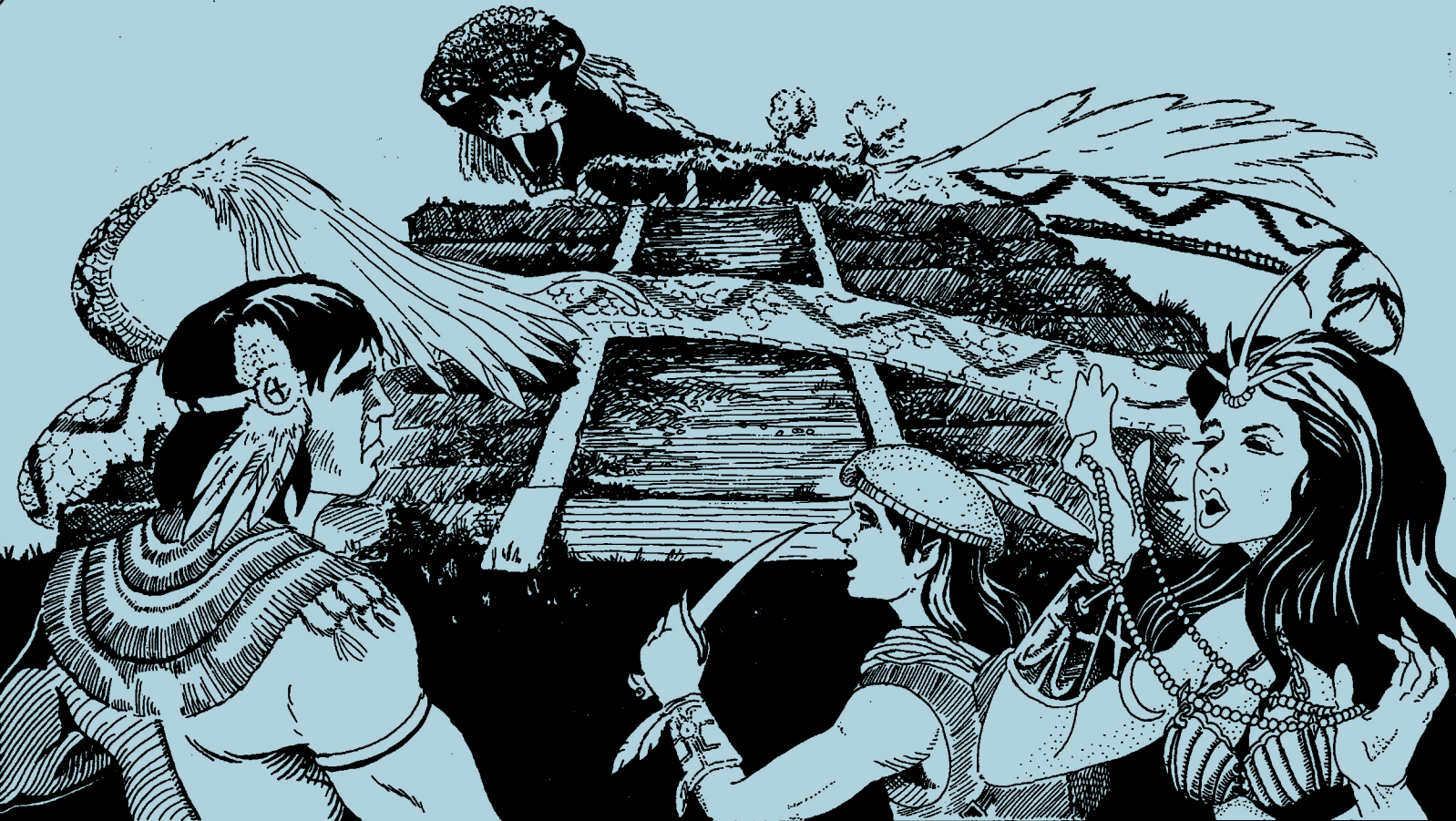


82
COLLECTOR'S EDITION

ADVANCED DUNGEONS & DRAGONS™



LOST TAMOACHAN

by Harold Johnson & Jeff R. Leason

This module was originally used for the Official Advanced Dungeon & Dragons tournament at Origins '79. This special numbered collectors edition (300 copies in print) contains background information, referee's notes, a large four-level map and reference matrices. Pre-rolled characters are included with brief histories for each. LOST TAMOACHAN: "The Hidden Shrine of Lubaatum", is the first in a new line of Collector's Edition modules from TSR. If you find this module intriguing, look for the TSR logo on future publications from The Game Wizards!

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Poison Gas:

- ..causes 1-8 points damage per turn.
- ..Haste-causes +4-5 damage that turn.
- ..Slow Poison-reduces damage to 1 point per turn, but if still exposed to gas when spell ends..full damage from past turns accumulates.
- ..Neutralize Poison-removes poison from system, but does not prevent its reintroduction; damage is half normal for one turn.

Slipping (2d6):

- ..a slip will cancel any action that round.
- ..a roll of 4 or less indicates a slip when adverse conditions prevail (ie. mud, slime, water, loose rubble).
- ..a d6 is rolled when a slip is indicated, a roll of 4 or less marks a fall and stunning for 1 round.
- ..modifier +1 to both rolls if DX is 15 or greater.

Sprainings:

- ..resulting from deflecting heavy weights-save vs stone failure.
- ..1 left leg, 2 left arm, 3 right leg, 4 right arm.
- ..sprained arm results in -2 on "to hit" for several days.
- ..sprained leg halves total speed and causes loss of carrying capacity bonus for several days.
- ..reduced speed may be only 3/4 normal if aided by uninjured companions.

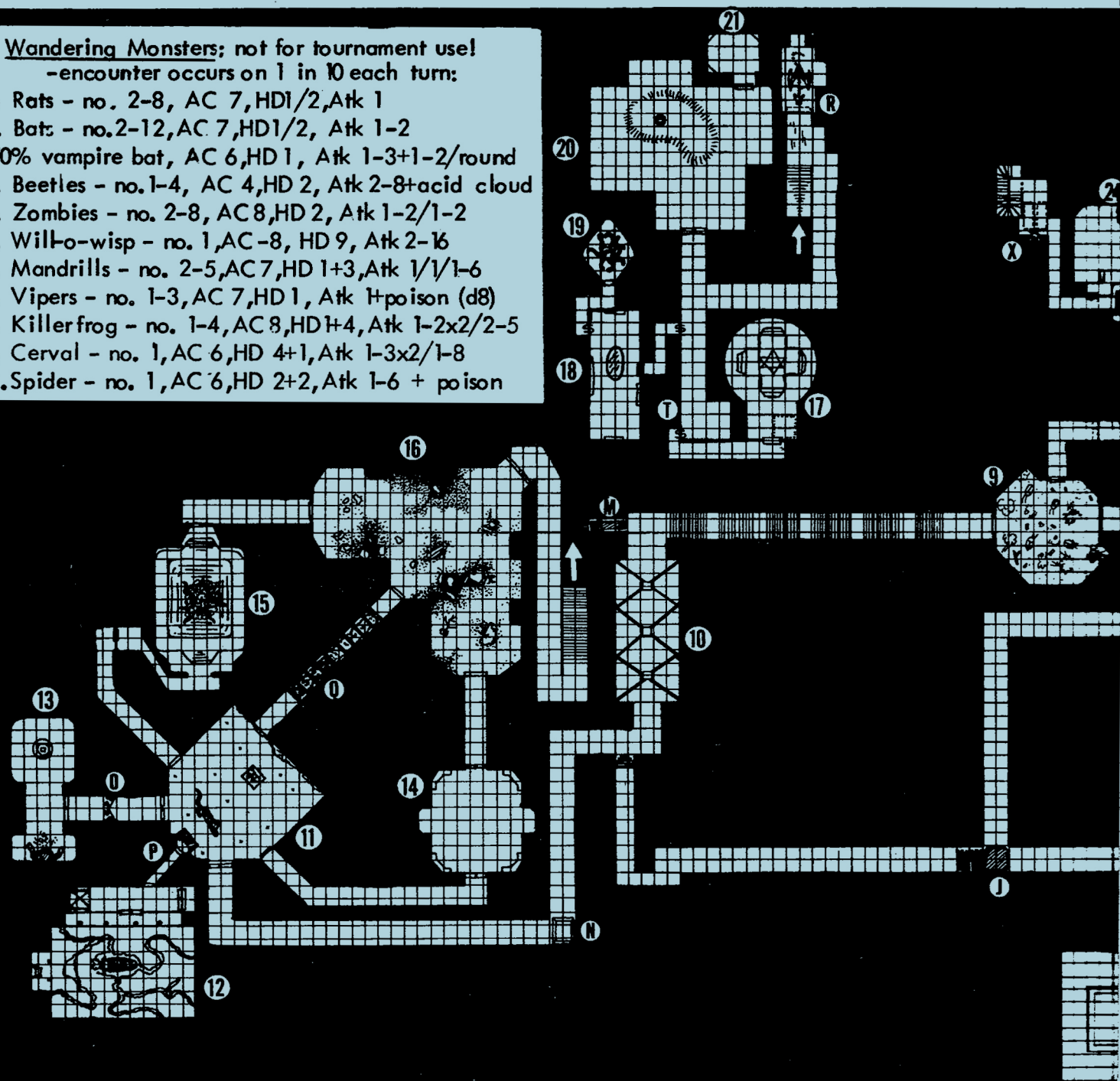
Drowning:

- ..5% base chance
- modifiers:
- ..-3% if DX is
- ..+1% per point
- ..+10% if wear chain mail armor
- ..+20% if wear
- ..+1% per 50 g
- ..failing roll of 1-6 points damage
- ..damage minus first 3 rounds of

Wandering Monsters; not for tournament use!

-encounter occurs on 1 in 10 each turn:

1. Rats - no. 2-8, AC 7, HD 1/2, Atk 1
2. Bats - no. 2-12, AC 7, HD 1/2, Atk 1-2
10% vampire bat, AC 6, HD 1, Atk 1-3+1-2/round
3. Beetles - no. 1-4, AC 4, HD 2, Atk 2-8+acid cloud
4. Zombies - no. 2-8, AC 8, HD 2, Atk 1-2/1-2
5. Will-o-wisp - no. 1, AC -8, HD 9, Atk 2-16
6. Mandrills - no. 2-5, AC 7, HD 1+3, Atk 1/1/1-6
7. Vipers - no. 1-3, AC 7, HD 1, Atk 1+poison (d8)
8. Killerfrog - no. 1-4, AC 8, HD 1+4, Atk 1-2x2/2-5
9. Cerval - no. 1, AC 6, HD 4+1, Atk 1-3x2/1-8
10. Spider - no. 1, AC 6, HD 2+2, Atk 1-6 + poison



LOST TAMOACHAN: "The Hidden Shrine of Lubaantum"--

(Ta-mō-a'-chan: "we are seeking our home"; Lu-ba-a'-tūm: "fallen stone")

was the official AD&D tournament module for Origins '79. Included in this module are maps, room descriptions, DM notes, monster roster, scenario and backgrounds of each character as well as character sheets for the figures used in the tournament. The module has been designed to function in two capacities: as a tournament dungeon and for separate adventure in campaign play.

There is a real time limit on the tournament of 1 to 1 1/2 hours. The DM should note the time at which play begins and halt play when a predetermined length of time has elapsed. Characters should be informed of the approximate number of minutes remaining if they request it of the DM. Or he may take to reminding them of the time after each room. All actions including movement, combat, solving traps, etc. 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 unless otherwise noted.

Players should be allowed to decide which character they wish to play from the character sheets. Once the characters have been chosen, the DM should then hand each their personal backgrounds to study, prior to play. Before play begins characters should complete any preparations they wish from the materials at hand in the woods.

The room descriptions are organized into two sections. The indented portions are intended to be read aloud to the players. Other sections are for the DM's eyes only and explain the results of actions and the workings of things. Often, characters may be given more information after they have taken some action (moved a block, pushed a button, etc.). DM's are strongly urged to read through the module several times before commencing with play and to become familiar with the workings of the various traps in the module.

There is a table for wandering monsters provided on the mapsheet. These monsters are not for tournament play. In regular sessions, wandering monsters are encountered on a 1 in 10 chance per turn.

Tournament characters are detailed on their appropriate sheets. The DM should note that "to hit" scores listed have already been adjusted for characters' bonuses. Thus, for example, Rhialle hits AC 2 with a 15, not a 14. All damage scored by characters, monsters, and traps are average for tournament play. Averages are: d4 = 2-3; d6 = 3-4; d8 = 4-5; d10 = 5-6; and d12 = 6-7.

Opening Doors: most characters will open doors on a 1-2 while those with strength of 17 or greater will open doors 1-3 on 6.

Players must select all spells they will use before the adventure begins. The same spell may be memorized more than once, but each memorization counts as a spell carried. Certain spells, if used underground here are potentially disastrous. Fireballs will result in ceiling collapse for 3d10 damage to all within a 30' radius of the target and will block exit. Lightning bolts will collapse a 20' radius from the impact point for to 2d10 to all within the area.

Several times dried potions will be found. These may be mixed with water or wine and drunk. Unless otherwise noted, those potions mixed with wine will act at full effectiveness and those mixed with water will be only 1/3rd duration. If a potion is eaten dry, the powder has a 1 in 8 chance of acting as a potion of delusion, convincing the character that it is a useful potion. Otherwise, dried potions will be inert and useless when eaten.

	weapons	damage	2	3	4	5	6	7	8	9	10
RHIALLE	long sword	2-9	15	13	11	10	9	8	7	5	3
	short bow	1-6	16	15	12	10	8	6	5	4	2
	dirk/thrown	1-4	16/18	15/16	13/14	12/12	9/10	8/9	6/7	5/6	2/4
MYRRHA	quarterstaff	2-7	19	17	14	11	9	8	6	5	4
	footman mace	2-7	13	12	12	11	10	9	8	6	7
CAIR	short sword	1-6	20	18	16	14	13	12	10	10	7
	dagger/thrown	1-4	20/20	19/18	17/16	16/14	13/12	12/11	10/9	9/8	6/6
	sling/stone	2-5/1-4	17/20	16/18	14/15	12/13	11/11	10/10	7/7	7/7	4/4

Room	Monster	H. P.	To Hit	#AT	Damage	AC	Saves spells	stone
1	warrior	9	15	1	1-4 or 1-6	9	17	15
	non-warrior	4	16	1	1-4 or 1-6	10	19	17
	puma	10	11	1-3	1-3/1-3/1-6	6	17	15
	priest	13	15	1	1-6	10	16	14
	constrictor snake	19	11	1	1-4/2-8	7	15	13
2	crayfish	3	16	2	1/1	8	19	17
	hermit crab	23	10	2	1-6/1-6	2/5	14	12
3	"vampire"	44	7	1	5-10	0	11	9
	with axe		5	1	7-12			
5	rats	1	16	1	1 + disease	7	19	17
	giant slug	29	8	1-2	1-8/1-8 + spit 1-2/r	8	14	12
6	nereid	15	--	--	--	9	16	14
	electric eel	10	11	1-2	1-3 or 1-3d4	9	17	15
H	zombies	5	11	2	1-2/1-2	8	17	15
7	wight	29	10	1	1-4 + drain	5	16	14
8	monk, male	30	11	3/2	3-9	5	12	10
	, female	34	11	3/2	2-12	4	12	10
9	bombardier beetle	7	11	1	2-8 + cloud	4	17	15
10	"gas spore"	20	10	1-2	1-2(6-36)	5	14	12
11	werejaguar (tiger)	21	8	1-3	1-3/1-3/1-8	3	14	12
12	doppelganger	25	10	1	1-12	5	16	14
13	panther	17	11	1-3	1-3/1-3/1-6	6	16	14
	"ogre mage"	28	10	1	1-10	4	13	11
15	polyp	31	8	1-8	1-2/paralyze	6	16	14
Q	thorn-plants	35	10	2-8	1 or 1-4	10	19	17
16	mandrills	9	13	1-3	1/1/1-6	7	19	17
	amphisbaena	27	8	2	1-3/1-3 + poison(1-8)	3	16	14
17	couatl	33	7	2	1-3/2-8 + poison(2-12)	5	12	10
T	yellow mold	(100 ²)	--	1	1-8	9	17	15
21	"gibbering mother"	21	10	1-6+	1/confusion	1	17	15
U	huge spider	11	11	1	1-6 + poison+1 (d6, paralyze)	6	17	15
22	water weird	23	8	1	grab & drown	4	16	14
23	"centaur"	27	8	1-3	1-6x3/disease	3	14	12
24	nahual	30	8	2	1-4/1-4/drop	3	13	11
25	hyenadon	25	10	1	3-12	7	16	14

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. Each monster has its own peculiar attitude when met wandering about the corridors of the ruins and it will influence the outcome of each encounter.

Rats: are noticed only 2 in 6 and then they run; otherwise they have surprised the party and will feel challenged and will nip at intruders and then flee.

Bats: act as a confusion spell and obscure vision so that a check for slipping must be made when in their presence; they will bite and then flee, vampire bats found with normal bats will bite and then drink blood.

Beetles: are seeking food and will come running in response to noise as they are blind.

Zombies: will be blank-eyed and ignore the party unless the characters are in the act of defacing the ruins or openly challenge them.

Will-O-Wisp: usually hangs 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 he will flee rather than fight and fight only if cornered.

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

Vipers: will only be noticed 2 in 6 and otherwise surprise the party, the party must save vs stone to be warned before the viper strikes or else it will strike silently.

Killer frogs: appear to be normal bullfrogs sitting in the corridor and will be skittish, until one gets close to the frog at which point it drops its mild mannered pose and attacks.

Cerval: is a small hunting cat that climbs walls and ledges and attacks from above.

Spider: this species is a jumping spider and does not spin webs; it moves at 12", and may leap 4" suddenly in any direction; it does climb walls, and its poison is weak so save is at +4 and results in paralyzation.

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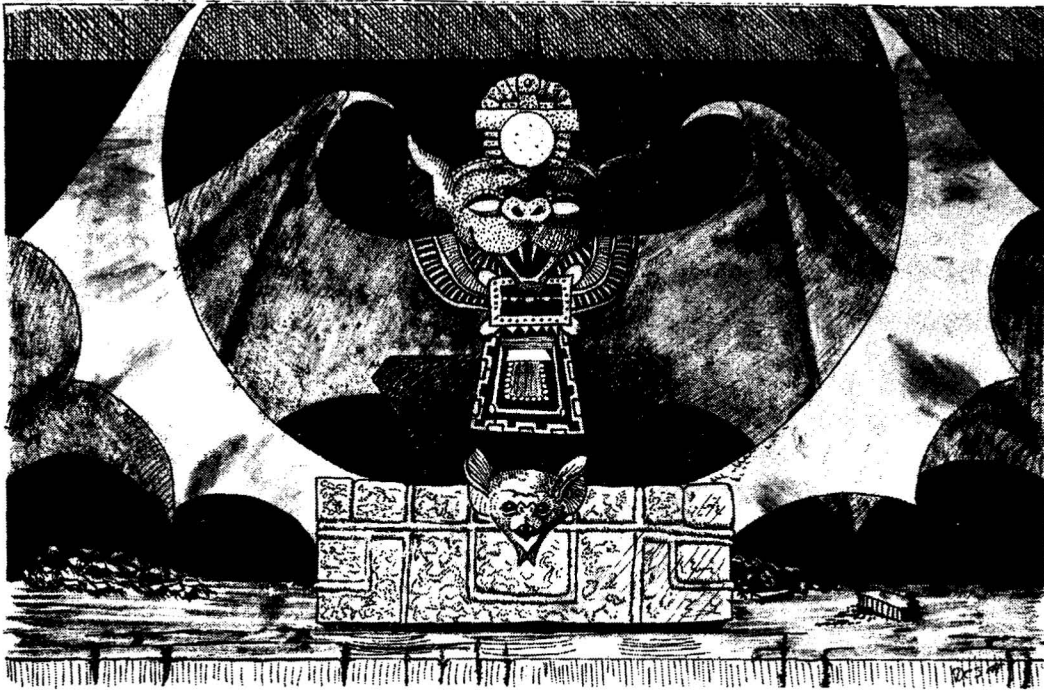
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LOST TAMOACHAN



'The Hidden Shrine of Lubaantum'

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

"Breathing heavily, you find that the world has stopped tumbling and you now sit on cold, hard, 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 the rocks diminishes to an occasional rattle of pebbles and the shush-shush of sliding dirt."

Unless a light is made at this point, describe the room by what the characters touch only. A light spell will work normally, but any fire will only glow redly, a pale ember of itself, illuminating no more than a 5' radius. The clouds of dust will make breathing difficult until settled, but will not hamper play.

"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."

The poison in the air is heavy and fills every room in these ruins. Every full turn (10 minutes) spent ensconced will end with everyone in the party taking 4 (1-3) or 5 (4-6) points of damage. If a slow poison spell is used, this damage will only be 1 point; but if still in the ruins after time runs out, all past damage catches up with them. A haste spell will cause an additional 4-5 points of damage that turn, regardless of whether a slow poison spell has been used or not.

"You are in a long, narrow chamber. In both the left and right walls are three five-foot wide, arched niches. Each is about 3 feet from the floor. In front of you is a central well with an arched half-shell over it. Beyond the wall is a huge

stone door.

"Each of the niches contains a diorama of some scene of Olman life. The figures in all appear to be made of stucco, realistically and brightly painted. The scenes are fishing, farming, religion, warfare, the creation, crafts, and, in the center well, hunting. The door beyond appears to open inward; there are hinges on this side and scratches on the floor. There is no visible lock or handle, although across the top there is a slight gap. Several holes seem to have been bored into the door, but nothing can be seen in them. The door appears to be fairly thick. The door is arched and there is a keystone at the top."

"The cave-in area appears to be completely blocked. At short intervals small amounts of rubble and dirt come clattering into the room. Several large stones appear to have wedged themselves tightly."

Attempting to dig out through the cave-in area will simply result in more detritus falling into the room. Refer to cave-in rules for more details.

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 normal dimensions immediately and the spirits of the ancestors will animate it. (Warriors: AC: 9, 2nd level, 9 H.P., Atk: hand-axe 1-6/dagger 1-4/spear 1-6; Priest: AC 10, 3rd level, 13 H.P., Atk: 1-6; Non-warrior: AC 10, 0 level, 4 H.P., Atk: club 1-6, dagger 1-4; Puma: AC 6, HD: 3 + 1, 10 H.P., Atk: 1-3/1-3/1-6, rear claws rake 1-4/1-4, surprised on a 1; Constrictor snake: AC: 7, HD: 4 + 1, 19 H.P., Atk: 1-4/2-8; all other animals are benign.) Each statuette weighs 35 GP and is worth 2-5 GP. Items taken from this room will be merely stucco and basalt painted statuettes.

1. "The first niche is a river scene. Natives (men, women, and children) are fishing with nets, gathering rushes, and making dugouts."

2. "The farming scenes has natives, as before, planting and harvesting. Warriors are standing guard and a priest in bird costume is blessing the fields (spells: bless, cause light wounds, spiritual hammer)."

3. "The third niche shows a scene of a tiered pyramid with a temple on top. Natives are bringing small offerings of gold and jade (1-6 GP value, 4-24 items); before the temple stands a priest (spells: curse/reverse of bless, darkness, snake charm) handling a constrictor snake. Around him stand three costumed warriors--one dressed as a winged serpent, another as a bear, and the last as a coyote holding a torch. There are also several stone statues representing the gods."

4. "The fourth niche is a scene of tribal warfare. All the figures are warriors carrying spears, clubs, hand-axes, and daggers. One side is painted black and the other side is done in red."

5. "The fifth scene is that of the creation of the world. All statuettes are obviously stylized and non-human. A god in green quetzal feathers is mixing ashes with blood to form a man and a woman; four towering figures painted red, black, blue, and white are standing about a fire committing suicide with 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."

6. "The sixth niche shows native men and women engaged in different crafts--weaving rugs and baskets, carving totems, making pots, grinding stones for weapons, and making clothes."

7. "The center well is a mountainside scene of a hunting party of warriors. Some have successfully pulled down a stag with the aid of a dog, another group are cleaning a small deer, and the last group has cornered a puma with its spears. A scout watches the puma hunt from an outcropping. He holds a metal staff with a loop in the end. It looks like a shepherd's crook."

It is the key for the door and may be removed from the figure without animating it. Once removed it will grow to 2', weigh 20 g.p., and be worth 250 s.p.

The door may be opened in two ways. Either the key may be used in the lock (which is hidden under a false plate in the keystone over the door), or spikes or some like method may be driven into the door allowing normal chances to open the door. Objects inserted into the holes already bored will simply pull out.

A. The Hall of Thrashing Canes--

"The walls are carved to represent bamboo-like logs as in a log cabin wall. The corridor slopes down to double doors of beaten bronze, worked to resemble a forest of seaweed."

There is a pressure plate halfway down the corridor which triggers several of the logs to swing out behind the party and buffet them down to the double doors. For tournament purposes the trap will always work, otherwise it will operate on 1-2 in 6. Characters will suffer no damage if the trap operates behind them; if they are going up the slope, however, and the trap is sprung in front of them, damage is 1d6 with a 1 in 10 chance of a sprain (see sprain rules) and a 1 in 20 chance of a broken back (save vs. paralyzation). The logs must have an 8 or better to hit. Any character hit is automatically stunned/winded for 1-4 rounds. Once triggered, the stone logs will not swing back and will effectively block retreat as they reach to the ceiling with only a 6" gap between logs.

2. The ROOST of the CONCH

"The room appears to be built of large blocks of stone with buttressing in the corners. The entire room is wet and slimy and a thin coating of mud covers most of the floor. In the center of the room is what appears to be a large rock of glassy material, brown with dark streaks and spots through it. Leaning beside it is what appears to be a bamboo staff. There appear to be several exits from the room."

The boulder is actually a giant conch shell and the bamboo staff is the leg of a giant hermit crab --Kalka-Kylla (Kal-ka-kē-ya)--living in the conch: AC: 2/5 on face and eye-stalks, HD: 5+1, 23 H.P., Atk: 1-6/1-6/1-2 mouth. He is presently asleep and will not awaken unless disturbed. Once awake, he may attack or bargain. He is highly intelligent so as to serve his master, Camazotz (Ka-mā'-zōtz), all the better. He speaks the local tongue, Olmec. In the attack, he will attempt to use his extra legs to capture an opponent and drag him to his mouth for an extra 1-2 damage. He will also drag his shell about with him and try to pin his enemies with it.

"In the mud around the base of the boulder you see a small crayfish."

If the party approaches the conch, the crayfish Hetecatl (Ā-tā-kaht'-l) will step out and advance towards them.

"The crayfish advances and is heard 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!' He will wave his claws in an aggressive manner."

If the party follows the warning, nothing will happen. If the crayfish (AC: 8, HD: 1/2, 3 H.P., Atk: 1/1) is attacked, he will immediately call upon his companion the giant

hermit crab to rescue him. The crab and crayfish may be reasoned with, although the crayfish is very dim. The drab will deny any knowledge of the place, stating that it was brought into these warrens when very young. If asked for directions, it will first send the party to stairway C, and then, if asked again, will send them to room #4.

F. Mud Filled Doorway --

"This doorway is reached by a short flight of steps going down. The bottom of this stairwell seems to be filled with silt. The door has hinges on this side, along with a large grip to pull on."

Probing the slit will reveal that it is about 18 to 24 inches deep. Attempts to open the door will fail because the silt blocks it securely. Characters may try to scoop the silt out of the stairwell, but they will soon see that it is semit-liquid and quickly flows back into the stairwell. If water is forced, in quantity, through the silt, it will wash the silt through the door jamb and down the hall beyond, alleviating the blockage.

B. Stone and Wet Lime --

"In the right wall of this corridor a large 10' x 10' block stands out from the rest of the work due to its rough and angular cut. It appears to be shiny and wet."

The surface of the block is covered with we lime and characters will take damage if they touch it (see lime rules). The block may be pushed inwards with a combined strength of 50 and will take 7-9 rounds to move in far enough for characters to pass around.

C. 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."

Characters may attempt to dig this staircase out. If they do, consult the cave-in rules. The staircase leads nowhere known.

3. The SEPULCHRE 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 space enough to step through. On the other side is a small alcove with 3 sealed jars on either side and double doors of beaten bronze at the end. The doors have glyphs worked into them."

The jars weigh 200 g.p. each and contain the equivalent of 20 flasks of fine oil each. The glyphs translate as "Here lies Tloques-popolocas Yohualli-Ehecatl (Yō-wa-yē A-hā-kaht-l), master of the others, who is like the wind and the night." Forcing the door causes a glass sphere to break, releasing a gas of dreadful sleep (5,000 years). Picking the lock or using remove traps successfully will prevent the sphere from shattering.

"Inside the doors is a large room carved from rock. Around the walls stand a procession of deathly pale statues, possibly warriors and priests. The walls behind them are veined with minerals and there are stalactites fringing the ceiling. Buttresses rise from the corners, brown shot through with black veins. On the floor directly in front of the door are

more glyphs like those found on the door. In the center of the room is a massive block of stone, all four sides covered with glyphs. The top of the block renders a struggle between a dark skinned man and a mighty knotted serpent, and is engraved with the same glyphs as the doors. Under these sigils are a series of face-glyphs in some sort of combination. At the foot of the block are 11 more face glyphs. In the wall opposite the entrance is a battle axe embedded in the wall of the chamber 6' above the floor."

The carved block is the resting place of Tloques-popolocas, a servant of shadow loving Zotz. The glyphs in front of the door on the floor are non-magical and when translated, read "Ah, defilers, now you shall join me in my eternal resting." The series of glyphs on top of the stone are his name and the date he died, 3-9-54. The 11 glyphs at the foot of the stone corresponds to the numbers zero through ten, and if investigated will be found to move. 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. The statues are just that.

The tomb may be opened by pressing those of the eleven glyphs that correspond to the numbers of the date carved on the top. When the last glyph is pressed, there will be a grating sound and the top of the stone will pivot slightly. It may be opened the rest of the way by any character with a strength of 17 or better.

"The block is hollow. Inside are the remains of a crumbling skeleton. 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 eyes and obsidian pupils."

"Underneath are fragments of bone, as though the skull had been crushed. Laying above the mask is a diadem of dark stones and green discs. Strands of hair still remain around the skull threaded into black and red stone tubes. To either side of the mask are green stone earplugs carved like flowers. About his neck is a pendant of green stone carved with the face of a humanlike bat."

"Scattered throughout the neck and ribcage are many green beads shaped like spheres, cylinders, buds, tri-lobed, flowers, melons, pumpkins, and snakes heads. Draped over the ribcage is a breastplate made of loops of tubular green stones interspersed with bone dividers. About the wrists are bracelets of green beads. On one finger of each hand are green carved rings one in the form of a man holding the moon, the other a puma ready to strike. Pressed into the fingers of each hand is a bead, a green cube in the right and a spherical agate in the left. At his feet lie two more beads, apparently of glazed clay, one fitted with flower plugs at both ends. Laying in his hip bones is a small bone statue of a faceless man with large pointed ears."

This is the body of Tloques-popolocas. If the mask and pendant are both removed, he will start to awaken. In 10 rounds his bones will have rejoined themselves and he will sit up, gazing about him. There he will sit for two more rounds (attacking at half strength if he must) while his flesh knits and swells out. After this he will attack. (AC 0, HD 8+3, 44 H.P., Atks 5-10/7-12 with his axe.) He is able to change to a bat, his gaze acts as a hold person for 2-5 rounds, and his touch causes fear. He can summon 2-12 bats (AC 7, HD 1/2, 1 H.P., Atks 1-2) with a 10%

chance of a vampire bat (AC 6, HD 1, 4 H.P., Atks 1-3 + blood drain for 1-2 points each round attached). Tloques can only be hit by +1 magical weapons or better. Regenerates 3 points per round.

He will attempt to reach his axe and fight with it. The axe is +2 and has snake skin bindings concealing a permanent scroll containing the spells: passwall, burning hands and push at seventh level. When fighting with the axe he utilizes these spells as natural powers of the axe. The spell may be cast as an alternative to combat but only 3 times a day. Tloques-popolocas is a blood-drinker and will attempt to subdue opponents if not vastly outnumbered, so as to assure himself a constant supply. He does not drain blood in the normal vampire manner, but must first drain it into a receptacle and then drink it. He may not cross running water. He is thus, not a typical vampire, gaining his powers through his allegiance to Zotz. He may, still, be turned as a vampire.

The mask is jade fixed to stucco and is worth 250 g.p.. The diadem is made of opals and jade discs, while the hair ornaments are of obsidian and pipestone, totalling 300 and 200 g.p.. The earplugs are also of jade and are worth 75 g.p. each. The jade pendant is an amulet of Zotz, the vampire god of the underworld, valued at 77 g.p.. There is a large white jade bead in his mouth worth 175 g.p.. The various shaped beads are worth a total of 372 g.p.. The breastplate of jade and bone will bring 640 g.p. and will provide AC 6 protection to the front (it should be considered armor for all purposes). The bracelets are bracers of protection vs normal missiles. The rings are magical too: resist fire and protection +1. The beads in his hand are worth 270 and 160 g.p., perhaps symbols of rank or magical elements. One of the beads near his feet is worth 32 g.p., while the other contains the dried remains of a potion of invisibility (normal effect when mixed with alcohol, 1/3 duration if mixed with water). Dried potions may be consumed in powder form and are for the most part inert substances with no reaction, but 1 in 8 will react as a potion of delusion that makes you believe it is functioning normally. The statue also has a plug at the bottom and is well sealed. It holds 4 fluid oz. of sweetwater - a potion which will neutralize a poison draught, or a container of acid; purify salty and brackish water and destroy any magical potion it is mixed with.

The tomb is cursed, of course. Within 2-5 weeks, every violator of the tomb will be visited by his personal phantasmal killer.

4. COURSES of the GODS:

"The apartment is wet and the walls are covered with a slimy buildup. There is about an inch and a half of water and mud on the floor. There are many overturned pedestals and broken statuary on the floor, partially buried in the mud. Only one pedestal, in the far right corner, remains standing. On it sits a small, three-sided pyramid of silver (worth 50 s.p.). On the opposite side is a door and over it there is a wet, dark mass. Getting closer, it appears to be green in color. The ceiling is inlaid with color tiles that seem to form strange patterns in the areas of the pedestals."

The pyramid represents Apocatequil (A-pō-ka-tā-kēl), god of the moon and lightning. The other fallen statuary depicted other gods of the Olman. The mass over the doorway is a large colony of algae. Fire has little effect on it due to being oozing wet and the effect of gas not allowing for good flame. Attempts to dislodge it will result in it dropping slippery sections on the players. The walls are heavily coated with lime (see lime rules).

D. Stone Statue --

"The hallway seems to be coated with the same slime found elsewhere and the floor of the passage has a layer of mud. Through this runs a steady trickle of water. The stucco on the walls is flaked and peeling and there are silver slime tracks crisscrossing the walls and ceiling. Ahead in the darkness they glow faintly."

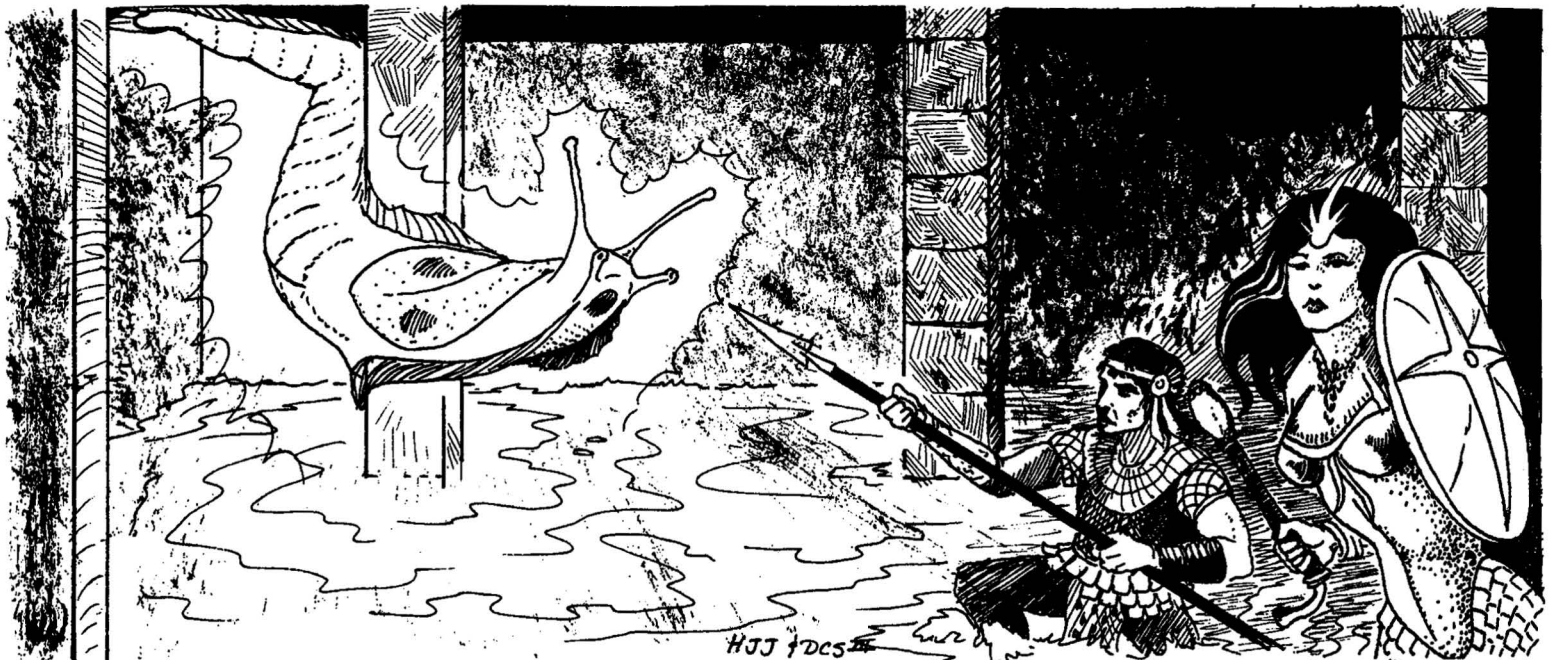
"Along one wall of the passage stands a 12' tall statue of a man dressed in native finery and holding a tray. His eyes are black gemstones, the right one droops out of its socket, balancing on a damp cheek. Behind the left shoulder can be seen the hilt of a blade weapon, most likely a sword. The nose, forehead and tray of the statue are chipped and scratched."

The eyes of the statue are polished obsidian worth 30 s.p.. The sword is laminated wood with inset, jagged teeth of obsidian. (+1, +5 vs gas spores, Int: 3) and comes free easily if any character pulls up on it. However, to reach the sword and the eyes the characters will have to climb on the statue. If more than 100# of weight or pressure is applied to the tray, the statue will overbalance and topple into the hall causing 2-12 points of damage to those caught under it and save vs stone or sprained (see sprain rules). Once the statue has fallen it will reveal the narrow passage behind it 4' above the floor.

5. The COURT of CEMANAHUAC: (Sā-man-a'-wak: Place entirely surrounded by water.)

"The major part of this room is under water. To the right and left as you enter are two small alcoves containing fountains, cracked and crusted with a white chalky substance. The fountain to the right still holds some green, scummy water in which something moves. The fountain to the right is empty, but there appear to be an amount of rubbish on the floor. Ahead of you are steps leading down into a pool."

Both of the fountains are caked with lime and the fountain to the left has a small amount of lime solution in the bottom of it. It looks like cloudy water. The fountain also has a small amulet in the solution that belongs to "The Lord of the Snails,"



and may be used as a bargaining point with him. It is worth 65 g.p.. In this room are 10 regular rats (AC 7, HD 1/2, 1 H.P., Atks 1 plus they are plague ridden, save vs poison or infected. If not cured by the beginning of the third turn, The wound will swell and become pus-filled and at the end of the turn the character will die. The rats are hidden in their lair in the rubbish.

The alcove to the right is empty, although there are a school of tadpoles and some water beetles are creating the disturbance in the water.

"The pool is about 2' deep and covers the entire floor. The room is divided by square pillars, so that it forms a main hall flanked by two outer ones. The walls look slimy and there are vile glowing lines etched into them. Underneath the water and what is seen of the chamber's walls the stone appears to be crudely worked. Two rusting bronze braziers stand thigh deep in the brackish water. And towards the far end of the room two broken urns huddle in the water. In the far right corner some sort of growth seems to gleam as vile as the slime trails, burning with a greenish hue."

Surrounding the outer 10' of this room is a hidden moat a total of 12' deep now. Characters will not be able to notice it save for the calmness of the water over it, until it is too late. Any who slip in must check for drowning. The walls are heavily coated with lime and this makes the water brackish. Any character who stays in this room more than one turn will have the soaked portions of his or her clothing begin to rot and fall away. The bottom is slippery and characters must check for slipping (see slipping rules). Movement speed is halved in the water.

The phosphorescent glow in the corner is actually Tecuciztecatl (Tā-kū-sēz-tā-kaht'-l) The Lord of Snails) a giant slug (AC 8, HD 6, 29 H.P., Atks 1-8 bite/ 1-8/1-8 slashing tentacles, like a catfish whisker). Due to his rubbery skin all damage taken is at -2 until he is half damaged. He may only bite at things that are directly in front of him. He cannot grasp things with his tentacles, they act rather as long swords. He may also spit a slimy and irritating acid that does 1-4 points initial damage and then 1-2 points each turn thereafter. The acid will also cause a swelling and loss of feeling to all exposed flesh (-1 atk and defense) although it can be easily washed off. Finally, he can crush anything that falls beneath his muscular foot for 2-8. If this results in pinning an opponent under him, the person will drown in 2-5 rounds or if on dry surface smother in 1-4 rounds.

Tecuciztecatl is intelligent and quite the boaster. In old lore he is considered the moon, a fact of which he is quite proud of. In combat he will in Olmec relating what he has in store for them and how hopeless their situation is. If he is losing a combat and is reduced to 1/4 of his hit points, he will surrender and agree to lead them out. He will float over the moat, making it appear to be solid underneath. Those following will plunge in and be stunned for 1 round after which they must swim out (see drowning rules). During this time, Tecuciztecatl will not attack unless attacked.

Once across the room, there will be two steps up to another set of bronze doors. These will open inwards with no difficulty.

E. The Tomb of Hurakan -- (Ū-ra'-kan)

"The passageway is slime-covered and a stream of water trickles away from the door. There is condensation on the walls, floor and ceiling and a quiet sound of dripping and splashing echoes in the corridor. The door is tightly sealed and appears warped or wedged shut. The hinges are mounted on this side of the door."

The door is difficult to open, resulting in -2 to any and all attempts to open it. This difficulty is due to the fact that the room behind the door is entirely filled with water. Those listening at it 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 breaking momentum and stopping oneself. If washed all the way back to the Court of Cemanahuac, each person must check for drowning with +10% to the drowning roll. Those who save will be stunned for 2 rounds. Those who remain in the passage will take 0-3 points damage and be stunned for 2 rounds. Objects carried in hand will be dropped 80% of the time. Weapons lost will remain in the hallway, lighter items will be swept into the moat of the Court

The corridor from beyond the flooded passage to room 6 and the secret passage behind the stone statue are damp and a small stream flows down the stairs. Both passages are strewn with mud and flotsam. The secret door from D. that opens into the main hall here, is mounted on a central pivot. It is wedged open by detritus. If the door from the main hall to the Tomb of Hurakan is opened and the passage examined, the tomb will look like a pool of water and the top 3" of a door frame.

6. CHILD of ZOTZILAH: (Zōtz-ē-lá-ha)

"Approaching this room, a faint melodious voice is 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. The door appears to be of heavy, bronze bound wood, with a handle and keyhole in it."

Characters may look through the keyhole or peer around the corner, as there is nothing to obstruct sight.

"Looking through the keyhole, one sees a section of sandy beach lit by a strange, soft light. Beyond the beach is a pool of water in a crystal cavern. The light seems to come from the walls and stalactites of the room. The most arresting thing in the room, however, is the singer. Sitting on the beach in front of a crystalline pool is a beautiful woman, totally naked. She is slim, young, with long bolden hair and pale white skin. She is singing a strange melody in an unrecognizable language. On the shore beside her is a shawl, apparently cast aside in languor. After finishing her song, she slips into the water in a long arching dive."

The characters may attempt to open the door if they wish. If any male character has been viewing her through the keyhole, subtract one from his strength and adjust the door opening chances accordingly. When anyone enters the room, the Nereid (AC 9, HD 4, 15 H.P., no physical attacks) will make the water rise like a great serpent, hoping to trick them into believing there is a water weird in the pool. She has control over the water in the pool and she can make the waters heave in great waves which slows movement to 1/4, or cause it to boil and froth, +10% to drowning, or she can make dancing figures from the waves. Those who burst into this room may not live to regret it for she too is an agent of Camazotz, the undead god. Her naked form is poison to all men and those looking at her without having her in their control will lose 1 point of strength each and every round; to be recovered 2 per round after leaving her influence. Her spittal will

blind for 2-12 rounds, although it may be washed away, if she hits as to attack. Lastly, she may charm male once per day, which drives a man mad with love diving into the pool to join her where they obligingly drown themselves, +35% to drowning.

The serpent-wave strikes only as a push spell at 4th level. If the people cannot be frightened off and they insist on sullying her pool she will attempt to charm the males in the party and blind the females. Barring that, her last resort is to summon Chac. She will rise up and call out Chac's name loudly. The waves will crash and boil and the watery form of a man with an elephantine head, wearing an elaborate headdress and holding a battle axe in hand. She is of course, manipulating the water and Chac, her pet electric eel (AC 9, HD 2, 10 H.P., atk 1-3 bite and 3d4 electric jolt if within 5' of his target or else 2d4 for 5-10' or 1d4 for 10-15') will rise near the surface and wait for a chance to strike, at the same time as the wave raises his axe and points it at a figure.

The Nereid will keep her shawl at all times if possible, although she did not have it when she dove into the pool. Possession of the shawl gives the owner control over her, but not unless the possessor commands her to do something. She will promise anything to recover her shawl, but she will not keep them once she has regained her shawl. She will reveal the location of the treasure but not the fact that there is an electric eel in the pool. She may not leave the room and may only stay out of the pool for short periods of time. The eel will not be controlled by the shawl.

Movement in the water is at 1/2 speed and attacking things in the water is at 1/2 damage rounded down. The pool is 12' deep toward the north side, but quickly rises to 3-4' deep around the edges. At the bottom of the deepest part of the pool is a grotto hidden behind a bed of kelp. In it are 6 golden statues worth 85 g.p. each, a golden mask worth 170 g.p., 2 crystal scroll cases worth 20 g.p. each, but water has destroyed the scrolls in them, a silver idol, value 17 g.p., really a potion bottle



containing a portion of treasure finding, and a pair of bracers of defense AC 5.

The hallway out of this room is flooded too. The water is waist deep and cold, numbing flesh for 1-3 rounds and the floor is quite slippery. Ahead the passageway goes up some stairs, rising out of the water, ending in a set of bronze doors.

G. The Great Hall --

"The hallway is 20' wide/and has mounds of rubble and debris scattered about the length of the walls. The walls are covered with frescoes. The north wall depicts a nation questing for a new land, their trials of crossing treacherous mountains, sailing over storm fraught seas, and the guidance of the gods in their battles to retain their homeland free from invasion. In the center of the wall is painted with a pyramid with a temple atop it. At its base is an eagle on a cactus killing a serpent. The south wall has scenes of a tribe being invaded by black skinned people, the burning of houses and taking of women; men meeting a feathered serpent and the same men working at crafts, followed by another battle scene."

"Halfway down the hall is an arch carved with twining serpents. Beyond the hall continues on into shadow."

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 state that they are going to the end, they will unknowingly walk straight into the wall. The secret exit is located where the temple is painted. Close inspection will reveal a sun figure over the top of the temple which when pressed will open the secret door. The passage behind is 3' above the hall floor.

H. Hallway of the Ancestors --

"Down this hallway are two branches and three sculpted heads adorn the walls. Opposite the first branch is the stylized head of a coyote; at the second branch is the head of a grinning bear, also stylized. The third sculpture, near the end of the passage, is that of an eagle, beak open. As one gets closer to it, something metallic can be seen in its opened mouth wedged back in the throat. Beyond the eagle, and deep in the shadows, human figures appear to be floating in the air above the floor."

The eagle holds an intricately crafted golden ring clamped in its open jaws, so that to draw it out the character must either thrust in their arm or try to push it out with something else. Disturbing the ring will cause the jaws to snap shut. Whatever was inserted will be pinned, and the hinge on the mechanism will be jammed shut. This hinge may be loosened with oil or the beak may be broken open with three solid blows from a blunt weapon, rolling vs. AC 4 to hit solidly. Arms and hands will be bruised, causing the player to fight and defend at a -1 cumulative for every blow swung for one full turn. After that, the sore part will have loosened up and the character will fight and defend normally.

The golden ring, whether a ring, earring, or some other piece of stone giant jewelry, is imbued with rock magic. The first three times it is used (this does not include attempts to remove it from the eagle's beak), it will act as a flesh to stone spell (reversed stone to flesh spell). If this power is used against stone creatures



(including clay golems, stone giants, and earth elementals), The creature saves at +2 and if successful, the magic backfires and turns the possessor to stone, no save allowed. Each time so used the value of the ring decreases by 200 g.p.. After the three initial charges are used, the ring becomes a bracelet of stone shape. Each time this mode is used, the value of the ring decreases by another 50 g.p.. The original value of the bracelet is 2,500 g.p. but when its value is reduced to zero it becomes a plain lead ring with no powers.

The figures floating in the air are actually withered corpses set upright on a ledge 2' above the floor. Turning the corner will reveal that the corridor is lined on both walls and at the far end with these bodies like an ancient morgue. Once the lead figure reaches the halfway point in this short hall, the 15 zombies will animate and attack (AC 8, HD 2, 5 H.P., Atks 1-2/1-2). The zombies are dried and stiff and only attack with their ragged claws. After all combat with the zombies is over, each character hit by the monsters must save vs poison once. Failure to save results in the character contracting an infection in the wound, causing -1 on all future combat and the wounds will heal only at half normal rate. Infection begins 1 turn after combat.

I. Silver Coffin --

"There is a step up and then a 15' walk to a small chamber raised another 2'. In this chamber is a 3' pedestal with a small metal box on it. The box looks to be made of silver."

The floor of the chamber is part of a trap. When more than 100# of weight is placed on the raised floor of the alcove, it will begin to sink. This effect will not occur if weight on the slab before the niche bears more weight than that of the room, at least an excess of 100# needs to be set in the niche. As the floor slowly sinks, no more than a total of 2', the 15' slab of 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. While those on the slab will roll towards the alcove down the sloping stone. The only mechanical means of escape is to simultaneously remove weight from the floor of the room and push outwards on the sealed wall. Success is only possible if all within the alcove make their climbing roll in the same round.

The box is unlocked, but it is latched, so the lid will not swing open without the characters touching the box.

"Inside is a copper form, narrow, with fins, somewhat fishlike. Written on the side of this figure are strange runes. Etched near the pointed end is a small arched square."

The runes spell the name "2-NEDRAW" in a stix script similar to Harney. Deft fingers will be able to open the small etched panel, revealing a panel of colored beads that seem to shine with their own light. Touching any of the beads will cause the lid of the form to close. After a few seconds the figure will rise and start to fly about the room, hovering sometimes and avoiding being touched by characters or missiles. It will wait till an exit is made from this chamber and then will move randomly through the tombs.

The coffin is silver, weighs 250 g.p., and is worth 100 g.p.. The copper figure is worth 50 g.p. and weighs 100 g.p..

7. SPIRIT GUARD of AYOCUAN: (Ā-yō-kwan)

"Beyond the bronze doors is a giant chamber floored with rubble and broken statuary. Standing in ranks half-fallen, is an army of clay soldiers, lifesize in scale. First are spearmen, perhaps twenty of them, outfitted in scraps of leather. At their feet lay broken obsidian spearheads and bits of rotted wood. Behind the archers, in scattered formation, mostly fallen. Their arrows are long gone, but their laminated bows remain, dried and wormeaten. Further back are men with warclubs and hand-axes wearing scraps of leather, sandals and caps."

"Behind all this, standing about a domed structure, are an honor guard with pitted bronze spears and feather robes and headdresses. Each wears a breastpiece of threaded shells. The stuccoed dome has no apparent openings. "

"To the right in an alcove of the room are three large, carved stone stele and the remains of a sedan or litter, with attendants standing in harness waiting. In the curtained portion are the skeletal remains of a human (in his ribcage may be found three arrowheads) his arms fastened by bronze shackles to the arm of the litter. About a dozen clay women of the court, bedecked in feathers and shell jewelry, stand in attendance."

The stuccoed dome is a cairn. It is of weak construction and may be broken into, with two characters working together, in 4 rounds. Inside will be six set of bones wearing jade bead breastplates, worth 130 g.p.. In a dusty corner is an amulet of protection vs turning. In the center of the floor of this structure is a secret hiding place, 5'x5'. Trapped in here is Ayocuan, a wight (AC 5, HD 4+3, 29 H.P., Atk 1-4 plus energy drain of one level per touch, save vs stone, it takes silver, magical weapons or magical bonuses to hit him and he is immune to sleep, charm, hold, and cold spells). He wears an amulet of protection vs turning by clerics. Every turn that it functions, it glows a vile green.

Mixed throughout the broken clay and the bases of the statues are beads and shells with holes drilled in them worth 1 copper a piece, total of 850 beads worth 85 s.p.. Behind the stele is a door barred shut with a pitted copper bar.

J. Stone Block --

"The corridor appears to be blocked by a large section of stone. It does not appear to be a part of the original dungeon, as there is about an inch on the tops and sides that can be peered through and the type of stone is more sandy than the wall of the corridors. Beyond the stone and to the right, there seems to be openings and more space."

This block may be either pushed back, an easy task as it mounts the rollers in the floor of the ramp up, or wedged to the right. Both require a combined strength of 40 to move it, and a lever and fulcrum or wedge must be utilized to move it sideways. The lever must be sturdy enough to withstand the force applied to it. It will take two rounds to move the block sufficiently in either direction so that the party may pass through.

K. Triangular Block --

"Ahead of you, you sight a glowing ball of light. As you come closer

to it, it rather bounces and moves away. After turning a corner and walking a ways, there is a pit obstructing passage and beyond it a triangular block or pillar fills the corridor end. The pit is about 10' deep and contains several human skeletons. The triangular pillar's apex points toward the pit. There is about a 2 inch space on either side between the pillar and the wall Through which may be seen a slowly diminishing light. There are scratches in the floor and ceiling, scribing a short arc to both sides of the front."

The pillar may be pivoted to either side, forming a narrow passage 1 1/2' wide. An unpacked character may slip through this slot. If the pit is searched, nothing will be found but bones.

The bobbing light is a will-o-wisp (AC -8, HD 9, 42 H.P., Atk 2-16, immune to all spells save protection from evil, magic missile and maze). It is luring the players to L, the Sandbox; there to feed on the deaths. If it is attacked before reaching L, it will flee ahead of the party.

L. Sandbox --

"As you walk down this passage you hear a click. Before you can react, an copper-bound door drops from the ceiling, blocking the passage. Another click is heard, then a rumbling crash as another door falls 15' behind you!"

For a time, nothing happens and the characters may investigate the doors. After about 15 seconds, the players will hear the following.

"You hear the sound of stone grating on stone and see a row of eight slots appear along each wall near the ceiling. A little dust trickles from each, but nothing else happens."

Characters may now examine the holes or continue working at a door. Again a few segments will pass and then they will hear:

"You hear a rushing and cracking sound and golden (pyrites) sand starts to pour rapidly from the holes, mostly before each door. The room is starting to fill."

The will-o-wisp will enter the trap with the characters at this point and bob about contentedly near the ceiling, hoping to feed off their agonies. It will not attack unless the characters are going to make their escape. If attacked by the players, it will flee after one round of engagement.

The hallway will fill in 10 rounds, suffocating anyone trapped inside. The players will act quickly to escape. Two players may chop through a door in a few rounds by striking with heavy bladed weapons and doing 1 point damage to the door for every blow doing 4 or more points damage; the door is worth 7 structural points. Or the door may be lifted with a combined strength of 50, provided some type of handhold is made. Once a door is lifted, it will not close completely as sand will flow underneath it. There are various effects on players as sand fills the room.

Round	Effect
1-3	Characters must roll for slipping each round. There is a 1 in 8 chance of choking on dust per round and preventing any action by the player that round. After 3rd round one must scoop sand from the door.
4-5	<u>All</u> movement is considered encumbered and all strikes at -1.

Round	Effect
6-7	Characters must save vs stone or become trapped in the sand. Once entrapped in the sand, save vs stone again to free oneself all strikes are at -2.
8-9	Characters must save as before. Once trapped they may not be freed. There is a 50% chance of suffocation/ turn, +10% each turn thereafter, 1-8 points damage. All strikes are at -3.
10	All characters take damage from suffocation. No striking or movement possible. Good-bye.

Saving throws may be ignored if the characters take specific action to prevent becoming stuck, such as removing weight and swimming on the surface.

8. CHAMBER of the NACEHUAL: (Nā-sā'-wal: "the achieved ones ")

"All the doors into this chamber are of heavy bronze. Inside the long room are two stone divans with human figures stretched out upon them a low stone table between them, and several tables against the wall. The figures on the divans are a male and a female, about middle-aged and perfectly preserved. They are very still, cold, and are apparently dead. Their bodies are covered with dry, crackling snakeskin. The female wears a silvery bracelet and holds an ivory wand. The male has an amulet of bronze, it seems, bearing a red stone of considerable size resting on his chest. On the table between them are two gobblets and a flagon, cut from rock crystal. In the bottom of the flagon is a quantity of silvery dust. Upon the west wall are scribed colorful glyphs, barely translatable as: "Beware ... many-eyed 'god'? will bring/rain a fiery end/death."

The two figures are monks in suspended animation. The male, Cipactonal (Sē-pak-tōn'-al) (AC 5, HD 7, 30 H.P., Atks 3-9 with an open hand, attacking 3 times every 2 rounds, the second blow falling at the end of the second round) and the female, Oxomoco (Ōks-ō-mō'-ko) (AC 4, HD 8, 34 H.P., Atks 2-12 with open hand, attacks 3 times every 2 rounds as well) have drunk from the flagon, but are aware of their environment and changes in it. Mixing the powder in the flagon with water will create a potion of dreadful sleep. Once drunk, the taster will sleep for 5,000 years or until a neutralize poison is cast.

If they are disturbed, they will instantly awaken and Oxomoco will say in Latin, "You have interrupted our long and glorious sleep and for this you must pay!" The two will then assume a fighting stance. If they are not attacked, no weapons are drawn, or drawn weapons are sheathed, the monks will then demand 1,000 g.p. and one magic item from the party. If the party pays, free passage is gained. If payment is refused, the two will attack leaping up to 4" (20') in one round and effectively possessing spider climb for non-consecutive rounds. If questioned about the ruins, they know nothing to tell, for their sleep has been long indeed.

The ivory wand is actually a fan, worth 62 s.p., and the bracelet, platinum and worth 230 g.p.. Cipactonal's amulet is non-magical electrum and garnet, worth 100 g.p.

9. The NEST of the WARRIORS:

"A bitter reek assails the senses as this door is opened. Inside, a pile of rubbish, offal, and bracken is strewn about the floor. There is a skittering movement that resolves itself into the carapace of a beetle.

There seem to be about a dozen beetles in the room, each about 3' in length. They do not seem to have noticed 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 10 bombardier beetles (AC 4, HD 2+2, 7 H.P., Atk 2-8 and spray a cloud of acid once every 3 rounds for a total of 2 times a day.). Their firing of the acid cloud, which does 3-12 points to those within its 8 cubic foot area, causes a booming with a 20% chance of stunning, 20% to deafen; stunned 2-5 rounds and deafened thereafter for 2-8 rounds or deafened for 2-12 rounds only. The cloud hangs in the air for 2-5 rounds. These beetles are blind and the only sort found in the ruins, and are basically non-aggressive unless the nest is threatened. Characters may attempt to move silently across the room. Add 15% to their scores needed if a diversion is created. Failure to move silently will result in 1-4 beetles moving to investigate the character causing the disturbances, and sensing the figure will examine it with its feelers and if it finds it edible, biting. They will also attack, if attacked. The shining objects in the nest are odd pieces of metal ... rocks ... broken crystal ... 3 turquoise worth 50 g.p. each, and a +1 dagger.

M. Rolling Stone --

"As the stairs are being mounted, there is a muted sound from the head of the flight, and suddenly crashing down the stairs comes a huge millstone, nearly filling its width!"

Halfway up the stairs is a pressure plate which will release the millstone at the top of the stairs and send it crashing downward. For tournament play this trap works automatically. Otherwise, the trap is triggered 3 in 8.

If the party reacts quickly, they earn +2 on their saving throw vs stone, of course. Success means the character has pressed himself safely against the wall. Failure, and the character suffers one of the following:

- 1-4: Sprain (seesprain rules)
- 5 : Backpack and contents smashed
- 6 : Backpack and contents torn away, but recoverable.

There is a 50% chance that any character will drop whatever items they have in hand. All items dropped or torn away will bounce to the bottom of the stairs. The stone will crash into the doors of room 9, breaking them open. From that room will come 2-8 bombardier beetles or as many as are left.



10. The ARC of NANAHUATCIN: (Na-na-wa-tsen)

"Here is a spacious arched hallway which is much weathered and crumbled from the wages of time. The walls are charred and scored. On the floor, near the open end of the passage are several stone statues of baboon-like creatures (without bases) chipped and knocked over. The remains of a few real ones, partially eaten, lie nearby with fungus growing over their moldering corpses. As the hallway is further penetrated, it is observed that it was once a

processional hall, but now all that is left to indentify its past purpose is the ornamentation of a silver sun with a single eye depicted in the worn floor."

Players may take precautions at this point, since the beast will not attack until the party sights it from halfway down the corridor.

"Ahead of you something spherical bobs about chest high, in the air. As the range shortens you see a spheroid with a central eye and about a dozen tentacles growing out of its top; each growth bears a circular, white disk with a black pupil at its tip."

This is Nanahuatcin - the sun, a mutated "gas spore", though the party may believe it to be a beholder. (This "pimply one", is AC 5, moves 3", HD 5, 20 H.P., Atks - rhizomes, 1-2 initially, and then after infestation, will cause 2-8 points each round as it begins to grow. Nanahuatcin is able to cause the tips of his rhizomes to phosphoresce. He also secretes a gas of delusion, which will cause hallucination and cause cloth to disintegrate/fall to pieces upon prolonged contact with the gas. This gas is constantly being expelled and will act upon the minds of the party, so that it appears to be a "beholder" is attacking them. Saves vs the "eyes" will be rolled by the DM and will always be successful, however the characters will experience the side effects of near misses: dizziness, tingling, a static charge tickling up their back, a feeling of apathy, trembling, lethargy and a check for slipping are all possible. When the gas spore reaches zero hit points, he will explode, causing all within a 20' radius to take 6-36 points of damage, save vs breath for half damage.

The mandrill statues may be animated via stone to flesh, but they will then attack (AC 7, HD 1+3, 9 H.P., Atks 1/1/1-6).

"Near the door you find a sack of fishskin containing 7 silver pellets about the size of sling bullets and worth about 10 s.p. each.

N. The Tomb of Pelota-- (Pā-lō-ta)

"As you approach a bend in the passage the walls bear faint line drawings of men playing a game with a ball and stone goals. Also depicted is the death, by priestly knife, of some players."

"Where the corridor bends there is a capstone filling the floor for 10 square feet. It seems necessary to walk across it to continue any further. The stone is covered with grey dust and above in the south wall, is a niche, 5' above the floor and hemispherical in shape."

Beneath the stone 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 of at least 18.

"As light penetrates the shadows of the pit beneath the stone block, it reveals the boney remains of some poor souls. Atop the bones rests a glistening black ball, about a foot in diameter, and several miniature jade figures and a plaque."

The ball was used in the game of Pelota and is made of rubber around a balsa core. The jade statuettes are of flowers, and the plaque depicts two men with padding on arms and hips, bouncing a ball between them. There are other jade figurines in the pile of bare-breasted women and of a sun-god in a feathered robe. There are a total of 7 figures, worth a total sum of 320 s.p. and weighing an equivalent in gold. Buried beneath the skeletons is a chalice of beaten gold, inset with 6 amethysts, worth 720 s.p. and weighing a tenth that.

If any of the items are removed a curse is placed upon the bearer, taking effect in 5-10 rounds. The curse is Blindness for 3-12 rounds.

"The ball is cool to the touch and made of some resilient black material wrapped around and around. As the character holds the ball it suddenly jerks from their hands and rebounds off the wall."

The ball is self animated and is challenging the party to a game of Pelota; the purpose being to kick or hit the ball into one of the two hemispherical niches - one at this corner, south wall, and the other at the end of the corridor to the north. The niches are a little above chest high and just the size of the ball, but the ball will not stick in the goal unless hit or kicked there.

The ball will challenge the party to a game by bouncing off the wall and battering the players; hitting them in the head stuns for 0-2 rounds, elsewhere causes bruises doing 0,0,1 or 2 points damage (roll on d4). Once the ball is batted towards their goal, the one above the pit, the ball will presume the challenge has been accepted and will begin to play in earnest. The ball's goal is at the north end of this 140' long corridor (28 inches).

The ball moves in increments of 5' or 1 inch on a scaled playing surface. Players must strike as if hitting with their major to hit AC 5 to connect and then drive the ball the resulting damage in inches along the corridor; in this case always roll for damage, don't use average rolls. To score the character must be within range of the goal and score +4 above the required roll "to hit". If players are within 6 inches, on scale, of the ball they may all swing to hit; if the nearest figures are 12 inches up to two may attempt to hit at -1; and if none are within range only 1 may attempt at -2. Dexterity bonuses should be added into the score when playing here.

Movement turns alternate between the party and the ball. The ball moves itself 2-8 spaces each round, number is generated, but must always hit opposing walls in any round, +1 more wall if moving over 5 spaces; this is to include the wall they start against. And it must move the full distance rolled unless it reaches the goal. Diagonal movement by the ball during its move is not allowed. The ball scores if in range and targets on a 15 or better and the goal is not blocked. The ball may use a character to bounce off of instead of a wall inflicting damage thereby.

If the ball scores, 6 bolts will be fired down the hallway, from the party's goal, hitting on an 8 or better and doing 2-5 points of damage each. Once a score is made, the ball will stick in the goal and be impossible to remove without destroying it.

If the party scores, a small niche at the back of the ball's goal will open to reveal a small cache of 13 pink pearls, worth 15 g.p. each, a topaz and cowrie shell necklace,

worth 47 g.p., and a bone 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 continuously blown, 3 times a day, maximum length of flight 3 minutes.

"As you approach the northern end of the corridor, you see your light reflecting off something in a hemispherical niche in the wall."

"Within the niche you find a fishskin pouch holding 13 small, pink pearls. There is also a necklace of yellow gems and shells, and a piece of bone with feathers bound to it. Upon closer examination, the bone appears to be a whistle."

11. 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 on the prowl, one of the ears slightly torn, and the statue of a tall dark striped man. In the northwest corner is a large native calendar stone, mounted on the wall above a stone altar upon which rests a ceremonial flint dagger and the statue of a cat."

"There are eleven stuffed cats placed about the room. One near the altar is in the attitude of begging, pawing the air. The others are posed sitting, stalking, pouncing, etc. One has been knocked on its side and has been chewed on, its stuffing falling out. On the walls appear to be lion skins, tiger heads and a cat-o-nine-tails (all are painted stucco). Also on the wall are two whicker shields in a state of decay."

A secret door is hidden in the right cheek of the wall carving; the catch to open it is concealed in the hollow of the right eye. In the belly of the stuffed tiger are 1,050 g.p.. The dagger on the table is a sacrificial knife, +1 vs lycanthropes. The statue of a cat is made of jade and is worth and weighs 200 g.p.. In the tail of the stuffed begging cat is a scroll: protection vs felines.

"The statue of the man is made of stone and depicts a tall striped man with two extra set of nipples. He is wearing a tiger-mask and is clad in a loin clout holding a stone hafted spear with a silver spearhead (worth 14 g.p.). His chest is sunk and bears a stitched scar across the left pap."

This is a were-jaguar ("tiger") (AC 3, HD 4+1, 21 H.P., Atks 1-3/1-3/1-8, and silver, magical weapons, or +1's of magical origin at least, are needed to hit him) and he has a permanent statue spell thrown on him. To all observation he appears to be made of stone, but he can feel and see and hear everything that happens around him. When he finds an opportunity to attack with surprise, he will become flesh, the transformation occurs in 1/6th of a segment. When changing back into statue form he will never fail his save vs transformation. If he is down to 6 points or less, or dead, he will return to stone.

The were-jaguar's heart is hidden in the head of the stuffed tiger, similar to the form he assumes when attacking. His physical form will take damage and "die", but unless the heart is destroyed, he will be reborn in one day, to guard the chamber. His heart need not be struck with special weapons and takes 7 H.P. of damage before destroyed, AC 10. If the lycanthrope's heart is ruined he will not turn to stone, but his flesh will turn to dust. He is treated as a stone creature for purposes of the ring of stone shape.

P. Calendar Stone --

"The calendar is carved of limestone, centered with the symbol of the sun. It is about 4' above the floor and is cool, damp and worn."

This stone covers a secret passage to the tomb of Tlacaelel. In order to open it, the sun symbol must be struck two or more times in the center. The hinged secret door then swings open to the side.

12. ANCIENT TEOTIHUACHAN: The Tomb of Tlacaelel - (Tā-ō-tē-wa'-chan: "city of the gods"; Tla-ka-āl-āl)

"Behind the calendar stone, which has swung open, is a long, narrow, unused tunnel, cylindrical in form. The passage is barely 3' tall and the walls are covered 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."

"The narrows open out 2' above the floor of a corridor running north and south, 10' wide. There are three sets of doors visible, one at either end of the hallway and one at midpoint across the hall. In front of the central door the floor is sunk and glazed. This door is sealed with a 1 foot diameter gold seal."

"The door to the right is barred and set with the figure of a seated bear-creature holding a black, vitreous disk of obsidian. The lintel is carved as three entwined serpents."

Pushing on this door, once it is unbarred, will cause "three arms", the serpents, to spring out from the lintel and pin the unhappy soul against the door. None caught in the trap may extricate themselves and may only be freed by some unconfined agent. A strength sum of 35 may pry each arm away, freeing that section of the body, one round per band. Or else, clothing, and gear straps may be slit or unpacked figures oiled 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 swing open. The pit is lined with spikes. The cover will have fully opened in 1 1/2 rounds, at which point, the bands will swiftly spring away, releasing the victim 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 effect. The trap door will stay open, and the door is a false door.

"When you hit the door, suddenly brackets spring from the door lintel pinning you to the door!"

"There is a grinding of stone and the floor starts to fall away from beneath your feet. Looking down you see the slowly widening mouth of a darksome pit from whose bottom gleams the toothy smile of many spikes!"

"As the door to the left is approached, you find a groove worn in the floor marking a path cut by ageless feet of the past. Upon the bronze door is a symbol of two circles joined diagonally (⊗). The door is not latched, but seems stuck."

The symbol is that of the supreme god, the dual-god, the god of creation. Should someone attempt to bash the door open with their shoulder, -1 to open door rolls, the door will swing open dumping the gate-crasher into a 5' deep cubicle. This area will act to teleport the interloper into the great hall, G., through the painted mural. The teleport is a one-way function, but is continuous.

"The melted stone in front of the central door forms 2 monstrous, taloned, four-toed footprints. Flanking the door are barely discernible scratches and brown stains stipple the wall and floor. To open the central door, it appears that the golden seal must be broken. A final warning glyph, depicting a creature of flame and death is scribed on the seal."

Once the seal, worth 470 g.p., is broken, the door may not be resealed.

"As the doors swing open and light begins to penetrate the interior, a cool breath of wind tickles the party's spine and chill sweeps over them. There is a sound ... the faint twang of bowstrings."

When the doors are pushed open 5 crossbows, set in the ceiling of the room, will automatically fire. Two are aimed at each wing of the door and one down the center. The crossbows need to roll an 8 or better to hit, doing 2-5 points.

"Beyond the door is a chamber, containing a modelled city or nation, separated from the door by a pillared porch. The porch is guarded by 20 clay statues holding bronze-headed spears; each figure's face is different, as if modelled from different subjects. The walls are covered with brightly colored frescos depicting the royal court in ceremonial garb and the king and his armies in magnificent regalia."

"The central chamber holds a copper, tarnished, raft made of entwined serpents bearing a copper coffin. The raft is afloat on a sea of silver-white molten metal, fed by several flowing rivers of the same shiny fluid that wend their way, lacing the floor, across painted plains to disappear beneath the room's walls. Upon that sea, copper barges and ships embark on journeys up the rivers, put to port, and then sail down to the gleaming sea again. Stepped pyramid-temples loom skyward in mute paen to the gods of ancient Olman; a royal complex sprawls across the verdant fields and the more modest courtyards and ringed marketplaces dot the countryside."

"Some of the models have been smashed and melted, as if beneath monstrous feet.

The first one to pass between the pillars, will activate the spell-trap they contain. This spell is a druidical wall of fire at 5th level; it will spring up between the pillars, cutting the porch off from the chamber proper. The wall of fire will be hot on both sides and anyone within 5' of it will sweat profusely. However, only the side facing the door will inflict any damage: 2d4 to those within 5' and 1d4 for those within 10' of the fire. Passing through the wall of fire from within the chamber, does not incur any damage if the figure does not linger.

"As your companion steps through into the chamber, there is a sudden roar and flare as a wall of amber-hued fire cuts you off from the chamber."

Within the copper casket is a doppelganger (AC 5, HD 4, 25 H.P., Atk 1-12, surprises 1-4) which, once the firewall is activated, will ease out through a hole in

the coffin wall away from the doorway, assuming the form of the one who is trapped and attacking that character. If he should succeed in slaying his opponent before the firewall falls, then he will break open the coffin and place the body within. The firewall lasts 5 rounds before extinguishing, but will reform itself if others enter the chamber, staying up for double the original duration.

The river seems cool, but if any are foolish enough to place their hand or an ignitable object in it, they will quickly discover that it "burns" just the same, causing 1-6 points damage and incapacitating that hand. The room is kept at a cool 36°F. If any of the fluid is carried out of the room in improperly sealed containers, it will evaporate in one turn. The ships and casket, floating on the liquid, will be hot to the touch and cause 1-4 points damage.

Three of the pyramid-temples, fastened to the floor, conceal treasure hoards. The top of the temple is hinged like a chest and the catch is released by pressing down on the altar block. One of the 3 chests is jammed shut and must be broken open. A second chest has a trap within that holds hands thrust into the treasure while mechanical needles are extruded from the sides of the trap in one round's time, to pierce the hand; save vs poison at - 2. Poison does 6d6 damage, if save is failed, and causes 2d8 points, if saved, as well as delirium, under which influence a character will tremble, staring blindly, gibbering, occasionally retch and be generally incapable of defending himself or herself for 7-12 days. Pressing on the catch of the third pyramid will spray a 5' 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 a 1' long dart will fire from the front and rear of the temple's sides, impaling on a roll of 6 or better d20, and doing 2-8 points.

The chests hold large heaps of coin necklaces, silver coins pierced and threaded on gut, worth 360 s.p. each.

In the first chest are: 10 coin necklaces, 6 pair of jade earplugs, worth 260 s.p. a set; an alabaster statue, worth 500 s.p.; and an agate ring, value 100 s.p..

In the second chest are: 9 coin necklaces; 8 bracelets of beads valued at 80-130 s.p. each; 2 piles of gems, tourmalines, spinels and topaz, 60 gems worth 30 s.p. each, upon 2 silver platters, priced at 280 s.p. a piece.

In the third chest are: 11 coin necklaces; 15 bracelets of obsidian, bronze and shell, 80-130 s.p. for each; 4 small figures of jade and coral, 320-680 s.p. each; and 3 rings carved of jade and alabaster, 90-120 s.p. each.

Upon the porch are glazed clay pots and urns, sealed with wax, holding scented oils and perfumes - 20 worth 200-400 s.p. each, weighing an equivalent in gold. The royal graineries are carved stone bins, in the modelled city, holding aromatic woods and spices (cinnamon, vanilla, nutmeg, quince, cinnabar, and pepper). The total is worth 2480 s.p. and is held in 8 boxes.

Hidden in the coffin are the boney remains of Tlacaoel, as the doppelganger has eaten the flesh. However, tossed about the interior are the ornaments once dressing the corpse. There is a stone box, 2 jade bracelets, 100 s.p. value each; and an alabaster statuette of Coatlicue (Ko-a-tle-ku), the serpent-skirted, worth 540 s.p..

The stone chest, worth 1,520 s.p., holds 5 small figurines carved of coral, 320-680 s.p. a piece; a large jade thumb ring worth 120 s.p.; and 8 ceramic miniature flasks of perfumes and essences, worth 120 s.p. each.

Cradled in the crook of the bones of his right arm of Tlacaoel, is a baton of granite. The baton is a scroll case with a cleverly fashioned plug that is hard to

distinguish, in which is a piece of faded ancient parchment. That scrap bears the clerical spell - stone tell, written in Olman astrological symbols.

Also one of the flasks holds a potion of alchemical transmutation. This liquid is a 3 die poison, if drunk, but if mixed with any molten metal, will change 16 oz to an equal amount of quicksilver, worth 777 g.p.. The flask seems weighty, but is nearly empty, containing a single drop of mercury/quicksilver, but the top half unscrews to reveal a lower container.

On the skull is a ferret-faced, feathered mask - a mask of disguise. By placing it first on the face of the intended impersonation and then on one's own face it will duplicate the former's features on the latter for 4-16 + 4 turns. The mask will only duplicate human features, though the features of dead ~~de~~mi-humans may be duplicated for half duration.

"In an alcove to the north, you see a stone seat on which a shrivelled figure huddles. About its feet are scattered various trinkets. Upon approach and examination you discover it to be the preserved form of a young boy/man, 15 years of age, whose heart has been cut out."

The figure is a guesa, a young boy chosen at birth to be sacrificed to the sun upon coming to age. The items at his feet include a silver handmaiden statuette, dressed in feathers, value is 680 s.p.. The doll acts as an ill-luck stone, should any choose to take it, it will cause all saves to be made at -3. There is a gold llama, worth 320 s.p., and a ring of polished pink granite, worth 100 s.p.. The last object is a silver plaque bearing the face of the sun, value 280 s.p..

O. Guardians Bar the Way --

"This passage leads to a pair of bronze doors bearing the head of the jaguar god. Along both walls, a line of warriors, done in relief, stand guard bearing hatchet headed polearms. The figures are painted vivid reds, blacks, white, green and yellow."

When a pressure plate, 5' before the middle of the hall, is reached two of the carvings will swing out to bar the way, crossing their metal halberds. These poleaxes now bear an electrical charge, good for 2-8 points of damage per round, since grabbing the poles will induce rigor, so that the hand cannot release its grip. Possible ways to circumvent the trap are sufficient quantities of water to short out the system; using rope to separate the axes, etc. They may be crawled through using climbing roll to see if contact is made.

"As you approach the doors, the floor moves slightly under your feet and suddenly two of the warriors spring out from the wall! They bar the way with their crossed poleaxes!"

13. XIPE's AUDIENCE CHAMBER: (Kse-pa)

"When the door is opened a rush of warm, fetid air, ripe with the charnel odours of a butcher shop greet you. The light is taking on a sanguine hue. Across from the door are tacked several obvious human skins to dry and a cat-o-nine-tails hangs."

"To the west is an alcove with the statue of a godlike figure, outfitted in a flayed skin and many skulls. He sits atop a basin of red hot coals."

In front of the altar is a pile of skulls, with cracked pates, bones, tanned skins, and broken weapons. In front of it all lies a stuffed panther."

All the weapons in the pile are useless, though there is a +1 mace head with a broken haft. If the party should approach the altar, the panther (AC 6, HD 3+2, 17 H.P., Atks 1-3/1-3/1-6) will stand and pad towards the party ... and past them; it has a mental block against humans and does not see them. If the party persists in attacking it, the panther will turn on any demi-humans or half-breeds and attack them, or else it will leap across the coals and hide in the statue's mouth very perplexed.

"To the east you see an intricately carved well and a mirror mounted on the wall beyond. The walls are smooth and polished. Above the well, in the 25' ceiling, is a small 3' hole."

Anything tossed into the Well of Wisdom will cause a flame of lights to roar upwards and a voice (in ogre) make an inquiring speech (ask them what it is they want). The mirror is for reflecting and searching one's inner soul. The walls are - 30% to climbing. The only way to grapple the hole is to shoot the grapple through the hole as if to hit AC 7. Such a procedure will always work as Xipe will grab it.

The hole leads to a 15'x15' chamber of Xipe, a western "ogre mage". Xipe has (AC 4, HD 5+2, 28 H.P., Atks 1-10). He is capable of performing the following feats of magic: darkness in a 10' radius, regenerate 1 point per round (though lost limbs must be reattached), flare, a flash that blinds for 1-3 rounds, sleet, as with ice storm obscures vision and puts a slippery glaze on everything; and lastly, he has a great bellow, which shakes the room and is considered a fear spell, run away - run away, or fight at -2.

Once someone has climbed halfway up, he will start to reel the character in. The well holds liquid light, a fluid light that clings to bodies like an oil and spreads to cover the entire surface, including the eyes, nose and mouth. It literally grows in light to cover the entire body by 5% each round, and it cannot be wiped or washed off. Water drives it back to concentrate in an area on the surface, but will later spread at 10% per round till it covers all of the body. If the "light" spreads to cover the entire body, a figure starts to suffocate, as with drowning. Only salt, acting as a buffer, in combination with darkness or a darkness spell alone will destroy the liquid.

In Xipe's lair is a wooden cylinder, holding a scroll: detect magic and dispel magic - a 5th level clerical scroll. The scroll is written in Goblin. Also, therein are piles of rich cat furs - worth 50-100 g.p. each, a total of 3-12, a leather bag holding 1000 silver pieces and an ivory box intricately carved, with no apparent opening. The center is slid out of a frame of four sides of the box, once two plugs are pushed open. The inner box opens like a chest and within is a parchment packet (3 pinches of dust of appearance), and a silver and aquamarine necklace worth 1,250 g.p. The box is worth 284 g.p.

14. APARTMENT of the DUST of AGES:

"The floor of this room is covered with a fine grey dust or ash, 3" deep. There are two alcoves to the left and right, but they appear to be empty.

On small ledges in each corner are pieces of what appears to be broken pottery."

"As you enter the room, your feet stir up dustmotes into the air where little eddies swirl through the clouds. A dusty phantom begins to form in front of you, assuming a female form. Its face is forlorn and much bereaved, 'almost-tears' form runnels in the dust that makes her features. She throws up her hands in despair and rushes into one of the alcoves to disappear."

"Next form the phantasms of two might warriors, which move to block the door before you. Their countenances are fierce. As you approach, they raise their toothy swords threateningly ... and after a moment, turn to face each other and engage in dusty combat. Behind you form the shadows of priests, sages and young, mourning women."

The room is empty and the phantoms ineffectual, movement through them will disrupt them. The pottery fragments once formed statues and urns in which the ashes were held. The alcoves only purpose is to provide a seeming exit for the dust images.

15. BED of XILONEN: (Ksēl-ōn-an)

"In the center of the room is a withered tree that looks like a leafless willow, in a depression stepped below the level of the doors. The bottom of the depression holds brackish, oily water only a few inches deep. Across the room, beyond the dead tree, is another door. Around the depression is a 5' wide terrace that circles the room. The walls of this room are beaded with condensation."

"As you approach the tree, you hear a gurgling from the water at its roots, marked by a stream of bubbles. While watching the water carefully, you suddenly see a ropelike appendage reaching for you and you realize the dead tree is not a tree nor dead and it is attacking you!"

The "tree" is a mutated polyp, related to an anemone, that has grown to giant size and was once worshipped as Xilonen, the hairy mother-goddess of corn (AC 6, HD 7, 31 H.P., Atks 1-2 per tentacle and save vs paralyzation -2). She has multiple attacks related to her many limbs of which there are 24, maximum of which 3 may be employed against a single figure. The mother-goddess is hungry and once she has paralyzed a victim she will draw him or her into her buccal cavity at her top, among the nest of flailing limbs. A victim so ingested will be beyond recovery in 5 rounds.

Unless Xilonen's trunk is attacked, any damage inflicted on her will not affect her hit point total, but will sever tentacles if at least 4 points of damage are done in one blow. To attack Xilonen's trunk, characters must wade through the water and will have to check for slipping there. Xilonen takes + 2 to all flaming damage.

Within her gullet are 12 pieces of blue jasper, cut and polished and valued at 100 g.p. each, and a silvery (copper-nickel) rod of electrification. This rod has a black (rubber) handle and should be kept insulated with fur when carried

in a pack. It causes 2-5 points of damage upon combat score as if a mace. Each blow with the rod uses one charge. This rod has 17 charges left but may be recharged by a lightning bolt on 1 charge per dice of damage lightning bolt does.

Q. Barred Pit --

"Beyond the door is a corridor 8' wide reaching into shadow. As you proceed on down the passage a morbid magental glow is diffused by the walls, you observe. Abruptly, the floor before you falls away to a 25' deep pit with spidery white plants covering its base. Five feet beyond the lip of the pit is a bronze bar, level with the floor, spanning the pit, embedded in opposite walls. And further on may be seen other bars at 5' intervals, bridging the pit.

"Searching the floor nearby uncovers only some wood fibers that indicate that some wooden planks once lay there. What now, will you turn back or attempt to cross the pit?"

Inside the pit are large bushes with pale yellow blossoms covered with dew. Stepping from bar to bar may be utilized to cross the pit, checking climbing percentages. Bars 5 and 7 are rusted through and will break 1 in 4, roll every round that weight is placed on them.

The plants in the pit are thorn-shooters and carnivorous. The thorn slinging will shoot 2-8 thorns each round at targets above the pit, attacking as 0 hit dice monsters; thorns cause 1 point of damage and each thorn has a 5% non-cumulative chance of causing the figure to fall into the pit taking 2-5 points and being caught by the sundew blossoms that has moved beneath the falling figure. The dew is a strong adhesive which holds any with less than 13 strength until freed by companions, and those with 13 strength or better may break free in 1-4 rounds. The digestive juices on the surface of the "flower" cause 1-4 damage per round. The plants are AC 10, and have a total of 35 H.P.

16. CHAMBER of the SECOND SUN:

"This room is 30' tall and arched. Parts of the ceiling and walls have collapsed and raw earth may be seen. Beneath the rubble in the center of the room are two sets of crushed bones. There are also the decayed and chewed-on corpses of some baboonlike creatures, beneath spilled earth.

"Through the ceiling in a corner, daylight filters in. And above, through the gap may be seen 4 blue-faced baboonlike creatures. As you look up they scream their frustration at you, and as they do dirt begins to slide down the banks and rocks in the walls shift."

Loud noises will cause further cave-ins and save vs stone must then be made or take 1-3d4 points of damage from falling rock (see cave-in note). If the party tries to climb out here, they will discover that the wall of dirt will hold no more than 50# and will cave-in further.

In the room, hidden beneath rubble and broken stonework is an amphisbaena (AC 3, HD 6, 27 H.P., Atks 1-3/1-3 and save vs poison or take 1d8 additional

damage), a two-headed snake, with poison. It will attack the party as they move through the chamber watching the ceiling, as if it were 2 snakes, concealing the rest of its form behind broken rock. Fighting in the room will require combat 1 in 4 on rubble, at which time a check for slipping is made.

If the snake is slain, the mandrills will attack (AC 7, HD 1+3, 9 H.P., Atks 1/1/1-6) the party; they had been reticent because the serpent had been waylaying their comrades.

The two piles of bone are human and do carry some treasure. There are 40 electrum pieces in a pouch of gut. One of the humans once wore a brooch of bronze and green quartz in the shape of a lizard, worth 460 s.p.. A silver and beryl emerald ring is worn on a boney finger, value 850 s.p.. There is a silvery dagger (copper and nickel) stuck in the left boot of the least mangled figure, worth 160 s.p. and a scroll case holding a map of the territory and the route to the nearest city. Finally a crystal sphere, cracked in the catastrophe, has rolled into the shadow of some nearby rubble. It is made of polished quartz, and is worth 900 s.p..

As you exit this room you notice over the lintel a jade inlaid, stucco sign of a two-headed serpent, one head where the tail should be.

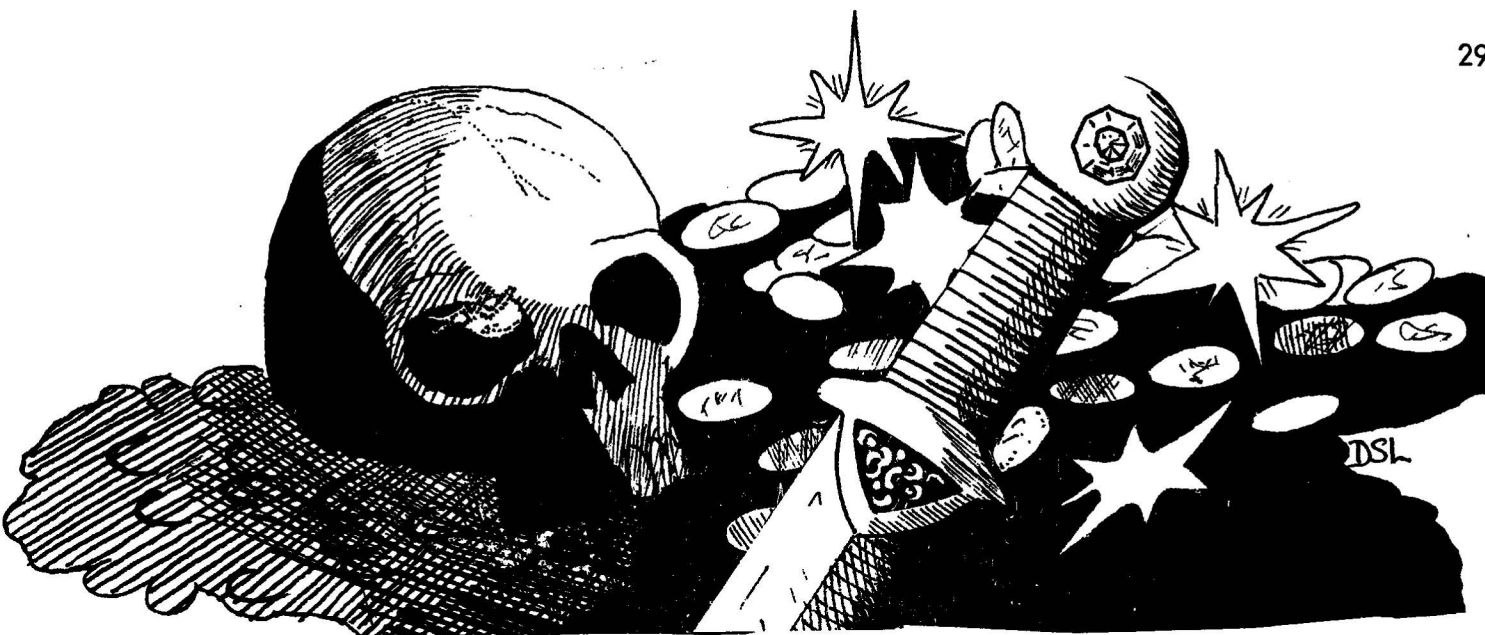
R. Dragon Breath --

"As you start up the stairs, you hear a scraping across the floor at the top of the stairs. Pausing a moment, the sound is not repeated and neither is there any further sound. Easing up the stairs quietly, you begin to make out in the shadows at the head of the stairs a serpentine head of great size and shadowy wings."

"The figure does not move, but seems to be waiting for something. Finally, you proceed with caution up the stairs. All at once, the figure's jaws gape open and a withering blast of steam rushes forth from its gullet."



Walking up the stairs or down them, triggers 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 stairs when the bottom stairs are trod, and flap its stone wings once. Then the statue just sits there. Proceeding up or down the middle of the stairway at this point, will trigger the dragon to open its mouth, and when the halfway mark is reached it will breathe a gust of steam 15' long, which will make the stairs slippery and cause 2d4 + 2 points of damage. The statue will breathe every time the middle stair is stepped on. The statue is connected to a hot water geyser in the bed rock.



T. Free Gold --

"As you reach the end of the corridor, your light flickers off a yellow pile of coins heaped on the floor. On top of the gold rests a jawless skull in the right eye socket of which a black spider has made her home. Several bones are piled with the gold 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 dust of a pale yellow hue. It is really a pile of yellow mold covered by an illusion. If any one touches the mold, its enzymes will cause 1-8 points of damage. There is a 50% chance that the colony will release a 10'x10'x10' cloud of spores, save vs poison or die, if the mold is treated roughly. Igniting the spore cloud will cause all within 20' to take 2-5 points of damage from the burst.

The secret door near the intersection is smoother, if carefully examined, than the surrounding wall. The door opens by stepping on a raised cobblestone to the left of the door, forcibly. The door is two pivoting stones that push inwards to either side.

The second secret door, this one behind the pile of "gold" is marked by a dark stain on the floor. This stone swings on a horizontal pivot in the middle, and is opened by pushing in either at the top or the bottom, the opposite half swinging outwards providing a crawlspace through to the secret corridor.

17. The CHAPEL of KUKULKHAN: (Kŭ-kŭl-kan)

"After passing through the secret door, the passageway turns to the left. At the end of the passage hangs a mirror and on the left wall is a door."

Characters must save vs stone at +2 to the roll, upon seeing the mirror. Failure to save will result in the character believing he is in combat with an imaginary feathered warrior in the mirror. To make this believable to the trapped one have the character he has to fight use his stats, but since the battle in his mind is not to end swiftly, rolls for "to hit" are at -6 and damage is always minimal 1-2. The combat is totally imaginary; the person so charmed will just stand



looking into the mirror, treat as a hold person spell. The enrapt character will remain so held until someone or something disturbs them.

"The doors are heavy-looking, with many face glyphs carved over the front. In the center is carved an eagle killing a serpent with its beak. Two men dressed in loin clouts and puma-masks form the doorposts. Inside the door is a wide passageway leading into a circular room. Along the right wall of the passage is a skull with a jade and stucco death mask fixed to the wall."

The mask is the trigger for a set of bars that will drop encaging those within a 10' area in front of the mask. Disturbing the mask drops the cage sections. Escape may be accomplished by either using bend bars to raise the bars or by using a combined strength of 50 points. The mask may be taken down and is worth 500 s.p..

"In the center of the circular room is raised platform in the shape of a cross, with four sets of stairs leading up from the cardinal points. Each staircase has 3 steps that are 1 1/2 feet high. The set of stairs facing the entry is painted black and listing clockwise the others are painted red, green

and white. Between each staircase is a low shelf, on which stand various small offerings to the god. These will include silver bracelets, earrings, neck collars, anklets, piles of coral beads, silver and jade statuettes and piles of decomposed cloth and molted feathers. At the intersection of the cross rises what appears to be odd-angled, shimmery, transparent walls.

Inside the walls stands a 10' tall stele covered with carvings of a feathered god."

Coiled around the stele is a couatl in ethereal state and so invisible to normal sight (AC 5, HD 9, 33 H.P., Atks 1-3/2-8 plus poison save at -2). He is able to use the following spells: light, command, bless, hold person, resist fire, know alignment, dispel magic, curse, protection from evil, 10' radius, (clerical) ventriloquism, magic missile, detect magic, charm person, darkness 15' radius, ESP, phantasmal force (magical). He also has psionics (1 attack, 2 defense modes, and 9 disciplines), but will not use them unless attacked psionically. If the party touches any of the offerings, worth a total of 9,000 s.p., the couatl will cast his ventriloquism and say the following:

"Ah, interlopers, you have transgressed on this my sacred chapel if you would leave alive, solve then this puzzle and make the proper journey."

"One day the Coyote, Eagle and Wasp decided to visit the sun. The Eagle flew through the clouds, the Wasp flew over the desert, and the Coyote ran up the highest mountain. But the Moon saw and sent thunderstorm, wind and heat to stop them. The Eagle fought through the storm; the Wasp called its friends to beat down the wind; and the Coyote tricked the heat by damming a river. And so they came to the sun safely. Who will visit the sun?"

To safely reach the top of the crossed platform, the following characters must climb the corresponding stairs: fighter/ white; cleric/ red; thief/ green. If the wrong character approaches a stair case and attempts to mount : the white stairs will jolt for 1-3 and there will be a blinding flash of light and deafening thunder; the red stairs- a raging wind will spring up and blow the trespasser down the stairs, buffeting for 0-3; green stairs - a parching wave of air sweeps down baking lungs 1-2, and subtract 1 from constitution for each round exposed; and the black stairs , at the top of which is the statue of a native - if these stairs are used the character will first encounter a slow spell for which he will be aware, and upon reaching the top step he or she will turn to stone, no save allowed.

When the top of the stairs is properly reached and they stand before the crystal walls , either at an apex or at a valley in the crystal star's walls the same voice will speak again:

"At the doorway to the sun, they find a crystal bud. What will make that flower grow?"

The walls are unbreakable crystal with no apparent seams or cracks. If any member of the party touches a wall with water of any kind including spit (the answer to the riddle) the walls will open and allow the party to enter. Once inside it is obvious that the stele is solid stone. From the top of the stone comes the voice again, though there is nothing there:

"The sun, so happy to see his friends, wishes to bestow something. what would you have ? Do you seek his golden rays, for him to shine on the land forever, a word of wisdom or the knowledge of the happiness you bring to him?"

In response to a request for his golden rays: "So you would covet my wealth, you are no more than common thieves and shall be dealt with as such!" And the couatl will materialize on the stele and attack.

In response to a request to shine forever: "And then the land would surely die beneath my blistering heat without the easement of night. You are fools and I'll not have dealings with the likes of you, begone before you bring my ire."

In response to a request for a word of wisdom: "Ah, would that you had chosen my happiness but now it is too late, in the future consider your actions more carefully. Now leave me before my sadness turns to the righteous wrath of the denied!"

And if the last choice is made: "Ah glorious day, you have freed me after these many eons of imprisonment. Only the best shall be your rewards."

In all cases the couatl will materialize on the stele and if his instructions are not obeyed he will attack them, physically as long as they stay within the crystal walls and with spells once they are outside.

To those who are to be rewarded the gifts are :

The Balance of Harmony : for the cleric - this item will detect good and evil by weighing the item under investigation against the lock of hair of a woman pure of heart, the best measure, or the small white diamond, valued at 300 g.p., included with the balance (accurate only 77% of the time). Good will outweigh evil, balance with other good and fluctuate with neutrality. If the item is too large, making initial contact with the left pan will do. It will not detect poison or traps, but will respond to curses.

The Mirror of the Past: for the thief - will allow the user to randomly see events concerning the past of a person, place or thing, but doesn't identify order or how long ago the event was. There is no sound or explanation of what the user sees. The mirror is useable but once a week and the vision only lasts a short period of time and is usually somewhat cryptic.

Death Servant: for the fighter - he will receive a non-magical scroll which reads, "For you the greatest gift of all!" As he reads it, he will feel a coldness and then a warmth across his back. Unbeknownst to him, a death servant has merged with his own shadow. Invisible to all, it will travel with him until he is about to receive a fatal blow. Then its black shadowy form will interpose between the fighter and the killing blow, absorbing the damage that its master would have taken. After this, it will be destroyed and will dissipate in a cloud of black vapor.

18. The SMOKING MIRRORS: (Tezcatlipocas - Taz-kat-le-po-kas)

"This long and narrow room is unoccupied it seems, but each wall bears a stangely shaped and colored mirrors: a beautiful red one on the west wall, blue upon the east wall, a striking black and stark white on the north wall. In the center of the room is a basin filled with a shimmering golden liquid. There is an amber haze drifting out to fill the room from the mirrors which appear to generate it."

"The red mirror seems to be composed of fire and framed in bronze. The mirror has been worked so it breaks the light beams it reflects into a the myriad dancing flames. As you gaze at your reflection the feiry light plays havoc with your image until it becomes more clear, much diminished along with a feiry ghost that takes shape next to it."

This mirror will predict the party member's death using the shadowy figure of nemesis in the path of that party further on in the ruins, even and including dying from asphixiation on poisonous gases. After the vision the image will resolve back into its original form. Touching the mirror will cause 1-2 points of damage from burns.

"The black mirror has a distinctive earthy odor and the blackness of subterranean caverns. Your image is crisp and clear, but superimposed on it seems to be a similar figure in Olman garb and in more heroic proportions."

"This mirror seems to show previous incarnations. All figures are impressive and either godlike or priestly. Any image that so appears may be commanded with a clerical spell, to answer 3 questions. Those touching this mirror must save vs poison or suffer the reduction of valuable to worthless possessions.

"The white mirror has a pungent odor of nutmeg and spice. Its depths are gelid and smokey. Reflections are as if seen through a delicate mist, but of normal proportions."

This mirror is a jelly, an amoeboid scavenger held in the frame of the mirror. Any standing in front of this mirror and gazing into its depths must save vs breath. If they fail they will be stunned for one round during which time the jelly will fall out onto the victim. The jelly does 3-12 points of damage from its digestive juices and it attacks last because it moves so slowly (3"). (AC 8, 13 H.P.) It requires an 8 "to hit". It will retreat from cold, fire and large amounts of salt. If the gazer makes his saving throw, nothing happens.

† The blue mirror refracts light to make appear to be a window into watery depths. The gazer's reflection ripples with eddies in that fluid.

Touching the mirror requires a saving throw vs rods or else be drawn into the mirror and drowning begins. The mirror surface may be attacked as AC 4, and will take 19 points of damage before rupturing and thus spilling out its contents. The force of the water is -2 to slipping and falling has a 1 in 6 chance of causing contact with another mirror and in any case taking 0-3 points of damage.

"The golden mirrored pool glows with a light of its own. Your image has an amber cast to it. The surface of the pool is still and unrippled."

Anything thrust into the pool will react with the fluid so that the second time an item is thrust in or an item of the same material is immersed in the liquid it will change into gold. This affect lasts only 2 turns and then changes back into what it was. The secret door is behind the white mirror and may be opened once the jelly is removed.

19. SUN of MOTION:

"This small room is a diamond shaped area and in the center is a dais on which a weirdly formed altar is placed. On the walls are frescos of the sun and moon in motion and a truncated pyramid with a temple atop it. The figures of men and women line the walls and stand at the pyramid's top making sacrifices of flesh and blood with various implements. A priest in front of the temple is holding a heart of his latest victim."

"The altar is shaped to resemble a many-armed octopoidal, beaked figure with a large red-purple stone in its head."

This room is a trap! Those touching the altar will be stuck to it, and the altar will begin to spin. The unlucky victim or victims will need to run with the altar, round about it to keep up. In one round the speed will be too fast to maintain and the victim or victims will be dragged around in circles taking 1-6 points of damage per round. The victims may tear their hands away, taking 1-4 points of damage and rendering the hand useless for 2 rounds and then fight at a -2 for 2-8 days. Or the gem worth 370 g.p. may be destroyed, hit as if AC 3 - requires 3 hits doing 6 points of damage or more. Or the stone arm from the statue may be broken off at which point the victims hand will be released.

The gem is a cursed stone and if it contacts flesh it will turn the victim into a whirling dervish in one round, inflicting 2-5 points of damage each turn till the prey dies.

20. MICTLAN: (Mek-tlan)

"You have entered a bizarre room ornamented like a hellish diorama. In the center of the room the floor rises to form a tall "hill" with steep earthen pallisades on the north side. It seems to have been designed as a model of the underworld. Struggling up a hill is the representation of a group of men pushing a boulder up a hill. One region to the south depicts a fiery canyon. While a second to the east is an icy counterpart, the frozen hell of northern lands. A river flows out of the northern, putrid and bubbling marshes, from which one can almost smell the corruption. Across the northern foot of the hill flows a river of thick and torpid fluids to fall away into the chasm of a tarterus, a vast pit of worms. Between the hill and the door is a region of tortures and their

attendant monsters. Finally in a small region to the southwest is an isolated grassy plain."

"Above the hill in the 20' high ceiling is a square hole, an opening into a chimney or well. And in the south eastern wall is an old bronze door."

Various annoyances in the forms of spells exist in each area.

1. Hill - a push spell is in effect near the top of the hill, which causes continuous checks for slipping and rolling off the hill (die 1d4 for direction rolled).
2. Flames - an illusion of flames envelopes trespassers and casts a heat metal; on the second and sixth rounds any metal in contact with flesh will do 1-4 points damage, and 2-8 on the third through fifth round of the spell.
3. Ice - frosts forms upon the interloper and a chill metal spell causes 1-2 points of damage on the second and sixth rounds of metal in contact with flesh, and 1-4 points on rounds third through fifth.
4. The Marshes - a shortness of breath is first noticed in this region and then the character must check as if against drowning or take damage starting after 5 segments in the area.
5. The River - causes forgetting identity while in this region, and if a spell-caster, the loss of the use of a random spell each round. Clerics will recover their spells in 3 round when they leave the area, but magic-users have lost them for the adventure.
6. Tarterus - all must save vs. spells or feel the effects of a fear spell, run as far away as possible.
7. Tortures - trespassers will receive a bloody nose in this region, 5 segments after entering this region, losing 0-2 points per round they remain.
8. The Wild Plains - a feeling of contentment will overcome those who enter here and fail to save vs poison. They will not desire to leave, but may check again if coerced by their companions outside the area, but at -1 per every failed roll, untill they will never willingly leave.

The "chimney" may be reached on the shoulders of a comrade, but requires climbing, feet and back braced against opposite walls, because there are no protruberances on which to gain a purchase.

21. TLAZOTEOTL - Mother: (Tlaz-0-ta-otl)

"The door slowly opens into the small room beyond. And almost at once you identify the reflection of light off a glazed flask resting on a small shelf in the corner of the room. The floor is covered with a lumpy of earthy material. Now the light illuminates shelves in the other two corners on which lie an urn and a short stone cylinder."

"As you step into the room an eye suddenly peers at you from the floor. Then another and another of different sizes and shapes and beneath, to the side, or above little fanged, drooling mouths set up a cacophony of babbling that makes your head spin. The lump on the floor is alive!"

The door will not close, "mother" has seen to that. "Mother" was once worshipped as the goddess of the earth and is an amorphous mass all eyes and mouths and moves by oozing forward and fastening to the floor with mouths. (AC 1, HD 4+3, 21 H.P., move 4".) "Mother's" senseless babble, that began when she became aware of the party is equal to a confusion spell - save vs spell or 1) wander for one round, 2-5) confused, stunned for one round, 6-7) attack nearest living creature for one round, 8) treat as a fear spell and run away for one round or stand and fight at -2 for one round. Save must be made every turn heard. Each mouth that latches on does 1 point damage per round and when at least three mouths are attached then must check for slipping every round.

"Mother's" spittle numbs the flesh when it contacts it causing -1 to attack if an arm, -1 to defense if a leg and both if the head. The spit bursts into a bright flare when it strikes cold stone blinding those looking for 1 round. "Mother" always warms the ground within 5' of her and can change its consistency to doughy, tar, quicksand, and to concrete in one round, none of which bothers "mother" in the least.

In the room is a baton of the earth, the stone cylinder, which attacks at +1 and does +2 damage when the wielder stands on stone or earth. It strikes as a club for 1-6 points of damage. But loses its damage bonus when standing in the air, water, or on wood and drains 1 from constitution of the wielder each time it is used until the figure is rendered unconscious. One point of constitution may be regained per full round of nothing but rest, up to a maximum of 6 points per turn.

The flask holds the dried powder of a strength potion (normal duration 6+d6 turns) which may be rehydrated with any reasonable liquid. Treat as similar to the strength spell. And the urn holds the dried heart of a mighty serpent warrior. Anyone eating it may understand the speech of all serpents, but are unable to speak it themselves. The entire heart must be eaten by a single figure, since the power is only transferrable to one person. If any other eats a piece of the heart, there is a 1 in 4 chance that it contained the vital element of comprehension and that figure will be the one to gain the ability.

U. Trapdoor -

"As you painstakingly inch your way along the stone well, your back aching and legs cramped from the strain, you hear a faint squeaking or chittering from overhead and then silence."

In the wall of the chute, 30' above the lower entrance, lurks a trapdoor spider (AC 6, HD 2+2, 11 H.P., Atk 1-6 and poison; +1 on saves, failure resulting in 1-6 points additional damage and paralyzation). The second one to pass the trapdoor spider's door will bring the spider out, suddenly grabbing the prey and retreating into its lair if it manages to paralyze the prey. If characters combat in the chimney, they must check for falling. The trapdoor of the spider is silk, AC10 and may be cut through in one round with a 4 or more in damage done. The spider lair is 10' long and 4 1/2' tall, that cramped quarters affect combat by causing a -1 to all swings and damage. The top of the well is covered by a pewter basin.

22. HOUND of the BAT:

"The room is small and fairly plainly decorated. A pewter basin, square and about 5' wide, covers a stone wellhead. To the north and south are two fountains made of bronze inlaid marble. The south one is cracked and only dry limey deposit remains. The other has about two feet of brackish water, fed by a limey trickle. The gauzy white form of a crayfish lies on the bottom as well as a line of lime beads."

The "crayfish" is only the shed skeleton of a long expired resident. Covered by lime at the bottom of the fountain is a platinum chain and key, worth 20 g.p.. The key will unlock the portcullis blocking exit at X, allowing it to be opened like a gate.

The water is really a water weird, an agent of Camazotz, (AC 4, HD 3+3, 23 H.P., Atks save vs stone or character attacked is grabbed and paralyzed to be pulled into the fountain and drowned. It attacks as a 6 hit dice monster.) Sharp weapons will only do 1 point of damage, blunt weapons do normal damage. Purify water will kill it, but otherwise it will reform in 2 rounds after its hit points have been reduced to zero, returning at full strength.

23. SACRED CHITZA-ATLAN: (Shet-za A-tlan)

"In the middle of this chamber is a figure mounted on a slab of marble. The figure is half-horse and half-man, painted green and decked out in lacquered leather, feathers and copper wire jewelry. He faces the main door to the west, barring entrance with a 12' long, bronze hafted spear tipped with a broad blue-grey ori-flame spearhead."

"The apartment is filled with beaten copper, cut and polished obsidian, shells, quartz, and coral. Much pottery is present, with a baked glaze that resembles jade, alabaster, etc. But the glazing is etched with a spidery webbing of cracks, revealing its true nature. There are two pottery baskets made to resemble whicker baskets. These are filled with stones of the odd, smooth, common, river type. Treasure is symbolically trod under by the foot of the dried man-beast."

The "centaur" figure is the mummified remains of a sacred offspring of Chitza-Atlan the guardian of the gateway of the underworld, a half-man, half-beast (AC 3, HD 6+3, 27 H.P., Atk 1-6/1-6 hooves and 1-8 spear. Save vs poison or be inflicted with acute leprosy. Infected wounds will heal at 10% normal rate, cure light wounds will not affect damage taken, and it will prove fatal in 1-6 months.

Chitza has two functions: to prevent any, but the dead from entering and to keep those from within, including the party, confined within. A word or pass from Zotz will gain free passage. He will thus attack if any try to open the door or attack; otherwise he will remain motionless, exuding a loathesome odor. He takes +2 damage from fire based attacks and may be turned as a mummy, but will only last one round effectively immobilizing since he can not flee to anywhere.



The treasure is concealed in the two whicker baskets filled with stones, in which a parisioner was supposed to be placed to be dragged off to Mictlan. There are two crushed silver masks, worth 500 s.p., and an electrum serpent bracelet, 840 s.p., a broken marble statuette of the monkey-god, 1120 s.p., and 3 silver hairpins set with jade, worth 40 s.p. each - originally protected by oaken boxes at the bottom of these baskets, which have since rotted away.

The door pulls inward to reveal a blank wall, instead of hallway, made of some slab of green stone, perhaps jade (see V).

V. Jade Door Stone --

"You see a large block of uncut, but polished jade or malachite filling the hall entirely from flor to ceiling and wall to wall."

This stone block is a trap and will fall outward on those trying to break into the tomb for 2-12 points of damage to any who are under it. The stone will fall if any tampering is done with it.

W. Wind Tunnel --

"This corridor is only 5' wide and wide enough for 2 to walk abreast. It is dry and dusty and shows no sign of usage in the last few ages. Following along above the corridor, about 3' from the ceiling are stone lintels flanking the passage."

"There is a widening in the 5' wide corridor for a distance of 15' and then narrows back to 5'. The floor is corrugated. In the ceiling, 15' overhead is a bronze circular trapdoor cover that is latched shut. In the four corners are series of metal rungs, broken and rusty spikes leading up to the hatch."

Opening the hatch will release a whirlwind which will knock the opener to the floor and buffet those who are caught in the clearing for 0-2 points each round, spinning them around. There is a 2 in 6 chance per round of catching hold of one of the rungs. The hatch cannot be shut nor will the wind die. There is a 1 in 4 chance that those blown about will be impaled on a rusty spike, 1d4 and save vs poison or tetanus will set in in 24 hours. The wounds are infected and only heal at 1/3rd normal rate, and the infection will make the victim dizzy and hard put to maintain his or her balance, +5 slipping, - 30% climbing. Any moving in the room upright, will be buffeted by the wind and lose their bearings.

24. The HIDDEN ROOM of NAHUAL: (Na-wal - "alter-ego")

The secret doors to this room are opened by climbing up and hanging on the ledge or lintel above the door; that runs 3' from the ceiling along the length of the corridor. The door then swings inward and will shut in 1/2 round. The door is counterweighted to shut and may not be spiked open. On the inside of the secret door, there is a stone projection which is pressed down to open the door from the inside.

"This room's walls are painted flat black, while the floor is painted in a bright fresco of leaping and cavorting strange gods around a central disk of the sun. The chamber is otherwise empty, except for a curtained alcove."

"Drawing aside the curtain of laced shells and beads, you discover the chalky form of a seated statue on a throne carved to depict feathers. The form wears a feathered headdress with a leaping fish nibbling on a water lily, and also wears a feathered robe which conceals its gender. Laying across its lap and in its opened palms is a gold and silver scepter about 2 1/2' long, with an eagle's head carved in one end and in talons of the bird at the other a blazing sun. But the most remarkable thing about the figure is its face."

Whoever entered the room first will find their face upon the statue. The statue is originally blank faced, but it adapts the face of the first person to enter the room for its own. The scepter is worth 507 g.p., but it is frozen to the palms of the statue for anyone, but the figure whose face resembles the statue. If the figure picks up the scepter, he or she will have visions of great battles of the past and begin to sweat. Within 5 segments, if still holding the scepter, a transformation will sweep over the character and he or she will have turned to stone. The statue, however, will have become flesh and blood and his or her garments real. This nahual or "alter-ego" is neutral-evil (AC 3, HD 7, 30 H.P., Atk 1-4/1-4 or 1-8 with scepter. His gaze must be saved against as breath or the victim will drop anything in his hands. The nahual must concentrate to use its gaze and may not attack simultaneously.)

The nahual has the memories of the belated party member and will try to convince them he or she has merged with an earlier incarnation. Given a

chance it will lead the party to their death with false information of the future. If the nahual must fight, it will. Removing the scepter from the hands of the stricken party member will not return the member to life.

X. The Valve --

"The corridor widens ahead of you to form a narrow. To the left, on the wall is a hub and spokes mounted half-in and half-out of a recess in the wall. Closer examination shows it to be a type of crank and underneath the crank is an bronze bar, mostly likely a lever. Towards the other end is a 5' wide staircase going up. Following the staircase up leads to a blank stone wall."

If the characters listen carefully at the wall at the top of the stairs, they will hear chirping birds. To open this secret door, the winch in the room below must be turned. It will only turn in one direction. As the wheel is turned, the secret door opens, but so does the floor for 10' in front of the wheel. There is a ledge to stand on and work the wheel, but to reach it or to leave a narrow 6 inch footpath must be traversed, and it is highly polished. To either side of the footbridge the pit drops 30', a pale shimmer of bone may be seen at the bottom.

After the secret door is opened (which can only be done when the pit is fully opened), the break lever, underneath must be engaged or else the winch will wind down and the shut. However, when the lever is engaged, a portcullis will fall across the stairs.

When crossing the beam, characters must check for slipping every time they cross or step onto the beam. The portcullis may be opened with the key from room #22, the keyhole for it is in the side wall and looks like a flaw in the stone, on the left side or may attempt a bend bars roll.

25. TEMPLE RUIN:

"This room was apparently some type of a large temple. Swatches of sunlight highlight the floor, but in its rays - twisting and curling bubbles of bluish-green gas writhe toward the ceiling. Once a major building, all that remains are the back wall and enough of the roof to protect the altar. All else seems closed off by fallen debris. Several pillars have fallen and litter the floor. The holes through which the sunlight filters are high above, 35', and small, no larger than a man's head. The roof is a maze of cracks and chipped areas. The back wall is covered by a bas relief of a giant bat-thing, 9' tall and wingspan of 20'. In front of the wall is the altar stone, a carved mass of squirming rats, weasels, worms decaying humans - all centered around the head of a screaming bat. Arching up from the sides and looming over the altar are a pair of rusted metal batwings. The floor in front of the altar bears several hollows worn quite smooth."

The secret door to enter the tombs below is hidden behind the left wing of the wall carving. To open the door a supplicant would place their arm in the mouth of the bat, causing it to clamp down on the flesh and puncture the arm. As blood drains from the arm, it fills a reservoir, which when full triggers the secret door to open. This process takes 3-5 rounds with 1-4 points of damage taken each round. However, the liquid need not be blood and

any liquid will do. When the reservoir is full, the arm will be released. Any character with a strength of 15+ can break free in 2 rounds. Any character between the wing and the wall will take 2-8 points of damage. Once the wing has moved to reveal the secret door it now veils the lower half of the face and the black stone eyes start to glow redly. All who gaze at the eyes must save vs rods or be paralyzed for 2-8 rounds or until a light spell is cast on the person. Once released, the person will be blind until his eyes are bathed with holy water, or a remove curse, prayer, dispel evil or bless is cast on him.

Approaching the altar from the front will mean that the characters must pass over an old trapdoor that gives to a slide. The slide will take the unfortunate to the pit at X a drop of 30', 2d6 damage. The old trapdoor has seen long disuse and will only function on a 1 in 10 chance.

Close inspection of the altar will reveal a set of handholds in the front and many scratches around the base. The altar may be tipped backwards with a combined strength of 40. When this is done however, the metal wings will swing forwards and cross in front at about waist height. The leading edges are razor sharp and will cleave any person in their path for 3d8 damage. If the altar is tilted by characters in a kneeling position, the wings will whistle by harmlessly overhead. Under the altar is an 8' deep pit in which are many items of treasure and two bodies broken in half. The treasure is valued at 2,500g.p.. There are 80 silver chased goblets (60 s.p. each), 20 gold plated statuettes (200 s.p. each), 50 repoussed silver chalices and servings (80 s.p. each), 150 pieces of trinket jewelry (20-200 s.p. each) 200 mother of pearl "gemstones" (4-60 s.p. each), a jade placard bearing an image of Zotz (1,080 s.p.), and a marble statue of Chacmool (1,560 s.p.). There are also 19,160 sp. mixed in with this.

If any climbing is attempted in an effort to escape, there is a -30% adjustment. The chance of falling doubles if the climber is 1/2 damaged and doubles again if 3/4 damaged; when 90% damaged is reached the chance of falling is up another 10%. Grapples will not hold in the stones on 1-3 in 6. Every person climbing the rope must roll against his percentage for climbing.

If characters attempt to dig out there is a tented area opposite the altar and is composed of loose stone slabs stuck on angle to support a tent of light loose rubble. It looks too shakey to climb on but perhaps if it were collapsed a way out would be opened. Any sufficient pressure equal to a 15+ strength will bring the tenting down. Those within 10' of the collapse will be hit by up to 4 rocks: 1-2) 1 stone, 3-7) 2 stones, 8-9) 3 stones and 10) 4 stones - doing 1-4 points each. The cave-in may also be caused by hurling a weighty object, such as a beam of wood or a small boulder. A beam of wood may be thrown from 5' (all within 5' are automatically hit by one stone) and a rock may be thrown from 10' if two people hurl it (also possible are sacks of coins). All within 5' have a +1 on damage rolled by stone.

When the temple is opened and returned to it will be discovered that a hyaenodon (AC 7, HD 5, 25 H.P., Atk 3-12) has taken up lairing behind the fallen pillar to the right of the altar.



RHIALLE is a native of 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 picked to be a Chosen One by the shamans of his tribe. Each year, the Olman tribes choose 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 knife, so he fled the Olmans and the wrath of his deities.

Rhialle came to the mainland cities and became a sellsword; a bodyguard to nobility or a mercenary in wars. He stays in no 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.



MYRRHA is from the city of Poetylanth, sovereign mother of the land of Marsylithe, 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 she was given. 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 Poetylanth, 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. Gradually,



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 Chernth, with only T'ryssirritch, 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 his quick hands and wits, 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 from him that a formal noble's education could not have afforded him. In fact, he learned more than Rittarch thought he was teaching him, and simultaneously continued his stealthy thieving at night.

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

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

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. Only a landless barbarian is now her companion, an exile from his people too and a kindred, if misdirected soul.

Rittarch grew careless as he grew older, and one evening he omitted one-and-a-half crucial passes from the Rite of the Wind of Time and was filled with the spirit of a crazed devil. He attacked Cair in a maniacal frenzy, and the young thief was forced to kill him 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 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.

CHARACTER SHEET

Name: RHIALLE the Wanderer

Human, FM - 6/ Native

Alignment - Neutral-good

58 H.P. 5 (7) AC

Abilities:	Str: 17	Skills: Attack bonuses....+1	Saving Throws:
	Int: 9	Damage bonuses...+1	Poison 11
	Wis: 9	Missiles.....+1 atk	Stone 12
	Dex: 16	+1 damage	Rods 13
	Con: 17	Climbing..... 80%	Breath 13
	Chr: 15	Scent odor.. 30%/66%	Spells 14
		Move silently.... 55%	System
		Hide..... 43%	shock 97%
		Special..-2 vs magic	Resurrect
		Bend bars.....13%	shock 98%

Ht: 5'11" Wt: 170#

Movement rates: walking climbing

Normal movement..... 12 ... 5

Moving silently or hiding 10 ... 4

Moving silently & hiding 8 ... 3

Combat bonuses: +1 attack reaction

Expert in short bow permits use of combat bonuses with bow,
and gains an additional +1 to medium range attacks
... +2 to long range attacks.

Very superstitious and attacks anything that seems magical at -2;
... though he is not so disturbed regarding monsters.

Scenting odors: The keen nose of barbarians is well-known as well as their
uncanny intuition for danger; this is simulated by conscious effort:
... detect and identify familiar odors, the first percent,
... ability to smell trouble ahead, as if detect evil, second percent.

Armor Class: he is wearing studded leather armor jacket, plus he has a dexterity
bonus; those who attack from behind discount the bonus and attack at +2.

Languages spoken: Common and Olmec (the native tongue)

Items Carried (location):

Weapons: Sword, Long 1d8 (scabbard, right side)
Composite Short Bow (left shoulder) ranges are short 5",
medium 10", long 18" ... fires at -1 medium, -3 long.
Arrows, 15, 1d6 (quiver, right shoulder)
Dirk 1d4 (sheath, left side)

Magic
Items: Scroll: Protection from Petrification - 5 segments, creates a
10' radius circle which moves with the reader and makes those
within the circle immune to all petrification attacks for
5-20 rounds. (belt, left side)
Keoghtom's Salve: 5 doses - cures wounds, disease and poisoning;
swallowed or rubbed on the afflicted part neutralizes disease
or poison - and when rubbed into wound cures 1d4+8 points.
(in pouch on belt)

Other
Items: Tinderbox - flint and steel (backpack)

Torches, 2, burn for 5 turns or till extinguished (backpack)

Snare wire, 5' (in pouch on belt)
 Sharpening stone and sand (backpack)
 Water flask, filled 24 oz. (backpack)
 Salt, 1 pound (backpack)
 Blanket (backpack)

Weight Allowances: (in gold pieces weight, 10 g.p.=1#)

Normal Movement...850 = 12"

Half Movement....1550 = 6"

Encumbered..over 1550 = 3"

Present Load.....345

Wt.bonus.....+500 already added.

Following are two lists of spells from which the other characters may choose to exchange for the spells already provided for them. Rhialle may not use any spells.

LIST of OPTIONAL SPELLS:

Clerical: MYRRHA		Magical: CAIR	
1st:	Detect Evil Detect Magic Protection from Evil Remove Fear Resist Cold	1st:	Burning Hands Charm Person Enlarge Feather Fall Hold Portal Jump Shield
2nd:	Detect Charm Find Traps Silence 15' radius Speak with Animals Spiritual Hammer		Shocking Grasp Spider Climb Unseen Servant Ventriloquism
3rd:	Create Food & Water Cure Blindness Cure Disease Prayer Speak with Dead	2nd:	Darkness, 15' radius Detect Invisible Pyrotechnics' Rope Trick Web
4th:	Cure Serious Wounds Lower Water Protection from Evil 10' radius	3rd:	Blink Fireball Hold Person Phantasmal Force Water Breathe

CHARACTER SHEET

Name: MYRRHA the Disgraced

Human, CL - 7

Alignment - Lawful-neutral

48 H.P. 5 AC

Abilities: Str: 15 Skills: Bend bars..... 7%
 Int: 14 Turn Skeletons, Ghouls
 Wis: 16 Undead & Zombies..... D
 Dex: 11 Shadows, Wights ..T
 Con: 16 Ghast 4
 Chr: 14 Wraith 7
 Mummy.....10
 Spectre13
 Vampire16
 Ghost 20

Saving Throws:
 Poison 7
 Stone 10
 Rods 11
 Breath 13
 Spells 12
 System
 shock 95%
 Resurrect
 shock 96%

Ht: 5'8" Wt: 138#

Movement rates: walking climbing
 Normal movement..... 12 ... 3
 Moving silently or hiding 8 ... 2
 Moving silently & hiding 4 ... 1

*Moves as a non-thief with 70% climbing only the roughest surfaces;
 Hides in shadows at 5% + 1%/2 levels = 8%.
 Moving silently at 10% + 1%/ level = 16%.

Combat bonuses: +1 attack bonus with quarterstaff in which she is proficient.

Turning Undead: The cleric must not be engaged in any other activity to turn, equalling or bettering the number indicated above on a roll of a d20 indicates success in turning 1-12 undead.

Armor Class: she is wearing fine chain mail shirt and carries a shield.

Languages spoken: Common, Latin, High Elven, Tolemy (astronomer's script) and Goblin.

Clerical Spells: 1st - 5, 2nd - 5, 3rd - 2, 4th - 1

(Players may substitute any spell from the accompanying list of known spells for any one listed below.)

1st: Cure Light Wounds - 5 segments; heals 1d8 points when touched, from 1 person.
Cure Light Wounds - same as above.

Bless - 1 round, lasts 6 rounds; no interrupting action may occur - uses Holy Water; adds +1 to attacks and saving throws, may make weapons +1; will affect entire party unless otherwise specified or not in range.

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

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

2nd: Slow Poison - 1 segment, lasts 6 hours for 1 or 1 hour for 3 beings; reduces damage to 1 point per turn until termination of spell at which point full accumulated damage from past turns occurs, unless the poison is neutralized or exposure ceases. Crushed garlic bud on feet of victim.
Resist Fire - 5 segments, lasts 6 turns; recipient is immune to heat and boiling temperatures and gains +3 to saves vs very hot and magical fire and damage sustained is always reduced to 50%. Affects a single figure.

MYRRHA

- 2nd: Hold Person - 5 segments, lasts 1 turn; holds immobile 1-3 persons, save is at -1 if only 2 victims, and at -2 if a single victim.
Snake Charm - 5 segments, if the snake is aroused and angry only lasts 1-3 turns, and if attacking only 5-8 rounds; causes one or more snakes, a total of 43 hit points, to stop all motion but 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 comes in contact with 50% of the time +5% per level below 7 of the target and -2% per level above 7; automatically affects own magic.
Remove Curse - 6 segments; will remove a curse upon a person, object or from a sending or remove a cursed item from the possession of a person.
- 4th: Neutralize Poison - 7 segments; affects a single character; detoxifies the poison in a person or in 7 cubic feet of substance, but does not render victim immune to the reintroduction of the toxic substance.

Items Carried (location):

- Weapons: Quarterstaff 1d6+1 (right hand)
Mace 1d6+1 (belt - left side)
- Magic Items: Wand of Secret Door and Trap Detection: 15 charges; will glow with a golden light and drip a sparkling fluid light to form a silver triangular pool if revealing a secret door; an effervescent blue line to bar the user from a trap and a single glob of viscid red light when nothing is present, all fading within 1 round and all using one charge. The 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. One must specify which of the possibilities are being detected for, giving only one command at a time.
(right hand belt)
Scroll: 2 spells - (right hand belt)
Silence, 15' radius - 3 segments, lasts 1 turn.
Purify Food & Water - 1 round, 7 cubic feet of matter.
Eversmoking Bottle: (backpack) when uncorked it will fill a single room with smoke in one round, though sources of light will be pinpointed in the smoke; the smoke is heavy and will not rise between levels, and the dampness in corridors makes it cling to within 3' of the floor.
- Other Items: Cross, wooden (around neck)
Holy Water, 1 vial - 4 oz. (in belt pouch)
Soap, a cake of lye (in belt pouch)
Garlic buds, 3 (in belt pouch)
Cloak, woolen (backpack)
Silver baton (backpack) a symbol of office.

Weight Allowances: (in gold piece weight, 10 g.p.=1#)

Normal Movement...550 = 12"

Half Movement.....1250 = 6"

Encumbered...over 1250 = 3"

Present Load.....375

Wt. bonus+200 already added.

CHARACTER SHEET

Name: CAIR the Apprentice

Half-elf, TH - 7/MU - 5

Alignment - Neutral

43 H.P. 5 (8) AC

Abilities: Str: 13	Skills: Pickpockets..... 65%	Saving Throws
Int: 12	*Open Locks.....62%	Poison 12
Wis: 12	*Remove Traps ...50%	Stone 11
Dex: 17	Move Silently...60%	Rods 9
Con: 16	Hide in Shadows 48%	Breath 13
Chr: 10	Hear Noise.....25%	Spells 10
	Climbing.....94%	System
	Read Languages .35%	shock 95%
	Bend Bars4%	Resurrect
	*try once only	shock 96%

Ht: 5'2" Wt: 122#

Movement rates: walking climbing

Normal movement.....	12 ... 4
Moving silently <u>or</u> hiding	9 ... 3
Moving silently <u>&</u> hiding	6 ... 2

Combat bonuses: +2 attack reaction

Attacking silently from behind, check for silence, +4 to hit and does triple damage.

Armor Class: he is wearing a leather jerkin, plus he has a dexterity bonus; those who attack from behind discount the bonus and attack at +3.

Languages spoken: Common, Harney (Hillfolk tongue), Melange (merchant business tongue) and Hebrew.

Magic Spells: 1st - 4, 2nd - 2, 3rd - 1

(Players may substitute any spell from the accompanying list of known spells for any one of those listed below.)

- 1st: Magic Missile - 1 segment, 11" range; casts 3 missiles, 1d4+1 damage, that may be directed at the same target or at several; no save allowed.
Detect Magic - 1 segment, lasts 1 turn; detects magical radiations and causes them to glow pale gold; blocked by 1' of stone/1/12' of metal.
Read Magic - 1 round, lasts 1 turn; requires the use of a prism to read magical inscriptions on objects, once translated may be read without spell.
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 and chains, bypasses a wizard lock.
Strength - 1 turn, lasts 30 turns; it will increase the strength of the cleric and fighter to 18(20), (+1 atk/+3 damage but nullifies earlier strength bonuses, +800/+500 respectively to carrying capacity, open doors 1-3 and bend bars 20%), and the thief's strength to 17 (+1 atk/+1 damage, +400 to carrying capacity, opens doors 1-3, bend bars 13%); but will only affect one person.

- 3rd: Haste - 3 segments, lasts 8 rounds; doubles movement rate and number of attacks per round, but causes 4-5 points damage extra for that turn from the poison gas; requires use of anise root and will affect all party members.

CAIR

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 at -4 at assailant, success breaking the stranglehold.
 Sling (right belt)
 Sling bullets, 15, 1d4+1 (in belt pouch)
- Magic Items:** Scroll: 7 spells - (inside jerkin)
Protection from Evil, 10' radius - 2 segments, lasts 1 turn; non-mobile, prevents bodily contact with evil and other attacks are at -2, saves at +2.
Locate Object - 3 segments, lasts 5 rounds; locates a known or familiar object at a range of 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.
Minor Globe of Invulnerability - 5 segments, lasts 5 rounds; creates an immobile sphere which prevents any 1st, 2nd or 3rd level spell from entering, protects a 10' area.
Stone to Flesh - 7 segments; 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 hold up to 250# and needs 8' of swinging room to throw; it will catch on broken surfaces 3 in 8, on cut stone surfaces 2 in 8, and on smooth, bare surfaces 1 in 8. There is 1 chance in 10 of the grapple slipping when pulled or climbed and then a second roll for catching should be checked for or else the climber has fallen and taken 1d6.
 Hooded grey cloak (backpack)
 Lockpick kit, 3 tools and a small file (in belt pouch)
 Glass beads, 3 dozen (in belt pouch)
 Fine oil, 4 oz. (in belt pouch) ignites only on a 1 in 6.
 Crystal prism (in belt pouch)
 Anise root (in belt pouch)

Weight Allowances: (in gold piece weight, 10 g.p.=1#)

Normal Movement...450 = 12"

Half Movement.... 1150 = 6"

Encumbered.. over 1150 = 3"

Present Load.....240

Wt. bonus.....+100 already added

..may unencumber oneself once
sunk and try to sink or swim again.

Cave-Ins:

..if digging at, new rubble and
rocks will fall in to replace old.
..falling rubble may hit diggers if
fail save vs stone, doing 1-4 points.
..1 in 6 chance of being buried
by rubble, 3-12 points damage,
followed by a 5% cumulative chance
of suffocation, causing 1-6 points of
damage, per turn thereafter.

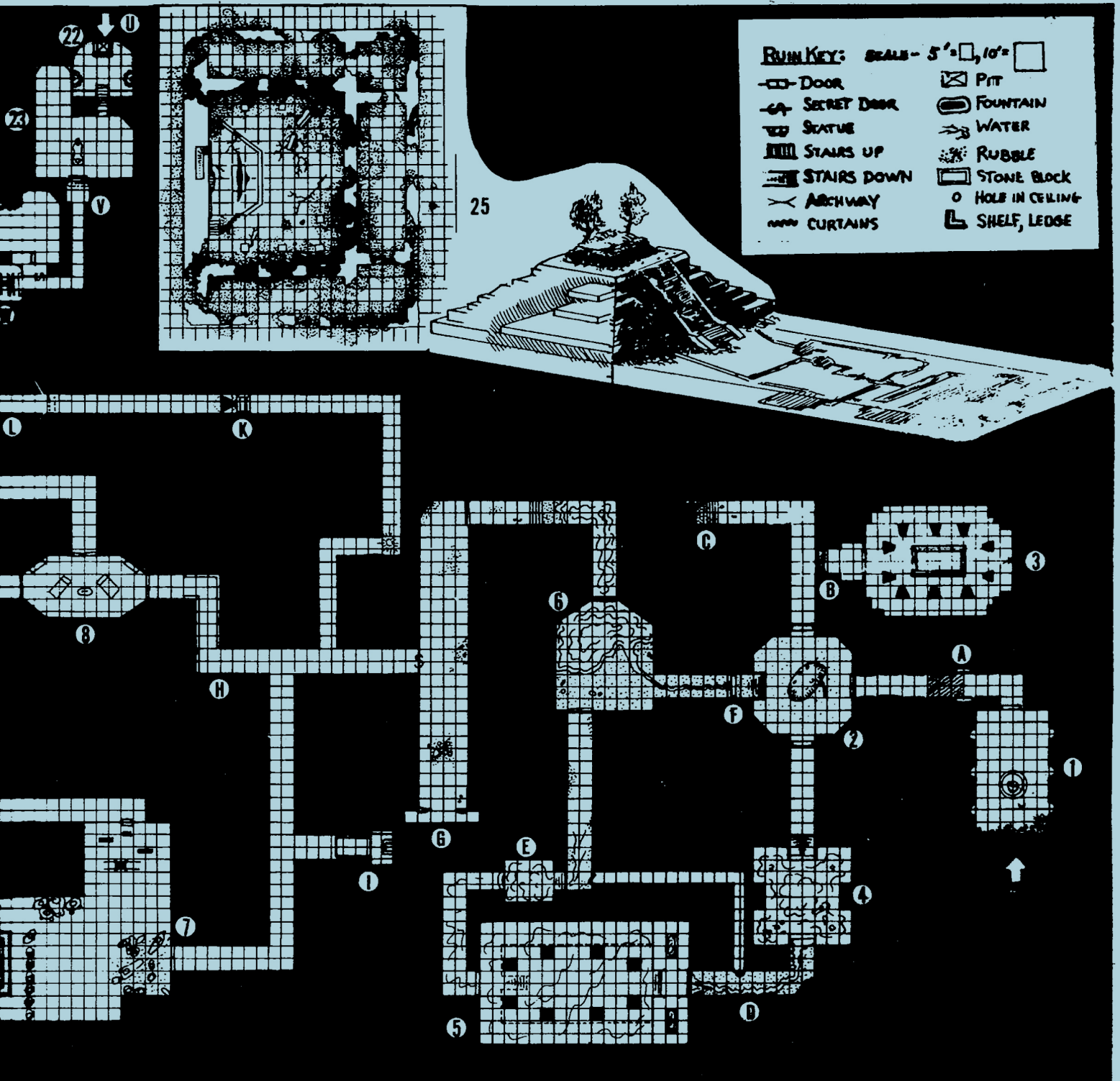
Lime Effect:

..damage of 1-2 points per turn
of contact with flesh.
..lime must be removed from
flesh by washing (most effective)
or wiped off, but cannot be removed
from source.
..salt will buffer the lime effect
1-3 rounds/acid will react with the
lime violently and produce foam,
spray, and CO₂.

..cloth and soft leather will be
soaked in 0-2 rounds and any
flesh in contact with soaked
material takes lime damage.
..armor and boiled leather will
not be soaked, but will be etched
by the lime.

Collapsing Weight:

..those caught beneath falling
deadweights (ie. doors, statues,
sliding blocks, etc.) take 2d6
points of damage.



The Beginning of Adventure

You are lost. You should never have abandoned the road and struck out into the marshes, but the riders were close on your trail, and it seemed the only way. You stumble onward through the fens, making for the slightly higher ground ahead of you. As you crest the knoll the sun disappears below the horizon and the night comes whispering along. Breathless you sink to the ground, grateful for a rest at last ... somewhere behind you a horse neighs. You scramble back to your feet and force your way further into the brush and bracken, past great carved stones that lie overturned on the ground about you.

A full moon rises to aid you as you press on into the dark. Ahead a light seems to glow and beckon in the woods - perhaps a shelter for the night. Though thorns tear at you and the thicket impedes your progress you finally reach that source of illumination ... you step out into a clearing. An ancient ruin - a truncated pyramid, enormous blocks of stone uprooted and thrown down fills the the ghostly courtyard, shining silvery in the moonlight, almost seeming brighter than the moon herself. A refuge? Perhaps - on the morrow you may explore with the light of day to meet the perils of the unknown, but tonight you must have rest.

You are three: Cair, a magic-user and thief by trade, with a price on his head, fleeing from bounty hunters; Myrrha, a banished cleric who seeks escape from her former colleagues; and Rhialle, a barbarian fighter, an outcast of his people and marked by his own gods for vengeance. Yesterday, Rhialle and Myrrha helped Cair escape the clutches of bounty hunters, and thus themselves became fair prey as accomplices.

You recall all this taking a whispered counsel, while awaiting sleep to ease the weariness and aches of the day. Suddenly an icy wind sweeps through the camp and you feel chilled to your bones. The silvery moonlight is blotted out by the shadow of a dark, winged thing, huge yet somehow wraithlike. Whistling through the night you hear a shrieking call, faint but piercing and painful, and then it is gone.

The sun has risen and after a hasty counsel and preparation, you gather your equipment and start toward the pyramid-temple. You tread carefully across cracked and overgrown flagstones, stepping over fallen and shattered pillars, pushing aside vines and briars. As you approach the temple, a foot comes down on some ancient pottery, crushing it with an abrupt crack! The sound is echoed from behind you - you turn around and glimpse mounted figures under the trees at the edge of the clearing, and then the earth groans open beneath your feet and you are falling amidst the roar of collapsing masonry! Dust chokes you, and the sunlight disappears as the darkness swallows you.