 7 out of 10 times.

### Stucco Slaz'Steck Warrior (5), Stucco Slaz'Steck priest (1)

**Stucco Slaz'Steck Warrior** (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 24, SZ M, #AT 1, D By weapon 1d8 (crossbow) or 1d6 (club), SA Nil, SD Nil, Lang: Slaz'Steck, Hon: Ave, ML 10, TOP 12, Crit BSL: DefAC -2, FF 5, HoB 7 p 37)

- 1) HPs: 
- 2) HPs: 
- 3) HPs: 
- 4) HPs: 
- 5) HPs: 

**Stucco Slaz'Steck Priest** (HF 1, EP 65, Int 9, AL CE, AC 6, MV 6", HD 1, HP 24, SZ M, #AT 1, D By weapon 1d4 (dagger), SA Nil, SD Nil, Lang: Slaz'Steck, ML 10, TOP 12, Crit BSL: DefAC -2, FF 5) Memorized Spells: None

- 1) HPs: 

In the campaign adventure, the rubble at the west end may be shored up and dug out to provide access to the GM's personal expansions to this ruin. However, attempting to dig up out of the room in a tournament simply results in more dust and dirt falling into the room, and if continued, triggers the penalties for digging in the GM information section.

The door is smooth and appears to open into the room - there are hinges on this side and scratches on the floor. There is no visible lock or handle, although across the top of the door there is a slight gap. Eight holes seem to have been bored into the door. They are each about 1" in diameter, but nothing can be seen through them. The door seems to be fairly thick. The top is arched and there is a stone with a narrow, flat hole carved in it.

This door may be opened in a number of ways. The staff may be used to unlock the door when its top is inserted into the keyhole under the keystone

over the door, or spikes or similar tools may be driven into the door to provide handles, allowing normal chances to open the door. Objects inserted into the holes already bored do not work, as they slip out when pulled upon. Driving spikes into the door for a group effort via a rope is difficult, for the door is made of stone. Alternately, the hinge pins may be smashed and removed with a bludgeoning weapon, but the door falls inward causing 2d6 points of damage to those attempting to open it.

## 2. The Hall of Thrashing Canes

The sides of this corridor are carved to resemble walls of bamboo-like logs. The passage slopes down from a single door on its western leg, the top of which has been crafted to represent a stylized cavern entrance. The passageway ahead ends at a set of double doors of beaten bronze, worked to resemble a forest of seaweed.

There is a pressure plate halfway down the hallway, which triggers a trap. In tournament play, the trap always works. For a campaign adventure, the trap is triggered half the time. Bamboo rods swing out from each side of the wall, swinging back and forth and caning players for 1d6 every 5 feet they travel towards the bronze door (there are 2 rods every 5', both in front and behind the party). The bamboo rods alternate every 5 feet from swinging horizontally to vertically down the corridor. If the players try to break or attack them, treat them as monsters with 1 HD and 5 AC. The corridor is treated as an encounter. The GM should base point rewards on how well the party used their heads and how much damage the party suffered.

## 3. The Guardian

This room is constructed of large stone blocks, buttressed in the corners. The walls are wet and slimy and mud thinly covers most of the floor. In the center of the chamber there sits a large polished boulder amid a pile of smaller rounded rocks. The boulder is 5 feet tall and colored brown with dark streaks and spots. To the left and right stone doors recessed in the wall can be seen. Another stonework door may be discerned in the shadow of the boulder across the compartment. In the mud around the base of the boulder a small shape is moving.

### Crayfish (1), Giant Crayfish (1)

The floor of this chamber is very slippery and any sudden actions, including those necessary for combat, may result in the character taking a spill. Roll 2d6 to check for the chance of slipping when any quick action takes place - a 4 or less indicates the character has lost his balance. A dexterity of 15 or better adds +1 to the roll. If a character loses balance, he may do nothing else that round. Always check for slipping before attempting to strike. A character may fight from his knees at -2 to hit and without any strength bonuses.

When the small shape near the boulder is approached, it becomes clear it is a crayfish. It advances towards the party waving its tiny claws in an aggressive manner and speaks the following to the party. It speaks the old native tongue, Slaz'Stecek:

"Who is this? Who dares to enter the chamber of the

guardian? You had better go or I will discharge you, as is my sacred duty! Be off with you before I lose my temper!"

If the party retreats, the crayfish (named Seb'Tasten) does not follow, but takes to marching back and forth in front of the boulder and continues to threaten the party if they approach. If the party does not heed the warning, Seb'Tasten increases his threats. Seb'Tasten will not allow the party to pass to any of the doors and will insult and threaten the party. Should Seb'Tasten be attacked or the party attempts to pass without Seb'Tasten's permission, it will immediately call upon its companion, a Giant Crayfish. Seb'Tasten only grants his permission if the party can convince him that they are there on shrine business.

The boulder is in reality a Giant Crayfish curled up named Kokla. It is presently asleep and will not awaken unless disturbed. Once awake, it may attack or bargain. It is highly intelligent in order to better serve its master, Camazotz (Ka-ma'-zotz or just Zotz for short). He formerly served Zotzilaha (Zot-zi'-la'-ha), the vampire gawd of the underworld to whom this shrine was originally dedicated. Both can be reasoned with (although Seb'Tasten is rather dim), if the party has not attacked either and can come to terms with them.

Kokla will deny any knowledge of this place, stating that it was brought into these warrens when very young and has not left. If asked for directions, it will first send the party to the rubble filled staircase to the east, and then, if asked again, it will send the party to the west.

In combat, the Kokla is a wily opponent. It enjoys the taste of dwarfs the most, attacking them first. The crayfish are not affected by the slippery mud.

**Crayfish** (HF 0, EP 1, Int 6, AL LN, AC 8, MV 1", HD <1-1, HP 1, SZ S, #AT 2, D claws 1/1 SA Nil, SD Nil, Lang: Common, Slaz'Stecek, Hon: Ave, ML 10, TOP 1, Crit BSL: DefAC -10, FF 1)

1) HPs: 

**Giant Crayfish** (HF 5, EP 175, Int 15, AL N, AC 4, MV 6", HD 4+4, HP 49, SZ L, #AT 2, D claws 2d6/2d6, SA Nil, SD Surprise, Lang: Slaz'Stecek, Hon Ave, ML 13, TOP 25, Crit BSL: DefAC +3, FF 10, HoB 2 p 44)

1) HPs: 

## 4. Mud Filled Doorway

This doorway is reached from the room, by a short flight of slippery steps down. The bottom of the stairwell is filled with silt that blocks 1/2 the door. There are hinges and a large wooden handle on this side of the door.

The door is actually a false door. Pulling on the handle will activate the trap. The stairs will collapse to form a slide. The bottom landing is actually a trap door that will open to drop those standing in front of the door or sliding in down a 30-foot pit. Players take the standard 1d6 per 10 feet dropped and fragile items should make saving throws. The silt fills the bottom 8-feet of the trap, and characters must be able to swim (See page 167 of the GM guide for drowning rules) and make a strength check (with a -3 penalty for metal armor) to avoid slipping below the thick, muddy, pool.

## 5. Tomb Stone and Wet Lime

The walls of this corridor are wet and slimy. The stucco covering has become saturated with water and is decomposing and sloughing off in spots on the southern wall, exposing the seams of one of the large stone blocks from which this structure was built.

This tightly fitted stone seals off a tomb. The block is limestone and the entire face of this plug is covered with wet lime. Any flesh that comes in contact with this lime will take 1 point of damage per round. The lime must be removed from the skin to stop the damage, and may be wiped off or washed away. If a character's hand is exposed to the lime's effects for 4 consecutive rounds, the person so damaged will fight with less effectiveness (-2 "to hit" and -1 to damage) for 1-4 days. If cloth or soft leather is used to protect flesh from contact with the wet lime, the lime will soak through in 1-2 rounds. Leather armor will not be soaked, but after 3 turns of exposure to the lime, it will lose its effectiveness as armor. The lime cannot be removed from the stone, as it is a part of the stone. Salt may be used to neutralize the lime effect for 1-3 rounds.

After scraping away the stucco from the joints, the block must be pushed inward by as many as 4 characters with a total of 48 Strength points. The stone is about 6 feet tall, 3 feet wide, and 3 feet thick. It will take 7-10 rounds to push the plug back 10 feet, then it may be toppled forward, or it may be shoved forward another two rounds to allow the characters to squeeze around it.

## 6. Rubble Filled Staircase

This staircase rises for only a few steps before ending in clay and stone rubble. Characters may attempt to dig this staircase out. Any digging, however, will result in further collapse, causing 1-4 points of damage to each digger. There is a 1 in 6 chance of a digger being buried and suffering another 3-12 points of damage. It will take 4 rounds of digging for a buried character to dig himself out. The staircase beyond the rubble is totally filled and leads nowhere.

If the players spend more than 1 round at this dead end, the ground will shake and a Megalo-Centipede comes crashing through the wall and attacks.

**Megalo-Centipede** (HF 4, EP 175, Int 1, AL N, AC 5, MV 18", HD 3, HP 33, SZ M, #AT 1, D Poison, SA Nil, SD Nil, Lang: Centipede, Hon Ave, ML 9, TOP n/a, Crit BSL: DefAC 1, FF 6, HoB 2 p17)

1) HPs: 

The Centipede's tunnel system stretches for miles with dozens of dead ends and cave-ins.

## 7a. The SEPULCHER of TLOQUESPOPOLOCAS (Tlô'-kâs Pô-Pô-Lô'-kas: Master of the Outsiders)

When the stone entrance block is pushed far enough out of the way, there is enough space to step past it. Beyond the plug is a small foyer holding 3 sealed urns on both the left and right sides. Here, there are double doors of beaten bronze with

glyphs worked into their faces. The portal appears to be locked.

### Tlô'-kâs Pô-Pô-Lô'-kas

The ancient glyphs are scribed in Slaz'Stecek and if anyone in the party can comprehend this tongue, or if the message can be understood by other means, the glyphs will translate as, "Here lies Tloques-popolocas Yohualli-Ehecatl (Yô-wa'-ye Ā-hâ'-kaht-l) master of the others, who is like the wind and the night!" The doors are trapped; forcing the doors will cause a glass sphere to break, releasing a gas of Sleep: save vs. poison every round exposed to the gas or fall asleep for 15 minutes, or until the gas (a poison) is neutralized. It will form green swirling vapors throughout the room and require over a month to dissipate. If the lock is successfully picked or the trap detected and deactivated, the glass sphere will not shatter. The seal on the urns is made of beeswax and may be broken so that the lids can be removed. Each of the 5 urns contains the equivalent of 20 flasks of human blood. One urn contains coffee beans of a heavy hearty roast.

## 7b. Lair of the Vampire - Show Illustration #11 on page IQ7



Behind the doors is a chamber cut out of the rock with a veil of calcite and stalactites covering the walls. Buttresses rise from the corners, brown shot through with black, and great stone transoms support the high vaulting. Around the room stands a procession of warriors and priests, modeled in stucco, though looking paler and more serious than other stucco you have seen. Occupying most of the chamber is a colossal monument, resembling a giant's table, covered on all sides with intricate carvings and glyphs.

Engraved on the floor directly in front of the entrance is a seal bearing more glyphs. Opposite the entrance, a battle-axe is embedded in the wall, 6 feet above the floor.

The monument, perhaps a ceremonial altar at one time, is constructed from several parts. A great stone slab, over 20 feet long by 10 feet wide and a foot thick, rests upon a 4 foot thick monolith of rock of similar dimensions, and this, in turn, is supported by 6 huge blocks of dolomite. Intricate carvings and glyphs cover every component. The top of the slab depicts a struggle between a dark skinned Slaz'Stecek and a mighty knotted serpent. Engraved above this illustration are the same glyphs as those found on the door. Under these sigils are etched a series of 4 face-glyphs in a line. The face-glyphs are not used elsewhere on the block, except at the foot of the slab where there is a row of 11 of these symbols, all different in form.

The battle-axe has a blade of bronze and the haft is wound around with snake skin wrappings. The axe casts an ominous

shadow of what appears to be a withered arm. Those who approach within reach of it will feel a cold chill run up and down their spine.

The glyphs in the floor seal are also written in Slaz'Stecek and translate as, "Ah, defilers! Now you shall join me in my eternal resting!" The carved block is the resting-place of Tloques-popolocas, a servant of shadow-loving Zotz. The glyphs on the top of the slab give his name, and the date he died, 54-3-9, is written in face glyphs at the top of the slab (the four shadowed holes in the illustration). The 11 face-glyphs at the foot of the block correspond to the numbers 0 to 10, and, if handled, will be found to move. The tomb is opened by pressing those of the 11 glyphs that correspond to the numbers of the date carved on the top, in order. When the last glyph is depressed, there will be a grating sound and the top slab slides back a bit. The tomb lid may then be opened the rest of the way by at least characters with combined Strength scores of 30 or better pushing on it.

The battle-axe in the wall will detect as magical. The axe is a +3 weapon, -3 versus chaotic evil creatures. The weapon acts like a cursed sword; once picked up by a character he may never be rid of it, as it will always teleport to his hand and weld itself there in an encounter. The axe will also choose to appear in touchy encounters with lawful good creatures. The curse is attached to the new owner's soul and the axe can not be picked up by another until the owner's soul is laid to rest. Beneath the handle wrappings in a secret compartment is concealed a permanent scroll containing the spells: Minor Globe of Invulnerability, Burning Hands and Push at ninth level. This scroll provides the axe with these additional powers when the wielder pronounces the correct words of power, up to a maximum of 3 times a day per spell. The words of power are engraved on the axe blade in Slaz'Stecek. The axe may not be used to attack with at the same time that it is used to cast the spell. If the scroll is removed from the axe, the axe will lose these abilities forever and the scroll loses its permanence and becomes an ordinary scroll.

The block beneath the slab is hollow and inside lies a body of a decked out being in fine garments surrounded by a swirling green mist. The body appears to have been a man of taller than average stature, obviously of great importance. Fitted on the head is a mask of jade with cowry shell eyes and obsidian pupils. Lying above the mask is a diadem of dark stones and green discs. To either side of the mask are green stone earplugs carved to resemble budding flowers. About the body's neck is a pendant of green stone carved with the face of a humanlike bat.

This is the body of Tloques-popolocas, the Vampire. If the mask or the pendant of Zotz are removed he starts to awaken. His wasted form then sits up and gazes about. The first part of his regeneration requires 1 round and during that time if either the mask or the pendant are forced back upon him he returns to his death-like slumber. Within this round the corpse only has 1/3 of his hit points and is AC 10. He sits for 1 more round, while his flesh rejoins and swells out with the apparent vigor of the living. During this time the creature is AC 5, possesses 2/3 of his total hit points and attacks at half-strength if he must. When he is whole again at the beginning of the third round he attacks. The side walls on both ends of the chamber slide down to reveal four Ghouls when Tloques first awakens.

#### Common Vampire, Ghouls (4)

The Ghouls are Tloques' bodyguards and protect him until he recovers. Tloques-popolocas may assume the form of a bat at will, turn invisible, become gaseous or charm much like any Western Vampire. He can summon 12 bats in addition to attacking those near him. Tloques can only be hit by

+1 weapons or better and he regenerates 3 hit points per round. He attempts to reach his axe and fight with it in hand. He does not pursue fleeing grave robbers from his tomb immediately, but seeks to regain his bearings in the world of the living for several days. He can always trace the aura of his treasure to the thieves later.

Tloques-popolocas is a blood-drinker and attempts to subdue opponents, if not vastly outnumbered, so as to assure himself a constant supply of blood. He does not drain blood in the normal vampire manner, but must first drain it into a receptacle and then drink it. He is thus not a typical vampire, gaining his vampiric powers through his fanatical allegiance to Zotz. In all other ways he conforms to vampire statistics. He can be turned at -4 while in this room and defends himself if attacked while turned. He may not cross running water.

**Ghoul** (HF 4, EP 175, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1d6, SA Paralyzation, SD Immune to Sleep and Charm, Lang: Common, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +0, FF: n/a, HoB 3 p 51)

1) HPs:

2) HPs:

3) HPs:

4) HPs:

**Common Vampire** (HF 36, EP 8,000, AL CE, AC 1, MV 12", 18" Fly (C), HD 8+3, HP 55, SZ M, #AT 1, D 5-10 or weapon, SA Charm gaze, SD +1 or better to hit, Lang: Common, Hon Ave, ML 16, TOP: n/a, Crit BSL: Def AC +9, FF: n/a, HOB 8 p 53)

1) HPs:

**Bat, Common** (HF 0, EP 15, AL N, AC 8, MV 1", 24" Fl (C), HD 1-2 hp, HP 2, SZ T, #AT 1, D 1, SA See HoB, SD Nil, Lang: Bat, Hon Ave, ML 3, TOP 1, Crit BSL: Def AC -4, FF 3, HoB 1 p 52)

1) HPs: 2) HPs: 3) HPs: 4) HPs:

5) HPs: 6) HPs: 7) HPs: 8) HPs:

9) HPs: 10) HPs: 11) HPs: 12) HPs:

If they defeat Tloques-popolocas, his flesh disintegrates and he returns to a skeletal form, and they can examine his body in greater detail.

Scattered around the neck and through the ribcage are many green beads shaped like spheres, cylinders, tri-lobed beads, floral buds, open flowers, pumpkins, melons and a snake's head. Draped over the ribcage is a breastplate made of loops of tubular green stones interspersed with bone dividers. About the wrists are wide green bead bracelets. On the middle finger of each hand are green carved rings, one in the form of a man holding the moon and the other as a puma ready to strike. Pressed into the fingers of each hand is a bead, a green cube in the right hand and a spherical agate in the left hand. At the feet of the skeleton lie two more beads, apparently of glazed clay, one fitted with flower shaped plugs in both ends, the other seemingly a pearl 1" in diameter. Lying in among the hipbones is a 6" tall statue of a faceless man with large pointed ears.

The mask is made of jade chips affixed to stucco and is worth 250 gp. The diadem is constructed of opals and jade discs, while the hair ornaments are of obsidian and pipestone, totaling 300 and 200 gp respectively. The earplugs are also of jade and are worth 75 gp each. The jade pendant of Zotz, worth



77 gp, may be acknowledged by his agents as a pass. The large white bead from between the jaws is polished onyx worth 175 gp. The various shaped beads are worth a total of 372 gp and there are 156 beads. The breastplate of jade and bone will bring 640 gp and will provide AC 6 to the chest. The bracelets are really **Bracers of Protection vs. Normal Missiles**. The two rings are magical also: one is a **Ring of Fire Resistance** and the other is a **Ring of Protection, +1**. The jade and agate beads in his hands are worth 270 gp and 160 gp, and were perhaps symbols of rank or magic elements. The large pearl is actually constructed of two halves of mother-of-pearl fitted and glued together, and is worth 32 gp. The bead with the two floral plugs contains the dried remains of a **Potion of Invisibility**. There is a plug at the bottom of the statue of a faceless man that is well sealed. It holds 4 fluid ounces of a **Potion of Sweetwater**.

Within 2-5 weeks after this tomb has been broken into, every violator of the tomb receives a visit from either Tloques or some other agent of Zot seeking retribution. Thus the curse of the tomb.

## 8. COURSES of the GAWDS

This apartment is wet and the walls are covered with a slimy, white buildup. There is about an inch and a half of water and mud blanketing the floor. Within the room are many overturned pedestals and pieces of broken statuary lie on the floor, partially buried in the mud. Only one pedestal in the northwest corner remains standing. On it sits a small, metallic, three-sided pyramid. Overhead in the shadowy ceiling are inlaid colored tiles depicting a starry sky and forming strange patterns in the areas above the pedestals. Opposite the entrance to this room is another door. Upon looking closer at the other door, you can't help but notice a dark green, wet, mass clinging to the wall above the door.

The small pyramid is made of silver and worth 3 gp. It represents the Slaz'Stecek gawd of the moon and lightning, Apocatequil (A-pô-ka-tâ'-kêl). The other fallen statuary was made of stucco and depicted other Slaz'Stecek gawds. These include: a coyote, a crab-headed and an alligator-headed gawd, a feathered warrior, and a jaguar. The mass over the doorway is a large colony of algae, though it closely resembles green slime. Fire will have little effect on it, because the algae is oozing wet and fire does not burn with much effect in the presence of the poisonous gas filling this level. Attempts to dislodge the pseudo-green slime will result in it dropping slippery sections on the players. The walls of this room are heavily coated with slime and will cause 1 point of damage for each round skin touches them. When the players exit the room they will be attacked by 2 Cave Gougers that wait to ambush whoever exits the room first. They are hanging above the door in the corridor and surprise whoever exits unless they specifically state they were looking up as they exit.

### Cave Gouger (2)

**Cave Gouger** (HF 2, EP 150, AL CN, AC 7, MV 7", HD 2, HP 30, SZ M, #AT 2, D 1d6/1d6, SA Blindness on Crit, SD Never Surprised, Lang: Gouger, Hon Ave, ML 12, TOP 15, Crit BSL: DefAC -1 FF 3, HoB 3 p 99)

1) HPs: 

2) HPs: 

## 9. Stone Statue - Show Illustration #12 on page IQ8



This hallway seems to be coated with the same slime found elsewhere and the floor of the passage is covered with a layer of mud. Through this muck a steady stream of water trickles north. The stucco on the walls is slaking off and there are silver slime tracks crisscrossing the walls and ceiling. Ahead, in the darkness, they glow faintly. Along the east wall of the passage stands a 12-foot tall stone statue of a man outfitted in native finery and holding a narrow stone tray in his raised arms. His eyes

appear to be black gemstones: the right one droops out of its socket, balancing on the stone cheek. Behind the left shoulder can be seen the hilt of a weapon, most likely a sword. The nose, forehead and tray of the statue are chipped and scratched. There is a door farther ahead.

The eyes of the statue are polished obsidian worth 2 gp each. The sword is made of laminated wood, inset with jagged teeth of obsidian (+1, +4 vs. gas spores; Int. 3) The sword will come free easily, if any character pulls it up and out. However, to reach the sword or the eye gems, a character will have to climb up the statue and stand on the tray. If more than 100 lb (1,000 gp) of weight or pressure is applied to the tray, the statue overbalances and topple into the hall causing 2d6 points of damage to those caught under it. Once the statue has fallen it will reveal a narrow passage hidden behind it, 4

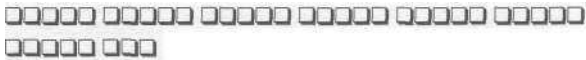
## 10. Secret Passage

Water beads upon the walls of this narrow passage, and this area seems unusually cold and damp. A low ceiling, only 5 feet tall, further cramps this avenue and limits activity. You turn a corner and see what appears to be a dented helmet and pebbles floating down the hall towards you.

### Gelatinous Cube

The helmet is actually trapped in a Gelatinous Cube that is creeping down the secret passageway toward the party. If they do not turn around and run they'll walk right into the Cube and be surprised. Otherwise the Cube will attack next round (5 in 10 surprise). Only 1 player at a time may attack it in the narrow corridor, though it will follow them out of the passageway to a larger area if led in that direction.

**Gelatinous Cube** (HF 8, EP 725, AL N, AC 8, MV 6", HD 4, HP 38, SZ L, #AT 1, D 2d4, SA Paralyzation Crit, SD Immune to Cold, Electricity, Fear, Hold, Paralyzation, Polymorph, and Sleep, Lang: n/a, TOP: n/a, Crit BSL: DefAC +2, FF n/a, HoB 3 p 48)

1) HPs: 









The northern entrance to this passage is concealed as a block of stone mounted on a central pivot. This secret door has been wedged open by accumulated debris. The western entrance, hidden by the statue, will appear to be a blank wall from within the passage if they approach from the north. This portal may not be opened from the inside - only the statue toppling over will reveal it.

## 11 a. Alcoves

The doors to this room are made of bronze and are tinted blue with oxidation. Just inside this doorway to the left and right are two small alcoves. These small anterooms contain old fountains, cracked and crusted with a white chalky substance. The fountain on the east is drained and empty. There appears to be a good amount of rubbish littering the floor. The fountain in the western alcove still holds some green scummy water, in which something moves. Steps lead down to what looks like a much larger chamber.

### Rats (12)

**Rats** (12) (HF 0, EP 5, AL N, AC 7, MV 15", HD d4+3, HP 5, SZ T, #AT 1, D 1, SA Disease, SD Nil, Lang: Slug, Rat, Hon Ave, ML 2, TOP n/a, Crit BSL: DefAC -4, FF 8, HoB 6 p 114)

1)HPs:  2)HPs:  3)HPs:   
 4)HPs:  5)HPs:  6)HPs:   
 7)HPs:  8)HPs:  9)HPs:   
 10)HPs:  11)HPs:  12)HPs: 

Both of the fountains are caked with lime and the one to the east has a small amount of concentrated lime solution in the bottom of it (2 points of damage per round of contact with skin until wiped off). It looks like cloudy water. This same fountain has a small amulet lying beneath the caked lime on the bottom. The amulet is made of brass and chrysoprase, worth 65 gp, and belonged to the "Lord of Snails". It is possible to use the amulet as a bargaining point with the giant slug (it was stolen from him by the rats), and it will only be too happy to accept it in return for free passage to the Tomb of Hurakan. In the southeast corner of the eastern foyer a litter of rats are nesting in the rubble. The 12 rats are plague ridden, save vs. poison or become infected from their bite. If the infected character is not cured by the start of the 4th turn, the wound will begin to swell and become pus-filled and the character will become delirious; 1 turn later the character will die. The rats are hidden in their lair. The anteroom to the west is empty, but the fountain is filled with algae and some bullfrogs are raising a brood of tadpoles in the water, which is the movement seen. Water beetles supply them with food.

## 11 b. The COURT of CEMANAHUAC (Sâ-man-a'-wok: place entirely surrounded by Water)

The steps down leads to a large central chamber. This chamber is flooded with brackish water. The pool seems to be about 2-feet deep and covers the entire floor. A central hall, flanked by narrow aisles, is formed by two rows of massive square columns. The walls are coated with slime and there are

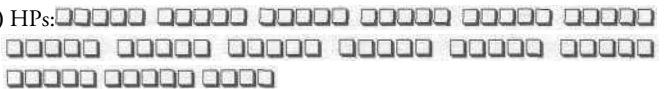
phosphorescent lines etched across them. From what can be seen of the chamber's walls, the stone appears to be more crudely worked than in other areas. Two corroded bronze braziers stand deep in the brackish water. Towards the middle of the room two cracked urns, apparently once about 4 feet tall, huddle in the water. In the darkness on the eastern wall appears to be a growth of some sort which glows vilely.

The water covering the floor is 2 feet deep in most places, but the spaces between the pillars are actually a moat, now 12 feet deep, on three sides (the southern pillars are not part of the moat). Characters not probing ahead will be unable to detect its presence until it is too late due to the grime and discoloration in the water. Anyone who slips into the moat may drown if they don't have swimming skills. See page 167 of the GM guide for drowning rules.

The walls are heavily coated with lime and this makes the water brackish. Any character who stands in this water for more than 3 turns will have the soaked portions of his clothing begin to rot away. The bottom is slippery and characters must check for slipping with a -1 penalty (a roll of 5 or less on 2d6; +1 if dexterity is 15 or greater). Movement speed is halved in the water.

### Giant Slug (Wooly Variant)

**Giant Wooly Slug** (HF 46, EP 6,500, AL N, AC 5, MV 6", HD 12, HP 74, SZ H, #AT 1, D 1d12, SA Acid Spit (4-32), SD Immune to Crushing Weapons, Lang: Slug, Slaz'Steck, Hon Ave, ML14, TOP 37, Crit BSL: DefAC +10, FF 5, HoB 7 p 83)

1) HPs: 

The phosphorescent glow on the eastern wall is actually Tecuziztecatl (Tâ-kû'-sêz-tâ kaht'-l: "The Lord of Snails"), a giant slug that can cling to walls or ceiling. It can not grasp things with its tentacles: they act rather as long whips. The slug may only bite at targets directly in front of it. It is oddly hairy and smells bad.

Tecuziztecatl is highly intelligent and quite the boaster. In ancient lore it was related to the moon, a fact of which it is quite proud. During any combat the slug details, in Slaz'Steck, what it has in store for the party and how hopeless their situation is. If it begins to lose the combat and is reduced to 1/4 hit points or less, the slug either "surrenders" and after bargaining agrees to lead the party, or else flees and conceals itself in the moat. The slug leads the party to the Tomb of Hurakan and instructs them to open the door. Once the door is open, Tecuziztecatl flees from the party and hide in the bottom of the moat. Because of the fur, the slug has +4 saves vs. cold attacks. It also has fearsome looking fangs. It also dislikes salt. It really dislikes salt on its skin. If anyone gets salt on its skin, it becomes incredibly annoyed and attacks them. It won't take any damage from the salt unless 36 cubic feet are used, and even then the wooly fur provides some protection.

## 12a. The Passage to Hurakan (Ü-ra'-kan: gawd of the flood)

This narrow passageway is slime-covered and a stream of water trickles away from the door. There is condensation on the walls, door and ceiling, which drips on the party. A quiet sound of dripping and splashing echoes in the corridor. You come to an iron door that is tightly sealed and appears to be warped outward, or perhaps wedged shut on the other side. The door's hinges are mounted on this side.



The door is difficult to open, resulting in -2 to any and all attempts to open it. This difficulty is due to the fact that the room behind the door is entirely filled with water, which has bowed and wedged the door. Those listening at the door will hear a slight splashing and gurgling, if they hear anything at all. Opening the door will release a wave of water that will wash the party down the passage they have come. At each corner, there is a 2 in 6 chance of catching hold and stopping oneself. If a character is washed all the way to the Court of Cemanahuac, he will be swept into the moat and must check for drowning again with a 10% penalty. Those who do not sink are stunned for 2 rounds. If precautions are taken to maintain their position in the hall when the wall of water comes crashing out, the party will suffer only 1d4-1 points of damage and will be stunned for 1 round. Objects carried in hand will be dropped 80% of the time. Weapons lost will remain in the hallway, but lighter objects will be swept into the moat of the court.

### 12b. The Tomb of Hurakan (Ü-ra'-kan: gawd of the flood)

Once the water has drained away, you see a small barren chamber. A staircase leads up to another iron door set on the opposite wall.

This room that was filled with water is the actual tomb - however, anything of value has long since rusted or decomposed away, and the rush of water leaving destroyed anything that was left. It was a place the Slaz'Stecks used for quiet meditation. There is nothing of interest in this room.

### 12c. Muddy Hallway

This hall is strewn with mud and flotsam. Water gathers in the center of the corridor and flows west underneath a door. The passage ends in a set of double doors on the east. The doors are heavy, bronze bound wood, each with a handle and a keyhole. In the shadow on the southern wall a stone block has shifted out of place.

Opening the door to the Tomb of Hurakan (12b) reveals a small chamber filled with water, if they did not come from this way. A pool of water fills the entire chamber and across the room only the top 3" of a door can be seen. The door cannot be opened from this side at all due to the weight of the water.

They can get into the passageway at area #10 if they rotate the block that appears out of place.

Ask players which keyhole they are peering into. It doesn't matter since both are trapped. Anyone peering into either of the keyholes will be surprised to see a red hot poker shoot into their eye. The character makes a save vs. breath or permanently loses an eye (-1 to hit with range weapons) and takes 1d6 damage. The door is not locked.

Read the following to the party when they near the eastern door to area #13:

Approaching the door up ahead, a faint melodious voice can be heard singing. The voice seems female and sweet, but it is difficult to tell whether it is someone singing or the echoing of

dripping water in a great cavern.

### 13. CHILD OF ZOTZILHA (Zôtz-ê-la'-ha: bat-gawd of the underworld) - Show Illustration #8 on page IQ6

If the party slowly and carefully opens the door, this is what they can see through the cracks.



The room is lit by a strange soft light, which illumines a section of sandy beach. Beyond the beach is a pool of water framed by a crystal cavern. The light seems to flow from everywhere, the pool and walls glistening with

a soft moonlight. But the most arresting thing in the room is the singer. Sitting on the beach in front of the crystalline pool is a beautiful nude woman. She is young and slim, with long golden hair and pale white skin. Her flesh seems to radiate a soft silvery light and her hair hangs reflects the light to give her the appearance of a golden aura. She is singing a strange melody in an unrecognizable language. On the shore by her side is a shawl, white as the froth of waves, apparently cast aside. After finishing her song, she slips into the water in a long arching dive.

The party may not wish to spy on the room and just enter it. If the party bursts into the room, there will be a surprised squeal and a splash, and the following should be read instead.

One-half of this room is filled with a pool of phosphorescent water, fed by a stream from a southern corridor. On the far side of the pool is a set of doors. The whole area is floored with white sand and broken rock and the walls are faceted with crystallized minerals. On the beach rests a bit of white fluff that looks to be a shawl. Little can be seen in the water save a few fronds of seaweed, nor is the bottom visible. Abruptly, a golden head breaks the water and a silvery laugh is heard.

#### Vengeful Nereid, Giant Electric Eel

This creature is Danakid the Nereid, a being of pure water. She is an agent of Camazotz, the undead gawd. Though she is chaotic evil, she possesses an insidious and clever mind, hidden beneath her alien beauty and seeming naivete. She's become quite vengeful, having recently been dumped by a Hill Giant. She now enjoys teasing men, torturing them with false promises. One of Danakid's favorite pastimes is to send enthralled men on quests (such as to defeat the doom bats or vampire within this section of the shrine). If the battle goes poorly she can always retreat and conceal herself in the water. If forced into combat she enters a rage for 4d4 rounds. During which she gains +2 to her attack rolls, and +1 to each damage die from having a Fanatic morale. She is immune to fatigue and gains +4 on saves against trauma related damage. During the rage which consists of fierce screaming and complaining, she will attack with spells and eventually resort to trying to scratch the player's eyes out with her long finger nails if she runs out. Out of the water she will assume the form of a beautiful woman. However, in the water

she is 95% undetectable, and then only as a patch of golden seaweed, for she is virtually transparent therein.

Men are particularly vulnerable to this creature. Those looking at her without her permission must save vs. spells or be blinded. Her naked form is poison to all men, and those that dare to view it must save vs. death magic or die. Her actions, no matter how vile, appear to men as casual flirtations. Male characters cannot attack her or cast offensive spells upon her, unwilling to destroy her beauty. Men could sit and watch her antics all day, they are so graceful and enticing. Males have been known to attempt to pursue the Nereid and seek her embrace. This, however, can meet with disastrous results for though her kiss brings sweet bliss it may also bring a watery doom. Each time a kiss is forced from a Nereid, (for she hates to give them) the character must save versus breath weapons at —2 or drown instantly. If the character succeeds, he will experience the ultimate in pleasure; but if he fails, then his lungs will burn, his throat will seize up, and a greyness will overtake his senses as he drowns instantly (but what a way to go!).

The Nereid may also attack with her spittle which blinds its target for 2d6 rounds, although this venom may be washed away in 2 rounds of vigorous washing. The spittle has a range of 20' and a "to hit" roll must be made to determine if the target is blinded. A blinded victim will attack at -4, and AC and saves are reduced by -4.

The Nereid, being a creature from the elemental plane of water, has some control over the water in the pool in which she lairs. She can make the waters heave in great waves which will slow movement to 1/2 of normal, or cause the pool to boil and froth, increasing the chance of drowning by 10%. Waves may be made to crash against the walls with such a roaring that those characters that do not muffle their ears will be deafened for 3d8 rounds. No communication is possible during the time a character is deafened. Lastly, the Nereid may form watery shapes that may be no more than pleasant entertainment or may become a substantial defense. The latter takes the form of a watery serpent or fist which strikes as a 4 hit dice monster and inflicts 1d4 points of damage when it hits. Misses will strike as a wave of water but cause no damage. Only 1 such attack may be made each round, and this only requires her to be contact with the pool.

The Nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed she dissolves into formless water. If a character seizes the shawl, he finds that they can understand and control the creature. Possession of the Nereid's shawl permits the holder to command her, though she responds more out of fear than desire and will not inform the party of their hold over her. She will not attack if a character holds her shawl, though she might churn up the water to slow movement. The Nereid attempts to coerce the holder into giving it back, even going as far as promising certain "favors" of a lascivious nature. She may even reveal the location of her treasure in the pool, but never inform the party of the presence of her pet, an eel. If the shawl is tossed to her, the Nereid pulls it beneath the waters and laughingly takes up the attack again. Danakid will never deliver well on her promises.

If the players refuse her or if a fight breaks out she can cause the water to rise up like a great serpent, hoping to trick the party into believing there is a water weird in the pool. This watery form strikes for 1d4 points of damage. If the party cannot be frightened away and they insist on sullying her pool, she will attempt to lure the males into the pool while blinding the females with her spittle. If this ploy fails, her last resort is to summon Chac her pet electric eel, which may use an electric jolt once per hour. The jolt causes 3d8 points of damage to the party if within 5 feet of the eel, 2d8 if between 5 feet and 10 feet of Chac, and only 1d8 if within 10 feet to 15 feet of the eel. The eel will take normal damage from thrusting weapons, and only 1/2 damage from slashing weapons, as the water will deflect the blow.

When summoning her pet the Nereid will rise up and call out Chac's name loudly. Then the waters will begin to heave and boil and the watery form of a man with an elephantine head, wearing an elaborate headdress and holding a trident will rise up out of the waters. The Nereid is, of course, manipulating the water. Chac, her pet electric eel will rise near the surface and strike when the watery "gawd" levels its trident at a character. The eel will not be

affected by the shawl and may attack on its own. The Nereid may aid her pet by catching a swimming character's legs and pulling them under, if she rolls a successful "to hit" score vs. AC 6, stunning the character for one round. The Nereid may not leave her pool, and if away from the water for more than one turn, she will begin to lose 1 hit point per round.

Movement in the water for the party is half normal speed and attempts to swim the pool should check for drowning. The pool is 12 feet deep toward the north side, but quickly rises to 4 feet to 5 feet deep around the edges. At the deepest part of the pool is a grotto hidden behind a bed of kelp. In this cave are six golden statuettes worth 85 gp each and a golden mask worth 170 gp. Also lying in the cache are two crystal scroll cases, worth 20 gp apiece, though water has destroyed the scrolls in them, and a silver idol, value 17 gp, which is really a bottle holding a **Potion of Treasure Finding**, and a pair of bronze **Bracers of Defense**, AC 5.

**Vengeful Nereid** (HF 12, EP 1470, AL CE, AC 9, MV 12", 12" Swim, HD 3, HP 32, SZ M, #AT 1, D 1, SA Spells, Spittle, SD Extreme Beauty, Dimension Door, Lang: Common, Eel, Hon Ave, ML 20, TOP: 16, Crit BSL: DefAC +1, FF n/a, Field Manual p 87)

1)HPs:

**Giant Electric Eel** (Chac) (HF 3, EP 159, AL N, AC 9, MV 12" Swim, HD 3+2, HP 36, SZ L, #AT 1, D 2-4, SA Jolt, SD Nil, Lang: Eel, Hon Ave, ML 3, TOP 18, Crit BSL: DefAC +1, FF 5, HoB 2 p 127)

1)HPs:

If Danakid needs to, she will use her Dimension Door to escape. Whatever the outcome of the encounter, the male party members will most likely be upset with the female party members, accusing them of being "jealous" of Danakid.

#### 14. Flooded Hall

Half of this corridor is flooded. The water is waist deep and cold. A set of stairs rises up out of the water on the eastern leg. The corridor ends in a set of bronze doors at the north end, and next to them on the east wall is a wooden door.

The portion of the floor covered by water is quite slippery, granting a -2 penalty, thus a **roll** of 6 or less on 2d6 indicates a fall. There are keyholes in both sets of doors, but the doors are unlocked. When the players first enter the water, they are attacked by 4 Giant Lampreys.

##### Giant Lamprey (4)

**Giant Lamprey** (HF 4, EP 420, AL N, AC 6, MV 9" Swim, HD 5, HP 45, 38, 37, 35, SZ M, #AT 1, D 1d6, SA Blood drain, SD Nil, Lang: Lamprey, Hon Ave, ML 16, TOP 22, 19, 18, 17, Crit BSL: DefAC +3, FF 7, HoB 4 p 73)

1)HPs:

2)HPs:

3)HPs:






4)HPs:



The tunnel opens up into a huge natural cavern. There is an odd smell and your feet sink slightly in the soft ground. There appears to be no other exit.

If the players make any large noises or spend more than 2 rounds in the cave, the 8 Doom Bats that are hanging from the ceiling will attack. There is a crevice opening in the ceiling leading to a passage out of the cave that the bats use to fly in and out. Unfortunately its about 180 feet up, and even if a player makes it up they'll have to explore an endless series of tunnels. The ground of course is covered in bat guano. Searching the guano will reveal a ruby (400gp), a **+2 Chainmail** (human size), and a **+2 Dagger**. The bats are unaffected by the gas.

**Doombat, Mortal** (HF 3, EP 420, AL NE, AC 4, MV 18" fly (C), HD 6+3, HP 47, SZ L, #AT 2, D 1d6/1d4, SA Shriek, SD Nil, Lang: Bat, Hon Ave, ML 9, TOP 24, Crit BSL: DefAC +5, FF 9, HoB 2 p 63)

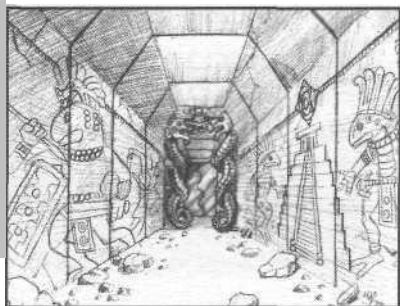
- 1) HPs: 
- 2) HPs: 
- 3) HPs: 
- 4) HPs: 
- 5) HPs: 
- 6) HPs: 
- 7) HPs: 
- 8) HPs: 

## END ROUND 1

## START ROUND 2

**15.The Great Hall - Show Illustration #3 on page IQ2.**

This hallway is 20' wide and has piles of rubble and debris scattered along its length. The walls are covered with frescoes and depict a nation questing for a new land; the trials depicted include crossing



treacherous mountains, sailing over storm tossed seas, and praying to the gawds in their battles to keep their homeland free from invasions. In the center of this wall is painted a pyramid with a temple atop it and the sun shining over the new land. Halfway down the hall is an archway cawed with twining serpents. Beyond it the corridor continues on into shadow, with the glint of bronze reflecting off of two doors.

They must pass the serpent arch to reach the bronze doors. To either side past the arch is a niche. If a character steps into either niche they trigger a pressure plate that releases a set of horizontal bars closing off the serpent arch, and trapping the interloper. The bronze doors aren't actually doors - they are merely slabs of bronze leaning against the stone wall. The bars are thick and cannot be otherwise moved without extraordinary means.

The painting of the pyramid conceals a secret door, found by pressing on the center of the sun icon. Opening this secret exit also causes the bars to retract and reset. This secret door will be noticed by anyone with the appropriate skills (still roll as usual), but they must discover how to open it (by use of the sun).

## 16. Secret Door

The door in the pyramid reveals a closet sized room, taken up almost entirely by a bas-relief of a spear and shield armed Slaz'Stecek warrior. The shield rests at the base of the statue and is somewhat unusual - it has an angular spike sticking out of it, and 12 evenly spaced notches covering its face. A message in Slaz'Stecek script is written on the stucco spear.







The message on the spear says, "Turn back!" Experimentation will show that the marker on the shield will rotate if pressed upon. The indicator (meant to resemble a sundial) must be turned to face the door they just entered from and left in that direction (not just turned past it). In this manner the sundial points back at the "sun" from which they entered, and the north wall slides away.

### 16b. Slaz'Stecek Guards

As the section of the wall slides away, several upset looking Slaz'Steceks attack. They appear to be guarding a door on the north side of the chamber.

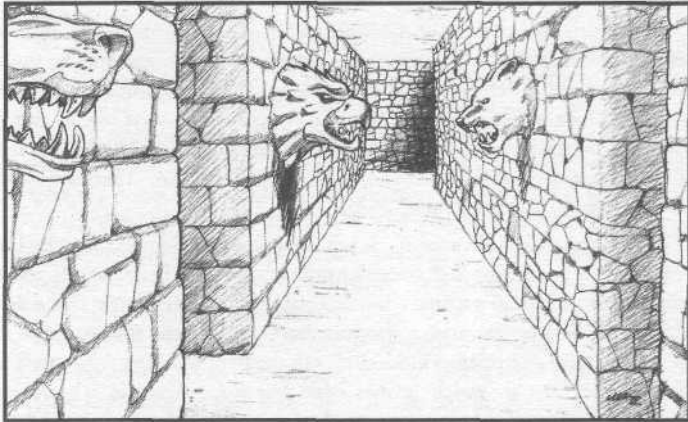
## Slaz'Stecek (10)

**Slaz'Stecek Warrior** (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 25, SZ M, #AT 1, D By weapon 1d8 (crossbow), 1d6 (club), SA Nil, SD Immune to gas, Lang: Slaz'Stecek, Hon Ave, ML 10, TOP: 13, Crit BSL: DefAC -2, FF 5, HoB 7 p 78)

- 1) HPs:   
 2) HPs:   
 3) HPs:   
 4) HPs:   
 5) HPs:   
 6) HPs: 

- 7) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 8) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 9) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 10) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

### 17. Hall of the Great Spirits - Show Illustration #10 on page IQ7.



This corridor is high and decorated with sculptures mounted on the walls. There are two corridors branching off from this main hall; a narrow one to the east, and another to the west. The statuary that adorns the walls consists of three sculpted heads of animals. Opposite the eastern passage is the head of a coyote, while opposing the western hallway is the head of a stylized grinning bear. The last sculpture is at the north end of this corridor, on the west wall. Here is what appears to be the head of an eagle, with its beak open. The statuary is 6' above the floor and around 2 1/2-3' in size.

Wedged in the throat of the eagle's head is an intricately crafted, golden ring. To remove the ring a character must either reach into the mouth or attempt to push the ring out by another means. Disturbing the ring causes the beak to snap shut. Whatever was inserted into the mouth is pinned, and the hinge of the mechanism jams. This hinge may be loosened with oil or the beak may be broken off by striking it three times with a blunt weapon, rolling versus AC 4 to hit solidly. Arms or hands caught in the beak are bruised by these blows, causing the character to fight and defend at -1 cumulative penalty; -5 maximum) for each blow to the statue, whether solid or not. The duration of this impairment equals 1 turn for every blow struck.

The ring is the size of a bracelet and was either a ring, earring or other piece of stone giant jewelry. The ring contains rock magic if detected, and appears to have a value of 1,250 gp. The ring is a **Ring of Perpetual Mo-Jo**.

### 17b. Debbie the Doorant

The corridor ends at a door with the face of a woman carved into it. There is no door handle, but there is a big knocker in her nose.

**Tree Doorant** (HF 14, EP 975, Int 11, AL CN, AC -2, MV 0", HD 7, HP 52, SZ M, #AT 1, D 1d12, SA Nil, SD 75% magic resistance, Lang: Common, Slaz'Stecek, Hon Ave, ML 17, TOP n/a, Crit BSL: DefAC +5, FF n/a, HoB 2 p 63)

Debbie has been here since the temple was originally constructed, but unfortunately for the players hasn't moved from this area. She is quite mean, and will definitely be rude toward anyone who touches her knocker. If convinced to talk about the shrine she is unhelpful about specific locations but can tell the players about creatures she's let by over the years. She will let players by if asked nicely, but otherwise her true intentions are to attack. Debbie has a 75% resistance to magic.

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

### 18. Hallway of the Ancestors - Show Illustration #7 on page IQ5.

Along the corridor the husks of Slaz'Stecek figures appear to be floating in the air above the floor.



#### Poisonous Variant Flesh-Eating Zombie, Slaz'Stecek (15)

The figures floating in the air are actually corpses set upright on a ledge 2' above the floor on either wall of this passage, like an ancient morgue. Once the lead character in the party reaches the midway point in this corridor, the 15 zombies animate and attack. These Slaz'Stecek zombies are dried and stiff

and will only attack with their ragged claws. They may not be turned or dispelled until they are animated. The Slaz'Stecek Zombies are treated as normal Zombies except they are poisonous, and each character who took damage from them must save versus poison. Failure to save indicates that the wounds are infected with a class C poison (see GMG p 206).

**Poisonous Zombie Variant** (HF 7, EP 283, Int 5, AL N, AC 8, MV 6", HD 2, HP 28, SZ M, #AT 1, D 1d8 SA Poison, SD Nil, Lang: Common, ML 20, TOP n/a, Crit BSL: DefAC 0, FF n/a)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 2) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 3) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 4) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 5) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 6) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 7) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 8) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 9) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 10) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 11) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 12) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
- 13) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐



14) HPs: 15) HPs: 

## 19. Silver Coffin

At the end of this corridor is a small alcove holding a 3' tall stone pedestal on which rests a small silver coffin. This nook is reached by a step up and then a 15' walk to the hollow, the floor of which is raised 2'.

The floor of this nook is part of a trap. When more than 100 lb (1,000 gp) of weight is placed on the raised floor right before the alcove it sinks rapidly down 2' and the trap closes in 2 segments. As the floor sinks 2', the 15' slab of the passage floor behind the players will begin to raise up like a drawbridge, sealing the room. Those in the alcove notice this, but by then it will be too late; those on the slab roll down the sloping stone toward the alcove unless they make a dexterity check and are not surprised, in which case they can run up the rising slab to the outside. The box is unlocked, but it is latched, so the lid will not swing open unless the characters touch the box.

Inside this silver coffin is a strange coppery figurine, narrow, with fins, somewhat fishlike. Written on the side of this figurine are strange runes. Etched near the slimmer end is a small square panel.

The runes are in a script similar to Gray Elven and spell out the name "11-NEDRAW. Deft fingers will be able to open the small panel, revealing a hollow interior filled colored beads. Touching any of the beads will cause the lid of the statuette to snap closed when a finger is withdrawn. After a few seconds, the figure will rise into the air and start to fly about the alcove, hovering sometimes and avoiding being touched by characters or missiles. The coffin is silver, and weighs 10 lb (150 gp) and is worth 100 gp due to its fine workmanship. The copper figure is worth 50 gp and weighs 10 lb. This floating statuette serves no purpose and is more or less a false lead.

Pushing (or pulling, if outside and spikes are set) on the stone slab with at least 40 combined strength will cause it to topple over again.

## 20. SPIRIT GUARD OF AYOCUAN (A-yô-kwan')

A massive bronze door forms the entrance to this grand chamber. This apartment is filled with rubble and broken, life size statuary. In ranks, half-fallen, is an army of clay statues in what must have once been an impressive array. First there are Slaz'Stecek spearmen, perhaps twenty of them, outfitted only in scraps of leather now. At their feet lay obsidian spearheads and bits of rotted wood shafts. Behind these are archers, in scattered formation. Few remain standing. Their arrows are long gone, but they hold laminated bows, dried and worm eaten. Further into the room are figures of Slaz'Stecks with war-clubs and hand axes, wearing scraps of ochre-lacquered leather, sandals and caps. Beyond all of this at the back of the chamber are a group of statues that must have been an honor guard. They are standing about a domed structure. These warriors wear feathered robes and headdresses and are armed with pitted bronze spears. Each of these figures wears a breastplate of threaded shells. The dome has no apparent

openings.

In an east wing of this L-shaped room are three large, carved stones and the remains of a sedan or litter with statues of attendants standing nearby, and rotting curtains hanging over the litter. About a dozen clay female Slaz'Stecek, bedecked in feathers and shell jewelry, stand in attendance as women of court.

### Wight

In the curtained portion of the litter are the skeletal remains of a human, his arms are shackled to an arm of the sedan. In his ribcage may be found three arrowheads. Behind clay warriors along the easternmost wall is another bronze door barred shut with a pitted copper bar so that it may not be opened from the outside. Mixed throughout the broken clay end at the base of the statues are beads of coral and shells worth 1 cp each. There are a total of 4,800 beads, worth a total of 24 gp.

The stockade dome is a cairn. It is a weak construction and may be broken into in 4 rounds by 2 characters working together. Inside are six sets of bones and 6 jade bead pectorals, worth 43 gp each. In the center of the floor of this cairn is a bronze and chrysoprase lamp set into the stucco, worth 14 gp. Lifting this lamp opens a hidden door in the floor releasing Ayocuan from the compartment in which he has been trapped. Ayocuan is a Wight. Magical or silvered weapons are needed to combat Ayocuan, and he is immune to sleep, charm, hold, and cold spells. He wears an Amulet Versus Undead, which he was wearing when he was turned a Wight (he will not turn himself, he was wearing it when he became undead). The amulet glows a vile green.

**Wight** (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 39, SZ M, #AT 1, D 1d4, SA Energy Drain, SD Silver or +1 or better weapons to hit, Lang: Common, Hon Ave, ML 14, TOP: n/a, Crit BSL: DefAC +3, FF n/a, HoB 8 p 86)

1) HPs: 

Anyone searching the room will find a concealed trapdoor in the ceiling (Elves notice it automatically). At one time it had been a secret tunnel, but has now collapsed in on itself. Opening the door (which must be pried open) will caused the rocks that now fill the tunnel to fall on those located below the trap door. Those failing their Dexterity checks will take 3d6 points of damage from the rocks.

### 20a. Bronze Door

This is a bronze door and it will not open from the outside of area #20 because it is securely barred inside the room.

### 21. Stone Block

A large block of stone obstructs the corridor here. It does not seem to have been a part of the original construction, for its composition is more sandy than those stones which make up the walls of these ruins. Furthermore, there are gaps to the sides and between the stone and the ceiling of an inch or more which indicate that it has not been set with the other stones.

This block was placed by the ancient architects to block access into the lower chambers and deter grave robbers. It slid down from the sloping pas-

sage to the north. That passage has several rollers built into the floor to aid in its positioning. The block may be pushed back up the rollers with a combined strength of 45. When it is pushed all the way back, there is still no room to get past it into area #26. It cannot be pulled out of the roller area. Note that if the block is pushed up the rollers it will roll back next round to block the corridor if not braked with a large object.

## 22. CHAMBER of the NACEHUAL (Na-sä'-wal: "the achieved ones")


All the doors into this octagon shaped room are made of heavy bronze. There are entrances on the north, south and east walls. In the middle of this long apartment are two stone divans, each with a Slaz'Stecek figure stretched out upon it. Between the divans is a low stone table holding a flask and two goblets made of crystal. There are two sideboards against the walls. The figures on the divans are a male and female, each about middle-aged and perfectly preserved. They are very still, dust covered, and apparently dead. Their bodies are covered with dry, crackling snakeskin. The female wears a silvery bracelet and holds what looks to be an ivory wand. The male has an amulet of bronze resting on his chest, inset with a red stone of considerable size. In the bottom of the crystal flask is a quantity of silvery dust. On the western wall are scribed colorful glyphs.

If translated, the glyphs are barely discernable from Slaz'Stecek as, "Beware ... many-eyed 'gawd'... rain a fiery death".

### Monk Slaz'Stecks (2)

Mixing the powder in the flask with a liquid creates a Potion of Sleep. If the potion is drunk the taster will sleep until the potion's effects are neutralized (i.e., Neutralize Poison). The two bodies are monk Slaz'Stecks in suspended animation. The male, Cipactonal (Sê-pak'-tôn'al) and the female, Oxomoco (Oks-ô'-mô-kô) have used small amounts potion once held in the flask to increase their ability to feign death, without actually sleeping. As with the spell Feign Death, these two are aware of their environment and what goes on about them. If the monks are disturbed, they instantly awaken, stand, and Oxomoco says, first in Slaz'Stecek and then in an ancient dialect, "You have broken our long sleep; for this you must pay". The two then assume fighting stances. If the monks are not attacked, weapons are not drawn and drawn weapons are sheathed, the two will demand payment of 500 gp or one magic item of value as forfeiture. If the two monks are not paid or if the party attempts to harm them while they lie on the couches the monks attack in return. If questioned about the ruins, they know nothing to tell, save the message concerning the rain of fire, for their sleep has been long indeed. They will not leave their chambers. The ivory "wand" is actually a folded fan worth 62 gp and the bracelet is platinum and worth 230 gp. Cipactonal's amulet is non-magical and made of electrum and garnet, worth 100 gp. For all purposes treat the Slaz'Stecek monks as having all the normal abilities of a level 8 human monk.

Slaz'Stecek Level 8 Monks (HF 7, EP 620, Int 5, AL N, AC -1 (Dex bonus), MV 18", HD 7, HP 69, SZ M, #AT 2, D 3-9 open handed, SA Nil, SD Nil, Lang: Slaz'Stecek, Hon Ave, ML 15, TOP 29, Crit BSL: DefAC +7, FF 6)

1) HPs: 

2) HPs:

## 23. Nesting Chamber


This room appears unstable as large sections of the ceiling have collapsed onto the floor. There appears to be an opening on the far side of the room. A skeletal hand, partially buried under rocks in the southeast side of the room, looks as if it's waving a grisly greeting.

The skeleton is actually a Slaz'Stecek warrior who was trapped when the ceiling collapsed. His armor is rusty and crossbow rotting, but still has a nice cloak on. The cloak is a Cloak of Stalking.


When the players enter the room to examine the skeleton, 2 Subterranean Lizards & 3 Rafter Lungers drop out of the ceiling behind the party to attack the intruders of their lair.


Subterranean Lizard (HF 7, EP 420, Int 0, AL N, AC 5, MV 12", HD 6, HP 44, SZ H, #AT 1, D 2d6, SA Nil, SD Nil, Lang: Lizard, Hon Ave, ML 14, TOP 22, Crit BSL: DefAC +4, FF 5, HoB 4 p 88)

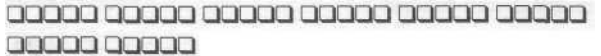
1) HPs: 

2) HPs: 

Lunger, Rafter (HF 5, EP 650, Int 2, AL N, AC 3, MV 6", 12" Climb, HD 4+4, HP 40, SZ M, #AT 2, D 1d10/Entangle, SA Surprise, SD Nil, Lang: Lunger, Hon Ave, ML 12, TOP 20, Crit BSL: DefAC +5, FF 9, HoB 4 p 99)

1) HPs: 

2) HPs: 

3) HPs: 

## 24. The Endless Chamber

Either way you enter this chamber, the same effect will occur.

This room is completely empty. There is an opening into a corridor at the far end.

There is a pressure plate located on the floor between these two rooms that will activate the teleportation traps in each southern doorway as well as an illusion that will make it appear as if the corridor continues south. If anyone steps through the southern doorway, the entire contents of the rooms will be teleported to back room 24b, and vice versa, giving the impression the corridor smoothly continues on. The illusion can be detected, and the teleportation trap could be dispelled. Anyone with sixth sense or a similar skill should just detect that there is something strange going on.

## 24b. The Endless Chamber 2

This room is completely empty. There is an opening into a corridor at the far end,

There is a teleportation trap at the North end of this room that will be activated by a pressure plate located between the rooms. When the players step into the northern corridor the entire contents of the room will be teleported back into area #24.


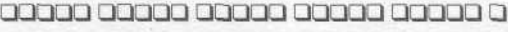

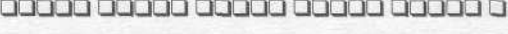
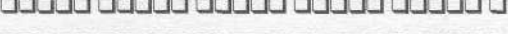
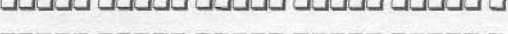



## 25. The NEST of the WARRIORS

A bitter reek assails the senses as this door is opened. Inside, amid a pile of rubbish, offal, and bracken water, ghostly lanterns move about the floor. Closer observation resolves the lanterns into glowing beetles. There seem to be around a dozen of these beetles in the room, each about 3' in length. They do not appear to take notice of the party or its light. From the largest pile of trash, where the majority of the beetles are, come glints of something shiny.

### Giant Fire Beetles (13)

This is a nest of 13 Fire Beetles. These beetles are blind, lacking the two glowing glands behind their eyes, which is normal for this species, although their abdomens generate light. They will be basically non-aggressive unless their nest is threatened. Any sudden noise will bring a beetle or two to investigate. They will examine strange objects they encounter with their feelers and if it is edible they will bite it. Other beetles cluster to the sound of their comrades fighting. Characters may attempt to move silently across the room, with a base 5% chance for non-thief classes. If a diversion is created, add +50% to the scores needed. The shining objects in the nest are odd pieces of metal polished rocks, broken crystal, 3 turquoise, worth 50 gp each and a +1 dagger, pitted and rusted. If the dagger is used there is 1 chance in 20 that it breaks in each combat.

**Fire Beetle** (HF 0, EP 35, Int 0, AL N, AC 4, MV 12", HD 1+2; HP 26, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: Beetle, Hon: Ave, ML 12, TOP 13, Crit BSL: DefAC -1, FF n/a, HoB 1 p 67)

- 1) HPs:   
 2) HPs:   
 3) HPs:   
 4) HPs:   
 5) HPs:   
 6) HPs:   
 7) HPs:   
 8) HPs:   
 9) HPs:   
 10) HPs:   
 11) HPs:   
 12) HPs:   
 13) HPs: 

## 26. Ramp

Here is a ramp sloping down from the north to the south. Set in the floor at 2' intervals are smooth stone cylinders, which appear to be some form of roller.

## 27. Stairs

In the middle of this flight of stairs is a pressure plate which releases a millstone, concealed in the wall at the top of these steps, to send it rolling down the stairs. For tournament play this trap will work automatically. Otherwise, the trap is triggered 3 times out of 8. To dodge the millstone a saving throw versus petrification must be made. If the characters react quickly, they may save with a penalty of 2 by hugging the walls. Failure to save results in one of the following:

Roll	Result
1-4:	3d6 points of damage
5:	Backpack and contents are smashed and destroyed.
6:	Pack and contents are torn away, but recoverable.

There is a 50% chance that a character will drop whatever items are held in his hands. All items dropped or torn away will bounce to the bottom of the stairs. The stone will crash into the doors of area #25, breaking them open. From that room comes the beetles looking for a fight, if still alive.

## 28. The ARC of NANAHUATCIN (Na-na-wa'-tsên:The "Pimply Sun")

Here is a spacious vaulted hallway, much weathered and cracked from the passage of time. The walls are charred and scored. About the floor are several stone statues of baboon-like creatures, chipped and tipped over. The remains of a few once living "baboons", partially eaten, lie nearby, fungus covering their moldering corpses. As you proceed further into the hall, it is discovered that this was once a ceremonial hall. Little remains to identify its past purpose except a carving of a silver sun with a single eye etched in the worn floor.

Characters may take precautions at this point, for the beast that lives here will not attack until the party sights it from halfway down the corridor.

Ahead, something spherical floats in the air at about chest height. As the range shortens the spheroid may be seen to have a central eye and about a dozen tentacles growing out of its top; each growth bears a white sphere, with a black spot at its tip.

### Gas Spore (1)

The sphere is Nanahuatcin - the "sun", a gas spore, though the party may believe it to be a beholder. If the gas spore takes even 1 point of damage it explodes, causing 6d6 points of damage to everyone in a 20' radius (save vs. wands for half damage). Any character infested by the gas spore loses all Dexterity bonuses and receives -4 "to hit" as the gas slowly dissolves the PC's flesh. The PC has these penalties until the end of this round. Near the cen-



ter of the room is a sack made of fish skin containing 7 silver pellets about the size of sling bullets and worth about 10 sp each.

**Gas Spore** (HF 0, EP 120, Int 0, AL N, AC 9, MV 3" fly (E), HD <1, HP 1, SZ M, #AT 1, D Special SA Special, SD Special, Lang: Gas Spore, ML 20, TOP n/a, Crit BSL: DefAC -4, FF n/a, HoB 3 p 48)  
1) HPs:

## 28a. Prayer Room

As you enter the room you are greeted with by a powerful smell of coffee and see several Slaz'Steceks dressed in ceremonial robes. They were chanting to a statue surrounded by clay jars, but now are turning to attack. They look upset that you have disturbed them.

### Slaz'Stecek Clerics (8)

The Slaz'Stecek clerics are not actual clerics. Slaz'Steceks actually worship idols, but have no understanding of their meaning any more. They do not gain the powers that a normal cleric would. They do however have crossbows hidden under their robes.

**Slaz'Stecek Clerics** (HF 1, EP 35, Int 5, AL CE, AC 6, MV 6", HD 1, HP 24, SZ M, #AT 1, D By weapon 1d8 (crossbow), 1d6 (club), SA Nil, SD Immune to gas, Lang: Slaz'Stecek, Hon Ave, ML 10, TOP: 12, Crit BSL: DefAC -2, FF 5, HoB 7 p 78)

1) HPs:   
2) HPs:   
3) HPs:   
4) HPs:   
5) HPs:   
6) HPs:   
7) HPs:   
8) HPs:

The statue is a figure of Tlaloc that someone could identify if they possess the necessary skills. The clay jars are each filled with fresh coffee and chocolate beans. The statue has Slaz'Stecek writing carved into it that says, "The moon brings death, sun starts a new day."

## 28b. Triangular Pillar

Ahead of the party in the corridor, a faint flickering light becomes visible. The light is moving down the hallway away from the party and sputters and wavers just out of the characters' perceptions.

**Will o' Wisp** (HF 59, EP 3000, Int 15, AL CE, AC -8, MV 18" Fly (A), HD 9, HP 56, SZ S, #AT 1, D 2d8, SA Electrical Discharge, SD Invisibility & Immune to Most Spells, Lang: Common, Wisp, Hon Ave, ML 17, TOP: n/a, Crit BSL: DefAC 7, FF n/a, HoB 8 p 87)

The bobbing light is a Will-o'-Wisp. It will attempt to lure the party into a trap where it may then feed on their deaths. The Will-o'-Wisp will lead parties coming from the west to the "Coffee Grinder" at area #28c.

Fighting the Will-o'-Wisp does count as an encounter for tournament scoring.

The party encounters a pit obstructing their path and beyond this a triangular block or pillar fills the corridor's end. The pit is about 10' deep and contains several human skeletons. The triangular pillar's apex points towards the pit and scratches on the floor and ceiling scribe short arcs to either side of this pillar. The passage does not appear to continue on, though the light source, which has been preceding the party, is not to be seen.

If the wall is hammered on, it will sound solid. However, careful examination of the floor or ceiling will disclose scratches that scribe a short arc from one corner to the other. By pushing on one side of the dead end, the triangular pillar will pivot, which will open a narrow passage, 11/2' wide. A character that removes his gear may just slip through.

If the pit is searched, nothing will be found, but bones.

## 28c. Coffee Grinder

The party has been lead into a trap, timing is crucial for any hope of escape. If the players do not react quickly they will most likely be killed.

As the party walks down this narrow passage they will hear a click and then a crash as a copper-bound door comes roaring down in front of the party, blocking the way! To the rear another door will crash down! There is a faint smell of coffee in the air.

For 5 segments nothing will happen and the characters may quickly investigate the doors. These barriers are made of heavy timbers, bound with copper and are a foot thick.

After a moment of silence, there comes the sound of stone slowly grating on stone. Rows of 8 slots open near the ceiling in both walls. Some dust trickles from each.

Characters may now examine the holes just opened, each about the size of a fist, or they may continue to work on a door. Again 3-4 segments will pass.

All at once there comes a cracking and rushing sound and coffee grounds start to pour rapidly through the holes. The floor is swiftly be covered by the coffee grounds. A globe of light slips through the beams of one door. It moves to hover near the ceiling, twinkling merrily.

The globe of light is the Will-o'-Wisp from area #28b, further south in this corridor. It will bob about near the ceiling, hoping to feed off the party's agonies. The Wisp will not attack unless the characters are about to make their

escape or if attacked by the party. After the first damage is inflicted on the Wisp, it will flee.

The hallway will fill with coffee in 10 rounds, suffocating anyone still trapped inside. Only through quick action can the party hope to escape. Two characters may attack a door at a time and chop through them in a few rounds by striking with hacking weapons. Each time a blow is struck which would inflict 5 or more points of damage, 1 structural point of damage is done to the door. Each door has 8 structural points. A door may also be lifted with a combined strength of 60, provided some type of handhold is made in the door. Once a door has been raised it will not close completely again as coffee grounds will flow beneath it and wedge it open. The players then must risk climbing under it with only the grounds supporting them, leading to the door falling on them 1 in 3 times for 1d10 damage, crushing them. They door is difficult to brace in this position because the coffee beans keep pouring past anything there. There are also various effects on characters as coffee fills the hall:

Rounds 1-3: Characters must check each round to see if they slip (4 or less on 2d6). There is also 1 chance in 8 per round of a character choking on the dust in the air and being incapable of any action that round. After the 3rd round one character must scoop grounds away from the door in order to work on the door.

Rounds 4-5: All movement is considered encumbered and all blows will be at -1 to hit and to damage.

Rounds 6-7: Characters must save vs. petrification or become trapped in the grounds. Once entrapped in the grounds another save vs. petrification must be made the next round to break free. All blows will be at -2 to hit and to damage.

Rounds 8-9: Characters must save as above, but once trapped they may not free themselves. There is a 50% chance of suffocation per round, +10% each additional round, which will cause 1-8 points of damage. All blows are at -3 to hit and damage.

Round 10: All characters take damage from suffocation as above. There is no chance of striking or movement. Good-bye. Inform the players that even though the party is killed, they are still scored on party encounters and might not necessarily be eliminated from the tournament.

Saving throws may be ignored if the characters take specific actions to prevent themselves from becoming stuck, such as removing excess weight or distributing their weight evenly on the grounds to prevent sinking.

## 28d. Teleportation Device

The green mists thin a little as you travel down the hieroglyphic covered hallway. At the end of the hallway are 3 unusual hieroglyphics. One depicts an image of the Slaz'Stecks worshipping the sun. Another depicts them worshipping the moon with bats flying around. The final one shows a gold pyramid structure standing in the center of fields of coffee.

If viewed closely the players will notice a small stone button under each hieroglyphic. Pressing the coffee one will transport the players to area #29 completing this section of the dungeon (they've entered round 3). Pressing the sun button will cause them to be teleported back to the area #15. The moon button causes them to teleport back to room 28c - quite possibly with disastrous results, as it has been filling up since they left.

## END ROUND 2

## START ROUND 3

### 29. The Tomb of Pelota (Pâ-lô'-ta)

The party emerges from the teleportation a bit disorientated but unharmed. The thin green mist still surrounds everyone and is a haunting reminder of the deadly gas you've been trying to escape from. Looking around you see the party has emerged at the dead end of a passage that stretches out into the darkness. After traveling some 90' feet down the passage, the party approaches a sharp bend. Faint line drawings may be discerned on the walls here depicting Slaz'Stecks playing a game with a ball and stone goals. Also illustrated is the death of some of the players by a priestly knife. Where the corridor bends there is a slab in the floor, filling the corner for 10 square. The stone is gray and dust covered. Above this slab in the southern wall is a 1' diameter niche, 5' above the floor and hemispherical in shape.

Etched into the slab are several glyphs obscured by a layer of dust. These glyphs translate as: "Dare not open this pit unless you be willing to meet the challenge of the game." Beneath the stone covering is a pit filled with the skeletal remains of the losers of the game of pelota. To open the tomb requires the application of leverage and a strength total of at least 25 points.

Atop the bones rests a glistening black ball, about a foot in diameter, and several figurines and a plaque of jade.

The ball was used in the game pelota and is made of rubber wound around a balsa core. The jade figurines represent flowers and the plaque depicts two Slaz'Stecks, with padding on their arms and hips, bouncing a ball between them. There are other jade figurines in the pile of bones and a sun-gawd in a feathered robe. There are 7 figures in all, worth 10 gp each. Buried beneath the skeletons is a chalice of beaten gold, inset with 6 amethysts, worth 120 gp and weighing a tenth of that. If any of the items are removed from this pit a curse will fall upon their bearer in 5-10 rounds. The curse causes Blindness (save vs. spell applicable) and the victim will remain blind until Cure Blindness or Remove Curse are used to remedy it.

The ball is cool to the touch and made of some resilient black material. As the ball is picked up, it suddenly jerks free and rebound off the wall in front of you.

The ball self-animates for the purpose of challenging the violators of this tomb to a game of pelota. The ball attacks the party by bouncing off the wall and striking the characters. This ball will take no damage from blows struck by the party (unless hit with a magical weapon of +3 or better). If the ball bounces off a wall and hits a PC (treat the ball as a 7 HD monster for determining to-hit rolls), the PC may make a saving throw vs. Paralyzation or be stunned for 1d6 rounds. Critical hits will do damage.

The purpose of this game for the players is to hit or kick the ball into the goal above the pit while preventing the ball from reaching its goal at the northern end of the hall. The south goal is the party's goal, and the north goal, 140' down the corridor, is the ball's goal. Both goals are lit by orange rings of light around their edges now that the ball is active. The ball moves






When the Were-Slaz'Stecek attacks, the cat figures in the room will enlarge. Four of the great cats will become tigers and animate and attack along side their master.


All of the items hanging on the wall, skins, heads and others are actually realistically painted stucco sculptures. In the belly of the stuffed tiger that has been chewed on (the one that did not animate and attack) are 1,050 gp.

**Were-Slaz'Stecek**, Variant (were-tiger) (HF 9, EP 975, Int 10, AL N, AC 3 3/4, MV 12", HD 6+2, HP 46, SZ M or L, #AT 3, D 1-4/1-4/1-12 or 1-4/1-4/1-6 or 4-9 with weapon SA: rake 2-5/2-5, SD: nil, Lang: Slaz'Stecek, tiger, HonAve, ML 17, TOP 23, Crit BSL: DefAC +4, FF 7, modified were-tiger HoB 4, p 108)

1)HPs: 

**Great Cat Tiger** (4) (HF 7, EP 650, Int 3, AL N, AC 6, MV 12", HD 5+5, HP 45, SZ L, #AT 3, D 2-5/2-5/1-10 SA Rear Claws 2d4x2, SD Surprised 1 in 10, Lang: Tiger, Hon Ave, ML 10, TOP 22, Crit BSL: DefAC +4, FF 10, HoB 1 p 112)

1)HPs: 

2)HPs: 

3)HPs: 

4)HPs: 

### 30a. The Lair of the Gummy Fiend

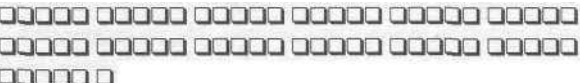
Unless the players ate they are peeking behind the door or indicate they are moving cautiously out of the room, read the following:

Opening the door finds you face to face with a large techni-colored slug-like creature. Snail-like eyestalks rotate and wiggle around, scanning the party over. Its 8 long flexible tentacles then push the party aside as it enters the room and attacks.

Any weapon that makes contact with the fiend (from attacking or being attacked) has a chance of being stuck. The character must make a Strength check at -2 to attempt to pull it free. Players hit by the fiend must make a save vs. poison or be stuck to the tentacle. Players stuck need to make an open door check to break free. Anyone stuck makes their attacks at -4 and takes 1d6 corrosive damage from the sticky substance.

#### Gummy Fiend (1)

**Gummy Fiend** (HF 19, EP 2000, Int 1, AL N, AC 8, MV 6", HD 11 +1, HP 66, SZ L, #AT 8, D 1d6x8, SA See text, SD See text, Lang: Gummy Fiend, Hon Ave, ML 17, TOP n/a, Crit BSL: DefAC +9, FF 6, HoB 3 p 114)

1)HPs: 

The fiend has no treasure and was stuck within that section of the hallway when someone closed the door on it. If someone should decide to eat the fiend, he will discover it to be quite yummy and tasty.

### 30b. Pretty Moss Room

The party finds itself traveling down a corridor filled with a glorious light. Its mystical beauty surrounds you and is like nothing ever seen before. This enchanting place is truly the most wonderful place to be.

The players have stumbled into a corridor covered in Shimmer Moss. Each time the party travels into the corridor, each party member will make the saving throw vs. spell. Those characters failing the saving throw will wish to stay in the corridor forever (they'll probably be killed by the poisonous gas first).

#### Moss, Shimmer (1)

**Shimmer Moss** (HF 1, EP 7, AL N, AC 9, MV Nil, HD 1, HP 24 per 3', SZ S (per 3' square patch), #AT Nil, D Nil, SA See Text, SD Nil, Lang: Moss, ML 20, TOP n/a, Crit BSL: DefAC n/a, FF n/a, HoB 5 p48)

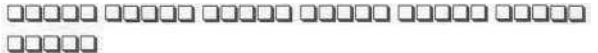
1) HPs: 

### 30c. Violent Fungi Room

The air is hot and moist in this section of the Shrine. The floor is covered with a variety of mushrooms, some 3 feet tall.

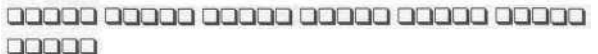
#### Fungi, Violent (4)

**Violent Fungi** (HF 4, EP 420, AL N, AC 7, MV 6", HD 3+3, HP 35, SZ S, #AT 2, D Decay, See HoB, SA See HoB, SD See HoB, Lang: Fungi, ML 20, TOP n/a, Crit BSL: DefAC +2, FF n/a, HoB 3 p 42)

1) HPs: 

2) HPs: 

3) HPs: 

4) HPs: 

After 1 round, the Violent Fungi will attack (if not already attacked). Once they sense the party they will chase after them, breaking down doors if needed.

### 31. Calendar Stone

The calendar, a great wheel of stone, is carved from limestone and sits in this corner of the room. In the center of the calendar is a symbol of the sun surrounded with various sigils depicting seasons of the year. The stone is 10' across and is mounted 5' above the floor over a stone altar. On the altar rests a ceremonial dagger of flint and the jade statue of a cat. At the foot of the altar is a stuffed cat, posed as if begging or attempting to catch something in the air.

Read the following when the party approaches the middle door:

A glazed stone in front of the middle door is melted to form the imprint of two monstrous taloned, four-toed claws. To either side on the lintel of the door are barely discernible scratches, and brown stains stipple the wall and floor. To open this door it appears that the golden seal must be broken. A depiction of a creature of flame and death are inscribed on the seal.

Once the seal is broken it may not be used to reseal the doors. The seal is worth 270 gp.

When the doors are pushed open five crossbows (the GM should make sure he knows where everyone is standing before the door is opened), set in the ceiling of the room, will automatically fire. Two are aimed towards each wing of the door and the last is aimed down the center. Treat the crossbows as 8 HD monsters for chances to hit. Each hit causes 3d4 points of damage.

## 32. The Portal to Death

Behind the stone calendar is a long, narrow, unused tunnel, cylindrical in shape. The passage is barely 4' in diameter and the walls are carved with a profusion of ancient and weird glyphs. The floor of the tunnel is slick with a molten, glassy glaze. The passage slants down and away from its concealed entrance.

These narrows open out 2' above the floor of a corridor running north and south. Three sets of doors are visible which open off this hall, one at either end of the hallway and one at midpoint across the corridor. In front of this central door the floor is sunk and glazed. This door is sealed with a one-foot diameter golden seal.

The door to the right is barred and the figure of a bear holding a black, vitreous disk of obsidian is set in its face. The lintel of the door is carved to represent entwined serpents.

The right door (north side) is not locked, only barred, but will not open because it is a false door. When the door is pushed against three "arms" will spring out from the lintel and pin the character attempting to open the door against it. None caught in the trap may free themselves and only an unconfined character may attempt to free the victims. A total of 30 strength points are needed to pry back each "arm" taking 1 round to move each back; clothing and gear straps may be slit to allow the victim to squirm free in 2 rounds. However, half a round after the victim is trapped, the cover to a 10' x 10' wide pit, 20' deep begins to slide open. The pit below is lined with spikes. The cover will have fully opened in 3 rounds, at which point the arms will swiftly spring away, releasing the victims to plummet into the pit. Those who fall into the pit will take 2d6 points of damage from the fall. The spikes are hard rubber wrapped around balsa wood, placed only for artistic effect.

The ancient glyphs are apotropaic sigils, admonishing, cautioning, and cursing the trespasser.

If the party tries to open the left door, read the following:

The door to the left (south) has a groove worn in the floor marking a path cut by the passage of countless feet of the past. Upon the bronze door is a symbol of two circles joined. The door is not latched, but seems stuck.

This door is wedged shut and attempts to open it are made at -3. When the door is finally bashed open it will swing open suddenly, dumping the gate crasher into a 5' deep cubicle. The cubicle is lined with wooden shelves holding jars of coffee beans and cocoa, and nothing else of interest.

## 33. ANCIENT CHOCOMOCCA: The Tomb of Tlacaclé — (Tla-ka-âl'âl) - Show Illustration #5 on page IQ4.



Beyond the door is a chamber containing a model of a city or nation fenced off from the entrance by a pillared porch. On the porch are clay statues of 20 guards holding bronze-headed spears. The face of each statue is different as if they were modeled from different subjects. The walls are decorated with brightly colored frescoes depicting a royal court all in ceremonial garb and a king arrayed with his magnificent armies.

The central chamber holds a tarnished copper raft, crafted to resemble a dragon, bearing a copper coffin. The raft is afloat on a sea of silver-white molten metal fed by several rivers which lace the floor of this room and wend their way across painted plains from beneath the room's walls. Stepped pyramid-temples rise skyward in mute paeon to the gawds; a royal complex sprawls across verdant fields and the more modest courtyards and ringed marketplaces dot this miniature

countryside. However, there is a mar on this spectacle, for several of the models have been smashed and melted as if beneath monstrous feet.

The first character to cross the porch and pass the pillars will activate a spell-trap the pillars contain. An amber wall of flame will spring up between the character and the rest of the party. This fire is the druid spell Wall of Fire, cast at the 8th level. The flame will be hot on both sides and characters within 5' of the Wall of Fire will sweat profusely. However, only the side facing the entrance will inflict any damage: 2d4 points to those within 5' of the flame and 1d4 for anyone within 10' of the fire. Passing through the wall of fire from the west (the inside of the room), will not cause the character any damage if he does not linger. Passing through from the east inflicts 4d4 points of damage.

#### Master Doppelganger (1)

Within the copper coffin is a Master Doppelganger that will ooze out of the coffin through a hole located away from the entrance once the firewall is activated. It will assume the form of the character trapped in the room and attack him. If it should succeed in slaying the character before the firewall falls, it will then open the coffin and hide the body in it. The duration of the Wall of Fire is 5 rounds, but it reactivates for 10 rounds if others enter the chamber after it is first extinguished. The Doppelganger is unfamiliar with the rest of the ruins but tries to act like the character it has killed until discovered. If the Doppelganger is forced to fight the party it will assume the shape of a creature of molten metal which seems to burn. This shape is possessed of two huge taloned feet. The fire it produces is just an illusion and can not burn.

**Master Doppelganger** (HF 8, EP 1400, AL N, AC 5, MV 9", Int 15, HD 6, HP 54, SZ M, #AT 1, D 1d12, SA Surprise 8 in 10, SD See Text, Lang: Common, Elf, Dwarf, Hon Ave, ML 14, TOP 27, Crit BSL: DefAC +4, FF 6, HoB 2 p 66)

1) HPs: 

There is a chill in the room like a brisk winter morning. The river too appears to be cool, but if any are foolish enough to place their hand or a burnable object into the silvery metal, they will quickly discover that it does burn. The fluid will cause 1d4+1 points of damage and incapacitate the member submerged. If any of this fluid is carried out of this room in improperly sealed containers, it evaporates in 1 turn. The ships and coffin floating or the liquid are hot to the touch and cause 1d4 points of damage.

Three of the pyramid-temples, fastened to the floor, conceal treasure chests. The top of each temple is hinged like a chest and the catch is released by pressing down on the altar-block. These chests hold large heaps of coin necklaces and other assorted valuables.

**Chest #1:** This chest is jammed shut and must be broken open. It holds 6 pairs of jade earplugs, worth 15 gp a set, an alabaster statuette, worth 50 gp, and an agate ring valued at 5 gp.

**Chest #2:** This chest is trapped so that hands thrust (anyone reaching for the treasure) into the treasure are held in the chest while 6 mechanical needles are slowly extended from the sides of the chest in 1 round. The needles may be broken off, or a character may attempt to free himself with his bend bars percentage. If the needles pierce the hands the character must save vs. poison at -2 (due to poison strength) or take 12d4 points of damage (total from all needles). This class B poison is also treated with a class \* poison. If the character fails a second saving throw, delirium will set in on any character who is pricked by the needles, under the influence of which characters will tremble, stare blindly, gibber, and occasionally retch, being generally incapable of

defending themselves for 12-48 turns. This chest holds 80 gold coins, 8 bracelets of beads valued at 4-10 gp apiece, 4 small figurines of jade and coral, worth 12-34 gp each, a golden dagger worth 400 gp, and 3 rings carved of jade and alabaster, 9-12 gp each.

**Chest #3:** Pressing the catch of this chest will spray a 5' long stream of an unknown fluid on all in front of the pyramid. The fluid is merely perfumed oil and has no effect. However, when the chest is opened 1' long darts (2 total) will fire from the front and rear sides of the temple impaling any character standing before them (treat the darts as 4 HD for determining to-hit), causing 2d4 points of damage each. This chest holds 11 coin necklaces, 15 bracelets of obsidian, bronze and shell, 4-10 gp each, and two piles of gems, tourmalines, and topazes, 60 gems worth 5 gp each, upon 2 silver platters worth 14 gp apiece.

Upon the porch are glazed clay pots and urns, sealed with wax, holding scented oils and coffee beans - there are 20 worth 20 gp each and weighing about 10-20 lb (100-200 gp) apiece. Several royal granaries in the modeled city are stone bins holding aromatic woods and spices (cinnamon, nutmeg, vanilla, quince, and several different varieties of coffee beans). The total is worth 250 gp and fills 8 bins (a total volume equal to 600 gp).

Within the coffin are the bones of Tlacaelel, for the doppelganger has eaten the flesh. However, tossed about the interior are the ornaments once worn by the corpse. There is a stone box, 2 jade bracelets, worth 20 gp apiece, and an alabaster statuette of Coatlicue (Kô-a-tle kû), the serpent-skirted, worth 27 gp. The stone chest is worth 75 gp and holds 5 small figurines cawed of coral, worth 20-40 gp each, a large jade thumb ring, worth 6 gp and 8 ceramic miniature flasks of perfumes and essences, worth 6 gp apiece.

Cradled in the crook of the bones of the right arm is a baton of granite. The baton is a scroll case with a cleverly fashioned plug that is hard to discern. Within the case is a piece of faded parchment. This scrap bears the clerical spell, **Stone Tell**, written in astrological symbols of the Slaz'Stecek but discernible to a cleric. Upon the skull is a ferret-faced, feathered mask — a **Hat of Disguise**.

In an alcove to the north is a stone seat on which a shriveled figure huddles. About its feet are scattered various trinkets. Upon examination the figure will be discerned to be that of a preserved young adolescent male Slaz'Stecek, whose heart has been cut out.

This figure is a sad sight to see, young chosen at birth to be sacrificed to the sun upon coming of age. The items at its feet include a silver handmaiden statuette, dressed in feathers, worth 35 gp. The doll is cursed, should any choose to take it, it will cause all saves to be made at -3. There is a miniature gold llama, worth 15 gp, and a ring of polished pink granite, worth 10 gp. The last object is a silver plaque bearing the face of the sun valued at 13 gp.





Cause Darkness; Fly, Invisibility, Polymorph Self. Xipe will use his magic first, then resort to melee. Xipe has a great bellow which shakes the room and is treated as a Fear spell (save at +2 vs. spells). If the battle goes poorly, he will try to escape leaving the party creatures summoned from the scrolls below to deal with. Xipe will turn Invisible, and follow the party to attack them later. Do not score the encounter for tournament play until Xipe is actually defeated.

Xipe's lair is well furnished and his treasure includes a wooden cylinder that holds scrolls of **Monster Summoning IV** and **Invisible Stalker** (which he probably used in the fight). Also, therein are piles of rich cat furs, worth 50-100 gp each. There are 3-12 furs, and 3 will fill a pack. Two leather bags beneath the furs hold 1,000 sp. Lastly, an ivory cube about 1' tall stands on an ornamental table. The cube is intricately carved and is actually a trick box. First two plugs on either side of the cube must be pushed in and then the center of the cube will slide out of a frame of the other four sides. This inner box opens like a chest and within it is a parchment packet, holding 3 pinches of **Dust of Appearance**, and also a silver and aquamarine necklace worth 1,250 gp. The ivory cube is worth 284 gp. Xipe was hired by the Slaz'Stecks to study their past, but plans on keeping any ancient secrets for himself.

### 36. APARTMENT of the DUST of AGES

Across the room, opposite the entrance, is another set of double doors. There are two alcoves to the left and right, but these appear to be empty. On small ledges in each corner of the room are pieces of what appear to be broken pottery. As the party enters the room their feet stir dust mites into the air and small eddies swirl through these clouds.

From the ash a dusty phantom forms in front of the party, assuming the shape of a woman. Her face is forlorn and it almost seems that tears form fluctuations in the dust that molds her features. She throws her hands up seeming to surrender as a huge phantom sword swings, severing her head. The walls begin to bleed, and the ghostly woman's head rolls across the room. Two warrior figures swirl up from the dust and stand blocking the opposite door. Their countenances are fierce.

### Phantom (2)

Everyone in the party should make a saving throw vs. death at -2 or run away in panic as a Fear Spell. If the party should approach, these phantoms raise their toothy swords threateningly. But they can cause no harm, for they are just images of the long dead past. Other shadows will form from the dust, shapes of priests, sages and mourning young women. Dying in various tormented ways. Movement through any of these forms will disrupt them. The room is empty; the pottery fragments once formed statues and urns in which the ash that now covers the floor was held.

### 36b. The Hall of Mirrors

This hallway appears to have been quite beautiful at one time, but now has suffered with age. The walls are decorated with painted designs and shapes but are chipped and peeling with age. Mirrors of various sizes and shapes line the walls. The door at the other end appears to be locked.

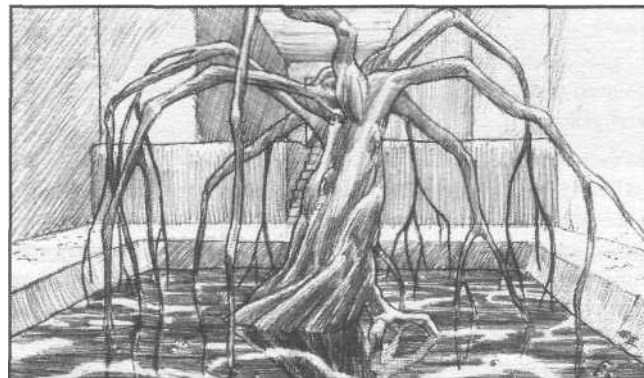
### Vision (1)

This room is occupied by a Vision who will attack the party once they reach the locked door at the end of the hallway. The Vision will attack the human characters with the lowest Intelligence first, followed by the demi-humans. The vision's attack does not do damage as a normal attack, but has a chance of aging the victim (see HoB 8, p67). The players will notice the effect from the mirrors around them. Smashing the mirrors does nothing more than make a mess. GMs should be sure to apply aging effects to the characters hit by the attack as they occur. The Vision is hidden behind in a small alcove covered by a large mirror on the south wall. It will look like a dark ghostly shape or spirit to characters viewing it.

**Vision** (HF 27, EP 975, AL N, AC 0, MV 15" , HD 8, HP 52, SZ M, #AT 1, D See Text, SA: Aging, SD: Silver or Blessed Weapons to Hit, Lang: Vision, TOP: n/a, Crit BSL: DefAC n/a FF: n/a, HOB 8 p67)

1) HPs:

**37. Bed of the Undead Treant - Show Illustration #13 on page IQ8.**



In the center of this room is a huge withered tree, which looks like a leafless willow, rooted in a stepped depression. The bottom of this hollow is filled with brackish, oily water, only a few inches deep. Across the room, beyond the dead tree, is another door. Around the sides of the room is a 5' wide ledge encircling the tree. The walls of this room are beaded with condensation.

**(Feral Variant) Undead Treant (1)**

This "tree" is a semi-sentient, gigantic variety of Trent (now Feral), once worshipped as Maxwellia, the minor gawddess of crops.

To reach Maxwellia's trunk characters must wade through the slimy water. If a character attacks while standing in the water he must check for slipping at -1 (slip on a 5 or less on 2d6) There are dead shrubs around the Treant visible just under the surface of the water.

**Undead Treant (Feral variant)** (Maxwelia) (HF 23, EP 18620, AL CE, AC 1, MV 6" , HD 14, HP 76, SZ H (18'), #AT 1, D 2-16, SA: Animate Dead Plants, SD: Immune to Charm, Lang: Slaz'Stecek, Treant, TOP: n/a, Crit BSL: DefAC +10 FF: n/a, HOB 8, p 18)

1) HPs: 

Within the polyp's gut are 12 pieces of blue jasper, cut and polished and valued at 50 gp each. There is also a silvery rod, actually a copper-nickel alloy, which detects as magical. This is a **Wand of Lightning** with 8 charges. Under one of the roots of the Undead Treant (underwater) is a gold pendant in the shape of the sun used to open the massive bronze doors in area #39.

### 37b. Moldy Hallway

The party is greeted with a pungent smell from the warm and moist corridor before you. The source of the odor seems to be a foul mold that covers the corridor from ceiling to floor. The outline of what appears to be bodies can be seen under the layer of mold.

#### Mold, Yellow (1)

If the players close the door quickly they escaped unharmed, otherwise the mold will attack after 1 round. It will creep slowly into any room that has been opened for it.

**Yellow Mold** (HF 0, EP 65, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a SZ L patch, #AT 1, D n/a SA: Poison Spores, SD: See Description, Lang: Mold, TOP: n/a, Crit BSL: DefAC +7, FF: n/a) HoB 5, p36

The hallway is covered with roughly 200' of Yellow Mold. There are no bodies under the mold, the images are just natural shapes the mold has taken over the years (bodies may have been there at one time, but have long since been consumed by the mold). For tournament play, only score this room as an encounter if the players somehow clear the hallway completely of the mold.

### 38. Barred Pit

To access this room a search for secret doors must be made on the appropriate wall. The trigger to open the door is found by knocking over the stuffed cat nearest to this wall.

The walls of this passage glow a morbid magenta that slowly diffuses illuminating the corridor with a ghastly hue. After 15' the floor drops away to a pit which fills the hallway ahead. The pit is 25' deep and spidery white plants grow across its bottom. Five feet beyond the lip of the pit is a bronze bar, set level with the floor and embedded in the walls to either side. Further out over the pit may be seen other bronze bars, set at 5' intervals, bridging the pit from left to right. On the floor by the edge of the pit is a pile of rotting wooden planks that will fall apart upon touch.

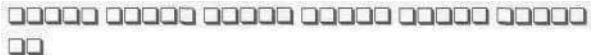
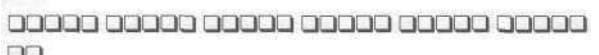


#### Creeper, Yellow Musk (4)

A character may attempt to cross this bridge by leaping from one bar to the next. There are a total of 8 bars. For a character to successfully cross the pit he must roll his dexterity or less 2 times in a row on a 3d6. If a character should stop to regain balance on any bar in the pit, he must save vs. his dexterity one additional time. If a character fails to save, he will fall into the pit. It takes 2 rounds to cross the pit. Bars #3 and #6 are corroded through and will break 1 chance in 4 each time weight is placed on them.

The plants in the pit are Yellow Musk Creepers. There is 1 creeper per 10 square feet of pit (4 total). They will attack any moving targets on the bars

above the pit by puffing dust at them. On a successful hit, the character gets a save vs. spell. Those failing their save are drawn to enter the plant (by either jumping down into the plant or by walking into it by those at the bottom already). Once inside, the plant will attach a root to the victim's brain, draining 1d4 Intelligence per round. Once the victim reaches 0, he dies and a new Creeper sprouts from his skull.

**Creeper, Yellow Musk** (HF 4, EP 120, Int 0, AL N, AC 7, MV 0", HD 3, HP 32 SZ L, #AT 1, D 2-12 SA: See Text, SD: See Text, Lang: Creeper, TOP: 16, Crit BSL: DefAC +1, FF: n/a, HoB 2 p 39)

1) HPs:   
 2) HPs:   
 3) HPs:   
 4) HPs: 

### 39. CHAMBER of the SECOND SUN

This huge chamber is 130' tall with mighty buttressing and a vaulted ceiling. However, parts of the ceiling and walls have collapsed, and through a gaping hole in the north wall raw earth may be seen, allowing fresh air to enter. Crushed beneath a fallen block in the center of the room are the remains of what appears to have once been human. Elsewhere are the chewed and decayed corpses of some Slaz'Steceks. Through a hole in the northern corner of the ceiling, daylight and fresh air filter in. Above, through this gap, can be seen 4 Slaz'Steceks. They scream their frustration at the party being here.

There is no poison gas in this room or in any of the upper levels, for the gas escapes out the hole in the ceiling of this room. Loud noises (such as explosions, shouting, and fighting) will cause minor cave ins, inflicting 1d4 points of damage to all in the room with worse than AC 2. If the party should attempt to climb out here, they will discover that the dirt embankments will only hold 50lb (500 gp) of weight. More than 50lb will cause further collapse, burying the climber and inflicting 3d4 points of damage.

Lying hidden beneath rubble in the center of the room is an eight headed Lernaean Hydra (8 HD). The Hydra is asleep under the rubble and is very grouchy if awoken by the players examining the bodies in the area or making noise. Anytime the Hydra takes 8 or more damage a head is severed. Unless damaged with a fire-based attack, the body will grow back 2 heads to replace the severed head in 2 rounds (gaining an additional Hit Die). The Hydra also regenerates 3 Hit Points each round even if brought down to 0 Hit Points. An Attacker must do a call shot to the body to sever the heart and kill the Hydra (after destroying the heart by some means when it's brought down to 0 Hit Points). The Slaz'Steceks watching from the gap will cheer for the Hydra, but not attack the party unless provoked (they have crossbows, and if an encounter somehow occurs with them, do not score it for tournament purposes). The hydra is trapped in this room, and ingenious players could come up with several methods of defeating the hydra without necessarily using combat. They may think to use the Yellow Mold against it.

#### Lernaean Hydra (1)

**Lernaean Hydra** (HF 14, EP 3000, Int 2, AL N, AC 5, MV 9", HD 8, HP 80 SZ G, #AT 8 (starting), D See Text, SA: Extra Heads, SD:



Extra Heads, Lang: Hydra, TOP: 40, Crit BSL: DefAC +10, FF: 7, HoB 4 p22)

1) HPs: 

The bones crushed beneath the fallen block belonged to two humans. This block may be moved by 2 characters with strengths of 15 or better. There are 40 electrum pieces in a pouch of gut about the waist of one corpse. One of the humans once wore a brooch of bronze and green quartz in the shape of a lizard, worth 23 gp. A silver and beryl-emerald ring is worn on a bony finger, worth 42 gp. There is a silvery dagger, actually made of a copper-nickel alloy, stuck in the left boot of the least mangled figure, worth 8 gp, and a scroll case holding a map of the territory in which these ruins are located. Finally, a crystal sphere, cracked in the catastrophe, has rolled into the shadow of some nearby rubble. It is made of polished quartz, 3 inches in diameter, and is worth 45 gp to a craftsman.

### 39a. Bronze Doors

Here before the party is a set of gigantic double bronze doors 20' wide by 80'. Within the center of the doors lies a small indentation of the sun.

The bronze doors will open magically by inserting the sun pendant from area #37 into the indentation. The doors are solid bronze 3 feet thick and otherwise impenetrable against normal or magical means. Once opened they reclose in 60 seconds.

## END ROUND 3

## BEGIN ROUND 4

The players begin this round in the hallway just south of area #40.

### 40. Dragon Breath - Show Illustration #2 on page IQ2.

Walking up or down these stairs (10' wide) triggers a trap. A stone statue of a dragon, hidden in a secret room at the top of the stairs, rolls forward to the head of the steps when the party reaches the middle of the flight. Then the statue will just sit there. Proceeding further up or down the middle of the stairway then triggers the dragon to open its mouth and breathe a gust of steam, 30' long. The steam causes 3d4+2 points of damage to all caught within it, save vs. breath weapons for 1/2 damage. The steam makes the stairs slippery. The characters must check to see if they slip on the wet stairs (a roll of 4 or less on 2d6). Thereafter the statue breathes every time the middle 5 steps are trod upon for up to a total of 4 times; after which it will retreat to its room. The statue is connected to a hot water geyser in the bedrock. There is nothing bey





### 40a. The Hall of the Lost

Turning the corridor the party is greeted with a sight not unlike those from one's worse nightmares. The corridor is filled with two blue insect-like beings with long appendages with strange antenna. A thin layer of dust lines the floor.

#### Rust Monster (Magnetic) (2), Disenchanter (2)

These creatures were domesticated (contrary to popular belief) by the giants in the next room. They will not go past the dragon statue. If the Disenchancers make a successful to-hit roll on a player, they will actually drain the magical energy from an item of that player. Once all magic has been absorbed the Disenchancers will no longer attack the party. The Magnetic Rust Monsters are only interested in metal items.

**Disenchanter** (HF 4, EP 270, Int 8, AL N, AC 5, MV 12", HD 5, HP 40 SZ M, #AT 1, D Magic Drain, SA: See Text, SD: Can only be hit by Magical Weapons, Lang: Disenchanter TOP: 20, Crit BSL: DefAC +3, FF: 5, HoB 2 p 58)

1) HPs:   
2) HPs: 

**Rust Monster (Magnetic)** (HF 13, EP 420, Int 1, AL N, AC 2, MV 12", HD 6, HP 44 SZ M, #AT 2, D Nil, SA: Rusting, Magnetic, SD: Nil, Lang: Rust Monster TOP: 22, Crit BSL: DefAC +8, FF: 5, HoB 7 p 21)

1) HPs: 

The door at the end of the corridor is huge, extending 20' up to the ceiling. There is a smaller 4' high door that pivots on its top edge at the bottom center of the larger door. This smaller door is used by the creatures to travel between rooms.

### 40b. The Hill Brothers

There are two identical male giants in this room pouring bags of coffee beans into large clay storage jars. They seemed surprised to see you.

#### Hill Giant (2)

The two beings are the 2 identical twin brother Hill Giants Vardez and Valdez. If the players have killed any of their pet Disenchancers or Rust Monsters in room 40a they attack immediately. If the players parley with them, they are quite dim and can only tell the players they are coffee harvesters and soon have to get back to work preparing the coffee from the fields. They can hurl the coffee bags or jars at the party as if they were rocks.

**Hill Giant (2)** (HF 14, EP 3000, Int 5, AL CE, AC 4, MV 12", HD 12+1-2, HP 59 SZ H, #AT 1, D 2-12+7, SA: Hurling Rocks (bags) 2-16, SD: nil, Lang: Ogre, TOP: 29, Crit BSL: DefAC +13, FF: 7, HoB 3 p 59)

1) HPs: 

2) HPs: 

#### 41. Free Gold

At the western end of this corridor is a pile of yellow coins heaped on the floor. On top of the gold rests a jawless skull. In the right eye socket a black spider has made her home. Several bones are piled among the coins, and the hilt of a broken sword thrusts up from the mass. There are about 200 coins in the pile.

##### Mold, Yellow (1, small patch)

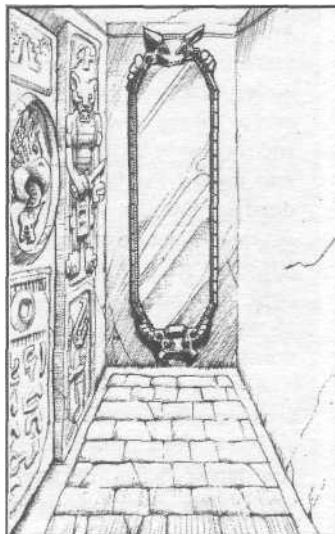
**Yellow Mold** (HF 0, EP 65, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a SZ L patch, #AT 1, D n/a SA: Poison Spores, SD: See Description, Lang: Mold TOP: n/a, Crit BSL: DefAC +7, FF: 6, HoB 5 p 36)

This apparent pile of gold is covered with a pale yellow dust. The entire pile of coins is actually Yellow Mold covered by an illusion, though the bones, spider and sword hilt are real. If any character touches the mold, there is a 50% chance that the colony will release a 10' x 10' x 10' cloud of spores, (save vs. poison or die).

- A This secret door swings on a horizontal pivot in the middle of the slab. By pushing in at either the top or the bottom of this secret panel, the opposite end will swing outward. There will be enough space to crawl through into the secret passage beyond. In front of the secret door there is a dark stain on the floor.
- B The stone of this secret door is smoother than the surrounding wall as can be detected upon close examination. This door opens by stepping forcibly upon a cobblestone that is slightly raised from the floor. The door has two facing panels which pivot inward when the door is opened.

#### 42. The CHAPEL of KUKULKAN (Kû-Kûl-Kan: The Feathered Serpent) - Show Illustration #1 on page IQI

Beyond the secret door the passage turns to the left. At the end of this narrow hall hangs an ornate mirror and in the eastern wall is a door. The door seems to be very heavy and there are many glyphs carved upon it. In the center of this door an eagle is depicted killing a serpent. Two stone warriors dressed in loin cloths and wearing puma masks form the doorframe.



The first character to see the mirror at the end of this corridor must save vs. petrification. Failure to save results in the character believing that he is in deadly combat with a feathered warrior in the mirror. The GM should take care to isolate this character from the rest of the party. The character is fighting an imaginary opponent with his

exact same statistics (AC, HP, etc.). The battle takes place only in the mind of the enchanted character, but he believes he is taking damage from the attack. The character so enchanted can die in this combat if he reaches 0 before the imaginary version. If he wins his combat, he is returned to pre-mirror Hit Points with the rest of the party. To the party it appears that the enchanted character is just standing attacking thin air. To the enchanted player, it appears as if his fellow players are standing around (they don't see the attacker, but may be lead to believe there is one by the enchanted player). Treat the effects as a **Hold Person** spell; if the character is disturbed, have him save vs. spells to break the enchantment, in which case the mirror version disappears. The glyphs on the door tell a story in ancient Slaz'Stecek of a journey to find truth and light, of failing and imprisonment in the land of the dead.

Beyond the door is a wide foyer leading into a circular room. On the south wall of this hall is a jade mask with a hideous expression fixed at chest height. In the center of the chamber is a cross-shaped dais with a set of stairs leading up to it at each of the four ends. Between each arm of this dais is a low shelf on which stand various small offerings: silver bracelets, earrings, neck collars, and anklets, piles of coral beads, and silver and jade statuettes. The set of stairs facing the entrance are carved with the heads of many Slaz'Stecek deities. The steps to the north are bloodstained while the stairs to the east are hidden in shadow. The southern staircase seems very unusual as it changes colors in the light. Standing at the top of the northern steps is the statue of a warrior. In the center of the dais holds what appears to be transparent walls of crystal which enclose an oddly carved slab set upright.

The mask on the wall is the trigger to a trap. If the mask is moved four sets of bars drop, caging those characters within a 10' x 10' area in front of the mask. A character may escape by destroying the bars or by rolling his bend bars/lift gates percentage. The mask is worth 25 gp

##### Couatl (1)

**Couatl** (HF 35, EP 6000, Int 17, AL LG, AC 5, MV 12", HD 9, HP 56, SZ M, #AT 2, D 1-3/2-8, SA: Poison/Magic/Constriction, SD: Ethereal at will, Lang: Common, TOP: 28, Crit BSL: DefAC +7, FF: 8, HoB 2, p 35)

1) HPs: 

Coiled near the slab is a Couatl in its ethereal state, invisible to normal sight. It is trapped within a Wall of Force within the crystal star. The couatl is able to use the following spells: Light (2), Curse, Command (2); Hold Person, Silence, 15', Know Alignment, Dispel Magic, Bestow Curse, Neutralize Poison, Magic Missiles (2), Shocking Grasp, Throw Voice, Web, Wizard Lock, and Fireball. It also has psionics (1 attack, 2 defense modes, and 9 disciplines), but will not use these powers unless attacked psionically.

If any of the treasures on the shelf (worth a total of 450 gp) are touched, or any of the stairs are set foot upon, the Couatl casts a Wizard Lock on the door to the room and then casts its Throw Voice and speaks to the party in Common. "Interlopers, you have trespassed on this my sacred chapel. For this affront retribution has already begun, for you are now breathing a toxic gas which will kill you shortly. However, perhaps your actions were not from malice or greed, but just idle curiosity. Therefore you will find the antitoxin upon the stone in the middle of the dais, if you can solve the puzzle to reach it. Let the brave lead the way, let the sly cross the portal, and the wise ward off evil. Choose your path most carefully."

If the party attempts to leave the room the Couatl becomes indignant. The Couatl casts its Web spell across the doorway to further hinder the party's escape and call them fools. If the party persists in attempting to escape the Couatl appears and attack, first with its low level spells, for it wants the characters to perform the task, not to kill them. It cannot physically attack them. There is no poison gas in the room. To reach the "fake antitoxin" the players must first choose which staircase to travel up.

**Northern stairs:** These stairs are bloodstained. This is the right choice and the fighter may climb these stairs. However, as he reaches the top of these stairs the Stone Golem will attack. Once this warrior is dispatched the party may continue on.

#### Golem, Stone (1)

**Stone Golem** (HF 27, EP 8000, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA: See Text, SD: See Text, Lang: Common, TOP: n/a, Crit BSL: DefAC +12, FF: n/a, HoB 3 p 91)

1) HPs: 

**Western stairs:** These stairs are carved with the heads of gawds. If any character attempts to climb it the heads will start to babble and the character will feel too weak to continue on and will sit down on the steps and not move. Only his companions may pull the character from the stairs.

**Eastern stairs:** This stairway is draped by shadows, and lights will not dispel these shadows. Any character who attempts to climb these stairs will slip and fall back down as hard as he possibly can, taking 12 points of damage. These stairs can not be climbed.

**Southern stairs:** This stairway continually changes its color. Any character attempting to climb these stairs find themselves continually climbing and climbing and not getting anywhere. The stairs may be descended without difficulty.

Once the crystal walls are reached the Couatl will again speak to the party, still hidden from their sight.

Once on the dais, you can see that the crystal is shaped like a star, with the slab. Suddenly, the voice speaks again, from where you still cannot tell. "So you have passed the first test. Perhaps you are not the fools you first seemed. But it takes the best tool of your most clever person to open these crystal walls. Your time is running out."

The crystal walls are cold to the touch and impervious to all blows. The walls have no visible gaps in them. The method to open the crystal depends on the highest Intelligence score remaining in the party. The GM may want to ask for everyone's Intelligence score and then roll a fake "check" and shake his head to throw the party off the trail. Details of what happens when they succeed is included below.

- If the highest Intelligence is an arcane magic-user of any kind, the only way for the party to get through is for that character to push through the crystal with their head. Their head is obviously their "best tool".
- If the highest Intelligence is a thief of any kind, the thief must attempt to search for traps, disarm traps, or try to unlock the walls. He must use their bare (ungloved) hands to touch it.
- If the highest Intelligence is a cleric of any kind, he can use his holy symbol to force an opening.
- If the highest Intelligence is a fighter of any kind, the crystal is not impervious to weapons - it can be sliced through easily.

A permanent-looking gap melts right through these walls when the solution detailed above is achieved. The crystal can be almost completely melted away in this fashion, though unbeknownst to the players, it will reform after they leave the room.

You begin to feel weak and exhausted as you push your way forward to the slab. On the stone floor at the base of the slab is a bottle containing a liquid of indistinguishable color, sealed with wax. The stone slab is covered with a large, strange looking sigil. A voice speaks, seemingly coming from the stone itself. "So you have reached my altar, but your time is nearly exhausted and the antidote is just beyond your reach. Trust your souls to your gawd, foolish mortals."

There is a Wall of Force about the "antidote" and it cannot be penetrated. The stone slab can be freely touched, however. To reach the potion bottle, a cleric, paladin or other devotee to a gawd must destroy the glyph upon the stone by pouring holy water on it, touching it with a holy symbol, or casting a Bless, Prayer, or some other spell of similar nature upon the glyph. Once this is done the Wall of Force will dissolve and the characters may reach the potion. It is just a **Potion of Extra-Healing**. When the potion is taken the Couatl materializes and hisses. If the Couatl is not attacked it smiles and thanks the party for freeing it from its long imprisonment. If attacked it calls them ingrates and fools and attack back. The Couatl point out special treasures for each member of the party that solved the parts of the riddle as a reward. Three riddles = three rewards. If the same person solved more than one, they still only get one reward. It rewards whoever dealt the killing blow to the Stone Golem, whoever pushed through the crystal first, and whoever destroyed the glyph. It has been imprisoned a long time and does not know the ruins, nor will it stay after giving the party their rewards.

- The cleric will receive one of the **Teeth of Matea-Kar** (#2 - see GMG page 283).
- The thief will be given a **Stone of Good Luck**, a **Marble of Eagle Vision**, and a **Ring of Fall Softly**.
- The fighter will be given a **Long Sword +3, Frost Brand**.
- The magic-user will be given a **Wand of Magic Missiles** (41 charges) and a **Scroll of Paralyzation**.

## 43. The SMOKING MIRRORS

An amber haze fills this room. The chamber is unoccupied, but there are strangely shaped and colored mirrors hanging on the walls and a large basin stands in the middle of the floor. The mirror on right wall is red and seems to be composed of fire and framed in bronze. Light beams are broken by the mirror into myriad flames and ghostly shapes seem to flicker in its depths. On the wall across from you are two mirrors: a striking black one of obsidian framed in lacquered wood to the left, and a stark white mirror with a wrought iron frame to the right. The black mirror has a distinctive earthy odor and the blackness of subterranean caverns, but it seems of crude construction and only reflects objects which are close to it. The white mirror has a pungent odor of grease and its depths are smoky and translucent. The last mirror hangs on the wall to you left in a stone frame and is blue in color. Reflections in this mirror ripple as if one were looking down into a pool of water. The stone basin is about 10' long, 5' wide and 3' tall. It

is filled with a steaming golden liquid. The surface of this golden pool is completely flat and unrippled.

a. **Red Mirror** - If a character looks into this mirror he will see a ghostly-white form next to his reflection. This mirror will falsely show the death of the character and what kills him. The ghostly image takes on the form of a monster or some trap which strikes and kills the character's reflection. The GM should choose what shape the image takes from possible monsters within these ruins, including the bat-gawd and death by asphyxiation on the poisonous gases of the lower levels or whatever else he pleases. After the character sees this vision the mirror blurs and only his normal reflections will remain. The mirror only functions once per character. If anyone touches the mirror he takes 1-2 points of damage from burns.

b. **White Mirror** - Reflections in this mirror are blurred by what looks like a fine mist. Any character who steps before this mirror and looks into it must save vs. breath weapons or be stunned for 1 round. If the character saves nothing will happen. If the character is stunned, the mirror, which is really an Ochre Jelly of unusual color, falls out of its frame upon the character. The Jelly has +4 to hit upon its first attack. The Jelly moves only 3" a round and thus always attack lasts, except on its first surprise blow. The Jelly retreats from cold and large quantities of salt. Behind this mirror is a door which may be opened once the jelly is removed.

#### Jelly, Ochre (variant white) (1)

**White Ochre Jelly** (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA: Corrodes Metal, SD: See Text, Lang: Jelly, TOP: n/a, Crit BSL: DefAC +2, FF: n/a, HoB 4 p 45)

1) HPs: 

c. **Black Mirror** - When a character looks into this mirror his image blurs and then reappears in ancient Slaz'Stecek garb as if reflecting a previous incarnation. The image will have some characteristics in common with the character of your choice, leading him to believe this may be himself in another life. The image will say in Slaz'Stecek, "Command me and I shall answer." Actually this is the image of a long dead native magically superimposed with the character's reflection. The spirit answers 3 yes-no questions, but only if the player shouts "Answer!" after they ask a question. A Cleric can also use the Command spell. The spirit answers only questions it understands, those spoken in Slaz'Stecek, and will nod or shake its head. It will answer any general questions about the ruins, though it has been long dead and does not know of the current inhabitants. If anyone touches this mirror that character must save vs. petrification or else all valuable non-magical metals and gems on his person are turned into lead and glass.

d. **Blue Mirror** - This mirror opens onto a pool of water. The water is held back by a magical wall of force. If any character touches the surface of the mirror he must save vs. rods or be drawn into the pool of water. A character in the water takes 1-4 points of damage from drowning each round he is in the water (unless he was holding his breath as he touched it). Weapons may be used to break this Wall of Force (AC 4; HP 19), though if any character touches it they also will be drawn into the pool. If this "wall" is destroyed the water in the pool and the character will spill out into the room. The pool of water leads nowhere.

e. **Golden Pool** - The fluid in this basin is magical as long as it remains in the basin. If it is removed it will just be colored water. Anything stuck into the liquid will react with the fluid so that the item stuck into

the pool turns into gold. The item will remain gold for only 2 turns, and then will crumble into dust.

## 44. SUN of MOTION

In the center of this diamond-shaped room is a dais on which a strangely formed altar rests. The altar is made to resemble a many-armed and beaked octopoid creature with a large purple-red stone set in its forehead. The walls of the room are decorated with paintings of the sun and moon in motion. Others paintings are of many people standing about a temple making sacrifices of flesh and blood while the figure of a Slaz'Stecek priest holds the bloody heart of his latest victim above his head. There is dust on the floor and altar. Apparently no one has been here in years.

The altar is a trap and any character touching it will be stuck fast to its cold stone. Once a character is stuck the octopoid altar starts to spin, dragging the character about the room. In one round the speed will be too fast to maintain footing and the character is dragged and bashed about, taking 1-6 points of damage per round. If a character has a strength of 17 or greater he may tear himself free, but will take 3-6 points of damage ripping off the top layer of his skin (more damage if a larger area than a hand was stuck) and fight at -2 to hit and damage for 2-8 days or until cured. If the gem (AC -1; HP 15) is destroyed (with weapons) the altar will stop spinning and the character will be released. The armor class above reflects the AC needed to hit it while it is spinning.

The gem is a cursed stone and if it comes in contact with the flesh of a character or monster and they fail to save vs. spell it will turn him, her or it into a virtual whirling dervish, spinning about with their feet with such force that the victim takes 3-6 points of damage every round until it is dead. A victim may not let go of the stone unless a Remove Curse is cast upon him. Another option is to try and slice the character's hand off as they spin - it should be a called shot at -8 because of the rapid spinning, and any failure by more than 4 results in a different limb or finger being cut off instead.

## 45. Mictlan (Mek-tlan:"Land of the Dead"):

This room is decorated with a bizarre diorama depicting the land of the dead. Small, brightly painted clay statues have been placed about the room to represent the inhabitants of this realm and the unfortunate beings they have under their care. In the center of the room, the floor rises to form a small "hill" with earthen palisades on its north face. A group of small clay Slaz'Stecek figures seem to be struggling to roll a boulder up the hill, while a devil drives them on. Above the hill in the ceiling is a glowing spot which illuminates the entire chamber with an eerie silver light. A pebble path leads from your door to the foot of the hill. Before the door across from you is a region which depicts burning sands. There, clay devils torture Slaz'Steceks who have been unfortunate enough to fall into their hands.

To the right side of the path is a region, fenced off by a hedge of thorns, depicting a grassy plain where Slaz'Steceks frolic and hunt antelope and deer. West of the hill the floor opens into a model canyon down which flows a river of lava while flames etch the walls. South of the hill, in a side wing of the room, is



a counterpart to this fiery canyon, an icy waste. To the East of the hill are putrid, bubbling marshes where figures of Slaz'Steceks strive to keep their heads above the surface. Out of this swamp a black, torpid river wends its way past the northern edge of the hill and flows to pour over the lip of a steam-filled chasm in the northeast corner of the room. Within this dark chasm clay worms pursue the fleeing Slaz'Steceks. In the south corner of this room on the eastern wall is a barred door.

Someone with an awful lot of time put an awful lot of thought into creating this grisly miniature land of the dead.

The light in the ceiling comes from the walls of a chute or chimney that glows because of algae on the walls. The chimney (25' up) may be reached on the shoulder of other characters, but in order to climb it the character must brace his back and legs against opposite walls because there are no protuberances to hold onto (players must make successful dexterity checks). The players may also come up with other interesting ways to get to the chimney, perhaps stacking coffee bags from room 40b. For non-tournament play the chimney will lead outside the shrine. For tournament play the chimney grows narrower as it nears the top, ending at 3 inch wide hole in the rock.

Each region in this room has some spell cast upon it that affects any characters that walk into the region. The path and other clear areas are free of any special effects.

- a. **Hill:** All characters that climb to the top of this hill will be subject to the effects of a Push spell every round they are here; check for the chance of slipping, (a roll of 4 or less on 2d6) If a character slips, roll a d4 to see which direction he rolls.
- b. **Pit of the Worms:** Any character entering this region must save vs. spells or flee the room for 3 turns from the effects of a Fear spell. In the center of the pit is a hole with a chute that leads to area #47. There is not visible light coming from the hole, and is it set at about 45 degrees, and is made from slick, lichen covered stone. The characters will slide down it, but they can brace themselves if they want to and stop or slow their descent.
- c. **River:** The spell Forget will affect all characters who enter this territory if they do not save vs. spell. The characters forget who they are and what their purpose is. Magic-users forget 1 spell per round they spend in this region starting with their highest. Once the area is left the characters remember who they are, etc., but spells will remain lost. Clerics may pray for the return of their spells, magic-users must study their books to regain spells.
- d. **Marshes:** Any character who enters this area feels a shortness of breath and after 5 segments start to take 1-4 points of damage per round from drowning.
- e. **Burning Sands:** Any character that enters this region receives a bad bloody nose after 5 segments. This hemorrhaging causes a loss of 1 hit point per round. The bleeding stops 1 round after the character leaves this area.
- f. **Ice:** Characters entering this region will suffer the effects of frostbite and take 1-2 points of damage for every round they remain in the area.
- g. **Wild Plains:** Any character who enters this region must save vs. poison or have no desire to leave it. Companions outside the area may try and talk their companion out, and then the victim may attempt to save again but at cumulative -2 for each time he fails until the character never wants to leave.
- h. **Flames:** Characters who enter this area suffer the effects of something like a Heat Metal spell, taking 1-4 points of damage per round if they are wearing metal armor or holding metal weapons.

## 46. TLAZOTEOTL (Tlaz-ô-tâ-ô-tl: mother gawddess of the earth)

The door to this chamber is worked stone and looks to be very heavy, but it is standing slightly ajar with perhaps a foot of space open.

In the southeast corner of this small is a small shelf on which rests a glazed flask. In the northwest and northeast corner are two more shelves on which rest a small urn and a stone cylinder respectively. The floor of this room is covered with a lumpy pile of earthy material.

When any character starts into this room the "pile on the floor" opens one eye, and then another and another, until there are many eyes of different shapes and sizes staring at the party. All about the eyes are fanged, drooling mouths which will begin such a cacophony of babbling as to cause Confusion (see below). This is a Gibbering Mouther, an amorphous mass of all eyes and mouths. It moves by oozing forward and fastening several mouths to the ground and pulling itself forward. The babble of this monstrosity is equal to a Confusion spell to all within 6" and characters must save vs. spells each round that they hear it or be Confused. Roll a d8: 1) wander for 1 round; 2-5) stand stunned for 1 round; 6-7) attack the nearest living creature for 1 round; 8) treat as a Fear spell (for 2 rounds, save at +2)

The Mouther always warms the ground and stone within 5' of it and can control the consistency of the Earth around it, changing the ground or stone to doughish, tarry, quicksand or concrete in a round. It will not allow itself to be shut up in this room, and can stop the door from moving by melding it with the floor. This creature will not sink even in quicksand. A Mouther's spit bursts into a bright flare when it strikes cold stone, blinding for 1 round those who don't save vs. petrification. This abomination attacks by biting with 6 different mouths per round. Each mouth that hits latches on and does 1 point of damage per round attached. When 3 mouths are attached to a single character that character must check each round thereafter for slipping (a roll of 4 or less on 2d6) If the character falls the Mouther flows over him and bite with 12 more mouths. The Mouther tries and traps other combatants in quicksand, after it pulls down one victim.

### Gibbering Mouther (1)

**Gibbering Mouther** (HF 9, EP 420, Int 2, AL N, AC 1, MV 3" (6"), HD 4+3, HP 39, SZ M, #AT 6+, D 1 (x6) +1 per round, SA: See Text, SD: See Text, Lang: Gibbering Mouther, TOP: 19, Crit BSL: DefAC +3, FF: 8, HoB 3 p 66)

1) HPs: 

The flask in the room holds the dried powder of a **Giant Strength Potion** (which can be reactivated by adding water or wine). The urn holds the dried heart of a mighty serpent-warrior. The stone cylinder is a baton, a +4 weapon when the wielder stands on stone or earth. It strikes as a club for 1-6 points of damage. If the wielder is standing on wood, in water or in the air the weapon loses its damage bonus and drains 1 point of constitution per blow from the holder. When the wielder's constitution reaches zero, he is dead. One point of constitution may be recovered per full round spent in complete rest up to a maximum of 6 points in 1 turn.

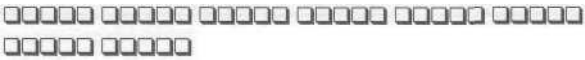
## 47. Trapdoor

The cobwebs that increasingly line this chute stick to your clothes and weapons as you slide down it. The chute looks like it ends at a dead end up ahead.

### Spider, Giant Trapdoor (1)

In the wall of this chute, 30' above the lower end, lurks a huge trapdoor spider. The second character to pass the camouflaged entrance to the spider's lair will be attacked by the spider. If the spider succeeds in paralyzing its prey it retreats into its lair with the victim. If characters fight while climbing the chute they must check to see if they fall (roll for slipping at -3, a roll of 7 or less on 2d6). If a character falls he will take 3-18 points of damage and must roll a d4 to see which direction he rolls. The trapdoor of the spider is silk with stucco fragments embedded in it (AC 10, HP 4). The spider's lair is 10' long, 4' wide and 4' tall. These cramped quarters affect combat by causing -2 "to hit" to all weapons requiring more than 2' of room for use, and -2 from damage from all those weapons.

**Giant Trapdoor Spider** (HF 8, EP 975, Int 6, AL CE, AC 4, MV 15"-12" Web, HD 4+4, HP 40, SZ L, #AT 1, D 2-8, SA: Surprise, Poison, Entangle, SD: nil, Lang: Spider, TOP: 20, Crit BSL: DefAC +0, FF: n/a, HoB 7 p 97)

1) HPs: 

Players can attempt to climb back up the chute and help fight the spider, but this is slow and perilous going, with the slipping chance as above for every 10 feet, unless a thief. A thief can roll his climb walls check with the standard -30% penalty because of the slick moss.

The chute does not in fact dead end - there is a hole 2 feet across in the floor at the end of it.

## 48. HOUND of the BAT

As you drop out of the ceiling chute and enter a room that is small and plainly decorated. In front of you, stairs lead up out of the room and to either side of the stairs along the wall are narrow dust covered ledges lying empty. Near the left and right walls of this room are fountains made of bronze inlaid marble. The left one is cracked and only dry chalky deposits remain, though you can see the white, gauzy form of a crayfish lying on a bed of lime encrustations. The fountain to your right contains about two feet of brackish water, fed by a limey trickle.

The "crayfish" is only the shed shell of a long expired resident. Covered by lime at the bottom of the southern (left) fountain is a platinum key and chain, worth 20 gp. This key can unlock the portcullis blocking the exit at area #53.

### Water Weird (2)

The water in the other fountain is really two Water Weirids, Agents of Camazotz. Sharp weapons only do 1 point of damage. Purify Water will kill them, otherwise when it is reduced to zero hit points it will dissolve for 2 rounds and then reform to full strength. The Water Weirids attack if characters probe the fountain's depths. It must stay in the fountain, **but** can attack players with 10'. If the Weirids become fatigued or the players leave the room,

they'll retreat back into the fountain. For tournament purposes only score this room as an encounter if the key is obtained or the Weirids are killed.

**Water Weird** (2) (HF 13, EP 120, Int 11, AL CE, AC 4, MV 12" Swim, HD 3+3, HP 33,38, SZ M, #AT 1, D nil, SA: Drowning, Elemental Possession, SD: Reformation, Sharp Weapon Resistance, Half from Fire, Lang: Water Weird, TOP: n/a, Crit BSL: DefAC +2, FF: 8, HoB 8 p 76)

1) HPs: 

## 49. SACRED CHITZA-ATIAN (Shêt'-za A'-tlan)

In the middle of this chamber is what appears to be the withered, preserved form of a Slaz'Steck standing on a slab of marble with two other such figures kneeling beside him. Tinted green and decked out in lacquered leather, feathers and copper wire jewelry, he faces an entrance to this chamber on the opposite side from where you stand. This standing Slaz'Steck holds a 12' long bronze hafted spear tipped with a broad, blue-gray, flame shaped spearhead.

About this compartment is spread many pieces of jewelry and trinkets, made of beaten copper, cut and polished obsidian,

shells, quartz and coral. Two crossed khopeshes hang on the wall to your right. There is also a lot of pottery with spidery cracks etching the glazing lying around. Two pottery urns have been made to resemble tall wicker baskets. Much of this treasure is scattered at the feet of the slab or even on it, symbolically being stamped underfoot.

### Slaz'Steck Mummy Follower (2), Slaz'Steck Mummy Lord (1)

This standing figure is the mummified remains of a sacred offspring of the guardian of the gateway to the underworld. Once a powerful Slaz'Steck priest, upon his death he was mummified. Due to his falling out of grace with Zotz, the Lord no longer has the ability to cast spells.

This Mummy Lord has two functions: to prevent any but the dead from entering this section of the ruins, and to keep those creatures in the ruins confined within. Thus if any character should attempt to exit this room by any door other than the one he entered from the mummy animates and attack the characters with his two guards. The mummy also defends itself if attacked. If the PCs proclaim their allegiance to Zotz, the Lord grants free passage. He can be turned as a typical Mummy Lord, but the effect of turning only lasts 1 round while in this room. If turned the mummy flees to the far corner of this room. There is a small 6 inch trap door under the Lord's feet where his heart is stored.

The "treasures" of this room are only worth a couple of silver apiece besides the khopeshes. They are magical **Khopeshes of +2/+4 vs Undead**. If all 800 pieces of junk jewelry are taken the total value is 160 gp.

The "wicker" urns are filled with odd, smooth stones, each about 6" in diameter, of the river-bottom sort. However, the real treasure is concealed in the bottom of the two wicker urns beneath the stones. There are two crushed silver masks, each worth 30 gp, an electrum serpent bracelet, worth 52 gp, a broken marble statue of a monkey worth 66 gp, and 3 silver hairpins set with jade worth 3 gp each.

**Mummy Follower** (HF 25, EP 3000, Int 6, AL LE, AC 3, MV 9", HD 6+3, HP 47, SZ M, #AT 1, D 1-12, SA: Fear, Disease, SD: See Tex, Lang: Slaz'Steck, TOP: n/a, Crit BSL: DefAC +5, FF: n/a, HoB 5, p 52)

1) HPs: 

2) HPs: 

**Mummy Lord** (HF 62, EP 8000, Int 17, AL LE, AC 2, MV 9", HD 8+3, HP 55, SZ M, #AT 1, D 3-18, SA: See Text, SD: See Text, Lang: Slaz'Stecek, TOP: n/a, Crit BSL: DefAC +7, FF: n/a, HoB 5, p 52)

1) HPs: 

The spear the mummy lord is holding is a **Spear of Impalement +3**.

## 50. Jade Wall

Here the way forward is blocked by a wall of green, polished stone.

This jade wall is a trap for those attempting to break into the ruins. If any tampering is done to the wall it will fall out into the anteroom doing 2-16 points of damage to all those standing there. Those characters in the anteroom must also save vs. petrification or become pinned beneath the stone. A total of 20 strength points are needed to lift the stone wall off any trapped beneath it.

## 51. Wind Tunnel

This passage is only 5' wide, just big enough for two characters to walk abreast. It is dry and dusty and shows no sign of usage for several ages. Near the top of the corridor walls, about 3' from the ceiling, are stone lintels running the length of the passage. The corridor abruptly widens to a 15'x 15' area with a corrugated floor. In the ceiling of this cubicle, 15' overhead, a bronze, circular trapdoor is set. The cover is latched shut. In the four corners of this foyer are sets of metal rungs that lead up and across the arched ceiling to the trapdoor. The rungs are broken in several places and form rusty spikes. Across this widening the 5' wide corridor continues on.

### Elemental, Air (1)

Opening the hatch releases a whirlwind and an Air Elemental located within. The character who climbed up to open it will be knocked to the floor, taking 1-6 points of damage from the fall. Everyone else in this alcove is buffeted about and will take 1-3 points of damage per round they are buffeted. There is a 1 in 12 chance that a character being buffeted by the wind will be impaled on a rusty spike, taking an additional 1-4 points of damage. A character being buffeted spin in a circle, unable to control his direction, though there are 2 chances in 6 of grasping one of the 4 sets of rungs and hanging on. The hatch can not be shut and the wind will not die. If characters hug the floor, they are safe from the buffeting and can then use the corrugation of the floor to pull themselves across the room. The Air Elemental will appear as a swirling mist and demand to know what the player's intentions are here. The Air Elemental may not necessarily attack unless provoked or threatened, though it may attack just because the party wasn't deferential enough. The high winds make players attacks very difficult on the elemental (-4 with melee, -8 with missile). The Air Elemental is unaffected by the winds.

**Air Elemental** (HF 62, EP 8000, Int 7, AL NE, AC 8, MV 36" Fly (A), HD 8, HP 52, SZ L, #AT 1, D 2-20, SA: See Text (whirlwind), SD: +2 or better to hit, Lang: Common, TOP: n/a, Crit BSL: DefAC +7, FF: n/a, HoB 3, p 8)

1) HPs: 

## 52. THE HIDDEN ROOM of the NAHUAL (Na' wal: "alter-ego") - Show Illustration #9 on IQ6



There are two secret doors leading to this room, one both before and after area #51. They are opened by reaching up above each secret door and grabbing the lintel or molding on the wall, which runs the length of this corridor about 8' above the floor, and pulling down. The secret door then swing inwards, but closes again in 5 segments. These doors are counterweighted and may not be spiked open. From the inside the doors may be opened by pressing down on a stone projection to the right of the doors.

The walls of this room are painted a flat black, while the floor is inlaid with a colorful mosaic of strange figures cavorting and leaping around a sun. The chamber is otherwise empty, except for an alcove across the room holding a statue.

The statue is the chalky form of a Slaz'Steck seated upon a stone throne carved to depict feathers. The statue is wearing a feathered headdress, made to look like a leaping fish nibbling on a water lily, and a feathered robe. Laying across its lap is a scepter of gold and silver with an eagle's head crafted in one end and the talons of a bird holding a blazing sun in the other. Hieroglyphics line the north wall and depict a violent scene involving Slaz'Stecks.

### Golem, Stone (1)

The Slaz'Steck statue is actually a Stone Golem and was constructed to resemble the ancient Slaz'Steck leader Sasoc. Anyone with the appropriate skills can decipher the hieroglyphics. Those that can read it can discover the history of the temple and the story of how the Slaz'Stecks were stuck down by Tlaloc into the primitive society they are now. Tlaloc punished the Slaz'Stecks for siding with Camazotz in a war against him. Tlaloc is now represented by the sun and Camazotz the moon. To Slaz'Stecks the moon now represents death.

The statue only attacks if someone tries to take the scepter or if it is attacked.

**Stone Golem** (HF 27, EP 8000, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA: See Text, SD: See Text, Lang: Common, TOP: n/a, Crit BSL: DefAC +12, FF: n/a, HoB 3 p 91)

1) HPs:

The scepter is a **Rod of Demon Turning** (2 charges left) which Sasoc used during the war between Tlaloc and Camazotz.

### 53. The Valve

Here is a foyer, 10' wide and 20' long and a 20' ceiling height. A narrow hall leads away from this foyer on the left and to the right a narrow staircase leads up. A wheel is set horizontally halfway up into the wall at the in front of you. This wheel appears to be a crank or a winch of some kind. Above the wheel, in the wall, there is a bronze lever.

The stairs lead up to a secret door on what appears to be a blank wall behind. One can use the wheel in the foyer to open this door. The wheel will not turn until the lever is raised and then will turn only one way with difficulty. Rotating the wheel slowly opens the secret door, but it also rapidly open the floor to either side of the wheel into a black pit, at the bottom of which may be seen the pale shimmer of bone. There is a 1' ledge to stand on and work the wheel and a 6-inch wide footbridge of polished marble crosses the pit. When crossing this beam characters must make a Dexterity check to avoid slipping off. If a character falls into the 30' deep pit he will take 3-18 points of damage.

If the crank is released once the secret door is opened it will wind back, quickly shutting the door. To prevent this the braking lever may be pulled down. However, pulling the braking lever down will cause a portcullis to fall shutting the foyer off from the stairs. The portcullis is constructed with 4" bars. A bend bars attempt may then be made at 1/3 the normal chance (rounded down) due to reduced leverage. If the walls are searched beside the portcullis a keyhole will be found to the left side. The key from area #48 opens the portcullis like a gate. For tournament purposes the key breaks off in the lock and the gate closes behind the party once they pass through it.

## END ROUND 4

### BEGIN FINALS (ROUND 5)

### 54. Temple Main Floor

Unlike the cold and moist hallways below, this section of the temple feels dry. The air burns your nostrils and you sense the air around you is filled with some crackling ancient power. A huge stack of bones lies on your right, in the corner of this chamber. In the center on the floor is an image of a huge bat surrounded by four statues in the image of Slaz'Steceks. Each of the statues has their hands out in front of them. There are 8 doors visible from where you stand.

If the party places the crystal orbs from rooms 57, 58, 63, and 64 into the hands of the statues, the mouth of the bat on the floor begins to radiate an

eerie white light. Anyone stepping onto the image is then teleported to room 67.

### 54a. The Cleaners

#### Otyugh (3)

This area of the chamber is currently occupied by Otyugh. Tri-symmetrical beings with three elephant feet, a bulbous body, and three batbed tentacles. They live off vermin that wanders into the temple, and to the Otyugh the party is nothing more than large vermin to be cleaned. For tournament purposes, the diseases will not have an effect on the activities of the PCs in the shrine (unless they stay there more than a day). However, any home-sanctioned PC who becomes diseased in this adventure will have some explaining to do when he goes to his home table.

**Otyugh (3)** (HF 13, EP 650, Int 5, AL N, AC 3, MV 6", HD 6, HP 44, SZ M, #AT 3, D 1-8/1-8/2-5, SA: Grab/constrict, Disease (bite 90%), SD: Never Surprised, Lang: Otyugh, TOP: 22, Crit BSL: DefAC +6, FF: 5, HoB 6 p 46)

1) HPs:

2) HPs:

3) HPs:

### 54b. Bones of the Traitors

A large pile of bones lies on the floor in this section of the chamber. Several weapons and arrows are imbedded within them.

#### Wraith (1)

After an ancient battle went poorly, several of the Slaz'Steceks retreated into this section of the temple where they died. These bones are all that remains. When the party disturbs the remains, the wraith of the long departed Slaz'Steceks will attack.

**Wraith** (HF 17, EP 3000, Int 11, AL LE, AC 4, MV 12" 24" Fly (B), HD 5+3, HP 43, SZ M, #AT 1, D 1-6, SA: Energy Drain, SD: Hit by silver or +1 or better Weapons, immune to sleep, charm, hold, death, cold spells, poison, Paralyzation and stench, Lang: Slaz'Stecek, TOP: n/a, Crit BSL: DefAC +4, FF: n/a, HoB 8 p 101)

1) HPs:

The weapons are rusted and the armor is rotted, but one of arrows stuck in a femur bone is still in good shape and is actually an **Arrow of Slaying** (Reptiles).

### 55. The Ancient Vision (Portal to the Elemental Plane of Time)

The 20'x20' room is illuminated by a light coming from a pool of shimmering swirling water in the center of the room.

**Time Elemental (1)**

Anyone looking into the pool sees Slaz'Stecks and various types of beasts in combat on a scorched earth battleground. On the far side behind the Slaz'Stecks is a figure of a gigantic bat commanding them. On the other side of the field is a being dressed bejewelled but primitive garb (Tlaloc). The vortex is a gateway to the Elemental Plane of Time. As soon as someone is about the touch the portal, the ghostly shimmering hand of a Time Elemental shoots out of the pool, grabs the hand, and then the rest of the Time Elemental appears, and the "hand" vanishes into his misty form. He commands them to stop, having already seen the outcome of that action, and traveled back in time to prevent them. The Time Elemental will engage them in combat if needed. It does not want to kill the party, just prevent them from going into the Plane of Time which is reachable from the pool. If players enter into the pool, they will find themselves thrown back in time and on that battlefield viewed in the pool. For tournament play, players jumping into the pool will just get wet.

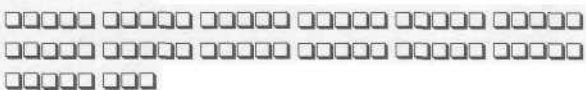
**Time Elemental, common** (HF not ratable, EP 3000, Int 16, AL N, AC 2, MV 1", HD 12, HP 68, SZ S, #AT 1, D 3-12, SA: Aging (80% age 1-20 years, 20% youthen 1-10 years), SD: Time Travel, duplicate self (1-4), 90% MR, Lang: Any, TOP: n/a, Crit BSL: DefAC +12, FF: n/a, HoB 8, p 9)

1) HPs: 

**Possible Duplicates**

1) HPs: 

2) HPs: 

3) HPs: 

4) HPs: 

**56. Portal to the Elemental Plane of Fire**

Anyone touching the door handle is scalded for 1-4 points of heat damage. If the door is opened, a wave of heat blasts the PCs doing 2-12 points of damage (save vs. breath weapon for none). The whole room is engulfed in flames, and a whirling portal of fire can be seen at the far end (a portal to the Elemental Plane of Fire). For non-tournament play there is a 1 in 10 chance each round that the door is opened that a being from the Elemental Plane of Fire stumbles through. Anyone foolish enough to somehow entering the portal without proper protection will be incinerated instantly without a saving throw. Those entering the room continue to take 2d6 points of fire damage per round. There is nothing in the room apart from the portal.

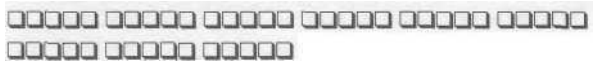
**57. The Rest of Benita**

This room stinks of foul vinegar. In the center of the room is a coffin surrounded by lit candles. The far wall is lined with a large tapestry, dark blue, resembling a painting of the night sky.

**Vampire, Headlong (1)**

This is the resting chamber of Benita the Headlong Vampire. Her head is currently separated and floating above the door. If players open the coffin, they'll discover Benita's beautiful severed body holding a crystal orb. When the players enter the chamber, the head flies toward them and attempts to hypnotize (save vs. spell at -3) the physically strongest looking character first. Those under Benita's power are commanded to repel the intruders. If the battle goes poorly, she'll reattach to her body and in the process gain 2 HD (originally a level 6 fighter). Benita is 1 of 4 vampires that use this top floor of the shrine as a resting area. The dark blue tapestry is a **Tapestry of Dream Catching**.

**Headlong Vampire, Benita** (HF 13, EP 420, Int 10, AL LE, AC 10 or 8, MV 12", 12" Fly (D), HD 4, HP 45, SZ M, #AT 1, D 1-6, SA: Acid splash (automatic 1d4 to all it attacks), Blood Drain (1 Strength and 1 Con, Hypnosis, SD: Regeneration (3 points per round), immune to holy/unholy objects, can only be turned in head form (as Wraith), immune to all control spells, immune to sleep, charm, hold, death, cold spells, poison, Paralyzation and stench Lang: Common, TOP: n/a, Crit BSL: DefAC +4, FF: n/a, HoB 8, p 55)

1) HPs: 


**58. The Rest of Doro the Mulo**

Opening the door reveals a vast green meadow and rolling hills. The sun is shining and the sky above is clear of clouds. A lone sheep is grazing on the grass in front of a gazebo about 10' off to the right. A gentle breeze is blowing on the air.

**Mulo Vampire (1)**

The room is enchanted with a **Permanent Illusion** spell and is actually only 20' wide. The gazebo is real. If the sheep is approached, it transforms into a Mulo Vampire dressed in a white gown, and attacks. Hidden under the gazebo is one of the crystal orbs for the statues in room 54. The crystal is visible if a player looks under the gazebo through a cross-hatched "fence" at its base. The wooden slats making the fence around the supports of the gazebo is easily ripped off. The gazebo is otherwise empty.

**Mulo Vampire, Doro** (HF 24, EP 9000, Int 15, AL CE, AC 4, MV 9", HD 8+3, HP 55, SZ M, #AT 1, D 5-10 (+2 to hit due to Strength), SA: Energy Drain (2 levels), SD: +1 or better to hit, Regeneration (3 points per round), immune to sleep, charm, hold, death, cold spells, poison, Paralyzation and stench Lang: Common, TOP: n/a, Crit BSL: DefAC +9, FF: n/a, HoB 8 p 55)

1) HPs: 

**59. Portal to the Elemental Plane of Earth**

When the players open the door, a landslide of dirt and rock will fall on them and the area 20' in front of the door doing 2d6 points of damage to all those in its path. If players act quickly they can get out of the way of the incoming landslide by making a Dexterity check. If they stand within the landslide area, they risk being suffocated by it with a 5% chance per point of damage taken of being trapped under the rubble. Those outside the rubble may rescue buried characters. Otherwise, those trapped in the rubble suffocate in a number of rounds equal to their Constitution. Buried in the far end of the room is a portal to the elemental plane of earth. For non-tournament play there is a 1 in 10 chance each round that the door is opened that a being from the elemental plane of earth digs through. Anyone foolish enough to



enter the portal is crushed under millions of pounds of dirt instantaneously, if they haven't taken precautions.

## 60. Anti-Gravity Room

As you open the door to this room, you see what appears to be an empty room with a tiled floor. The tiles are bright yellow and blue, arranged in a geometric pattern, and remarkably clean.

Anyone entering the room finds themselves falling toward the ceiling 40' above. They suffer 4-24 points of damage when they hit it.

At first glance there appears to be nothing in the room unless players state they are specifically looking at the ceiling. Anyone looking at the ceiling will see a pair of **Boots of Levitation** sticking to the ceiling, along with some rocks, dirt, and 4 silver coins (4 sp). They are actually not stuck to the ceiling but are lying on it due to an **Reverse Gravity** spell which has been permanently cast on this room (the Slaz'Stecks used this room for recreation).

## 61. Music Room

The room is stacked with various instruments that seem to be in a good state of repair. The instruments in the room include 2 silver horns, 8 bronze horns, 4 flutes, a harp, one golden fiddle, 4 drums, and a triangle. There are also several hollow blocks of different size. One of the bronze horns is a **Horn of Goodness** (or Evil, depending on what the party can use).

## 62. Portal to the Elemental Plane of Air

Anyone touching the door handle receives an electric shock for 2 points of damage (save vs. rod for half damage). When the door opens the players will be hit with a 100 mph gust of wind slamming anyone in front of it against the opposite wall for 3-18 damage. Anyone else nearby within 30' is knocked off their feet and no movement save crawling within 20' of the door. The wind originates from a portal of swirling air at the far end of the otherwise empty room. The wind continues to blow until the door is closed (requires 2 people to make Strength checks in the same round). For non-tournament play there is a 1 in 10 chance each round that the door is open that a being from the Elemental Plane of Air wanders through it. Anyone entering the portal finds themselves in the Elemental Plane of Air, falling or floating for all eternity.

## 63. The Rest of Estela

This appears to be a bedroom of some kind. A burning fireplace on the east wall causes the shadows to dance around the room, and a small wooden box lies on the mantle. A fearsome looking bear rug lies on the floor in front the hearth. A very large bed rests against the far wall, and is currently occupied by a very well-endowed woman. A wicked grin crosses her ruby lips as she beckons you from under her satin sheets.

### Vampire, Empusas

The woman under the sheets is Estela, an Empusas Vampire. If the players do not immediately attack, she uses her gaze on the party to entice them to become her lovers. Lovers first will be used to dispatch any non-lovers

from the room. Once she has had her way with them, she drinks their blood, and throws the used bodies to the Otyugh in the hallway. Hidden under her pillow is "**HackSmiter**" an **Intelligent Vorpal +4 Longsword** (Int 12, Speaks Common, Neutral Evil, Which has the Extraordinary ability to cast **Strength** on the wielder once per day) that she uses against the party if needed. Within the box over the mantle is a crystal orb used in area #54. The bear rug is actually a **Rug of Welcome**. She can also cast any spell normally available to a 7th level magic-user. Her magical abilities allow her to cast six first level spells, three second level spells, two third level spells and one fourth level spell per day. In pitched combat she prefers to use the following spells: 4th - Ice Storm, 3rd - Lightning Bolt, Hold Person, 2nd - White Hot Metal, Magic Missile of Skewering, Web, 1st - Magic Missile (x6).

**Empusas Vampire, Estela** (HF 37, EP 9000, Int 17, AL CE, AC 4, MV 12", HD 8+3, HP 55, SZ M, #AT 1, D By Weapon (+2 to hit, +4 to damage), SA: Charm, Energy Drain, SD: +1 or better to hit, Gate Succubus (15%), Lang: Common, TOP: n/a, Crit BSL: DefAC +9, FF: n/a, HoB 8 p 52)

1) HPs: 

## 64. The Lair of the Forsaken


Four hairless beings with pointy ears wearing only tattered rags are fighting over the remains of a partially devoured Slaz'Stecek. They turn and stare at the party with eyes black as night. Their faces are covered with painted markings.

### Vampire Horde (4)


The Hordes can be turned as Ghosts and regenerate 2 hit points per round. Located within a pouch is one of the crystal orbs used in area #54.

**Vampire Horde (4)** (HF 16, EP 650, Int 4, AL CE, AC 3, MV 9", HD 5, HP 40, SZ M, #AT 3, D 3-8/3-8/3-6, SA: nil Drain, SD: Regeneration, Lang: Common, TOP: n/a, Crit BSL: DefAC +3, FF: n/a, HoB 8 p 55)

1) HPs: 

2) HPs: 

3) HPs: 

4) HPs: 

## 65. Portal to the Elemental Plane of Water

Players opening the door see a wall of water before them with various fish swimming by. The water is flowing out of a portal in the far wall, but is kept in the room by a **Permanent Wall of Force**. Anyone dispelling or removing the wall creates a leak that eventually fills this section of the shrine with water (this would take hours, based on the size of the hole created). For non-tournament use, if this section of the shrine begins to fill with water, there is a 1 in 10 chance that a random being from the elemental plane of water comes through the portal each round.

## 66. Mug Room

A dozen wooden shelves line the walls of this small room. Upon the shelves sit a neat row of various kinds of mugs and flasks with interesting designs, many of them reptilian. Covered with a layer of dust, the cups must not have been touched for years.

The mugs are plain clay mugs, but one of the flasks is an empty **Iron Flask**.

## 67. Nefarian Chamber

You arrive slightly disoriented from the teleportation. As your eyes begin to focus, you find yourself in a place that is like nothing you've seen before. You are back outside, and stand on a plateau made of black rock under a strange blood red sun that looks much larger than the sun you know. The chasm off the edge of the plateau ends in mist several hundred feet below. Other mountains in this range loom a few miles away. What may be the twinkling lights of a city can be seen nestled on a distant mountain. In the skies above, strange vultures circle and call to one another.

At the opposite end of the plateau, a black door floats suspended in midair and appears to be the only place to go.

### Nefarian: Type 1 Demon

This room is partially phased with the 2nd layer of the Abyss and is just one of many of the rooms left by the ancient Slaz'Stecks. The city off in the distance is inhabited by a multitude of demons. The creatures in the sky are Type 1 Demons. Two notice the party within one round and attack with the intention of eating them.

**Nefarian: Type 1 Demon (2)** (HF 22, EP 975, Int 5, AL CE, AC 0, MV 12" 18" Fly (D), HD 8, HP 52, SZ L, #AT 5, D 1-4/1-4/1-8/1-8/1-6, SA: See Text, SD: See Text, Lang: Demon, TOP: 26, Crit BSL: Def AC +6, FF: n/a, HoB 5 p 94)

1) HPs:

2) HPs:

The door is not really a "door" at all - it's more akin to a gateway, just blackness held in a wooden frame. Stepping through the doorway brings the party to a very long flight of stairs, composed of mossy stone blocks and looking like the previous sections of the temple.

## 68. Temple Ruin

The flight of stairs you have been climbing finally comes to an end. You emerge onto a ledge set high on the walls of the pyramid, though you feel certain you can carefully climb down the sides. Fields of coffee are visible just past the line of jungle below, and beyond that a small hamlet can be seen in the distance. You breathe a sigh of relief as you realize you have

finally escaped the shrine. But it is hard to smell the jungle air, as a putrid smell lingers around you. As you try to move you notice your feet are sticking to the floor - it is covered in old blood. Looking at the center of this ledge, you notice a large knife resting upon a black onyx altar. Suddenly a voice booms all around you saying in Common, "Infidels! You have corrupted my lord's shrine with your presence, prepare yourselves for oblivion!" Looking up at the sky you see the voice is coming from a gigantic bat. Surrounded in flames, it swoops down upon the party.

### Giant (Fire Variant) Bat

The sacrificial room is guarded by a prime minion of Zotz, a Giant Fire Bat. Its screech causes 1-6 damage to anyone within a 20' radius (save vs. paralysis for no damage). In flight its AC is 2 against melee and -1 against missile weapons, but its AC is 10 if grounded. An aura of fire extends for 10' around the beast. Anyone in its radius takes 1-10 fire damage each round (save vs. breath for half). It can breath a cone of fire 5 feet wide at the point of origin, 20 feet wide at the base and 20 feet long. It may do this while flying and deals 3d6 damage. It is immune to fire damage. The Giant Fire Bat has been given several Nefarian powers by Zotz in addition to its heightened intelligence. One of these powers is that it may turn itself invisible at will as many times per day as it wishes (apply blind fighting rules to anyone trying to attack it). Though they can see the circle of flames, they cannot see the beast itself (-4 to hit). It can also only be hit by +1 or better weapons.

**Giant Fire Bat** (HF 3, EP 920, Int 17, AL CE, AC 2 (10), MV 12", HD 6, HP 49, SZ H, #AT 1, D 2-8, SA: Fire Breath and Aura, SD: +1 or better to hit, Lang: Common, Bat, Slaz'Steck, TOP: 24, Crit BSL: DefAC +4, FF: 5, HoB 1 p 52)

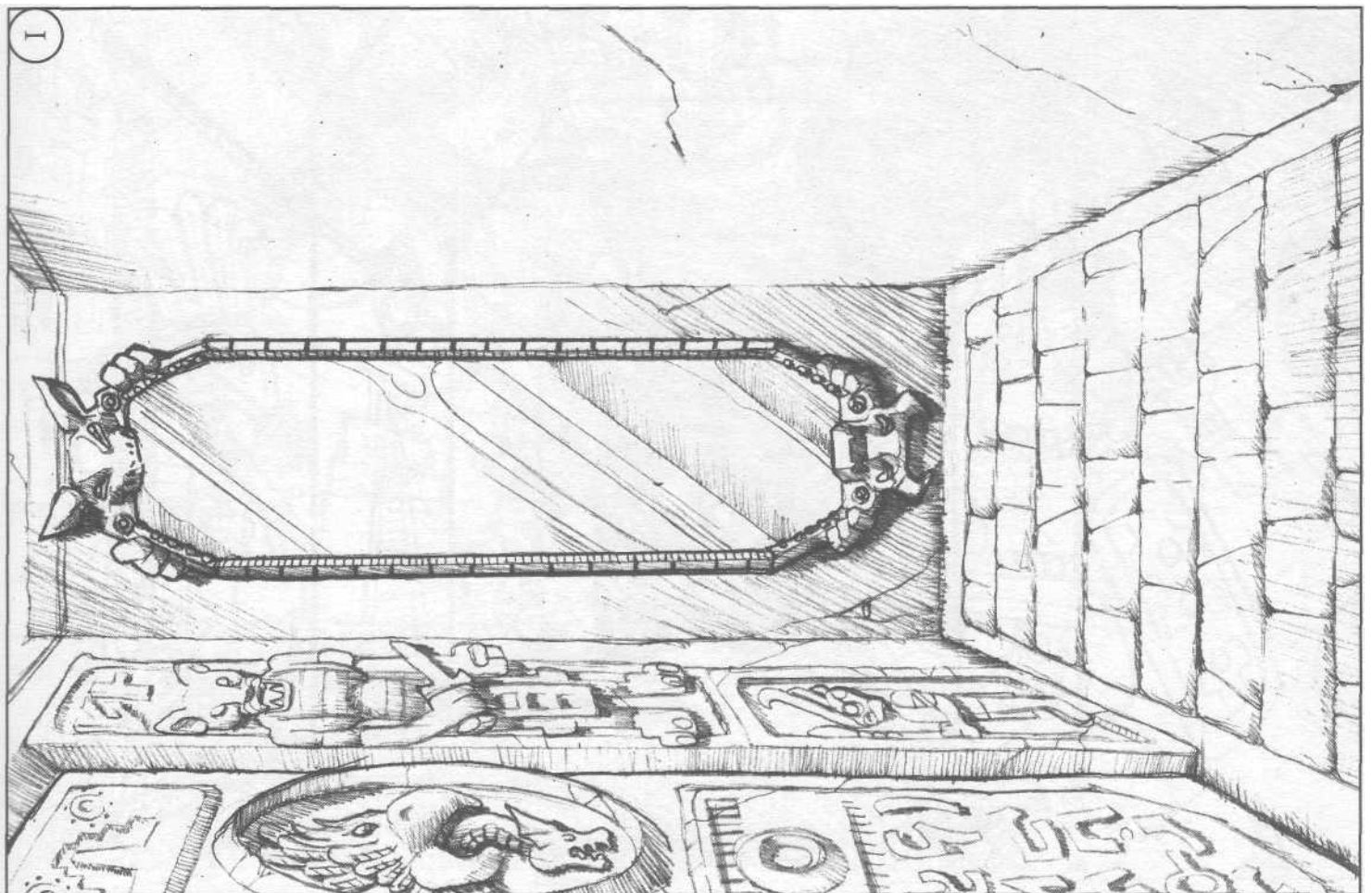
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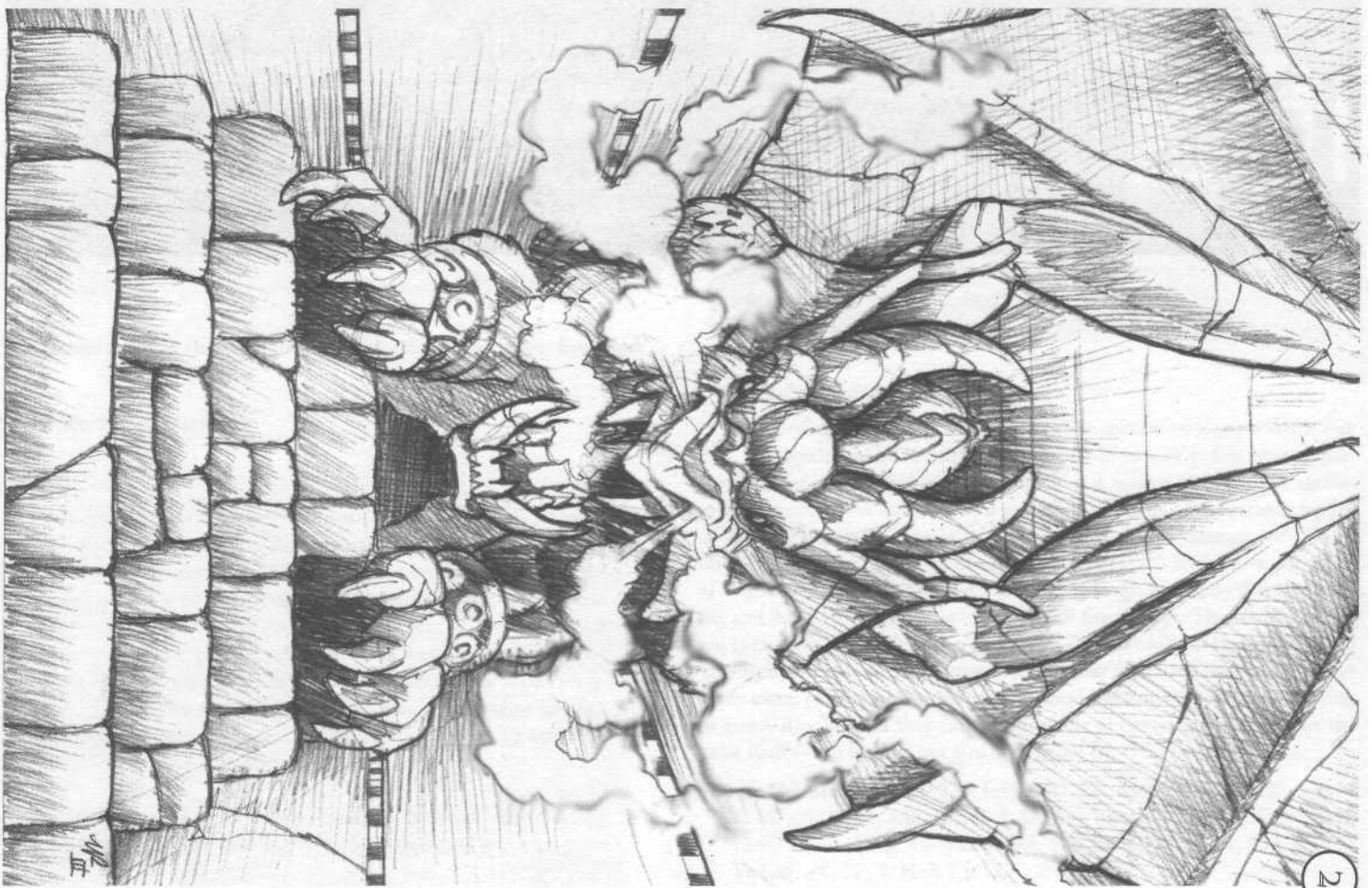
The knife is actually a **Dagger of Vital Organ Seeking +3**. Even though the players have escaped the shrine, the GM may wish to continue the adventure, perhaps by traveling back in time to turn the tide of the battle for the Slaz'Stecks (room 55). Other adventures can be had with the permanent portals to the elemental planes. Some foolish parties may even attempt to go back down the stairs and into the Abyss, and begin exploring there.

Gawdly intervention may occur with Zotz sending more of his minions to dispatch the party, or Tlaloc sending the party on a quest, depending on how successful the PCs are.

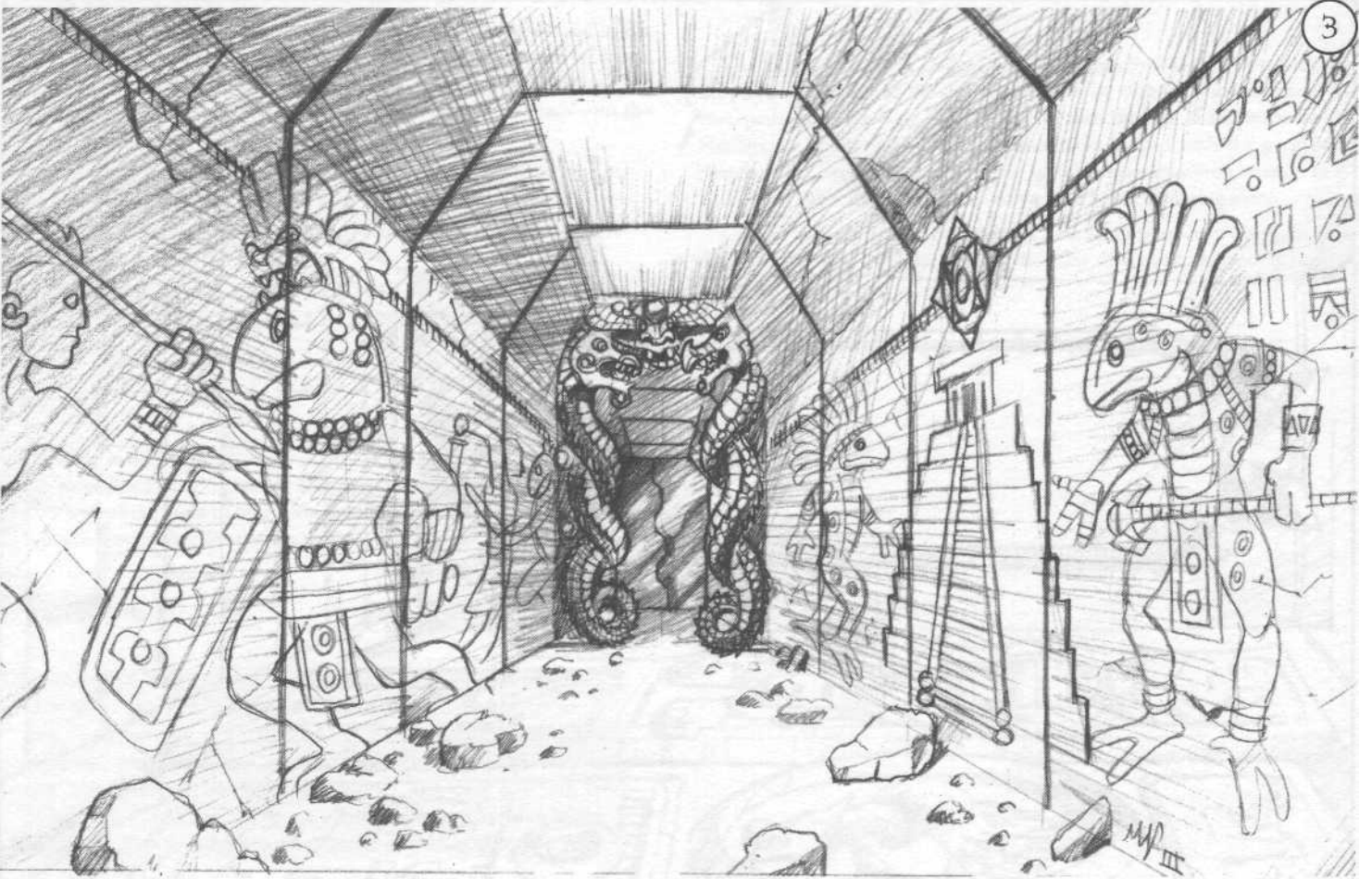


The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.



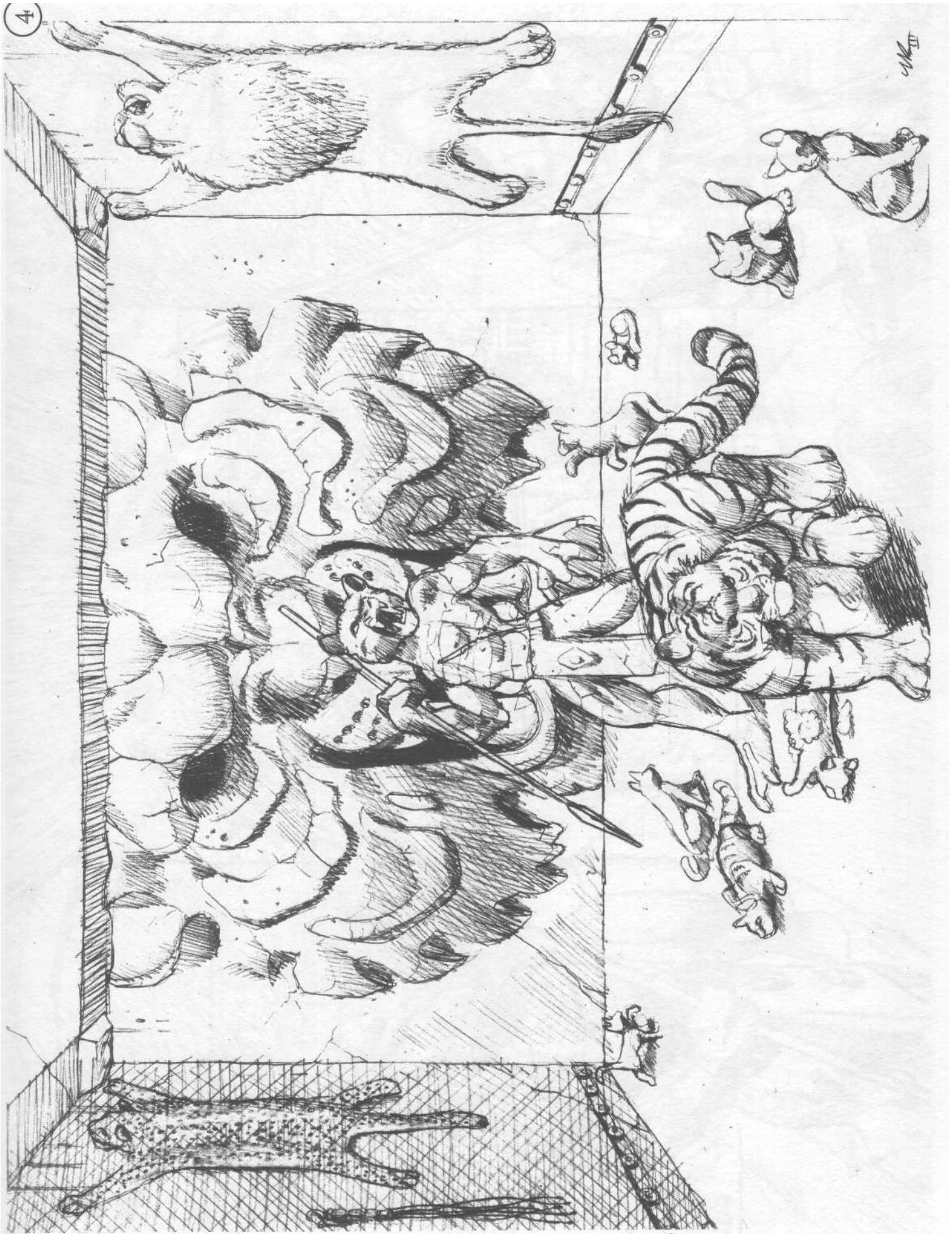


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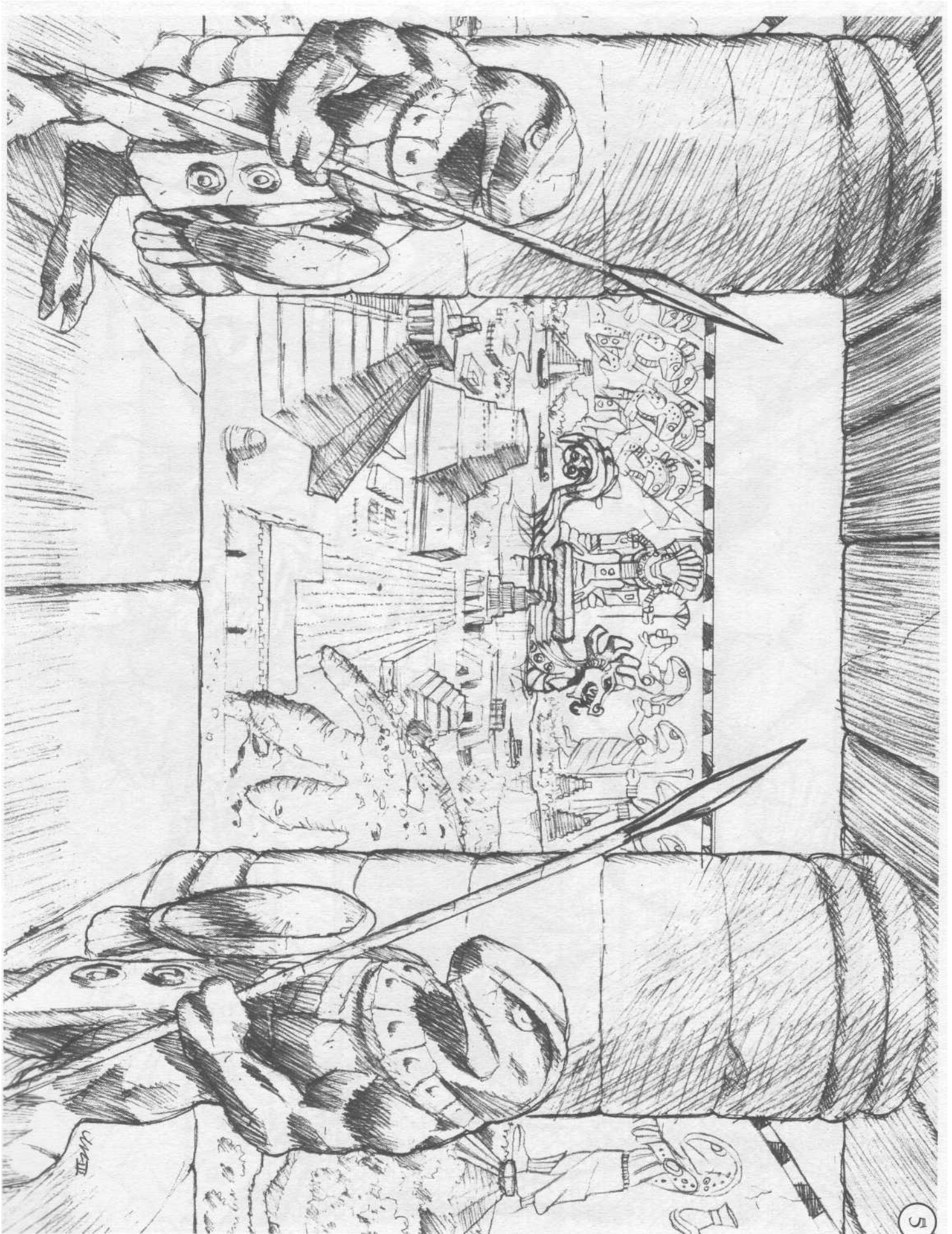


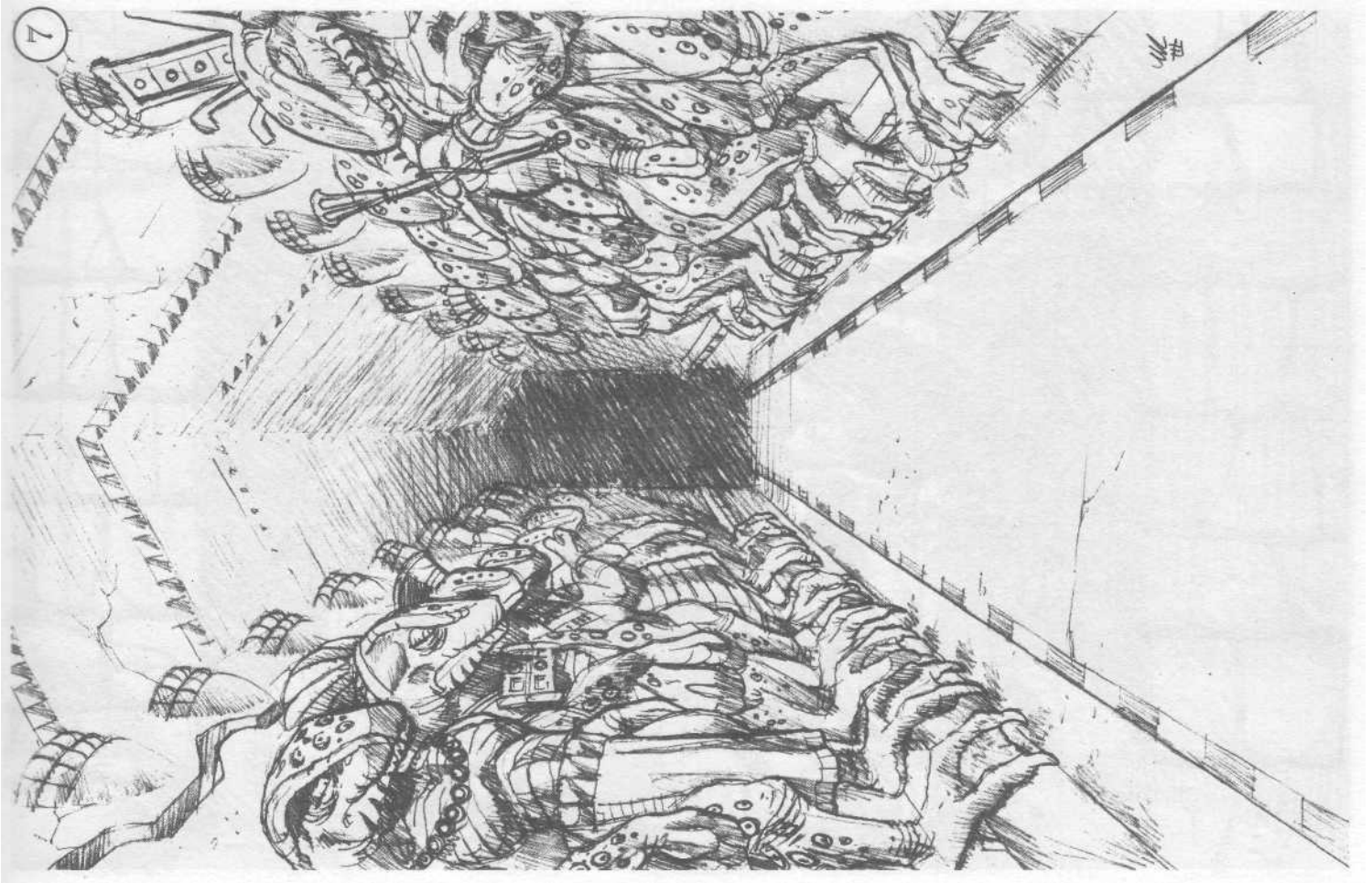
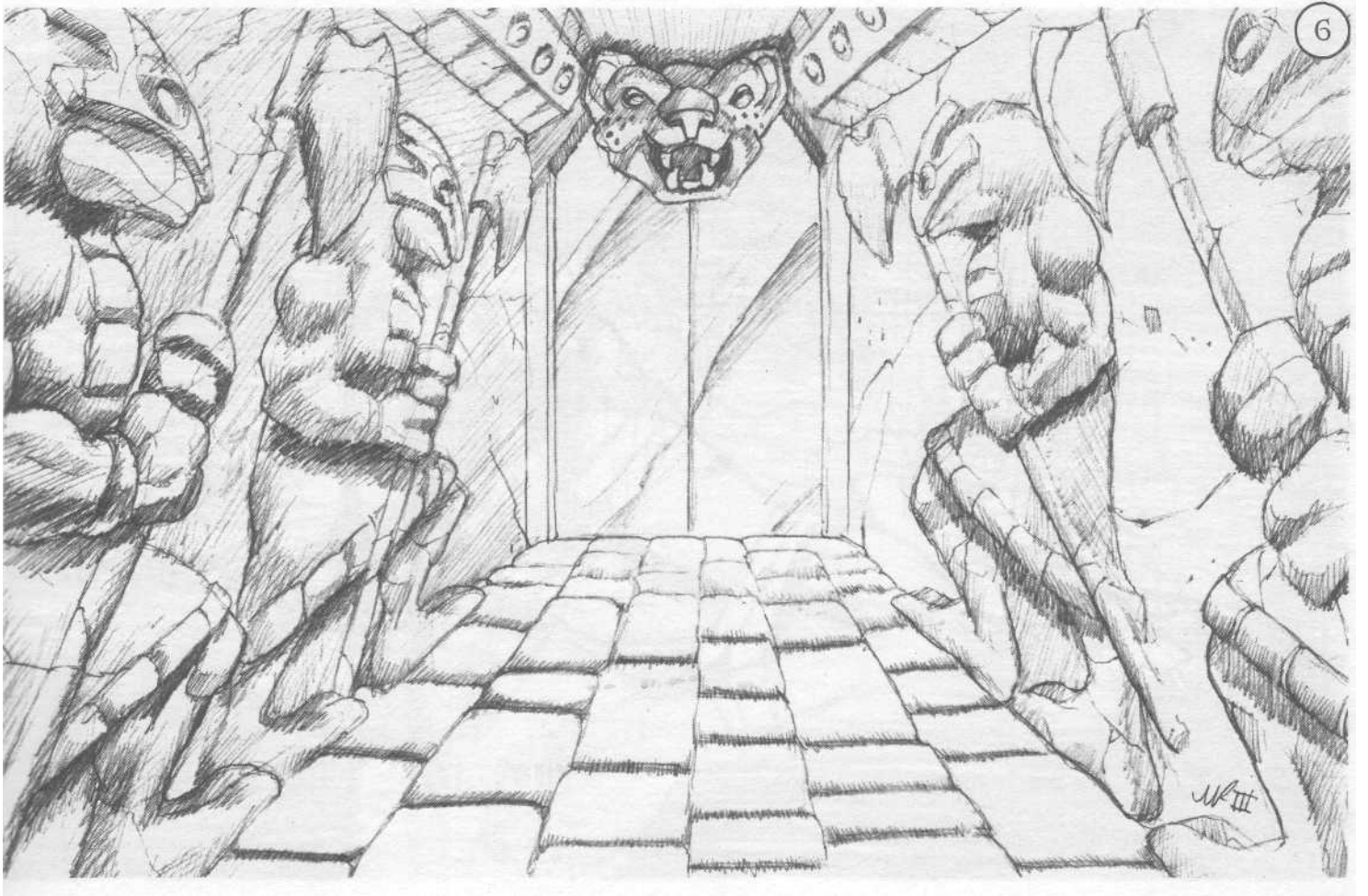
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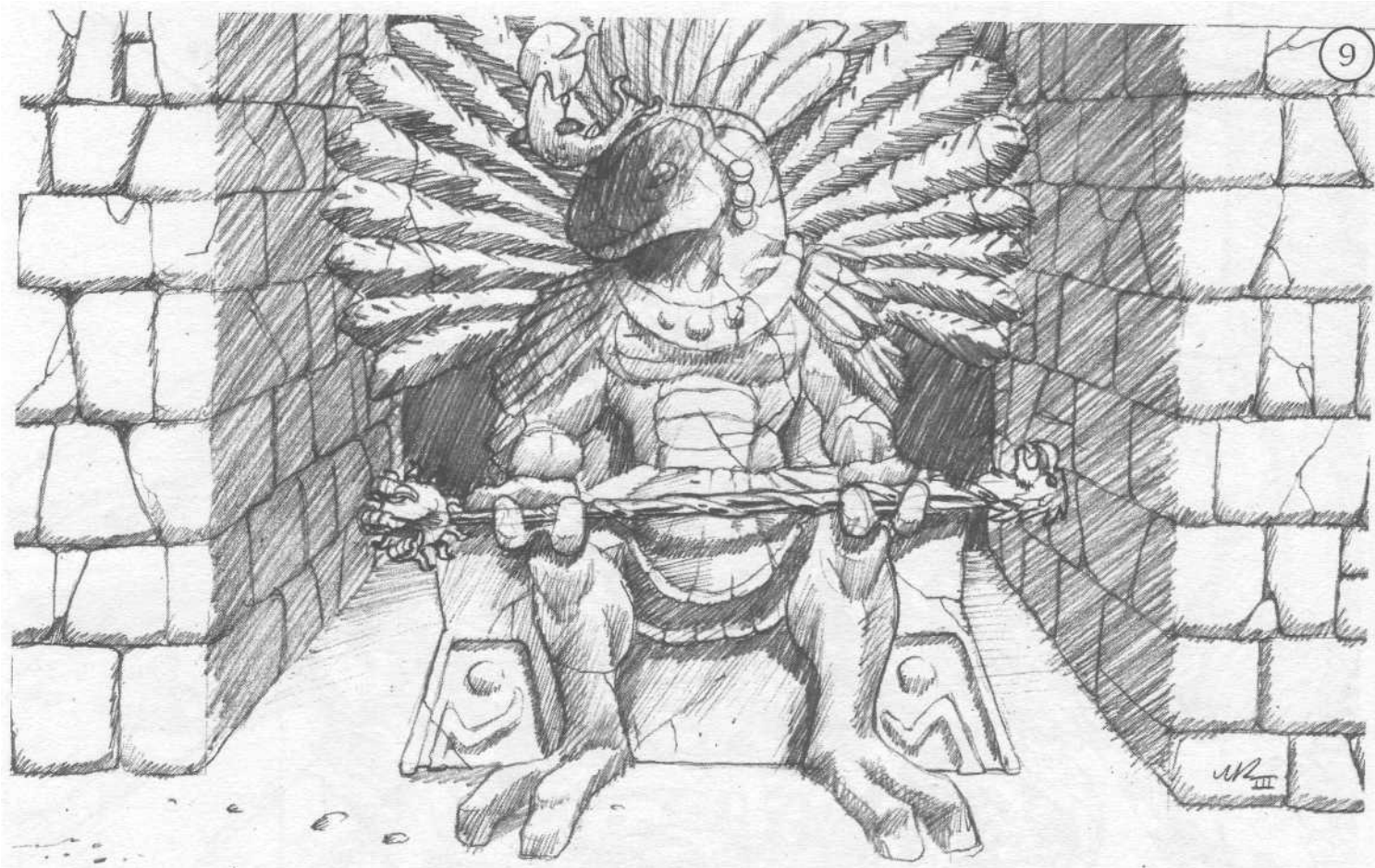


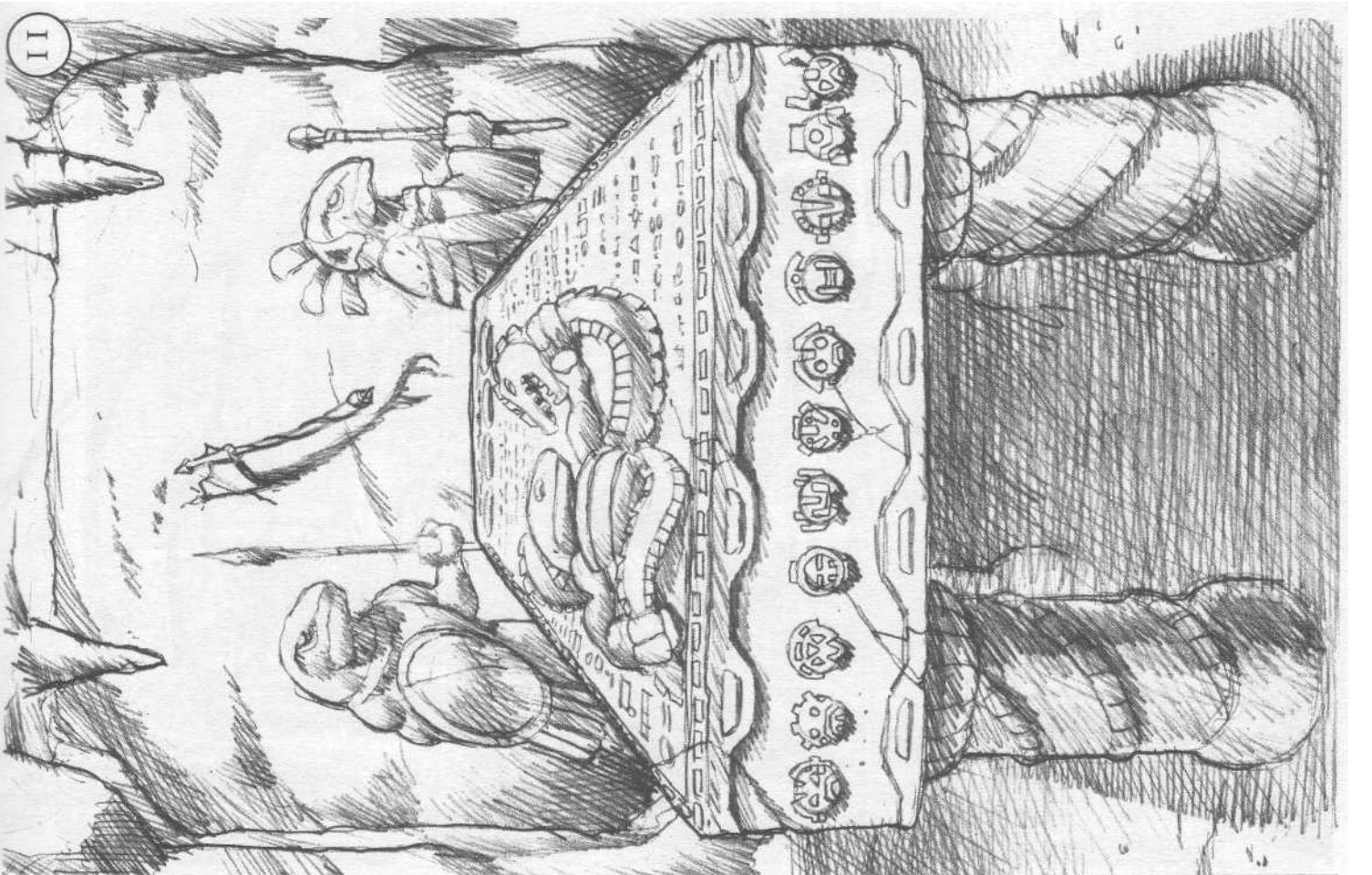
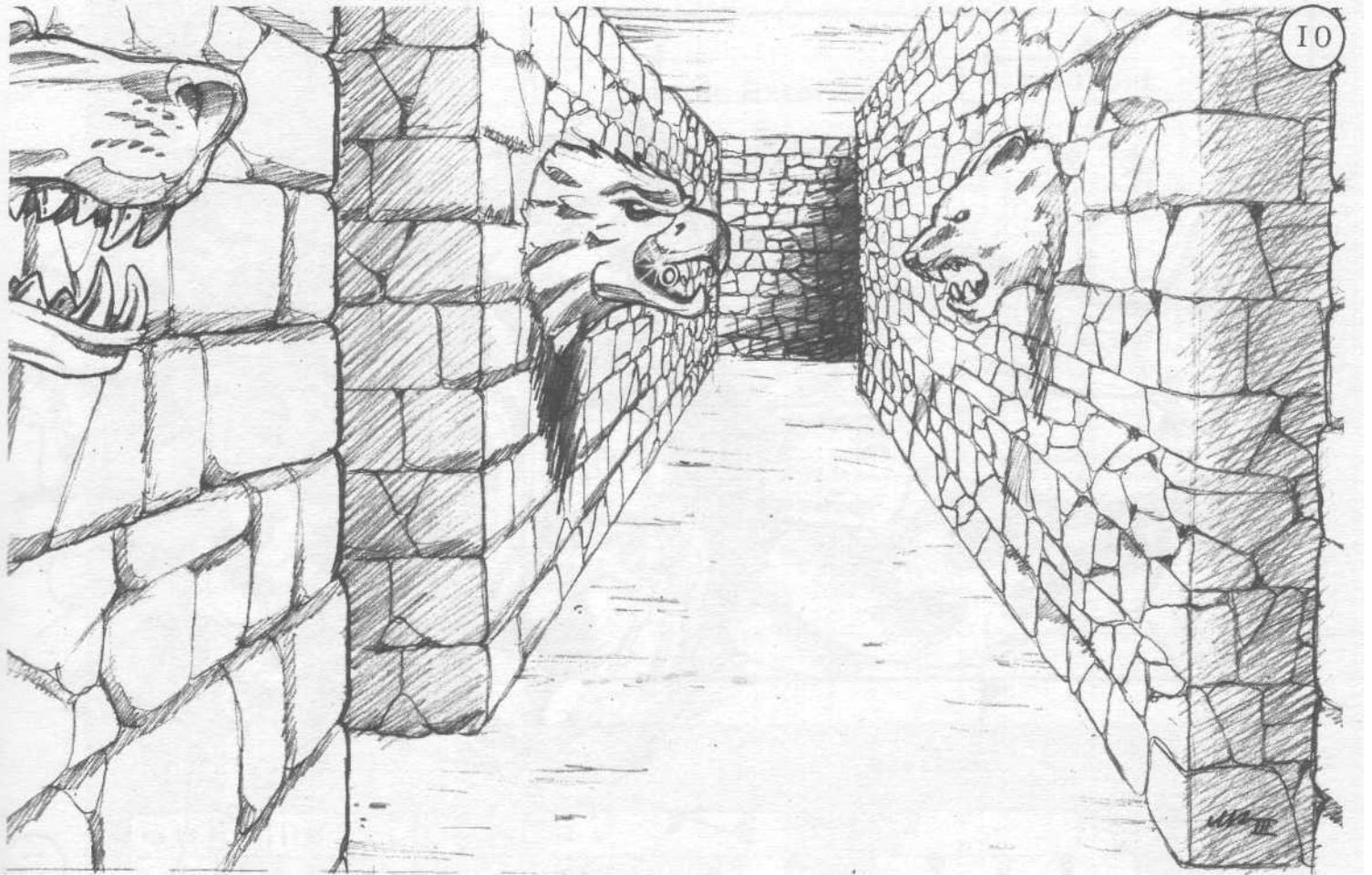




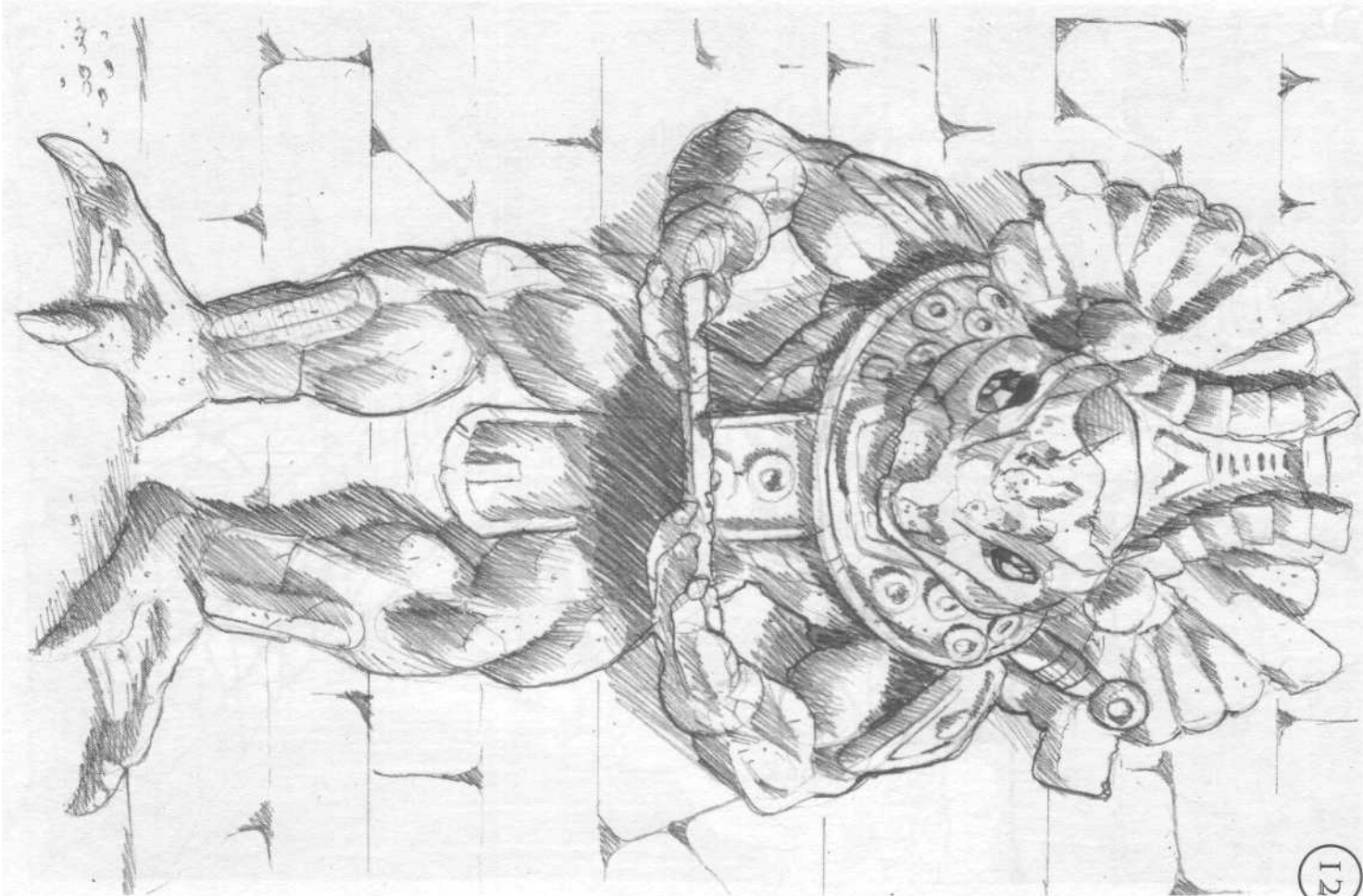




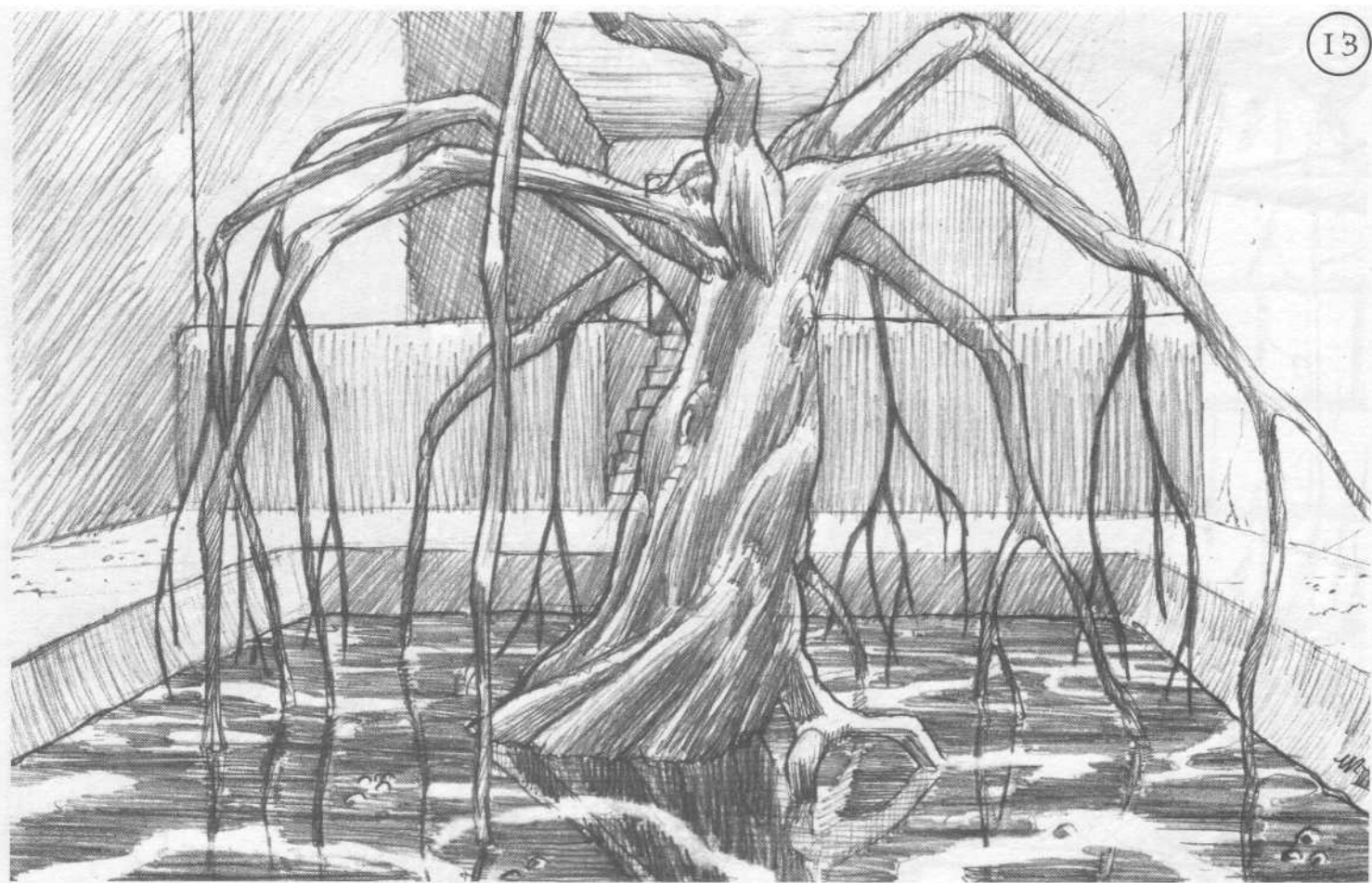








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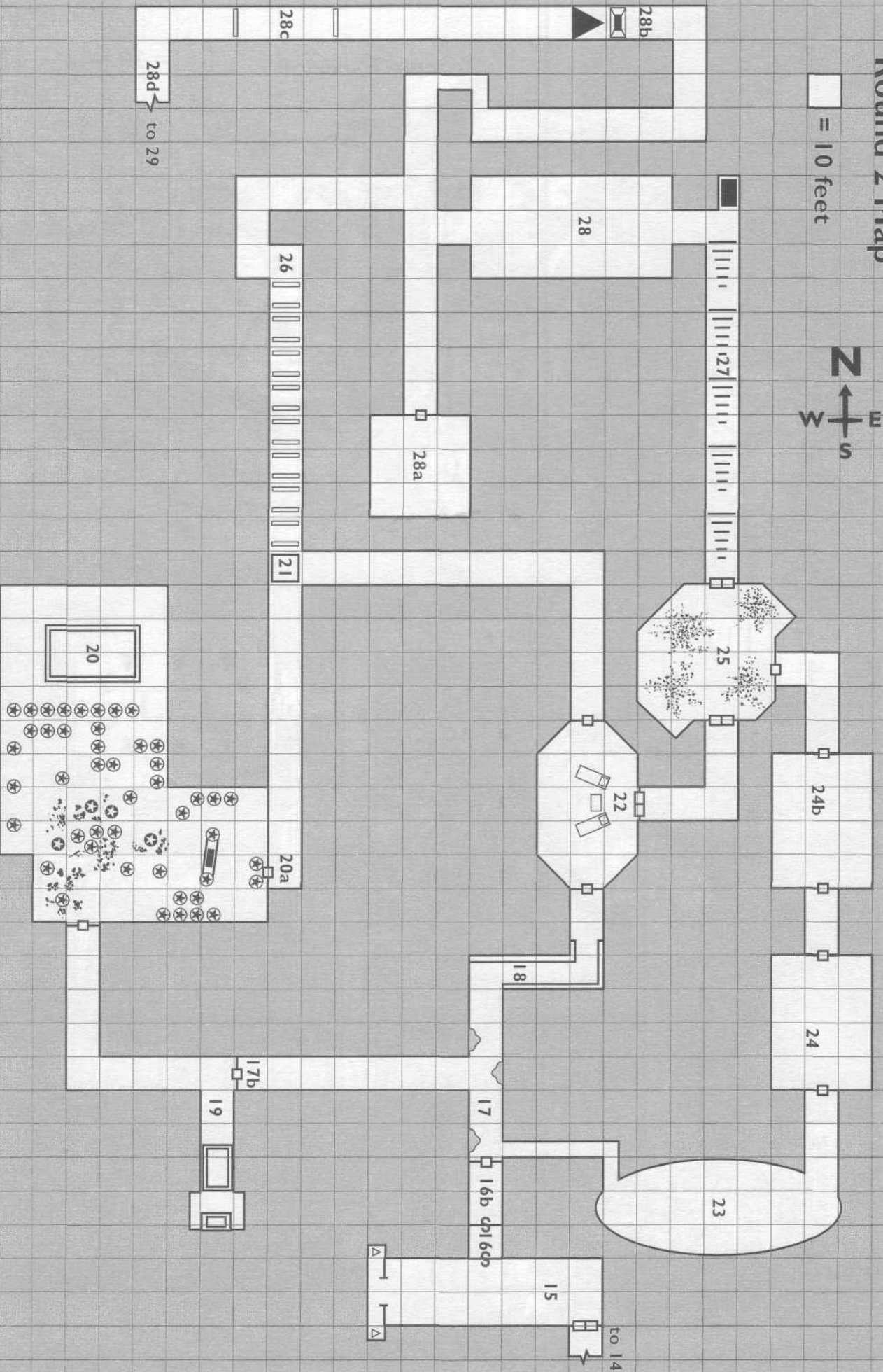
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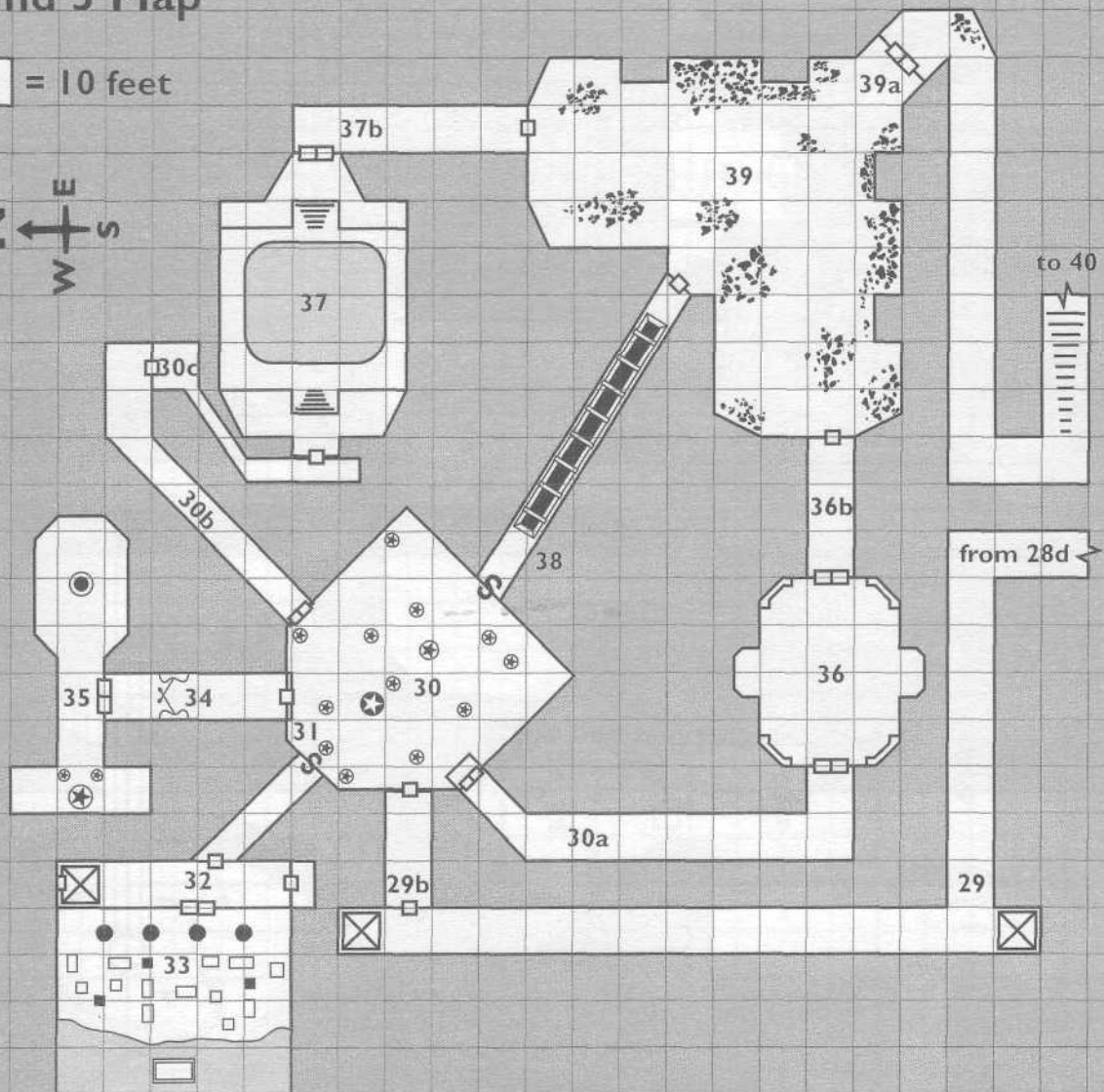
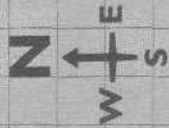
# Round 2 Map

□ = 10 feet




### Round 3 Map

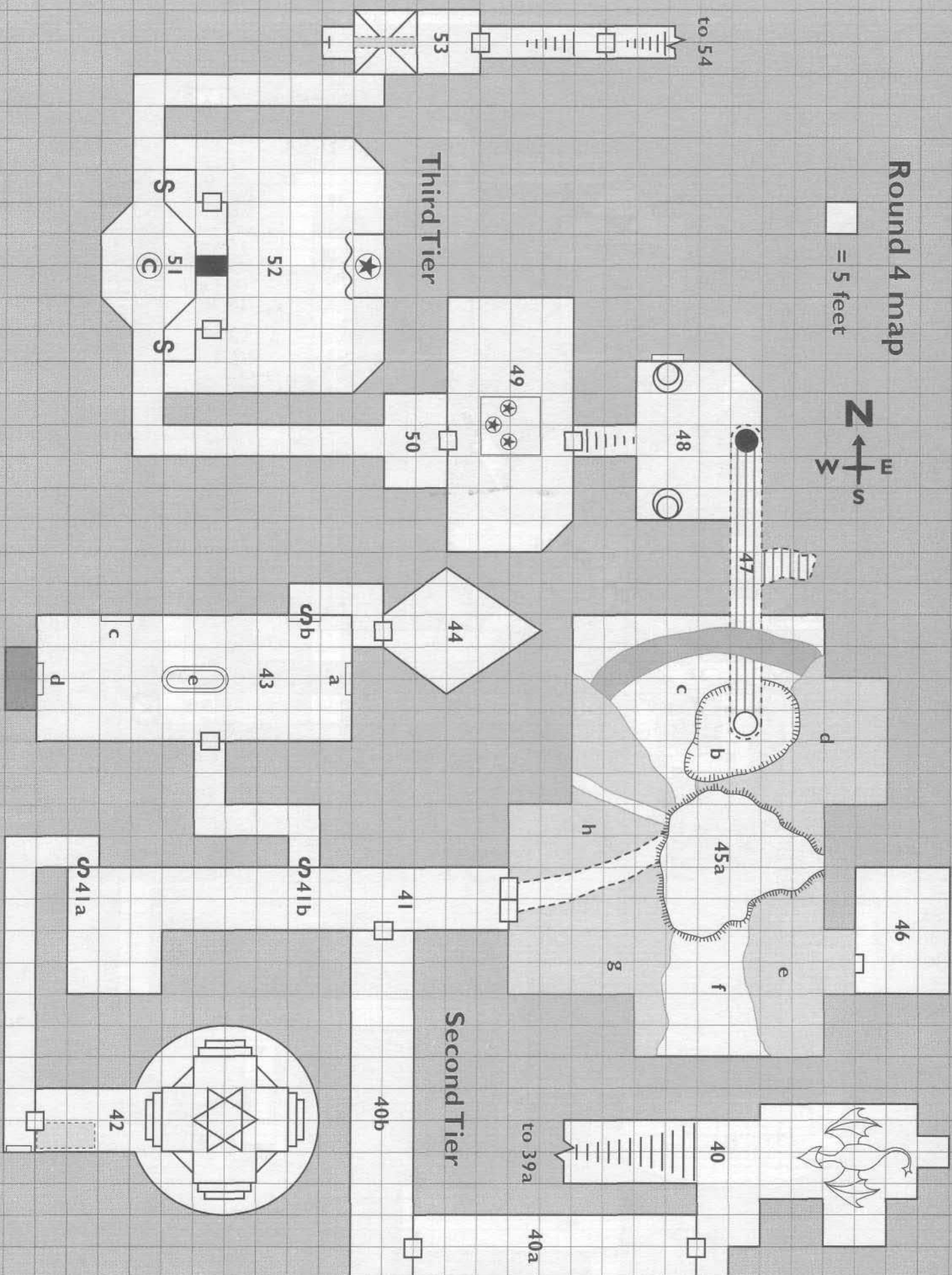
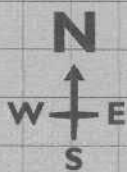
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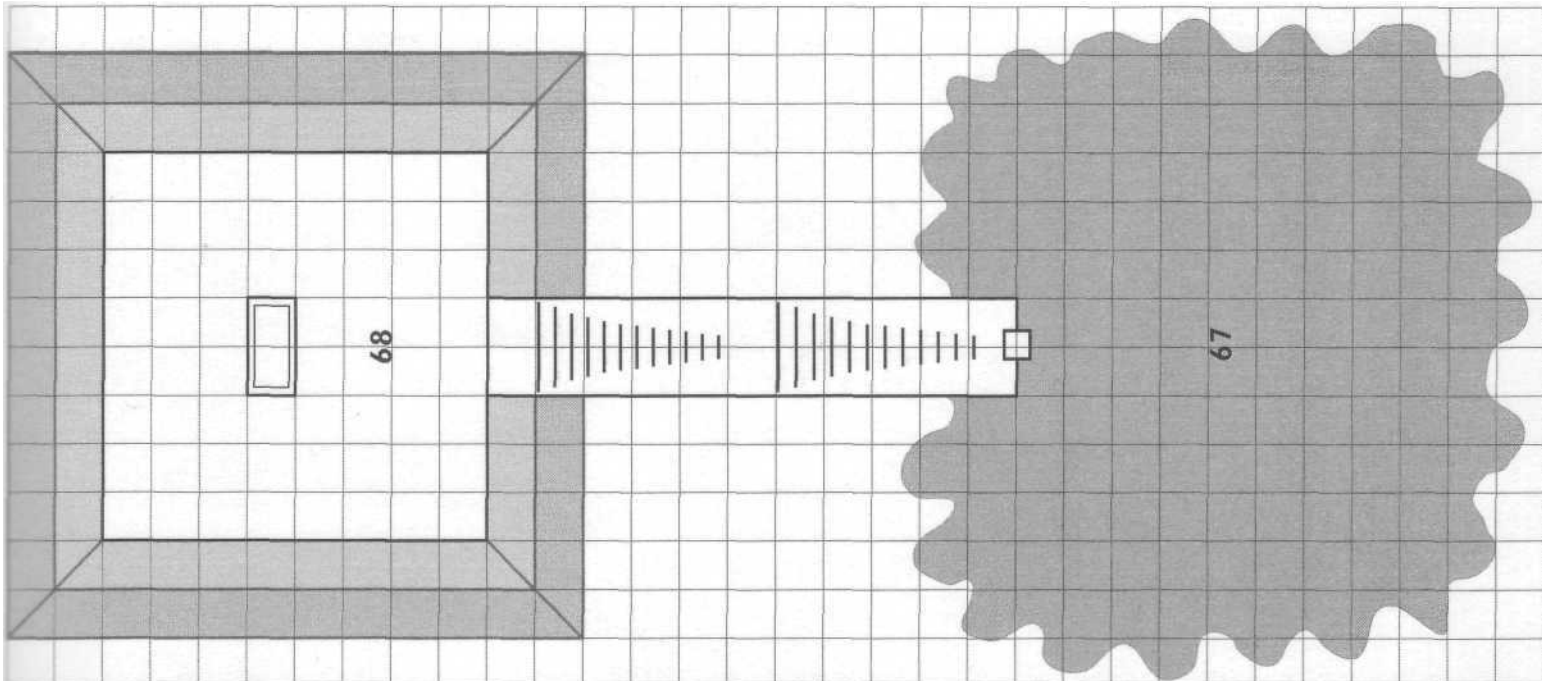
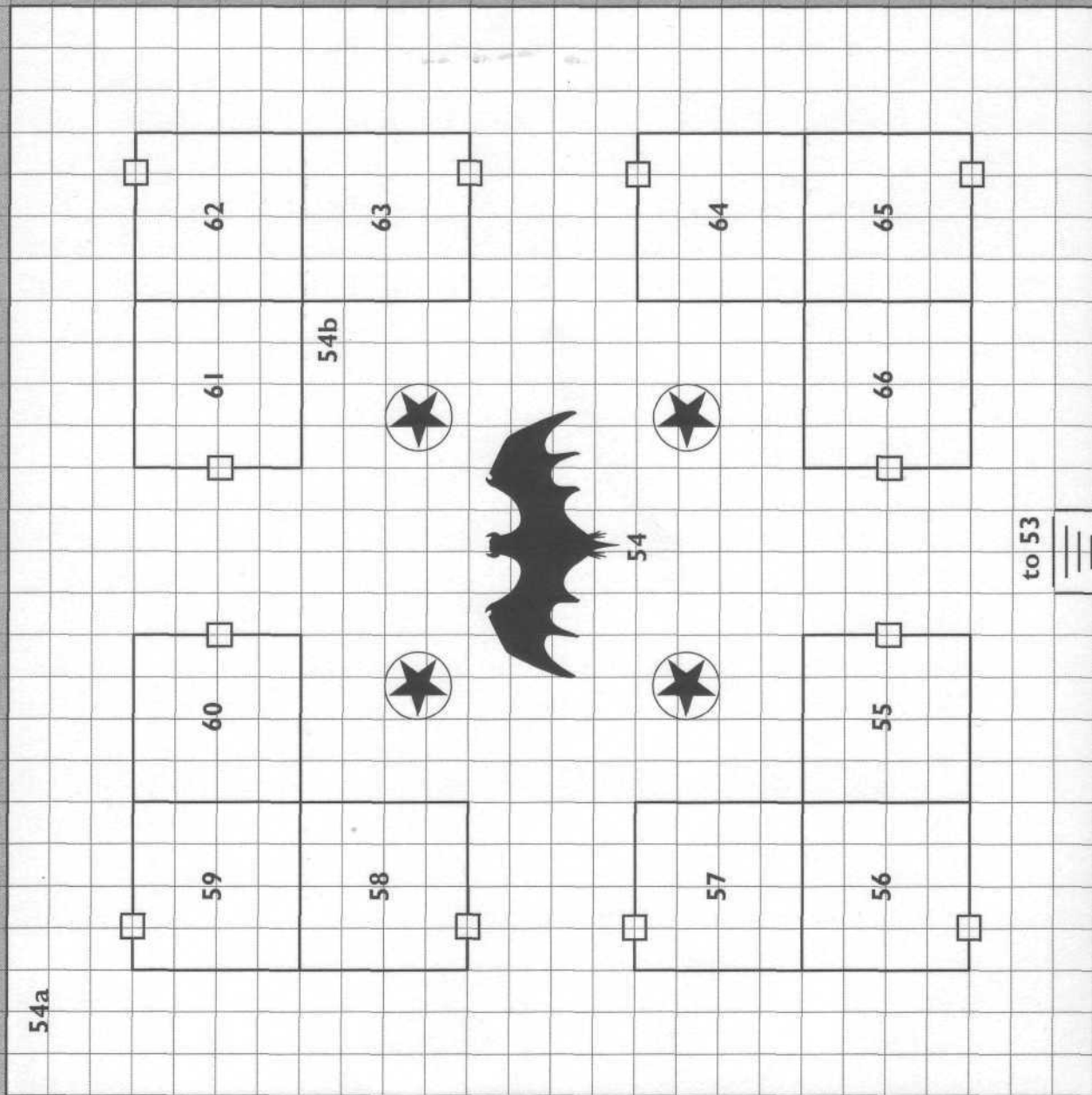
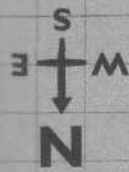
# Round 4 map

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# Round 5 map

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## THE HIDDEN SHRINE

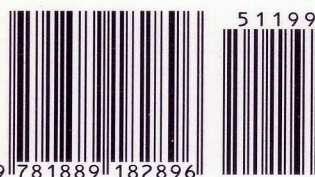
Your party is lost! You should never have abandoned the ship and struck out into the jungle, but your pursuers were closing on your trail, and it seemed the only way. Stumbling onward, your party makes for higher ground ahead. As you cross a ridge, the sun sinks below the horizon and night comes. A full moon rises, sending moonbeams and ghostly shadows flickering through the branches. Ahead in the dense jungle stands a clearing. There is an ancient ruin suddenly visible - a worn and overgrown pyramid fills the glade, shining in the moonlight, seeming almost brighter than the moon itself. A refuge, perhaps, this pyramid which reminds you much more of a temple than a tomb. You suddenly notice eerie carvings of Lizard-like men on the stone blocks, and you recall the local legends of the Slaz'Steceks...

The Slaz'Steceks were once a highly advanced reptilian race. They created glorious cities that none could match and were said to have had the power to control time and travel the dimensional planes. They created a hidden shrine that was the focus of their power and pride of their race. But almost overnight their entire civilization crumbled and today they are nothing more than a race of savage tribal warriors. What caused this catastrophe? Could the ancient Slaz'Stecek shrine before you hold some clue to what happened? As the sounds of pursuit close behind you, do you have a choice?

A HackMaster adventure for 4-8 characters between levels 4-6, the greatly expanded Hidden Shrine offers over 65 separate encounters spread across five rounds. Each round can be played as a separate tournament adventure, or can be used in an ongoing campaign. Unique traps and monsters with an Aztec theme haunt every twist, turn, and dead end of this fantastic adventure. Only the most cunning and resourceful PCs will escape with the treasures of the Slaz'Steceks!



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