

ADVANCED DUNGEONS & DRAGONS™



THE HIDDEN SHRINE OF TAMOACHAN

by HAROLD JOHNSON & JEFF R. LEASON

This module was originally used for the Official ADVANCED DUNGEONS & DRAGONS™ tournament at Origins '79, and is the first in another new series of modules from TSR, the COMPETITION SERIES. This module contains a challenging setting as well as an original scoring system and an assortment of pre-rolled characters for adventuring. The module may thus be used for private competition among players, or as a separate, non-scored adventure! Also included herein are background information, a large-scale referee's map, referee's notes, and new monsters and descriptions for an added taste of excitement.

This module is meant to stand on its own, and includes areas on the map where Dungeon Masters may add their own levels.

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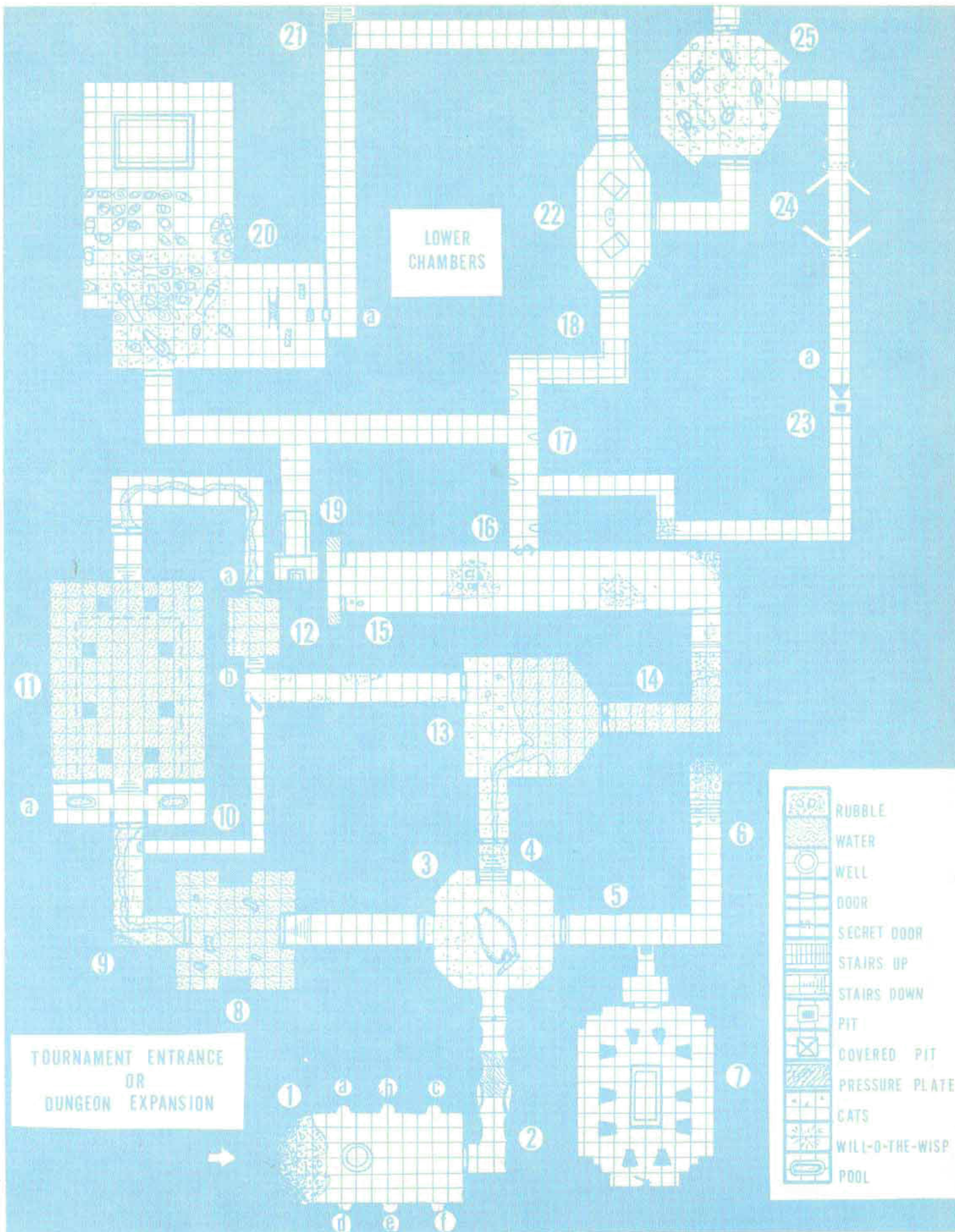
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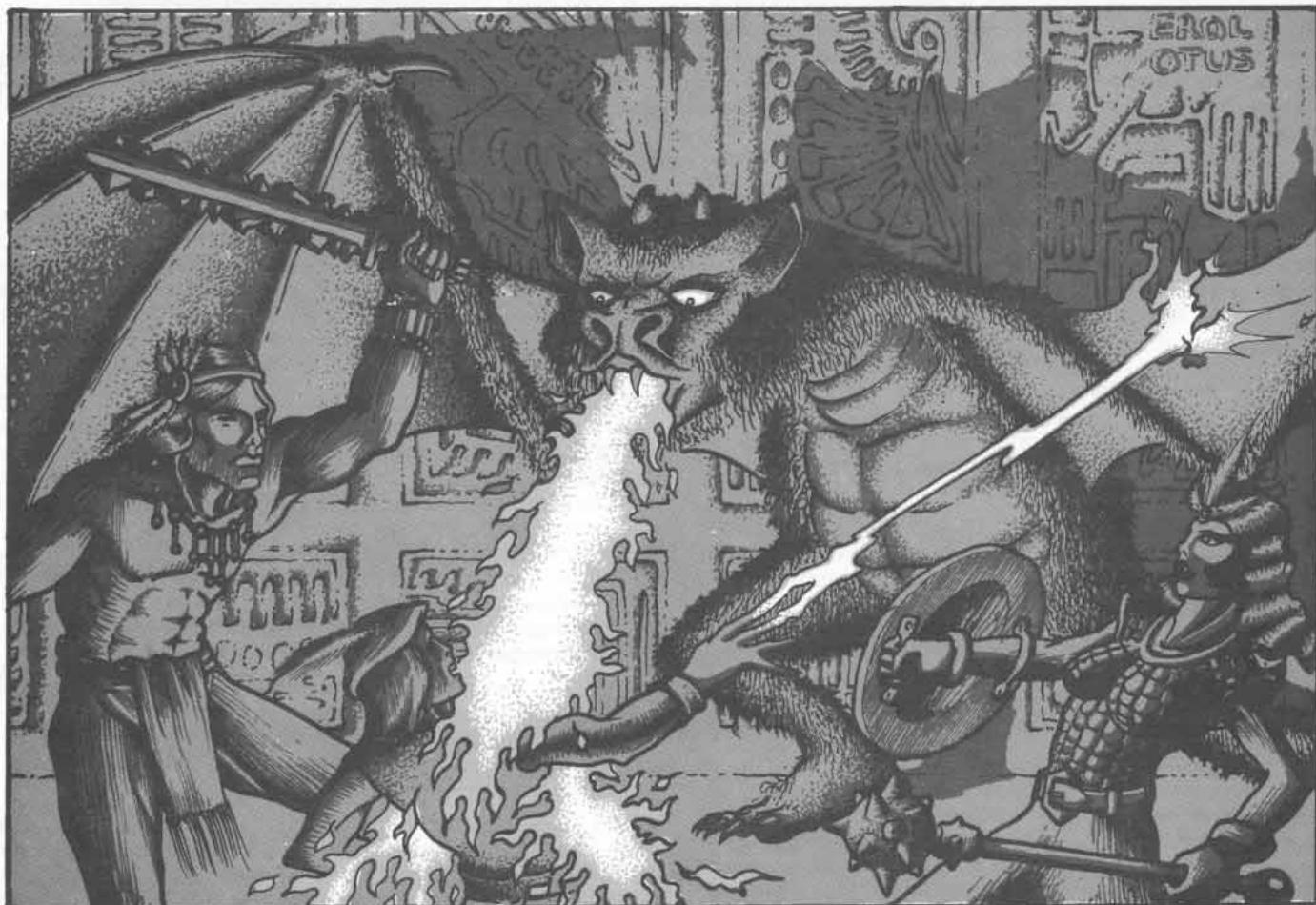
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	RUBBLE
	WATER
	WELL
	DOOR
	SECRET DOOR
	STAIRS UP
	STAIRS DOWN
	PIT
	COVERED PIT
	PRESSURE PLATE
	CATS
	WILL-O-THE-WISP
	POOL

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THE HIDDEN SHRINE OF TAMOACHAN

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 the ridge, the sun sinks below the horizon and night comes. Breathless, the party drops 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 the source of illumination is reached at last. Before you is a clearing. There is an ancient ruin — a worn and overgrown pyramid fills the courtyard, shining in the moonlight, seeming almost brighter than the moon itself. A refuge? Perhaps; tomorrow with daylight the party may explore, but tonight you must have rest.

There are three: Cair, a magic-user and thief by trade, with a price on his head; Myrrha, a banished cleric who seeks escape from her former colleagues; and Rhialle, a barbarian fighter, outcast of his people. In recent weeks past, Rhialle and Myrrha helped Cair escape the clutches of bounty hunters, and thus became fair prey as accomplices. Taking passage on a ship faring south the party had thought to evade the hunters, but the persistent trackers followed in a hired ship. In final desperation the party had abandoned their vessel for the wild jungles of the savage land.

The sun has risen, and after hasty counsel and preparation the party gathers up their equipment and starts towards the pyramid-temple. You tread carefully across cracked and overgrown flagstones, stepping over fallen and shattered pillars, pushing aside vines and briars. As the party approaches the temple the sound of crashing through the underbrush comes from behind you. Turning around, the party glimpses men moving through the woods towards the clearing. Then the earth shudders and gapes open beneath the party's feet and you are falling amidst the roar of collapsing masonry. Dust fills the air and the sunlight disappears as the darkness swallows you.

Module Background: Formerly titled **LOST TAMOACHAN** (Ta-mō-a'-chan: "the home sought after"), this adventure was originally used as the official AD&D tournament dungeon at Origins '79. The design of the temple draws heavily on Mayan and Aztec/Toltec mythology and society. Certain historic examples were used as models in designing this module. DMs wishing to expand the ruins of Tamoachan will find it very helpful to use their local library to find out more about these fascinating cultures.

START: The Hidden Shrine is part of the ancient ruined city of Tamoachan, once the northernmost capitol of the Olman empire, which covered much of the southern continent centuries before current history began. Tamoachan is located in the savage lands south of the Olman islands, southeast of the Holds of the Sea Princes. The climate is sub-tropical and very damp; it rains nearly every afternoon.

Players wanting to investigate the city may wish to camp nearby. After 1-3 hours of searching, they will find an easily-defended glade with an artesian spring. There will be normal chances for encountering wandering monsters in the area.

Most of the city is toppled and almost completely covered in undergrowth. Intruders into the ruins will discover that the ancient

streets now make overgrown "valleys" between the debris of the crumbled buildings. The largest of these valleys all lead to the central clearing of the pyramid.

In the south side of the clearing is a newly-collapsed area, revealing a jagged hole with a debris-covered slide, leading down to room #1. If players climb the pyramid itself, they will see that the interior of the temple is probably accessible if a certain amount of digging is done first.

DMs wishing to add Tamoachan to their campaigns may want to design others of the ruined buildings, and list the denizens which no doubt lurk therein.

Notes For The Dungeon Master

Originally designed for tournament play, **The Hidden Shrine of Tamoachan** is a test of the skill and common sense of players. Therefore, many of the encounters will not bother a party who do or do not take certain actions. Those of a party who act foolishly, though, will pay the consequences for their deeds. In general, party size should be from 5 to 7 characters of 3rd to 7th levels. The average level of the party should be 5th. If fewer than 5 players are involved, the average level should be 6th.

It is recommended that the DM read the module thoroughly several times before play starts, making notes in the margins where useful. It will be noticed that encounter descriptions are divided into boxed and open sections. The boxed sections contain information which should be read to the players; the rest is information for the DM. In most cases, the same players' description is used no matter which direction the party enters from, but 2 cases require that special descriptions be read depending on the direction from which the party approaches the encounter area. The DM should be aware of this and be careful to read the proper players' description.

The players' 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 DM should only provide vague information if questioned. Players will be 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 the illustration book. When the players enter such an area, the DM should show them the appropriate illustration and read the description of what they see. The DM may, of course, describe the encounter in his own terms, but care should be taken not to reveal information the players would not know. All involved will enjoy the module more if challenges are left for the players, so that satisfaction may come in overcoming them.

The DM may decide between the 2 entrances into the ruins — the more conventional route through the pyramid-temple or the drastic tournament method entrance. The first entrance will require that the party dig their way in; while the latter, since the ground is unstable, will result in a cave-in 75% of the time.

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 on encountering the poison gas. If this happens, the DM 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-god to whom the temple is dedicated. Care should be taken to maintain the original balance. Creatures of 3 to 7 hit dice should be used, although those with fewer than 3 hit dice may appear in greater numbers.

In the ruins, 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 are heavy and require force to open. Doors will swing into rooms unless otherwise noted. Rooms have ceilings between 20' to 40' high. In order to differentiate

between hallways and rooms, hallway encounter areas are presented with **bold face** titles and rooms are presented with CAPITALIZED titles.

Due to the unstable condition of the ruins, certain spells are potentially disastrous. A **fireball** will cause a collapse for a 30' radius, doing an additional 3d10 points of damage to all within that area. This collapse may block or bury all items or exits in the radius. A **lightning bolt** will collapse all within 20' of the impact point. This will cause 2d10 in damage to those in range, but will 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. A character will suffer 1-6 hit points of damage for every turn spent in the gas. A **neutralize poison** will reduce damage to half for 1 turn. If the character remains in the gas the next turn, normal damage will accrue. A **slow poison** will reduce damage to 1 point per turn 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 will be taken each turn the spell operates. A **slow** spell will reduce the damage by half for an equal amount of time. The gas is a thick amber color and affects flame, causing it to sputter and glow redly only a pale ember of itself. Any light source caused by fire will have an effective range of only 10'.

The gas may be cleared out of the ruins by opening the doors to room 39. Players will need to be patient, however, as it will take one month for the lower levels to clear completely. If the doors are closed again, the lower chambers will 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 will create a full normal effect, but water will shorten the duration to 1/3. If eaten dried, there is a 1 in 8 chance that it will act as a **potion of delusion**; if it does not, the powder will have 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 a 50% chance of falling. Slopes climbed by non-thief classes may never be greater than vertical.

Notes on Tournament Play:

The purpose of tournament play is to get out of the ruins before time runs out. Choosing less direct paths, arousing monsters, or searching for treasure will cost players precious time. There is a real time limit of 2 hours on tournament play. If a shorter playing tournament is desired, it may be played that when the party reaches room #39 they have reached safety. This shorter version may have a time limit varying from 1 to 1½ hours. The DM should note the time at which play begins and halt 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 DM, or he or she 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 will be equal in real time to that stated in **AD&D PLAYERS HANDBOOK**, unless otherwise noted.

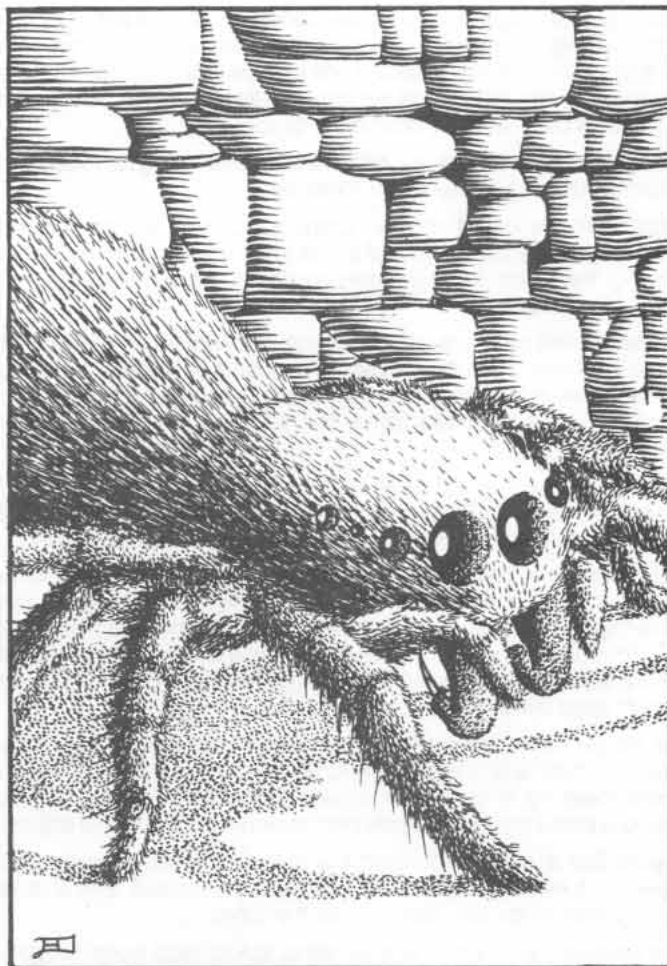
If the characters provided at the back of this module are to be used, their traits should be described to the players, and then the players should be allowed to choose the character they wish to play. Before play begins players should be allowed about 15 minutes to study their character sheets and make 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. DM's discretion must be used as to what the players are allowed to do.

Though the characters provided have already had spells chose for them, players may wish to alter or substitute different spells. This is allowable but must be completed before play begins. A list of optional spells known has been provided from which the players may choose, and spells not listed are not available. The same spell may be memorized more than once, but each memorization counts as a spell carried.

A combat matrix and monster index have been included at the back of this module to speed tournament play. The characters' "to hit" scores for armor class 2-10 have been provided. These values are adjusted to already include the natural bonuses of the characters; thus Rhialle needs a 13 to hit AC 2, not a 12. To promote balanced play between different teams, damage in tournament play should always be averaged, both for damage dealt and damage taken. Furthermore, the action of most poison, including the poisonous gases, has been reduced to additional points of damage. Averages are: d4 = 2-3; d6 = 3-4; d8 = 4-5; d10 = 5-6; d12 = 6-7.

Several playing aids are included at the back of this module on perforated pages. The appropriate map should be displayed when the party enters each room and players may place figures upon these maps to indicate their position in the room. In order to preserve the playing aids and character sheets for future play it is suggested that they be placed in clear plastic sheet protectors.

In tournament play the performance of each party will be rated according to the scoring sheet printed on the back of the combat and monster charts on tear out sheets in this booklet. It is recommended that the DM keep notes on actions the party and its members take during play, in order to speed scoring of the team at the end of the tournament.



Wandering Monsters:

These wandering monsters are **not** used in tournament play. They may be included in the campaign adventure at the discretion of the DM. These monsters are encountered 1 chance in 12, check each turn.

1. 2-8 rats (AC 7; HD ¼; HP 1; #AT 1; D: 1).
2. 2-12 bats (AC 6; HD ¼; HP 1; #AT 1; D: 1). There is a 20% chance that 1-4 are vampire bats (AC 6; HD ½; HP 3; #AT 1; D: 1-2 + 1 per round, drain up to a maximum of 6 points).
3. 1-4 fire beetles (AC 4; HD 1+2; HP 7; #AT 1; D: 2-8).
4. 2-8 zombies (AC 8; HD 2; HP 9; #AT 2; D: 1-2/1-2).
5. 1 will-o-wisp (AC -8; HD 9; HP 42; #AT 1; D: 2-16).
6. 2-5 mandrills (AC 7; HD 1+1; HP 6; #AT 3; D: 1/1/1-4).
7. 1-3 vipers (AC 7; HD ½; HP 3; #AT 1; D: 1 + poison, save at +2).
8. 1-4 killer frogs (AC 8; HD 1+4; HP 8; #AT 3; D: 1-2/1-2/2-5).
9. 1 margay (AC 6; HD 3+2; HP 15; #AT 3; D: 1-2/1-2/1-6; if it strikes with both front claws then 1-3/1-3).
10. 1 huge spider (AC 6; HD 2+2; HP 11; #AT 1; D: 1-6 + poison, save at +2, if fail then 1-6 and paralyzed).

These wanderers are extra and are not from any of the assigned rooms in the ruins. If an indicated monster does not fit the situation, check again or choose from the list.

Rats: These creatures will surprise 4 chances in 6. If they feel challenged by the party, they will nip at the intruders and flee. If the rats do not have surprise they will squeak and run away. The rats are plague carriers and any character bitten by a rat must save vs poison or he or she will be infected. If the infected character does not receive a **cure disease** by the fourth turn after being bitten, the wound will swell and become pus-filled. The character will lapse into delirium and will be unable to care for her or himself. After 1-4 days, if the character has still not received a **cure disease**, he or she will die.

Bats: These animals act as a **confusion** spell and will obscure vision, making it necessary to check and see if a character slips and falls while fighting them (a roll of 4 or less on 2d6, +1 for a dexterity of 15 or better). Bats will bite and flee; vampire bats found with normal bats will bite and drink blood.

Beetles: These creatures are blind and are foraging for food and will come running in response to noise.

Zombies: These monsters are blank-eyed and will ignore the party, unless they are attacked or the characters are in the act of defacing the ruins. Because the zombies are so slow they will always attack last.

Will-o-wisp: This creature will usually be sighted in the distance as a **dancing light**, but if its curiosity is aroused or it senses a dying creature it will investigate the chance of a free meal. Basically a coward, the 'wisp will flee rather than fight and will fight only if cornered.

Mandrills: These are not really apes, but rather "ape-men", and are semi-intelligent. They seek to loot trinkets and will harass intruders, but if things are going bad for them they will flee.

Vipers: These snakes surprise 4 chances in 6 and will strike at the characters. The character must save vs paralyzation to be warned or else the viper strikes at +1. If a viper does not have surprise, it will hiss and attempt to retreat from the party. If a viper is cornered it will fight. Any character striking at a viper with a short, hand-held weapon may be attacked by the snake.

Killer frogs: These beasts resemble large bullfrogs sitting in the corridor. They will be skittish and move away a bit when approached by a character. However, once a character gets close to a killer frog it will drop its mild mannered pose and attack.

Margay: This is a small hunting cat that climbs rough walls and ledges and leaps down upon travelers. It surprises 5 in 6. If its target proves to be too dangerous it will flee.

Huge spider: This species is a jumping spider and does not spin webs. It can move 12" a round and may leap 4" suddenly, in any direction. This spider can also climb walls and ceilings.

KEY TO THE LOWER CHAMBERS

1. The VAULT OF CHICOMOZTOC (Chē-kō-mōz'-tōk: The Place of Seven Caves):

For Tournament Use Only:

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 shush-shush of sliding dirt.

Unless a light is made, the room should be described by what the characters touch only. A **light** spell will work normally, but any fire will only glow redly, a pale ember of itself, as a result of the poisonous gas present in the air. Light generated by a flame will only illuminate a 10' radius dimly, as if in a dense fog.

Rhialle, the barbarian, sits quietly, nose raised, sniffing carefully; after a moment, his fears confirmed, he informs the other two: "The air in this place is bad, poisonous. I fear that if we are still entombed in this place an hour from now, we shall never leave."

You are in a long narrow chamber, running east-west. In the center of this apartment is a domed shape on the floor. In the east wall is a blank faced stone door and the west end of the room is blocked by fallen stone and rubble, apparently the result of a collapse. The two side walls appear to have several niches cut into them.

The shape in the center of the chamber appears to be a small alcove, protected by a half-dome with the open end facing towards the door in the east wall. This alcove is set in a recessed, shallow, tiled well, 1' deep and 10' wide. The alcove itself is 4' high. The hollow seems to hold some sort of display.

The display appears to be a diorama depicting a hunting party of Olman warriors, in feathers and deer-hide garments, in a mountainside scene. Some have successfully pulled down a stag with the aid of a dog, another group is cleaning a small mule deer and the last party has cornered a puma with their spears. A scout watches the puma hunt from an outcropping above. He holds a metal staff with a loop in its end. It looks like a shepherd's crook.

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 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 be used to provide access to lower levels which the DM could create her or himself. The key is worth 2 g.p.

There are three 5' wide niches on both the northern and southern walls, about 3' above the floor. Each niche contains a diorama depicting some aspect of tribal life. The 6" high figures in all of the displays appear to be made of stucco, realistically and brightly painted. The scenes portrayed represent fishing, farming, religion, warfare, the creation story, and the crafts.

If any of the **human** or **animal** figures are removed from their niche and placed on the floor of this vault, the item will grow to living dimensions immediately (2 segments) and spirits of the ancestors will animate the creature and it will attack. Items taken from this room will remain painted stucco statues. The statistics for these animated figures are given below:

Warrior: AC 9; Level 2; HP 9; #AT 1; D: dagger 1-4, hand axe or spear 1-6, or war-club 2-7.

Priest: AC 10; Level 3; HP 13; #AT 1; D: war-club 2-7 or spells (see below).

Non-warrior: AC 10; Level 0; HP 3; #AT 1; D: dagger 1-4.

Constrictor snake: AC 7; HD 2+1; HP 11; #AT 1; D: bite 1, or constrict 1-4 each round the victim is caught in its coils.

Dog: AC 7; HD 1+1; HP 6; #AT 1; D: bite 1-4.

Puma: AC 6; HD 3+1; HP 14; #AT 1-3; D: claws 1-3/1-3, bite 1-6, and rear claws 1-4/1-4 if both fore claws hit.

All other animals are benign. The figurines will revert to clay and stucco if they leave the room. Each statuette weighs 2-5# (20-50 g.p.) and is worth 2-5 g.p.

A. The first alcove contains a river scene. Olman men, women and children are busy gathering rushes, fishing with nets and carving a dugout.

B. This recess portrays natives farming. They are planting maize and harvesting wheat. There are several warriors standing guard and a priest in a bird costume is blessing the fields.

The priest's spells are: **bless**, **cause light wounds**, and **spiritual hammer**.

C. The third niche portrays a temple upon a tiered pyramid. Natives 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 holds a spear; another is dressed as a bear with razor claws; the third represents a coyote holding a torch. There are also several stone statues of the gods.

The offerings are worth 1-6 g.p. each and there are 4-24 such items. The priest's spells are: **curse** (the reverse of **bless**), **darkness**, and **snake charm**.

D. The fourth niche holds a scene of tribal warfare. All the figures depict warriors carrying spears, clubs, hand-axes or daggers. The warriors of one side are painted black, while the other side is done in red.

Black warriors will do battle with red warriors and vice versa, but once they have vanquished their foes they will turn on the player characters.

E. The fifth display is that of the creation of the world. All of the statuettes are stylized and obviously non-human. A god, adorned in green quetzal feathers is mixing ashes with blood to form sculptures of a man and woman. 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.

These figures will not animate.

F. The sixth hollow shows native men and women engaged in different crafts — weaving rugs and baskets, carving totems, making pots, grinding stones for weapons and making clothes.

The cave-in appears to have completely blocked the west end of this chamber. At short intervals, small amounts of rubble and dirt come spilling into the room. Several large stones appear to have wedged themselves tightly, closing the collapse.

In the campaign adventure, this rubble may be shored up and dug out to provide access to the DM's personal expansions to this ruin. However, attempting to dig up out of the room will simply result in more detritus falling into the room. Further collapse will cause 1-4 points of damage to each digger. There is a 1 in 6 chance that the digger will be buried by the rubble and suffer 3-12 points of damage, followed by a

5% cumulative chance of suffocation, causing an additional 1-6 points of damage, per round thereafter, until dug out.

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 about 1" in diameter, but nothing can be seen in them. The door seems to be fairly thick. The lintel is arched and there is a keystone at the top.

The door is only an obstacle in tournament play or if the door has swung shut while the party was investigating the room. This door may be opened in a number of ways. Either the key, found in the diorama of hunting, may be used to spring the door open when turned in the keyhole hidden 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 will simply pull out. Driving spikes into the door will be difficult for the door is made of stone. The hinge pins may be broken and removed, but the door will fall inward causing 2-12 points of damage to those beneath it.

2. The Hall of Threshing 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 lintel of which has been crafted to represent a stylized cavern entrance, to 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. Several of the logs will swing out from either wall and buffet the party towards the double doors. For tournament play, the trap will always work. For campaign adventure, the trap will be triggered on a 1 or 2 in 6. Characters will suffer no damage if the trap swings out behind them, stunning for 1-4 rounds. If a character is walking up the slope towards the trap, he or she will receive 1-6 points of damage from the trap, and will be stunned for 1-4 rounds. Once triggered, the stone logs will not swing back and will effectively block the passage, since they bar the way from ceiling to floor with only a 6" gap between the logs.

3. The ROOST of the CONCH:

This room is constructed of large stone blocks, buttressed in the corners. The walls are wet and slimy and mud covers most of the floor in a thin coating. In the center of the chamber there sits a large polished boulder amid a pile of smaller rounded rocks. The boulder is 5' tall and colored brown with dark streaks and spots. Leaning against it is what appears to be a bamboo staff. To the left and right may be seen stone doors recessed in the wall.

When the room is entered, another stonework door may be discerned in the shadow of the boulder across the apartment. In the mud around the base of the boulder may be seen a small moving shape, a crayfish.

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; a 4 or less indicates the character has lost his or her balance. A dexterity of 15 or better will add +1 to the roll. If a character loses balance, he or she may do nothing else that round. Always check for slipping before attempting to strike. A character may fight from his or her knees at -2 to hit and minus any strength bonuses.

When the crayfish is approached, it will advance waving its claws in an aggressive manner and speak in a foreign tongue. If any member of the party can speak Olman, an ancient native tongue, the crayfish will be understood to say,

"Who is this? Who dares to enter the chamber of the guardian? You had better go or I will have to discharge my sacred duty! Be off with you before I lose my temper!"

If the party retreats, the crayfish will not follow, but will take to marching back and forth in front of the boulder and will threaten the party if they approach again. If the party does not heed the warning, the crayfish (AC 8; HD ½; HP 1; #AT 2; D: 1/1) will increase its threats. Should the crayfish be attacked, it will immediately call upon its companion, a giant hermit crab.

The boulder is in reality a huge shell inhabited by a giant hermit crab — Kalka-Kylla (Kal'-ka-kē'-ya) (AC 2/ 5 on face and eyestalks; HD 5+1; HP 23; #AT 2-3; D: 1-6/1-6 pincers, 1-2 bite). The bamboo staff is one of its legs. 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'-zōtz) or Zotzilaha (Zōtz-ēl'-a'-a), the vampire god of the underworld to whom this shrine was originally dedicated. It speaks the old native tongue, Olman. The crab and crayfish can be reasoned with (although the crayfish is rather dim), if the party has not attacked either and can come to terms with them.

The crab will deny any knowledge of this place, stating that it was brought into these warrens when very young. 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 crab is a wily opponent, dragging its shell about for protection and trying to pin an opponent with it. The crab will successfully pin a character if it maneuvers between its shell and within 5' of a wall when it gains the initiative and scores a separate "to hit" roll. The pinned character will be unable to move or attack and will remain so until the crab moves away or quits pushing. It will also attempt to use its extra walker legs to trip an opponent and pull him or her to its mouth to be bitten. In order to use its legs, the crab may not move and must roll successful hits with two legs on the same figure. The crab is not affected by the slippery mud.

4. Mud-filled Doorway:

If tried, this door will not budge. Apparently, something is preventing the door from opening.

This doorway is reached from the room, by a short flight of steps down. The bottom of the stairwell is filled with silt which blocks the door. It appears that the door is meant to open into the room, for there are hinges on this side and a large grip to pull on.

Probing the silt will reveal its depth to be about 18 to 24 inches and as tenacious as quicksand. Any attempts to open it will meet with failure until the blockage is removed. The silt may be scooped out of the stairwell, but it is semi-liquid and will quickly flow back. If water is forced, in quantity, through the silt, it will wash the silt under the door jamb and down the hall beyond, alleviating the blockage.

A muddy stream trickles from beneath the north side of this door and flows down the hallway. The door may only be wedged open a few inches, enough to see that the door is blocked on the other side by a pool of silt.

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 0-2 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 can not 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 may be pushed inward by as many as 4 characters with a total of 48 strength points. The stone is about 6' tall, 3' wide, and 3' thick. It will take 7-10 rounds to push the plug back 10', 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 goes up for only a few steps and then it seems that the rest is filled in with 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 or herself out. Beyond the rubble, the staircase has been totally filled in and leads nowhere.

7. The SEPULCHER of TLOQUES-POPOLOCAS (Tlō'-kās Pō-pō-lō'-kas: Master of the Outsiders):

Once the stone entrance block has been 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 is locked and prevents easy entrance.

The ancient glyphs are scribed in Olman 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 (Yō-wa'-yē Ā-hā'-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 **dreadful sleep**: save vs poison every round exposed to the gas or fall asleep for 5,000 years, 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 6 urns contains the equivalent of 20 flasks of fine oil, worth 60 g.p. an urn. A filled urn weighs 400 g.p. Due to the presence of the poisonous gas in these ruins, the oil will only ignite 1 chance in 6 and then burn feebly for 1 round.

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, modelled in stucco with a pallor of death. 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' above the floor.

The monument, perhaps a ceremonial altar at one time, is constructed from several parts. A great stone slab, over 20' long by 10' wide, rests upon a 4' thick monolith of rock of similar dimensions, and this, in turn, is supported by 6 huge blocks of dolomite. Every component has been covered with intricate carvings and glyphs. The top of the slab depicts a struggle between a dark skinned man 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 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.

SHOW THE PLAYERS ILLUSTRATION #1. The glyphs in the floor seal are also written in Olman 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 the face-glyphs. 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 two characters with strengths of 15 or better pushing on it.

The battle axe in the wall will detect as magical, but characters attempting to pull it from the wall will meet with failure until Tloques' soul is put to rest, i.e. he is slain. The axe is a +2 weapon, -2 versus chaotic evil creatures. The weapon acts like a **cursed sword**; once picked up by a character he or she may never be rid of it, as it will always teleport to his or her 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 is concealed a permanent scroll containing the spells: **passwall**, **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 Olman. 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 are the remains of a crumbling skeleton decked out in finery. It appears to have been a man of taller than average stature, obviously of great importance. Fitted on the skull is a mask of jade with cowrie shell eyes and obsidian pupils. The bones and inside of the hollow are stained a bright green.

Beneath the mask are fragments of bone, as though the skull had been crushed. Within the fragments of the jaw is a spherical white bead. Strands of hair still remain around the skull threaded into black and red stone tubes. Laying above the mask is a diadem of dark stones and green discs. To either side of the mask are green stone earplugs carved in several pieces to resemble budding flowers. About the corpse'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 and the pendant of Zotz are both removed he will start to awaken. Dust will be stirred up into clouds and begin to gather on the bones as they knit back together. His wasted form will then sit up and gaze about. This part of the regeneration requires 2 rounds and during that time if either the mask or the pendant are forced back upon him he will return to death. Within this time the corpse will only have 1/3 of its hit points and will be AC 10. He will sit for 2 more rounds, while his flesh rejoins and swells out with the apparent vigor of the living. During this time the creature will be AC 5, possess 2/3 of his total hit points and attack at 1/2 strength if he must. Within this period the mask and pendant must both be forced back on the vampire, and then he is allowed to save versus spells to resist the mask's effects. When he is whole again he will attack.

Tloques-popolocas (AC 0; HD 8+3; HP 45; #AT 1; D: 5-10 or 7-12 with battle axe) may assume the form of a bat at will or turn invisible, but may not become gaseous or charm much like an eastern world vampire. His gaze can act as a **hold person** spell for 1-4 rounds, and his touch causes fear. He can summon from 2-12 bats (AC 6; HD 1/4; HP 1; #AT 1; D: 1; they will confuse and obscure an opponent's vision creating a -2 "to hit" their master) with a 10% chance that 1-4 are vampire bats (AC 6; HD 1/2; HP 3; #AT 1; D: 1-2 bite +1 per round when attached; vampire bats will drain up to 6 points). Tloques can only be hit by +1 weapons or better and he regenerates 3 hit points per round. He will attempt to reach his axe and fight with it in hand. He will not pursue fleeing grave robbers from his tomb immediately, but will seek 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 will attempt 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 powers through his allegiance to Zotz. He does not possess the ability to drain energy levels either, but in other ways conforms to vampire statistics. He will be turned at -2 while in this room and will defend himself if attacked while turned. He may not cross running water.

Scattered around the neck and through the ribcage are many green beads shaped like spheres, cylinders, trilobed 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. Laying in among the hip bones 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 g.p. The diadem is constructed of opals and jade discs, while the hair ornaments are of obsidian and pipestone, totalling 300 and 200 g.p. respectively. The earplugs are also of jade and are worth 75 g.p. each. The jade pendant of Zotz, worth 77 g.p., may be acknowledged by his agents as a pass. The large white bead from between the jaws is polished onyx worth 175 g.p. The various shaped beads are worth a total of 372 g.p. and there are 156 beads. The breastplate of jade and bone will bring 640 g.p. 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 g.p. and 160 g.p., 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 g.p. The bead with the two floral plugs contains the dried remains of a **potion of invisibility**. The statue of a faceless man also has a plug at the bottom and 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 will receive a visit from either Tloquespopolocas or some other agent of Zot seeking retribution. Thus the curse of the tomb.

8. COURSES of the GODS:

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 shadow-draped 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 approaching the other door, a dark, wet mass clinging to the wall above the door will come into sight. Upon closer inspection, it appears to be green in color.

The small pyramid is made of silver and worth 3 g.p. It represents the god of the moon and lightning, Apocatequil (A-pō-ka-fā-kēi). The other fallen statuary was made of stucco and depicted other Olman gods. These include: a coyote, a crab-headed and an alligator-headed god, 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 lime and will cause 1 point of damage for each round skin touches them.

9. Stone Statue

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' 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 sweating 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.

SHOW THE PLAYERS ILLUSTRATION #2. The eyes of the statue are polished obsidian worth 2 g.p. 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# (1,000 g.p.) of weight or pressure are applied to the tray, the statue will overbalance and topple into the hall causing 2-12 points of damage to those caught under it. Once the statue has fallen it will reveal a narrow passage hidden behind it, 4' above the floor.

10. Secret Passage:

Water beads collect upon the walls of this narrow passage and the flooring is cold and damp. A low ceiling, only 5' tall, further cramps this avenue and limits activity.

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. This portal may only be opened from the inside by releasing a concealed catch at the intersection of the wall and ceiling.

11. The COURT of CEMANHUAC (Sā-man-a'-wok: place entirely surrounded by water):

The doors to this room are made of bronze and are tinted blue with oxidation. A short hall ending in steps down, leads to the central chamber. This chamber is flooded with a brackish water. The pool seems to be about 2' 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 vile glowing lines etched across them. From what can be seen of the chamber's walls, the stone appears to be crudely worked. Two corroded bronze braziers stand thigh deep in the brackish water. Towards the middle of the room two broken urns, apparently once about 4' tall, huddle in the water. In the darkness on the eastern wall appears to be a growth of some sort which gleams as vile as the slime trails, burning with a greenish hue.

The water covering the floor is 2' deep in most places, but the side aisles and the northernmost 10' section of the floor form a moat, now 12' deep, on three sides. Characters not probing ahead will be unable to detect its presence until it is too late. Any who slip into the moat chance drowning.

Drowning Rules:

The base chance of a character drowning is 5%. This chance is decreased if the character's dexterity is 15 or greater, by -5%. For every point the character is injured and for every 5# (50 g.p.) of weight carried the chance increases by +1%. The armor worn by the character may also increase a character's chance of drowning, +10% for ring, splint or chain mail, and +20% for plate mail. If the **percentile roll** is equal to or less than the adjusted chance for drowning the character will sink below the surface and take 1-6 points of damage per round submerged (minus the constitution bonus of the character for the first 3 rounds submerged only). In order to reach the surface, the character may lighten his or her load and must then roll greater than his or her new chance of drowning.

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 or her clothing begin to rot away. The bottom is slippery and characters must check for slipping (a roll of 4 or less on 2d6; +1 if dexterity is 15 or greater). Movement speed is halved in the water.

The phosphorescent glow on the eastern wall is actually Tecuzitcatl (Tā-kū'-sēz-tā-kaht'-l: "The Lord of Snails"), a giant slug that can cling to walls or ceiling (AC 8; HD 6; HP 29; #AT 3; D: 1-8 bite and 2-5/2-5 slashing tentacles, like catfish whiskers). 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. Attacks on the slug are at -2 from the damage rolled, due to its rubbery skin. When the creature is reduced to ½ its hit points, it will begin to take normal damage. It also spits a slimy and irritating acid up to 60', which causes 1-4 points of damage each round it touches flesh. The acid will also cause a swelling and loss of feeling to all exposed flesh

in 3 rounds, making arms and legs stiffer and causing -1 "to hit" and making AC worse by 1 place. This swelling will last for 3-6 turns. The acid can be easily washed off. Finally, the slug will crush anything that falls beneath its muscular foot for 2-8 points of damage per round.

Tecuziztecatl is highly intelligent and quite the boaster. In ancient lore it was considered to be related to the moon, a fact of which it is quite proud. During combat the slug will detail, in Olman, 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 ¼ hit points, the slug will either "surrender" and offer bargaining agree to lead the party, or else it will flee and conceal itself in the moat. If the party agrees to be led, the slug will lead them to the moat and will stretch its body across the moat, making it appear to be solid ground. Those following the slug without taking precautions will plunge into the moat and will be stunned for 1 round, after which they must swim out (see drowning rules). The slug will lead the party to the Tomb of Hurakan and instruct them to open the door. Once the door is open, Tecuziztecatl will flee from the party and hide in the bottom of the moat. The slug is sensitive to fire attacks and will take +2 points of damage from such attacks. It also dislikes salt on its skin, taking 1-4 points of damage per round, and will attempt to wash it off.

A. Alcoves:

Just inside the southern 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 an amount of rubbish littering the floor. The fountain in the western alcove still holds some green scummy water, in which something moves.

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 g.p., and belonged to the "Lord of Snails". It is possible to use the amulet as a bargaining point with the giant slug, which will be only 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 rats (AC 7; HD ¼; HP 1; #AT 1; D: 1) 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. Water beetles supply them with food.

12. The Tomb of Hurakan (Ū-ra'-kan: god of the flood):

A. This 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. This door is tightly sealed and appears to be warped outward or wedged shut. The door's hinges are mounted on this side.

The door is difficult to open, resulting in -1 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 which 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 or she will be swept into the moat and must check for drowning with a +10% chance. Those who do not sink will be 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 0-3 points of damage and will be stunned for 2 rounds. 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.

B. This hall is strewn with mud and flotsam. Water gathers in the center of the corridor and flows west to a closed 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 at the western end a stone block has shifted out of place.

Opening the door to the Tomb of Hurakan will reveal a small chamber with stairs leading up out of it. A pool of water fills the entire chamber and across the room only the top 3" of the door lintel may be discerned. The door may only be opened from this side by applying leverage, not by bashing it.

13. CHILD OF ZOTZILAHA (Zōtz-ē-la'-ha: bat-god of the underworld):

Approaching this room, 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.

Characters may look around the corner or peer through a keyhole to see what is in the room. USE ILLUSTRATION #3 TO SHOW WHAT THEY SEE.

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 is a golden aureole. 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 in languor. 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.

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 apartment is floored with a white sand and broken rock and the walls are faceted with crystalized minerals. On the beach rests a bit of white fluff in the shape of 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.

This creature is a nereid (AC 10; HD 4; HP 18; #AT 0; D: nil), a being of pure water (see the monster section in the back of this module). She is an agent of Camazotz, the undead god. Though she is chaotic evil, she possesses an insidious and clever mind, hidden beneath her alien beauty and seeming naivete. She will retreat from close combat and conceal herself in the water. 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 golden mantling of angel seaweed, for she is virtually transparent therein.

Men are particularly vulnerable to this creature, for her naked form is poison to all men, and those looking at her will find themselves incapable of causing her harm. Her actions will appear to men as casual flirtations. Male characters' only possible means of offense is to cast a **charm monster** upon this lovely. 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 is loath 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 take fire, his throat will seize up, and a greyness will overtake his senses as the end comes.

The nereid's only physical attack is her spittle which may blind its target for 2-12 rounds, although this venom may be washed away. The spittle has a range of 20' and a roll "to hit" 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 ¼ of normal, or cause the pool to boil and froth, increasing the chance of drowning by +10% (consult drowning rules for room #11). Waves may be made to crash against the walls with such a roaring that those characters who do not muffle their ears will be deafened for 3-24 rounds. No communication is possible during the time a character is deafened. Lastly, the nereid may form watery shapes which 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 1-4 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.

The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed she will dissolve into formless water. If a character seizes the shawl, he or she will find that they can understand and control the creature. Possession of the nereid's shawl will permit 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 will attempt to coerce the holder into giving it back. She may even reveal the location of her treasure in the pool, but will not inform the party of the presence of her pet, an eel. If the shawl is tossed to her, the nereid will pull it beneath the waters and laughingly take up the attack.

After spying on the intruders, the nereid will 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 1-4 points of damage. If the party cannot be frightened away and they insist on sullyng 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 (AC 9; HD 2; HP 10; #AT 1; D: 1-3 bite), which may use an electric jolt once per hour. The jolt causes 3-24 points of damage to the party if within 5' of the eel, 2-16 if between 5' and 10' of Chac and only 1-8 if within 10' to 15' of the eel. The eel will take normal damage from thrusting weapons, and only ½ 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 and Chac, her pet electric eel will rise near the surface and strike when the watery "god" 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 1 round. The nereid may not leave her pool, and if away from the water for more than 1 turn, she will begin to lose 1 hit point per round.

Movement in the water for the party is ½ normal speed and attempts to swim the pool should check for drowning (see room #11). The pool is 12' deep toward the north side, but quickly rises to 4'-5' deep around the edges. At the deepest part of the pool is a grotto hidden behind a bed of kelp. In this cave are 6 golden statuettes worth 85 g.p. each and a golden mask worth 170 g.p. Also lying in the cache are two crystal scroll cases, worth 20 g.p. apiece, though water has destroyed the scrolls in them, and a silver idol, value 17 g.p., which is really a bottle holding a **potion of treasure finding**, and a pair of bronze **bracers of defense, AC 5**.

14. Flooded Hall:

Half of this corridor is flooded. The water is waist deep and cold. A set of stairs rise up out of the water on the eastern leg and the corridor ends in a set of bronze doors.

The floor of the water-covered portion is quite slippery, +1 to the chances of slipping, thus a roll of 5 or less on 2d6 indicates a fall. There are keyholes in both sets of doors but the doors are unlocked.

15. The Great Hall:

This hallway is 20' wide and has piles of rubble and debris scattered along its length. These walls are covered with frescoes. The north wall depicts a nation questing for a new land; their trials of the journey include crossing treacherous mountains, sailing over storm tossed seas, and the guidance of the gods 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. The southern wall has scenes of a battle between red skinned natives, and black skinned invaders. There are double bronze doors in the eastern end of this wall. Halfway down the hall is an archway carved with twining serpents. Beyond it the corridor continues on into shadow.

SHOW THE PLAYERS ILLUSTRATION #4. Actually the end of the hall comes 5' after the arch. The wall is a cleverly painted mural designed to give the illusion of depth and reality. If characters attempt to go in this direction they will walk straight into the wall. To either side of the arch is a niche. If a character steps into either niche they will trip a pressure plate that releases a set of horizontal bars closing off the archway, and trapping the interloper. The painting of the sun conceals a secret door. Opening this secret exit will also cause the bars to retract and reset.

16. Secret Door:

This corridor ends in a bas relief of a spear and shield armed warrior. The shield rests on the floor and bears a peculiar pattern, like a sundial, and a warning in Olman script.

The message on the shield says, "Turn back!" Experimentation will show that the sundial marker, which leans to the right, will move. By pushing the indicator to the left the shield will pivot and the exit will be open. From the south side, in the great hall, the secret door, which looks like the sun may be opened by pressing on the sun. The passage is 8' above the floor of the great hall.

17. Hall of the Great Spirits:

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 four sculpted heads of animals. Opposite the eastern passage is the stylized head of a coyote, while opposing the western hallway is the head of a grinning bear, also stylized. Near the south edge of this hall is a head of a bison mounted on the east wall. 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. Something shines in the eagle's beak. The statuary is 6' above the floor and around 2½-3' in size.

SHOW THE PLAYERS ILLUSTRATION #5. 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 will cause the beak to snap shut. Whatever is inserted into the mouth will be pinned, and the hinge of the mechanism will jam. 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 will be bruised by these blows, causing the character to fight and defend at -1 cumulative (-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, and appears to have a value of 1,250 g.p. When this ring is worn it gives the wearer the power of the ring in a magical touch and also makes the new owner immune to that touch. The first three times this ring is used it will turn **flesh to stone** as the spell. If this power is used against stone creatures (including clay golems, stone giants, earth elementals and creatures with a **statue** spell cast on them) the being saves at +2 and if successful, the ring will turn the wearer to stone, no save allowed. Each time this power is used the ring will decrease 200 g.p. in value. After the three initial charges are used, the ring becomes a **ring of stone shape** (15 cubic feet). Each time this mode is used, the ring will devalue by 50 g.p. When the value of the ring is reduced to zero the ring becomes lead and is valueless.

18. Hallway of the Ancestors:

At the end of the corridor, deep in shadows, human figures appear to be floating in the air above the floor.

The figures floating in the air are actually withered corpses set upright on a ledge 2' above the floor on either wall of this passage like an ancient morgue. SHOW THE PLAYERS ILLUSTRATION #6. Once the lead character in the party reaches the midway point in this corridor, the 15 zombies will animate and attack (AC 8; HD 2; HP 9; #AT 2; D: 1-2/1-2 claws). These zombies are dried and stiff and will only attack with their ragged claws. They may not be dispelled until they are animated. After all combat with the zombies is finished, each character who took damage from the monsters must save versus poison once. Failure to save indicates that the wounds are infected, causing -1 on to hit and damage in all future combat until cured, and the wounds will heal at half normal rate. Infection begins 1 turn after combat.

19. Silver Coffer:

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

SHOW THE PLAYERS ILLUSTRATION #7. The floor of this nook is

part of a trap. When more than 100# (1,000 g.p.) of weight is placed on the raised floor of the alcove it will sink and the trap will be closed in 1 segment. This effect will not occur if the weight on the slab before the niche is greater than that in the alcove. As the floor sinks 2', the 15' slab of the passage floor will begin to raise up like a drawbridge, sealing the room. Those in the alcove will notice the sinking, but by then it will be too late; those on the slab will roll down the sloping stone toward the alcove. The box is unlocked, but it is latched, so the lid will not swing open unless the characters touch the box.

Inside this silver coffer 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 arched square panel.

The runes are in a script similar to Gray Elven and spell out the name "IL-NEDRAW". Deft fingers will be able to open the small panel, revealing a hollow with a wall of lighted colored beads. Touching any of the beads will cause the lid of the statuette to close. 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. Once an exit is available the craft will fly from the party and move randomly through the ruins, stopping at doors and pausing for a turn. The coffer is silver, and weighs 15# (150 g.p.) and is worth 100 g.p. due to its fine workmanship. The copper figure is worth 50 g.p. and weighs 10# (100 g.p.). This floating statuette serves no purpose and is more or less a false lead.

20. SPIRIT GUARD of AYOCUAN (A-yō-kwan):

A massive bronze door forms the entrance to this grand chamber. This apartment is filled with rubble and broken, lifesize statuary. In ranks, half fallen, is an army of clay statues in what must have once been an impressive array. First there are 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 wormeaten. Further into the room are figures of men 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 stuccoed dome has no apparent openings.

In an east wing of this room are three large, carved stone stelae and the remains of a sedan or litter with statues of attendants standing in harness. About a dozen clay women of court, bedecked in feathers and shell jewelry, stand in attendance.

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 the middle stela 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 and at the base of the statues are beads of coral and shells worth 1 c.p. each. There are a total of 4800 beads, worth a total of 24 g.p.

The stuccoed 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 g.p. each. In a dusty corner is an amulet of silver and turquoise. This is an **amulet of protection versus tuning** (see below). In the center of the floor of this cairn is a bronze and chrysoprase lamp set into the stucco, worth 14 g.p. Lifting this lamp will open a hidden door in the floor

releasing Ayocuan from the compartment in which he has been trapped. Ayocuan is a wight (AC 5; HD 4+3; HP 29; #AT 1; D: 1-4 plus energy drain of one level per touch). Magical or silvered weapons are needed to combat Ayocuan, and he is immune to **sleep**, **charm**, **hold** and **cold** spells. He wears an **amulet of protection from turning**, which prevents clerics from turning evil or undead, until it is destroyed or removed. Every turn that it functions the amulet will glow a vile green.

A. This is a bronze door and it will not open from the outside because it is 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 the sloping passage 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, or moved out onto bare stone floor with a total strength of 50. 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-sā'-wal: "the achieved ones"):

All the doors into this lozenge-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 human 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 couches 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, barely translatable from Olman as, "Beware . . . many-eyed 'god' (?) will bring/rain a fiery end/death".

Mixing the powder in the flask with a liquid will create a **potion of dreadful sleep**. If the potion is drunk the taster will sleep for 5,000 years, or until the potion's effects are neutralized (i.e., **neutralize poison**). The two bodies are monks in suspended animation. The male, Cipactonal (Sē-pak'-tōn-al) (AC 5; Level 7; HP 30; #AT 3/2; D: 3-9 open hand) and the female, Oxomoco (Ōks-ō'-mō-kō) (AC 4; Level 8; HP 34; #AT 3/2; D: 2-12 open hand) have used the potion once held in the flask to increase their ability to **feign death**. 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 will instantly awaken, stand, and Oxomoco will say, first in Olman and then in an ancient dialect of Common, "You have broken/interrupted our long/glorious . . . end/sleep; for this you must pay/repent". The two will 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 g.p. 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 will 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 g.p. and the bracelet is platinum and worth 230 g.p. Cipactonal's amulet is non-magical and made of electrum and garnet, worth 100 g.p.

23. 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.

The bobbing light is a will-o-wisp (AC -8; HD 9; HP 42; #AT 1; D: 2-16; immune to all spells except **protection from evil**, **maze**, and **magic missile**). 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 "Sandbox", #24. Parties from the north, who will already be familiar with the will-o-wisp, will be led towards the "Silver Coffer", #19.

Approaching from the south, the party will encounter 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 pit is searched, nothing will be found, but bones. The pillar may be pivoted to either the left or right, which will open a narrow passage, 1½' wide. A character who removes his or her gear may just slip through.

A. Walking down the the corridor from the north, the hallway abruptly ends at a blank stone wall.

If the wall is hammered on, it will sound solid. However, careful examination of the floor or ceiling will disclose scratches which scribe a short arc from one corner to the other. By pushing on one side of the dead end the triangular pillar will pivot as noted above.

24. Sandbox:

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!

For 3 segments nothing will happen and the characters may investigate the doors. These barriers are made of heavy timbers, bound with copper and are a foot thick.

After a moment of silence, there will come the sound of stone slowly grating on stone. Rows of 8 slots will open near the ceiling in both walls. Some dust will trickle 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 a few segments will pass.

All at once there will come a cracking and rushing sound and golden sand will start to pour rapidly through the holes. The floor will swiftly be covered by the sand. A globe of light will slip through the beams of one door. It moves to hover near the ceiling twinkling cheerfully.

The globe of light is the will-o-wisp from #23, 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 sand in 10 rounds, suffocating anyone

still trapped inside. Only through quick action can the party hope to escape. Two characters may chop through one of the doors in a few rounds by striking with heavy bladed weapons. Each time a blow is struck which would inflict 4 or more points of damage, 1 structural point of damage is done to the door. Each door has 7 structural points. Or a door may be lifted with a combined strength of 50, provided some type of handhold is made. Once a door has been raised it will not close completely again as sand will flow beneath it and wedge it open. There are various effects on characters as sand fills the hall.

Round	Effect
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 sand away from the door in order to work on the door.
4-5	All movement is considered encumbered and all blows will be at -1 to hit and to damage.
6-7	Characters must save vs petrification or become trapped in the sand. Once entrapped in the sand another save vs petrification must be made the next round to break free. All blows will be at -2 to hit and to damage.
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 damage.
10	All characters take damage from suffocation as above. There is no chance of striking or movement. Good-bye.

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 sand to prevent sinking.

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 ghostly lanterns move about the floor. Closer observation resolves the lanterns into 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.

This is a nest of 13 fire beetles (AC 4; HD 1+2; HP 7; #AT 1; D: 2-8 bite). These beetles are blind, lacking the two glowing glands behind their eyes which is normal for this species, 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 will cluster to the sound of their comrade 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 g.p. each and a +1 dagger, pitted and rusted. If the dagger is used there is 1 chance in 20 that it will break in each combat.

KEY TO THE FIRST TIER

26. Ramp:

Here is a ramp sloping down from the north to the south. Set in the floor at 2' intervals are stone cylinders which appear to be some sort 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 at +2 by hugging the walls. Failure to save results in one of the following:

- 1-4: 1-8 points of damage
- 5: Backpack and contents are smashed and destroyed.
- 6: Pack and contents are torn away, but recoverable.

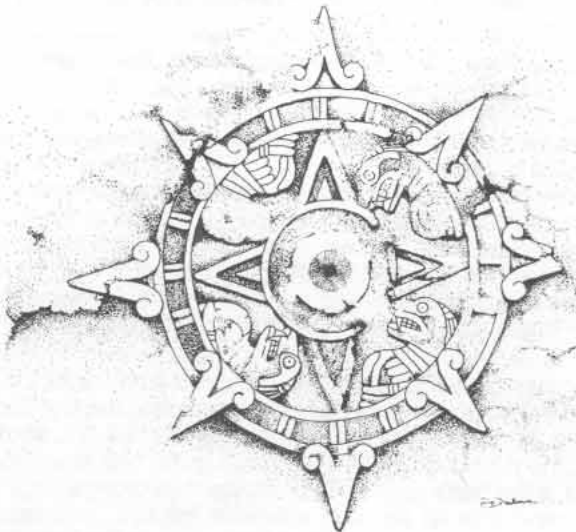
There is a 50% chance that a character will drop whatever items are held in his or her hands. All items dropped or torn away will bounce to the bottom of the stairs. The stone will crash into the doors of room #25, breaking them open. From that room will come 2-12 beetles looking for a fight.

28. The ARC of NANAHUATCIN (Na-na-wa'-tsen: The "Pimply One"):

Here is a spacious vaulted hallway, much weathered and cracked from the wages 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 mouldering corpses. As the hall is further penetrated, it is discerned that this was once a processional 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 lairs 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 pupil at its tip.



The sphere is Nanahuatcin — the "sun", a gas spore (AC 9; HD -; HP 1; #AT 1; D: rhizome infestation — upon contact the gas spore will die and unless the victim receives a **cure disease** within 24 hours he or she will die sprouting 2-8 gas spores), though the party may believe it to be a beholder. If the gas spore takes even 1 point of damage it will explode, causing 6-36 points of damage to everyone in a 20' radius (save vs wands for half damage). Any character infested by the gas spore will be incapable of fighting or defending him or herself and may only move with the aid of other characters. Near the center of the room is a sack made of fishskin containing 7 silver pellets about the size of sling bullets and worth about 10 s.p. each.

29. The Tomb of Pelota (Pā-iō'-ta):

Approaching a bend in the passage faint line drawings may be discerned on the walls depicting men playing a game with a ball and stone goals. Also illustrated is the death of some of the players by priestly knife. Where the corridor bends there is a capstone in the floor, filling the corner for 10 square feet. The stone is gray and dust covered. Above this capstone 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 men, with padding on their arms and hips, bouncing a ball between them. There are other jade figurines in the pile of bones depicting bare-breasted women and a sun-god in a feathered robe. There are 7 figures in all, worth 10 g.p. each. Buried beneath the skeletons is a chalice of beaten gold, inset with 6 amethysts, worth 120 g.p. 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 magic 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 wrapped around and around. As the ball is picked up, it will suddenly jerk free and rebound from the wall.

The ball self-animates for the purpose of challenging the violators of this tomb to a game of pelota. The ball (AC 7; HD -; #AT 1; D: stun 0-2 rounds (if it strikes the head, 1 chance in 10) or bruise for 0,0,1 or 2 points (roll on d4)) will attack the party by bouncing off the wall and striking the characters. The ball will always hit. This ball will take no damage from blows struck by the party, but will bounce off the south wall of this hall, which will cause the circular nook to glow orange briefly. After the ball has bounced off the goal wall twice from blows struck by the characters and the goal has lit up twice, the ball will break off the attack and the game will begin.

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 lip. The ball will move first, and then each member of the party may attempt to run up to the ball and strike it.

The ball moves in increments of 5' (½"). It will move 2-8 increments each round. If the ball is ignored it will only move 1-4 increments and the distant sound of a drum dirge will be faintly heard. The ball may bounce off any characters in the way inflicting damage. (Note: the ball will bounce off walls to stay out of the pit.) The ball may bounce itself into its own goal 50% of the time if within the last 5' of the corridor.

The party has a chance to hit the ball if they pursue it. A successful blow to hit AC 7 will send the ball south 15' per blow. If a character tries to grab hold of the ball, it will strike him or her and free itself. When within 5' of the opened pit a character must roll to see if he or she slips and falls in (a roll of 4 or less on 2d6). Any character who falls into the pit will be unable to strike a blow for 2 rounds. In order for a character to knock the ball into the party's goal, he or she must inform the DM that he or she is trying to, and roll "to hit" at -2.

Once the ball is knocked into a goal it will stick there and be impossible to remove without destroying the ball. If the ball scores its own goal, 6 bolts will be fired at the party, hitting on an 8 or better and causing 2-5 points of damage each. If the party scores a goal, there will be the sound of triumphant drums and then silence. The goal at the northern end of the corridor will continue to glow orange. If the party investigates they will find that a cubicle has opened at the back of this goal. Within the nook is a fishskin pouch. The pouch contains 13 pink pearls, worth 15 g.p. apiece, a topaz and shell necklace, worth 47 g.p., and a whistle made of an eagle's bone with feather decoration. The whistle will give the power of short bursts of flight at a speed of 18" for as long as the whistle is blown. The whistle may be blown 3 times a day and the maximum length of one flight is 3 rounds.

30. The GUARDIAN BEAST:

This room is decorated in a cat motif. The entire southeastern wall is carved to resemble the snarling face of a hollow-eyed tiger. In the center of the room is a stuffed tiger, posed as if on the prowl. The left ear has been torn off in a jagged pattern. Also in the middle of the room stands a statue of a tiger-headed man of dark complexion holding a spear. Placed about the room in varying poses are several stuffed domestic cats. These house cats are represented sitting, stalking, pouncing and one is begging, pawing the air. One of these cats in the center of the room has been knocked over and chewed on; its stuffing is falling out. On the walls are several lion and leopard skins, tiger heads and a cat-o-nine-tails. In the northwest corner of this chamber a large calendar stone is mounted on the wall over a stone table or altar.

The statue of the cat-man is carved of stone and depicts a tall man with two extra sets of nipples. He seems to be wearing a tiger-faced mask and is clad only in a loin cloth. Across the left side of his chest is a jagged scar and his chest is sunken and bony. The spear is stone-hafted, but bears a silvery spearhead.

SHOW THE PLAYERS ILLUSTRATION #8. This statue is a werejaguar (i.e., weretiger, AC 3; HD 4+1; HP 24; #AT 3; D: 1-3/1-3 claws and 1-8 bite; silver or +1 or better magical weapons are needed to hit him) with a permanent **statue** spell cast upon him. To all observation this werejaguar appears to be made of stone, but he can see, feel and hear all that takes place about him. If the altar is molested or the room's contents abused the werejaguar will seize the first opportunity when the party's backs are turned to attack with surprise. He can become flesh in 1/6 of a segment and will then transform into his cat shape, dropping his spear. His first choice of targets will always be the weakest of the party. If the werejaguar is reduced to 4 or fewer hit points, or if he is killed, he will revert to his human form and his flesh will harden and become stone again. When changing back to a statue, the werejaguar need never make a system shock roll.

The werejaguar's heart has been removed by magical surgery and is hidden in the head of the stuffed tiger (note the similar scars on man and tiger). The cat-man may thus take damage and even "die", but unless his heart is destroyed he will be reborn again whole in one day's time. He has been placed here to eternally guard the gateway. If the lycanthrope's heart, (AC 10; HP 2) is destroyed, the creature will instantly die and his flesh turn to dust. This figure should be treated as a stone creature for purposes of the **ring of stone shape** found further in the ruins.

A secret door is concealed in the mouth of the wall carving; the catch to open it is hidden in the hollow of the right eye. 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 are 1,050 g.p.

31. Calendar Stone:

The calendar, a great wheel of stone, is carved from limestone. 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.

THIS IS DEPICTED ON THE DM'S SCREEN FOR THIS MODULE. The dagger on the table is a sacrificial knife, also magical in nature +1 vs lycanthropes. The jade statue of a cat is worth 200 g.p. and weighs 45# (450 g.p.). In the tail of the stuffed begging cat is a **scroll of protection vs felines**. The calendar stone covers a secret passage to a hidden tomb. In order to open this massive door the sun symbol must be struck two or more times. The calendar stone will then swing to one side on a huge set of hinges.

32. The Portal to Death:

Behind the calendar stone 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 — apotropaic sigils, admonishing, cautioning and cursing the trespasser. 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 door 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 band; 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'x10' wide pit, 15' deep, will start to drop open. The pit below is lined with spikes. The cover will have fully opened in 1½ rounds, at which point, the bands will swiftly spring away, releasing the victims to plummet into the pit. Those who fall into the pit will take 1-8 points of damage. The spikes are hard rubber wrapped around balsa wood, placed only for artistic effect.

The door to the left 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 symbol of infinity). The door is not latched, but seems stuck.

The sign of infinity is the symbol of the dual-god, the supreme god, the god of creation. This door is wedged shut and attempts to open it are made at -1. When the door is finally bashed open it will swing open suddenly, dumping the gate-crasher into a 5' deep cubicle. This area acts as a one-way teleport into the Great Hall, #15, through the painted mural of the continuing corridor.

The 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 final warning, depicting a creature of flame and death, and ancient glyphs are scribed on the seal.

The message on the seal is written in Olman and translates as: "Beware! Beyond this door is death!" Once the seal is broken it may not be used to reseal the doors. The seal is worth 270 g.p.

When the doors are pushed open five crossbows, 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. The crossbows need to roll an 8 or better to hit the party, causing 2-5 points of damage.

33. ANCIENT TAMOACHAN: The Tomb of Tlacaelel — (Ta-mō-a'-chan: "the home sought after"; Tla-ka-ā'l'āi):

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 modelled 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. Upon that sea small copper barges and caracks embark on journeys up the rivers, put to port, and then sail back down to the gleaming sea. Stepped pyramid-temples rise skyward in mute paeon to the gods of ancient Olman; 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.

SHOW THE PLAYERS ILLUSTRATION #9. 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 druidical spell **wall of fire**, cast at the 5th 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: 2-8 points to those within 5' of the flame and 1-4 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 or she does not linger.

Within the copper coffin is a doppelganger (AC 5; HD 4; HP 25; #AT 1; D: 1-12 with a swordlike appendage; surprise on 1-4)

which will ooze out of the coffin through a hole in its wall away from the entrance once the firewall is activated. It will assume the form of the character trapped in the room and attack him or her. If it should succeed in slaying the character before the firewall falls, then it will break open the coffin and hide the body in it. The duration of the **wall of fire** is 5 rounds, but it will reactivate for 10 rounds if others enter the chamber after it is first extinguished. The doppelganger is unfamiliar with the rest of the ruins but will try 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 is just an illusion and can not burn.

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 1-3 points of damage and incapacitate the member submerged. If any of this fluid is carried out of this room in improperly sealed containers, it will evaporate in 1 turn. The ships and coffin floating on the liquid will be hot to the touch and cause 1-4 points of damage.

Three of the pyramid-temples, fastened to the floor, conceal treasure hordes. 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, 360 silver coins pierced and threaded on gut worth a total of 18 g.p., and other assorted valuables.

Chest #1: This chest is jammed shut and must be broken open. It holds 10 coin necklaces, 6 pairs of jade earplugs, worth 15 g.p. a set, an alabaster statuette, worth 50 g.p., and an agate ring valued at 5 g.p.

Chest #2: This chest is trapped so that hands thrust 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 him or herself with his or her bend bars percentage. If the needles pierce the hands the character must save vs poison at -2 or take 6-36 points of damage. If the character saves the damage will be half normal. 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 7-12 days. This chest holds 9 coin necklaces, 8 bracelets of beads valued at 4-10 g.p. apiece, 4 small figurines of jade and coral, worth 12-34 g.p. each, and 3 rings carved of jade and alabaster, 9-12 g.p. 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 will fire from the front and rear sides of the temple impaling any character standing before them on a roll of 6 or better on a d20, causing 2-8 points of damage. This chest holds 11 coin necklaces, 15 bracelets of obsidian, bronze and shell, 4-10 g.p. each, and two piles of gems, tourmalines, spinels, and topazes, 60 gems worth 5 g.p. each, upon 2 silver platters worth 14 g.p. apiece.

Upon the porch are glazed clay pots and urns, sealed with wax, holding scented oils and perfumes — there are 20 worth 10-20 g.p. each and weighing about 10-20# (100-200 g.p.) apiece. Several royal granaries in the modelled city are stone bins holding aromatic woods and spices (cinnamon, nutmeg, vanilla, quince, chichona, sandalwood and

pepper). The total is worth 250 g.p. and fills 8 bins (a total volume equal to 600 g.p.).

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 g.p. apiece, and an alabaster statuette of *Coatlilcue* (*Kō-a-tle-kū*), the serpent-skirted, worth 27 g.p. The stone chest is worth 75 g.p. and holds 5 small figurines carved of coral, worth 20-40 g.p. each, a large jade thumb ring, worth 6 g.p. and 8 ceramic miniature flasks of perfumes and essences, worth 6 g.p. 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 Olman but discernible to a cleric. Upon the skull is a ferret-faced, feathered mask — a **mask of disguise**. By placing this mask first on the face of the person intended to be impersonated and then on one's own face and speaking the power word inscribed on the forehead of the mask, it will duplicate the former's features on the latter for a duration of 4-16 + 4 turns. Nearly human faces, such as demi-humans, which cause the face to be stretched into inhuman molds, will only last for ½ duration.

A. 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, whose heart has been cut out.

This figure is a **guesa**, a young boy 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 g.p. The doll will act as an ill-luck stone, should any choose to take it, causing all saves to be made at -3. There is a miniature gold llama, worth 15 g.p., and a ring of polished pink granite, worth 10 g.p. The last object is a silver plaque bearing the face of the sun valued at 13 g.p.

34. Guardians Bar the Way:

This passage leads west towards a set of double bronze doors bearing the engraved face of the jaguar god. Both walls are carved to represent two lines of warriors in profile, holding hatchet-headed polearms, facing the western doors. These figures are painted with lifelike colors: vivid reds, blacks, whites, greens and yellows.

SHOW THE PLAYERS ILLUSTRATION #10. At the midpoint of this corridor is a pressure plate which will trigger two of the carved warriors to pivot out from the walls in front of the party, crossing their metal halberds to bar the way to the doors. These poleaxes will be armed with an electrical charge once they touch each other. The electric charge will inflict 2-8 points of damage each time they are touched. Furthermore, they will cause a form of paralysis if grabbed, a muscle rigor, and the character will not be able to let go, unless a save vs paralysis is made; 1-4 additional points of damage will be taken each round. Possible ways to circumvent the trap are to use large amounts of water to short out the system, or to separate the poleaxes in some way without touching them. There is just barely enough room to crawl under the crossed polearms; no damage will be taken if the character rolls equal to or less than his or her dexterity score on a d20.

35. XIPE'S AUDIENCE CHAMBER (*Ksē-pā*):

When the door is opened a rush of warm, fetid air greets the party. The room is lit with a sanguine glow. On the wall opposite the door are tacked several obviously human skins. A cat-o-nine-tails hangs beside them. To the west the room widens to accommodate a statue that towers almost to the ceiling. The statue is an ogriish figure, outfitted in flayed skins and many skulls, with a

gaping mouth wide enough to swallow a horse whole, seated atop a huge basin of red-hot coals. The ring of coals surrounding the figure is over 10' wide. Before this statue is a pile of splintered bones, skulls with cracked pates, and broken weapons. Beside it all lies a stuffed panther. To the east the walls are highly polished and partially enclose an intricately carved well. Beyond the well, mounted on the wall, is a blackened mirror with a richly ornamented frame. Above the well, in the 25' high ceiling, a 5' wide flue can be discerned in the red light of the room.

The statue represents Xipe, "Our Lord of the Flayed Skins" and this chamber is the foyer to his lair overhead. He keeps the coals hot for roasting fresh meat and as an altar to himself. If the party should approach the statue, the panther (AC 6; HD 3+2; HP 17; #AT 3; D: 1-3/1-3 claws and 1-6 bite; if both claws hit then the rear claws may attack for 1-4/1-4) will stand and pad towards the party menacingly . . . and continue on past the characters. The panther has a mental block towards humans, this extends to demi-humans in part, and does not see them. If not attacked, the panther will take to pacing in front of the door. If the party insists on attacking the cat, it will turn on any demi-humans or half-breeds in the party and attack them. If this is not possible, the bewildered panther will leap across the coals and take refuge in the statue's mouth. All of the weapons in the pile are damaged and useless, though there is a +1 mace head with a broken haft.

The well holds **liquid light**, a fluid light that clings like oil to a single surface and in the presence of other light will eventually spread to cover the entire surface. In the event that a character falls into the well, the liquid light will cling to the skin and will eventually cover the eyes, nose and mouth. If this happens, the character will suffocate in 2 rounds unless the fluid is removed to allow breathing. The liquid light will grow to cover an additional 5% of the body every round. This substance can not be wiped or washed off. Immersing the character in water will cause the liquid light to retreat from the immersed regions, but it will later spread at a rate of 10% per round till it covers all of the body. In the dark the liquid light will not spread and a **darkness** spell will negate it. The mirror is nothing special.

Anything tossed into this "Well of Wisdom" will cause flaming lights to roar upwards and a voice (in ogre) will make an inquiring speech. The voice belongs to Xipe, of course, and he is asking who it is and what they want. Nothing more will happen other than the inquiring voice, for Xipe will not be bothered to leave his lair in the ceiling to investigate.

The hole in the ceiling is the entrance to Xipe's lair. If the party should desire to climb through this hole they will quickly discover that the walls are too slick for climbing. A grapple may be tied to an arrow and the arrow shot up through the hole aiming at the hole as if to hit AC 7. This method will never fail to fasten the rope on something for Xipe will grab it once it is fired through his front door.

If a character decides to climb a rope up to the lair, Xipe will start to reel the person in when he or she has climbed halfway. The character may drop into the "Well of Wisdom" and take no immediate damage, other than being covered in the liquid light, or he or she may swing and drop onto the floor taking 1-4 points of damage. Xipe will pull the character into his lair in 1 round.

Xipe is a very young ogre mage (AC 4; HD 5+2; HP 28; #AT 1; D: 1-10), only 400 years old. He is capable of performing the following feats of magic: **darkness, 10' radius; flare**, a flash that blinds for 1-3 rounds; regenerate 1 hit point per round; and **sleet**: as an **ice storm** it obscures vision, causes 1-2 points of damage for those within its 30' X 30' area of effect and makes everything slippery, -2 to chance of slipping (slip on a 6 or less on 2d6). Xipe has a great bellow which shakes

the room and is treated as a **fear** spell (save at +2 vs spells).

Xipe's treasure includes a wooden cylinder that holds a clerical scroll of **detect magic**. Also, therein are piles of rich cat furs, worth 50-100 g.p. each. There are 3-12 furs, and 3 will fill a pack. Two leather bags beneath the furs hold 1000 silver pieces. 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 g.p. The ivory cube is worth 284 g.p.

36. APARTMENT of the DUST of AGES:

The floor of this room is covered with a layer of fine grey dust or ash, 3 inches deep. 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 will stir dustmotes into the air and little eddies will swirl through these clouds.

From the ash a dusty phantom will form in front of the party, assuming the shape of a woman. Her face is forlorn and it almost seems that tears form runnels in the dust that molds her features. She will throw up her hands in despair and rush into one of the alcoves to disappear. Next, the phantasms of two mighty warriors will form and move to block the door opposite. Their countenances are fierce.

If the party should approach, these two phantoms will 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. 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.

37. BED of XILONEN (Ksēf-ōn'-an):

In the center of this room is a withered tree, that 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.

SHOW THE PLAYERS ILLUSTRATION #11. This "tree" is a semi-sentient, gigantic variety of polyp, similar to a sea anemone, once worshipped as Xilonen, the hairy mother goddess of corn. The polyp (AC 6; HD 7; HP 31; #AT 2-8; D: 1-2 per tentacle and save vs paralyzation at +2; spines do 1-4 points if a character is dragged across them) is very hungry. Once it has paralyzed a victim it will draw him or her into its mouth which is concealed among the nest of flailing tentacles and protected by sharp spines, in 2 rounds. At any one time only 3 tentacles may be employed against a single character; the polyp has 24 such tentacles. A character which is swallowed by the "mother-goddess" will be beyond recovery in 5 rounds.

Xilonen can not be killed from damage inflicted on its tentacles, it will only take damage from attacks directed at its trunk. Each tentacle can take 4 points of damage before being severed. Severed tentacles will regenerate in 2-12 days. To reach Xilonen's trunk characters must wade through the slimy water. If a character attacks while standing in the water he or she must check for slipping at -1 (slip on a 5 or less on 2d6). Fire attacks on Xilonen add +2 to each die of damage.

Within the polyp's gut are 12 pieces of blue jasper, cut and polished and valued at 50 g.p. each. There is also a silvery rod, actually a copper-nickel alloy, which detects as magical. This is a **rod of electrification**; it strikes as a mace and causes 2-5 points of damage. This uses a charge. This rod has a resilient black handle (rubber), and will discharge every time the metal end is brought into contact with wet flesh or metal. For safety, the rod should be insulated with cloth or fur when carried, but players should not be told this. This rod has 17 charges left, and it may be recharged. To recharge it the rod must be stuck in the earth, handle first, and a **lightning bolt** fired at it. The rod will receive 1 charge for each die of damage the **lightning bolt** does.

38. Barred Pit:

The walls of this passage glow a morbid magenta which slowly diffuses limning the corridor with the 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.

A character may attempt to cross this pit by leaping from one bar to the next. There are a total of 8 bars. For a character to successfully cross the pit he or she must roll his or her dexterity or less 2 times on a 3d6. If the character should stop to regain balance on any bar in the pit, he or she must save vs his dexterity one additional time. If a character fails to save, he or she 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 large bushes with dew-covered, pale yellow blossoms. These bushes are carnivorous thorn-slingers. They will attack any moving targets on the bars above the pit by slinging thorns at them. The plants attack as 1-1 hit die monsters firing 2-8 thorns per melee round. Each thorn causes 1 point of damage and a 5% non-cumulative chance of causing the character to fall. A character will take 2-5 points of damage from the fall. If a character falls into the pit a sundew blossom will move to intercept the figure. The dew on the blossoms is actually a strong adhesive which will hold any character with less than a 13 strength immobile. Characters with strengths greater than or equal to 13 can break free in 1-4 rounds. Digestive juices on the surface of the flower cause 1-3 points of damage per round. The plants are AC 10 and have a total of 35 HP. These plants will not catch fire, but flame will cause normal damage. Open flame will be extinguished after 1 round and oil will only burn for 2 rounds.

39. CHAMBER of the SECOND SUN:

This huge chamber is 30' 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. 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 baboon-like creatures. Through a hole in the northern corner of the ceiling daylight and fresh air filter in. Above, through this gap can be seen 4 blue-faced baboon-like creatures. They will scream their frustration at the party, and as they do dirt will begin to slide down the banks and rocks in the walls will shift slightly.

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 1-4 points of damage to all in the room with worse than AC 3. If the party

should attempt to climb out here, they will discover that the dirt embankments will only hold 50# (500 g.p.) of weight. More than 50# will cause further collapse, burying the climber and inflicting 3-12 points of damage.

Lying hidden beneath rubble in the center of the room is an immature amphisbaena (AC 3; HD 4; HP 20; #AT 2; D: 1-3/1-3 bite and save vs poison at -2; impervious to all cold based attacks), a giant, two-headed snake. This serpent will attack the party, as they move through the chamber. It will attack as if it were 2 snakes, concealing its central body in the rubble. Fighting in this room will necessitate combat on loose rubble and characters must check for slipping (a roll of 4 or less on 2d6). If the snake is slain the mandrills (AC 7; HD 1+1; HP 6; #AT 3; D: 1/1 claws, 1-4 bite) will leap down upon the party; they had been waiting because of the serpent.

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 g.p. A silver and beryl-emerald ring is worn on a bony finger, worth 42 g.p. There is a silvery dagger, actually made of a copper-nickel alloy, stuck in the left boot of the least mangled figure, worth 8 g.p. 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 g.p.

A. Here are a set of double bronze doors in the north wall at the end of a corridor. Above them hangs a plaque inlaid with jade. The plaque depicts a two-headed serpent, with one head where its tail should be.

KEY TO THE SECOND TIER

40. Dragon Breath:

Walking up or down these stairs will trigger a trap. A stone statue of a dragon, hidden in a secret room at the top of the stairs, will roll 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 will then trigger the dragon to open its mouth and breathe a gust of steam, 30' long. The steam causes 4-10 (2d4 +2) points of damage to all caught within it, save vs breath weapons for ½ damage. The steam will make 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 will breathe every time the middle 5 steps are trod upon for 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.

SHOW THE PLAYERS ILLUSTRATION #12.

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 with the coins, and the hilt of a broken sword thrusts up from the mass. There are about 200 coins in the pile.

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, its enzymes will cause 1-8 points of damage. There is a 50% chance if the mold is treated roughly that the colony will release a 10'X10'X10' cloud of spores, (save vs poison or die). If the spore cloud is ignited it will cause 2-8 points of damage for a 20' radius from the burst and the spores will be destroyed.

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 (Kū-kūl'-kan: The feathered serpent):

- A. 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 is carved an eagle killing a serpent. Two stone warriors dressed in loincloths and wearing puma masks form the doorposts.

USE ILLUSTRATION #13 TO DEPICT THE MIRROR. The first character to see the mirror at the end of this corridor must save vs petrification. Failure to save will result in the character believing that he or she is in deadly combat with a feathered warrior in the mirror. The DM should take care to isolate this character from the rest of the party. The character will be fighting an imaginary opponent with his or her exact same statistics (AC, HP, etc.). The battle takes place only in the mind of the enchanted character. All rolls to hit for both the character and the imaginary warrior are at -6 and damage is minimal, 1-2 points. The character so enchanted can die in this combat. To the party it will appear that the enchanted character is just standing there staring into the mirror. Treat the effects as a **hold person** spell; if the character is disturbed, have him or her save vs spells to break the enchantment. The glyphs on the door tell a story in ancient Olman 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 death mask 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 Olman 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 rises what appears to be transparent walls of crystal which enclose an oddly carved stela.

The mask on the wall is the trigger to a trap. If the mask is moved four sets of bars will drop, encaging those characters within a 10'X10' area in front of the mask. A character may escape by destroying the bars or by rolling his or her bend bars/lift gates percentage. The mask is worth 25 g.p.

Coiled about the stela is a couatl in its ethereal state, invisible to normal sight (AC 5; HD 9; HP 33; #AT 2; D: 1-3 bite, 2-8 constrict plus poison, save at -2). The couatl is able to use the following spells: clerical — **light, light, curse, command, command; hold person, silence, 15', know alignment, dispel magic, bestow curse; neutralize poison**; magical — **magic missiles, magic missiles, shocking grasp, ventriloquism; web, wizard lock; fireball**. It also has psionics (1 attack, 2 defense modes, and 9 disciplines), but will not use these powers unless attacked psionically. The couatl wears an **amulet of weakening** which will make all foes within a 30' radius feel weak and ineffective, the closer a character gets to the amulet the weaker he or she will feel.

If any of the treasures on the shelf, worth a total of 450 g.p., are touched the couatl will cast a **wizard lock** on the door to the room and will then cast its **ventriloquism** and speak 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 will be indignant. The couatl will cast 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 will attack, first with its low level spells, for it wants the characters to perform the task, not to kill them. There is no poison gas in the room, but the effects of the **amulet of weakness** should convince the party that there is. As the characters get closer to the stone they will seem to feel their time running out as they weaken.

To reach the "antitoxin" the fighter must first choose which staircase to lead the party up. If anybody but the fighter in the party first tries to climb a set of stairs, or if anybody, including the fighter, tries to climb across the shelves, they will take 1-4 points of damage and be knocked back. The fighter may choose one of the following set of stairs:

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 petrified warrior (AC 6; Level 4; HP 18; #AT 1; D: 1-6 spear) will become flesh and attack. Once this warrior is dispatched the party may continue on.

Western stairs: These stairs are carved with the heads of gods. 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 or her companions may pull the character from the stairs.

Eastern stairs: This stairway is draped by shadows, and lights will not dispell these shadows. Any character who attempts to climb these stairs will slip and fall back down taking 0-2 points of damage. These stairs can not be climbed.

Southern stairs: This stairway continually changes its color. Any character attempting to climb these stairs will find themselves 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. "So you have passed the first test. Perhaps you are not the fools you first seemed. But it will take 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. A gap will melt open in these walls if the thief purposely touches his or her hand to their surface with the intention of opening them. The walls have no visible gaps in them otherwise. If the thief uses this ability to melt an entrance into a point of the star and enters this triangular nook the wall will seal up behind him or her in one round and the characters will be trapped, for this nook can not be opened from the inside. The only way to reach the stela is for the thief to melt the crystal wall with his or her hands at the intersection of two walls which leads straight to the center of the star.

Once the party reaches the stone they will feel very weak. On the stone in front of them is a potion bottle. The stone is carved with a weird sigil. One more time the couatl will talk, its voice seeming to come from the stone. "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 god foolish mortals."

There is a **wall of force** about the top of the stone and it can not be penetrated. To reach the potion bottle, the cleric must destroy the glyph upon the stone by pouring holy water on it, touch 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 healing**, and will cure only 1-8 points. When the potion is taken the couatl will materialize and hiss. If the couatl is not attacked it will smile and thank the party for freeing it from its long imprisonment. If attacked it will call them ingrates and fools and attack back. The couatl will point out special treasures for each member of the party that solved the parts of the riddle as a reward. 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 the **balance of harmony**, a set of scales which can detect good or evil. The cleric must place a coin or gem with a **bless** spell cast upon it in the right pan and touch the left pan to the item or person being tested. A blessed copper piece has a 30% chance of detecting correctly. Coins or gems of greater value have a higher chance of detecting correctly (silver-40%, electrum-45%, gold-50%, platinum-55%, gems worth 10 g.p.-60%, 100 g.p.-70%, 1,000 g.p.-80%, and so on). The scales will balance if they detect good, good will outweigh evil and neutrality will never balance but fluctuate back and forth. This device will not detect poison or traps, but it will detect curses.

The thief will be given the **mirror of the past**, a mirror of platinum. This mirror will allow the user to concentrate on a specific item or person and the mirror will show something of its past for 3 rounds. The mirror may show details of the past out of order and events both recent or long ago, randomly. The viewer has no way of knowing when an event took place. This device is only useable once a week and the vision is usually somewhat cryptic.

The fighter will receive a non-magical scroll, which reads, "For you the greatest gift of all." When the character reads the scroll he or she will feel a chill and then a warmth across his or her back. Unbeknownst to the character a **death servant** has just merged with his or her shadow. Invisible to all, it will travel with the character until he or she is about to receive a fatal blow or means of certain death for which the character has failed his or her save. Then its black shadowy form will push the character to safety and take the death stroke intended for its master. Once the death servant has done this it will dissipate in a cloud of black vapor.

43. The SMOKING MIRRORS (Tezcatlipocas — Tāz-kat'lē-pō'-kas):

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 the eastern 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 northern wall are two mirrors: a striking black one of obsidian framed in lacquered wood, and a stark white mirror with a wrought iron frame. 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 nutmeg and spice and its depths are gelid and smoky. The last mirror hangs on the western wall in a stone frame and is blue in color. Reflections in this mirror ripple as if a looking 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 unrippled.

USE ILLUSTRATION #13 TO REPRESENT EACH MIRROR, it may be used either side up.

Red Mirror — If a character looks into this mirror he or she will see a ghostly white form next to his or her reflection. This mirror will falsely predict the death of the character and what will kill him or her. The ghostly image will take on the form of a monster or some trap which will strike and kill the character's reflection. The DM should choose what shape the image will take from possible monsters within these ruins, including the bat-god and death by asphyxiation on the poisonous gases of the lower levels or whatever else he or she pleases. After the character sees this vision the mirror will blur and only his or her normal reflections will remain. The mirror will only function once per character. If anyone touches the mirror he or she will take 1-2 points of damage from burns.

Black Mirror — When a character looks into this mirror his or her image will blur and then appear in ancient Olman garb as if reflecting a previous incarnation. The image will say in Olman, "Command me and I shall answer." Actually this is the image of a long dead native superimposed on the character's reflection. Clerics may use a **command** spell to cause the spirit to answer 3 yes-no questions (the **command** is "Answer!"). The spirit will answer only questions it understands, those spoken in Olman, and will nod or shake its head. If anyone touches this mirror that character must save vs petrification or else all valuable metals and gems on his or her person will be turned into lead and glass.

White Mirror — Reflections in this mirror will be 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, will fall out of its frame upon the character. The jelly (AC 8; HD 6; HP 18; #AT 1; D: 3-12) has +4 to hit upon its first attack. The jelly moves only 3" a round and will thus always attack last, except on its first surprise blow. The jelly will retreat from cold and large quantities of salt. Behind this mirror is a door which may be opened once the jelly is removed.

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 or she must save vs rods or be drawn into the pool of water. A character in the water will take 1-4 points of damage from drowning each round he or she is in the water. Weapons may be used to break this wall of force (AC 4; HP 19). 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.

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 second time that the item or an item of the same material is stuck into the pool it will turn to gold. The item will remain gold for only 2 turns.

44. SUN OF MOTION:

In the center of this diamond-shaped room is a dais on which a weirdly formed altar rests. The altar is made to resemble a many-armed and beaked octopoidal 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 are of many people standing about a temple making sacrifices of flesh and blood while the figure of a priest holds the bloody heart of his latest victim above his head. There is dust on floor and altar.

The altar is a trap and any character touching it will be stuck to its cold stone. Once a character is stuck the octopoidal altar will start to spin, dragging the character about the room. In one round the speed will be too fast to maintain footing and the character will be dragged and bashed about, taking 1-6 points of damage per round. If a character has a strength of

15 or greater he or she may tear him or herself free, but will take 2-5 points of damage and will fight at -2 to hit and damage for 2-8 days or until cured. If the gem (AC 3; HP 15) is destroyed the altar will stop spinning and the character will be released. 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 magic it will turn him, her or it into a whirling dervish, spinning about with such force that the victim takes 2-5 points of damage until it is dead. A victim may not let go of the stone, unless a **remove curse** is cast upon him or her.

45. MICTLAN (Mēk-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 men and women 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 men 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 the door to the foot of the hill. Before the door in the western end of the room is a region which depicts burning sands. There devils torture men who have been unfortunate enough to fall into their hands.

On the south side of the path is a region, fenced off by a hedge of thorns, depicting a grassy plain where men frolic and hunt antelope and deer. South of the hill the floor opens into a model canyon down which flows a river of lava while flames etch the walls. East of the hill, in a side wing of the room, is a counterpart to this fiery canyon, an icy waste. To the north of the hill are putrid, bubbling marshes where figures of men 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 west to pour over the lip of a steam-filled chasm in the northwest corner of the room. Within this dark chasm worms pursue the fleeing forms of naked men and women. In the south corner of this room on the eastern wall is a barred door.

The light in the ceiling comes from the walls of a chute or chimney which glow in the dark. The chimney may be reached on the shoulder of another character, but in order to climb if the character must brace his or her back and legs against opposite walls because there are no protuberances to hold onto.

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

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 or she will roll.

Burning Sands — Any character that enters this region will receive a bad bloody nose after 5 segments. This hemorrhaging will cause a loss of 1 hit point per round. The bleeding stops 1 round after the character leaves this area.

Wild Plains — Any character who enters this region must save vs poison or he or she will have no desire to leave it. Companions outside the area may try and talk their companion out, and the victim may attempt to save again but at -1 for each time he or she fails until the character will never want to leave.

Flames — Characters who enter this area will 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.

Ice — Characters entering this region will suffer the effects of

something like a **chill metal** spell and will take 1-2 points of damage for every round they remain in the area.

Marshes — Any character who enters this area will feel a shortness of breath and after 5 segments start to take 1-4 points of damage per round from drowning.

River — The spell **forget** will effect all characters who enter this territory if they do not save vs magic. The characters will forget who they are and what their purpose is. Spellcasters will forget 1 level of spells per round they spend in this region starting with their highest. Once the area is left the characters will 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.

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.

46. TLAZOTEOTL (Tlaz-ō-tā-ōtl: mother goddess of the earth):

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

When any character starts into this room the "pile on the floor" will open 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 moulder (AC 1; HD 4+3; HP 21; #AT 6+; D: 1; moves 3" or 6" across mudlike terrain) an amorphous mass, 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 moulder always warms the ground and stone within 5' of it and can control its consistency, changing the ground or stone to doughish, tarry, quicksand or concrete in 1 round. It will soften the hinges of the door so that it can not be closed. This creature will not sink even in quicksand. A moulder's spit will burst 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 moulder will flow over him or her and bite with 12 more mouths. The moulder will try and trap other combatants in quicksand, after it pulls down one victim.

The flask in the room holds the dried powder of a **strength potion**. The urn holds the dried heart of a mighty serpent-warrior. Any character eating it will understand the speech of all serpents permanently, but will be unable to speak if him or herself. The entire heart must be eaten by a single figure, since the power is transferable to only one person.

The stone cylinder is a baton, a +2 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, she or it is rendered unconscious. 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:

In the wall of this chute, 30' above the lower end, lurks a huge trapdoor spider (AC 6; HD 2+2; HP 11; #AT 1; D: 1-6 and poison; save at +1, failure results in an additional 1-6 plus paralysis). 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 will retreat into its lair. 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 or she will take 3-18 points of damage and must roll a d4 to see which direction he or she 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 will affect combat by causing -1 "to hit" to all weapons requiring more than 2' of room for use, and -1 from damage from all weapons.

The top of this chute is covered with a huge pewter basin which will require a strength of 15 or greater to move it.

KEY TO THE THIRD TIER

48. HOUND of the BAT:

This room is small and plainly decorated. To the west stairs lead up out of the room and to either side of the stairs along the west wall are narrow dust covered ledges. In the north and south ends of this room are fountains made of bronze-inlaid marble. The southern one is cracked and only dry limey deposits remain. The northern fountain contains about two feet of brackish water, fed by a limey trickle. In it the white, gauzy form of a crayfish lies on a bed of lime encrustations. To the east a square pewter basin, about 5' wide, covers a stone wellhead.

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

The water in the fountain is really a water weird (AC 4; HD 3+3; HP 23; #AT 1; D: save vs paralyzation or a character is grabbed and dragged into the water and drowned, 1-4 points per round; attacks as a 6-hit dice monster) an agent of Camazotz. Sharp weapons only do 1 point of damage to the weird. **Purify water** will kill the weird, otherwise when it is reduced to zero hit points it will dissolve for 2 rounds and then reform to full strength. The water weird will attack if characters probe its depths.

49. SACRED CHITZA-ATLAN (Shê't-za A'-tlan):

In the middle of this chamber is what appears to be the withered, preserved form of a centaur mounted on a slab of marble. Tinted green and decked out in lacquered leather, feathers and copper wire jewelry, he faces the western entrance to this chamber. This centaur holds a 12' long bronze-hafted spear tipped with a broad, blue-gray, flame-shaped spearhead.

About the apartment are much jewelry and nicknacks, made of beaten copper, cut and polished obsidian, shells, quartz and coral. There is also a lot of pottery with spidery cracks etching the glazing. Two pottery urns have been made to resemble tall wicker baskets. These urns are filled with odd, smooth stones, each about 6" in diameter, of the river-bottom sort. Much of this treasure is scattered at the feet of the centaur, symbolically being trod under foot.

This "centaur" figure is the **mummified** remains of a sacred offspring of Chitza-Atlan, the guardian of the gateway to the underworld (AC 3; HD 6+3; HP 27; #AT 1 or 2; D: 1-6/1-6 hooves or 1-8 spear). Those who this "mummy" damages with his



hooves must save vs poison or be afflicted with acute leprosy. Infected wounds will heal at 10% normal rate and **cure** spells will not heal this damage. The disease will prove fatal in 1-6 months.

This mummy has two functions: to prevent any but the dead from entering these 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 or she entered from the mummy will animate and attack the characters. The mummy will also defend itself if attacked. A word or pass from Zotz, the bat-god, will gain free passage. Fire attacks against this mummy add +2 per die of damage inflicted. He can be turned as a mummy, but the effect of turning only lasts 1 round while in this room. If turned the mummy will flee to the northeast end of this room.

The "treasures" of this room are only worth a couple of silver apiece. If all 800 pieces of junk jewelry are taken the total value is 80 g.p. The real treasure is concealed in the bottom of the two wicker baskets beneath the stones. There are two crushed silver masks, each worth 25 g.p., an electrum serpent bracelet, worth 42 g.p., a broken marble statue of a monkey, 56 g.p., and 3 silver hairpins set with jade worth 2 g.p. each.

50. Jade Wall:

Here the way 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. Characters coming from the room will take no damage. 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'x15' 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.

Opening the hatch will release a whirlwind. The character

who climbed up to open it will be knocked to the floor, taking 1-6 points of damage. Everyone else in this alcove will be buffeted about and will take 0-2 points 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 1-4 points of damage. A character being buffeted will spin in a circle, unable to control his or her 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 will be safe from the buffeting and can then use the corrugation of the floor to pull themselves across the room.

52. The HIDDEN ROOM of the NAHUAL (Na'-wal: "alter-ego"):

The secret doors to this room 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 will then swing inwards, but will close 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 gods cavorting and leaping around a sun. The chamber is otherwise empty, except for an alcove masked by a curtain of shells and beads.

Behind the curtain is the chalky form of a statue 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 in its open palms 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. The most remarkable thing about the statue is its face.

SHOW PLAYERS ILLUSTRATION #14. The statue will duplicate the face of the first person who enters this room. The scepter is worth 507 g.p., but is stuck to the palms of the statue and only the character with the same face as the statue can lift the scepter. Once that character picks up the scepter, he or she will have visions of great battles of the past and begin to sweat. After 5 segments, if still holding the scepter, a transformation will sweep over the possessor of the scepter and he or she will become stone. Simultaneously the statue will become flesh and blood. This statue is a nahuatl or alter-ego and is chaotic-evil (AC 3; HD 7; HP 30; #AT 1 or 2; D: 2-7 scepter or 1-4/1-4 claws). His gaze can cause a character to drop his or her weapons (save vs petrification), but may not be used at the same time the nahuatl attacks. It will possess the memories of the petrified character and will try to convince the party that it has just merged with the spirit of one of its earlier incarnations. Given a chance the nahuatl will attempt to lead the party to their deaths with false information gained from "memories" of its former life. Removing the scepter from the hands of the stricken party member will not return the character to life. The nahuatl must be slain and the scepter must be touched to the dead body of the nahuatl to restore the original character.

53. The Valve:

Here is a foyer, 10' wide and 20' long. A narrow hall leads away from this foyer on the south and from the north a 5' wide staircase leads up. A wheel is set horizontally half into the wall at the western end. This wheel appears to be a crank. Above the wheel, in the wall, is set a bronze lever.

The stairs lead up to the blank wall behind a secret door. This door is opened by the wheel in the foyer. The wheel will not turn until the lever is raised and then will turn one way with difficulty. Rotating the wheel will slowly open the secret door, but it will also open the floor to either side of the wheel into a

black pit, at the bottom of which may be seen a 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 check for slipping off (a roll of 4 or less on 2d6). If a character falls into the pit he or she 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 may be raised by a character rolling his or her **lift gates** percentage. If the walls are searched beside the portcullis a keyhole will be found to the left side. The key from room #48 will open the portcullis like a gate.

KEY TO THE TEMPLE

54. TEMPLE RUIN:

This was apparently a large temple of some sort. Once a major building, all that remains are the back wall and enough of the roof to shelter the altar. All else seems closed off by fallen debris. Several pillars have fallen and they litter the floor. Sunlight filters through holes in the roof, 35' overhead, which is a maze of chips and cracks. The back wall is covered by a bas relief of a giant bathing, 9' tall, with a wingspan of 20'. In front of this wall is an altar stone, carved to represent a mass of squirming rats, weasels, and worms. In the front of the altar is the head of a screaming bat. Arching above the altar from either side are a pair of metal batwings, 8' long. The floor in front of the altar is worn into hollows.

SHOW THE PLAYERS ILLUSTRATION #0 (on the cover of the art book). The temple is closed by debris which provides no entrances or exits. However, in the center of the south side there is an area of tented rubble. It is shaky and may be collapsed to provide a portal. Any sufficient pressure equal to 15+ strength will bring the tenting down. All characters within 10' of the collapse will be hit by 1-4 stones which will cause 0-2 points of damage each. Roll for the number of stones which will strike a character on a d10: 1-2) one stone, 3-7) two stones, 8-9) three stones and 10) four stones. This rubble may also be caused to collapse by hurling a weighty object at it. Climbing elsewhere on the debris will cause a collapse causing 1-4 points of damage, and there is 1 chance in 6 that each character will be buried, 3-12 points of damage. These latter collapses will not open a way in or out.

If characters climb up on the roof there is 1 chance in 6 per round that the roof section will collapse and the character will fall for 3-18 points of damage.

Ten feet in front of the altar is a trapdoor. Any character that walks across it may trigger it 1 chance in 12, for the mechanism is old and long disuse has made it unreliable. The trapdoor opens onto a slide which leads to the top of the pit at #53. Characters will then drop 30' taking 3-18 points of damage.

Close inspection of the altar will reveal handholds in front at the base. The altar may be lifted and tipped over backwards with a total of 40 strength points. However, when this is done the metal wings will whip forward at about chest height. The leading edges are razor sharp and will cleave any person in their path for 3-24 points of damage. A save vs paralysis indicates half damage. If the altar is tilted by characters in a kneeling position the wings will whistle by harmlessly overhead.

Beneath the altar is an 8' deep pit in which are many items of treasure, and two bodies cut in half. The treasure is valued at 2,500 g.p. but is very bulky. There are 80 silver chased goblets

(3 g.p. each), 20 gold-plated statuettes (10 g.p. apiece), 50 repoussed silver chalices and servings (4 g.p. each), 150 pieces of trinket jewelry (1-10 g.p. apiece), 200 mother-of-pearl "gemstones" (1-3 g.p. each), a jade placard bearing the image of Zotz (54 g.p.), and a marble statue of Chacmool, a reclining figure (78 g.p.). All of this treasure is very heavy to carry. There are also 19,160 silver pieces. It is very likely that if large portions of this treasure are taken, Camazotz, the bat-god to whom this temple is dedicated, will find out and send a vampire or giant bat to seek retribution.

The secret door to the tombs below is hidden behind the left wing of the giant bat-thing carved upon the wall. The way this door is opened is for the supplicant to place his or her arm into the mouth of the carving and press. The mouth will clamp shut and the teeth will puncture the arm doing 1-2 points of damage. As the blood drains into a hidden reservoir the giant batwing starts to fold back from the wall. It takes 3-5 rounds with a loss of 1-2 points of damage per round for the secret door to open. However, the batwing will fold across the chest of the carving crushing the supplicant for another 1-6 points of damage if still there. Any character with strength of 15 or better may break free of the mouth or the arm will be released when the reservoir is filled. The trick is that it need not be blood to open the door, only fluid weight. Any liquid will do in sufficient amounts to open the secret door.

Once the wing has moved to reveal the secret door it will veil the lower half of the carving's face and the black stone eyes will start to glow. Any character who looks at them must save vs rods or be paralyzed for 2-8 turns or until a **light** spell is cast upon them.

When the temple is opened and returned to it will be discovered that a hyenodon (AC 7; HD 5; HP 25; #AT 1; D: 3-12) has taken up lairing behind a fallen pillar to the east.

Credits

Design: Harold Johnson and Jeff R. Leason

Able Assistance: Dave Cook and Lawrence Schick

Editor: Harold Johnson

Editing and Production: Dave Cook, Jeff R. Leason,
Lawrence Schick

Illustrations: Erol Otus, Jeff Dee, Gregory K. Fleming,
David S. LaForce, David C. Sutherland III

NEREID

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: 10

MOVE: 12"

HIT DICE: 4

% IN LAIR: 100%

TREASURE TYPE: X

NO. OF ATTACKS: nil

DAMAGE/ATTACK: nil

SPECIAL ATTACKS: Spit, Controls water in lair

SPECIAL DEFENSE: Kiss, Mesmerize men

MAGIC RESISTANCE: 50%

INTELLIGENCE: Very

ALIGNMENT: Chaotic —

SIZE: M

PSIONIC ABILITY: nil

Nereids are creatures from the elemental plane of water. Their name means "the honeyed ones" and they can assume human form when not in the water. These forms are always beautiful and mostly female. Nereids are depicted as young, slim, with long golden hair and pale white skin, possessing a beautiful voice, and perhaps garbed in white and gold, though often devoid of



raiments. They have a white shawl which they carry in their hands or wear draped over their head and shoulders. In water a nereid is transparent and 95% undetectable except as a golden mantling of angel seaweed.

These creatures may be found in the sea, rivers, wells and springs, in mountains and caverns as well as the elemental plane of water. Like the water they inhabit their motives are chaotic and capricious, but whether good, neutral or evil depends on the individual. The majority of nereids are chaotic neutral, but there are those who are very good as well as those who are diabolically evil. However, all nereids are shy and flighty and their antics have a playful quality.

The nereid's only physical attack is her spittle (range of 20') which may blind a target for 2-12 rounds if it hits. This venom may be washed away. A blinded victim will attack at -4 and his or her saves and armor class will be lowered by 4.

A nereid has some control of the water in which she lairs for a radius of 3". She can make the waters heave in great waves which will slow movement to 1/4 of normal or cause the water to boil and froth increasing the chance of drowning by +10%. She can cause waves to crash with such a roaring sound that characters within 6" may be deafened for 3-12 rounds if precautions are not taken. Lastly, the nereid may form watery shapes which may be no more than pleasant entertainment or may become a substantial defense. This latter will take the form of a watery serpent or fist which strikes as a 4 hit dice monster and inflicts 1-4 points of damage. Only 1 of these attacks may be done per round.

All males that look at a nereid will find themselves incapable of causing her harm, and her actions will seem to be casual flirtations. Men have been known to sit and watch a nereid's antics all day. And many a man has been tempted to try and take a nereid for a wife or merely to pursue them for their embrace.

This may bring disastrous results however, for while the kiss of a nereid can bring sweet bliss, it may also be a watery doom. If a nereid is caught, she may save versus poison and if successful she will flow away like water. Still, if a kiss is forced from a nereid (for she is loath to give them), the character must save versus breath weapons, at -2, or drown instantly, otherwise ecstasy is his.

The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed the nereid will dissolve into formless water. Thus if a character can obtain her shawl, he or she will be able to command the nereid who will respond out of fear. However, a nereid will lie and attempt almost anything except hostile actions to gain return of her shawl.

Nereids are 85% likely to have a pet, to find out the type of pet roll a d8 and consult the following chart.

- | | |
|-----------------------------|-----------------|
| 1. Eel, Giant | 5. Squid, Giant |
| 2. Otter, Giant | 6. Dolphin |
| 3. Snake, Giant (Poisonous) | 7. Leech, Giant |
| 4. Octopus, Giant | 8. Ray, Sting |

All monsters mentioned above can be found in the **ADVANCED DUNGEONS AND DRAGONS MONSTER MANUAL**.

Nereids speak their own language and that of tritons and mermen. They are also able to communicate with anyone who holds their shawl.

GIBBERING MOUTHER

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 1

MOVE: 3"/6"

HIT DICE: 4+3

% IN LAIR: 95%

TREASURE TYPE: Q

NO. OF ATTACKS: 6+

DAMAGE/ATTACK: 1 (x6) + 1 per round

SPECIAL ATTACKS: Spit, Babble, save vs confusion

SPECIAL DEFENSES: Control ground density for 5' radius

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi-

ALIGNMENT: Neutral

SIZE: M

PSIONIC ABILITIES: nil

The gibbering moucher is an amoeboid-like form of life, composed of all mouths and eyes. Its favorite tactic is to lie in wait with its eyes and mouths shut, appearing to be a lump of earthy material in order to surprise a party when it stumbles across the creature. Its only motive is to eat whatever is edible and within reach, regardless of its composition, animal, vegetable or mineral. Due to its excessive hunger, its lair and the surrounding area will be stripped bare.

Gibbering mouchers prefer to inhabit cold regions and underground. This creature propels itself by oozing forward and fastening several mouths to the ground and pulling itself forward. A moucher may move faster over fluid viscous terrains such as mud and quicksand, by a series of muscular contractions and given a chance will alter the ground with its special talent to allow this faster form of movement.

The brain of a moucher is located in its mid-portion, and its gelatinous-like body will make it difficult to strike this one vital spot, thus its armor class 1.

The moucher attacks in more than one way. The spittle of a moucher will burst into a bright flare, if it strikes any hard, cold surface. The resulting flash will blind those characters looking if they fail to save vs petrification, for 1 round. A moucher attacks by extending and biting with 6 mouths per round. Each mouth which hits will fasten on and drain an additional 1 point of damage per round attached. When 3 or more mouths are attached to a single character, that person must check each round thereafter for slipping. A roll of 4 or less on 2d6 indicates the character has fallen (+1 if dexterity is 15+). If the character falls, the gibbering moucher will flow over the victim and bite with 12 more mouths.

When any edible object is sighted by a moucher, it will start an incoherent gibbering which will cause **confusion** in all characters within a 6" radius unless a save vs spells is made. Each round that the gibbering is heard characters within range must roll another save. If a character becomes confused roll a d8 to see what action he or she will take:

- 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 (save at +2) and run away for 2 rounds.

A moucher always warms the ground and stone within a 5' radius of itself and can control the consistency of this material by changing it to doughish, tarry, quicksand or concrete. It requires 5 segments to alter earth and 1 full round to shift stone to its next nearest form. Given the opportunity a moucher will trap other prey in quicksand-like ground once it has pulled down one victim.



RHIALLE is a native from the barbarian tribes of the Olman Islands, where he was trained as a youth in the arts of war. His training was cut short at the age of 15 when he was determined to be a Chosen One by the shamans of his tribe. Each year, the Olman nations select one youth of perfect body to be the Guesa, the Chosen One of the Sky Gods. However, Rhialle did not care to meet the Sky Gods by way of the shaman's sacrificial knife, so he fled the Olmans and the wrath of his deities.

Rhialle came to the mainland cities and took up the profession of sellsword; a bodyguard to nobility or a mercenary in wars. He does not stay in one place too long, because he doesn't care for civilization, and because wherever he goes, bad luck seems to follow. Superstitiously, Rhialle believes this ill luck to be the work of the Sky Gods, and so he continues to wander, searching for a place where he can be free from their vengeance.

On one occasion he struck up a surreptitious friendship with an urchin thief in a port town. Years later, he stumbled upon his old friend hanging onto his life by a thread. Without a second thought, he charged to the rescue. Now he finds himself fleeing to save his own life.

Rhialle has never told anyone about his ordeal with the shamens, but has let it be believed that he was exiled because of his desire to taste the pleasures and wealth of civilization. Still he misses his people and longs to be reunited with them.



MAGIC ITEMS:

Wand of Secret Door and Trap Detection: 15 charges (belt, right side). This wand will point at the location of a trap or secret door or in the general direction; range 15' for secret doors and 30' for traps. It will not identify how the door or trap works. It can only be commanded to detect one of the two choices at a time.

Scroll: 5 spells - (belt, right side)

Silence, 15' R - see spell list.

Purify Food & Water - 1 round, 7 cubic feet of matter.

Slow Poison - 1 segment, 7 hours; reduces damage from poison to 1 point per turn; upon ending all past damage which would have normally been taken will occur if poison is

still present. Uses garlic buds.

Slow Poison - see above.

Slow Poison - see above.

OTHER ITEMS:

Cross, wooden (around neck)

Holy Water, 1 vial - 4 oz. (belt pouch)

Soap, a cake of lye (belt pouch)

Garlic buds, 3 (belt pouch)

Cloak, woolen (backpack)

Silver baton, a symbol of office (backpack).

Belt pouch, holds up to 25 g.p. (2½ lbs.) less equipment carried.

Backpack, holds up to 300 g.p. (30 lbs.) less equipment carried.

LIST OF OPTIONAL SPELLS: The player may choose to substitute any spell from the following list of additional knowable spells or by selecting to take duplicates of spells already known for spells of the same level already assigned the character. If a player chooses to change spells, he or she must make the substitutions before play begins and inform the DM of the changes; spells may not be changed during play. 1) **Detect Evil, Detect Magic, Protection from Evil, Remove Fear, Resist Cold;** 2) **Detect Charm, Know Alignment, Speak with Animals, Spiritual Hammer;** 3) **Create Food & Water, Cure Blindness, Cure Disease, Prayer, Speak with Dead;** 4) **Cure Serious Wounds, Lower Water, Protection from Evil, 10' radius.**

MYRRHA is from the city of Pontylver, which is a loyal daughter to the See of Medigia, where she was a cleric in the lawful neutral Temple of the Correct and Unalterable Way. Myrrha had always been faithful and obedient, following the orders of her superiors and competently completing all tasks. Her good service was noted and she rose in levels within the church, assuming more difficult tasks as her power and skill increased. Always she was firm and faithful in her allegiance to Stern Alia, goddess of the order.

Eventually a new Archon mounted the throne in Pontylver, one who claimed Alia as her patron. The Temple of the Correct and Unalterable Way grew in followers and prestige, and as time passed, Myrrha noticed that her peers and superiors were becoming increasingly arrogant and arbitrary. Their pronouncements came to be regarded as law, and they began to see themselves as the ultimate arbiters of justice. Myrrha saw that they were falling into the heresy of believing that law is concentrated in the individual and not the community. Investigating, she discovered a well-kept secret: many members of the ecclesiarchy were no longer able to cast high-level spells, thus proving their estrangement from their deity! At last, Myrrha attempted to speak out against the heterodox clergy and reveal their fall from divine grace, but the forces of the ecclesiarchs prevented her from doing so, and she was fortunate to escape the city with her life.

Now she serves Stern Alia alone, until she can locate other faithful disciples or somehow find the money to finance a parish of her own. A landless barbarian is now her only companion, an exile from his own people too, and a kindred, if misguided soul.

NAME: Cair the Apprentice

RACE: Half-elf

CLASS: Magic-user/Thief

LEVEL: 5/7

ALIGNMENT: Neutral

AC: 5 (8)

HIT POINTS: 43

ABILITIES:

13 STR

12 INT

12 WIS

17 DEX

16 CON

10 CHR

SKILLS:

Pickpockets: 65%

*Open Locks: 62%

*Remove Traps: 50%

Move Silently: 60%

Hide in Shadows: 48%

Hear Noise: 25%

Climbing: 94%

Read Languages: 35%

*try once only per lock or trap

Bend Bars: 4%

SAVING THROWS:

Poison 12

Petrify 11

Rods 11

Breath 15

Spells 11

System Shock 95%

Resurrection Shock 96%

HEIGHT: 5'2"

WEIGHT: 122 lbs.

MOVE:

Normal movement Walk 12... 4

Moving silently or hiding 9... 3

Moving silently & hiding 6... 2

COMBAT BONUSES: +2 attack reaction.

Attacking silently from behind, +4 "to hit" and triple damage.

ARMOR CLASS: He is wearing a leather jerkin, plus he has a dexterity bonus. Attacks from behind or above negate the bonus and attack at AC 8.

LANGUAGES SPOKEN: Common, Orcish, Flan and Elven.

MAGIC SPELLS: 1st - 5; 2nd - 2; 3rd - 1.

1st: **Magic Missile** - 1 segment, 11" range; casts 3 missiles, 1d4 +1 damage that may be directed at the same or different targets, no save allowed.

Detect Magic - 1 segment, lasts 1 turn; detects magical radiations and causes them to glow; blocked by 1' of stone or 1 inch of metal.

Read Magic - 1 round, lasts 1 turn; translates magical inscriptions; requires use of a prism.

Light - 1 segment, lasts 5 turns; creates a 20' radius globe of light.

2nd: **Knock** - 1 segment; will open barred, locked or stuck doors,

boxes, chains, etc., bypasses a **wizard lock**.

Strength - 1 turn, lasts 30 turns; increases the strength of one character according to his or her class: Fighter +1d8; Cleric or Thief +1d6.

3rd: **Haste** - 3 segments, lasts 8 rounds; doubles movement rate and number of attacks per round; requires anise root.

ITEMS CARRIED (location):

WEAPONS:

Short sword; 1d6 (scabbard, left side)

Daggers, 2; 1d4 (sheathed in chest harness)

Garrote; (left boot): a 4' long knotted cord used for strangling.

Must attack silently from behind to use. Stuns victim first round and does 1d6 damage each round thereafter. Victim may strike back at -4 and if successful breaks the stranglehold.

Sling; (right belt)

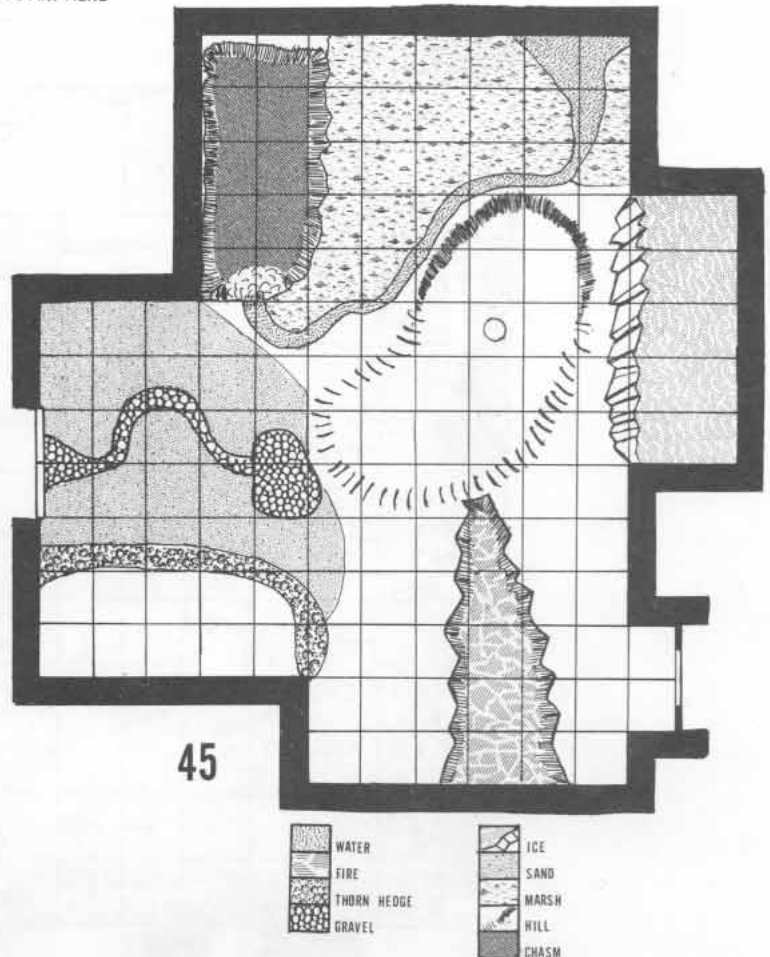
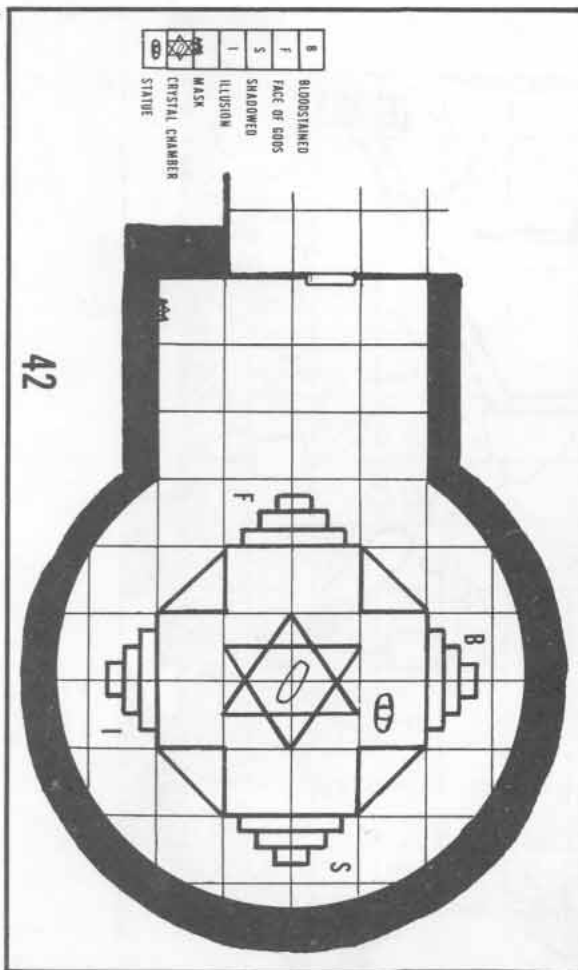
Sling bullets, 15; 1d4 +1 (belt pouch)

MAGIC ITEMS:

Scroll: 5 spells - (inside jerkin)

Protection from Evil, 10' R - 2 segments, lasts 1 turn; non-mobile, prevents physical contact with evil and enchanted creatures, other attacks at -2, save at +2.

CUT APART HERE



NAME: Rhialle the Wanderer

RACE: Human

CLASS: Fighter

LEVEL: 6

ALIGNMENT: Neutral Good

AC: 5 (7)

HIT POINTS: 58

ABILITIES:

17 STR

9 INT

9 WIS

16 DEX

17 CON

15 CHR

SKILLS:

Attack Bonus: +1

Damage Bonus: +1

Missiles: +1 attack
+1 damage

Bend Bars: 13%

Special: -2vs. magic

MOVE: 12"

SAVING THROWS:

Poison 11

Petrify 12

Rods 13

Breath 13

Spells 14

System Shock 97%

Resurrection Shock 98%

HEIGHT: 5'11"

WEIGHT: 170 lbs.

COMBAT BONUSES: +1 attack reaction.

Expertise with shortbow permits use of combat bonuses with bow.

Very superstitious; attacks on anything that seems magical are at -2, but attacks on monsters are normal unless summoned or conjured.

ARMOR CLASS: He is wearing studded leather armor, plus he has a dexterity bonus. Attacks from behind or above negate the bonus and attack at AC 7.

LANGUAGES SPOKEN: Common, Olman (the native dialect)

ITEMS CARRIED (location):

WEAPONS:

Sword, Long; 1d8 (scabbard, right side)

Composite Short Bow (left shoulder); ranges are short (5"), medium (10"), long (18"); there is no modification at short range, -2 at medium, -5 at long.

Arrows, 15; 1d6 (quiver, right shoulder)

Dirk; 1d4 (sheath, left side)

MAGIC ITEMS:

Potion of Climbing (belt pouch) — As described in **DUNGEON MASTERS GUIDE**, except that small portions of the dose can be taken at reduced efficacy. The chance of falling as determined in the DMG is multiplied by the number of portions the liquid is divided into. The duration of the potion is also reduced in similar proportion.

Keoghtom's Ointment (belt pouch) — As described in DMG. 5 doses.

OTHER ITEMS:

Tinderbox, with flint and steel (backpack)

Torches, 2, burn for 6 turns each or until extinguished (backpack)

Snare wire, 5' (belt pouch)

Sharpening stone and sand (backpack)

Water flask, filled, 24 oz. (backpack)

Salt, 1 pound (backpack)

Blanket (backpack)

Backpack, holds up to 300 g.p. (30 lbs.) less equipment carried

Belt pouch, holds up to 25 g.p. (2 1/2 lbs.) less equipment carried

CUT APART HERE

NAME: Myrrha the Disgraced

RACE: Human

CLASS: Cleric

LEVEL: 7

ALIGNMENT: Lawful Neutral

AC: 4 (5)

HIT POINTS: 48

ABILITIES:

15 STR

14 INT

16 WIS

11 DEX

16 CON

14 CHR

SKILLS:

Bend Bars: 7%

Turn Undead:
Skeletons, Ghouls
& Zombies: D

Shadows, Wights: T

Ghast: 4

Wraith: 7

Mummy: 10

Spectre: 13

Vampire: 16

Ghost: 20

SAVING THROWS:

Poison 7

Petrify 10

Rods 11

Breath 13

Spells 12

System Shock 95%

Resurrection Shock 96%

HEIGHT: 5'8"

WEIGHT: 138 lbs.

MOVE: 12"

LANGUAGES SPOKEN: Common, Suloise, Elven, Old Oeridian and Goblin

CLERICAL SPELLS: 1st - 5; 2nd - 5; 3rd - 2; 4th - 1

1st: **Cure Light Wounds** - 5 segments; cure 1d8 points of damage.

Cure Light Wounds - same as above

Bless - 1 round, lasts 6 rounds; adds +1 to attacks and saving throws; requires Holy Water.

Create Water - 1 round; requires a drop of water to create 27 cubic feet of water.

Command - 1 segment, lasts 1 round; a single word command uttered in an understood language.

2nd: **Silence, 15' R** - 5 segments, lasts 14 rounds; 30' diameter sphere of silence

Resist Fire - 5 segments, lasts 6 turns; recipient is immune to heat and boiling temperatures and gains +3 to saves vs very hot or magical fires, damage sustained is 50%.

Hold Person - 5 segments, lasts 1 turn; holds immobile 1-3 persons; save is at -1 if only 2 victims and -2 if only one.

Snake Charm - 5 segments; if snake is angry lasts 1-3 turns, or

ARMOR CLASS: She is wearing a fine chain mail shirt and carries a shield. Attacks from behind or above negate shield effect and attack at AC 5.

if attacking lasts 5-8 rounds; causes snakes up to a total of 48 hit points to assume a semi-erect swaying pose.

Augury - 2 rounds; 77% chance to determine if good or ill will occur from an action within 3 turns in the future.

3rd: **Dispel Magic** - 6 segments; negates magic it contacts 50% of the time +5% per level below 7th of the target or -2% per level above 7th.

Remove Curse - 6 segments; will remove curse on a person or object or from a sending or remove a cursed item from the possession of a person.

4th: **Neutralize Poison** - 7 segments; detoxifies the poison in a person or in 7 cubic feet of material, but does not prevent reintroduction of the toxic substance.

ITEMS CARRIED (location):

WEAPONS:

Quarterstaff; 1d6 (right hand)

Mace; 1d6 + 1 (belt, left side)

Locate Object - 3 segments, lasts 5 rounds; locates a known or familiar object within 100'.

Blink - 1 segment, lasts 5 rounds; random blink 2' in one of 8 directions, in the first 2-8 segments of each round.

Fireball - 4 segments; 20' radius burst doing 5d6 damage.

Monster Summons II - 5 segments, lasts 8 rounds; will summon any non-special creature of low intelligence and 4 hit dice or less to appear 1-4 rounds later.

Potion of Stone to Flesh - changes a petrified person back to flesh or turns 9 cubic feet of stone to flesh.

OTHER ITEMS:

Silk rope, 20' and light grapple; (backpack): will support up to 250 lbs. (2500 g.p.) and requires 8' of swinging room to throw;

LIST of OPTIONAL SPELLS: The player may choose to substitute any spell from the following list of additional knowable spells or by selecting to take duplicates of spells already known for spells of the same level already assigned the character. If a player chooses to change spells, he or she must make the substitutions before play begins and inform the DM of the changes; spells may not be changed during play. 1st) **Burning Hands, Charm Person, Enlarge, Feather Fall, Hold Portal, Jump, Shield, Shocking Grasp, Spider Climb, Unseen Servant, Ventriloquism;** 2nd) **Darkness, 15' radius, Detect Invisible, Pyrotechnics, Rope Trick, Web;** 3rd) **Blink, Fireball, Hold Person, Phantasmal Force, Water Breathe.**

CAIR is the child of a strange union. His father was a human sailor, and his mother, a sea elf. Abandoned by his mother and orphaned by his father, he grew up alone in the streets and alleyways of the seaport Scant in the country of Onnwal, with only a masterless mongoose as his friend and companion. From observing the mongoose, Cair learned the value of the lithe dodge and quick thrust. He began to undertake thievery on a small scale.

Rittarch, a kindly scholar, noticed the quick hands and wits of Cair and took him into service as a helper and apprentice. Rittarch was a dabbler in the lesser arcane arts of low magic, and Cair learned certain skills and arts that a noble's formal education could not have afforded him. In fact, he learned more than Rittarch thought he was teaching the young lad. Meanwhile, Cair continued his stealthy thieving at night.

Rittarch grew careless as he grew old, and one evening he omitted one-and-a-half crucial passes from the Rite of the Winds of Time and was filled with the spirit of a crazed devil. The old man attacked Cair in a maniacal frenzy, and the young thief was forced to kill his master in self-defense. Unfortunately, the city guard, who wanted to ask Cair some questions about a missing necklace, took that moment to enter and find him standing over Rittarch's crumpled form with a dripping blade. Though pierced by two crossbow bolts, Cair managed to make good his escape, and now flees the bounty hunters who pursue him for the price on his head.

it will catch on broken surfaces 3 in 8, on cut stone 2 in 8, and on smooth, bare surfaces 1 in 8. There is 1 chance in 20 that grapple will slip when pulled or climbed. If this occurs the climber will fall and take 1d6 points of damage.

Hooded grey cloak (backpack)

Lockpick kit, 3 tools and a small file (belt pouch)

Glass beads, 3 dozen (belt pouch)

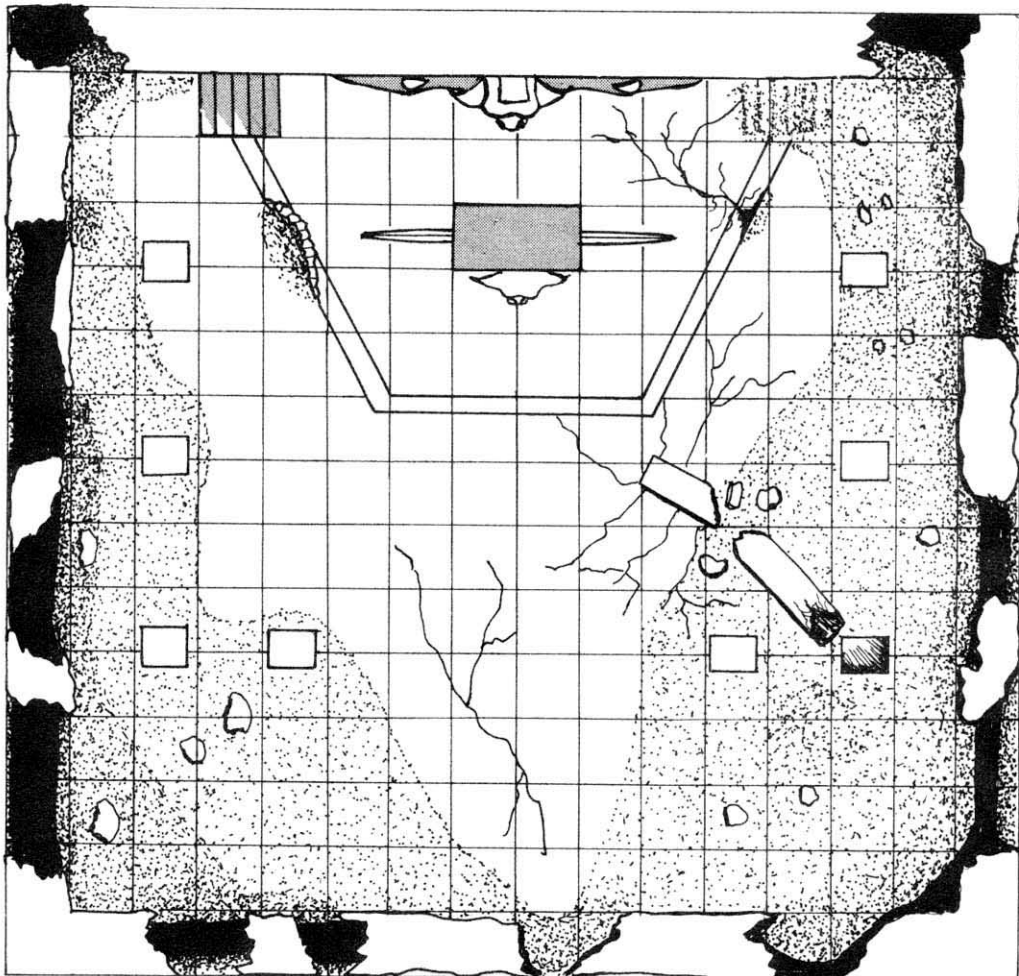
Fine oil, 4 oz. (belt pouch) ignites only on a 1 in 6.

Crystal prism (belt pouch)

Anise root (belt pouch)

Backpack, holds up to 300 g.p. (30 lbs.) less equipment carried.

Belt pouch, holds up to 25 g.p. (2½ lbs.) less equipment carried.



CHARACTER COMBAT CHART

	WEAPON	DAMAGE	2	3	4	5	6	7	8	9	10
RHIALE	long sword	2-9/2-13	13	12	11	10	9	8	7	6	5
	short comp. bow	2-7/2-7	12	11	10	9	8	7	6	5	4
	dirk/thrown	2-5/1-4	13/12	12/11	11/10	10/9	9/8	8/7	7/6	6/5	5/4
MYRRHA	quarterstaff	1-6/1-6	13	12	11	10	9	8	7	6	5
	footman's mace	2-7/1-6	14	13	12	11	10	9	8	7	6
CAIR	short sword	1-6/1-8	17	16	15	14	13	12	11	10	9
	dagger/thrown	1-4/1-3	17/15	16/14	15/13	14/12	13/11	12/10	11/9	10/8	9/7
	sling bullet/ stone	2-5/2-7	15/16	14/15	13/14	12/13	11/12	10/11	9/10	8/9	7/8
		1-4/1-4									

MONSTER MATRIX

Room	Monster	AC	HD/ Level	# to Hit	HP	#AT	Damage	Saves: Petrify	Spells
1	Warrior	9	2	15	9	1	1-4/1-6/2-7	15	17
	Priest	10	3	15	13	1	2-7	13	15
	Constrictor snake	7	2+1	11	11	2	1/1-4	15	17
	Non-warrior	10	0	16	3	1	1-4	17	19
	Dog	7	1+1	13	6	1	1-4	17	19
	Puma	6	3+1	11	14	1-3	1-3/1-3/1-6 (1-4/1-4)	15	17
3	Crayfish	8	½	16	1	2	1/1	17	19
	Hermit crab	2/5	5+1	10	23	2-3	1-6/1-6/1-2	12	14
7	Vampire	0	8+3	7	45	1	5-10	9	11
	-with axe			5		1	7-12		
11 a	Giant slug	8	6	8	29	3	1-8/2-5/2-5	12	14
	Rats	7	¼	16	1	1	1 + disease	17	19
13	Nereid	10	4	10	18	—	spit blinds	13	12
	Electric eel	9	2	11	10	1	1-3/jolt 1-3d8	17	19
18	Zombies	8	2	11	9	2	1-2/1-2	17	19
20	Wight	5	4+3	10	29	1	1-4 + drain	14	16
22	Monk, male	5	7	11	30	3/2	3-9	11	13
	Monk, female	4	8	11	34	3/2	2-12	11	13
25	Fire beetles	4	1+2	13	7	1	2-8	17	19
28	Gas spore	9	¼	16	1	1	(6-36) infest	17	19
30	Werejaguar	3	4+1	10	21	3	1-3/1-3/1-8 (2-5/2-5)	12	14
33	Doppelganger	5	4	10	25	1	1-12	14	16
35	Panther	6	3+2	11	17	3	1-3/1-3/1-6 (1-4/1-4)	14	16
	Ogre mage	4	5+2	10	28	1	1-10	11	13
37	Polyp	6	7	8	31	2-8	1-2 per + paralyze	14	16
38	Carnivorous plants	10	0	16	35	2-8	1 or 1-4	17	19
39	Amphisbaena	3	4	10	20	2	1-3/1-3 + poison (2-16)	14	16
	Mandrills	7	1+1	13	6	3	1/1/1-4	17	19
41	Yellow mold	9	(100 ²)	—	—	—	1-8	17	19
42	Couatl	5	9	7	33	2	1-3/2-8 + poison (1-8)	10	12
46	Gibbering moulder	1	4+3	10	21	6+	1 per/confusion	15	17
47	Huge spider	6	2+2	11	11	1	1-6 + poison (1-6, paralyze)	15	17
48	Water weird	4	3+3	8	23	1	grab & drown	15	17
49	Centaur mummy	3	6+3	8	27	1 or 2	1-8 or 1-6/1-6 + disease	12	14
52	Nahual	3	7	8	30	1 or 2	2-7 or 1-4/1-4 drop weapon	11	12
54	Hyenodon	7	5	10	25	1	3-12	14	16

NOTES

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TOURNAMENT SCORING:

The scoring system which follows is fairly straightforward. The easiest way to keep score without interfering overmuch with the play of the tournament is for the referee to simply make a mark next to each action on the chart that the party takes. These scores can be added up later, and the final score can be determined after the tournament session. Keeping a running total is time-consuming and can be inaccurate.

Note: Tournament judges may desire to award subjective bonus points for brilliant actions not covered in the rating system. Careful consideration should be given before awarding such points, including discussion with other judges. These subjective points should range from +1 to +3, and they should total no more than 10 additional points.

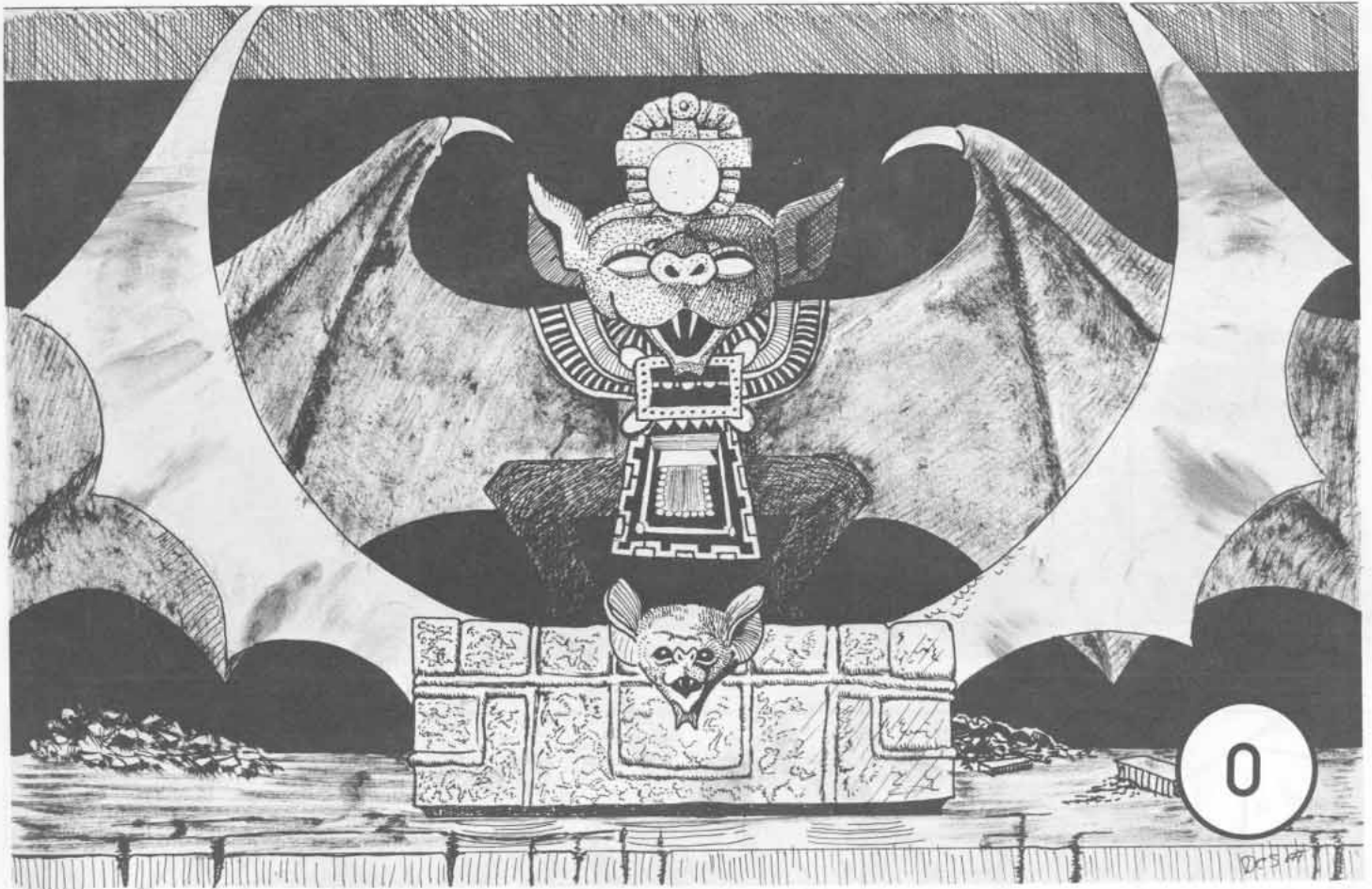
ROOM	ACTION	POINTS	ROOM	ACTION	POINTS	ROOM	ACTION	POINTS
1.	Casting strength spell at start	+3	22.	Waking monks	-3		Dispelling glyph	+3
	Casting slow poison at start	+7	23.	Passing through without disturbing monks	+3	43.	Attacking couatl	-3
	Mapping dungeon in detail	-3		Gefting past block	+1		Touching any of the mirrors	-1
	Finding keyhole	+1	24.	Searching pit	-1		Using command to question spirit	+1
	Finding key	+2	25.	Escaping in 2 rounds	+5	44.	Turning flesh to gold	-2
	Animating statuettes (each)	-2		Escaping in more than 2 rounds	+2		Touching or sacrificing to altar (per person)	-2
2.	Casting neutralize poison to counter gas	-1	27.	Crossing without disturbing beetles	+2	45.	Taking cursed gem without activating	+3
3.	Avoiding log trap	+3		Creating a distraction	+1		Escaping up chimney	+5
	Leaving crab undisturbed	+3	28.	Deflecting millstone	+1		Not experimenting with areas of room	+3
	Attacking crayfish	-1	29.	Jumping out of path swiftly	+1		Entering spell areas of room, except hill (per person, per region)	-1
	Bargaining with crab	-1		Treating gas spore as beholder	-2	46.	Gefting trapped in Wild Plains	-3
4.	Believing crab	-1		Recognizing gas spore	+1	48.	Releasing gibbering mouther	-3
	Getting through door from #3.	+4	30.	Opening capstone	-2		Finding key	+2
	Using create water to wash away sill	+2		Activating ball	-3		Using purify food and water to slay water weird	+3
5.	Opening secret door	+1		Opening secret door in cat face	+2	49.	Recognizing "centaur" as undead	+1
	Incapacitating hand with lime	-1		Being suspicious of werejaguar statue	-1		Attempting to "tun" centaur-mummy	+2
6.	Trying to dig out stairway	-1	32.	Being surprised by werejaguar	+5	50.	Using fire vs. centaur-mummy	+2
7.	Being slept by gas	-1	33.	Discovering and destroying heart	-2	51.	Treating jade wall as false wall	+1
	Opening tomb	-1	34.	Entering calendar stone secret door	-7		Opening hatch to wind tunnel	-3
	Awakening vampire	-3		Being teleported back to great hall	-5	52.	Crossing wind tunnel once activated	+2
	Putting vampire back to sleep	+3	35.	Entering this room	-1	53.	Going through secret doors	-2
8.	Searching room	-1		Going through this door	+1		Going through secret door into temple	+3
	Wasting time and effort on algae	+2		Continuing past warning	-2		Jamming wheel with spike, dagger or similar object	+1
9.	Not believing algae to be green slime	+2	36.	Deactivating traps	+5		Dropping portcullis	-2
11.	Opening secret door	+3		Entering Xipe's room	-1		Raising portcullis	+1
	Probing floor	-2	37.	Disbelieving phantasms	+1		Unlocking portcullis	+2
	Falling in moat	+2		Treating phantasms as a challenge	+5		Using stone to flesh on exit	+2
12.	Taking precautions before opening door	+2	38.	Searching phantasms' room	-1		Falling in pit (per person)	-1
13.	Obtaining shawl	+3	39.	Attacking Xilonen with fire	+2			
	Using shawl to command nereid	-3		Getting through room	+1			
	Returning shawl to nereid	+2	40.	Crossing pit	+2			
	Disbelieving watery figures	-1		Trying to climb dirt walls	-1			
15.	Believing watery figures	-2		Watching floor and footing	+1			
	Being trapped in end of grand hall	+2		Using silence to prevent cave-in	+2			
17.	Opening secret door on first try	+1		Using snake charm on amphisbaena	-3			
	Getting ring from mouth of eagle	-2	41.	Attacking stone dragon	+2			
	Being caught by beak	+3		Passing stone dragon without attacking	+2			
18.	Dispelling zombies without taking damage	-5		Treating "gold" as trap	+1			
19.	Entering trapped dead end	+3		Messing with gold/mold	-2			
	Escaping trap	-1	42.	Going through either secret door	+1			
	Following "LI-NEDRAW"	+1		Breaking mirror trance	-2			
20.	Locating exit behind stela at once	-2		Being caught in cage (each person)	+3			
	Breaking open calm	-3		Deciphering stair puzzle	-1			
	Disturbing the wight	+2		Choosing wrong stairs (each time)	+3			
21.	Getting past stone	+5		Deciphering crystal wall puzzle	-3			
	Taking shortcut beyond stone	+5		Getting trapped in star point	-5			

Additional Points:

- 3 characters escape alive +100
- 2 characters escape alive +80
- 1 character escapes alive +60
- Each character lost within the first 20 minutes -20
- Each lost within the second 20 minutes -15
- Each lost within the third 20 minutes -10
- Each lost within the fourth 20 minutes -5
- Each lost thereafter -3

Score each team on performance after all play is completed. In order to avoid negative scores, 100 points should be added to each team's total (awarded for participating in the tournament).

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by HAROLD JOHNSON & JEFF R. LEASON

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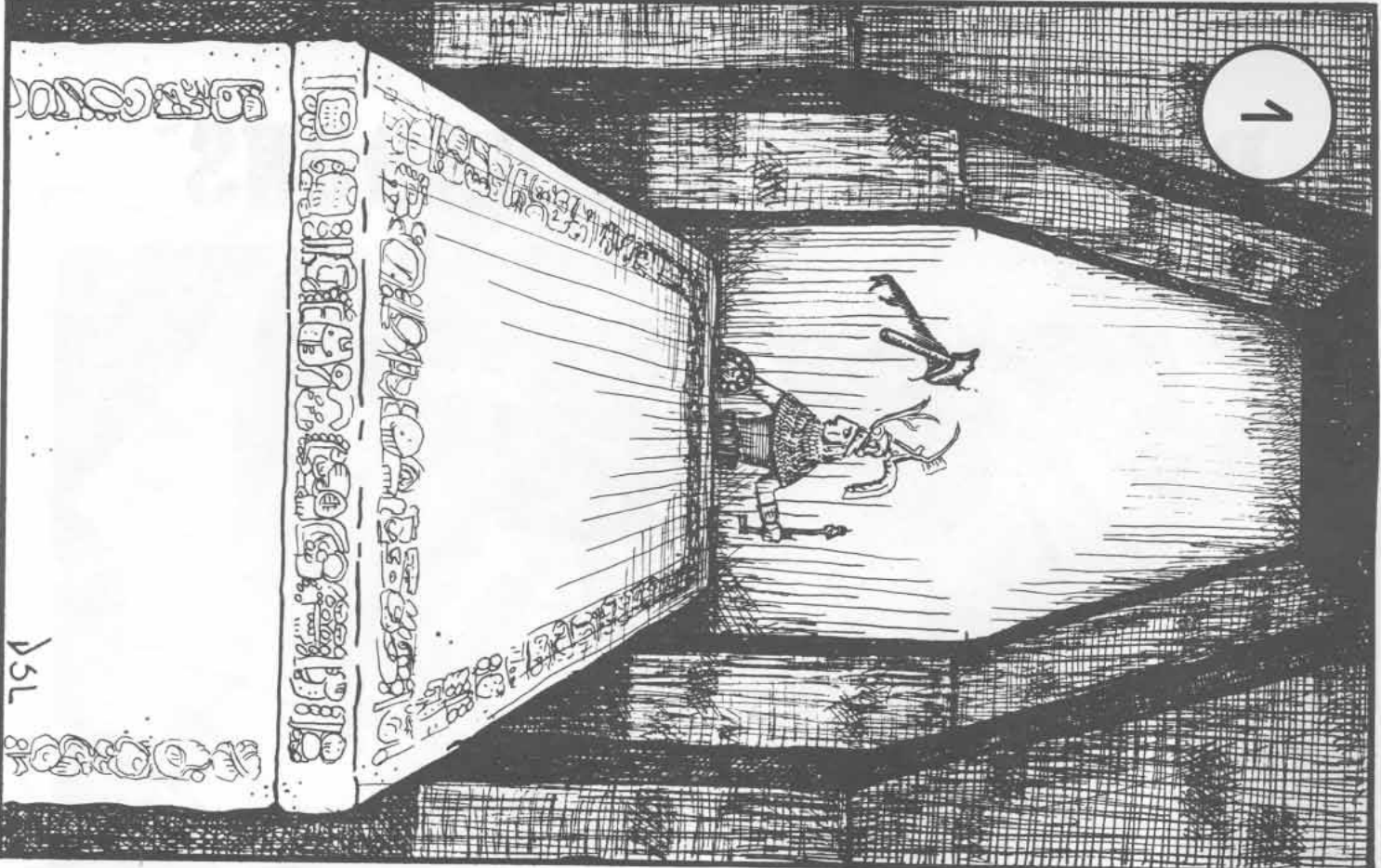
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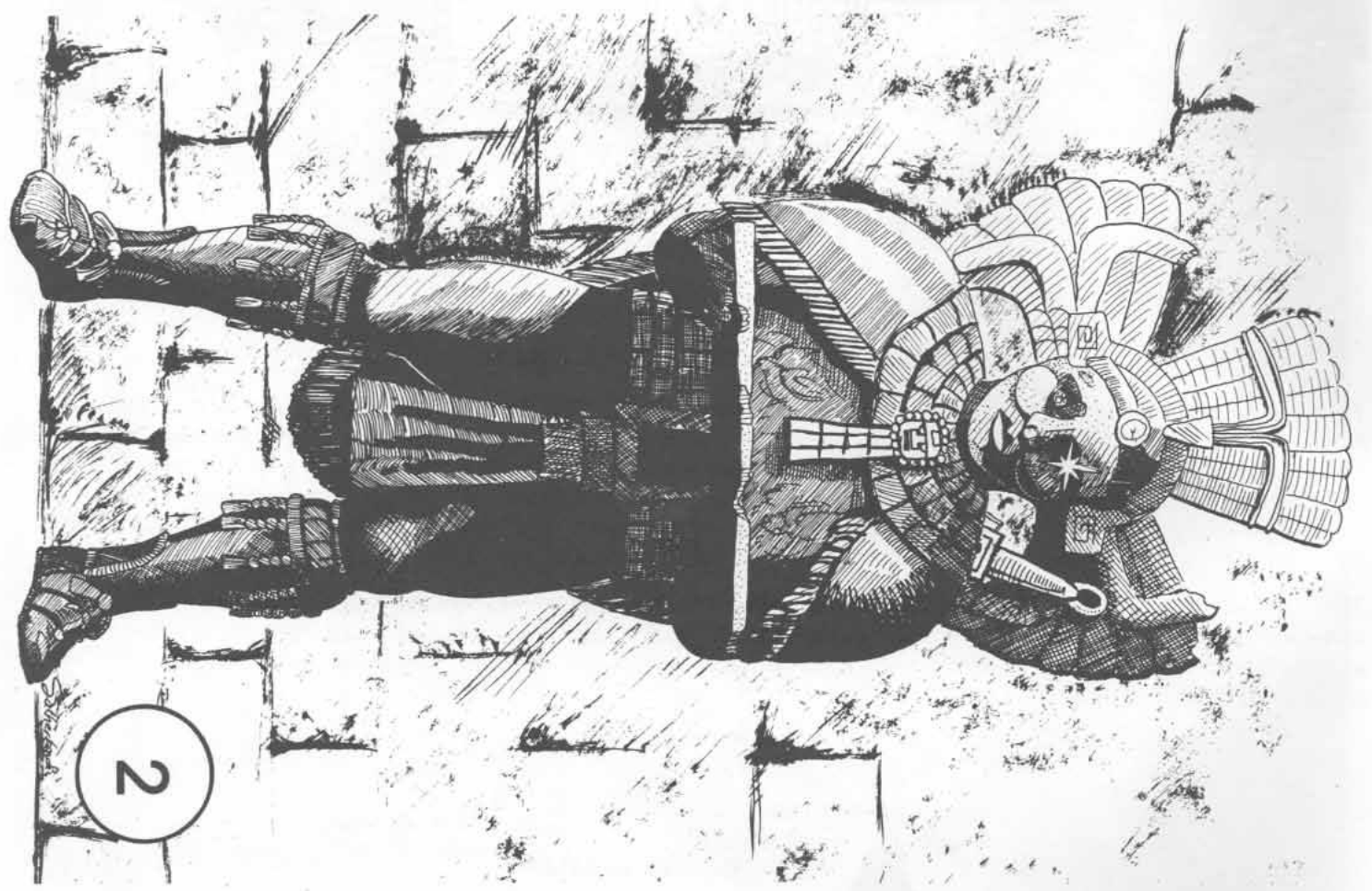
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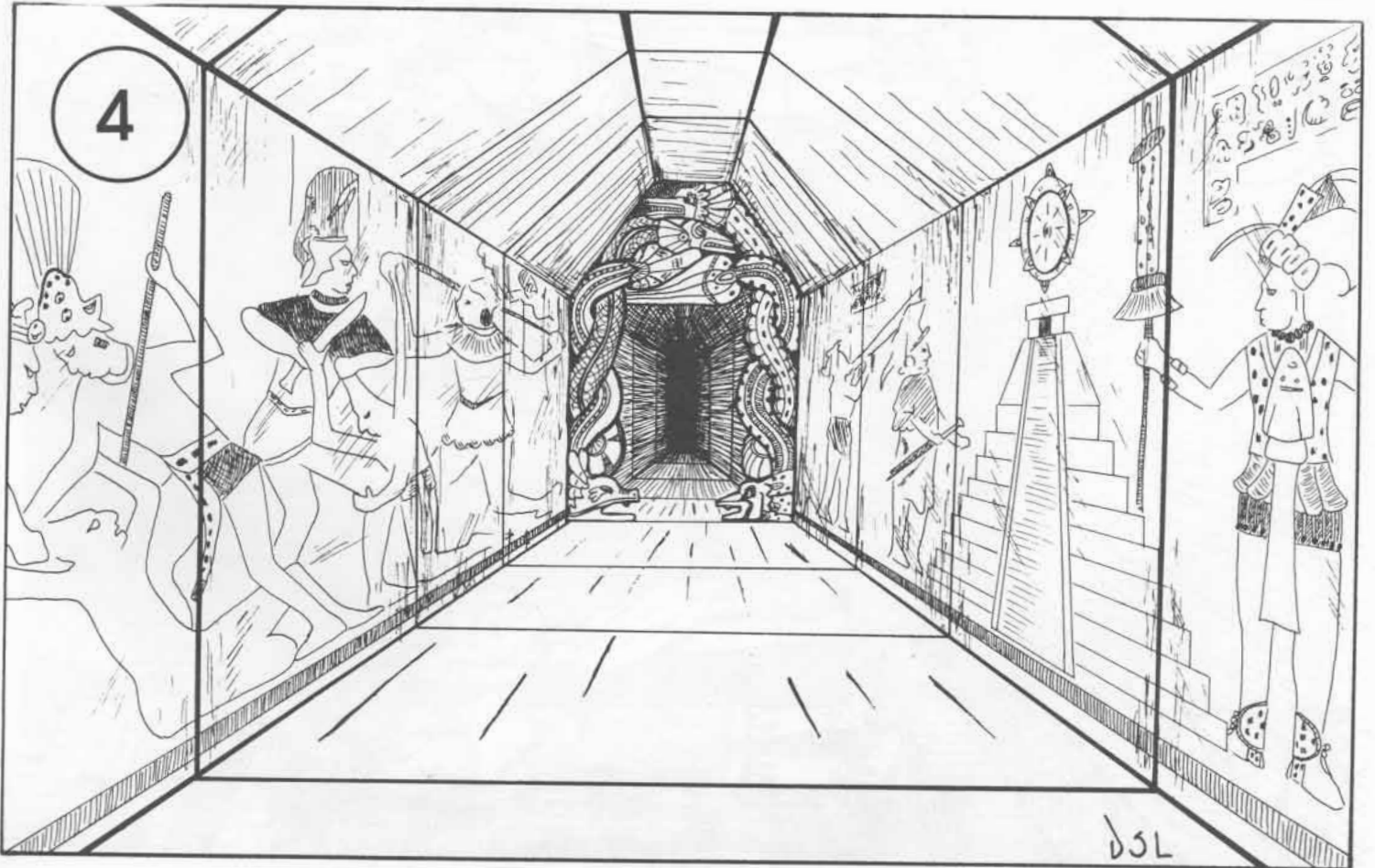
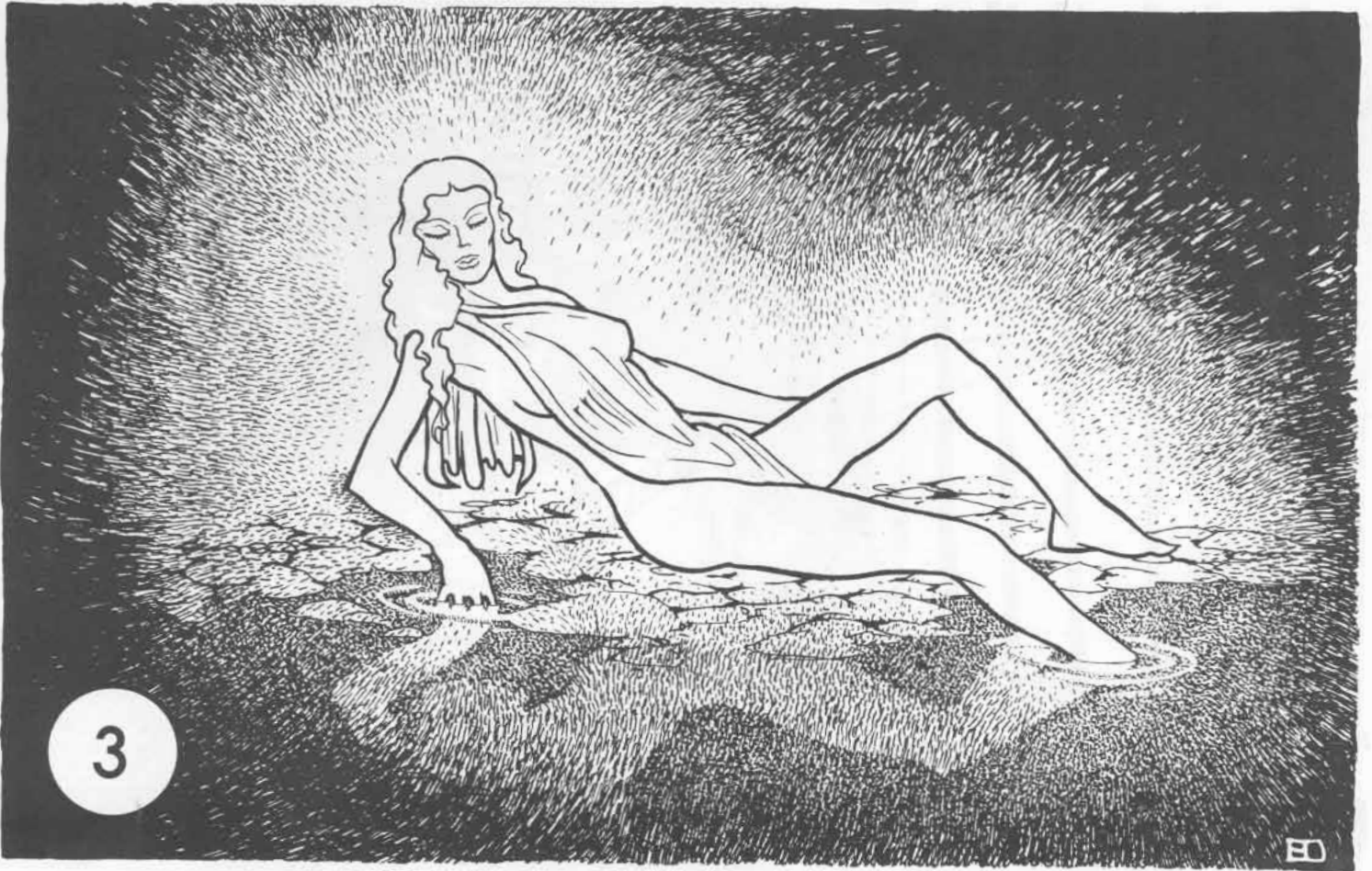
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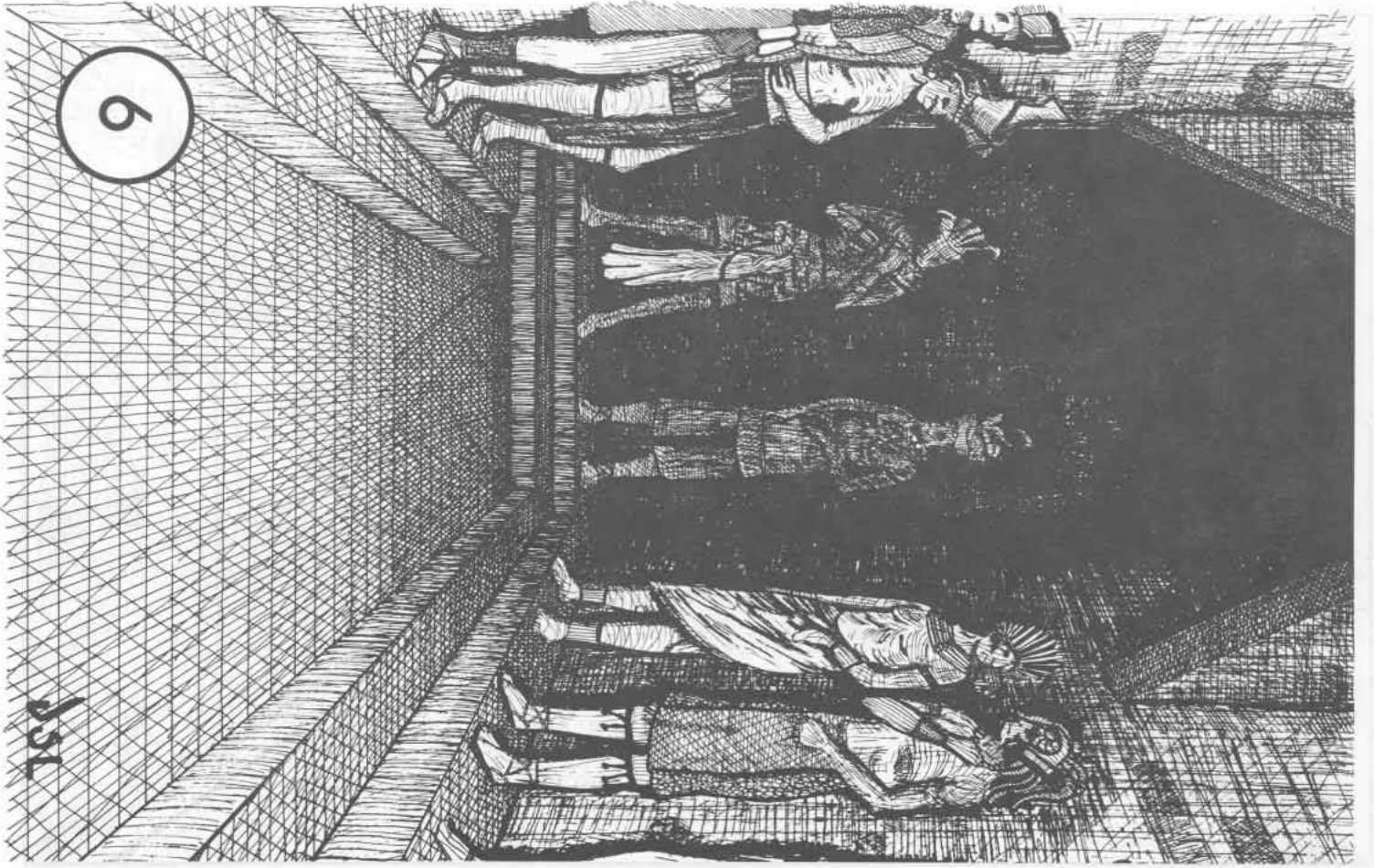
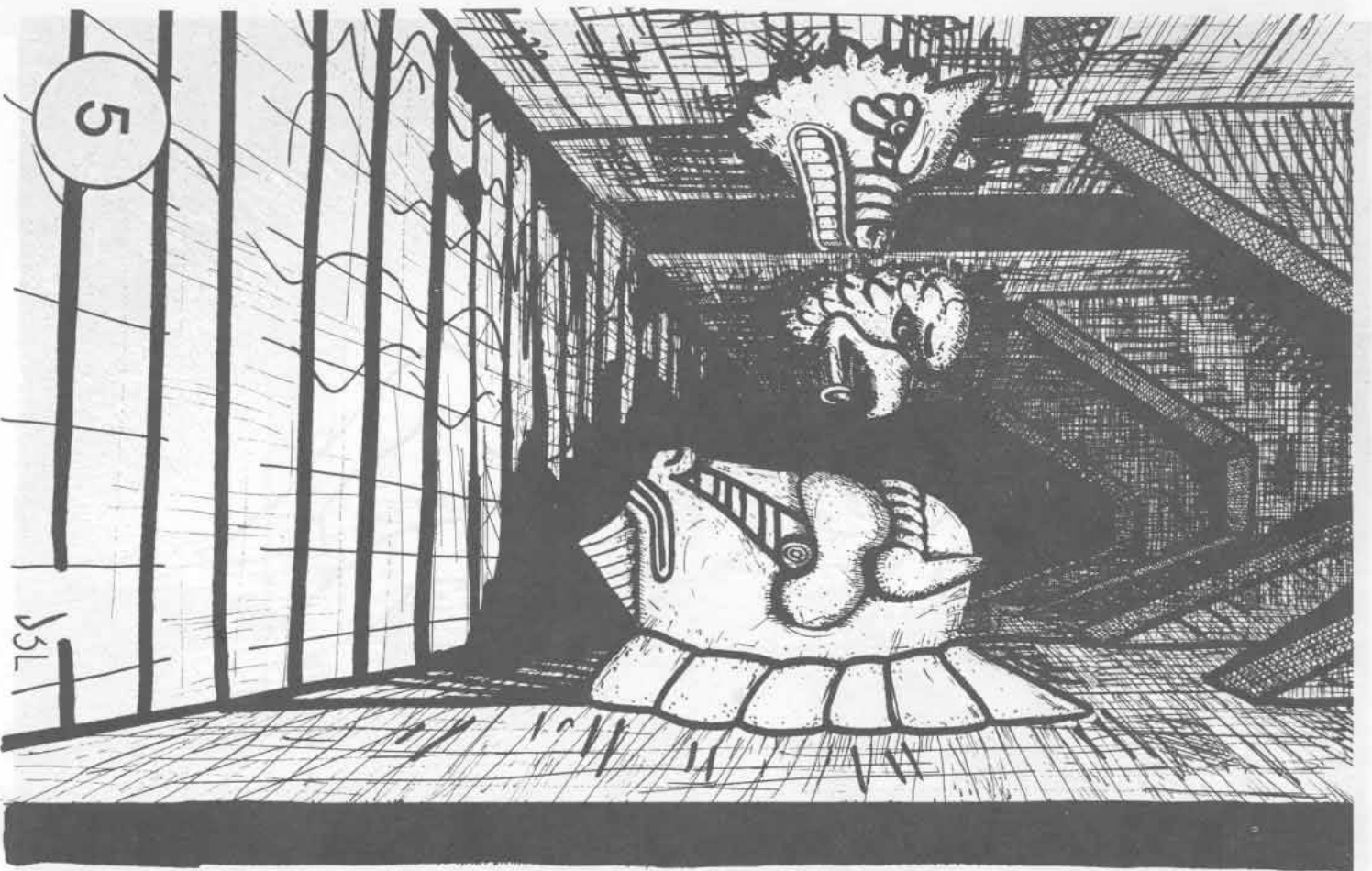


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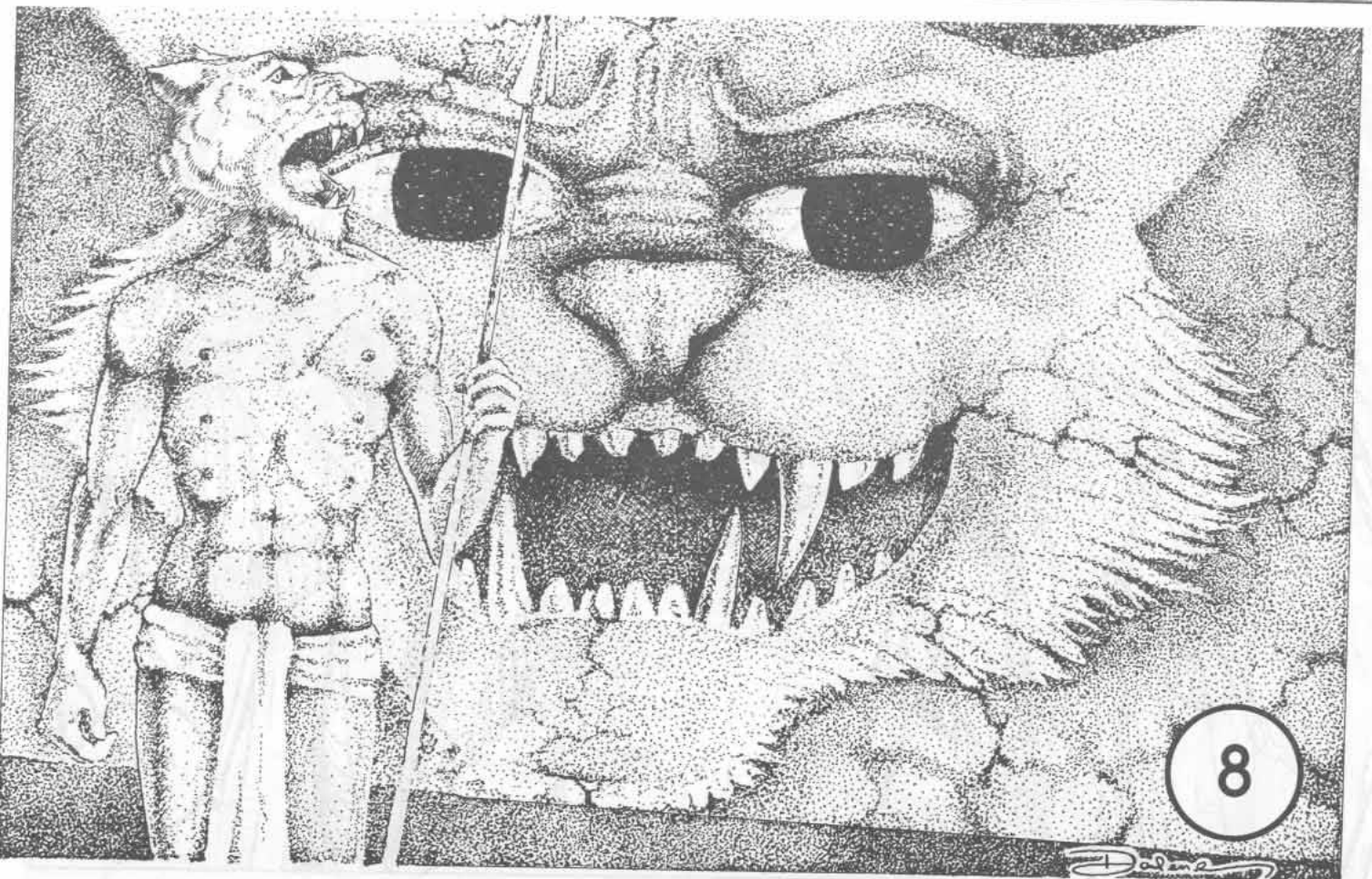
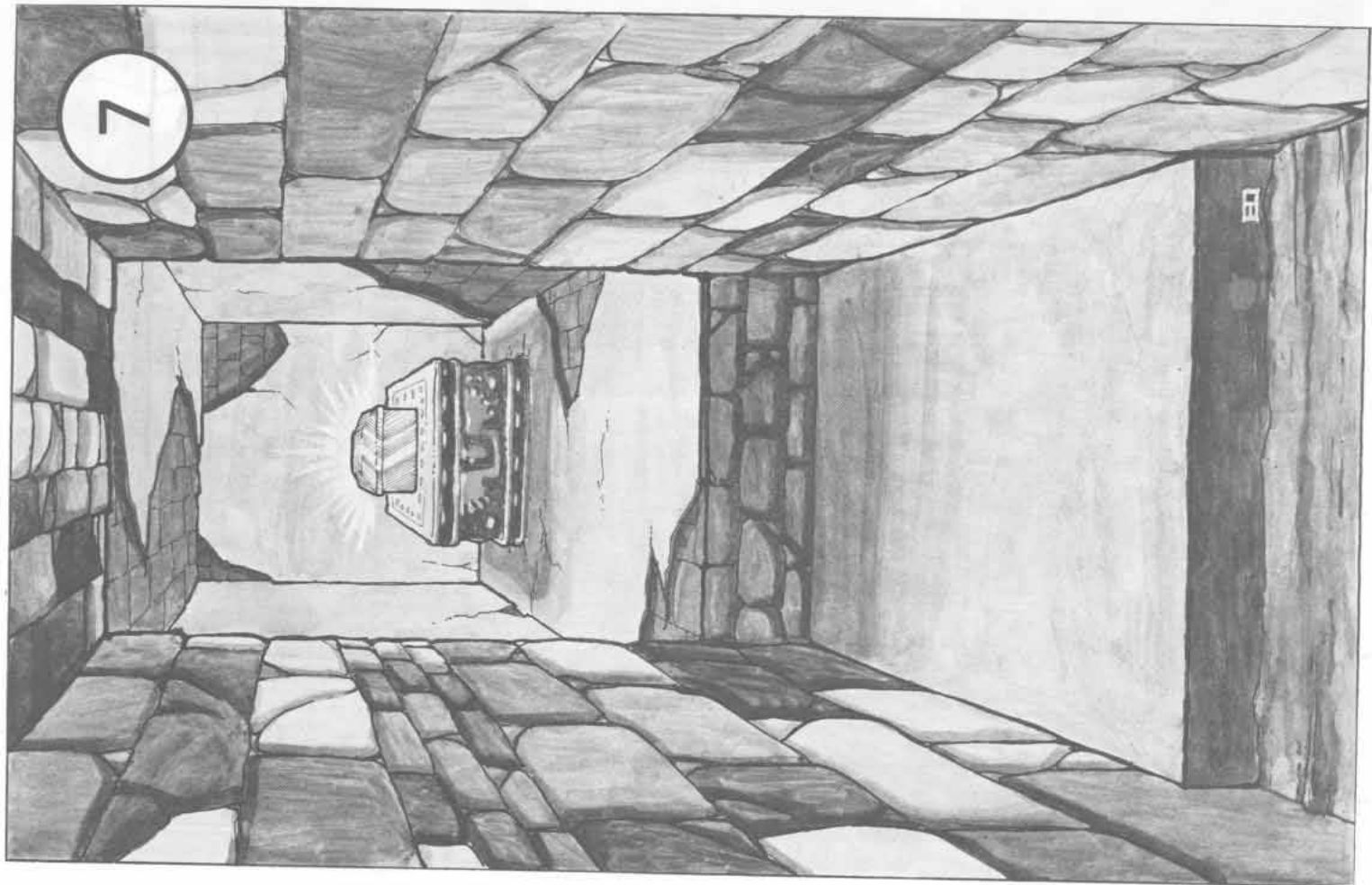


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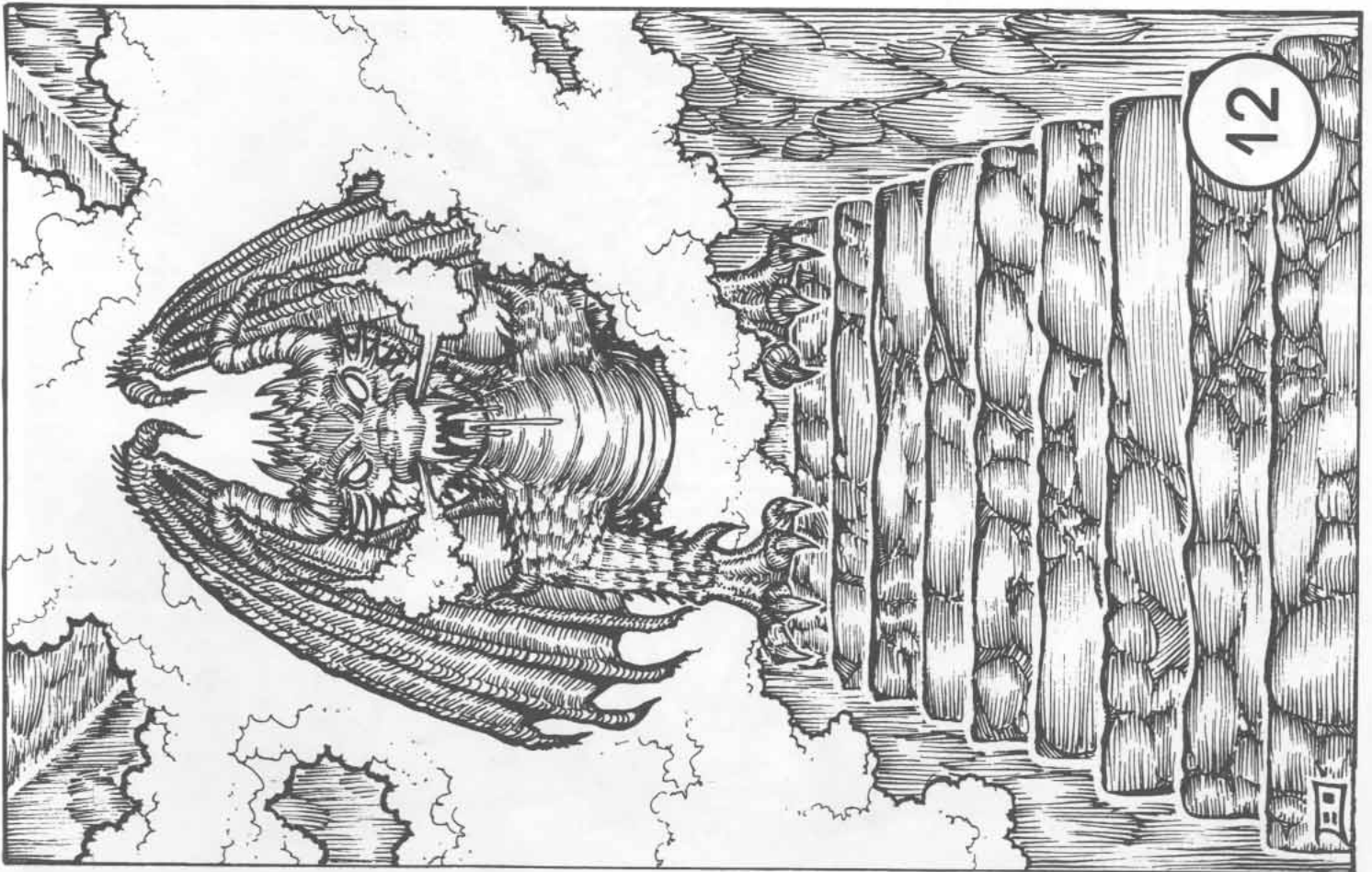
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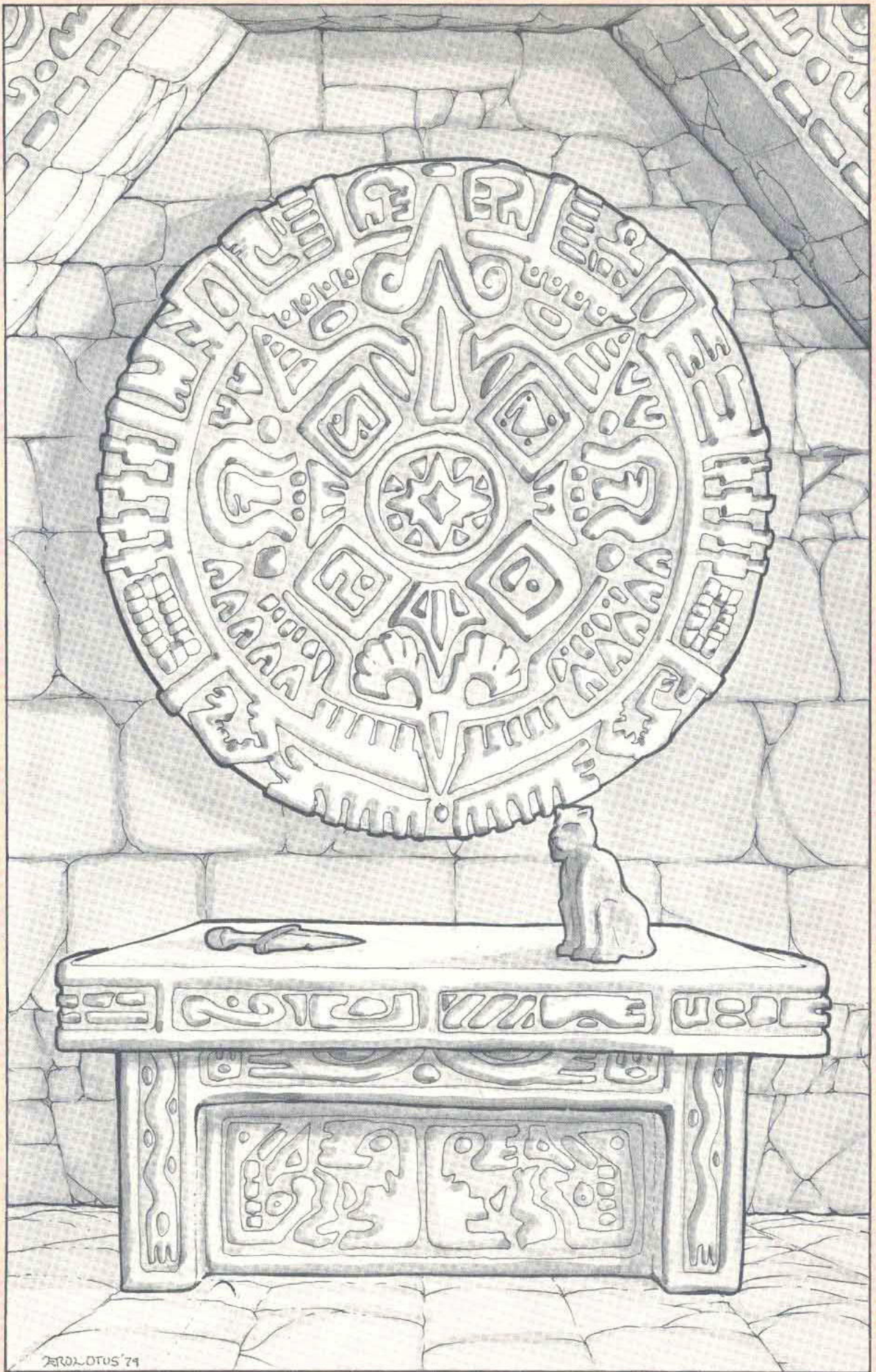


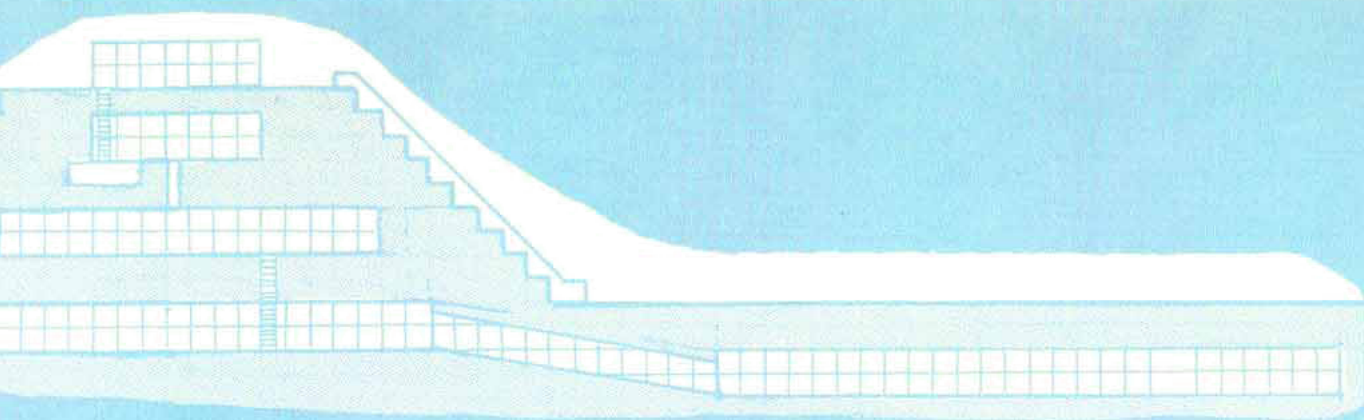
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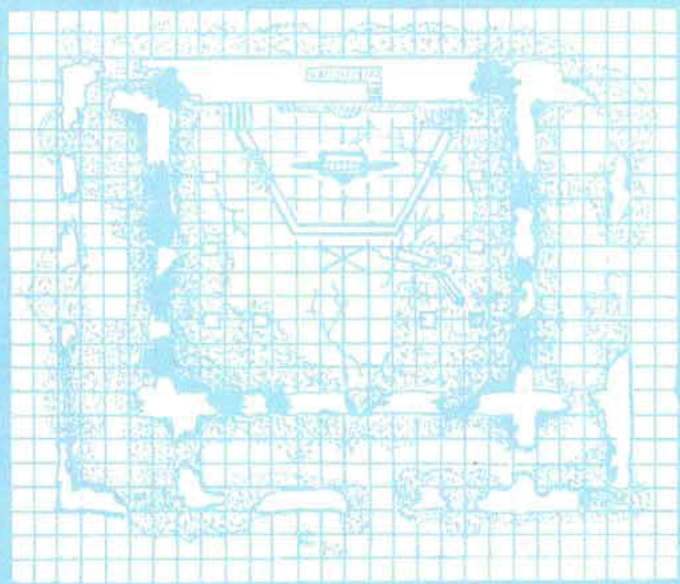
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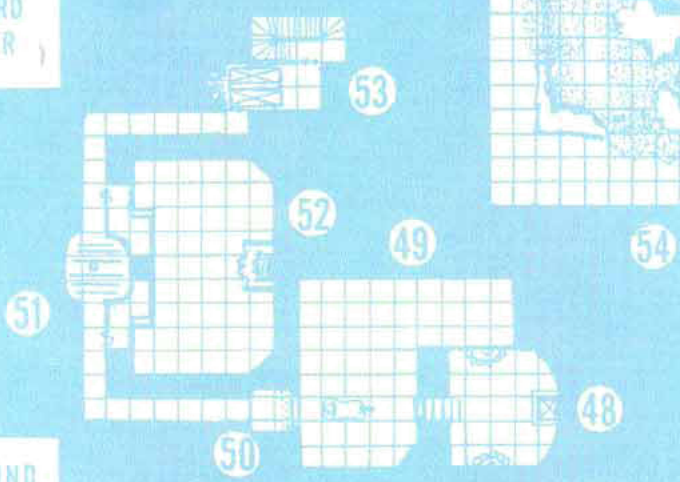




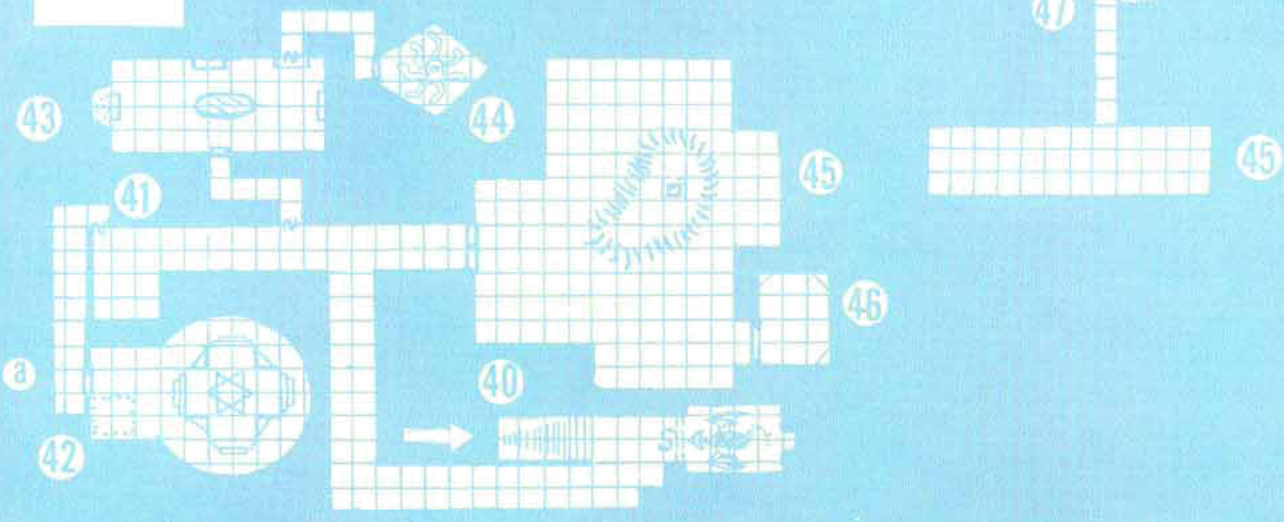
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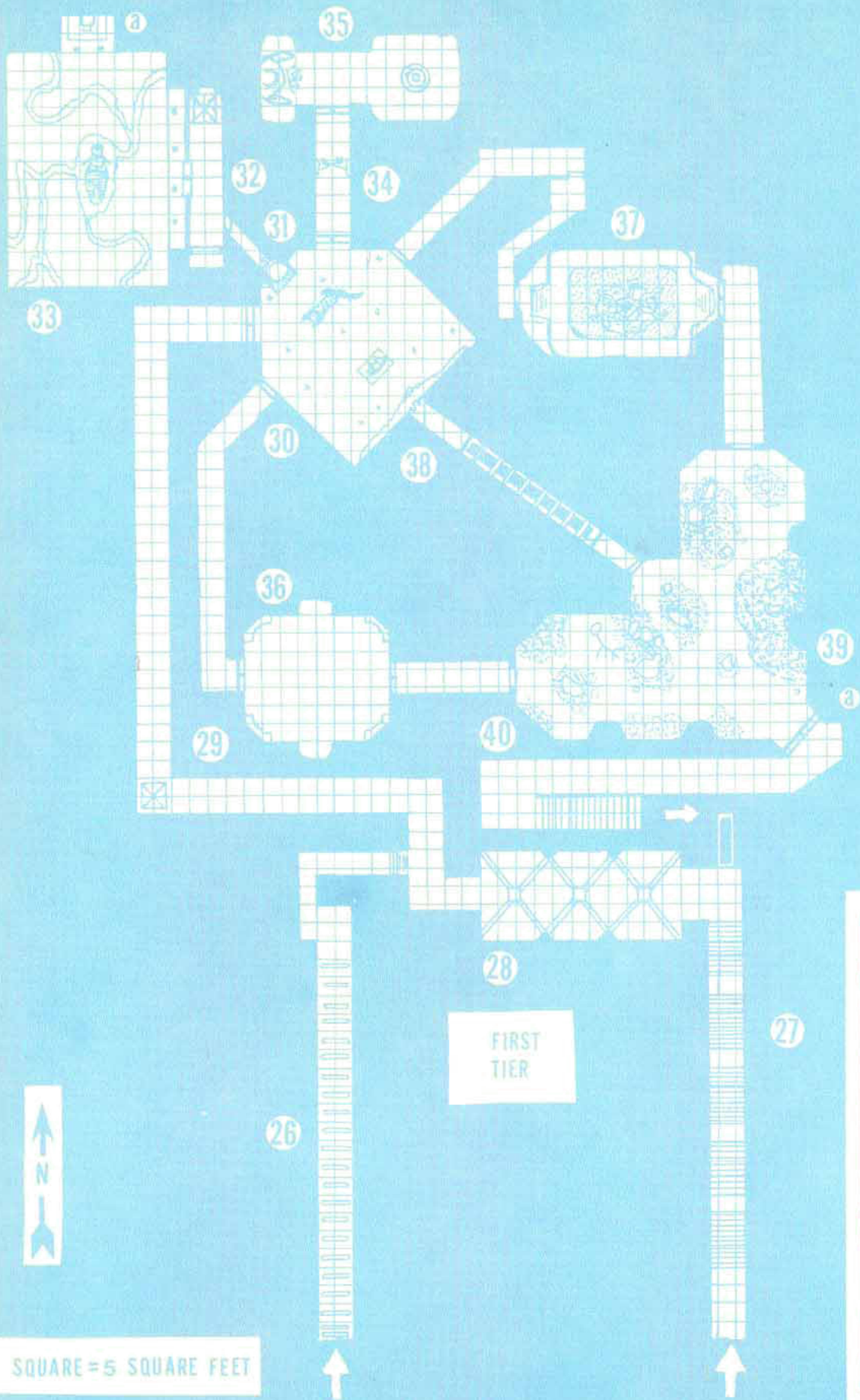


THIRD TIER

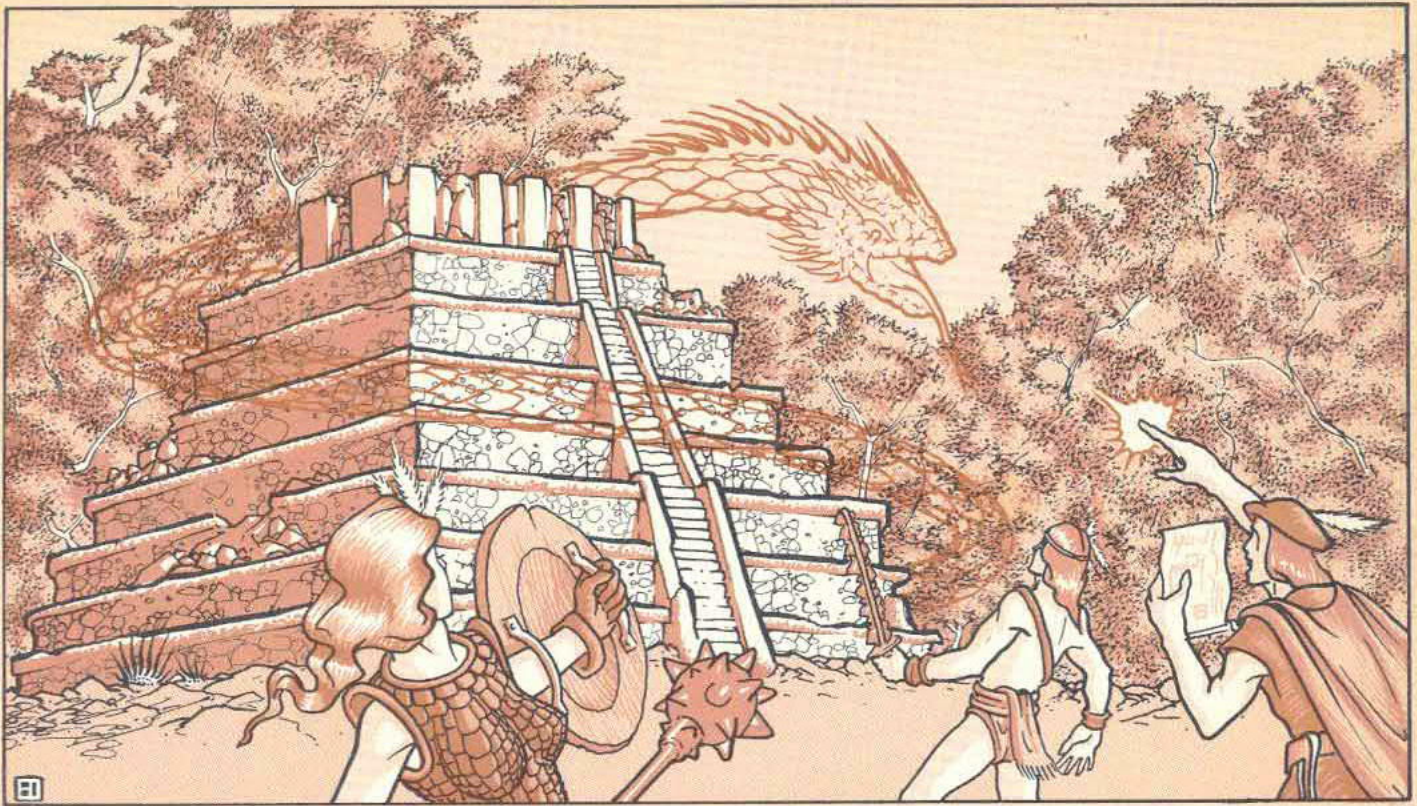


SECOND TIER





-  BEETLE
-  SARCOPHAGUS
-  DIVAN
-  PORTCULLIS
-  CALENDAR STONE
-  HALBERDIERS
-  FOUNTAINS
-  SPIDER NEST
-  CAPSTAN WHEEL
-  STONE DRAGON
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-  BAT ALTAR
-  BAS-RELIEF



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